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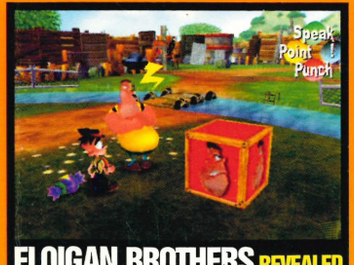
REVIEWED Return of the living dead?

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- Skies of Arcadia
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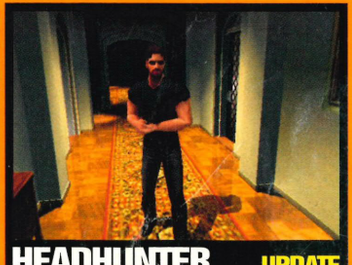
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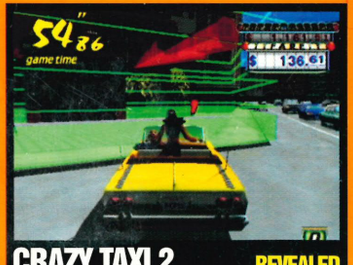
FLOIGAN BROTHERS REVEALED



SOUL REAVER 2 NEW SHOTS



HEADHUNTER UPDATE



CRAZY TAXI 2 REVEALED

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ISSUE SEVENTEEN LAUNCHING IN THE UK ON 28 DECEMBER

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issue 17

Welcome to your dreams

Editorial

The whole point of the Christmas and the New Year celebrations is to bring cheer and goodwill back into the souls of people who would otherwise feel a little depressed during the cold, dark weeks that are at the very heart of winter. However, what do you do to while away the days *after* the gluttonous festivities? Well, that's where we come in! You see that disc on the front of this spanking issue of DREAMCAST MAGAZINE? Well, if you haven't already, peel it off, shove it in your Dreamcast and get playing all those games that you have cast aside; this disc quite literally opens up a whole new world of gaming and best of all, it's free! Think of it as a belated Christmas present from us and enjoy!

Elsewhere you'll notice a few tweaks and changes in the mag which, in spite of the incredibly tight deadline that we were forced to meet, we managed to implement – *and* meet our deadline! Hopefully you'll like what we've done and as I've always said, your feedback is more than welcome – after all, it's your mag and you are the people that pay our wages! Aside from the design fripperies you'll find the usual mix of top reviews like *Tony Hawk's Pro Skater 2* (page 44) and *Capcom Vs SNK* (page 62), as well as the latest info and previews on the games that you'll be playing over the course of the New Year. Of special note is our feature about the Dreamcast and its latest rival, the PlayStation2 (page 34). Forget all the hype you may have heard – we've spoken to PR people from the videogames industry (though Sony remained strangely muted) to bring to you the truth about the two consoles. It makes for very interesting reading...

Having squeezed the very lifeblood from the DREAMCAST MAGAZINE team I'm off home to make use of the new bed that I've just bought and if I don't turn into Rip Van Phillips, I hope to see you all back here again next month...

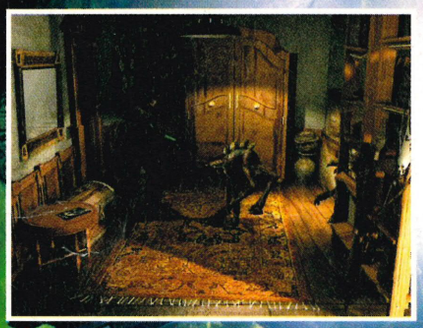
As always, enjoy the mag and take it easy on the stairs.

Simon Phillips
Editor

Alone in the Dark: The New Nightmare

30 Stunning new shots of the gothic horror game that'll scare you witless...





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> Wanna know how to make your free gift work? Go to page14 to find out!

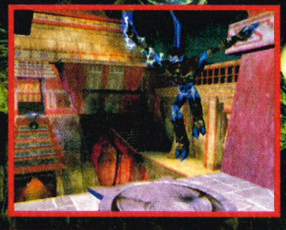
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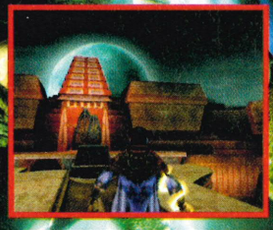


Soul Reaver: Legacy of Kain 2

06 He's back for second helpings... look out!



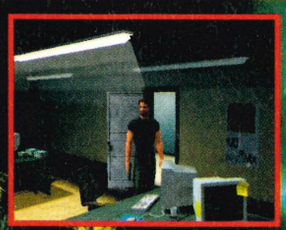




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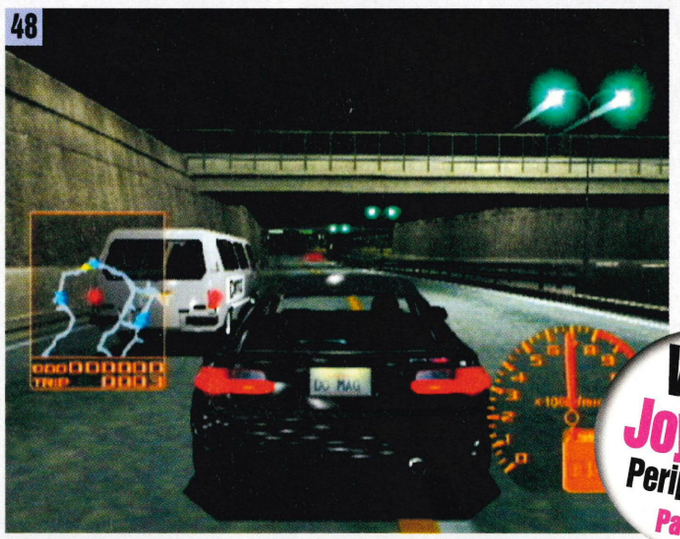


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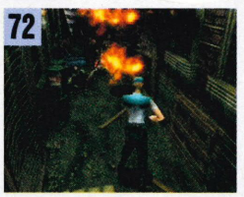


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All the latest releases including *Tokyo Highway Battle 2, Capcom Vs SNK, Donald Duck: Quack Attack, Resident Evil: Nemesis, KISS Psycho Circus, Tomb Raider Chronicles.*









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You Know You've

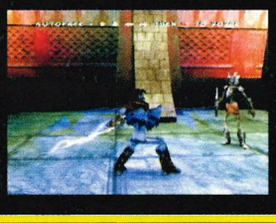
Legacy Of Kain: Soul Reaver 2 shaping up nicely on the Dreamcast





The Seventh Element

> Considering the title, you should have noticed by now that the main highlight of the game is the Soul Reaver – Raziel's soul-based weapon that can slice and dice any vampires in its way, while being totally dishwasher safe... err, probably. In any case, this latest adventure in the *Legacy Of Kain* series takes the powers of the Soul Reaver one step further by introducing elemental Reaver forges for Raziel to dip his wick into. Naturally, each one represents one of the seven elements (those being Fire, Air, Water, Earth, Light, Dark and Spirit) and can imbue the Soul Reaver with new powers that help you conquer the obstacles blocking your path through Nosgoth to where Kain waits. Hmm, sounds intriguing...


Dreamcast magazine EXCLUSIVE




Got Soul Reaver

Are you sick of those cute platform adventure games where fluffy bunnies and cuddly-wuddly teddies roam the land? Need something a bit darker, nastier and down-right evil in your gaming life? Well, don't panic – it might have been nearly a year since the last time you had the chance to get vampiric on someone's arse but with the welcome return of Raziel to the Dreamcast, the mood is about to change...

Much to the relief of people hanging on to the immense cliff-hanger that occurred at the very end of the original *Soul Reaver*, *Legacy Of Kain: Soul Reaver 2* picks up the tale where the first game left off – in case you never made it to the end though, here's a look at the story so far. As you might have guessed, you're still Raziel, an ex-lieutenant of the evil vampire council led by the monstrous Kain. After being cast into the Lake Of The Dead by Kain for growing wings (hey, it happens to the best of us) and chasing him through the land of Nosgoth in the pursuit of revenge, the whole thing ended with Kain jumping through the Chronoplast time portal and you flying in after him... and so it continues.

Stay On The Scene (Get On Up)

The action may seem slightly familiar (so that fans of the previous game know what they're doing) but believe us when we say there's an entirely new game underneath. This time around, you'll be chasing Kain back through time and space as well as around Nosgoth – people familiar with the *Legacy Of Kain* series will be happy to hear that the game takes place before, during and after the events of both the original *Soul Reaver* and Raziel's first adventure, *Legacy Of Kain: Blood Omen*. This means that there's plenty of opportunity to visit familiar locations and catch up with old friends... before you slice them in two and drain their souls. Lovely.

In keeping with the nature of sequels, everything in *Soul Reaver 2* has been kicked up a notch – while elements such as Raziel's abilities to phase between the spiritual and material realm remain, the methods of doing so and the puzzles that present themselves because of it have been vastly enhanced. There's also an entirely new cast of enemies and allies to encounter, as well as plenty of rich and varied locations to explore such as the Forest of Nosgoth, the lost swamps and even the mighty citadel that stood fallen in the previous *Soul Reaver*. There's still a fair deal of work to be done on the game before its release in late March next year but if what we've seen so far is anything to go by, it's guaranteed to be just that little bit special.

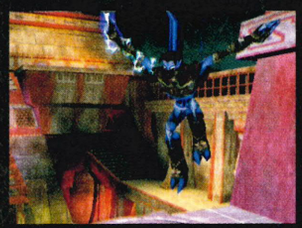
essential information > Dreamcast magazine

PUBLISHER	EIDOS INTERACTIVE
DEVELOPER	CRYSTAL DYNAMICS
PLAYERS	1
% COMPLETE	60%
RELEASE	MARCH 27 2001

ANTICIPATION RATING 90%

THEY SAY: The sequel to the critically acclaimed action adventure, *Legacy Of Kain: Soul Reaver* (well, duh).

WE SAY: We can't wait until March – stop beating round the bush and give it to us NOW!





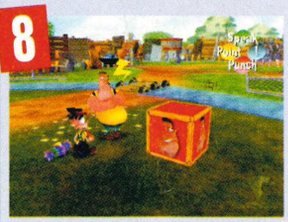
BIG ISSUES

> It's been another hectic month here at DREAMCAST MAGAZINE as the news has flooded in. Check out all these big stories this month...

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Goof-ball action from Visual Concepts.

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Headhunter

All the latest details from Sega's newest title.

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Cannon Spike

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Skies Of Arcadia

Sega goes RPG crazy up in the skies.

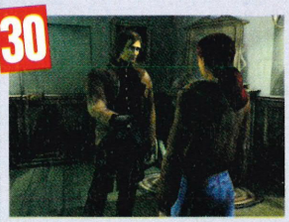
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Alone In The Dark 4

Spare pants ahoy as we delve into the darkness...

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newscast

RPGs Hit The Streets?

One of the most intriguing rumours being bandied around this month is that Capcom is working on a *StreetFighter* RPG. There's no doubt that this is an incredibly exciting prospect but Capcom representatives are keeping quiet about it at the moment, refusing to confirm or deny the rumour.

THE rumour mill

Sword & The Stone

For those who fancy picking up an import copy of Smilebit's forthcoming real-time strategy title *Hundred Swords*, 25 January is the all-important date to head down your local import shop.

Lightning & Thunder

With two 'Thunder' branded games already under its belt in the form of *Hydro Thunder* and *4Wheel Thunder*, Midway is reportedly working on a third game to add to the series in the form of *Arctic Thunder*, where the vehicles of choice are snowmobiles. We've had no confirmation on this from Midway yet but as soon as we do, you'll be the first to know.

Skies The Limit?

With Sega holding another Business Strategy Conference this month, rumours emerged of a sequel to the much-touted *Skies Of Arcadia*. Although nothing's been confirmed yet, it is a definite possibility for the future.

Veronica Lives Again

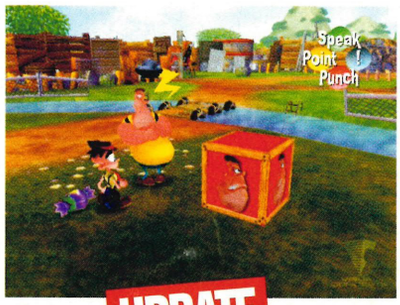
According to one of our sources in Japan, Capcom is planning to re-release *Resident Evil Code: Veronica* under the title of *Resident Evil: Code Veronica Complete* on 22 March to mark the fifth anniversary of the series. Apparently, the game will have some new levels concerning Wesker, as well as some other updates.

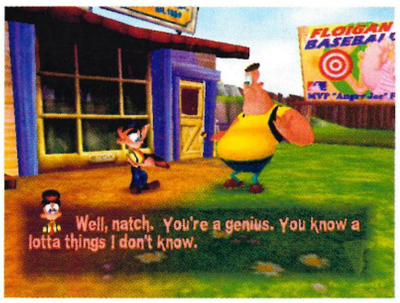
VFX Crosses Over

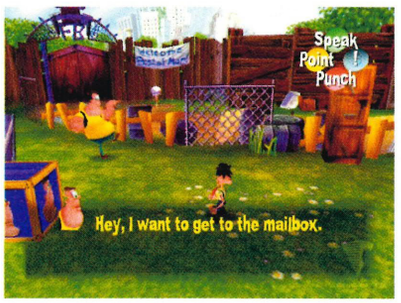
Reports filtering in from Japan this month suggest that *Virtua Fighter X*, which is currently in development for the Naomi 2 hardware, will be the first cross-platform game for Sega, appearing on all major consoles.

New Shenmue Details

New details regarding *Shenmue 2* emerged from Sega this month including the rumour that the game will span a whopping six GD-ROMs, three more than the first instalment. Apparently, the textures of certain characters are one of the main things being addressed, and the game will also feature more QTEs and free battles than before. Most importantly, the game has now been given a release date for Q3 2001... we can hardly wait.







UPDATE

Brothers In Arms

Floigan Brothers Alive & Kicking

It's been a whole year since we last heard anything about Visual Concepts' *Floigan Brothers*, leaving us in suspended animation as to whether it had been canned or not. But our fears have been averted as at last month's Sega Executive meeting a whole bunch of new screens and details on this crazy-looking game were revealed.

What A Load Of Junk

As you can guess from the title, the game follows the adventures of the two Floigan brothers – Hoigle, the brainy one, and the loveable but totally clueless Moigle – as they set about defending their family junkyard from the evil Baron Malodorous and his clan of militant kitties. However, that's only part of the game because as the brother with brains you have to aid thicko Moigle with his 'secret' project by helping him find all the right bits and pieces from around the junkyard. But it ain't as easy as all that, because along with each piece of equipment comes a puzzle to get you scratching your head over. Whether you're making Moigle fall over with dizziness so that you







Child's Play

Mixed in with all the puzzle-solving and cat-beating excitement of the game are a load of mini-games for you to play with Moigle to satisfy his child's mentality. Whenever he gets bored he'll ask you to play a game with him – tag, hide and seek, that sort of thing. You can gain points from these to bribe him later in the game.





HOT bytes

Some said that the year 2001 would see the end of Sega and Dreamcast's reign as 128bit champion, but we reckon that with a line-up of games to rival that of the England footie team of 1966, all Dreamcast owners can expect great things this year.

Well, we don't know about you but we all had a blindingly good Christmas... well, blind drunk anyway. Martin was lucky enough to get just what he wanted with a year's supply of McDonalds from the gang, Simon was given a hole for whenever he wants to hide, Alex got the Porshe 911 he's been begging for for months while Nick got himself a whole load of sweet luvin'.

Our cover promotion! We thought that we'd never pull it off in time but we did. Big thanks to the hardworking chaps at Blaze!

COLD cuts

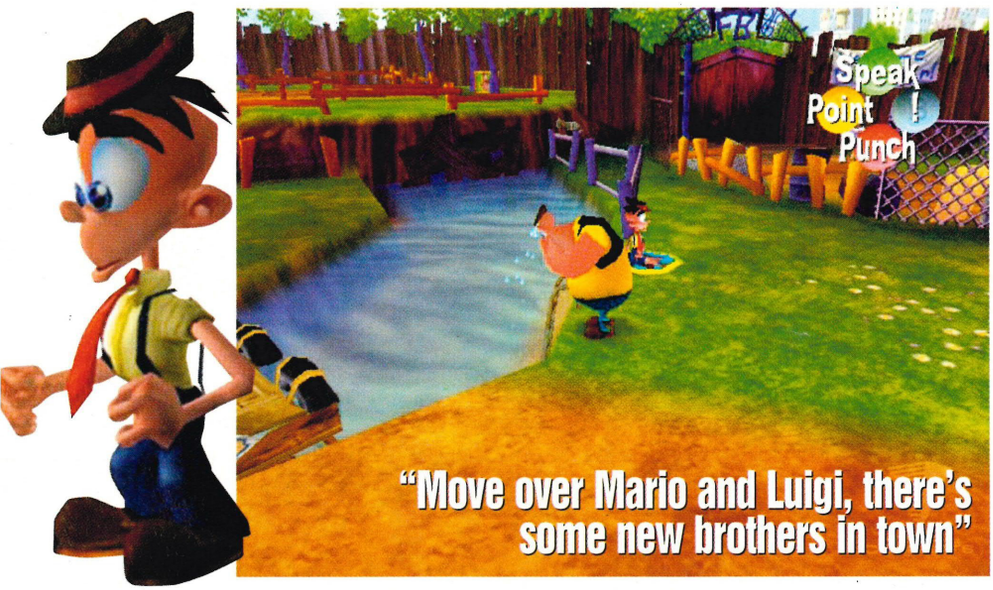
The fact that certain publishers are determined to keep the games that they have coming out on the Dreamcast shrouded in mystery has been infuriating us. The number of times we've been told that reviewable versions of games won't be available until after the game has been released has been the bane of Martin's life this month. Our tip to you lot out there is to avoid anything that hasn't been reviewed by us; chances are the games that surreptitiously hit the shelves are very poor indeed. You have been warned!

The weather over the last few weeks has been a bit on the rubbish side – all it seems to do is rain, rain and rain some more. So much for sunny Bournemouth! Well, at least it's meant we've been able to get in some quality gamesplaying while we've been stuck indoors.

We've all had a bit of a rough time this month for one reason or another, although an unusually short deadline and cover dilemmas haven't helped matters. But then that's life.

Sega Goes PDA

Sega of Japan has announced that it will be releasing a new version of *Puyo Puyo* that will work on Zaurus PDA from Sharp to mark the game's tenth anniversary. The move is the first in Sega's strategy to bring its products to hardware other than its own, as revealed last month.



can use his belly as a trampoline or making him cry his eyes out to fill the river, you can be guaranteed that this game will have you rolling around in stitches.

Brotherly Love

The gameplay doesn't stop there though, because on top of all this are numerous mini-games (see boxout) as well as the need for you to teach Moigle various skills including curing him of his fear of spiders, which is pretty darn cool. Add to all this some totally gorgeous cartoon-styled graphics and you have all the ingredients for yet another top title from Visual Concepts. With a release set for March over in America and plans for a number of sequels already in the works, it looks as if it could be curtains for the Mario Brothers as this new brotherly double act look to secure their place in videogame folklore.





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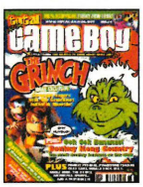
DVD Review ISSUE>20
ISSN: 1466-593X £3.99

Join Russell Crowe in Ridley Scott's historical epic *Gladiator* this month. See George Clooney battle mother nature in *The Perfect Storm* or witness the madness of Christian Bale in *American Psycho*. Plus there's US reviews of *X-Men & Mission: Impossible 2*.



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!



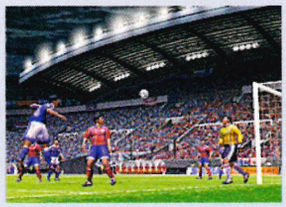
Europe Keeps On Dreaming

More Countries Get Online

> In a bid to keep up with the claims of playing against 'up to six billion' other Dreamcast users, Sega of Europe has announced that a further five countries will be added to the DreamArena network as of December. As well as being able to play against Dreamcasters in France, Germany, Spain and Italy you'll now also be able to play the likes of *Quake III* and *Chu Chu Rocket!* against gamers in Sweden, Finland, Switzerland, Belgium and the Netherlands. Of course, this is great news as we'll now be able to frag the crap out of even more countries and prove that we really are the best gamers in Europe.

"With even more countries now online, it can only be a good thing for Sega"







Striker Light

First Virtua Striker 3 Shots

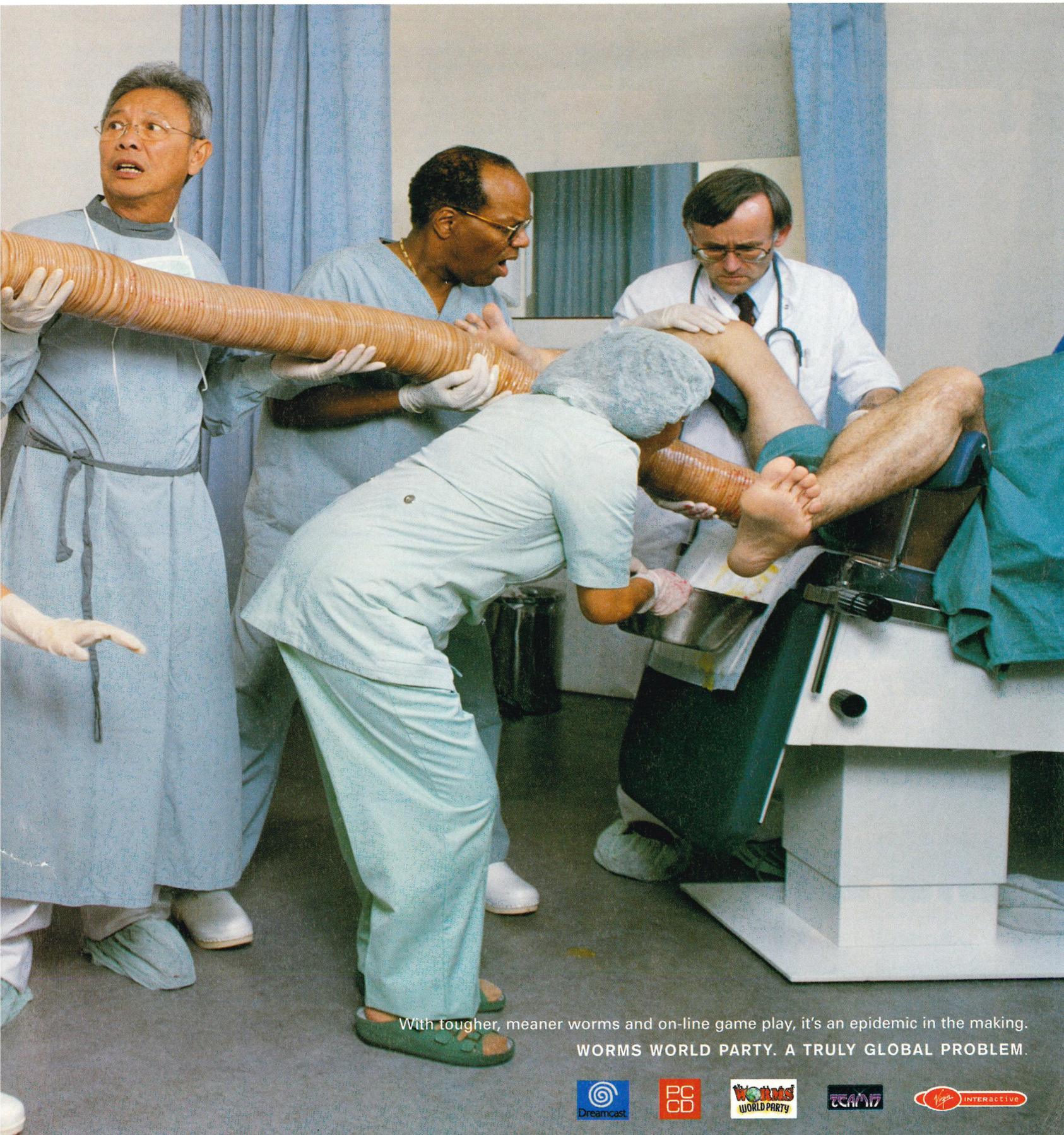
> Okay, so *Virtua Striker 2* might have been a pretty decent game down the arcades but its home conversion was, let's face it, bordering on the pitiful. Well, as we reported a couple of months, Sega is already working on the follow-up, *Virtua Striker 3*, and now we've managed to get our hands on the first screenshots of the game. The first thing you'll notice is that it looks loads better than any of the other games in the series, but then it is being developed on the Naomi 2 software. Don't let that worry you though, as according to our sources inside Sega, it will still be possible to port Naomi 2 games to the Dreamcast with relative ease. For now though, just gaze in awe at these screenshots...

"The first thing you'll notice is that it looks loads better than any of the other games in the series"





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.

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Dreamcast. PC CD WORMS WORLD PARTY TEAM17 Virgin INTERactive



UPDATE

Crazy Cabbies!

MSR Secrets Discovered... Amazing!



If you thought that you'd have to wait until the summer before you climbed back into a cab to make some crazy money then you'd be wrong. After playing *M-SR* for the last few weeks 24/7 we've been able to unlock some of the secrets that lie deep beneath the glossy exterior – and boy, are they cool.

Busman's Holiday

Fancy driving around London in a good old black cab or zooming around San Francisco in a banana yellow taxi? No? Then how does bombing around Tokyo in a cab sound? Well, you can once you've unlocked everything in the game and, as you'd expect from secret vehicles, they're also the fastest cars in the game.

Bizarre Creations has also plumped buses from the three cities into the game, and there's even a sit-on lawn mower for you to casually cruise around on, taking in the sites at a more leisurely pace. There are no cheats as yet on how to access these without having to play for hours but we'll be sure to bring them to you when we find them.

"With cabs, buses and lawn-mowers to drive there really is nothing that M-SR doesn't have"





Amusing Battles

Spikers Battle Announced

Sega developing house Amusement Vision, the team behind the recent arcade hit *Planet* *Harriers* and the Dreamcast conversion of *Daytona USA*, has revealed a new game on its Web site that it is working on. Going by the title of *Spikers Battle* the game is classed in the 'action' bracket and will support up to four players. Unfortunately, that's all the information that we've got on the game so far but we reckon it's going to have something to do with *Spikeout*, another Amusement Vision title. Check back next month for an update.

"Yet another tantalising title from the banks of Sega... what are the odds?"



New game Spikers Battle... let's hope it's as good as Planet Harriers, eh?

MOST WANTED

We're dribbling already... though that's probably not because of these games.

Phantasy Star Online

> Not surprisingly, *Phantasy Star Online* makes an appearance for the second month in a row among our 'Most Wanted' games. That's probably because by the time you read this, we'll have had the chance to sit down and try out the full UK version. Oh, and the PAL release is less than a month away. Woohoo!



The Sonic Compilation

> We've always had a soft spot in our hearts for Sonic, so now that Sega has announced it will be re-releasing all of the past Sonic games in time for the hedgehog's tenth anniversary on the Dreamcast – well, we could hardly contain ourselves. No need to go and buy a MegaDrive after all... great!



Shenmue: Chapter Two

> Okay, we'll admit that *Shenmue* didn't exactly get the resounding response from most people here at Dreamcast Towers that you might have expected. However, that doesn't mean we're not eager to get our hands on the next instalment. It's like a really good soap opera... we want to know what happens next!



TIMELINE

Alone In The Dark: The New Nightmare

3 MONTHS

> Coming close to its March release date, the latest instalment of the adventures of Edward Carnby promises to take the *Alone In The Dark* series to a whole new level. Check out our preview on page 34... scary.



TIMELINE

Evil Twin: Cyprien's Chronicles

6 MONTHS

> It's been on the cards for some time now but Ubi Soft's dark and twisted platform romp through the nightmare worlds finally seems set for a late spring/early summer release. It's looking pretty darn special too...



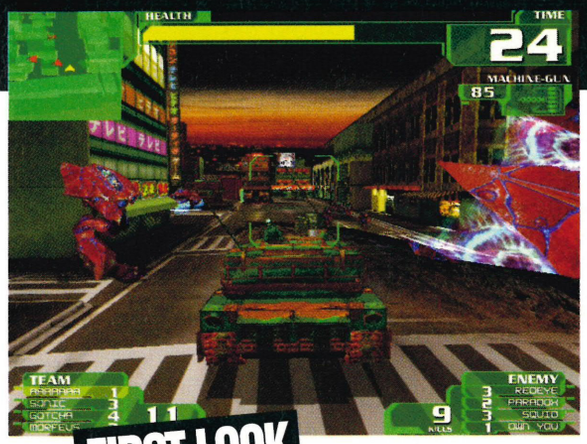
TIMELINE

Tony Hawk's Skateboarding 3

9 MONTHS

> Yep, it's already in development – that's about all we do know for now though. How Neversoft will improve on the amazingness that was *Tony Hawk's 2* we don't know. Guess we'll just have to wait and see, yes?









FIRST LOOK

Space Invaders

Aliens On The Front Line

Sega is on a real push in the arcades at the moment, with the likes of *Confidential Mission*, *Samba De Amigo 2000* and *Sega Strike Fighter,* but its latest offering from the banks of Wow is simply out of this world. Meet *Alien Front Online*.

Out Of This World

Basically, the game is another classic shoot-'em-up in the making, only this time you can decide whose side you want to be on and whose ass to kick. So whether you choose to fight for the ranks of planet Earth against the invading Triclops aliens and human defectors or opt to battle alongside the aliens, you're guaranteed an unrivalled blast. Sat in a selection of tanks and alien craft, all with guns bigger than... well, we can't say that, there's gonna be a whole lot of destruction to be had as you go about blowing up the likes of Tokyo and Washington DC, grinding them to dust.

As well as playing online with up to four other arcade users, the game is also being slated as the first title to offer online play between arcade and Dreamcast users which, if Sega can pull it off, will be a mighty fine extra feature for the game. Although *Alien Front Online* is currently only hitting arcades all over the country, the Dreamcast version is expected to be released some time in the first half of this year. For now you'll just have to head down the arcade and kick some alien (or human) butt. Have fun, you crazy kids!

"With online play between arcades and Dreamcasts, Sega is once again pushing the boundaries"













UPDATE

It's Venomous

Fighting Vipers 2 Details



After reports last month regarding the Dreamcast port of AM2's *Fighting Vipers 2* we've now been able to secure some hard facts on the game, as well as a handful of new screenshots.

Snakebite & Black

First up we've learnt that the game will be released in the UK soon after the 18 January release in Japan, so expect to be fighting viper-style by March/April time. Also revealed by Yu Suzuki and his team were a number of game modes that the title will feature, including Random Battle, Team Battle and a Two-On-Two tag-style battle. The game is also going to make use of the Internet... though unfortunately not for fighting. Instead it'll let you access the game's Web site where you'll be able to chat to other players and the like. Three new characters going by the names of Mara, Kan and Del Sol will also be included as Dreamcast-exclusives but that, as far as we know, is going to be your lot. Now hurry up and finish *Virtua Fighter X*!

"Prepare to be fighting viper-style on the DC this spring"

MAN IN THE PUB



It could be because of his stunning good looks, witty banter and mastery of the English language... or maybe because we just thought it might be a good idea to let someone else sound off for once, rather than spending most of our time whinging about stuff. In any case, we decided that it was about time we unleashed our mate Man In The Pub onto the hot topics of the month and let him put his opinions across. Just don't say we didn't warn you...

This month – The PlayStation 2 Launch

Awight, so it was a couple ov munfs ago but the PlayStation 2 launch... wot wozzat all abaht, eh? Tawk abaht playin' it dahn – a few people strollin' inta their local EB, clutchin' a piece ov paypa and then just walkin' aht wiv a brand new console? Bleedin' stoopid, that's wot that is. You kids had it lucky. In my day when the latest games machine came aht, we ad to queue up for hours on end in the freezin' cold and then fight each ovver wiv sharp sticks for the chance to fork aht our life savins for one. Ahh, 'appy days...





Riot police, tear gas... the release of the MegaDrive went down a real treat.

XPLODER CHEATS CD

Using The Xploder Disc

Using your Xploder cheat CD is as easy as ABC, so just follow these simple instructions and you'll be on your way to cheating heaven.

- Put the disc in the machine and watch it load up to the groovy start screen.
- Press the A button to skip through the adverts for other Blaze products.
- When you get to the main menu highlight the Select Cheats menu.
- Once you're in the Cheat Browser use the D-Pad to select which game you want a cheat for. When you've chosen the game you want, press A and you'll be able to choose which cheat to enable. With cheat chosen, press Start and you'll return to the main menu screen.
  NB: You can enable more than just one code at a time.
- Once you've returned to the main menu screen select Start Game and press A.
- Remove the cheat disc from the Dreamcast and place the game disc in. When it's loaded up, the chosen cheats will be enabled. Minty!



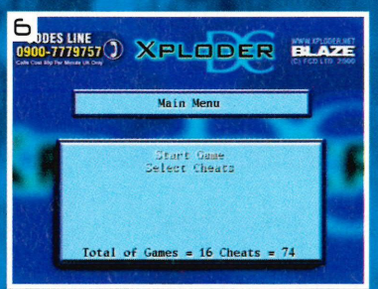


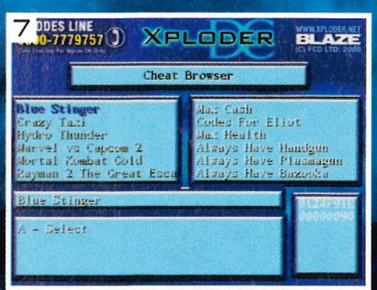


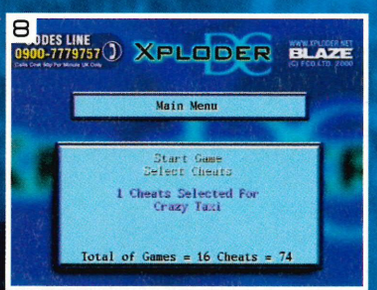


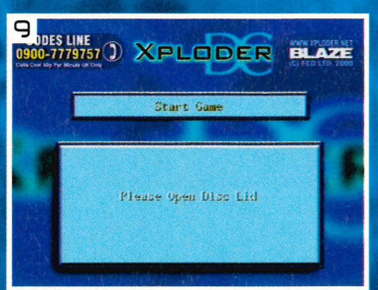












The Cheats

- Blue Stinger
- Crazy Taxi
- Hydro Thunder
- Marvel Vs Capcom 2
- Mortal Kombat Gold
- Rayman 2: The Great Escape
- Ready 2 Rumble Boxing
- Resident Evil 2 (Claire)
- Resident Evil 2 (Leon)
- SWWS Euro Edition
- Shadowman
- Sonic Adventure
- Soul Calibur
- Soul Reaver
- Tomb Raider 4: The Last Revelation
- WWF Attitude

Try It, Buy It!

Our free Xploder DC Sampler CD might have some great little cheats on it but if you want cheats for every single Dreamcast game, including all the latest releases, then we reckon you'll be wanting to get yourself the full monty.

Costing just £14.99 and available from all quality games shops, any serious gamer would be a fool to miss out on it. Once you've bought the Xploder, all the latest codes can be found on the telephone hotline on 0900 7779757 (calls cost 50p per minute) or visit the Web site at www.xploder.net. Happy cheating!

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XPLODER DC

UK Charts Update

sponsored by eb.uk.com electronics boutique

Each month EB.uk.com will be supplying DREAMCAST MAGAZINE with the most up-to-date release schedule!

UK Release Schedule

Game	Publisher	Price	Release
Phantasy Star Online	Sega	34.99	Jan 2001
Half Life	Havas	34.99	Jan 2001
StreetFighter III 3rd Strike	Virgin	34.99	Jan 2001
Stupid Invaders	Ubi Soft	34.99	5 Jan 2001
Gunbird 2	Virgin	34.99	5 Jan 2001
Worms World Party	Virgin	24.99	11 Jan 2001
F1 Racing Championship	Ubi Soft	34.99	12 Jan 2001
Heroes III Of Might & Magic	Ubi Soft	34.99	19 Jan 2001
Vanishing Point	Acclaim	34.99	19 Jan 2001
Buzz Lightyear: Star Command	Activision	TBC	26 Jan 2001
Stunt GP	Virgin	TBC	Early 2001
Commandos 2	Eidos	TBC	Early 2001
Evil Twin: Cyprien's Chronicles	Ubi Soft	TBC	Early 2001
Skies Of Arcadia	Sega	TBC	Early 2001
Animated Batman: Vehicle Adventures	Ubi Soft	TBC	Early 2001
Tropico	Take 2	TBC	Early 2001
Fighting Vipers 2	Sega	TBC	Early 2001
Sonic Shuffle	Sega	TBC	Early 2001
18Wheeler Pro Trucker	Sega	TBC	Early 2001
Agartha	Sega	TBC	Early 2001
Out Trigger	Sega	TBC	Early 2001
Matt Hoffman: BMX	Activision	TBC	Mar 2001
Daytona USA	Sega	TBC	Mar 2001
Blitz 2001	Midway	TBC	Mar 2001
Alone In The Dark: The New Nightmare	Infogrames	TBC	March 2001
Legacy of Kain: Soul Reaver 2	Eidos	TBC	March 2001
Sonic Adventure 2	Sega	TBC	Mid 2001
Soldier of Fortune	Crave	TBC	TBA
Take The Bullet	Sega	TBC	TBA
Hot Rod City	Interplay	TBC	TBA
Arcatera	Ubi Soft	TBC	TBA
Black And White	Sega	TBC	TBA
Indiana Jones	Activision	TBC	TBA
The Mummy	Konami	29.99	TBA
Bleem! For Dreamcast	Bleem!	TBC	TBA
Sno-Cross Championship Racing	Crave	TBC	TBA
Virtua Fighter X	Sega	TBC	TBA
Dragon Riders	Ubi Soft	TBC	TBA

All prices are correct at time of going to press but are subject to change without prior notice. All prices relate to online purchases only.

EB.uk.com

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EB Guide To...

I couldn't believe it. I got home the other day, and was forced to watch as a mysterious Chinese man murdered my father. I tried to help but couldn't do anything – I cried for days, but now I'm set on revenge. The men that killed my father will pay. I must admit things are looking up, I've just got a job driving forklifts in the harbour, and I'm well on my way to chasing the murderous gang to Hong Kong. I'm also caring for an orphaned cat, and trying to keep my girl happy – but she doesn't understand. And you know what? I still have to be in bed by 11! Heh, heh – check this out, I'm currently playing this game on my DC – it's really lifelike – where I play some nerdy web producer with very little in the way of a life. No, wait, that's not right...

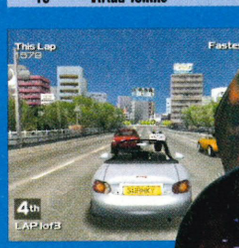


Jon Austin is the Editor/Producer of EB.uk.com

Top Ten Sellers On EB.uk.com

Unsurprisingly, *Metropolis Street Racer* holds off all the competition to remain in the pole position!

Position	Game	Price	DM Rating	Issue
1	Metropolis Street Racer	£34.99	96%	15
2	Sonic Adventure	£28.99	90%	01
3	Silent Scope	£34.99	85%	15
4	Shenmue	£34.99	85%	16
5	Soul Fighter	£9.99	83%	03
6	Ready 2 Rumble: Round 2	£34.99	85%	16
7	Who Wants To Be A Millionaire	£24.99	59%	14
8	Le Mans 24 Hours	£39.99	91%	16
9	F355 Challenge: Passion Rossa	£34.99	91%	14
10	Virtua Tennis	£34.99	94%	14



competition

WIN! Ten Copies Of Silent Scope

Crikes, those guys at EB are good to you lot. Not only are they the brand new sponsors of our charts page, they've also given us ten copies of Konami's *Silent Scope* to give away to you lot. With an 85% rating, it's a game everyone needs to have. So what do you have to do to win a copy? Simply answer the following question and put in the post to the usual address marked 'I'm A Super-Sharp Shooter', making sure it gets to us no later than 1 March 2001.

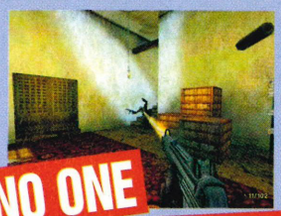
Q. In the arcade version of the game, what type of gun is mounted on the arcade cabinet?



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

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...



NO ONE LIVES FOREVER

Guilty Parties
Fox Interactive/Monolith

What's It All About?
Imagine the world of James Bond, mixed with some crazy humour and far-out weapons, all bundled together in a *Quake III*-stylee. What do you get? Why, the adventures of Cate Archer and her battle against the evil crime organisation H.A.R.M. of course. Super spy adventures don't get any better than this...

When's It Coming?
The PC version should be out by the time you read this, so there's no reason why a Dreamcast conversion shouldn't be possible. We'll just have to wait and see what Fox Interactive decides to do next with Sega's little box of tricks.

The Bottom Line
Before you say it, no – this isn't an Austin Powers game. Yeah, baby!







NO ESCAPE

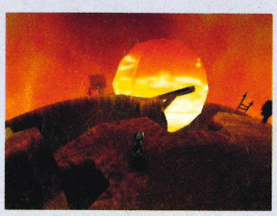
Guilty Parties
Funcom

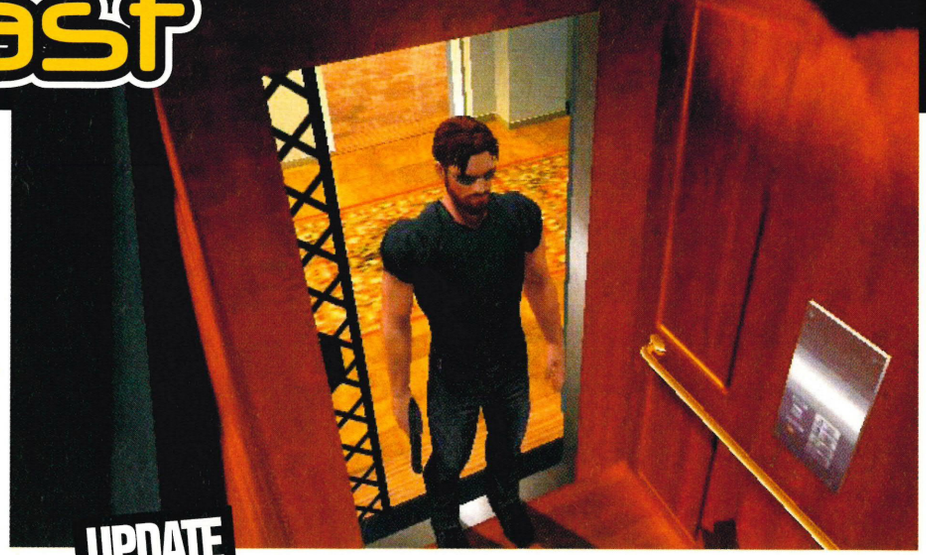
What's It All About?
Whatever happened to the world of the ultra-violent gameshow? We had *Smash TV*, we had the *Killing Game Show* and then... nothing. Now though, the days of splattering people's brains for hard cash are back but this time, it's every contestant for himself. Think you've got what it takes to be the champ?

When's It Coming?
Again, the PC version is getting pretty close to completion and from what we've seen, the game mixes hilarious humour with all-out blood-letting violence. However, it's doubtful it'll ever appear on the Dreamcast. Bugger, eh?

The Bottom Line
Big money! Big prizes! We love it!







UPDATE

Head In The Clouds

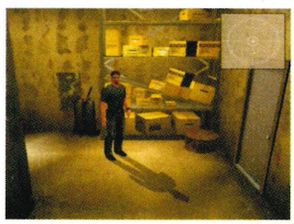
New Headhunter Details

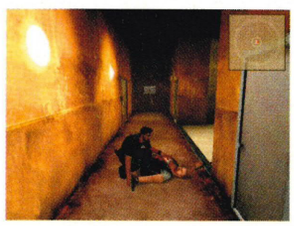
With the Sega Executive Games Summit 2000 going on last month, some interesting details about the futuristic adventure game *Headhunter* managed to leak out to the DREAMCAST MAGAZINE team... and boy, have they got us excited.

Heads Will Roll
Set in the sun-drenched state of California, the year is 2019, a time when the state is oppressed by a tyrannical force who employ headhunters to enforce their laws, and track and kill outlawed criminals. The gameplay switches between riding around on a motorbike and running around pumping bad guys full of lead in a *Metal Gear* kinda way, which is just fine by us.

The game is also going to have various online features, amongst which will be the opportunity to engage in networked motorbike races with up to seven other players in a bid to earn money and, more importantly, respect.

Pretty cool, huh? Even more intriguing, however, are reports that you'll be able to use the VM unit as a virtual beeper outside of the game. Quite how this is going to work is anyone's guess but if it can be pulled off it's sure going to be another first for Sega. In any case if this is anywhere near as good as it looks and sounds then we're in for a real treat come the end of the year.





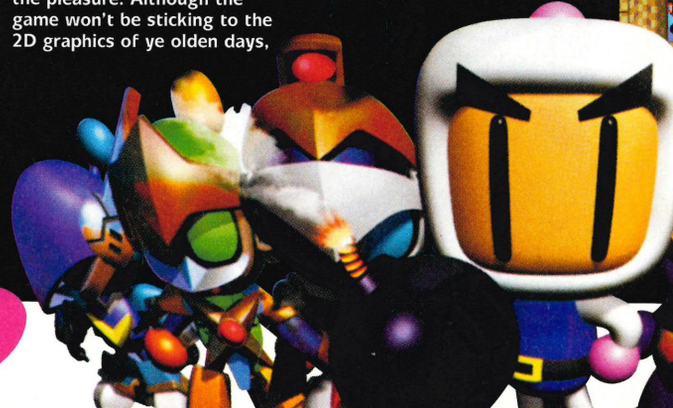


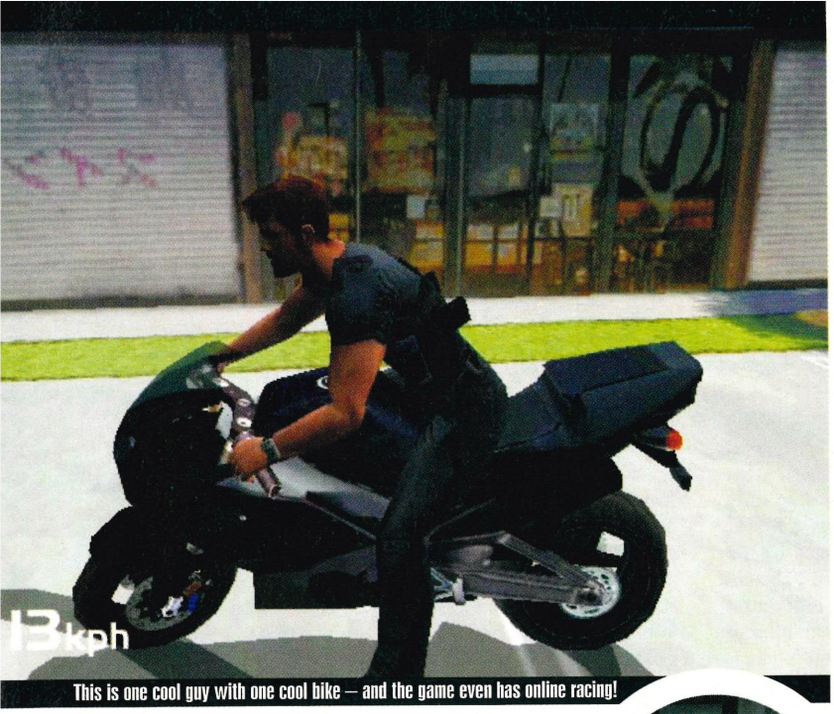
Bombs Away!

Bomberman Headed For Dreamcast

As if Sega wasn't full of enough bombshells this month, it sprang one more colossal surprise which has sent the whole DREAMCAST MAGAZINE team spiralling into orbit. If the news of *Crazy Taxi 2* or *Headhunter* hasn't got you wetting yourself with excitement yet, the news of *Bomberman Online* on Dreamcast should do the trick.

Bombed Out
For those who haven't a clue why you should be excited about this, let us explain. *Bomberman* is *the* multiplayer game from which every other multiplayer game spawned. No *Bomberman*, no *Chu Chu Rocket!* – get it? In other words, it's great, and this latest version is going to be the mutt's nuts, no questions asked. The fact that it's going to have online support for up to ten players just heightens the pleasure. Although the game won't be sticking to the 2D graphics of ye olden days, the developers are going for a similar look to that seen in *Jet Set Radio*, which is just fine by us. However, one thing that won't be changing is the totally madcap gameplay as you leg it around dumping bombs on your opponents before running for cover and watching them explode in their faces. Cool! The game's currently slated for an early spring release so it's only going to be a matter of months before we're all back in the thick of the action... see you there.

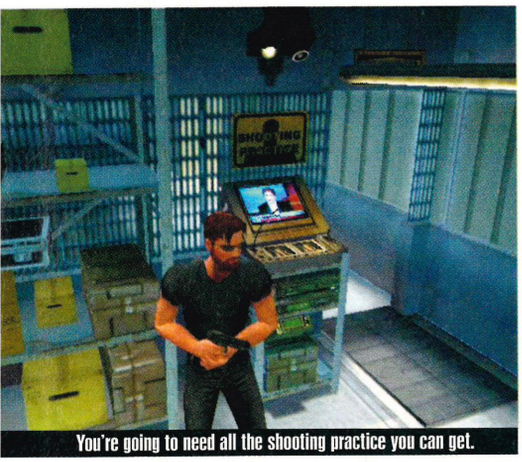




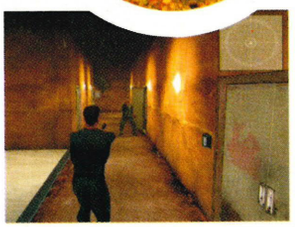
This is one cool guy with one cool bike – and the game even has online racing!

"With some incredible-sounding features, Headhunter could to be another block-busting game for Sega"





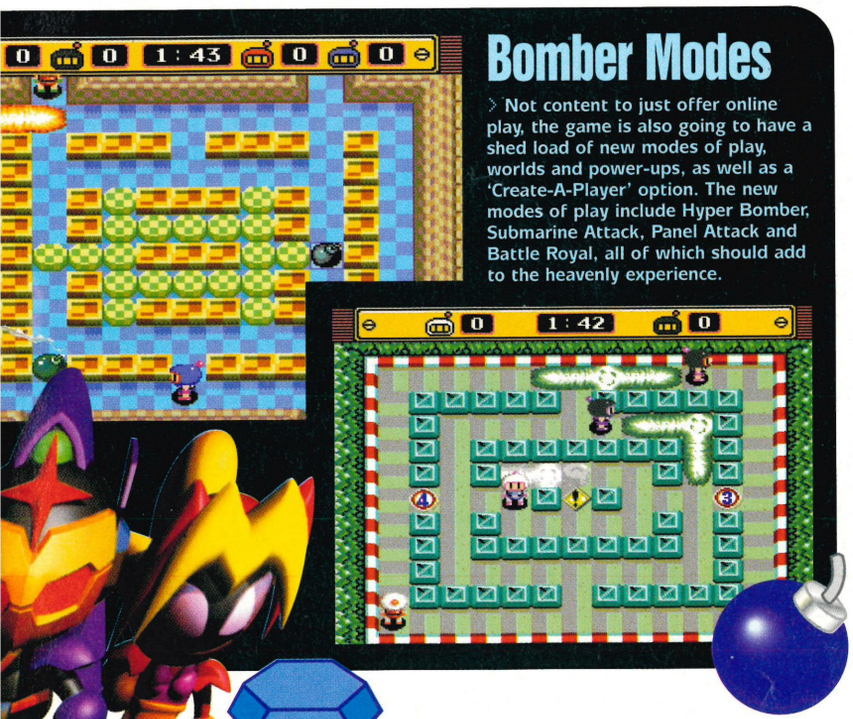
You're going to need all the shooting practice you can get.





Bomber Modes

Not content to just offer online play, the game is also going to have a shed load of new modes of play, worlds and power-ups, as well as a 'Create-A-Player' option. The new modes of play include Hyper Bomber, Submarine Attack, Panel Attack and Battle Royal, all of which should add to the heavenly experience.



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Resident Evil 2
Resident Evil: Code V.
Revolt
Rippin Riders
Roadsters
San Francisco Rush
Sega Bass Fishing
Sega Rally 2
Seventh Cross
Shadowman
Shotuko H'way Battle
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 WI
Street Fighter Alpha
Super Speed Racing
Suzuki Alstare Ext.
Sword of the Berserk
Tech Romancer
Tee Off Golf Enter
Test Drive 6
Time Stalkers
TNN M'sports H Heat
Tokyo Extreme Racer
Tomb Raider 4
Tony Hawk's
Toukon Retsuden 4
Toy Commander
Toy Story 2
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UEFA Striker
Ult. Fighting Champ.
Urban Chaos
Vigilante 8 - 2nd Off.
Virtua Fightr 3TB
Virtua Striker 2
Virtua Tennis
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WALKTHROUGHS FOR ALL MY TOP GAMES

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Online Games Axed

Sega Of Japan has revealed that it will be phasing out the online services for two of its early games – *Frame Gride* and *Sega Rally 2* – over the coming months. The reason for this? Well we're not quite sure but we're guessing it has something to do with the fact that their not getting many hits any more.

Bargain Basement

This month sees the birth of an all-new section in the news as we go undercover to dig out the best Dreamcast bargains in high street stores and on the Internet. If you want the cheapest games and best bargain bundles there's only one place to be...

ON THE INTERNET

£££

The big advantage of buying anything over the Internet is that it's guaranteed to be cheaper, although be wary of how much the postage and packaging is going to cost.

Amazon

You can't go wrong with Amazon (www.amazon.co.uk), especially considering the prices that it charges – top new games for £29.99 (including *MSR* and *Silent Scope*) with older games clocking in as cheap as £9.99. Bargain!



Simply Games

Another site where you can find some dirt cheap games is www.simplygames.co.uk. Newly released games vary in price from £29.99 through to £34.99, while those that have been around the clock are as cheap as £14.99, which ain't bad.

ON THE HIGH STREET

Okay, so you might not get as many great deals in the high street stores as on the Internet but with second-hand games and some nifty bundle deals, they're still well worth a look.

Dixons

Dixons has a pretty impressive deal going at the moment. For the princely sum of £149.99 you not only get the console but also *Tomb Raider 4*, *UEFA Striker*, *Sonic Adventure* and of course, *Chu Chu Rocket!*. Game prices aren't too bad either, though you might be better looking elsewhere.

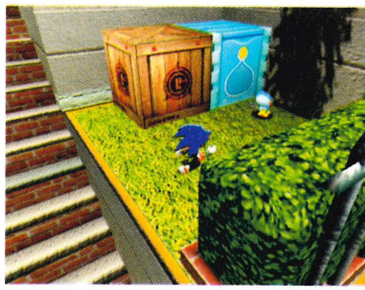


Toys 'R' Us

Being a mega-big toy store and all that, Toys 'R' Us has some decent game deals on offer and its bundle deal will stop you in your tracks. For just £169.99 you'll get a Dreamcast plus *Fur Fighters*, *Chu Chu Rocket!*, *Bust-A-Move 4*, *Revolt* and *AeroWings*. Okay, so they're not all great games but it's a start.

Super Sonic

Sega Celebrates Sonic's Birthday



It might seem like only yesterday that a little blue hedgehog going by the name of Sonic first appeared in our midst, but everyone's favourite videogame mascot is already in his tenth year and Sega is planning to celebrate in style.

Sonic Boom

The company announced this month that not only would Sonic be appearing in his biggest and best adventure yet in the shape of *Sonic Adventure 2*, but that it would also be releasing a Sonic compilation spanning two GD-ROMS. Exactly which games will appear on the compilation has yet to be confirmed by Sega but you can definitely expect to see the likes of *Sonic The Hedgehog 1*, *2* and *3* from Sonic's early days on the good old MegaDrive. Also confirmed for inclusion will be the never before seen *Sonic Xtreme*, a 3D game that was in development for the Saturn but was scrapped so that the team could work on the original *Sonic Adventure*. With all this and news of a third adventure it looks like Sonic's going to have a bit of a bumper year... happy birthday buddy!

Sonic Goes On Adventure #3

Sega surprised us all this month with the announcement that there would indeed be a *Sonic Adventure 3*, even before the second in the series has been released. The only details about the game to be revealed were that it wouldn't see the light of day for at least another 18 months, and that it would be a continuation of *Sonic Adventure 2*.

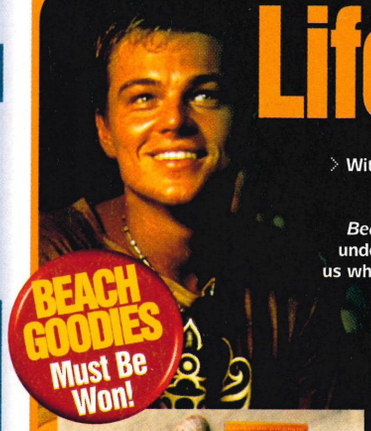






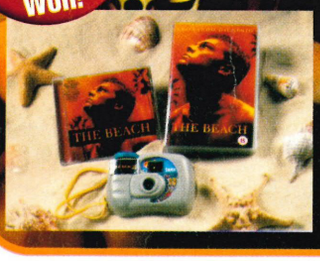
competition

Life's A Beach



With the release of Leonardo De Caprio's *The Beach* on video this month we've teamed up with Twentieth Century Fox Home Entertainment to give you the chance to win a whole bunch of *Beach* goodies. We've got five sets of videos, soundtracks and an underwater camera to give away – all you have to do to win is tell us who you'd most like to be alone on a desert island with and why.

Once you've done that, stick it in the post to the following address, making sure it reaches us before 1 February.



Life's A Beach
Dreamcast Magazine
Paragon Publishing Ltd
Paragon House
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BH1 2JS

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

WOW A Fishing Compo!

Sega developing house and the team responsible for *Sega Marine Fishing* WOW Entertainment has announced an online fishing tournament for the chance to win the big bass cup. Winner of the tournament will also win copies of *House Of The Dead 2*, *Get Bass* and *Zombie Revenge*.



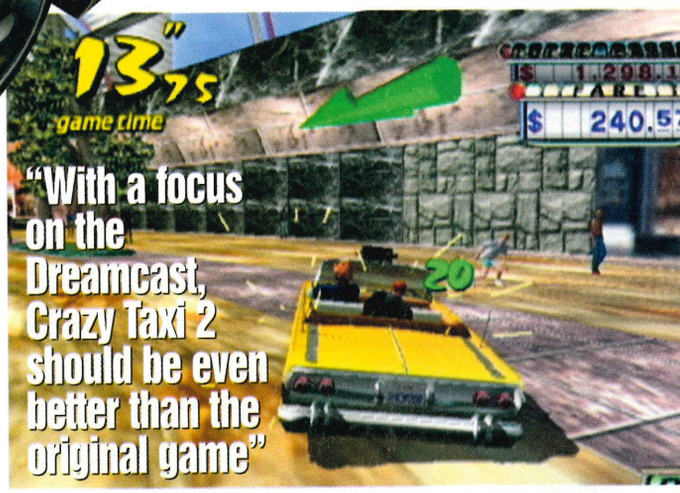
Sega Goes Crazy... Again

Crazy Taxi 2 Confirmed

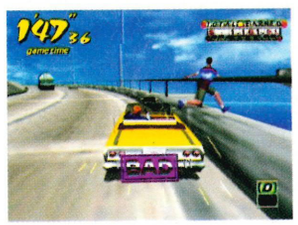
It's the news we've all been waiting for ever since we heard the rumour a few months back, but now Sega has answered all our prayers and confirmed that *Crazy Taxi 2* is in development and should be with us by summer this year.

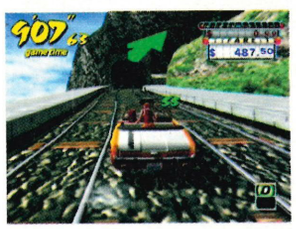
We ♥ NYC

Announced at the company's Executive Game Summit 2000, Stacey Kerr, project manager on the title, revealed that the game would be based on the city of New York this time around, as well as being 'harder' and with more 'edge' than the original. Another plus point is the fact that it is being developed with the Dreamcast as its main focus, unlike the first game, which means that there will be more scope for new objectives and mini-games, amongst other things. In regards to the cabbies, Kerr confirmed that some of the characters from the original would be putting in an appearance alongside some new faces... just as long as Gina's still there we'll be happy. The possibility of including any kind of online play has yet to be decided, but we can live in hope... not that it'll matter if it's anywhere near as addictive as the first installment. For now though, get back behind the wheel and go make some crazy money... you'll need the practice.



"With a focus on the Dreamcast, Crazy Taxi 2 should be even better than the original game"





Tambourine Man

Sega reveals Shakka The Tambourine

With the release of *Samba De Amigo* last year everyone thought that Sega had finally lost the plot but as it turned out, the game was a stroke of genius. Now Sega is set to take the dance game a step further with the release of *Shakka The Tambourine* in which the maracas of *Samba* have been replaced by – you guessed it – a tambourine. Already making its debut in arcades around Japan, rumours have already started about a Dreamcast port, something we wholeheartedly support. Go on Sega, you know you want to!



Imagine Samba with tambourines – yes it's another crazy game!

"And you thought that Samba De Amigo was mad"



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Number 001 **Coronation StreetFighter**

> Everyone's favourite Corrie characters, both past and present, come together to kick arse and stop the evil M.Bison from stealing Betty's famous hotpot recipe.

Mission Impossible

UPDATE

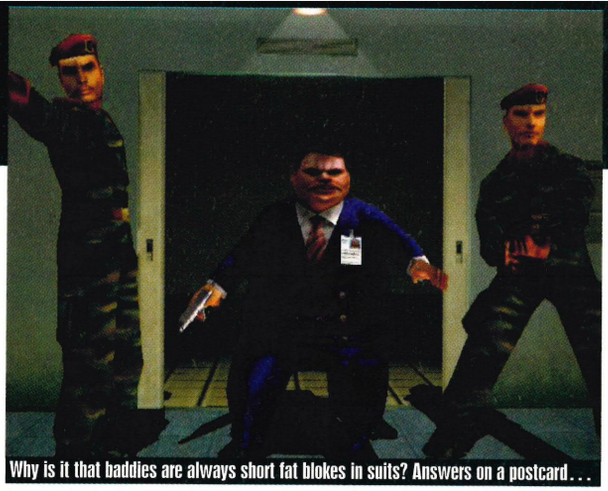
CMF Details Uncovered

Being the spy-like genius' that we are we've been able to track down all the latest information on Sega's forthcoming Naomi release (and potential Dreamcast title), *Confidential Mission*, to Hitmaker's official Web site for the game (www.hitmaker.co.jp).

Top Secret

In the game you take on the role of one of two spies from the Confidential Mission Force (CMF), Howard Gibson and Jean Clifford, as they set about resting control of the World Coalition's latest spy satellite system from a vicious terrorist group led by the nefarious Agares. Very 007, wouldn't you say? As with any light-gun game the action is set to be very fast and furious as enemies pop up around every corner with their guns aimed firmly at you. For the arcade version there are three missions (although there's bound to be more for a DC version) which take place in a museum, on a train and on an island as you set about saving the world from imminent destruction.

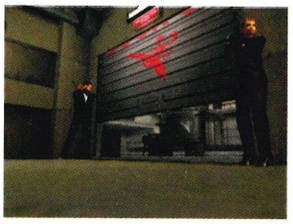


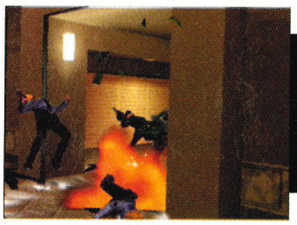


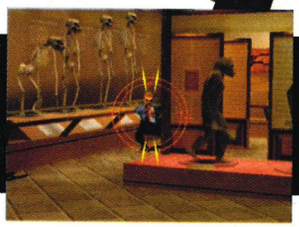
Why is it that baddies are always short fat blokes in suits? Answers on a postcard...

"It looks as if Hitmaker is going to have another success on its hands"

Best of all, though, is that it looks absolutely gorgeous – just check out the screenshots and you'll see what we mean. For more on the game check out next month's issue as we head down Sega Park and play it to death... who knows, we might see you down there.













In Your Dreams...

Remember those truly amazing games of old? Well, we do. That's why we like to dream of games that should be brought back...

This month, we've been dreaming about...

NiGHTs: Into Dreams

When it first came out on the Saturn, *NiGHTs: Into Dreams* heralded a new era in gaming. What the almighty Sonic Team had managed to put together was something special that offered a truly unique gaming experience. It was the first time we'd met a solid mascot-style character from Sega that wasn't a little blue hedgehog – the aerial acrobat known as NiGHTs immediately became as well-known as Sonic himself. Of course, then he just disappeared into thin air, never to return...

Ever since the Dreamcast arrived though, people have been crying out for *NiGHTs* to come back. At the same time, Sonic Team has hinted constantly that it might be interested in coming up with another *NiGHTs* game... coincidence? Perhaps. Still, as of yet there hasn't been any evidence to show that it's actually doing something about it. Bugger. Don't the folk there know a sure-fire hit when they see one? Come on, Sega – pull your finger out. We want NiGHTs and we want him now!





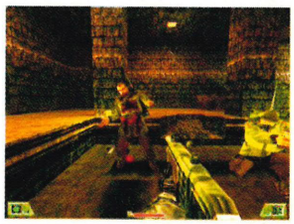
Unfortunate Cookies

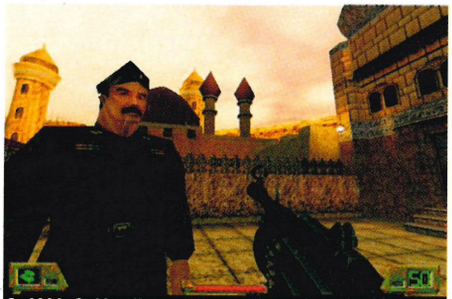
Soldier Of Fortune Missing In Action

Bad news reached the Dreamcast Magazine offices this month as we learnt that Crave's first-person-shooter *Solider Of Fortune* will not have any online play when it ships later this year. With no word of a multiplayer mode as of yet, this is definitely a shot in the foot for the game, considering that it'll be going up against the likes of *Out Trigger* and *Unreal Tournament*. On the up-side though, it will support the Dreamcast keyboard and mouse, but without online play... will it be worth it?

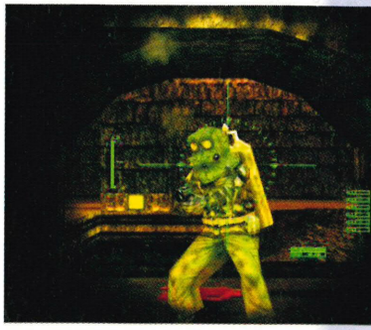
"Without online play, Solider Of Fortune is like a curry without beer"

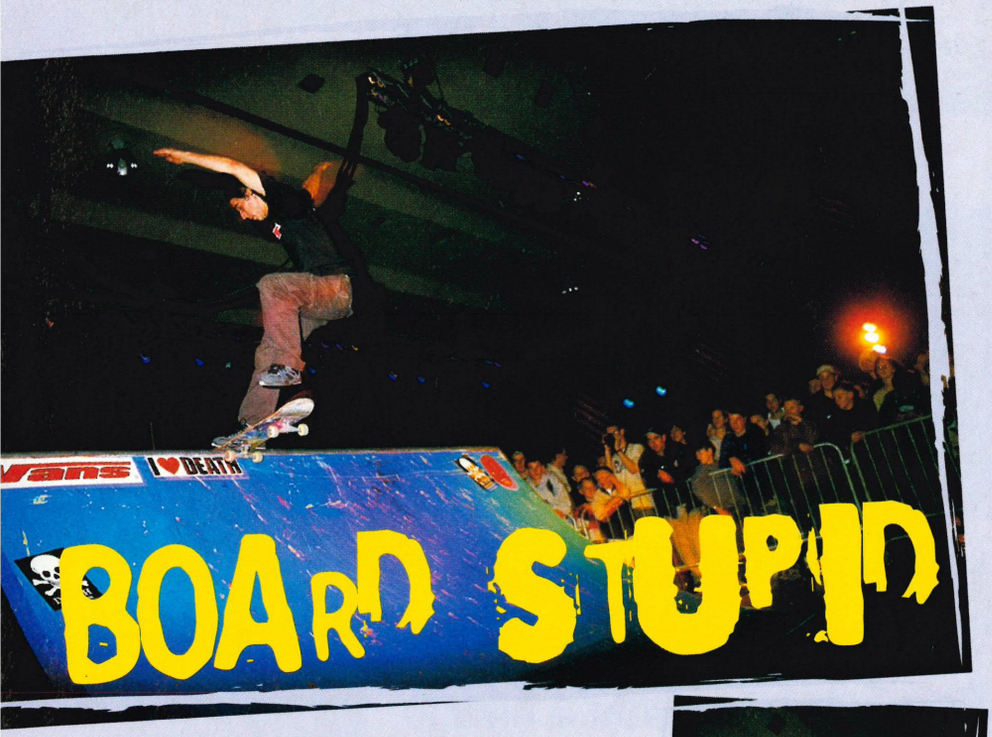




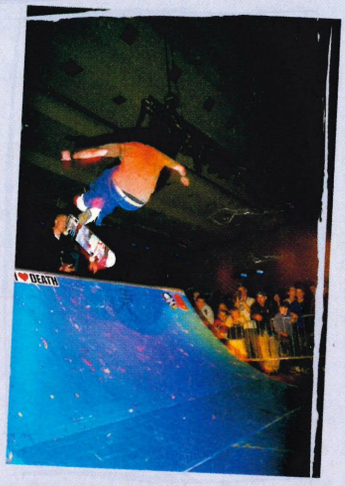


Argh! It's Saddam Hussain! Quick, hide before he sees you!





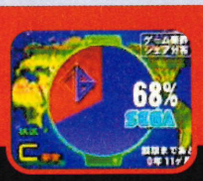
Dreamcast Mag Gets Its Skates On At The Sk8 'N Jam



With *Tony Hawk's Pro Skater 2* recently arriving on the Dreamcast and all of us here at DREAMCAST MAG going crazy for a bit of 'plank on four wheels' action, we thought there was nothing better to do than try and experience the real thing. Luckily for us, the timing couldn't have been more perfect – just as we were ready to scrape our elbows along rough concrete, we found out about a local skating event called Sk8 'N Jam.

A top event packed with tons of budding skaters, boarders and BMX riders all showing off their skills on the halfpipes provided, there were also plenty of live bands on hand to keep the crowds entertained. Naturally, after watching the pros at work though, we decided to stick to what we knew and showed the kids a thing or two on *Tony Hawk's 2* instead. Needless to say, there were plenty of tears before bedtime there... and they weren't ours. Honest.







Radio Gaga Segagaga Revealed

Okay, so we've heard some really stupid game names over the years but the recently revealed *Segagaga* takes the biscuit. It might only be a working title but it's still pretty crazy. Developed by Hitmaker, the genius' behind *Crazy Taxi* and *Virtua Tennis*, the game is a simulation of... wait for it... the games industry. There's even an RPG part to the game where you fight with developers who've been transformed into monsters to get them on your team, before getting them to develop that block-busting game that will make you a millionaire. Mad or what, hey? At the moment the game's only planned for a Japanese release but things could change... maybe.

"What are the odds? Another crazily titled Dreamcast game"








Spike Out FIRST LOOK

Get ready to blow your load... Cannon Spike is coming to Dreamcast

When it comes to producing games at a meteoric rate there's no one that gets remotely close to Capcom. In just over a year, it has already produced 16 games for the Dreamcast, which is one hell of a lot really. Granted they might not all be great but for every crap game it's produced, there's always a great one right behind. So what can we expect from the latest offering from the gates of Capcom, retro shoot-'em-up *Cannon Spike*?

Cannon And Ball

Following an obligatory story line of 'terrorist robots causing havoc', you've been appointed as a member of the Anti Robot Special Forces by the World Peace Alliance to stop them before they destroy the world. Scary stuff indeed... well, maybe not. Following in the steps of arcade classic *Smash TV* the gameplay of *Cannon Spike* looks to be nothing less than chaotic in good old shoot-'em-up style. With weapons and attacks galore there's going to be a whole lot of killing going on and with two of you at it, there'll be no stopping you... until you finish it, of course. With only eight levels and big fat bosses to shoot your way through it's not really going to last the distance, but then for a quick arcade blast it should do the business.



Friendly Faces

Instead of cooking up a whole bunch of new characters for the game (although there are two new ones) Capcom has instead recruited a bunch of characters from its past games. So expect to see Cammy and Charlie from *Street Fighter*, Arthur from *Ghouls & Ghosts*, B B Hood from *Vampire Saviour* and good old Mega Man, alongside newbies Simone and Shiva.




"Cannon Spike looks to be nothing less than chaotic in good old shoot-'em-up style"



With the usual array of big bad bosses, expect to have some big shoot-outs.


Shenmue

Import Charts

Well, lookee here – those crazy Americans have been buying *Shenmue*. Trust them to fall for the hype... still, the Japanese chart isn't looking too healthy either.

Japanese Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	–	Power Smash	Sega	–
2	–	Cannon Spike	Capcom	–
3	–	Mercurious Pretty	Sega	–
4	1	Eternal Arcadia	Sega	–
5	4	Love Hina: LE	Sega	–

US Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	–	Shenmue	Sega	85%
2	–	Skies Of Arcadia	Sega	–
3	–	Tony Hawk's Pro Skater 2	Activision	96%
4	–	Grandia 2	Ubi Soft	–
5	–	NBA2K1	Sega	–

Import Release Schedules

JAP Release Schedule

Title	Publisher	Date
De La Jet Set Radio	Sega	1 Jan 2001
West Wind Rhapsody	Soft Max	11 Jan 2001
Gigawing 2	Capcom	18 Jan 2001
Fighting Vipers 2	Sega	18 Jan 2001
NFL2K1	Sega	18 Jan 2001
Princess Maker Collection	Gen-X	25 Jan 2001
Ecco the Dolphin	Sega	25 Jan 2001
Ultimate Fighting Championship	Capcom	25 Jan 2001
Hundred Swords	Sega	25 Jan 2001
Boku Doraemon	Sega	Jan 2001
El Dorado Chapter Three	Capcom	2 Feb 2001
Sonic Adventure 2	Sega	Early 2001
Harusame-Youbi	TBC	Early 2001
El Dorado Chapter Four	Capcom	4 April 2001

US Release Schedule

Title	Publisher	Date
Stupid Invaders	Ubi Soft	20 Jan 2001
Phantasy Star Online	Sega	23 Jan 2001
M-SR	Sega	Jan 2001
Armada 2	Acclaim	Jan 2001
Buzz Lightyear: Star Command	Activision	Jan 2001
Stunt GP	Infogrames	Jan 2001
18 Wheeler American Pro Trucker	Sega	13 Feb 2001
Mars Matrix	Capcom	15 Feb 2001
Legacy of Kain: Soul Reaver 2	Eidos	27 March
Alone in the Dark: The New Nightmare	Infogrames	March 2001
Evil Twin: Cyprien's Chronicles	Ubi Soft	March 2001
Star Wars: Super Bombad Racing	LucasArts	Early 2001
Unreal Tournament	Infogrames	Early 2001
Dark Angel	Metro 3D	Early 2001
Mat Hoffman's Pro BMX	Activision	Early 2001
Buffy the Vampire Slayer	Fox	Early 2001
Hype: The Time Quest	Ubi Soft	Early 2001
Black and White	TBC	Early 2001
Picassio	TBC	Early 2001
Tropico	GOD	Early 2001
Floigan Brothers	Sega	Mid 2001
Shrapnel: Urban Warfare 2025	Ripcord	Mid 2001

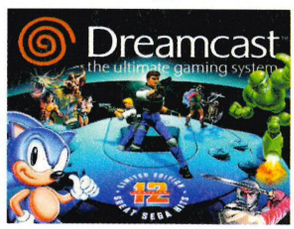


Now that he's managed to get the potato out of his hair, Dan Francisco has all the latest Dreamcast news from the US.

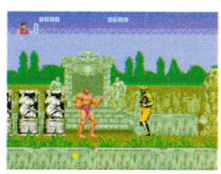
It's A Smash, Baby!

Sega Releases Classics Bundle

Whinging about how games aren't as good as they used to be is one thing but at last, Sega seems intent on proving that fact. Stores here in the States will soon be stocking the Sega Smash Pack – a Dreamcast console packaged with an extra disc containing not only *Sega Swirl* and *Virtua Cop 2*, but also ten of Sega's all-time top classics from way back. The games on offer are (deep breath) *Sonic The Hedgehog*, *Golden Axe*, *Streets Of Rage 2*, *Phantasy Star 2*, *Wrestle War*, *Altered Beast*, *Vectorman*, *Columns*, *Shining Force* and *Revenge Of Shinobi*... gasp. For people who already own Dreamcasts though, Sega Of America is planning to bring out a separate *Greatest Genesis Games* disc at some point later in the year – of course, there may be a whole new list of games on that as well as the ones above!



Unfortunately, Sega Europe said at the time of writing that it had no plans to release the disc on your side of the Atlantic. Is this the biggest mistake Sega has ever made? Maybe. Still, we'll be jumping for joy when it arrives in the US sometime early next year.



Sega Gets Mashed

Sega Spud Dive 2K

Some might call Sega plain crazy but to celebrate some fantastic sales figures over the last few months, Sega Of America held its third annual Spud Dive event.

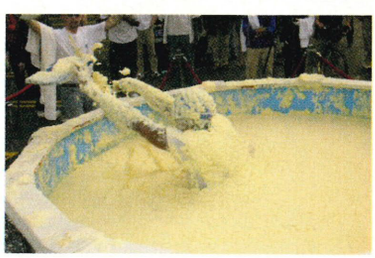
You Spud

Held outside Mann's Chinese Take Away on Hollywood Blvd, Sega had a swimming pool of creamy mashed potatoes (2,000 gallons worth) for Sega fanatics to dive into and gorge themselves silly on. Well, maybe. Five lucky fans competed for the top prize of $1000 and a Dreamcast as they went against each other in finding the letters S, E, G and A in the pool of mash. Nutters!





"Only Americans would dive head first into a pool of mashed potatoes"



Gladiators

Havas Interactive and Sierra Studios have acquired the rights from Dreamworks to develop and publish games based on last year's cinema blockbuster *Gladiator*. The deal allows for the game to be produced on multiple platforms, although no confirmation of a Dreamcast version has been made yet.



Konnichiwa! Special correspondent Tomomi Yu is back once again with all the latest games news from Japan... hoorah!



Write To Your MP



Eldorado Gate Stays Locked In Japan

It's become quite a common occurrence to see games appear on the Dreamcast here in Japan that'll never make it over to Western shores – titles like *Rent-A-Hero No 1* and *Hello Kitty Waku Waku Cookies* (no, we didn't understand that one either) don't have a hope of coming out in America or Europe simply because they're just too weird.

Every now and then, though, there comes a game that should be released but isn't... and to be honest, we just don't know why. Case in point – by the time you read this we'll be happily enjoying Chapter Two of *El Dorado Gate*, a rather brave experiment in RPG gaming by Capcom. You see, rather than bring out the whole game in one go, Capcom is releasing a chapter every two months. Each chapter features three separate story lines for gamers to play through before the next one comes out. It sounds odd, but it works really well and the cliffhanger at the end of each chapter only serves to make people that bit more excited about the arrival of the following chapter.

Of course, there's the big question – is there any chance of *El Dorado Gate* coming out anywhere other that Japan? Probably not... but from the level of uproar that the Americans have thrown up about it, you never know.







Phantasy Land

PSO Launched In Marketing Blitz

Not content to be releasing arguably one of the biggest games of all time, Sonic Team launched a whole load of *Phantasy Star Online* extras and merchandise when the game was released on 21 December in Japan. As if the game itself wasn't enough persuasion to go and buy it, the limited edition version also came with another Sonic Team gem – a free *Sonic Adventure 2* demo! In amongst all this the developers also had ten different *Phantasy Star Online* dog tags made for the first 100,000 people who pre-ordered the game. Add to that a special edition 4x *PSO* memory card and you get the idea that this is more than just a game but a whole phenomenon. On top of all that you can even download the *Phantasy Star Online* font from the Sonic Team Web site at www.sonicteam.com, where you'll also find a load more *PSO* goodies. Whether or not any of this merchandise will be available for you guys in Europe come 26 January remains to be seen...



Traveller's Checks

Sega Cashes In Its Chips

> In an update to last month's story about Sega incorporating its hardware into other systems, Sega of Japan has this month announced that it will be introducing a special chip into DVD players and set top boxes which will allow Dreamcast games to be played without the need for an actual console. Technology hey, you just can't keep up with it. In a separate report, Sega Of America issued a statement stating that there were no plans to introduce the project in the US as yet, although it was not ruled out for the future. A Dreamcast game-playing DVD player – beat that Sony!



Indians Shake-Away

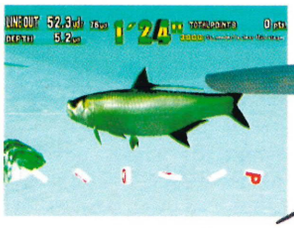
> Sega has announced plans to release the Dreamcast in India in the next few weeks with large sales predicted. The reason for this is not so much the games but rather the Internet capabilities of the console as it's seen to be a cheap alternative to expensive PCs. Apparently Sega is planning to ship over 100,000 consoles to the sub-continent to meet the high demands, with a further one million in production for worldwide demand. The first game set to be released in the land of firey cuisine is Sega's own *Space Channel 5* – can Ulala take the heat?



Web site: www.wow-ent.co.jp









Sega Marine Fishing

Things are about to get real fishy... better get your sea legs on and dust down that rod.

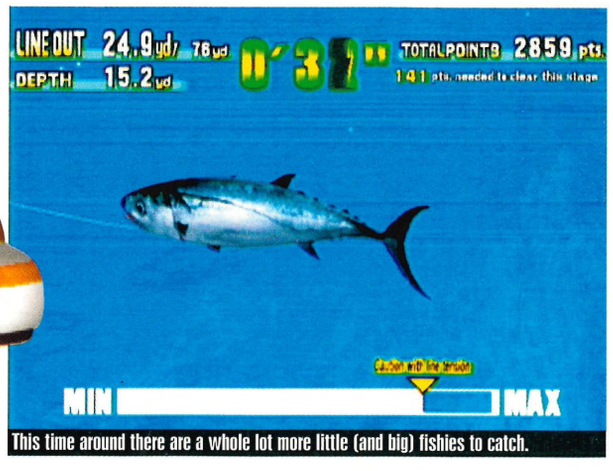
When *Sega Bass Fishing* was released last spring it was seen as a bit of crazy thing to do – after all, who the hell wants a fishing game? But it defied all critics with its novel (to say the least) gameplay and promptly flew off the shelves and to the top of the Dreamcast charts. Hence this sequel, an altogether bigger brother where it's not only the fish that are more sizeable.

What A Catch!

As you might have guessed from the title, this time you're heading out to sea with the big boys, away from the serene banks of bass fishing, and you're going to need all your wily skills to land anything half-decent – these fish are very picky. Once again there are three main areas in which to fish for your supper, along with an impressive amount of lures with which to tempt them, so expect the same addictive gameplay as before, magnified ten-fold.

But where *Marine Fishing* really improves on its predecessor is with its additional features and mini-games. As well as the Arcade mode there's a greatly improved Original mode, where you get the chance to play five different mini-games. These will in turn improve your all-round fishing skills and help you land that monster you know is just waiting around the corner.

Even cooler, though, is the addition of an aquarium, where you can put all the fish you catch to check them out close up, as well as any cool little toys you win from winning the mini-games. With all this mixed in with the compulsive gameplay of the original, *Sega Marine Fishing* is going to offer the ultimate fishing experience for those who don't fancy eating soggy sandwiches in the rain on a wet river bank somewhere in England!



This time around there are a whole lot more little (and big) fishies to catch.

softography

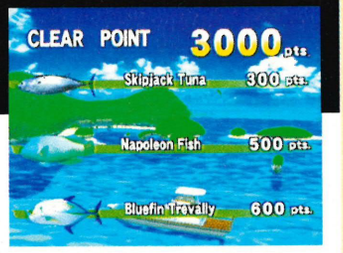
previous works>

- Sega Bass Fishing
- The House Of The Dead 2

Sega







Fish 'N' Chips

The five mini-games will test every ounce of your fishing skills, but are you up to the challenge? Well, here's what you're going to be facing.

Fight Training	Have you got what it takes to reel in the big boys?
Lure Action	Use certain lures to catch certain fish.
Casting Training	Test out the accuracy of your casting.
Weight Training	You have to land a big fat fish.
Fishing Training	You have to catch a specific fish.













Hook that damn fish and reel the bugger in as quick as you can.







As with the original there are three different areas for you to go fishing in.

essential information
Dreamcast magazine

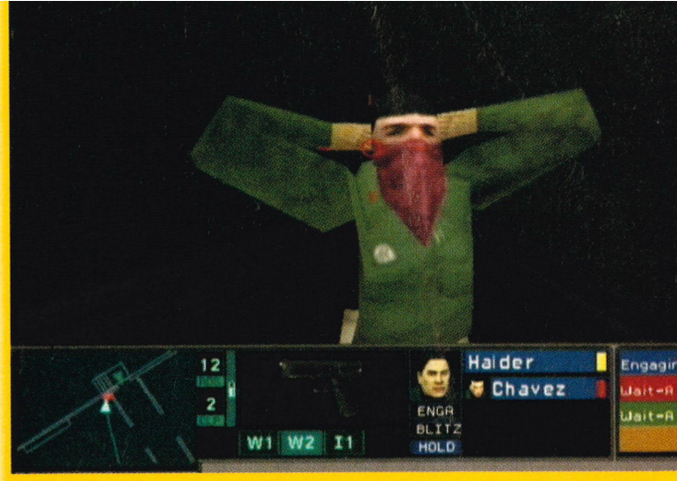
PUBLISHER	SEGA
DEVELOPER	WOW ENTERTAINMENT
PLAYERS	1
% COMPLETE	80%
RELEASE	FEBRUARY

ANTICIPATION RATING 80%

THEY SAY: Fishing action goes one step further and heads for the open sea.

WE SAY: With more fish, more locations and more bait, this is just what all fishing fans want.





Grab your weapon and get ready for some action, Commando-style!

Rainbow Six

Few games would like to admit it but, if the grim truth be known, a bullet in the head means that you are definitely dead because a sweaty bandanna is simply no defence against a 5.56mm round. It'll rip right through your bottom lip and spin through your skull until your brain stem is slush, leaving your body to fall as if it had only just realised gravity exists. The counter-terrorist strategic action of *Rainbow Six* is well aware of this universal law and there is nothing it likes more than to remind you every few minutes.

In its PC incarnation, *R6* was an industry touchstone for depth and realism and now its coming our way. We've already taken a thousand-yard stare at the US translation of this port and, if Virgin does the right thing, we could be in for an experience that's as close to being there as you can get without promising to give your life for your country. Shame, then, that the right thing would be to allow for the use of a Dreamcast mouse and keyboard, because if there is one thing this game isn't, it's light of keys. Obviously the game pad can be used, but only by highly dextrous individuals with fingers of over six inches in length. Here's crossing what the lord gave us and hoping for the best.

essential information
Dreamcast magazine

PUBLISHER	VIRGIN INTERACTIVE
DEVELOPER	RED STORM
PLAYERS	1
% COMPLETE	100%
RELEASE	JANUARY 2001

ANTICIPATION RATING 75%

THEY SAY: This game would be absolutely great if it used the mouse and keyboard.

WE SAY: It won't be using the mouse or keyboard, which will make it a bit blummin' hard.

softography

previous works

Roswell Conspiracies

Red Storm

"We could be in for an experience that's as close to being there as you can get"





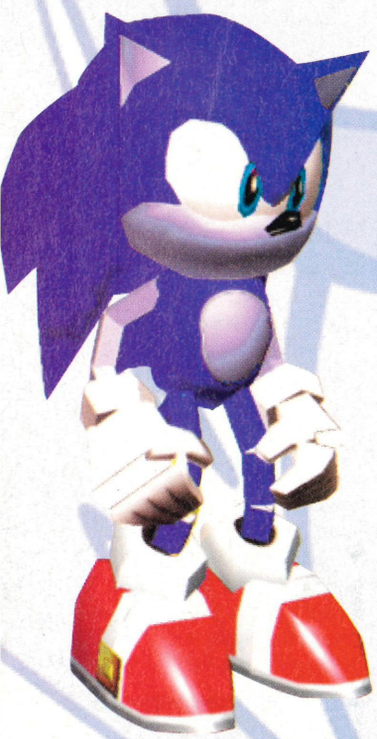
Web site: www.sega-europe.com



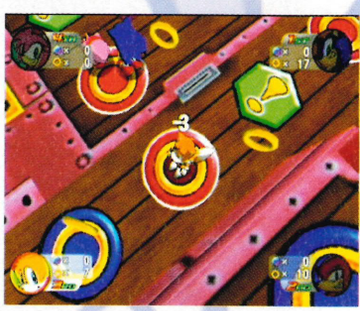








Sonic Shuffle



Anyone for a game of cards? Thought so – as far as Sega are concerned, everyone loves cards. Get your Knuckles ready – it's time for a shuffle...

As the saying goes, 'Imitation is the best form of flattery'... or something like that. In any case, Sega has obviously taken this to heart and seen how well Nintendo did with the rather implausible, yet incredibly fun *Mario Party* series – otherwise, how else can you explain the folk there coming up with the idea of releasing a board game on the Dreamcast featuring all of Sega's top mascots? Coincidence? Don't be stupid.

Anyway, the fact of the matter is that *Sonic Shuffle* is on its way to Dreamcast and is bringing with it a whole host of mini-games, massive themed 'boards' and all your favourite *Sonic Adventure* characters (including Dr Robotnick himself... even though he's not actually named). New to the team, however, is Void, a trouble-making young scally who's taken to stealing Precioustones and ruining the world's beauty for everyone.

Naturally, it's your job as the almighty Sonic (or even as Tails, Amy, Knuckles or one of the four secret characters, including a Chao... ahh) to retrieve the Precioustones and save the world, which you do by collecting rings, fighting against monsters and beating your friends at a whole stack of mini-games. Obvious, really.

It's All In The Cards

The big difference between *Sonic Shuffle* and 'other' computer board games, though, is just that – the shuffle. Instead of rolling a dice in order to decide how far around the board you travel, each character has a hand of cards dealt to them with different numbers on them. By choosing a card, you move that many spaces around the board in the direction that you want to go. However, although you can see your hand (via the screen of the VM) you might want to pick an unseen opponent's card on the

Softography

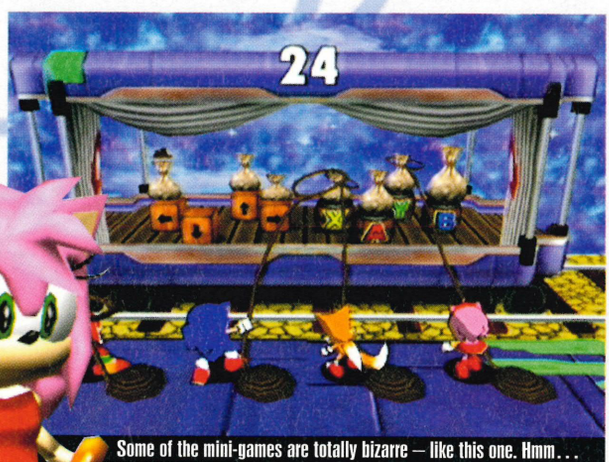
previous works>

- Sonic Adventure
- Shenume

sega



We would drop another sly Knuckles joke in here, but we've already done one... so we're not allowed to. Damn.



Some of the mini-games are totally bizarre – like this one. Hmm...





If you time crossing the crocodiles wrong, you'll get a chomp on the arse for your troubles...

chance that you get a better number. It's all about strategy, you see...

From what we've managed to play so far, *Sonic Shuffle* promises to offer a wide variety of game styles through the many different mini-games that are hidden throughout each board. There's plenty of scope for both playing on your lonesome (the Story mode leads you through each level, trying to collect the Precioustones and beat Void at his own game) or even against all your mates – after all, this is supposed to be a party game. Sega is planning to bring the game to a store near you in the next month or two so fingers crossed, we'll have the biggest and best review of *Sonic Shuffle* for you right here next month.







essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	WOW
PLAYERS	4
% COMPLETE	90%
RELEASE	EARLY 2001

ANTICIPATION RATING 80%

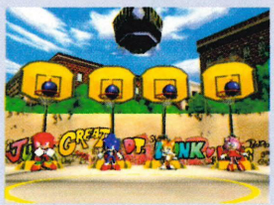
THEY SAY: The adventure card game that's a party in a box. It's fun, fun, fun!

WE SAY: It's *Mario Party*, but with cards. Oh, and a rather familiar-looking blue hedgehog.

A Room With A View

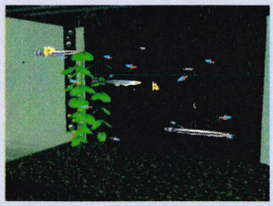
One of the things that seems to have no relevance to the game whatsoever is the Sonic Room – select it from the main menu and you'll find yourself in an empty room, watching Sonic sit around twiddling his thumbs. Of course, there is a point to it all; much like Neo's house in *Super Magnetic Neo*, it's all about doing well in the actual game. Take the fish tank, for example – the more mini-games you play in the main game, the more fish you'll have to look at in the tank (and of different kinds depending on the type of game as well). Experience any of the mini-events and you'll get a cactus... the more you find, the bigger it'll get. It's not much as far as the game goes, but it's certainly fun to try and get as many furnishings as you can for Sonic's home.















Black & White
Dreamcast Diary Update

Part six of our exclusive diary looks at the village and world simulation aspect of the game. Pete Hawley, Lionhead's Producer, guides us through the process of converting from PC to DC.

Last month I explained about the changes you can make to your world and the areas of influence you work within as a god. But it's not just your interactions with the creature that determine your good and evil alignment – playing through the story is the best way to determine this. One of the first story lines you initiate makes the point really well – you're presented with a scenario and a choice as to what to do next. Do you want to be a good and gracious god or set the tone for evil deeds early on in your quest?

If you start the lost brother story the camera switches to the front of a young maiden's home. She falls to her knees and begs you to find her sick, dying brother. This woman holds a keystone as a reward for your help, and this stone is a major part of a puzzle that needs to be solved to move through to another area of the island. But as her god, are you going to let this woman and her petty demands stand in your way of moving through this sacred place? What do you do? Do you:

a) Find the ailing brother, heal him and then return him to the house?

b) Drop a rock on the brother, kill him and return the body to the house to teach this impertinent woman a lesson?

c) Drop the sister off a cliff and place her crippled body next to the dying brother as a lesson to them both?

d) Throw an enormous rock at the woman's house and retrieve the Keystone without bothering yourself with any of their petty demands?



Either way you'll end up with the required stone, but it's how you go about it that will determine your progression along the paths of righteousness or ultimate evil. The decision, as they say, is yours.





Web site: www.sega-europe.com

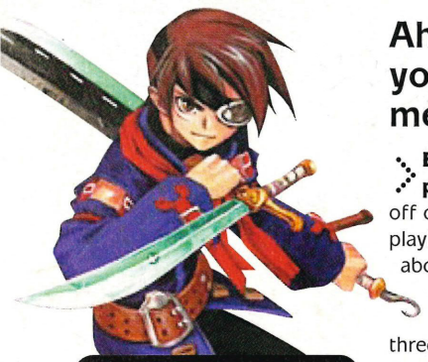








Skies Of Arcadia



softography

previous works>

- Sonic Adventure
- Phantasy Star Online

sega

Ahoy there, matey! You'd better be ready to hoist your mainsail and swash that buckle – you're a member of the Blue Rogues now, me harty!

Ever fancied being a pirate, or wanted to go off on wild and exotic role-playing adventures? How about taking to the skies in a custom-made airship? Well, if the answer to all three of these questions is yes then we've got a treat for you, because it just so happens that there's a game that'll cater for all your 'pirate-adventuring in an airship' needs. Coincidence? You know, it just might be...

If you're looking to get an idea of the impact this game is likely to make, you'll need to understand that *Skies Of Arcadia* is to the Dreamcast what *Final Fantasy VII* was to the PlayStation; an adventure of epic proportions that'll amaze everyone with its gorgeous visuals and captivate players with its in-depth story line. As one of the first major RPG titles to hit the console (and we're talking major here – games like *Silver* and *Evolution* are small-fry by comparison) we guarantee *Skies of Arcadia* will not disappoint for a second; anyone that plays it will need to pick their jaw up off the floor because it looks so darn great. But we're getting carried away... let's move on.

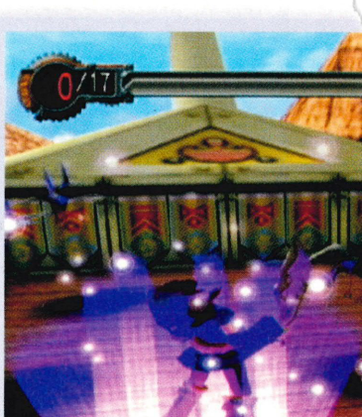
Moon Stone On A Stick

The plot is as role-playing as they get, but still manages to be totally intriguing and spring surprises on the player at every turn. The Valuan Empire, being the evil dominating force that it is, has captured a young female member of the Silver Civilisation – an ancient race of people who remain hidden from the human race – with the intention of making her lead them to the six Moon Crystals hidden throughout the skies. These Moon Crystals each control one of the six Gigas buried deep beneath the sky, the gigantic monsters that the ancient civilisations used to destroy each other with. Not surprisingly, it's your job as





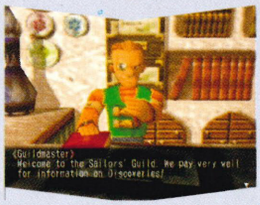




A Voyage Of Discovery

> In-between saving pretty ladies and stopping the forces of evil from taking over the known world, you might want to take time out to do what anyone with an airship at their disposal would – explore the wide blue skies. If you have a poke around any of the major islands you come across, you'll find an establishment of the Sailor's Guild; an organisation dedicated to charting unknown territory. As you travel through the sky, you might be lucky enough to come across something just that little bit special like an undiscovered anomaly or magical treasure – if you take the information of your discovery back to the Sailor's Guild, they'll pay you handsomely for it. You'll need this cash for vital weapons and ship repairs, so get discovering!









Vyse (a member of the Blue Rogue Air Pirates) to rescue the girl and get your hands on those Moon Crystals before the bad guys do, thereby preventing them from taking over the world... easy, eh?

Black Skies Ahead

Of course, it's not. There's a lot more in your way than just the entire Valuan Armada – not that that wouldn't be enough of a problem, that is. You see, as well as having to evade the clutches of the evil empire and hunt down those precious crystals, you'll have to cope with a whole variety of monsters that attack your ship as you fly around looking for adventure. Then there's the problem of the Black Sky Pirates – a rival band of Air Pirates who attack anyone they come across, especially you. This ultimately leads to some rather fierce scraps not just of the regular RPG kind, but also pitting ship against ship in tremendous air battles... it's all pretty wonderful, let us tell you.

With the game due to receive an official release date any time now, we don't mind telling you that we're just a little bit excited about *Skies Of Arcadia* landing on our shores in the near future – after all, there's nothing we enjoy more than a bit of pirate-type adventuring every once in a while. Fingers crossed, we'll have a full exclusive review for you next issue, with a yo-ho-ho and all that.

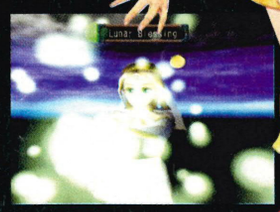
Moons, Give Me Strength!

> Being an RPG, you'd be right in assuming that mystical powers and magical spells play as much a part in battling the evil Valuan Empire as a sharp cutlass and a nasty stare. Using a creative system of coloured Moon Stones to power your weapons (don't worry, it's not that complicated) you can build up your abilities with various elements and learn a multitude of spells to use against your enemies during battle. If you can find a mystical fruit known as a Moonberry, you'll even be able to master Special Move techniques unique to each character; although they take a while to charge, the effects are devastating enough to be well worth the effort!









essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	OVERWORKS
PLAYERS	1
% COMPLETE	90%
RELEASE	JANUARY 2001

ANTICIPATION RATING 90%

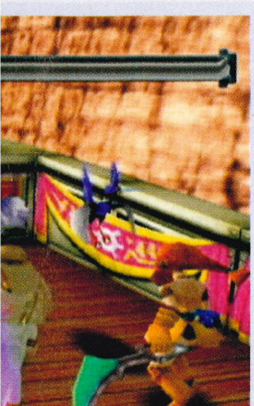
THEY SAY: Take to the air with Sega's epic pirate adventure – just remember that the sky's the limit!

WE SAY: *Shenmue*? Pah – sod that. THIS is what adventure games are supposed to be like...





"Anyone that plays this will need to pick their jaw up off the floor"







Web site: www.aloneinthedark.com

Alone in the The New



Make sure that you have a full compliment of clean underpants, because you're gonna need 'em...

It can't be easy to live with a legacy, especially a grisly one at that. This is a conceit that is often used in videogames; if you are a Belmont then you'll find yourself fending off vampires at every turn and if, as is the case with *Alone in the Dark: The New Nightmare*, you happen to be a Carnby then you will find yourself locked up in a gothic mansion with all manner of repugnant foe to contend with.

Before Capcom had even thought about the Redfields and their unusual preoccupation with the undead, PC gamers had already revelled in the dark world of the Carnby family and the *Alone In The Dark* series. For many, this is where the survival horror genre really began although the series is more focused on solving mysteries than merely trying to survive an onslaught of evil beasties, with a story line tagged on to add a coherent whole.

Fresh Blood

Now however, the game's devilish puzzles are set to make their blood-soaked way to the Dreamcast and the aptly named French developer Darkworks has been set the task not only of replicating the success of its predecessors but also of rejuvenating the series for a screaming horde of new gamesplayers. To do so, Darkworks has completely

softography

previous works>

> First Dreamcast Game

Darkworks





Dark Nightmare

rethought the series and dragged it from the stuffy confines of the Victorian era to a more recognisable modern setting. Fans of the series will be pleased to know that it's still every bit as menacing, foreboding and gothic as ever... think *Blair Witch Project* and you'll be half-way there.

This has allowed for some subtle, but important changes to be made to the game. Our hero, Edward Carnby, has been given a remarkable transformation; gone is the Victorian apparel, replaced by the more recognisable attire of a modern-day hero. So it's 'hello' to long hair, trench coats and denim jeans and best of all, a big 'HELL-O!' to some of the nastiest and baddest weapons you ever did see. Slaying monsters has always required a sizeable arsenal but this time the latest Carnby incarnation has been kitted out with weaponry that wouldn't look out of place in the next *Matrix* movie. Though Infogrames is trying its best to keep as much information on the game under wraps as possible, we can reveal that blowing the bejesus out of all manner of otherworldly creatures will be made that little bit easier (and no doubt messier) thanks to the likes of the Disc-Launcher, the Laser Gun, the Plasma Torch and (thus far) the most interesting-sounding shooter of all, the Photopulsor. There are still yet more weapons to be confirmed but DREAMCAST MAGAZINE fully expects that these too will be every bit as shit-kickingly cool as those we already know about.

Old Blood

Though the game itself has been dragged kicking and screaming into the a new century, these changes are largely cosmetic and are probably (if you employ a degree of cynicism) to make the game more palatable for console gamers, whilst also making Carnby more marketable, giving greater potential for further sequels. However, the gameplay remains as tight as ever and the actual setting is suitably timeless, allowing the developers the opportunity to evoke the spirit of the

"Fans of the series will be pleased to know that it's still every bit as menacing, foreboding and gothic as ever"

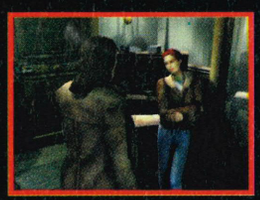


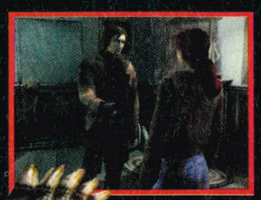
Shockingly Good

> Though famous for smoking Gitanes and taking what it refers to as 'civilised' lunches (for 'civilised' read: ridiculously long) Darkworks has somehow put in a ridiculous amount of effort (in spite of the distractions) to ensure that *AITD* is a damn fine game. Here's why we should all be very excited...

It Takes Two

There are two characters in the game – Aline Cedrac and the enigmatic Edward Carnby. There has been some hint of a little lovin' between the two but more importantly, the game can be played with *both* characters, ensuring that it has plenty of that all-important longevity we all crave.





Creatures Feature

The now familiar zombies and blummin' dinosaurs of Capcom's games are forgotten. In their place are a bunch of nasty, nasty creatures from the sick minds of Darkworks. We're not sure who thought up these buggers but they certainly loosen the colon... and that's before you hear the noises they make...



Lock and Load

With a more contemporary setting firmly established it seems that Darkworks has been watching movies like *Men In Black* for inspiration for the design of the game's arsenal. Though some of the weapons look familiar, others appear to have been shipped in from outer space. Let's hope they pack a mean punch!

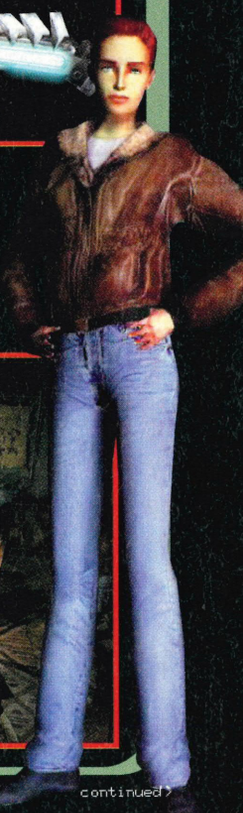




It Sho' Look Perdy!

The pre-rendered backdrops look, unsurprisingly, amazing. However, the mixture of nasty gore effects (check out the lighting in this screenshot) and the dark and sinister corridors all add up to create a very scary game.

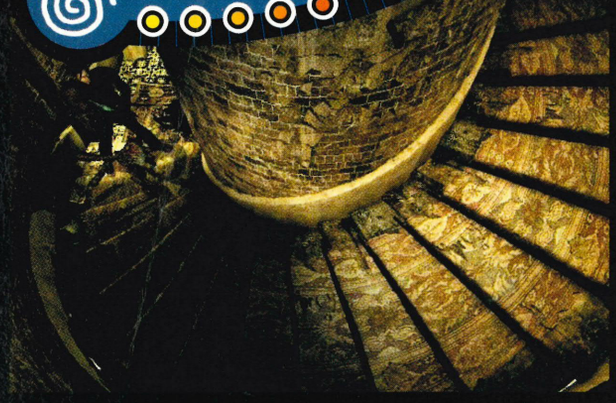




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forecast

Web site: www.aloneinthedark.com







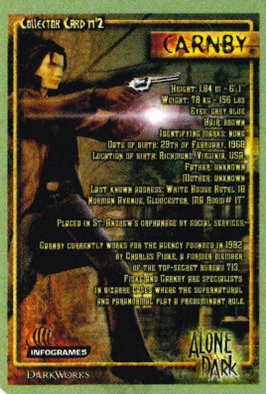


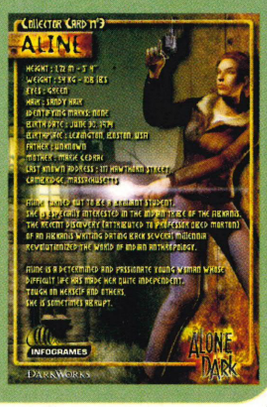
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Collector's Corner

> If you have access to a PC (you'll need one to do this rather than your lovely Dreamcast) you should check out www.aloneinthedark.com. Apart from finding all the latest info and shots on the game you can also hunt for the Collector's cards that are hidden on the pages... go on, be a devil!





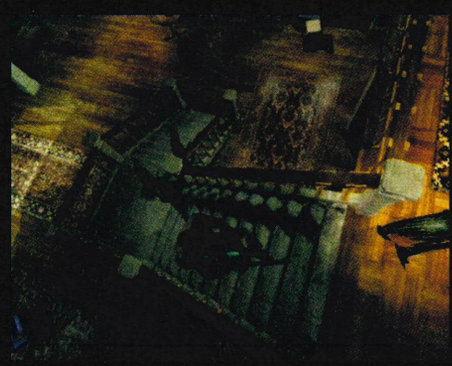


originals. Set on the 'mysterious' Shadow Island (note: if you are ever invited to a similarly titled place you should avoid in much the same way as you would shun the 'Forest of Blood and Certain Death' that silly buggers in horror movies enter with gay abandon – usually it's their limbs they are rather literally abandoning a short time later) you'll soon find that it's not likely to figure in a Thomas Cook holiday brochure any time soon. As you might expect, our hero isn't given the option to eschew the island in favour of warmer climes as his best friend, Charles Fiske, has been found dead thereabouts. Carnby soon learns that Fiske was in search of three ancient tablets shortly before the grim reaper called time on his carcass. Being the heroic type, Carnby resolves to find out whodunnit and 'have a quiet word' (which is current parlance for 'kick the living daylights of the person responsible'). Whilst most of us would avoid visiting such an obviously clichéd and scarily named island under any circumstances, we should rejoice that Carnby's sense of honour compels him to avenge his pal's death as *Alone in the Dark: Carnby's Hawaiian Vacation* would have made for an infinitely duller prospect.

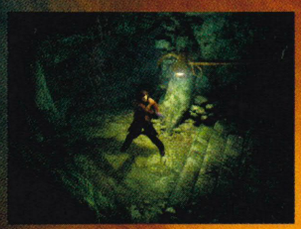
Bloodsuckers

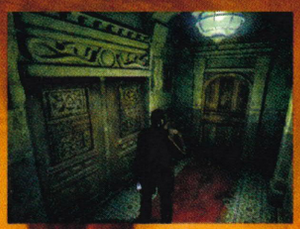
Naturally (and once again, thankfully) the island is not what it seems – well, it wouldn't be, would it? And rather than finding a cosy environs inhabited by a bunch of superannuated mariners and in-breds, Carnby is faced with a slightly more fearsome populace composed of the sorts of creatures not normally witnessed by anyone who hasn't ventured near a night club on a Saturday night. Darkworks has really made a great effort to ensure that the collection of freakish









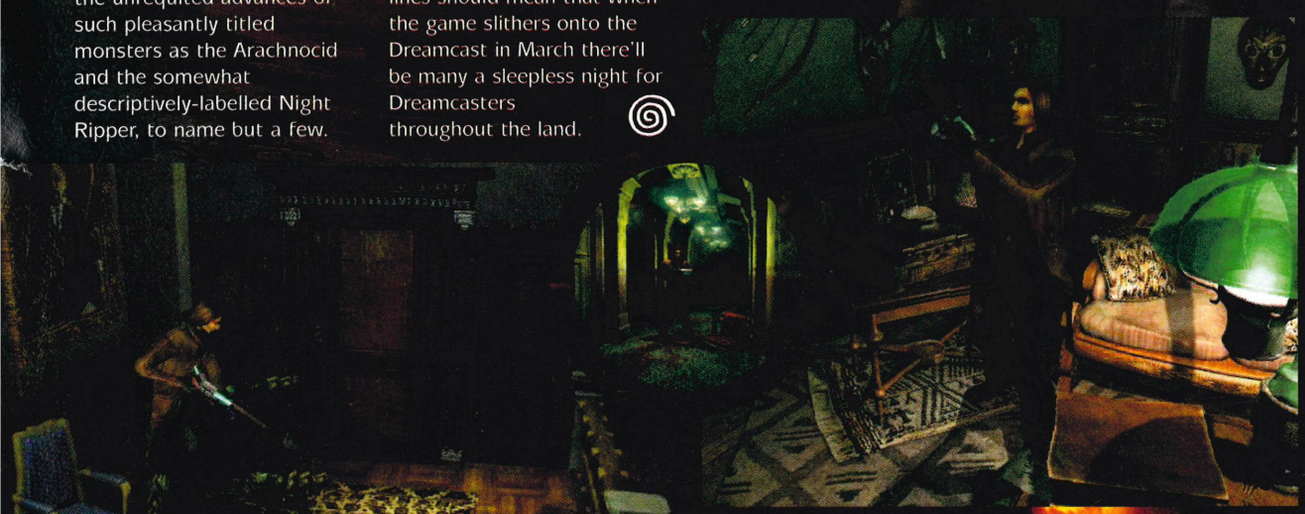




creatures that inhabit its game engender the kind of fear that is usually reserved for watching any Christmas show hosted by Noel Edmonds. Given the stiff competition (remember the terror-inducing Tyrannosaurus Rex in *Dino Crisis* and that creepy wall-hugging thing with the big tongue in *Resident Evil?)* this is no mean feat. Rest assured, it's spare underpants at the ready as you try to fend off the unrequited advances of such pleasantly titled monsters as the Arachnocid and the somewhat descriptively-labelled Night Ripper, to name but a few.

With numerous delays to allow for the necessary tweaks and a global release across many formats, *Alone in the Dark: The New Nightmare* looks set to not only instil Edward Carnby as a new cult gaming figure but hopefully show Capcom how to do the survival horror genre justice (no more half-hearted PC-DC conversions, please). The fine blend of stunning graphics, eerie sound effects, tight gameplay and strong story lines should mean that when the game slithers onto the Dreamcast in March there'll be many a sleepless night for Dreamcasters throughout the land.

"The latest Carnby incarnation has been kitted out with weaponry that wouldn't look out of place in the next Matrix movie"



essential information

Dreamcast magazine

PUBLISHER	INFOGRAMES
DEVELOPER	DARKWORKS
PLAYERS	1
% COMPLETE	65%
RELEASE	MARCH 2001

ANTICIPATION RATING 80%

THEY SAY: Donnnez moi une sandwich aux jambon! C'est magnifique! Tres bon! Superb!

WE SAY: Buy all the cheap pairs of underpants you can from C&A – you'll need them!



Let's Get It

Sega Dreamcast Vs

On



With the PlayStation2 now a month old, as rare as hen's teeth, just as expensive and threatening to sink the Dreamcast without trace, we go undercover and tell you why you shouldn't write off Sega's über-console just yet. Remember this – everyone loves an underdog...

Sony PlayStation2

continued>

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"THE DREAMCAST IS A BLOODY GOOD MACHINE WITH SOME REALLY GREAT GAMES."
DOUG JOHNS, 1UP MEDIA



ROUND 1

PRICE TAG

Playing games – it's not cheap, you know...

Dreamcast £150

For the princely sum of £150, you could be enjoying some of the best games ever made, as well as getting online and checking out all the latest Dreamcast news, previews and reviews – plus anything else that might take your fancy – via the DreamArena portal. You can even stay in touch via the email system, although we advise you get a keyboard for that. You can get your hands on a DVD player and Dreamcast package for just £300 too, thanks to Sega's latest cheeky marketing ploy. Oh, and you get a free game too. Now you can't argue with that.

PlayStation2 £300

At £300 the PS2 is not a cheap investment, and when you consider that you'll have to shell out another £40 for games, £20 for a second controller and another £30 for a DVD or two, you're not going to have much change from £400. But then, if you've got money to burn... The fact that you'll have to hire your own private dick to find one for you doesn't help either, as a paltry 80,000 have so far managed to get past customs. Still, more should be arriving in the next few months and the price tag should come down pretty sharpish, fingers crossed.

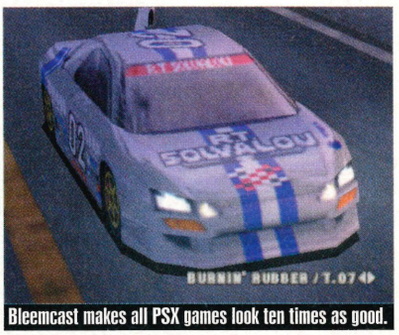
ROUND 2

RETRO MAN

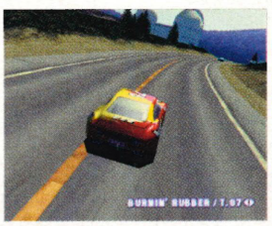
Wanna punch some golden oldies?

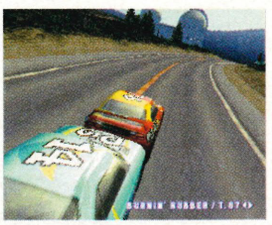
Dreamcast

Bleemcast: In combat with the PS2's backward compatibility, the Dreamcast will soon be able to play its very own catalogue of PlayStation games thanks to Bleemcast. Bleemcast will initially allow you to play 400 games (four Bleem Paks of 100 games each), but even better is the fact that the system will play the games at a higher resolution than the PS2 is able to, which means that they'll look even better on the Dreamcast! If nothing else, it should stir the market up even more, with some potentially interesting results. Better still is the downloadable Sintendo emulator, allowing you to play SNES games on your Dreamcast. What more could you want?



Bleemcast makes all PSX games look ten times as good.





PlayStation2

Backwards Compatibility: One of the PS2's greatest assets is that it will allow users to play all of their old PlayStation games at a greater resolution, which means that the need for top quality games at launch isn't a real priority for Sony. Of course you'll also be able to play all the new PlayStation games too, something Dreamcast owners won't be able to do until Bleem make a compatible Bleem Pak for those games.

TECHNICAL SPECIFICATIONS

Dreamcast

CPU	128bit Hitachi SH4 running at 200Mhz. Capable of 360MIPs and 1.4 GFLOPS
Graphics Processor	Videologic PowerVR2 capable of 3 million polygons per second
Sound Processor	Yamaha Super Intelligent Sound Processor with 64 channel output, plus built-in support for surround sound
Main Memory	16MB SDRAM
Graphics Memory	8MB VRAM
Sound Memory	2MB RAM
Back-up Memory	128Kb Flash RAM
Resolution	640x480
Special Features	Windows CE Operating, 33Kbps modem

PlayStation2

CPU	128bit 'Emotion Engine' at 294.912 Mhz. Capable of 6.2 GFLOPS
Graphics Processor	'Graphics Synthesiser' capable of 75 million polygons per second
Sound Processor	SPU2+CPU, Dolby Digital 5.1 with 48 channel output.
System Memory	32MB Direct Rambus
Memory Bus Bandwidth	3.2GB per second
Resolution	640x480
Special Features	DVD-ROM (4x)

What Does It All Mean?

> To most of us this is all just incomprehensible jargon, but what it actually means is that the PlayStation2 graphics and overall capabilities are greater than those of the Dreamcast, despite the fact that both are 128bit machines. However, what it also means is that the PlayStation2 is a far harder machine to programme games for than the Dreamcast. The inclusion of the Windows CE Operating System on the Dreamcast allows developers to port PC games to the system with relative ease and the fact that the Videologic PowerVR2 is very similar to the Naomi chip used in arcade machines means that arcade conversions are also relatively simple.

ROUND 3

SPECIAL FEATURES

It's not just a games console – it's an entertainment system...

Dreamcast – Online Capabilities

Undoubtedly the biggest advantage that the Dreamcast has over the PS2 is the fact that it is the world's first fully online games console. Although rather slow in getting online titles out into the market, the release of *Chu Chu Rocket!* last year resulted in a big push for online games over the last few months. With the likes of *Quake III Arena*, *Speed Devils Online*, *4x4 Evolution*, *Toy Racer*, *Star Lancer* and the *Planet Ring* project all on the shelves, online gaming has never looked more healthy. And we haven't even mentioned Sonic Team's stellar RPG *Phantasy Star Online* which is due out at the end of January.



Chu Chu Rocket! was only the beginning for online play.



PlayStation2 – DVD Player

There's no doubt that half the people buying PlayStation2s are purchasing them for the DVD-playing abilities just as much as they are for the games. In fact, over in Japan PS2 software sales haven't even exceeded hardware sales while DVD sales and rentals have rocketed, proving that buyers are getting the system not for the games but the DVD usage. Read into that what you like, but our guess is that things are going to go the same way over here. However, there's one thorn in its side at the moment, as you can't play DVDs through a scart lead, which means that the picture quality leaves a whole lot to be desired.

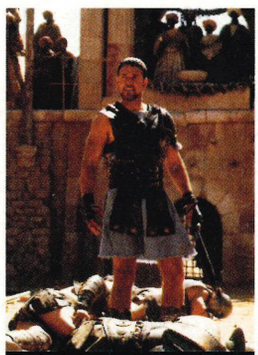
What Does It All Mean?

The fact that both consoles have different quality extra features means that each will appeal to a different audience. If you want a console that is a games console above all else, then the Dreamcast is the one for you, and coupled with its online functions it's a system that appeals to a younger audience. In contrast the PS2, with its DVD player, is more of a lifestyle accessory than the Dreamcast. What also needs to be taken into account is that the PS2 will be receiving a hard drive add-on and modem at some stage in the future, thus rivalling the Dreamcast's online capabilities. At the end of the day it all depends on what you want out of an 'entertainment system' – games and the Internet or games and DVDs. The decision is yours...


Unfortunately if you attempt to play DVDs through a scart lead you'll end up watching films through a pair of night-goggles, which is nice.

"THE TITLES BEING RELEASED ON THE DREAMCAST NOW AND OVER THE COMING MONTHS FAR EXCEED ANY OF THE PS2 LAUNCH TITLES, AND WILL DO FOR SOME TIME TO COME."

SIMON CALLAGHAN, INFOGRAMES


That's them sorted out – who's getting the Britneys in then?

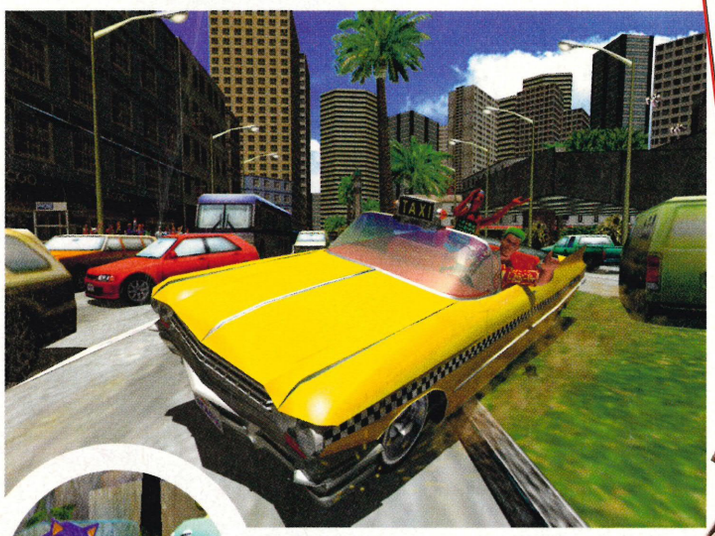






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"THERE'S NO REASON WHY THE DREAMCAST CANNOT KEEP UP, BUT SEGA NEEDS A HOOK TO DIVERT PEOPLE'S ATTENTIONS FROM THE PLAYSTATION2."

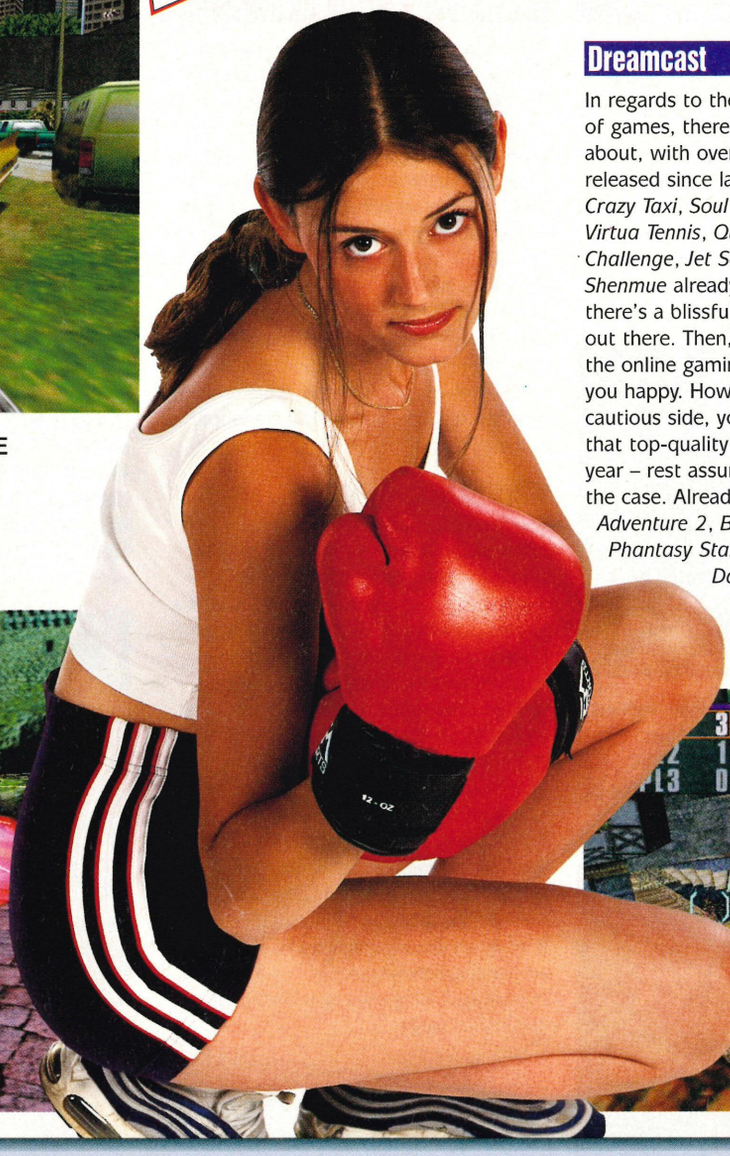
DANIELLE WOODYATT, LUNCH PR

ROUND 4

THE DECIDER

At the end of the day it all comes down to the games...





Dreamcast

In regards to the Dreamcast's catalogue of games, there's not much to complain about, with over 150 having been released since launch. With top titles like *Crazy Taxi*, *Soul Calibur*, *Code Veronica*, *Virtua Tennis*, *Quake III*, *M-SR*, *F355 Challenge*, *Jet Set Radio* and, of course, *Shenmue* already gracing the system, there's a blissful bunch of gamesplayers out there. Then, of course, there's always the online gaming side of things to keep you happy. However, if you're on the cautious side, you might be concerned that top-quality titles will dry up next year – rest assured that this simply isn't the case. Already lined up are *Sonic Adventure 2*, *Black & White*, *Out Trigger*, *Phantasy Star Online*, *Headhunter* and *Daytona USA 2001* which, as far as we're concerned, ain't a bad little selection.



CLASH OF THE TITANS

So which system really has the best games? We put them through a head-to-head.

















Soul Calibur Vs Tekken Tag Tournament

When *Soul Calibur* hit the Dreamcast late last year, it was universally hailed as the greatest beat-'em-up ever to grace a console system. A year on and that's still the case with no game currently looking like knocking it off its perch, least of all *Tekken Tag Tournament*. After all, it's an old, jaded series (okay, not quite as jaded as *StreetFighter*), and nothing we haven't seen before. Sure it looks the part, but that's where it begins and ends. Come on – originality please!

Soul Calibur Wins

Metropolis Street Racer Vs Ridge Racer 5

Yawn, yawn, yawn. Haven't we been here before? It's fifth time around for *Ridge Racer*, and it's still exactly like it always was apart from the fact that it looks loads better. In other words, it's just another series being milked for all its worth... and that's not a lot. Now *M-SR* – that's another story all together. Loads of courses (that'll be 250, then), loads of top quality cars and bag loads of gameplay, plus the stunningly original kudos points system.

M-SR Wins

Quake III Arena Vs TimeSplitters

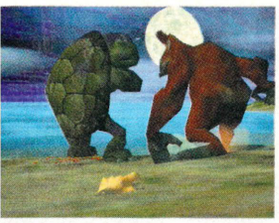
Dreamcast owners had to wait over a year for their first taste of first-person-shooter action with *Quake III Arena*, but PS2 gamers are right into the fore with the superlative *TimeSplitters*. With the advantage of online play you might think that *Quake III Arena* would snatch this battle with ease, but *TimeSplitters* manages to sneak in with a few well-aimed shots below the belt to send *Quake III* sprawling to the canvas, but not before a decent fight.

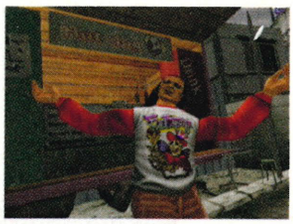
TimeSplitters Wins

NFL2K1 Vs Madden NFL 2001

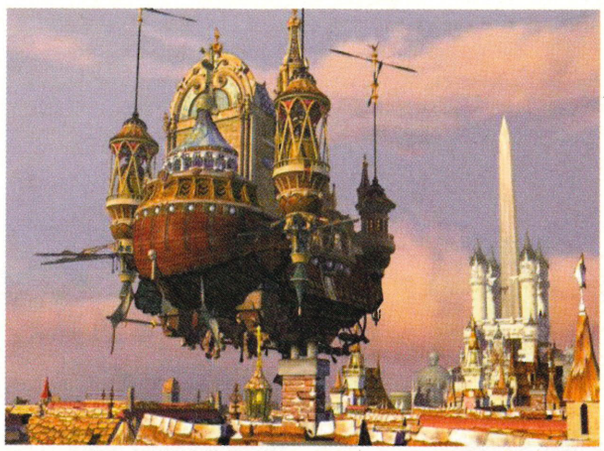
Whatever the system, there are always American football titles in tow and the Dreamcast and PS2 are no exceptions. Both are fantastic games for their own reasons – they've got tons of modes of play, look fantastic and will keep you engrossed for hours and hours – if that's the sort of thing that you like. However, the fact that *NFL2K1* is a fully online title and one of the biggest selling games in the US gives it the slight advantage. But only just...

NFL2K1 Wins

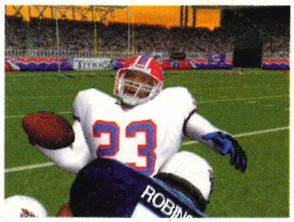


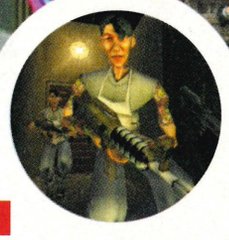












"THE DREAMCAST'S FUTURE IS LOOKING VERY GOOD IN THE UK. NEXT YEAR'S LINE UP SEES 31 FIRST-PARTY TITLES LAUNCHED, *ALL* OF WHICH WILL HAVE PS2 OWNERS GLOWING GREEN WITH ENVY."

STUART TURNER, SEGA OF EUROPE, MARKETING

PlayStation2

With 16 games released at launch and a total nearing forty already on the market, things are certainly looking pretty healthy. But the question you have to ask yourself is whether these games are actually any good? In all fairness, apart from one or two, the answer is surprisingly no. Not only are several of the titles also Dreamcast titles – *Ready 2 Rumble: Round 2*, *Silent Scope* and *Dead Or Alive 2* – the others are hardly likely to get you running down to the local games shop and handing over your money in a drugged-like state. Take, for example, *Fantavision* or *Madden NFL 2001* – hardly inspirational, are they? Even the likes of *Ridge Racer 5* and *Tekken Tag Tournament* are nothing that we haven't seen before. Of all the titles, only one or two are genuinely worth getting, most notably Eidos' *TimeSplitters*. But then they have got *Metal Gear Solid 2* coming later in the year...









Phantasy Star Online Vs Final Fantasy X

The heavy-weight battle that will settle the bout is a torrid affair, but at the end of the day there's only one winner. With a heritage that rivals that of the Royal Family, it would seem that *Final Fantasy X* should stroll home, but the fact that it's the tenth in the series *and* it won't support online play leaves it wide open to *PSO*'s frenzied attack. Multi-region online play, innovation and great graphics means that there's only one RPG you want to be playing next year.

Phantasy Star Online Wins

What Does It All Mean?

If you're after the best games console this year – and for the forseeable future – then it has to be the Dreamcast. Quite how Sony's launch titles are meant to compete with the likes of the aforementioned games and online gaming in the short term is a mystery. However, looking further ahead into next year, Sony will close the gap in terms of quality titles and numbers. With the Dreamcast release schedule looking a little empty in places it is clear that Sega will have a lot work to do if it wants to remain the king of the ring!

Winner: Dreamcast

DREAM ON

Will the PS2 ever have a release list this good? No...

Floigan Brothers
Goofball fun with the brothers Hoigle and Moigle which will leave you in stitches.

Headhunter
Bounty-hunter action in a futuristic California where you get to kick ass all day long.

Planet Harriers
The long-awaited sequel to *Space Harriers* will have your jaw dropping to the floor.

18Wheeler: American Pro Trucker
Trucking action across America with a bunch of mini-games to keep you busy off the road.

Virtua Fighter X
The latest in the *Virtua Fighter* series should leave you in beat-'em-up heaven once again.

Crazy Taxi 2
Errr... d'uh! Do we need to say why this is going to be an amazing game?

Gun Valkyrie
Space age action from the makers of *Jet Set Radio* will leave you gasping for more.

Picassio
Fancy nicking paintings from galleries across the world? Then this'll be the game for you.

Hundred Swords
Strategy/action/RPG game which looks great and will get your brain ticking.

Evil Twin: Cyprien's Chronicles
Follow Cyprien through the evil world of his nightmares and scare yourself silly.

Grandia 2
Sequel to top Saturn RPG that'll see you scratching your head in wonder.

Agartha
Save the Romanian villagers from evil or send them to hell... you decide.

Stupid Invaders
Help Bud and his five stoopid friends escape the clutches of the evil Dr S.

Commandos 2
Follow-up to arguably the greatest stealth game ever that'll leave you thinking you're really in the army.

Grand Prix 3
F1 motor-racing doesn't get much better than this... fast, furious and fantastic.

Buffy The Vampire Slayer
Everyone's favourite vampire slayer gets her stakes out for a killing spree.

Planet Of The Apes
One of the greatest films ever seen gets the videogame makeover.

Soldier Of Fortune
Mercenary action chock full of splattering blood, exploding heads and realistic weapons like you'd never believe.

Star Wars: Super Bombad Racing
It's cute, it's *Star Wars*, it's going to sell by the lorry load.

Tropico
Run your own island by fair means or foul... but how long can you stay in power for?

continued

continued >

A Year Of Dreams

Still not convinced next year will once again belong to Sega? Then check out these mammoth games for 2001... you'll soon believe us.

Phantasy Star Online

Publisher: Sega Release: Jan/Feb

> Well, it's only the biggest game ever to be released, and if you've read any of our stories on this behemoth of a game, you'll already know why this is going to be one of the games of the year. Don't let the RPG moniker put you off, because if you do you'll be missing out on the online experience of a lifetime. Basically get online, find some friends, go off and kill some monsters, find some treasure and have a whale of a time while you're doing it. Of course you could always just play the one-player game and get lost for days in the magical world of *Phantasy Star Online*, but that's your decision. Online gaming will never be the same.

Sonic Adventure 2

Publisher: Sega Release: Spring

> It's Sonic. What more could you possibly want to know? Ever since the original *Sonic Adventure*, Dreamcast fanatics have been clamouring like kids in a sweet shop for the sequel, which now looks to be finally upon us... well, it will be sometime soon. Visually, it's even better than the original *Sonic 2* and again looks to be a showcase title for the Dreamcast that will have gamers falling over themselves as they salivate all over it. No details of the story line of the game have been released yet, which only adds to the fervour surrounding it. Suffice to say, it's going to be another great adventure for Sonic and chums...

Daytona USA 2001

Publisher: Sega Release: February

> To many *Daytona USA* is *the* ultimate racing game and one that Dreamcast owners have been praying for ever since the system was launched. So when it was finally revealed at the Sega Premiere event last September, it was no surprise that the crowd went into fits of ecstasy. It might not have the class or graphics of *M-SR* but anyone who's played the game in the arcade will tell you that it's not about the style, but the gameplay. It's old school at its very, very best. The fact that it's going to support online play is just another reason why this is undoubtedly going to be one of the biggest racing games of next year.

Out Trigger

Publisher: Sega Release: Summer

> Another game from the Yu Suzuki/AM2 stable can only mean one thing – another fantastic game. But then what else would you expect from the creator of *Shenmue* and *F355 Challenge*? This time you take on the role of a member of the International Counter Terrorism Special Forces who's out to kick some serious terrorist butt in a first-person shooter killing spree. Looking crisper than a pair of Alex's unwashed socks and with fast-paced action that moves along at a phenomenal rate, *Out Trigger* is sure going to give all the other first-person shooters a run for their money.



Skies of Arcadia

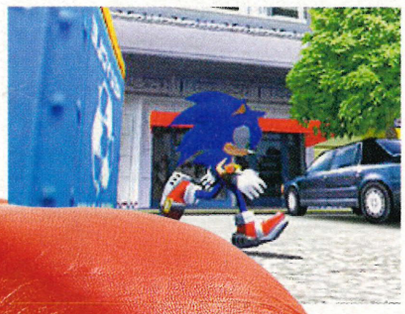
Publisher: Sega Release: March

> Coming from the development loins of Sega itself, the RPG genre will never be the same again once *Skies of Arcadia* arrives on our shores. It's an epic tale of adventure, treachery, friendship and piracy (of the non-software variety, of course), all set in the airship-filled skies high above the ravaged Earth. If you're any sort of fan of massive battles, dungeons that stretch for miles and just a little bit of magic, there's no doubt that *Skies Of Arcadia* is the game for you. If you want more details, you might want to check out our full-on preview over on page 28...

Alone In The Dark: The New Nightmare

Publisher: Infogrames Release: March

> With the recent spate of survival horror games failing to deliver the goods – let alone topple the mighty *Resident Evil Code: Veronica* – we have our faith placed firmly with French developers Darkworks to be able to buck this trend and give us another stunning addition to the genre. Though Infogrames is keeping a



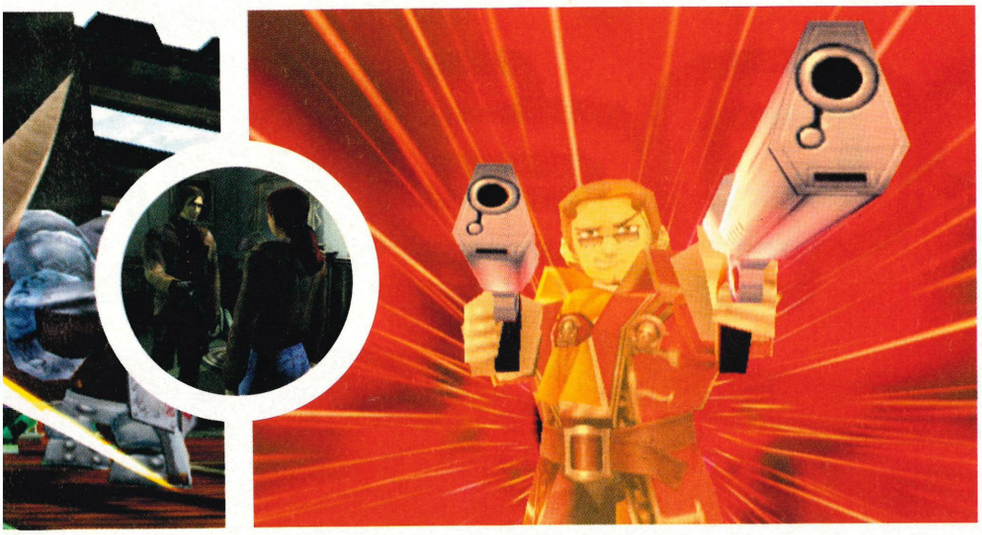






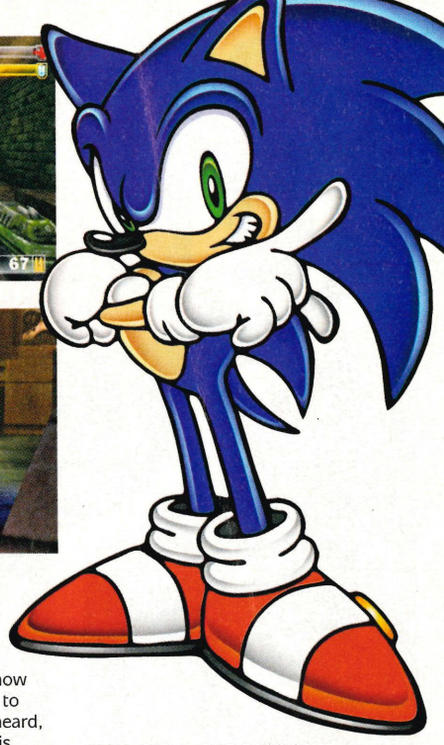












tight lid on all info regarding the game it certainly looks and sounds the part. Whether it plays as well as it looks remains to be seen... let's hope so, eh?

Black & White

Publisher: Sega **Release: Summer**

› Ever wanted to be God? Well now's your chance as Lionhead Studios and Peter Molyneux bring the ultimate godly experience to the Dreamcast. The scope of the game is simply mind-blowing, allowing you to do absolutely anything and everything you like. Choose how you want to rule your people – with a rod of iron or a loving touch – and become the greatest god ever known to mankind. Best of all is the animal through which you impose your authority on your people. It is the weapon of your rule, striking fear into innocent children and grown men alike. With full online play and some of the most remarkable AI you've ever seen in a computer game, this will be a huge, huge title.

Unreal Tournament

Publisher: Infogrames **Release: March**

› Well, if you read our exclusive first-look preview month last month then you'll know exactly why you should be excited by *Unreal Tournament*. Whereas *Quake III* was simply pretty darn fine, there's no doubt that in a shoot-out there'd only be one winner and that's *UT*. Bigger, better and overall a far more rounded product, *UT* has already had PC players hooked for the last year with its sprawling levels and addictive gameplay. Online play, a promised frame rate of 60fps and eight-player games only make this even more of a tantalising prospect. You'd better get practising...

Legacy of Kain: Soul Reaver 2

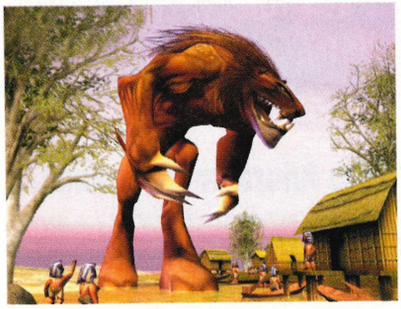
Publisher: Eidos **Release: March**

› Hands up those of you who felt incredibly annoyed at the ending to *Legacy of Kain: Soul Reaver*? We know we did – just when it looked as though Raziel was going to get his hands on his evil master Kain, the bugger jumps through a time portal and disappears. Aargh! Don't fret though, because the folks at Crystal Dynamics know that you want more... they're just going to make you wait for it. From what we've heard, the Dreamcast version of *Soul Reaver 2* is going to be the definitive version of the game – we can hardly wait for March to roll around!

Confidential Mission

Publisher: Sega **Release: Autumn**

› From the makers of *Virtua Cop*, anyone who's played *Confidential Mission* in the arcade will tell you how fantastic this game is. Mixing the shooting action of *Virtua Cop* with the spy-like antics of James Bond, this is one game that you should all be wishing is going to make the jump from Naomi to Dreamcast. After all, it's about bloody time we had another light-gun game. For more on this game check out next month's copy of the magazine as we go undercover and get the real dirt.







"NO OTHER CONSOLE HAS HIGH QUALITY, ORIGINAL AND INNOVATIVE SOFTWARE LIKE THE DREAMCAST HAS. IT'S PHENOMENAL – EVERY WEEK SEES ANOTHER WINNER AND THIS RUN OF SOFTWARE IS NOT GOING TO END FOR A LONG TIME. ONLINE FUNCTIONALITY IS THE DREAMCAST'S OTHER STRENGTH, BUT OBVIOUSLY IT'S HOW YOU USE IT THAT COUNTS AND SEGA KNOW TO DEVELOP GAMES FOR THIS MEDIUM. THIS TIME NEXT YEAR ONLINE GAMING WILL HAVE ENTERED THE LEXICON OF EVERY GAMER AND SEGA, QUITE RIGHTLY, WILL BE SEEN AS THE GODFATHERS."

STUART LEDGER, PR GURU FOR SEGA

Team Dreams

› So it's been a mighty fine year but what are the Dreamcast Magazine team looking forward to next year?

Name	Simon Phillips
Title	Chief Sitting Bull
Fave Position	Hiding under the desk
Fave Game	*F355 Challenge/Le Mans 24 Hours*... he's a driving freak don't you know?
Most Looking Forward To	A good spanking and M-SR2!?!

Name	Alex Warren
Title	Reindeer
Fave Position	Errrr... can't remember
Fave Game	*Crazy Taxi/Virtua Tennis*
Most Looking Forward To	Getting lucky and *Headhunter*

Name	Martin Mathers
Title	Chief Elf
Fave Position	The phone position (it's a bit like the spoons... apparently).
Fave Game	*Jeremy McGrath Supercross 2000* and *Spirit Of Speed 1937* – they're the best games I've ever played... honest guv!
Most Looking Forward To	A pay rise and *Soul Reaver 2*

Name	Nick Trent
Title	The Grinch
Fave Position	In the boot of the car
Fave Game	*Hidden & Dangerous*
Most Looking Forward To	*Out Trigger*



the game

Guide to Dreamcast gaming

Reviews Editorial

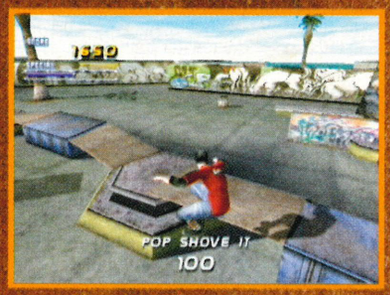


Unless you don't pay much attention to the things we write in our reviews here at DREAMCAST MAG, you might have noticed the same worrying trend we have – aside from the odd gem here and there, a lot of the games appearing recently have fallen into our 'dodgy turf' scoring category of being a bit rubbish rather than essential purchases. So what's going on? Have we, as Dreamcast owners, offended someone important and brought a slurry of arse games upon ourselves? Of course not... well, maybe I have but that's beside the point. Thankfully, you only have to look at the bright list of games ahead (*Phantasy Star Online*, *Daytona USA*, *Alone In The Dark 4*, *Unreal Tournament* and loads more besides) to realise that this slight rush of cack titles is just a glitch in the life of the Dreamcast... we hope. Without wanting to sound too philosophical though, it's like life – you have to endure the crap so that you can appreciate the good things. At least, that's what Mistress Pain says.

Right, back to sleep... err, work. Yeah, work.

Martin Mathers
Games Editor





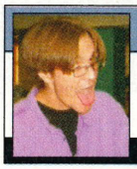




Tony Hawk's Pro

44 One of the finest Dreamcast games ever just got a whole load better. But how can you improve on perfection?

DREAM TEAM This month, we've had thoughts of the future on our minds...



SIMON PHILLIPS

Lips is incredibly optimistic about his future – mainly because he'll be spending most of it in his nice new bed. Lazy git.

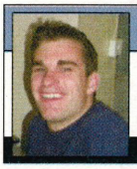
Game Of The Month: Hunt the CD



CHANDRA NAIR

The resident pretty boy of the Dreamcast team doesn't have time for the future – he's too busy being a 'bloody pop star'.

Game Of The Month: Goatee Trimming



ALEX WARREN

Wozza's predicting a bright and prosperous future for himself on the Island of Beautiful Women... or Scunthorpe, whichever is closer.

Game Of The Month: Big Top



WILL JOHNSTON

To be honest, Will doesn't have much of a future ahead of him... not if he keeps handing in incomplete freelance work, that is. Grrr.

Game Of The Month: Deadline Dodging



NICK TRENT

Going on what he scoffed down at Pizza Hut the other day, we don't think Nick's future is going to be all that comfortable.

Game Of The Month: Sweetcorn Splatter



SIMON CANN

Gazing into the mists of time, we see Simon sitting in the pub with a pint or twelve... just like last night. And the night before that...

Game Of The Month: Not Having To Write Anything



KAREN HOLLOCKS

Being gifted with above-average fingering skills, Karen's not worried about her upcoming piano exam. Oh, maybe a bit then.

Game Of The Month: Playing With Her Pianist

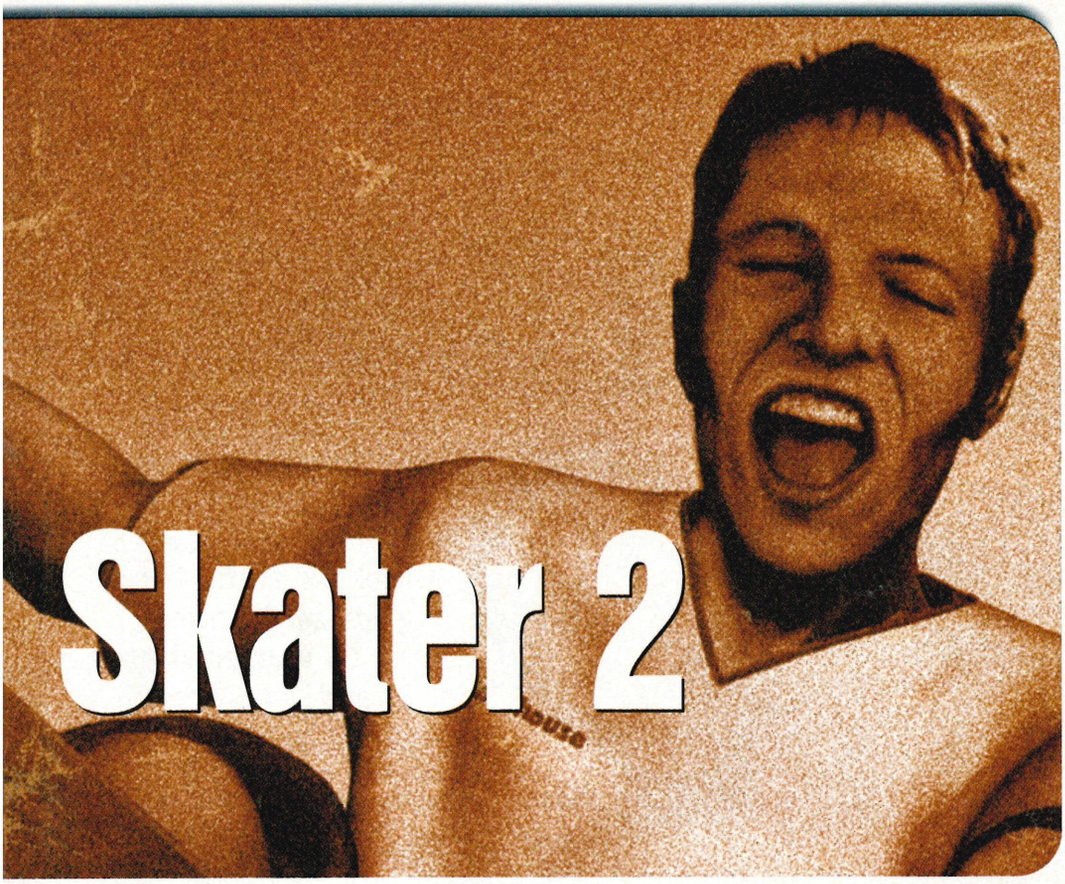


ANGELA YOUNG

There's only one possible future for Angela – having the mickey taken out of her for being even more 'okay, yah' than our boy Alex.

Game Of The Month: Doing Goldfish Impressions

All the latest Dreamcast games reviewed and rated!





Tokyo Highway Challenge 2 48
It's another challenge set on a highway. In Tokyo. With cars. What more could you ask for?

Mr Driller 52
Little man, big drill. After *Soul Calibur*, could Namco get any simpler than this?

Army Men: Sarge's Heroes 54
War, huh? What is it good for? Absolutely nothing, apart from blowing up little plastic soldiers.

102 Dalmatians 56
Now there's even more of them – can't those older dogs tie a knot in it for just two minutes?

Chicken Run 58
It's *Metal Gear Solid*, but with poultry. That's what the press release said, anyway...

Capcom Vs SNK 60
Obviously, *StreetFighter Alpha 3 Vs King Of The Fighters 99* was too long a title.

Tomb Raider Chronicles 62
Ding dong, Lara's dead... and it's about flippin' time too. Let's hope she stays that way!

Frogger 2: Swampy's Revenge 66
It's a 'retro game in reasonably decent update' shocker! What's the world coming to?

MTV Sports Skateboarding 68
Better than *Tony Hawk's Pro Skater 2*? Yeah, you wish...

KISS Psycho Circus: The Nightmare Child 70
Glam rock on the Dreamcast... it's flares time!

Resident Evil 3: Nemesis 72
Old game + quick-fix conversion = tons of cash? Nope.

Donald Duck: Quack Attack 74
Just steer clear of the pancakes and plum sauce, eh?



DREAMCAST OPINION

> Yes, it's the new-look reviews summary!

The Judgement
A run-down of all the important uppers and downers about the game, along with a breakdown of the best and the worst bits of the game.

2nd Opinion
If you need someone else's thoughts on what the game is like, you'd do well to check this bit out.

Alternatively
Fancy something a bit different? We'll list the suitable replacements for the reviewed game here, as well as what we thought of them.

Dreamcast Rating
The obvious bit – a final score, complete with a brief summing up of whether you need to bother buying the game or not.



The Dreamcast Magazine Scoring System Made Easy

> Here's a quick glance at how we like to score the games in Dreamcast Mag...

90% or above – Pretty obvious really – anything good enough to earn the coveted Dreamcast Ultra award really needs to be bought immediately.

75% – 89% – Falling just short of perfection, games that do this well are still worth picking up if you've got the cash to spare.

50% – 74% – Ahh, the dodgy turf; games in this category might be fun if you're a big fan of the genre, but a bit hit-or-miss otherwise.

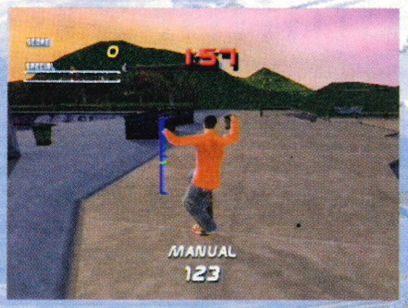
25% – 49% – If a game gets this level of score, it's the kind of game that your gran will buy you as a present because 'she doesn't know better'.

0% – 24% – The lowest of the very low and only worth buying if you like playing games that we wouldn't touch with yours, let alone ours.

review

Web site: www.activision.co.uk





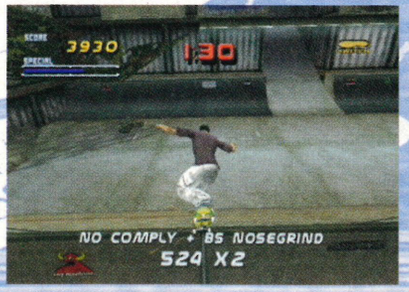


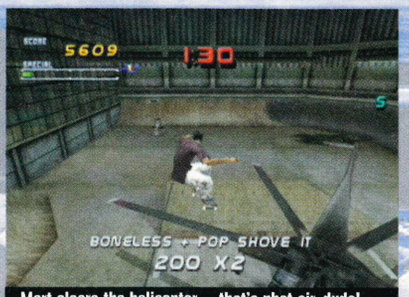
Tony Hawk's

Dreamcast magazine ULTRA

After the success of his last game, Tony Hawk is back to show us some more big air and phat tricks. Get your skates on, chaps...

Much as it pains us to admit it, there have been a few controversial happenings here at Dreamcast Towers recently, stemming from the discovery of a traitor in our midst. You see, we found out that one member of the DREAMCAST MAGAZINE team owns... a PlayStation. Okay, so we know that's a crime in itself, but it gets worse – this person actually went out and paid a large sum of money for a game that not only could he have blagged for free, but was also coming out in a much-improved





Mart clears the helicopter – that's phat air, dude!

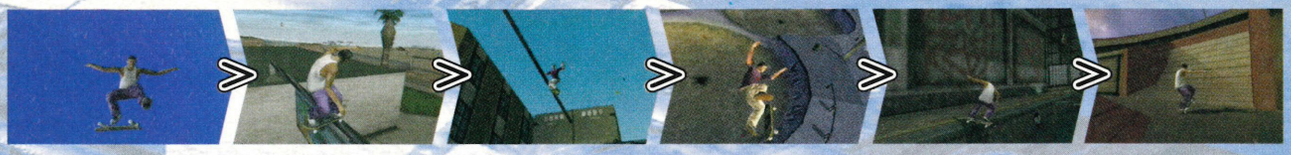
essential information

Dreamcast magazine

PUBLISHER	ACTIVISION
DEVELOPER	TREYARCH/NEVERSOFT
RELEASE	OUT NOW
PRICE	£39.99
GENRE	SPORTS
PLAYERS	2
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK ARCADE STICK

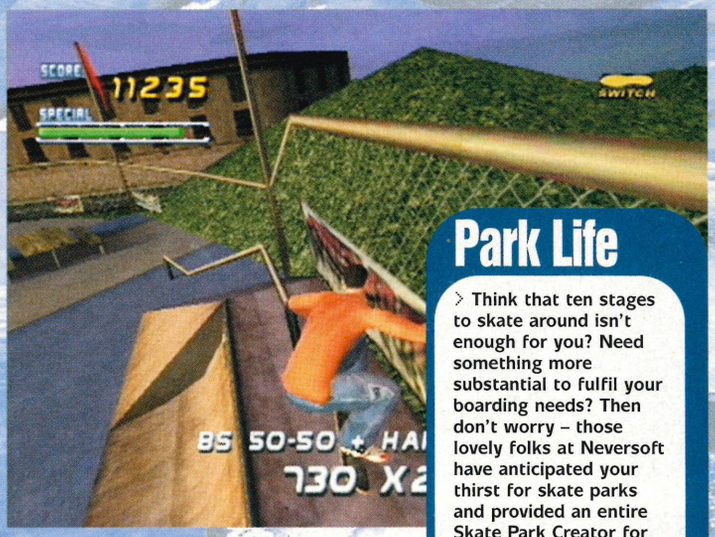
awesome moment

Look at our phat tricks, man – we're just so rad, dude. Booyakasha!









Pro Skater 2

form for the Dreamcast. We ask you, what kind of a masochist is he?

The game, not surprisingly, was *Tony Hawk's Pro Skater 2* – the sequel to the much-praised *Tony Hawk's Skateboarding*. Don't ask us why they changed the name – considering the original was called *Tony Hawk's Pro Skater* in America, we're at a bit of a loss. Still, that's not to say that we're at a loss for what to say about *THPS2*... mainly because it's possibly one of the most playable games we've ever seen. And yes, we know we said that last month about *M-SR*, but this time we really, REALLY mean it. Okay?

Bump And Grind

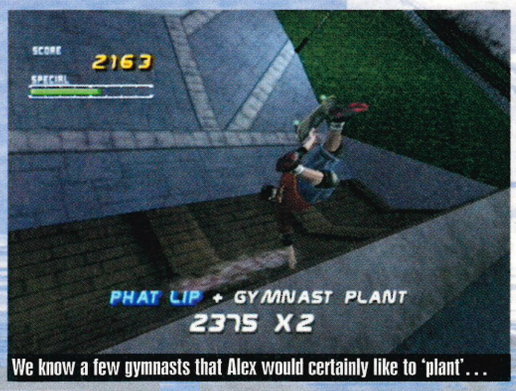
Now, if you didn't play the original *Tony Hawk's Skateboarding* (or played it but didn't enjoy it) then there's obviously something not quite right about you. Demonstrating that not all PlayStation-to-Dreamcast conversions have to be pretty bog-standard rehashes, the first *Tony Hawk* game truly was a sight to behold, both in terms of looks and sheer playability. And now, after much waiting and gnashing of teeth, the sequel has finally arrived on the Dreamcast. Hoorah and huzzah indeed. Rather than trying to do something entirely different with the game in order to create a new experience, Neversoft has instead taken the original concept and honed it to near-perfection.

All the things that were so great about the first *Tony Hawk* game are back – the large selection of tracks and skaters, the huge amounts of playability and the ease of getting to grips with the controls and tricks – but this time around, there's even more of everything. More skaters (sixteen pros to choose from, three of them secret ones plus the option to create your own skater), more parks (ten entirely original locations plus 50 pre-created Park Editors' ones... see the Park Life boxout for more details) and most importantly, more objectives – while the whole of the first game could be completed in a few hours, each level now has ten objectives to achieve and believe us, they aren't easy. To make things even more interesting, the whole system of progressing through the levels has changed as well...

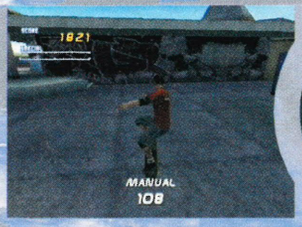
Smash And Grab

Instead of spending your time collecting floating videotapes like in the last game, you're now competing for nothing but cold hard cash – after all, a pro skater's got to make a living somehow. In order

"To show how much better this is than the original, we would have to give it an overall score of 132%"



We know a few gymnasts that Alex would certainly like to 'plant'...







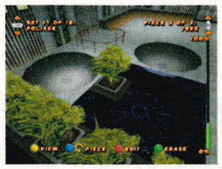
Normally, we'd take exception to a level set in France. Because it's Tony Hawk though, we'll refrain.

Park Life

Think that ten stages to skate around isn't enough for you? Need something more substantial to fulfil your boarding needs? Then don't worry – those lovely folks at Neversoft have anticipated your thirst for skate parks and provided an entire Skate Park Creator for you to play around with. As well as the 50 pre-made parks for you to fiddle with and get inspiration from, you can build up your own park from scratch using all the ramps, rails and other goodies on offer. It's so easy to use, even a child could do it... and Alex. That's why we asked him to put together our very own Dreamcast Magazine park as proof...







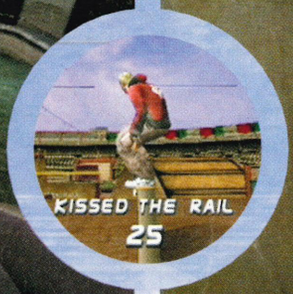




continued >

review







infoburst

Extra information

- Despite the fact that *Tony Hawk's Pro Skater 2* is only just on the shelves, *Tony Hawk's 3* has already been announced. Talk about thinking ahead...
- Once again, someone has released a game that nearly ruined our lives – we completely forgot about writing the mag because of Tony Hawk. Bugger.
- Normally Mart's an incredibly harsh reviewer... so there's clearly something wrong with him. Two 96% scores in two months? Call the doctor!

"Rather than trying to do something entirely different, Neversoft has instead honed the original concept to near-perfection"

to progress to the next location, you need to collect a certain amount of cash to pay your way there. However, the money also comes in handy when you want to improve your skater. There's no more automatic upgrading of stats and abilities... oh no. Now if you want to improve your skills, you've got to pay through the nose, and the same goes if you want to get your hands on a new board. This is great, simply because it means you can choose what to improve first, giving you plenty of opportunity to tweak the abilities of your chosen pro.

There's also the chance to upgrade your tricks as you earn more and more money – although each skater starts with a set of basic moves, you can spend cash on new ones that'll improve your style and eventually make it easier for you to reach those incredibly tough-to-beat 'Sick' scores. It's not just about tricks though. Getting high scores means mastering each of the ten massive levels available to skate around. Although stunts and tricks are needed, the crucial part of each level are the gaps – hidden all over, you'll need to hunt high and low to find them all. There's a checklist in the main options, just in case you need to see how far off you are from locating every one of them. If you manage to get them all, you might even get something nice. It's not easy though...

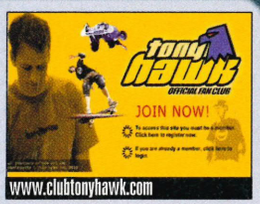
Sight And Sound

Visually, *THPS2* is simply stunning – although the game itself remains a faithful conversion of the PlayStation game, the Dreamcast points and laughs when you compare the graphics of each version. Where the PlayStation had areas drawing themselves in as you approached them, the Dreamcast has practically none. Skaters passing through objects and walls? Not on the Dreamcast – everything is so solid and believable that you'll wonder just how they managed to do it so darn well. Not surprisingly, the audio side of it all manages to keep up with the PlayStation version as well – tunes from Naughty By Nature, Bad Religion, Anthrax and Dub Pistols are just as good as the ones from the original game, if not better.

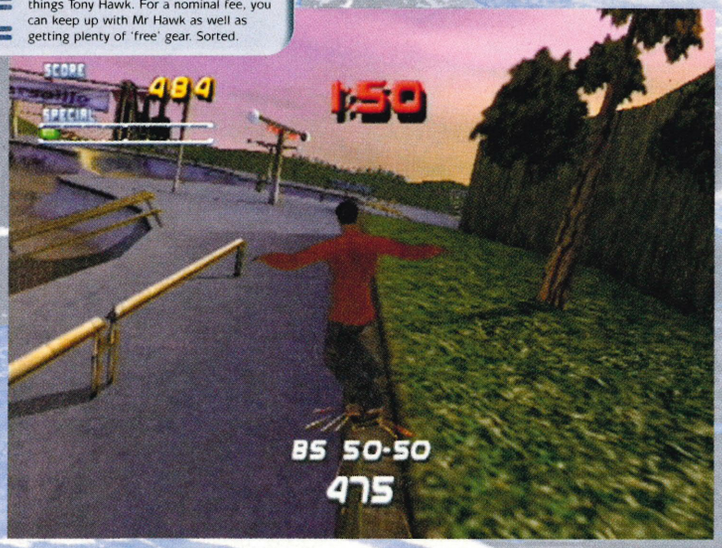
When it comes down to it, *THPS2* is so much of an improvement over the original game that we just can't do it justice in our final score. Given that we gave the first *Tony Hawk* game a highly respectable 94%, to show how much better *THPS2* is we would have to give it an overall score of 132%. Of course, we can't do that. Instead, we'll just say that not buying this game is probably the biggest mistake you could ever make in your entire life – right up there with eating cigarettes, being caught reading 'art' magazines by your grandma and flirting with your best mate's mum. Not that we've ever done any of those things, you understand. Well, maybe one or two of them... but we were very young at the time, alright?

Martin Mathers

online information



THE official fan-based Web site for all-things Tony Hawk. For a nominal fee, you can keep up with Mr Hawk as well as getting plenty of 'free' gear. Sorted.



Dedication, That's What You Need

Believe us, if you want to get through the whole of *Tony Hawk's Pro Skater 2* then you're going to have to put a lot of effort in. There's no chance of being able to miss a few things out this time around – unless you complete all the objectives and collect all the cash from each level, you'll never be able to unlock the stacks of cheats that lie buried deep inside the game. If you manage to do well enough though, you might be able to find some nice surprises to play around with... fancy taking to the streets dressed as Spider-Man? You never know what you can do if you don't try...



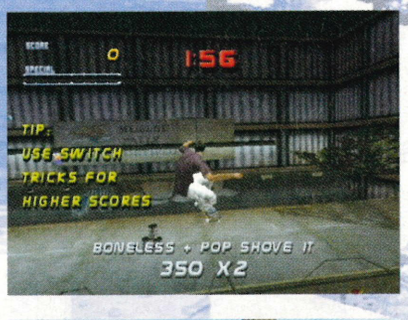




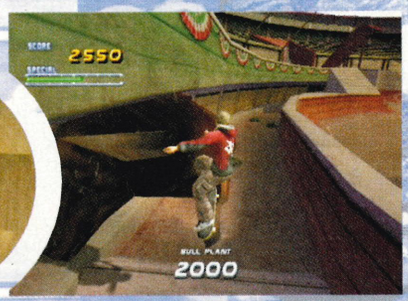
Some of the levels are just flippin' huge, like this one set on Venice Beach.



Feeble? Hey! There certainly isn't anything feeble about this game... now push off!







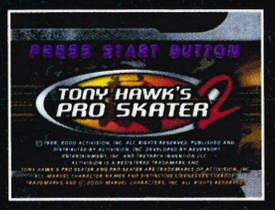






Water Up Le Backside? What kind of tricks do you think we're into?

Dreamcast magazine Opinion



THE JUDGEMENT

OLLIE	BAILED
⊕ A nearly perfect Dreamcast game. Hoorah!	⊖ Takes a bit of practice to become good
⊕ Tons and tons (and tons) of things to do	⊖ Much more difficult than the last one
⊕ It'll last you forever.	⊖ You'll never need to buy another game

2ND OPINION

› Okay, so when we had *Tony Hawk's Skateboarding* in over the summer we thought that we'd died and gone to gaming heaven. But we hadn't counted on the sequel being so damn amazing. *THPS2* has everything you could ever want from a videogame – it has gameplay so heavenly you never want to put it down, graphics which are so incredibly crisp you can't tell if it's real or not and some totally killer tunes. To top it all off there's the extra options and characters, all of which make this game an incredible proposition.
Alex Warren

ALTERNATIVELY

Tony Hawk's Skateboarding

Originally the best skateboarding game ever – now it's second best.



Reviewed: Issue 10
Dreamcast Rating: 94%

MTV Sports Skateboarding

It tries on so many levels but ends up falling on its arse with a huge bump.



Reviewed: Issue 17
Dreamcast Rating: 68%

DREAMCAST RATING

› VISUALS	93%
› SOUNDS	95%
› GAMEPLAY	97%
› VALUE	97%

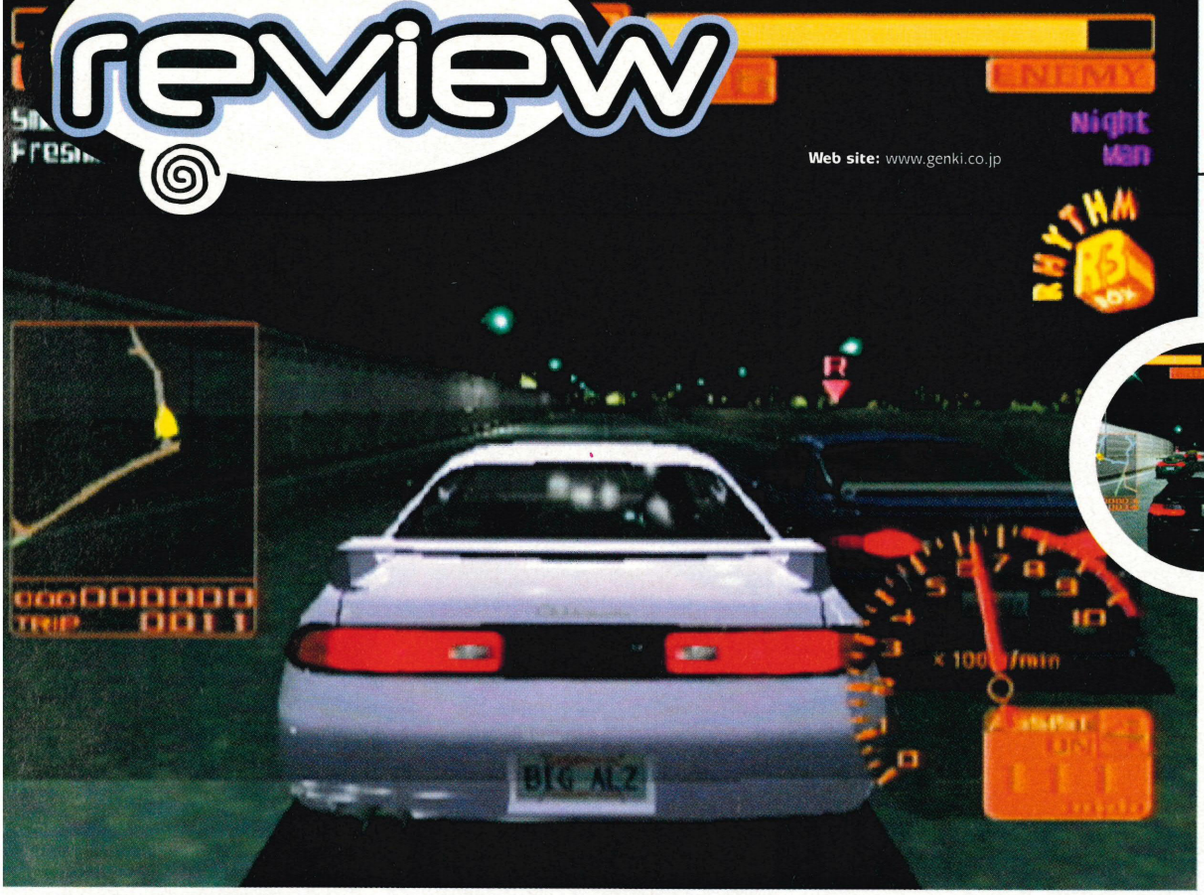
96%

SUMMING UP

› Without a doubt the finest skateboarding game in existence... until *Tony Hawk 3* comes out. Argh!

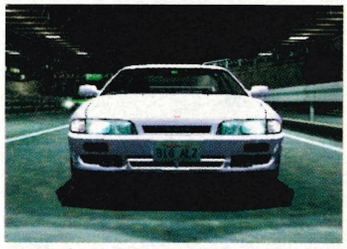
review

Web site: www.genki.co.jp













The best way to drive these cars is form the in-car view because the models are a bit dodgy.

Tokyo Highwa

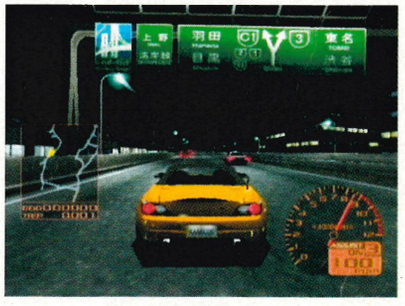
Speeding around in the dead of night, racing anyone who dares accept your challenge – sounds like fun, doesn't it? Well it ain't no *M-SR*.

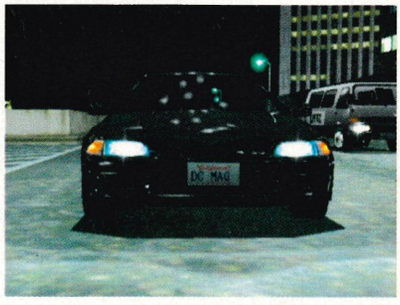
The Japanese are a funny sort. They build these huge, high-speed networks of highways and then impose an embarrassingly slow 50mph speed limit on them – now where's the fun in that? In fact, what's the point in having fast cars and fast roads if you're not allowed to speed around them? Which is where *Tokyo Highway Challenge 2* comes in to save the day, rescuing Japanese drivers from their mundane driving existence and immersing them in the real delights of racing. Hence the reason why it flew straight to the top of the Japanese multi-format charts back in June, a rare feat indeed for a Dreamcast game. But is it all that it's cracked up to be? Well, that'd depend on what you want from a racing game...

Challenge Ant

For those new to the Tokyo experience, this is not your average racing game. Unlike conventional racers where you have a start, middle and an end, *Tokyo 2* is one long race of sorts, as you attempt to become the king of the Tokyo highway. When dusk falls, out come the extreme racers in their droves, looking for that extra thrill as they drive around hunting

"There are some really good touches to the game and it is a marked improvement on the original"



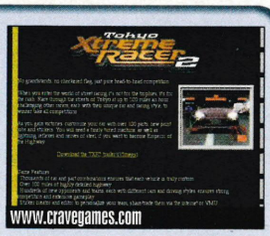


essential information

Dreamcast Magazine

PUBLISHER	UBI SOFT
DEVELOPER	GENKI
RELEASE	OUT NOW
PRICE	£39.99
GENRE	DRIVING
PLAYERS	1
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK RACE CONTROLLER

online information



www.cravegames.com

Not a bad little Web site that'll tell you all about the game's features and background information, as well as offering a movie download.

awesome moment

You've flashed the bugger down and now you've run him into the ground. Minty!





As visually impressive as the whole game is in general, the replays are by far the best looking bit.

y Challenge 2

some good old street racing. Flash your headlights at a rival and, if they accept your challenge, you're away. Now all you have to do is run your rival into the ground by making sure that you stay ahead of them while running their meter into the red. With the challenge won, it's time to pull in the winnings and head for the garage for an upgrade or two, along with a paint job – well, you don't want to get caught by the cops now. And that's what it's all about.

In terms of the gameplay, *Tokyo 2* is a real split-persona. The actual rage-fuelled job of racing all the other gangs is as indulgent as you could possibly wish for – so much so that you'll find yourself playing the game for hours on end, trawling the highways for more cars to run into the ground. However, it's these intermittent periods which are the game's Achilles heal, as at times you'll find yourself driving around for what seems like hours without coming across a rival to challenge. As you can imagine, this is incredibly frustrating. Even more annoying is chasing a rival down and them rejecting your invitation for a scrap. Indeed, it's this, more than anything else, which makes the game such a hardship to play.

Road Rage

There are some dainty touches to the *Tokyo Highway Challenge 2*, including the sticker shop where you can design your own stickers to plaster your car with, and the hugely extensive garage, but there are some glaring omissions from the game too. Where's the multiplayer mode guys, surely a must for any racing game in the current gaming climate? How about a little variation in the track? Okay, so there's four times as much road to rev your engine around, but there's only the same, albeit gorgeous, views of Tokyo and its highway network over and over, which begins to get monotonous after hours of racing. And that's not fun.



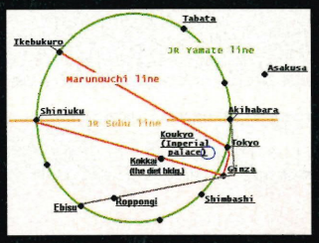
infoburst

Extra information

- The game has 180km of track, as opposed to 30 in the original.
- This game has many names. In Japan it's called *Shutuko Battle 2* and in America it's called *Tokyo Extreme Battle 2*.

Tokyo Toilet Guide



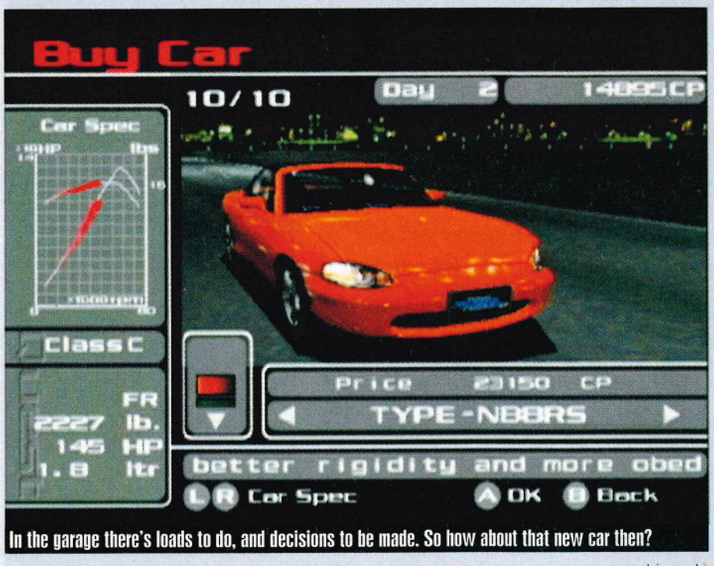


> It's amazing what you'll stumble upon while strolling along the Internet highway. There we were innocently looking for street maps of Tokyo, just to see whether the game truly sticks to the highways surrounding the sky-scraper filled skies of Tokyo, and lo and behold we found this fantastically amusing site.

Basically, this mad Japanese guy has trawled around the public lavatories checking them out for cleanliness, safety, whether toilet paper is provided and that sort of thing. Now whether he's some kind of government environmental officer (although we doubt it) or just some really weird bloke we don't know. Anyway, he's now published the results of his in-depth research under the title of the ultimate Tokyo Toilet Map, a vital piece of kit for any foreign traveller – after all, you never know when you might get caught short! If you want to check out this very bizarre site for yourselves, here's where to go – www.asahi-net.or.jp.



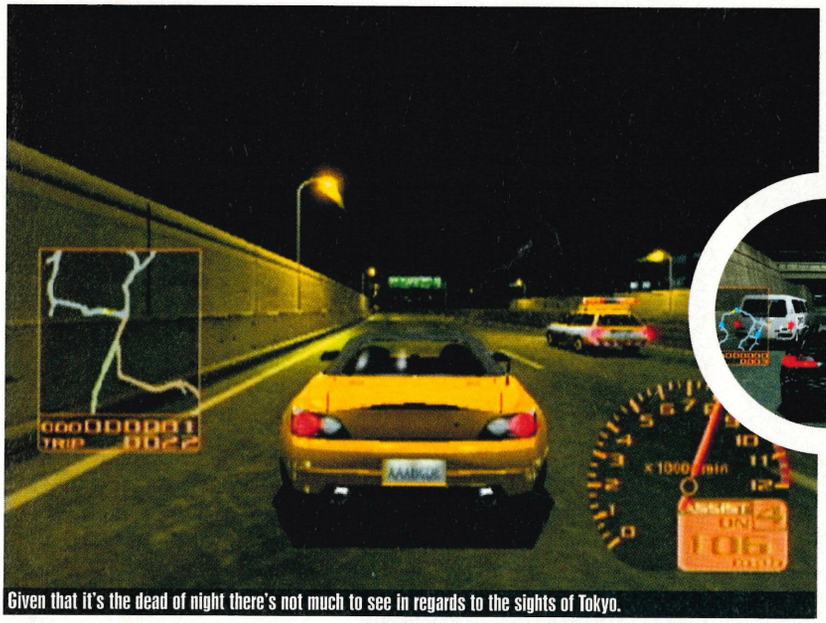




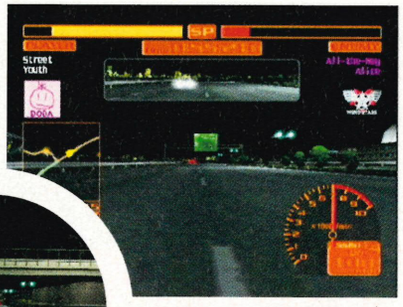
In the garage there's loads to do, and decisions to be made. So how about that new car then?

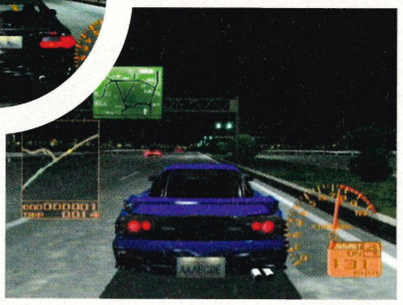
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Given that it's the dead of night there's not much to see in regards to the sights of Tokyo.

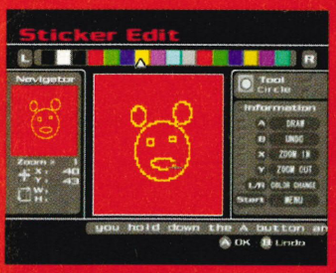




Stick 'Em Up

> One of the coolest new features added to this sequel is the Sticker Room, where you can try out your artistic skills by designing your own stickers to plaster over your car. Of course, you can always just opt for a ready-made one if your skills aren't up to it, but you'll have to beat a few rivals to unlock the cool ones.



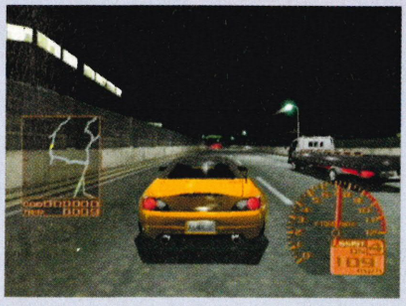


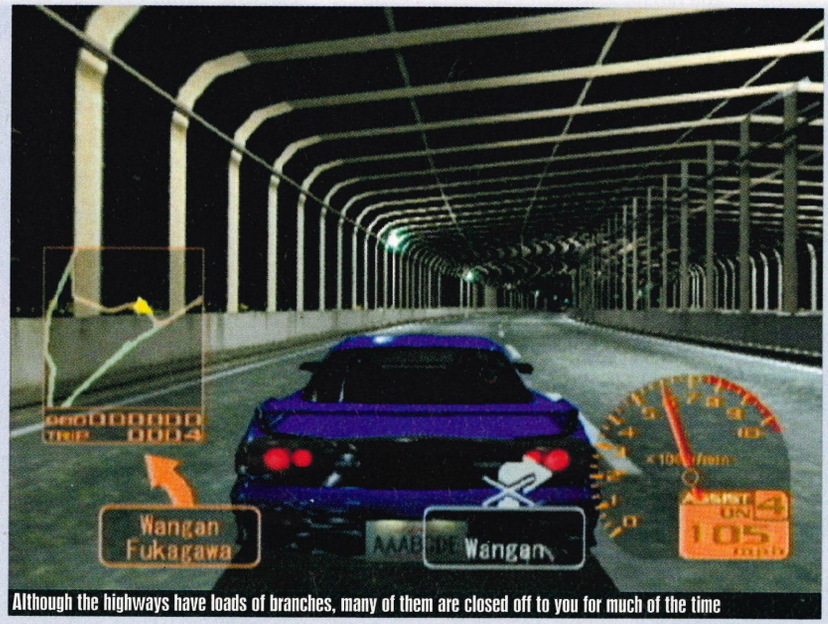
Visually the game is, for the majority of the time, like a bed of roses. Unfortunately, like roses, there are plenty of thorns to make it more than a little uncomfortable. Take, for the example, the frame rate – a silky smooth 60fps 98% of the time, but every now and then for some totally inexplicable reason, it not only drops well below 30fps but is joined by its ever-faithful partner in crime, Mr Slow-down. At other times, even more bizarrely, it stops momentarily altogether. Why? Well your guess is as good as ours.

However, these graphical problems aside, there's no denying that this is a genuinely good-looking game, even if the whole thing is set in the dead of night. The Tokyo highways are particularly fetching, illuminated as they are by impressive light sourcing, although the overall graphical effect is let down by the rather too boxy car models that pass along their tarmac paths. Shame about the repetitive beats of the music, which are enough to give you road rage by itself.

So where exactly does all this leave *Tokyo Highway Challenge* – stuck in the middle of the road or speeding off into the distance? Well while there's no doubt that there are some really good touches to the game, and it is a marked improvement on the original, it has too many annoying little nuances to make it anything more than solid. That, and the fact that it doesn't have a great deal of substance compared to say *M-SR*, means that you're better off sticking elsewhere... unless you're Japanese of course.

Alex Warren





Although the highways have loads of branches, many of them are closed off to you for much of the time

Dreamcast Magazine Opinion



THE JUDGEMENT

HIGHWAY	LOW WAY
⊕ Very impressive and silky smooth graphics	⊖ Nowhere near enough racing
⊕ Loadsa cars for you to take out for a spin	⊖ Unfortunately, M-SR is so much better
⊕ It will keep you racing for hours	⊖ The in-car music is painful

2ND OPINION

> Post *M-SR*, every driving game is going to suffer. Often games are released to catch the wave of others that have gone before them – remember the glut of 'GT' games that were released on the PlayStation after *Gran Turismo*? This is much the same – I doubt very much that if you own *M-SR* you'll have completed it by now, and to be honest, the shady world of street racing offers very little that is genuinely new. It's worth a look, but the dreadful slow-down and the fact that my affections lie elsewhere making *Tokyo Highway Challenge 2* seem fairly pointless.

Simon Phillips

ALTERNATIVELY

Tokyo Highway Challenge

As the first in the series it didn't really have enough to it.



Reviewed: Issue 03
Dreamcast Rating: 73

M-SR

If you want a driving game that has everything this is it.



Reviewed: Issue 15
Dreamcast Rating: 96%

DREAMCAST RATING

VISUALS	84%
SOUNDS	71%
GAMEPLAY	82%
VALUE	75%

75%

SUMMING UP

> Although significantly better than the original, this just doesn't seem to light the blue touch paper.

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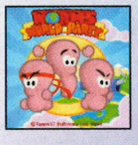


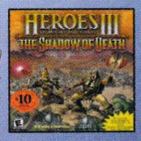
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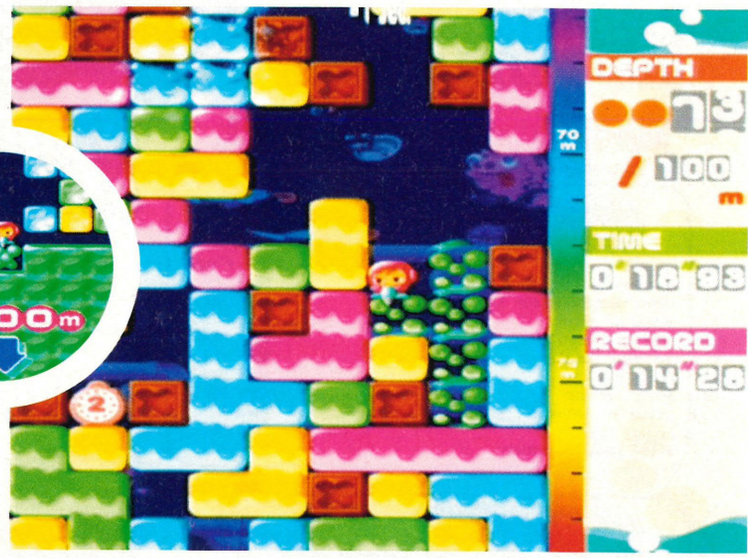
http://www.gameoveruk.com

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review

Web site: www.namco.com





essential information

Dreamcast magazine

PUBLISHER	VIRGIN INTERACTIVE
DEVELOPER	NAMCO
RELEASE	OUT NOW
PRICE	£29.99
GENRE	PUZZLE
PLAYERS	1
VM UNIT	SAVE GAMES
PERIPHERALS	ARCADE STICK







online information



http://www.namco.com/console/titles

There's not much to the *Mr Driller* Web site – some basic information on the game but that's about it. Not even a sniff of a screenshot. Boo!





Make sure you pick up the air capsules as you go along or you might suffocate.

Mr Driller

It might not be Soul Calibur 2, but Namco's second Dreamcast offering is the bee's knees. Puzzled? Read on and you'll see what we mean.

Who'd ever have thought it – a little man in a pink romper suit becoming the saviour of the world? Have you ever heard of anything so stupid? Sure we've had a pair of plumbers jump to our rescue and even a lowly janitor (Kurt Hectic, *MDK2*) beat off invading aliens a couple of times, but a driller... now that's something new.

Driller Thriller

So you'd better meet Mr Driller. He's a lively little soul... just don't mention the pink romper suit or he could have your eye out with that drill of his. Enough of the formalities though, the town is being overrun by man-sized coloured blocks erupting from the ground, and there's only one chap who can beat them off – that'll be you then. Sure it's not much of a story, but who really cares when you realise how much fun this is to play. Yep, that's right.

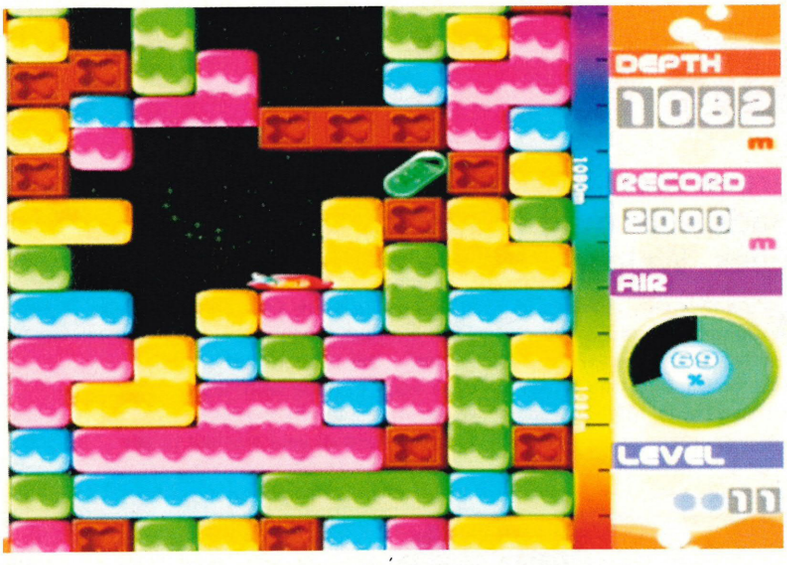
Against all the odds, *Mr Driller* is a fantastically enjoyable game, and once you've picked that drill up, the only thing that's going to stop you is a bleeding right thumb and a blistered left one... so keep the plasters on standby.

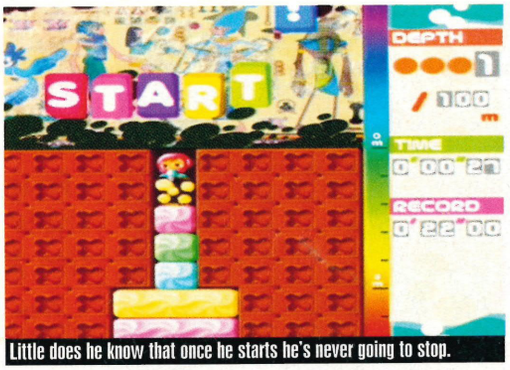
There aren't many games that are this easy to pick up and which lead to instant addiction, but that's exactly what *Mr Driller* does. The concept is easy – drill through the coloured blocks and get to the bottom without getting squished in the process. The catch? It's not nearly as easy as it sounds and is, at times, infuriatingly hard... but therein lies the addiction. Rest assured that as soon as you've finished a game you'll be clicking on the 'Retry' button as you attempt, for the millionth time, to reach the magic depth of 1000m or beat the record time. Drilling's the name, addiction's the game – it's as simple as that.

awesome moment

Hurry up Mr Driller – there's only a few seconds left to save the world!







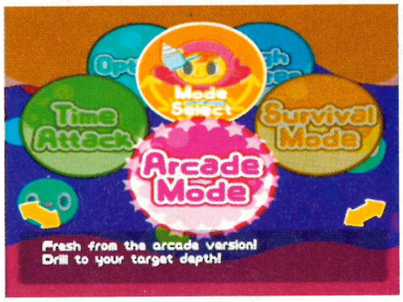
Little does he know that once he starts he's never going to stop.

The World's Most Unlikely Super Heroes

Kurt Hectic – MDK2
A lowly janitor on planet Earth who didn't just save the planet once, but twice. And we thought janitors only knew how to sweep!

Mario Brothers
Who'd have thought that a pair of Italian plumbers could become world-saving super heroes? Ummm... not us.

David Bowie – The Nomad Soul
Well sort of, as the main character is based on him. Anyway, who's ever heard of anything as ridiculous as a pop star saving the world?



"Once you've picked the drill up the only thing that's going to stop you is a bleeding thumb"

Block Head

However, despite all this, *Mr Driller* does have some serious flaws – problems which, if corrected, would transform it from being just a good game to being a great one. The most striking omission is that there's no head-to-head multiplayer mode, surely a pre-requisite for all puzzle games in this day and age. Sure it's great fun to play on your tod, but both the addiction level and the ante would be upped ten-fold if you could play it against other players. Of course, an online option would have been the perfect answer to this, but it's nowhere to be seen – a criminal act if ever there was one. Another let down is the distinct lack of modes of play and challenges, which number less than 20 in total. Compare that to the 100 of *Chu Chu Rocket!* and it looks embarrassingly pitiful. Ten Time Attack challenges, Arcade and Survival modes quite simply aren't enough, no matter how addictive they are to play.

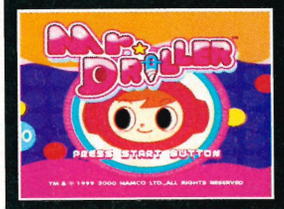
But – and it's a big 'but' – even though these omissions do seriously let the game down as an overall package, they don't detract from the fact that it is still superb fun to play, keeping you hooked for hours against your will. Just resign yourself to the fact now – there is no escape. Happy drilling.

Alex Warren



As soon as a falling block hits the little man he's out for the count and floats up to Mr Driller heaven.

Dreamcast Magazine Opinion



THE JUDGEMENT

THRILLER	KILLER
⊕ How much more addictive can you possibly get?	⊖ It will leave your thumb covered in big blisters
⊕ Brilliant fun to play	⊖ No online play
⊕ Easy to pick up, difficult to put down	⊖ No multiplayer option to add longevity

2ND OPINION

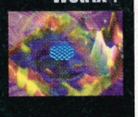
> Definitely a triumph of gameplay over graphics, *Mr Driller* is just pure unadulterated fun. Having originally played this game in Japan, I was particularly looking forward to it being released in the UK. However, memory does play the odd trick on you, as *Mr Driller* is a little bit of a let down. Sure, it's great for a while, but the lack of two-player and other modes eats into the potential longevity of the game. So you are left with a top game that could, and should, have been better. Roll on *Mr Driller 2*, then. But in the mean time this will do just fine.
Simon Phillips

ALTERNATIVELY

Chu Chu Rocket!
As far as puzzle games go you can't beat the mayhem of this game.
Reviewed: Issue 10
Dreamcast Rating: 90%



Wetrix+
It's an oldie but certainly still a goldie and just as addictive.
Reviewed: Issue 08
Dreamcast Rating: 80%



DREAMCAST RATING

VISUALS	75%
SOUNDS	82%
GAMEPLAY	93%
VALUE	70%

80%

SUMMING UP

> Despite a distinct lack of game modes and options, *Mr Driller* is quite simply brilliant fun!

Web site: www.midway.com





Army Men: Sarge's

Little green men running around shooting their loads – it could almost be an episode of the *X-Files*. Welcome to the army, men.

Now here's a thought. Throw *Hidden & Dangerous* and *Toy Commander* into bed together, they have a quick fumble, do the dirty and 'Voila!', you have your very own newly-created breed of game. And there you have it, the story of *Army Men: Sarge's Heroes'* conception... well maybe. Having already graced both the PlayStation and N64 over the last year, *Army Men* has finally reached that stage in its life where it has decided to grow up and go the whole hog by entering the land of 128bit software. But can it cope with such dizzy heights? Hmmm...



Plastic Fantastic

Plumping you slap bang in the middle of a raging war between two rival sets of toys, the Green Army and the Tan Army, you take on the role of Sarge as he goes solo behind enemy lines to rescue his captured commandos. But then, he is armed to the teeth and tough as nuts in good old-fashioned Arnie style, so be warned – this is one toy soldier you don't want to mess with. It's just as well really, as despite the toy theme, you're going to need all your training to get through the 16 back-breaking, action-filled, gun-fighting missions.

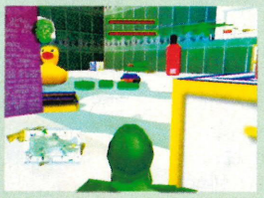
However, while the gameplay is a contented compromise between the stealth and strategy of *H&D* and the happy-go-lucky antics of *Toy Commander* , in reality it just doesn't have that extra spark to bring it alive and ignite the imagination, the same for which can be said about the graphics. While there's no question that this is the best looking version of the game yet (something would be seriously wrong if it weren't), the visuals aren't actually that hot when compared to other Dreamcast games. Sure it looks solid enough, but solid just isn't good enough when it comes to the 128bit playground.

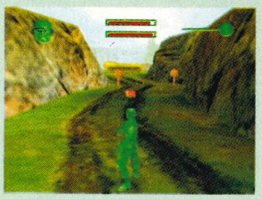


The four-player death match is by far the best bit.











essential information

Dreamcast magazine

PUBLISHER	MIDWAY
DEVELOPER	3DO
RELEASE	OUT NOW
PRICE	£39.99
GENRE	ACTION
PLAYERS	4
VM UNIT	SAVE GAMES
PERIPHERALS	ARCADE STICK VIBRATION PAK

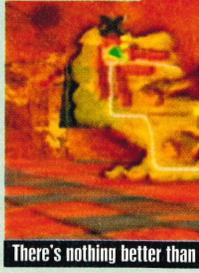
online information



www.midwaygames.com

Head here and then click on the *Army Men* symbol where you'll be greeted with loads of information about the game and screenshots, as well as hints and tips.

"As fun as Sarge's Heroes might be to play, it's hardly the most inspiring game ever"



There's nothing better than

awesome moment

Whip out the flame-thrower and burn your opponents to death, flame grilled style.



Heroes



It has to be said that enemy AI in the game is pretty shocking so you don't have to be too stealthy in the missions.

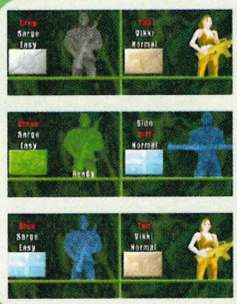
All Four One

Not that all of that matters hugely, as the real bite of the game lies with the multiplayer Deathmatch mode which, though obviously not up to the standards of *Quake III*, offers a barrel of laughs-a-minute, especially when there's four of you hard at it. You might have to squint a bit to see what's actually going on (well, they are only toy soldiers after all) but once you get the hang of it, there'll be no stopping you running around like a psychopathic soldier.

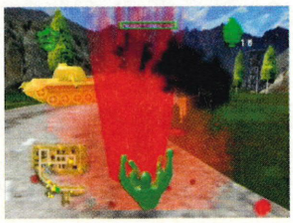
In the end though, as fun as *Sarge's Heroes* might be to play, it's hardly the most inspiring game ever. After all, this is a game that has already been out on other consoles for over a year and has since lost its originality, become jaded and lost any real buzz that might otherwise have surrounded this release. How about some Dreamcast-exclusive features or at least more missions to spice it up, guys? Instead, all we get is some improved graphics and... well that's it, which quite frankly, just isn't good enough. So while this is undoubtedly a decent enough game, that really is all it is. Nothing more, nothing less, and we expect more than that in this day and age.

Alex Warren

Colour Me Bad



> In the four-player mode, as well as picking your characters you can also choose what colour you think will best go with blood red – well, you've got to look your best when you get gunned down. Actually, it's so you can team up in pairs for team play, but there you go.



infoburst

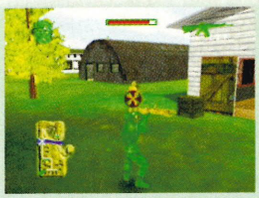
Extra information

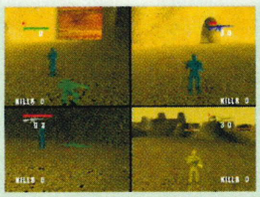
> The average age of a US marine in Vietnam was 19.

> We've lost count of how many *Army Men* games there are on other systems.

> Martin liked the thought of the flame-thrower so much he went and bought one so that he could make his own flame-grilled whoppers.

> Simon once applied for the army but was turned down for being too skinny and having floppy hair.







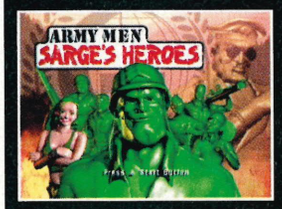


ing out the big fat bazooka and blowing enemy tanks into tiny little pieces.



It might well be the best looking version of the game yet but it's still not up to Dreamcast levels.

Dreamcast magazine Opinion



THE JUDGEMENT

HEROES	ZEROES
⊕ The four-player Deathmatch mode is damned cool	⊖ Old game, yawn, yawn
⊕ Good clean fun	⊖ No DC-exclusive features
⊕ The flame-thrower kicks ass	⊖ Graphically rather poor

2ND OPINION

> *Army Men* is an all-or-nothing game that draws inspiration and ideas from other games (as noted by Alex). However, we get the impression that the hit-and-miss nature of the game relies most heavily not upon gameplay, but rather the successful *Army Men* licence that has been milked to within an inch of its life without any sign of abatement. So, you have a relatively poor game that lacks originality. Indeed were it not for the licence, it would probably never have been released. Don't be suckered, look elsewhere for you gaming pleasures!

Simon Phillips

ALTERNATIVELY

Toy Story 2

Kiddy fun with Buzz and friends as you set about saving Woody from Al.



Reviewed: Issue 16
Dreamcast Rating: 70%

Toy Commander

One of the best launch titles that looks great and has loads to do.



Reviewed: Issue 02
Dreamcast Rating: 86%

DREAMCAST RATING

VISUALS	61%
SOUNDS	59%
GAMEPLAY	68%
VALUE	63%

61%

SUMMING UP

> As good as this might be, there's nothing in it that we haven't seen before and for that, it kinda sucks.

review

Web site: www.eidos.com



If anyone knows how to ruin Christmas, it's Cruella De Vil and she's up to her old tricks again... but do you really want to save the puppies this time?

102 Dalmatians: Puppies To The



essential information

Dreamcast magazine

PUBLISHER	EIDOS INTERACTIVE
DEVELOPER	CRYSTAL DYNAMICS
RELEASE	OUT NOW
PRICE	£39.99
GENRE	ADVENTURE
PLAYERS	4
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK ARCADE STICK

Going by the current crop of games making their jaunty way to the Dreamcast, it would seem that transforming big budget Hollywood films into games is the fad of the times. First there was *Dinosaur*, now it's this, and with versions of *The Grinch* and *The Mummy* in the pipeline too, the Hollywood invasion is building up. Invariably, though, movie-based games are never a patch on the film, which just about sums up *102 Dalmatians* Dreamcast-styley.

Spotted Dick

For those yet to see the film (if not, why not?) the plot of the game is hardly the most complex. Facing financial ruin, Cruella De Vil has created her own range of toys (nasty of course) which, unsurprisingly, fail to sell. Cruella, being the bitter and twisted witch that she is, blames it on all the animals in the country forcing her into the drastic action of kidnapping every pet in the land, including all the Dalmatians... again. But then she didn't count on Domino and Oddball, two thrill-seeking pups, ruining her plans.

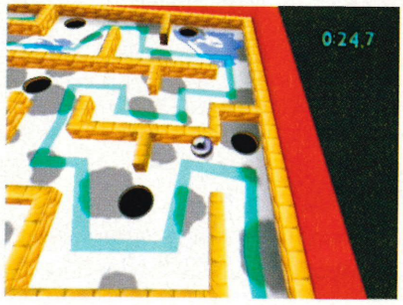
What we have here, then, is an adventure viewed from the wide-eyed perspective of a couple of pups as they set about rescuing their brothers and sisters from the clutches of Cruella and her equally evil, albeit stupid, henchman. Although the bulk of the game involves having to roam around the 16 levels and sniffing out all the kidnapped pups, there are other objectives and missions, not least of which is collecting all the bones and stickers from each level. But that's not all, as mixed in with all the adventuresome gameplay and missions are some cool little mini-games which, when you tire of running around on all fours, will add a little light relief to proceedings. This really is just as well, otherwise the gameplay might have become a little too mind-numbing for intelligent beings. Sure it's good, clean, harmless fun, but it's hardly inspirational or taxing stuff, is it?

Barking Mad

Visually the game is a kaleidoscope of colours that'll have you thinking you've been transported back to the flower power days of the Sixties. Unfortunately though, this is the only real visual treat in store as the game's graphics are generally blocky and essentially basic in their design – they're not bad, just not great. Likewise, the overall charm of the game is hardly helped by some of the worst camera angles we've seen which, to top it all off, are as jerky as hell.

However, the real problem that befalls *102 Dalmatians* is that it's just so limited – not so much in gameplay but rather in appeal. As a kids' Dreamcast game it's actually pretty good (if you're under ten, that is) but in all fairness its appeal is ridiculously limited. Sure it's incredibly cute and there are some great little touches here and there, but it's hardly pushing the boundaries of the Dreamcast, or gamers' grey matter for that matter. The result of all this is a game which, though relatively enjoyable to play, is far from being an entirely satisfying or fulfilling experience, which is a shame because if cuteness counted for anything, this would be a clear winner. As it is, it's just another nondescript pup in the Dreamcast litter.

Alex Warren



online information



Log onto the Eidos Web site and click through to the *Dalmatians* section where you'll get the whole story, loads of downloads and other cool stuff.

awesome moment

Get on the train and you'll go for the ride of your life... honest.



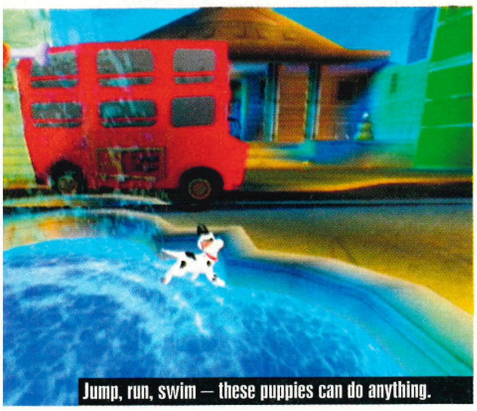
"Sure it's good, clean, harmless fun but it's hardly inspirational or taxing stuff"

Rescue

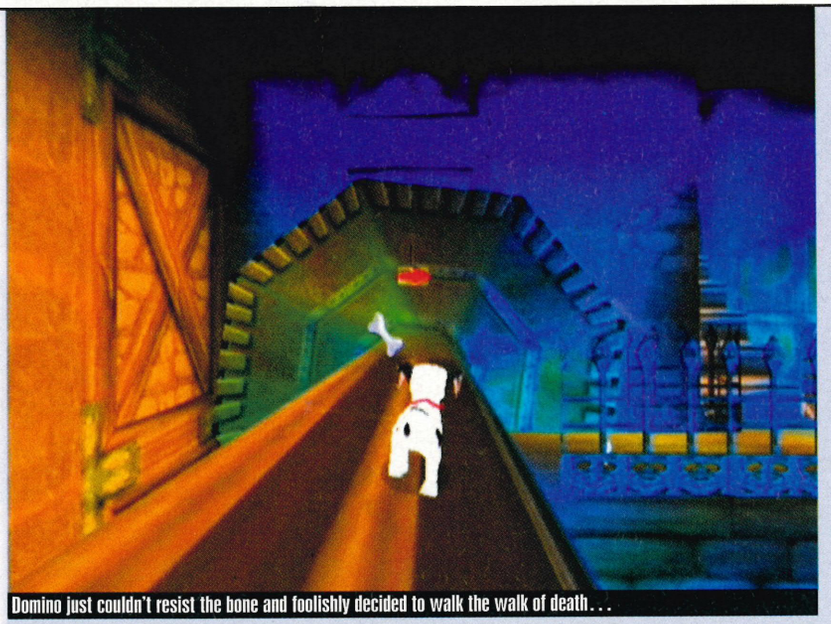
Sticker Round

> Each level has its very own section in the sticker book, but you need to collect all the stickers first if you want the full picture. Stickers are awarded for collecting all the bones and puppies on the level as well as for performing mini-tasks, which you'll learn about by talking to other animals you'll find around the levels.





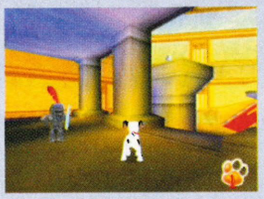
Jump, run, swim – these puppies can do anything.

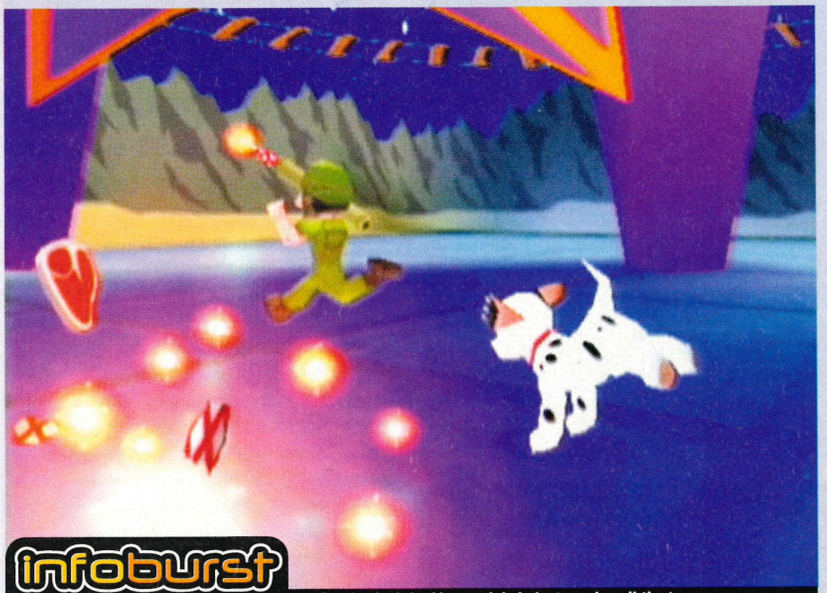


Domino just couldn't resist the bone and foolishly decided to walk the walk of death...









Domino isn't barking mad, he's just scaring all the toys away.

infoburst

Extra information

> On average Dalmatians have over 100 spots covering them. Don't believe us? Then count them!

> According to Martin (our resident dog expert) Dalmatians are the hardest type of dog to look after as they get ill really easily. Mind you... so does Martin.

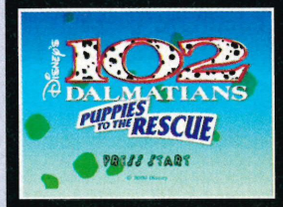
> If you're getting lots of spots all over your face then you're probably going through puberty.

> Remember – a puppy's not just for Christmas



Hey, isn't that the bloke off Pet Rescue? Run puppy, run!

Dreamcast magazine opinion



THE JUDGEMENT

PUPPIES	YUPPIES
⊕ Cute as can be... if that's what you like	⊖ The camera angles will make you ill
⊕ The mini-games are a minty extra	⊖ Appeal is limited to the under tens
⊕ Good music and sound effects	⊖ Blocky graphics are hardly inspiring

2ND OPINION

> Quick, it's a Disney game, it's cute... run to your local games emporium now! Er, well, don't bother actually. This is a dull, dull, dull game that is aimed at the very youngest players and even then, it's a little limited. Admittedly the mini-games – especially the golf – can be tremendous fun in a *Mario Party* kind of way. However, apart from the odd nice touch and the all-too-brief fun that can be had playing the mini-games, *102 Dalmatians* is a fairly lacklustre title that ought to be ignored in favour of the Gaelic charms of Rayman and his much more enjoyable game.
Simon Phillips

ALTERNATIVELY

Kao The Kangaroo

Skipping along with a big pair of boxing gloves – fun... if you're a kid.



Reviewed: Issue 17
Dreamcast Rating: 71%

Rayman 2

By far and away the best platform game on the Dreamcast. It's ace!



Reviewed: Issue 07
Dreamcast Rating: 92%

DREAMCAST RATING

VISUALS	61%
SOUNDS	77%
GAMEPLAY	64%
VALUE	70%

66%

SUMMING UP

> Great if you're a kid who's yet to discover 'real' games, otherwise one to avoid... unless you like dogs.



Web site: www.eidosinteractive.com





One man and his dog failing to realise that a chicken is almost exactly the right size for that box...





Chicken Run

Could this be the first game to take a fundamentalist stance on the cruelty inherent in Britain's meat trade in the Fifties? Probably not.

When it comes to making a film tie-in game, there are two golden rules. Firstly, no matter what your subject matter is, it is totally suited to becoming a platform game – even if this means inventing sections never seen by movie-goers. Secondly, no matter what actually happened in the film, the player must end up collecting items. This is fun. It always has been, and God knows it always will be. Well, rules (much like wishbones) are just begging to be broken. Come on in, *Chicken Run* and show us how things should be done. No really, please. Well, okay... just give it your best shot, huh?

Chicken Dippers

Not surprisingly, a fair shot and a near miss this is. The set-up is simple; in real life, chickens don't enjoy being cooped up and then eaten. Add to this truism some 'escape movie' clichés, ninety kilos of modelling clay and some of that good old oh-so-fashionable eccentric British humour that big Hollywood stars love to 'get in on' and you have *Chicken Run* – the movie. Take away the majority of visual gags, borrow some of that oh-so-popular stealth action that game developers can't wait to 'get in on', add some sub-standard sub-games and you have *Chicken Run* – the game. On paper, it seems like such a creamy idea and on a basic level, it works well. You play the film's main characters – Ginger the hen, Rocky the cock (voiced by Mel Gibson) and Nick and Fetcher, a pair of rats. It's up to you to utilise their skills and make good your escape from inevitable, yet damned tasty, death. However, it's a shame that the best laid plans of mice and poultry are prone to cocking up. Thus what initially seems like a perfect film-to-game transition quickly devolves into sneaking around a farmyard, picking up required objects (hail rule number two!) and taking them back to a central location where they're fashioned into escape equipment. Oh, and occasionally you get to play a simple game based on a scene from the film.

Cock-A-Doodle Doo

By paying attention to your radar, you can avoid detection by Farmer Tweedy and his docile farm dogs. Anyone who's played *Metal Gear Solid* on the PlayStation will recognise this main section of the game, largely because it's been directly lifted/unashamedly thieved. The problem is, it just doesn't work so

essential information

Dreamcast magazine

PUBLISHER	EIDOS INTERACTIVE
DEVELOPER	BLITZ GAMES
RELEASE	UK
PRICE	£39.99
GENRE	ARCADE ADVENTURE
PLAYERS	1
VM UNIT	SAVE GAMES
PERIPHERALS	ARCADE STICK VIBRATION PACK

online information



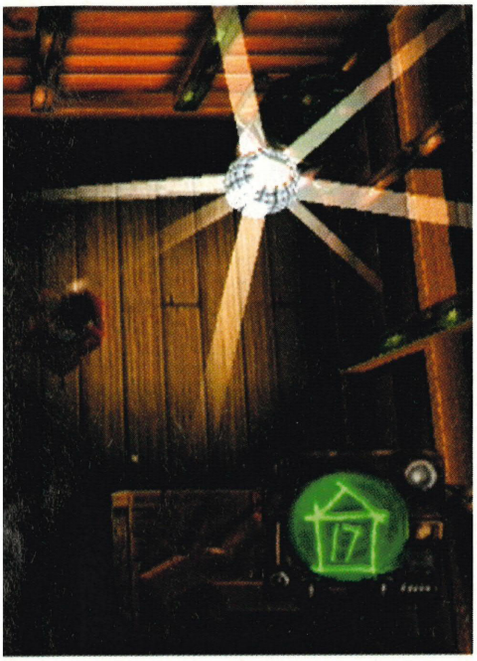
www.aardman.com

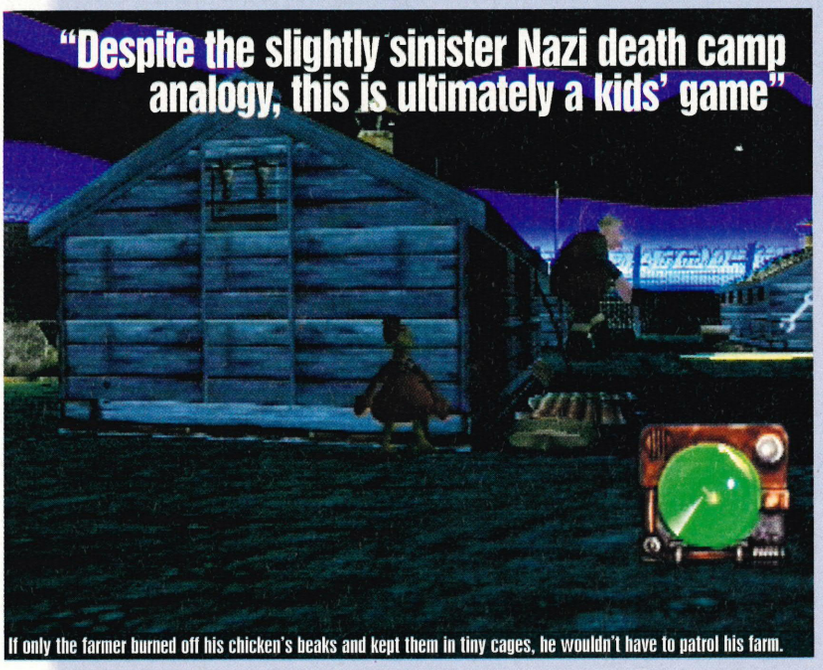
All of Aardman Animations' projects are here for your perusal. From Creature Comforts through Wallis and Gromit to the latest movie news. Mmn... chicken.

awesome moment

Each level is introduced with a clip from the move. Mmm... chicken.







If only the farmer burned off his chicken's beaks and kept them in tiny cages, he wouldn't have to patrol his farm.



Ginger – mmm. She's finger lickin' good!

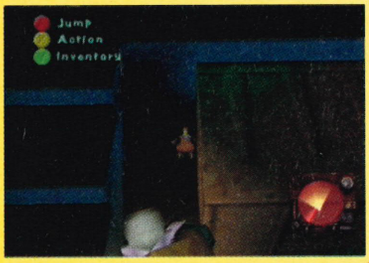
well. For a start, the dogs don't seem to have any noses (Q: How do they smell? A: Awful!) or peripheral vision. You could walk up behind them, blow a kiss in their ear and it wouldn't matter if you were crashing cymbals while being covered in pig excrement. There can only be one reason for this. Yes, despite the slightly sinister and non-too subtle Nazi death camp analogy, *Chicken Run* is a game that will appeal to gamers of any age... as long it's less than thirteen years.

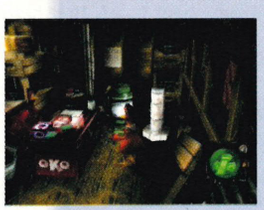
Will Johnston

Now You See Me, Now You Don't

> Playing 'Hide And Seek' can be an exhilarating experience. The thrill of discovery, the shortness of breath... however, playing against someone whose senses only seem to cover the area of a Dairylea wedge is strictly for the kids. Witness Ginger as she bravely stands right next to her foe without their knowledge. Either she is a figment of our imagination, or someone's been thinning the beer of this game's difficulty setting for a younger palette. Say it isn't so...









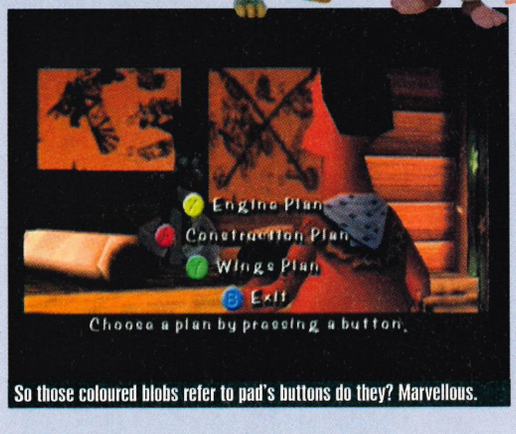
infoburst

Extra information

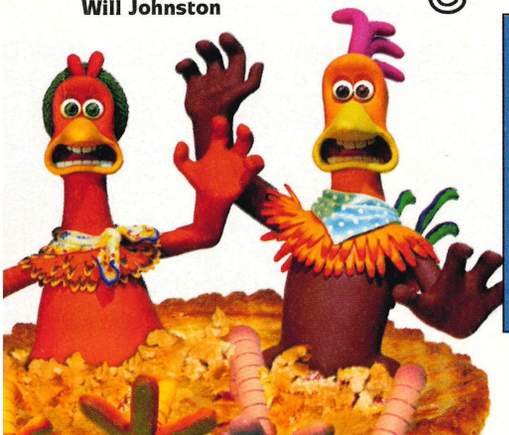
> Plasticine impresario Nick Park has won three major awards for his films.

> Mel Gibson provides the voice of the film's main cock – sorry, rooster.

> Real chickens don't have teeth, fingers, forward-facing eyes or a Magyver-style understanding of mechanics. We know, we've tested them with sticks.



So those coloured blobs refer to pad's buttons do they? Marvellous.



Dreamcast magazine Opinion



THE JUDGEMENT

AARDMAN	SOFTMAN
⊕ Delightful visuals in keeping with the film	⊖ Really stupid enemy AI
⊕ Sneaky tactics not unlike Metal Gear Solid	⊖ Repetitive play that begins to grate...
⊕ Talking chickens!	⊖ Rather crap sub-games

2ND OPINION

> As a rule, film-to-game cash-ins... err, that is tie-ins are usually nothing more than a few cobbled together mini-games with a bit of platform hopping in-between. It comes as no surprise, then, to find that *Chicken Run* isn't any different... believe us, constantly having to run around collecting various items from dark corners of each level isn't what we'd call fun. Okay, so they've nicked a few elements from *Metal Gear Solid* along the way to try and make it a bit different but it hasn't worked. You'd do better to pick up four copies of the movie than spend £40 on this.

Martin Mathers

ALTERNATIVELY

Jedi Power Battles

Ooh, another platform game based on a rather popular film.



Reviewed: Issue 16
Dreamcast Rating: 76%

Disney's Dinosaur

How many times do we have say it? Film-to-game conversions suck!



Reviewed: Issue 16
Dreamcast Rating: 69%

DREAMCAST RATING

VISUALS	80%
SOUNDS	75%
GAMEPLAY	70%
VALUE	70%

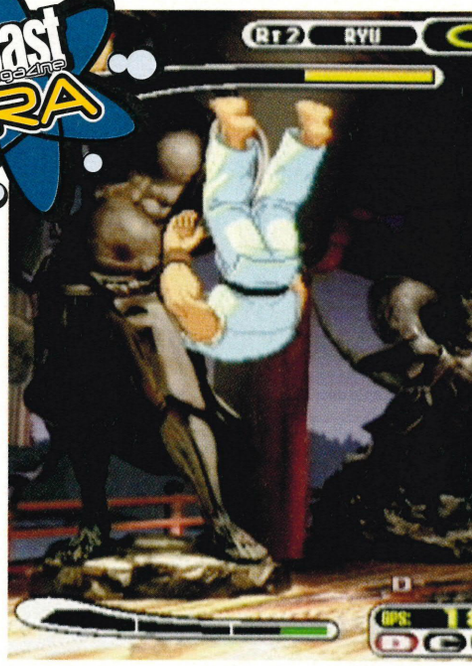
72%

SUMMING UP

> Not that much here for mature audiences, but younger kids and Aardman addicts will warm to it.

Web site: www.vie.co.uk





essential information

Dreamcast magazine

PUBLISHER	VIRGIN INTERACTIVE
DEVELOPER	CAPCOM
RELEASE	OUT NOW
PRICE	£39.99
GENRE	BEAT-'EM-UP
PLAYERS	2
VM UNIT	SAVE GAMES
PERIPHERALS	ARCADE STICK VIBRATION PACK



Capcom Vs SNK

What happens when two of the best beat-'em-up developers get together? You get one of the best fighting games ever, that's what!

We know what you're thinking and to an extent, you're right. Not a month passes without Capcom announcing yet another version of its *StreetFighter* series. Admittedly, they do get slightly better each time, but only by the skin of their teeth. So what on earth would make anyone want to go anywhere near this version? Read on darlings, and we will explain.

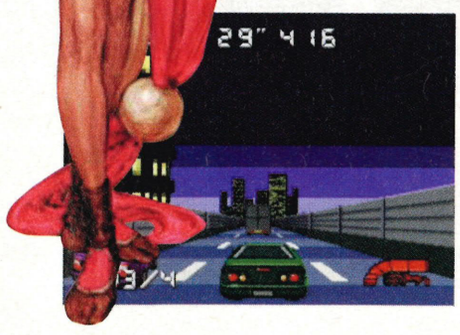
Role Reversal

Firstly, SNK has obviously made it clear that if Capcom wishes to use its valuable franchise, it'll have to make a damned good job of it. As it turns out, Capcom has been given the role of redesigning the SNK characters and vice versa. This seems to have done the trick... maybe it was the fact that the Capcom developers are just getting bored of rehashing old material. Whatever it was, the breath of fresh air has filled this 2D beat-'em-up field with sweet-smelling meadow flowers and chirping skylarks.

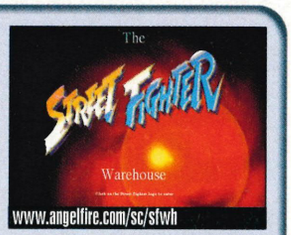
One thing that was beginning to wane in the series was the presentation. Admittedly, we're getting a bit old here at DREAMCAST MAG but back in the days of *Super StreetFighter II*, the visual panache and swanky presentation made it an essential purchase. Not only is this back in full force, but *Capcom Vs SNK* is one of the best-presented games that we have ever come across. You'll never see a loading screen – every second is filled with images, flashes and beautifully-realised selection screens. Both of the



Believe us, Geese Howard is possibly the nastiest boss in the whole world.

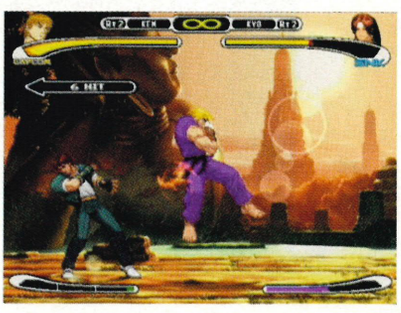


online information



www.angelfire.com/sc/sfwh

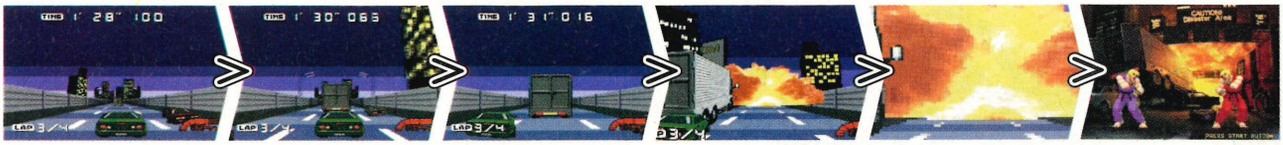
If you're a fan of anything *StreetFighter*, this is the ultimate Web site. With everything you'll ever want to know (including Sakura's favourite colour of pants) this is a must-hit.





awesome moment

Every single level has got its own intro. Check this out if you don't believe us!





"Capcom Vs SNK is one of the best-presented games that we have ever come across"





Despite the selection of fighters, we always seem to pick Ken.



Obviously, Sakura isn't impressed by boasts of size – after all, it's what you do with it that counts...

developers have really gone to town on making this game look better than any other, and this isn't just limited to selection screens – oh no! Every level has its own introduction... check out the awesome moment to see what we're talking about.

Calm Down Guys!

These guys must have been on something when they were making this. The ideas are just pouring out – don't get us wrong, we know it's hardly the most original game in the world but there's just something about the perfect fighting engine that negates everything else. Speaking of fighting engines, there are two in this game. You see, as well as the regular Super Bars of *Street Fighter* (the Capcom 'groove') you can now choose to fight in the 'SNK groove'. By holding down Hard Punch and Hard Kick you can charge up your Power Bar. This then entitles you to use a Power Move. When you get very low on energy, your life gauge will flash. As this point you will be able to use a Desperation Move which is basically, a licence to use unlimited Power Moves. There'll be fighting in the streets over which groove is the best and it's only going to be decided in the ring.

And so we come to the point where we tell you if you should buy it or not. All you need to know is that this is the best 2D beat-'em-up available. Maybe it doesn't stimulate the tactical part of your brain like *Marvel Vs Capcom 2* did, but as arcade fighters go, you can't get any better than this. Buy it unless you hate fighting games... in which case, go away you muppet!

Chandra Nair

Christmas Is Coming...

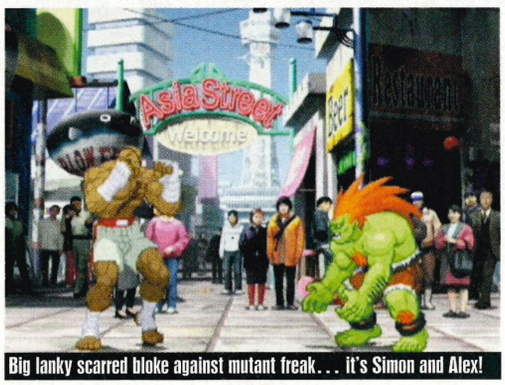
...and Geese is certainly not getting very fat. In fact, he's in top form and will probably kick your hide to high heaven in a matter of seconds! Geese is the final boss of the Capcom groove and he is one hard mother. Even on Easy, he will still manage to make a dent in the finest *StreetFighter* purists.

After using every ounce of your skill to defeat him, you would have thought that he would role over and die like any other nice enemy... but you'd be wrong! He must have had a bad childhood or something. What else could explain him throwing himself off the top of his twenty million-floor skyscraper and then blowing it up with you on it?

infoburst

Extra information

- All of the art for the SNK characters in the game was redrawn by Capcom, and vice versa.
- Ken and Ryu have been in over 15 fighting games!
- Speaking of which, Ken must be an old man by now. Oh my. Ken Masters... Peter Stringfellow... nooo! It can't be!



Big lanky scarred bloke against mutant freak... it's Simon and Alex!

Dreamcast magazine Opinion



THE JUDGEMENT

CAPCOM	SNKRAP
⊕ Tons of options and characters	⊖ Maybe just a little bit too hard
⊕ Zero loading times between fights	⊖ It's hardly original now, is it?
⊕ Two different styles of fighting	⊖ Erm... someone help me out here!

2ND OPINION

> We've said it before and we'll say it again – the whole *StreetFighter* phenomenon has become so passe, dah-ling. Of course, that doesn't stop us from loving it... especially when they turn out to be as cracking as *Capcom Vs SNK*. Everything about it is pretty much perfect for a fighting game; the presentation, the controls, the totally solid fighters... everything. Okay, so it's still in 2D and the whole concept is hardly original but when you look at the big picture, that's a small price to pay for one of the best beat-'em-ups around.

Martin Mathers

ALTERNATIVELY

Marvel Vs Capcom 2

52 characters, tons of massive super moves... argh, it's all too much!



Reviewed: Issue 11
Dreamcast Rating: 89%

StreetFighter III: 3rd Strike

If you're looking for a no-frills *StreetFighter* game, this is the one...



Reviewed: Issue 14
Dreamcast Rating: 71%

DREAMCAST RATING

VISUALS	92%
SOUNDS	87%
GAMEPLAY	96%
VALUE	85%

91%

SUMMING UP

> The best 2D beat-'em-up there is. As a pure arcade fighter with loads of options, it's the bee's knees.

review

Web site: core-design.com



Tomb Raider Chr

Who says that you can't teach an old, tired and distinctly tedious marketing phenomenon new tricks?

Can it have only been five years since the world was first captivated by the pixelated charms of an upper class, psychotic kleptomaniac with a penchant for killing wildlife? It must be – this is *Tomb Raider V* after all and since Core insists on releasing a sequel every year, that makes it... five years all right. Christ, five bloody years. Five years spent refining an excellent game into something that, by now, must be reaching the golden gates of perfection. Five years to realise the control system was always annoying. One thousand, eight hundred and twenty days to renovate the collapsed blow-up doll that was Lara's face. Nearly forty-three and a half thousand hours to notice that Lara seems to inhabit a world slightly too big for her. That's a lot of time to hone a game – the result must be awe-inspiring by now?

Young, fit, virginal Lara getting all damp in an Irish dyke

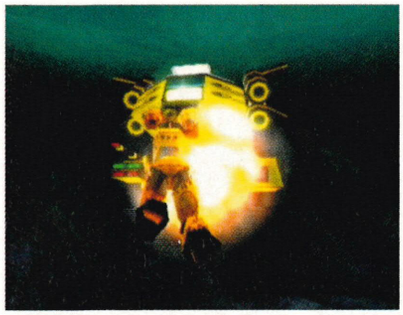
Dreamcast magazine

PUBLISHER	EIDOS
DEVELOPER	CORE DESIGN
RELEASE	OUT NOW
PRICE	£34.99
GENRE	ARCADE ADVENTURE
PLAYERS	1
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK ARCADE STICK

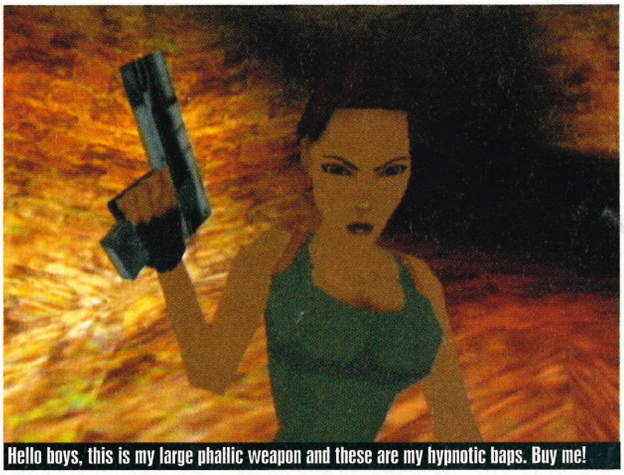
HIDEOUS moment

Killed with no time to react? Getting fairly angry, right? Must be *Tomb Raider*.

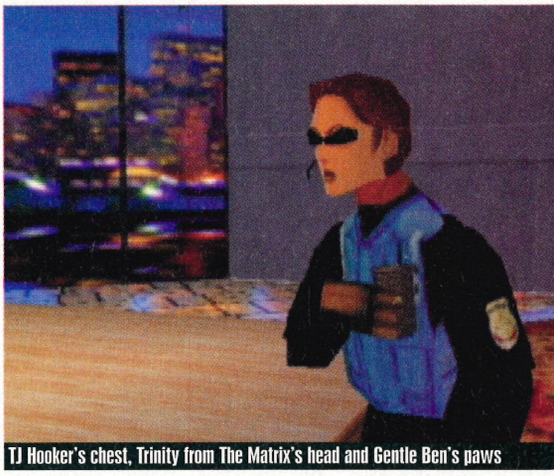




onicles



Hello boys, this is my large phallic weapon and these are my hypnotic baps. Buy me!



TJ Hooker's chest, Trinity from The Matrix's head and Gentle Ben's paws

Crockett In A Coma

Well, in one word – no. In twelve words, this must be one of the dullest, yet most pretentious games available. To understand the arduous journey of this installment, you need some background information. Or at least, that's what you'd think. The myth that has arisen around Lara would have you believe that actually having the games in a distinct order is frightfully important. So much so that you'd think Core was reconstructing lost parchments of the Old Testament. Absolute bollards. The history of the *Tomb Raider* games is one of eager experimentation. First came an 'Indiana Jones Meets the Amiga Classic *Prince of Persia*', wrapped up in a breathtaking three whole dimensions. It worked, and it worked well. By part two, Lara had more guns and already the game's thin grasp on reality was being lost. After that, the wide-open spaces of part three couldn't be any further from the original's ideal of caves and catacombs. By chapter four, Core realised that it was losing its way and decided to try and actually feature more tombs to raid... just for a change. With Lara Croft's apparent death at the conclusion came the hope that a merciful end had come. Well, someone at Core must have been watching *Miami Vice* on late-night cable TV, because this latest offering is right out of the episode where Crockett lies in a coma while comrades in pastel suits tell each other stories of his exploits. Queue flashbacks!

Spot the similarity: Following the reports of her death, some of Lara's friends gather at her house to tell of her exploits, and it's these recollections that you play through. This disjointed narrative means that the game doesn't have one overall goal to aim for, it has many. In one level, you're teenage Lara fighting ghoulies and ghosties – the next, you're killing dogs outside an opera house.

History Repeating

With these new locations come new skills to master. Learn these and as if by magic, you'll find them essential to your progress. Case in point: tightrope walking. This involves you slowly walking

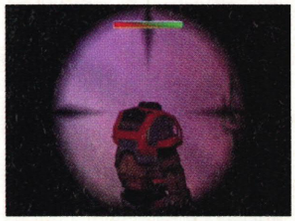
"The series was always in danger of becoming its own cliché. Finally, that danger has been realised"

infoburst

Extra information>

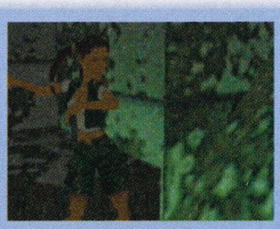
> Next-gen *Tomb Raider* won't actually be called *Tomb Raider*. Proof that there is a God?

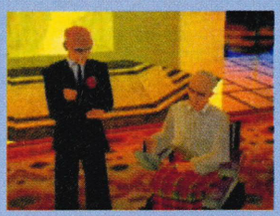
> Barking mad Dutchman Niels Bernds cycled from his homeland to Derby in order to meet Lucy Clarkson, aka Lara Croft.





with a waist the width of her neck.





Not Exactly Nell McAndrew, Eh?





> It's not just sexually deprived Dutchmen who admire everything about Lara Croft – some bit-part actresses/models/singers are in on the deal too. Meet Di. She's a lucky lady with talented friends who can almost use Photoshop to a basic degree. She's also in her mid thirties and should surely be thinking about stopping such awkward self-publicity and getting a proper job instead.





online information



Gazing at this site? Time to realise that everything that was fought for during WW2 has been lost. You sad, sad little man. To think, people died to give you this freedom.

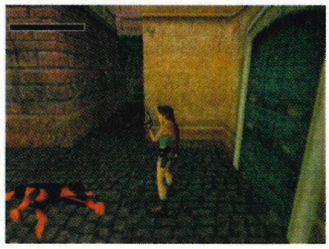
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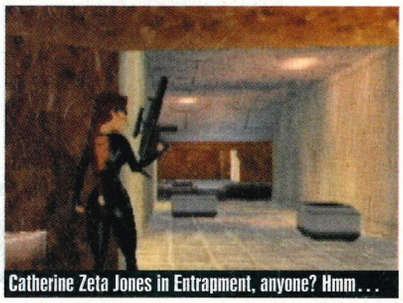
review

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Catherine Zeta Jones in Entrapment, anyone? Hmm...

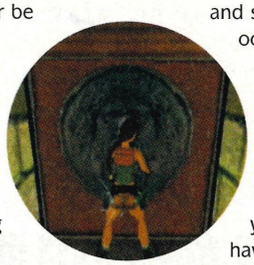


She Ain't No Darned Picasso

> Core has released images of what we can expect everyone's favourite Tomb robbing bint to look like. As you can see, they have realised that Lara has always resembled a slightly deflated sex doll and have decided to make her a little bit more real.



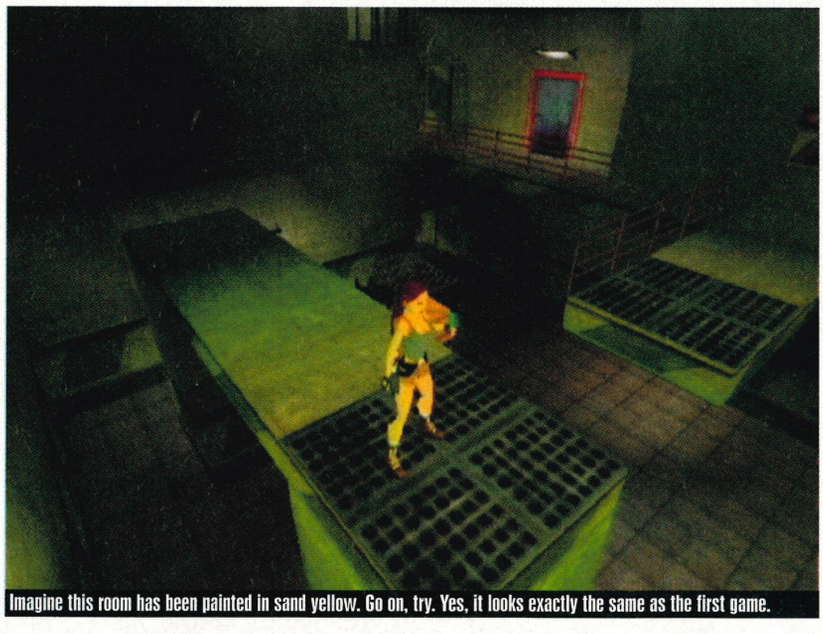
across a rope (woo!), tapping left or right to maintain your balance. It isn't half as interesting as it sounds, but it could have been used once in the entire game to great effect. Instead it's used everywhere. It's not a hard trick to learn – it's just very, VERY slow. If you see a rope spanning a building, your first thought isn't that you'd better be careful because you might die but rather that you don't really want to waste all that time performing such a futile manoeuvre. It makes you wonder why our iconic heroine doesn't just get across the obstacle by holding onto the rope with her hands. Lara performing a needlessly showy manoeuvre... there's something new.



The Queen Is Dead

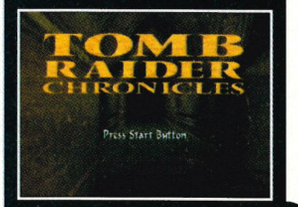
By now, hard–nosed *Tomb Raider* fans will be raging around their sticky tissue paper-riddled bedsits complaining that the whole point of the game has been missed. Part of Lara's charm is that the construction of her face is so naïve; she's not meant to have the agility she portrays in those Lucozade adverts and the sight of Ms Croft decked in a leather catsuit is worth the entrance fee alone. Who cares if the game's alleged stealth and secrecy boils down to the occasional use of chloroform? She's our Lara and she 'will always have a place in our hearts' – total tosh, obviously. Break the game down beyond her peachy arse and disfigured face and you'll see that all we really have is a game that rewards all the cunning and guile you need to avoid pits and solve puzzles by giving you bigger pits and (hey!) more complex puzzles... bravo. The series was always in danger of becoming its own cliché. Finally, that time has come.

Will Johnston



Imagine this room has been painted in sand yellow. Go on, try. Yes, it looks exactly the same as the first game.

Dreamcast magazine Opinion



THE JUDGEMENT

BAPS	ARSE
⊕ Fans will recognise the gameplay	⊖ Fans will recognise the gameplay
⊕ Making Lara crouch, then zooming in...	⊖ Lara still moves in squares
⊕ You get to shoot German Shepherds	⊖ All levels are effectively tombs

2ND OPINION

> Do I really have to do this... (knife held to throat) – okay, okay! If you've played through the countless versions of *Tomb Raider* and have never even considered the fact that the game is full of flaws and tedious glitches, you may as well buy this version as well. It's *Tomb Raider* to the letter, and for those of you approaching the game from a fresh perspective, this is not necessarily a good thing. The first chapter takes you back to how *Tomb Raider* used to be – atmospheric, intriguing and a joy to play. Then it all goes to pot! £34.99 for three hours play? Erm... do the math.

Chandra Nair

ALTERNATIVELY

TR: The Last Revelation

They promised us this nonsense had come to an end. Liars! Liars!



Reviewed: Issue 07
Dreamcast Rating: 88%

MDK2

Murder, death, kill! A true original and the antithisis of Lara Croft.



Reviewed: Issue 07
Dreamcast Rating: 90%

DREAMCAST RATING

VISUALS	75%
SOUNDS	78%
GAMEPLAY	60%
VALUE	63%

70%

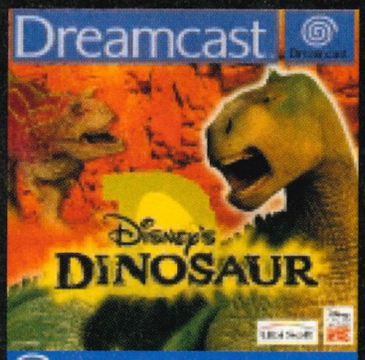
SUMMING UP

> The Emperor is absolutely naked. Sorry Lara, stop adventuring and start having babies. Tick tock!

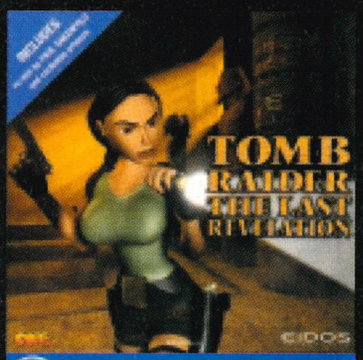
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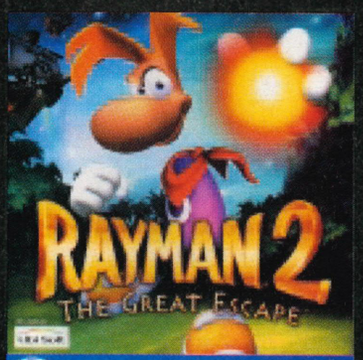
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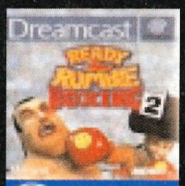
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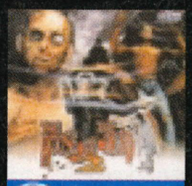
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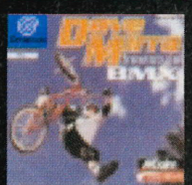
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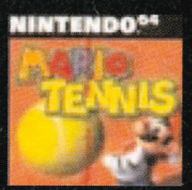
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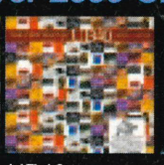
The Beatles **No. 1...**



Spice Girls Forever



Madonna Music



UB40 Very Best of



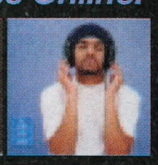
Spandau GOLD



Westlife Coast-Coast



Cold Play Parachutes



Craig David Born to Do it

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Food for Enthusiasts - there's Only One...

review



Web site: www.blitz-games.com

Frogger 2

Swampy's Revenge

Remember Frogger, the frog who couldn't help but hop across roads and fast-flowing rivers? Well, he's back. Woo, and indeed, hoo.

Despite what the purists say, retro games are generally cack – tons of people will sit back and reminisce about the games they used to play back in 'the good old days', but if you actually go back and play any of these classics, as a rule they tend to suck big time. That said, it's always worrying when someone decides to update one of these games of old – managing to stay faithful to the original while trying to keep people interested is no easy task by any means. Occasionally though, it works out fine. *Gauntlet Legends* was pretty damn great and now we've got *Frogger 2*... and well, that's not half bad either.

Of course, the reason that *Frogger 2* isn't actually as terrible as you might think is that it's not exactly an update of the original game – it's more of a total overhaul than anything else. The story behind it all couldn't be more basic if it was written by a five-year-old – after years of being jumped upon by Frogger, Swampy the Crocodile (no, we've never heard of him either) decides to kidnap all the baby Froggers and put them into a sack... and that's it. Basically, it's your job as Frogger (or his girlfriend Lillie) to hop through ten chapters of platform-jumping stages and rescue them all. Not exactly inspired, is it?

Toad In The Hole

The game itself is pretty simplistic, but it does have enough of that 'just one more go' appeal to keep you coming back to try and get just that little bit further. There's a fair bit of variation in the challenges spread over the different levels, so you'll always find a new surprise just around the corner. The fact that it's easy to get to grips with the controls also means that there's no need to mess about learning how to play – and considering it's a game aimed at the kids, that's probably just as well.

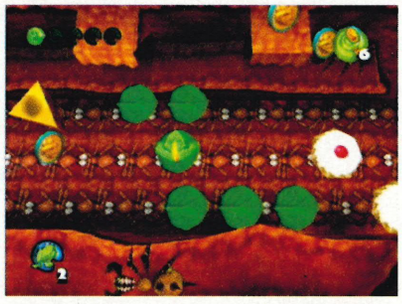
"Unfortunately, there's one major problem that stands out with Frogger 2 – it's far too easy"

essential information

Dreamcast magazine

PUBLISHER	KONAMI
DEVELOPER	BLITZ GAMES
RELEASE	OUT NOW
PRICE	£39.99
GENRE	PLATFORM
PLAYERS	2
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PAK ARCADE STICK





online information



If you're looking for all the latest developments in the *Frogger* world (well, some people might be) this is the ultimate source of frog-like information.

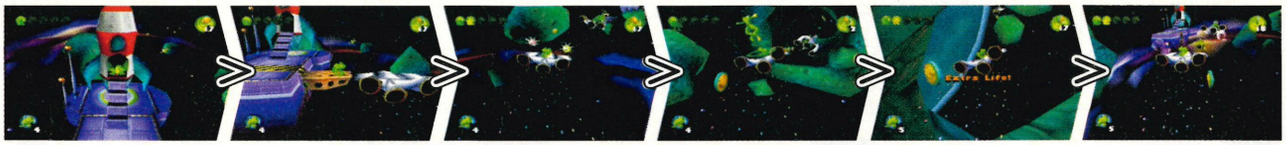


Not surprisingly, anything that moves will squish you like a bug... err, frog. Watch out there, Lillie!



Don't be trying to leap over that massive gap to reach the coin – to grab it, you'll have to go all the way round...

awesome moment

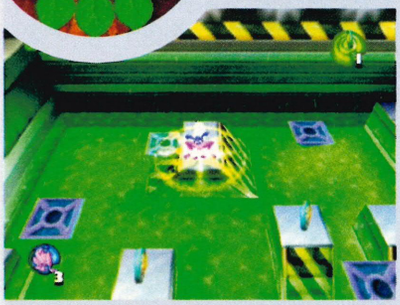


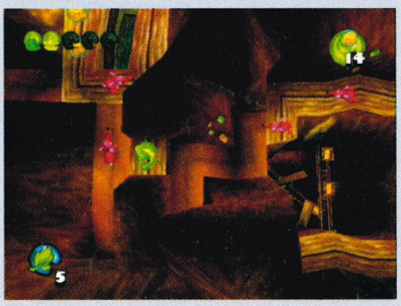
Of all the levels, we love the Spaceship Ride the most. It's just so much fun!

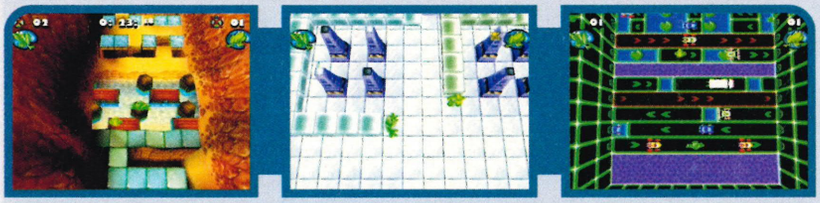




Killer bugs, deadly spikes... all this just to wind up on some Frenchman's plate.







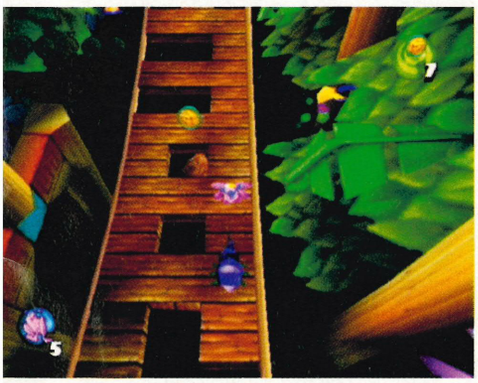
Unfortunately, there's one major problem that stands out with *Frogger 2* – it's far too easy. Unless you're totally bereft of gaming skills (in which case, you really should take up a more productive hobby) you'll have no troubles whizzing through the whole Story mode of *Frogger 2* in less than a few hours. The huge amount of extra lives that can be earned, along with the rather obvious 'dodge the enemies, jump over the holes' gameplay meant that we finished the whole thing AND unlocked all but two of the multiplayer levels in an hour and a half. If the game costs £40, that works out at just under 50p per minute of playing – not what we'd call value for money.

It's a shame really, because we quite enjoyed what there was of *Frogger 2*. Okay, so it's not exactly going to be flying off the shelves, but we've certainly played worse games over the last few months. Unfortunately, we'd have to recommend it as a rental title rather than forking out a wad of cash to play it.

Martin Mathers

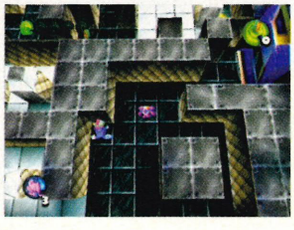
A Plague Of Frogs

To add a bit of replay value to *Frogger 2*, there's even a multiplayer mode for you and your friends to have a bash at. By collecting all the coins on each level of the Arcade mode, you can unlock more levels to play against your mates on – usually, they involve either collecting the most frogs or making it across the road in the fastest time. There's only one thing, though... they're all just a bit crap. In fact, we'd rather spend an evening listening to Simon's rectal tunes than playing the multiplayer mode of *Frogger 2*. Parp.





Here's the Frogger we all know and love... but not in the biblical sense, of course.



Dreamcast magazine Opinion



THE JUDGEMENT

HOP	PLOP
⊕ At least everyone's heard of Frogger...	⊖ Far too easy by anyone's standards
⊕ Surprisingly addictive for a basic game	⊖ The multiplayer mode is a bit crap
⊕ Plenty of bonuses for repeated playing	⊖ Won't last you more than a week at most

2ND OPINION

It's just like the original, only with better graphics and a 3D engine – hurrah!

Actually, a small parping noise trumpeted the arrival of *Frogger 2*, and as we started playing it we realised that it was all a little underwhelming. Sure, it's an update and yes, it's a bit addictive for the short time that you'll be playing it, but once you've zipped through the levels you'll be left with a kind of hollow feeling and a sense that you've maybe misspent your money... and you'd be right. Only for small people and *Frogger* addicts, I'm afraid.

Simon Phillips

ALTERNATIVELY

Gauntlet Legends

If you're going to revamp a retro game, do it properly like Midway did.



Reviewed: Issue 10
Dreamcast Rating: 87%

Kao The Kangaroo

Another sickeningly cute kiddie platform game for the toddlers to play on.



Reviewed: Issue 16
Dreamcast Rating: 71%

DREAMCAST RATING

VISUALS	75%
SOUNDS	73%
GAMEPLAY	79%
VALUE	54%

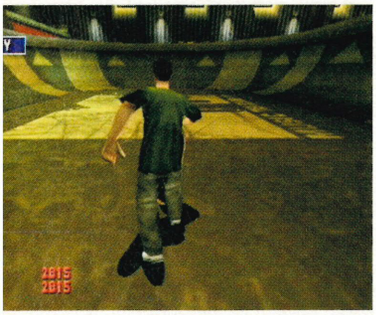
66%

SUMMING UP

Not as bad as you might think, but still not enough to warrant more than a few days' play.

Web site: www.thq.co.uk





MTV Sports: Skateboarding Featuring Andy MacDonald

At last we have a challenger to the mighty Tony Hawk's, but does MTV Skateboarding have all the moves to topple the board maestro?

essential information

Dreamcast Magazine

PUBLISHER	THQ
DEVELOPER	IN-HOUSE
RELEASE	OUT NOW
PRICE	£39.99
GENRE	SPORTS
PLAYERS	4
VM UNIT	SAVE GAMES
PERIPHERALS	ARCADE STICK VIBRATION PACK



Since the genesis of the skateboarding game, the genre has been a total revelation, re-writing the meaning of addictive gameplay and spawning spin-offs galore. Sure, the style of game existed before *Tony Hawk's Skateboarding* hit the streets but it wasn't until then that the sport reached its full potential, with the level of greatness which that game brought with it. Such is its all-conquering dominance that rivals have been and gone, failing ignominiously every time. So can *MTV Skateboarding* succeed where others have failed? Take a guess...

On the face of it, the game looks as if it might well be a worthy competitor to the reigning *Tony Hawks Pro Skater 2*, if not an entirely better proposition. After all, there are a mammoth ten different modes of play to the game (six one-player, four multiplayer), plenty of characters, 30+ stages and a multiplayer option catering for up to four players. So yeah, on the face of it *MTV Skateboarding* looks as if it's the business but (and it's a big but) as soon as you plump your arse down and start playing the game, it'll slowly dawn on you that it's not quite as rosy on the other side of the fence as you might have hoped.

I (Don't) Want My MTV

The first thing you'll notice as the music kicks in and your chosen skater starts about the business at hand is how painfully slow the frame rate and subsequent action is. But before you've got over the shock of the snail-like pace you'll be stunned to an equal extent by how frustratingly unreceptive the control is. The two combined is an evil portent in disguise as they burden the gameplay to such an extent, they drag it down to the depths of Hades along with all the other burning souls. Any pleasure of skating around the parks and performing killer stunts is instantly revoked because as soon as you try to perform that first Benihana or Tailgrab, you'll realise that without any fluidity, the fun is sucked right out. You want fast, frantic, thrilling gameplay? Well, you're not going to find it here.

The game doesn't really help itself either, when you consider that you can't perform the kind of gravity-defying tricks and ridiculously over-the-top combos that we've hereto been spoilt with. Some might say that this is all part of the learning curve and that the game sticks more to the realms of reality, but in a gamer's reality, it virtually kills it off in one. Gamers don't want boring normality, they want outlandish and excessively huge tricks to perform at high speed and *MTV Skateboarding* simply doesn't offer that. Yeah, it looks good for the most part but that simply isn't enough any more because without the gameplay to match, it's nothing more than a worthless accessory.

Maybe in a parallel universe where *Tony Hawk's* didn't exist this would be regarded as a genuinely original and good game, but as it stands, it cowers in the shadow of the altogether mightier *Tony Hawk's*. Sure, it has some really good aspects to it, but when it's inextricably joined at the hip with what can only be described as soul-destroying gameplay, it just doesn't make the grade.

Alex Warren

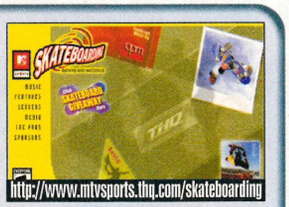


Hey, even porn stars can take to the board and perform minty little stunts.



Airwalk shoes – the finest footwear in the land... (Size 12 please!)

online information



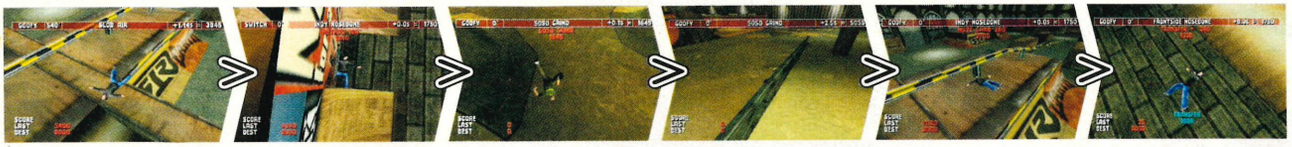
http://www.mtvsports.thq.com/skateboarding

For game Web sites you can't beat this – it's ace! With screenshots galore, features aplenty and character biographies, you'll find all you want to know here.



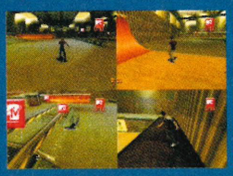
Hideous moment

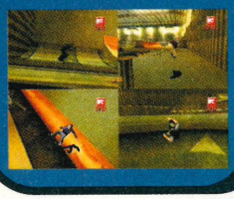
Oooh, just look at him fall over... and over... and over – doesn't he look silly?



Four's Fun

> One of the areas where the game manages to get one up on the *Tony Hawk's* games in is that it caters for four players at a time. With four skaters whizzing around there's double the carnage and double the fun as you go about trying to ram each other off your boards or attempt to off-load the bomb that'll seal your fate. Crazy stuff indeed!









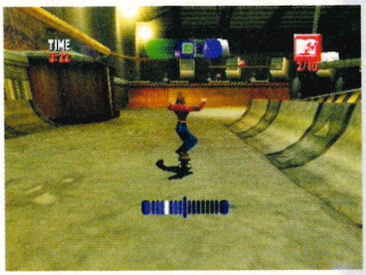
Music For The Jilted Generation

> As you'd expect from any game sporting an MTV licence, the in-game music totally rocks and, if truth be told, makes the tedium of trying to get the damn skaters to do what you actually want that bit less painful. With the likes of Cypress Hill, The Deftones and Pennywise on-board there's no denying that there are some big phat pumping tunes for you to pull off some equally phat tricks to. Check out the links on the Web site for more information on the bands featured.





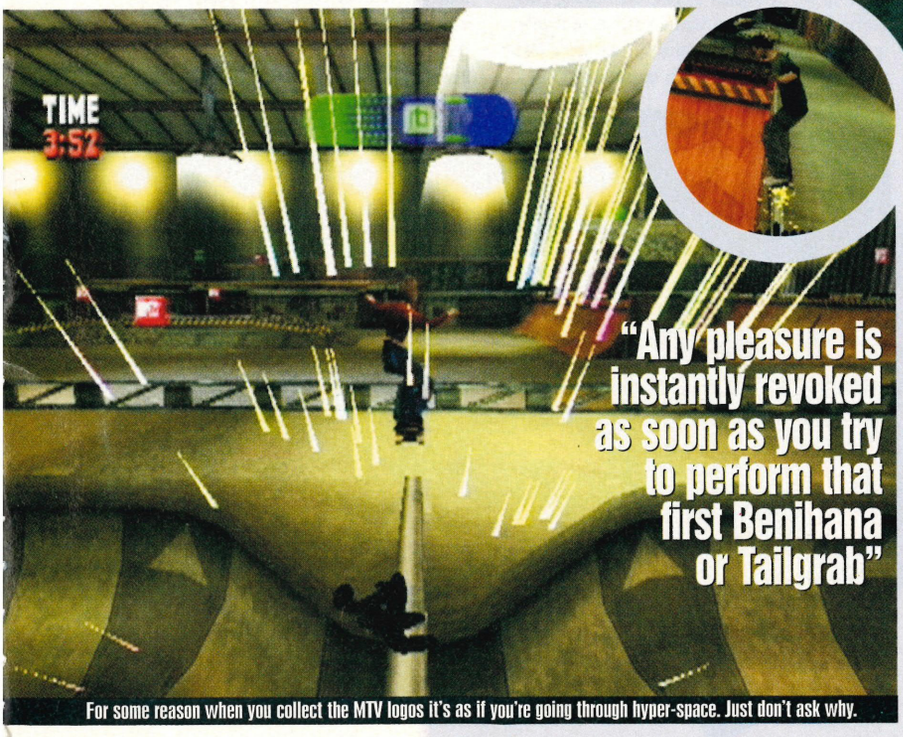






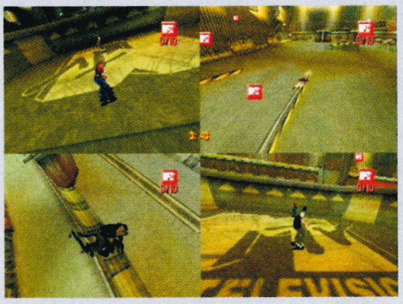


The water effects leave a lot to be desired.



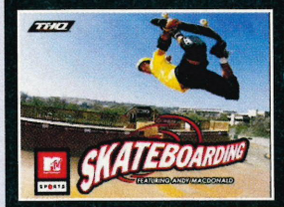
"Any pleasure is instantly revoked as soon as you try to perform that first Benihana or Tailgrab"

For some reason when you collect the MTV logos it's as if you're going through hyper-space. Just don't ask why.





Dreamcast magazine Opinion



THE JUDGEMENT

SKATE	BORING
⊕ Loads and loads to do	⊖ Frustratingly slow at times
⊕ Four-player action is top fun	⊖ Nightmare-ish control
⊕ The choons... man they're, er, rad!	⊖ It's not Tony Hawk's Pro Skater 2...

2ND OPINION

> It doesn't happen very often but for once, Alex has hit the nail on the head. If you looked at everything *MTV Skateboarding* had on a piece of paper, you could be forgiven for thinking that it was the best skateboarding game ever – of course, you shouldn't believe everything you read. Although it sounds great, the game just isn't as playable as *Tony Hawk's 2*. It's really slow and the controls aren't as responsive as they should be and it's all a bit too detached. It's a real shame because it could have been a contender but instead, *MTV* walks away with the 'Top Of The Second-Hand Basket' award.
Martin Mathers

ALTERNATIVELY

Tony Hawk's Pro Skater 2

The ultimate skating game shows you how it's really done...



Reviewed: Issue 17
Dreamcast Rating: 96%

Dave Mirra Pro BMX

Same gameplay as the above, just on a BMX bike. Hmmm...



Reviewed: Issue 16
Dreamcast Rating: 73%

DREAMCAST RATING

VISUALS	72%
SOUNDS	81%
GAMEPLAY	53%
VALUE	82%

68%

SUMMING UP

> There's plenty to recommend *MTV Skateboarding* but ultimately, it's no match for *Tony Hawk's*.

review



essential information

Dreamcast magazine

PUBLISHER	TAKE 2 INTERACTIVE
DEVELOPER	GATHERING OF DEVELOPERS
RELEASE	OUT NOW
PRICE	£39.99
GENRE	SHOOT-'EM-UP
PLAYERS	1
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK ARCADE STICK



online information



www.psychocircusworld.com

This is focused a bit too much around the PC version, but still offers a look at everything *Psycho Circus* related... including a full walkthrough. Nice.



Web site: www.take2games.com

KISS Psycho C The Nightmare

Take four ageing rock stars with too much make-up and mix with some recycled Doom action. Hmm, smells like KISS to us...

Okay, so we know that they are the biggest rock band to ever exist, not to mention the most outlandish. Still, we're just a tad confused as to why someone would think it might be a good idea to feature four 40 plus glam rock stars in a videogame. Not exactly appealing to the 'yoof' market, are they? Just be thankful that some bright spark hasn't taken the 'old-school rockers in a game' concept to the next level, or you'd all be playing stuff like *SladeFighter III* or *Cliff Richard's Skateboarding* over New Year instead.

Anyway, back to the plot – the one thing that makes *KISS Psycho Circus* actually sound complicated. As the Nightmare Child prepares to destroy the world from within his demonic womb, the four members of the band 'Wicked Jester' must search the land for the scattered pieces of the Elders so that they can reform them and save the day. Of course, complex is the one thing this game isn't because what you've actually got here is a *Quake* clone at its very base level – run through each level, blasting anything that moves while picking up various key items along the way. Not that that's a bad thing, though... after all, the whole point of the *Doom/Quake* phenomenon was fending off hordes of swarming nasties while trying to get from A to B. It's not big and it's not clever, but that's not really what you want from a brainless blast-'em-up is it?

GOD Gave A Dodgy Game To You

Of course, comparisons are going to be made between this and *Quake III Arena*, mainly because both have been anticipated as decent first-person shoot-'em-ups coming to the Dreamcast from the PC. Unfortunately, there's plenty of things that stop *KISS Psycho Circus* from coming anywhere near to a *Quake* beater. For starters, what happened to the promised online multiplayer mode? The last we heard, GOD was planning to include it and now... well, we'll be buggered if we can find it anywhere. The levels also seem somewhat smaller than



Fire-breathing demons on bikes, spider clowns... what sort of circus is this anyway? Oh, it's a psycho one... okay.



infoburst

Extra information

- Here at Dreamcast Towers, there's only one person in the whole building that we could find who knew anything about KISS. Shameful, isn't he?
- Of course, he did tell us some interesting facts – like how KISS are only second to the Beatles in collecting the most gold and platinum albums.
- They're also the only band to release four albums on the same day... aside from The Melvins, who did the same thing as a tribute to KISS. Flippin' heck.

awesome moment

From average joe to KISS Elder – the transformation is remarkable!



ircus: Child

the PC version and we've also noticed that all the speech is missing, along with many of the rather lovely PC lighting and flash effects. Considering that the Dreamcast has the specifications of a decent PC, these omissions really aren't acceptable – shame on you, Take 2.

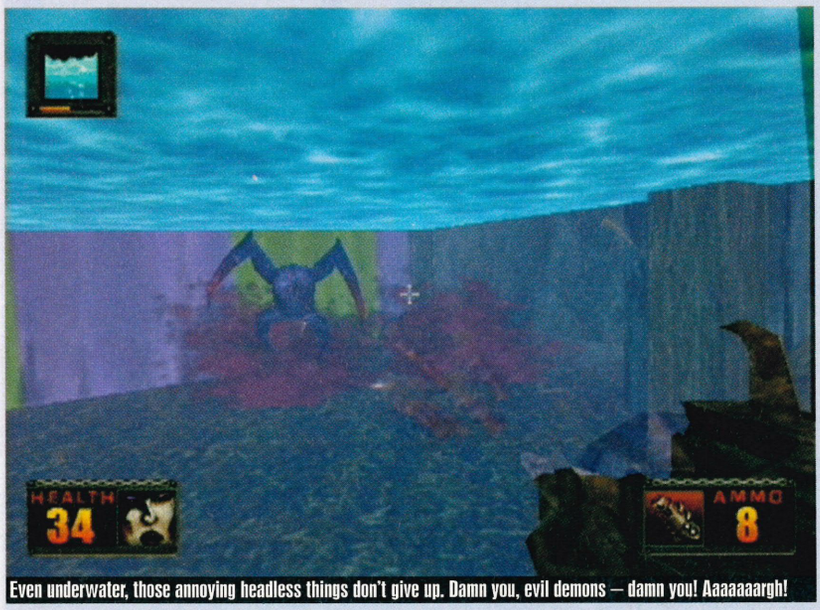
The main problem, though, is that it's all so plodding and obvious – there really is nothing else to do aside from kill things, hit a few switches and... err, kill some more things. This isn't so much down to the conversion as the fact that the PC version suffered greatly from these problems; as this is a direct conversion, it's no surprise they're here too. To put it bluntly, *KISS Psycho Circus* is a bog-standard blasting romp suitable for people who like to play their games without having to think. It isn't a terrible game by any means, but the fact that it's been surpassed by *Quake III Arena* already (and that came out before *KISS Psycho Circus* did) only puts it in a worse light. If you're gagging for some first-person blasting action then there ain't much you can do except get your mitts on this – otherwise, you might want to hold on for something more substantial. *Unreal Tournament*, anyone?

Martin Mathers





Mmm, big sharp claws. All the better to slash you with.



Even underwater, those annoying headless things don't give up. Damn you, evil demons – damn you! Aaaaaaargh!

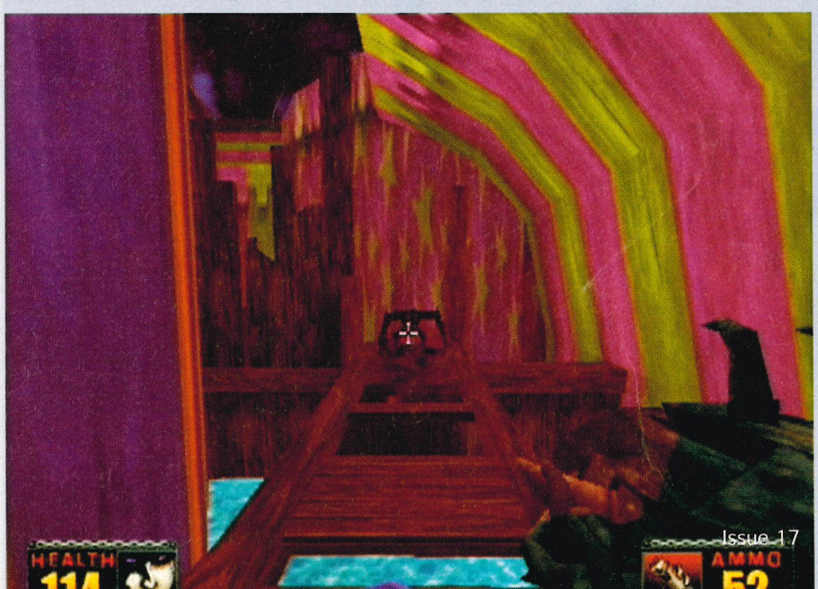
"The fact that KISS has been surpassed by Quake III Arena already only puts it in a worse light"

KISS Your Arse Goodbye

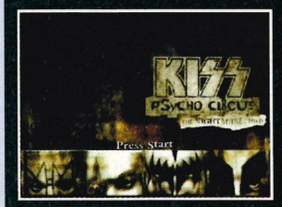
When it comes to playing through a generic first-person shoot-'em-up like *KISS Psycho Circus*, there's nothing you need more to help you blast through those hordes of generic monsters than an arsenal of generic weapons. Thankfully, *KISS* comes loaded with them – there's everything from swords and claws (basic close-up melee weapons) or the Zero Cannon (the 'rather crap but fires quickly' gun) to the Magma Cannon (powerful but slower than a snail on valium) and even the WindBlade (big boom, instant death). If you're really special, you might even get to use the weapons of the Elders; reserved for only the most powerful characters – or those that make it to the end of each chapter intact. They've got quite a kick to them... kaboom!







Dreamcast Magazine Opinion



THE JUDGEMENT

PSYCHO	CIRC-ASS
⊕ Based on the KISS comics	⊖ ... of a rather average PC game
⊕ Smoother than a baby's bum... mostly	⊖ What happened to the online play, eh?
⊕ A great DC conversion...	⊖ You can buy Quake III... nuff said.

2ND OPINION

Are there any KISS fans out there who are dying to play a game with their heroes in it? Thought not... Though the first-person shooter genre is only now beginning to swell in number on the Dreamcast, *KISS Psycho Circus* doesn't really beg for your attention because it is simply too mundane. The weapons are a bit pants, the graphics look dated and it's not even a multiplayer game (don't even ask about online play). If you have *Quake III* and are tempted, I'd recommend that you give yourself a slap and get back to playing it sharpish. You know it makes sense!

Simon Phillips

ALTERNATIVELY

Quake III Arena

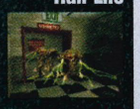
Online gaming comes into its element – what more could you want?



Reviewed: Issue 16
Dreamcast Rating: 90%

Half-Life

The award-winning PC game makes a half-arsed appearance on the DC.



Reviewed: Issue 15
Dreamcast Rating: 81%

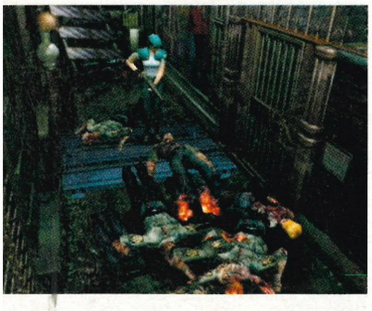
DREAMCAST RATING

VISUALS	77%
SOUNDS	69%
GAMEPLAY	61%
VALUE	66%

67%

SUMMING UP

A good conversion, but sadly not exactly ground-breaking on the game front. Yawnsome to the max.







essential information

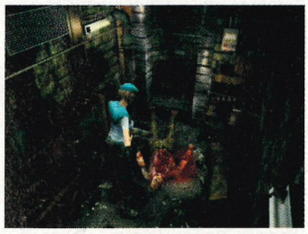
Dreamcast magazine

PUBLISHER	VIRGIN INTERACTIVE
DEVELOPER	CAPCOM
RELEASE	OUT NOW
PRICE	£29.99
GENRE	ACTION ADVENTURE
PLAYERS	1
VM UNIT	SAVES GAME, GUN INFO
PERIPHERALS	VIBRATION PACK ARCADE STICK

online information



Can't find the brain you're looking for? Then check out Brains4Zombies for all your home shopping cranial needs... if you've got any, that is.



Resident Evil 3: Nemesis

Oh look – Capcom has converted yet another old PlayStation game to the Dreamcast. Three strikes and you're out, old chap...

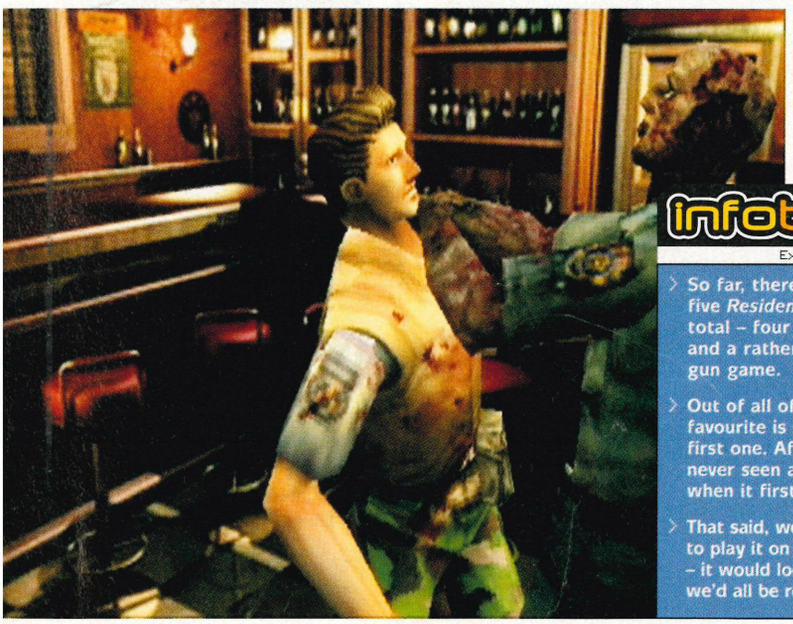
Right, so let's get this straight from the off – despite being called *Resident Evil 3* (and thus presenting itself as the third in the series), *RE3: Nemesis* actually takes place before *Resident Evil 2* but after the original *Resident Evil*... hmm. Seems to us that someone at Capcom doesn't understand the whole thing about telling a coherent story – of course, when's that ever stopped them? In a nutshell, you're the girl that was only in the first *Resident Evil* for five minutes trying to get out of the hellhole that is Raccoon City... yadda yadda yadda. Do we really have to spell it out for you? Solve puzzles, kill zombies, escape alive. Pretty straightforward if you ask us...

Of course, as far as adventure games go (and certainly in comparison to the other games in the *Resident Evil* series) *RE3: Nemesis* is pretty by-the-book. Wandering zombie hordes... check. Wide variety of locked doors with keys placed conveniently around the corner... check. Big guns... you're damn right check. To cap it all off, Capcom has even nicked ideas from *Resident Evil 2* and brought back the 'hulking brute intent on ripping your head off' in the form of the Nemesis. Of course, avoiding him at all costs is the best method of action but if you stand and fight (which you're given the option of doing) you'll probably get something nice... or die. Most likely the latter.

Been There, Splattered That

As those who have noticed that Virgin has been bashing out a vast majority of its Capcom back-catalogue recently will know, *RE3: Nemesis* is another PlayStation-to-PC-to-Dreamcast conversion just like *Dino Crisis* and *Resident Evil 2*. It's not surprising, then, that there's been very little improvement between the PC and Dreamcast versions, aside from the secret mini-game available from the start and the option to choose what costume Jill wears... oh, joy. In fact, *RE3: Nemesis* actually looks slightly worse for wear compared to the previous titles, with all sorts of dodgy visual glitches flying everywhere. We would make a big fuss about how the Dreamcast can do so much more and that this sort of thing just isn't acceptable, but we've said it many times recently and... well, quite frankly we're bored with the whole thing.

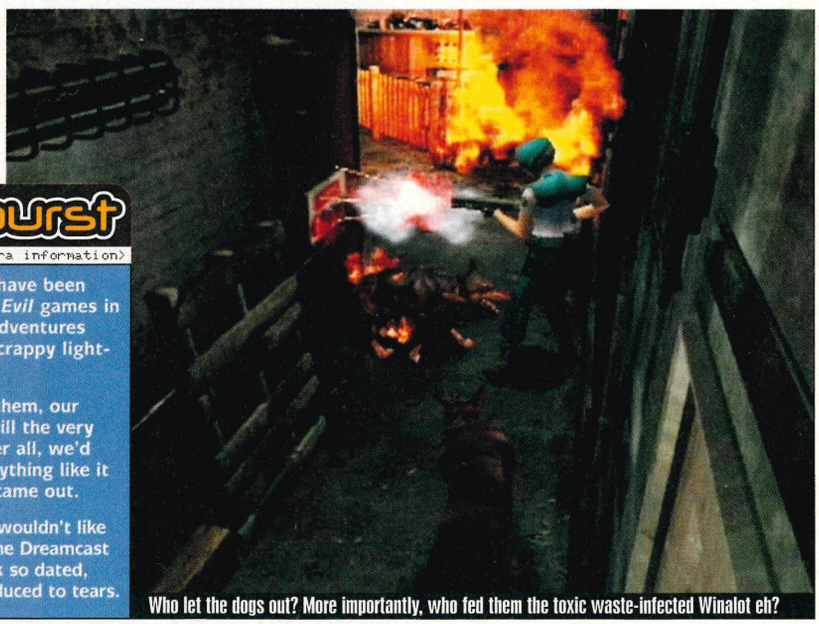
However, the main gripe with *RE3: Nemesis* has to be left down to the game itself because in truth, it's far too confusing and meandering to be any fun. There are too many times when you'll find yourself wandering around, not having a clue where to go or what to do next and in an adventure game, that isn't good. The puzzles aren't nearly as thought-provoking as those in the other *Resident Evil* games and despite offering plenty of



infoburst

Extra information

- So far, there have been five *Resident Evil* games in total – four adventures and a rather crappy light-gun game.
- Out of all of them, our favourite is still the very first one. After all, we'd never seen anything like it when it first came out.
- That said, we wouldn't like to play it on the Dreamcast – it would look so dated, we'd all be reduced to tears.



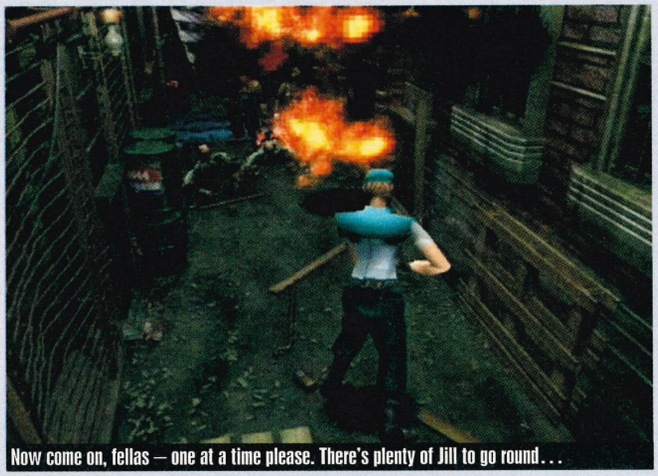
Who let the dogs out? More importantly, who fed them the toxic waste-infected Winalot eh?

awesome moment

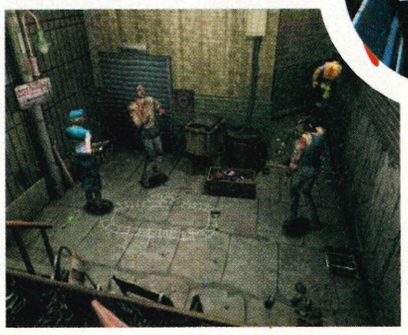
What's the best part of any *Resident Evil* game? Why, the exploding zombie heads!







Now come on, fellas – one at a time please. There's plenty of Jill to go round...



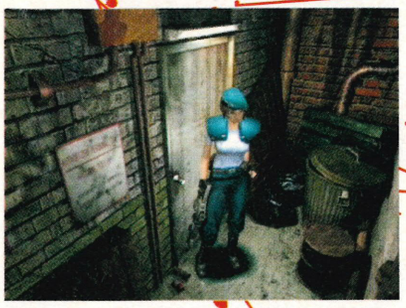
"In truth, the game itself is far too confusing and meandering to be any fun"

guns/splattering body parts to keep the players among you who like brainless action entertained, *RE3: Nemesis* just doesn't cut the mustard on the Dreamcast. However, there is some good news –they'll have to start coming up with new *Resident Evil* games like *Code: Veronica* now, because there aren't any games left in the series for them to convert to the Dreamcast... except for the four-year-old original, of course. Oh God, no – they can't do that, can they?

Martin Mathers

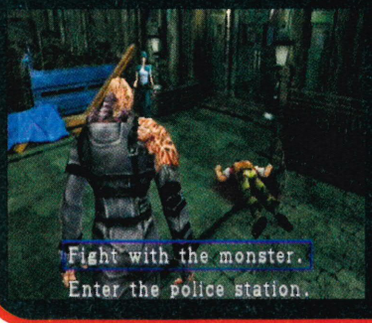


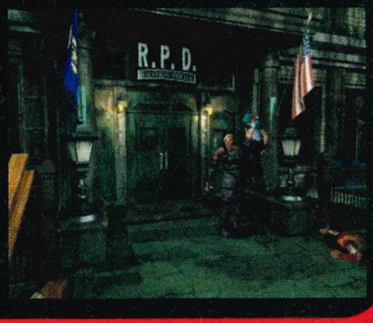




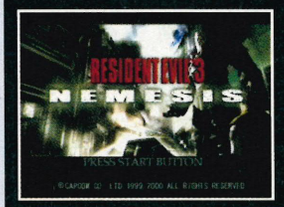
Suicidal Brunette

> Even though as a rule the object of the game is to survive, there's nothing quite like watching a horde of zombies munch on poor old Jill to pass the time. Thankfully, there's plenty of them around Raccoon City and what's more, they hang around in groups so unless you've got a pretty meaty weapon, you won't have a chance of lasting more than five minutes. Of course, if you're feeling really suicidal then you could try and go up against the might of the Nemesis – the big bloke in the trenchcoat who seems to follow you everywhere. Needless to say, you'll probably end up being torn in two if you do, but then that's half the fun of it, eh?





Dreamcast Magazine Opinion



THE JUDGEMENT

LIVING	DEAD
⊕ Everyone likes Resident Evil...	⊖ Another PC-to-DC conversion
⊕ Plenty of puzzles to get your teeth into	⊖ Just far too confusing
⊕ Mmm, guns – lots of guns	⊖ RE3 was the worst of the bunch

2ND OPINION

> Compared to the excellence of *Code: Veronica*, *RE3: Nemesis* sadly fails to push the graphical envelope in the same way. When coupled with the somewhat cumbersome control interface and statue-pushing puzzles, you're left with a game that will only appeal to real *Resident Evil* aficionados. Without *Code: Veronica*'s depth and lack of challenge this falls flat on its face and represents a real step backwards for the series – why someone thought it might be clever to release it is beyond us. In a word, pants. In several words... you really don't want to know.

Simon Cann

ALTERNATIVELY

Resident Evil Code: Veronica

Everyone, take note – THIS is how you make a *Resident Evil* game.



Reviewed: Issue 10
Dreamcast Rating: 94%

Dino Crisis

Not exactly fantastic but at least it's got something other than zombies in it.



Reviewed: Issue 16
Dreamcast Rating: 76%

DREAMCAST RATING

VISUALS	65%
SOUNDS	63%
GAMEPLAY	72%
VALUE	70%

68%

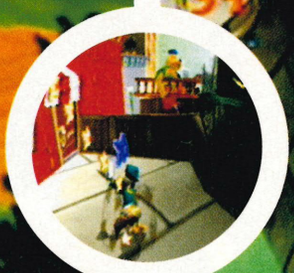
SUMMING UP

> Unless you're a complete *Resident Evil* nut, this really isn't worth handing over the cash for.

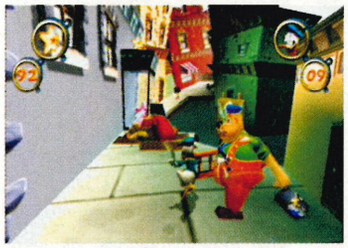
review

Web site: www.ubisoft.co.uk





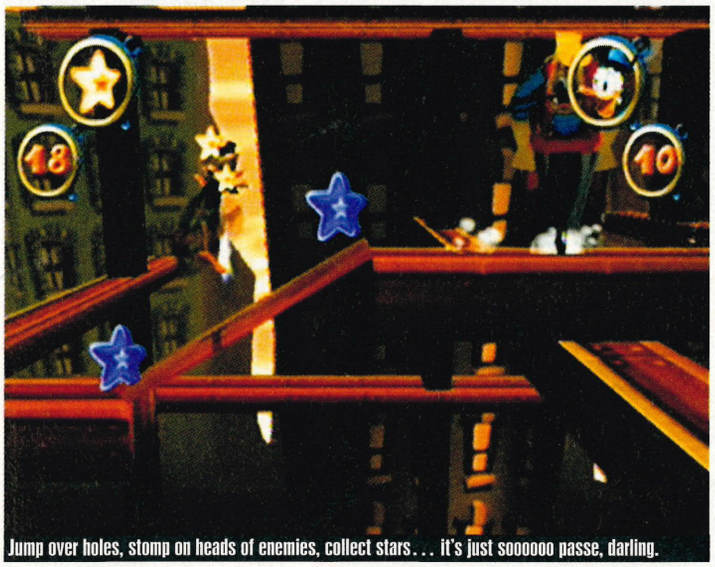






Donald Duck: Qua

Donald's goose obviously isn't quite cooked yet – he's back in an all-new platform adventure, despite being a wrinkly old ducker.



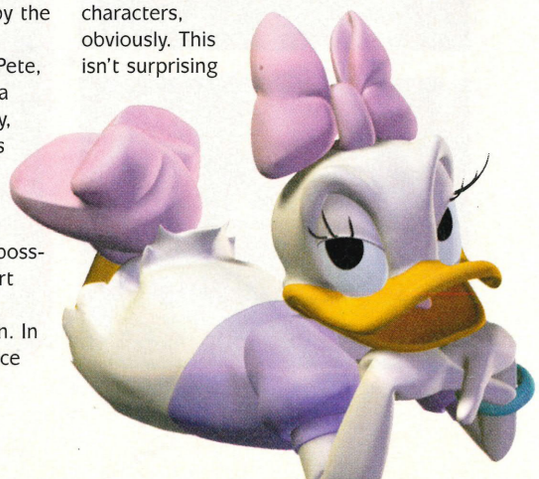
Jump over holes, stomp on heads of enemies, collect stars... it's just soooooo passe, darling.

We haven't got any proof, but whoever created Donald Duck must have had some serious issues going on in their head. After all, what kind of person dreams up the idea of a tantrum-throwing duck with no pants and a speech impediment, who has a thing about screaming blue murder at anyone that annoys him? Still, that's obviously not enough to prevent Ubi Soft from giving him the starring role in their latest Disney game, *Donald Duck – Quack Attack*... do you think we should be worried? Nah, probably not.

Everything about *Quack Attack* is packed with true Disney style, right down to the twee story line. It goes like this... while reporting live from the Imaginary Kingdom, Daisy Duck is kidnapped by the evil Merlock the Magician (looking suspiciously like Goofy's neighbour Pete, only with slightly more stubble and a cape). Who's going to save her? Why, Donald Duck of course! No surprises there then. What this actually breaks down to in game terms, however, is 24 levels of platform-jumping, star-collecting, occasional boss-thumping action through the stalwart worlds of games like this – namely Forest, City, Night time and Egyptian. In truth, though, it's actually quite a nice little game. Decent graphics, and not that bad to play either... even though it's easier than our boy Will on a bottle of Spanish Fly. It's for the kids though, so that's only to be expected.

Quack My Bitch Up

Take away the sheen of a rather well known Disney character though, and things start to go a bit pear-shaped for *Quack Attack*. What you'll find underneath could be referred to as the generic blueprint for every cute platform game on the planet. If you lined up *Kao The Kangeroo*, *Quack Attack* and the age-old PlayStation game *Crash Bandicoot* next to one another, you probably couldn't tell them apart... aside from the characters, obviously. This isn't surprising



essential information

Dreamcast magazine

PUBLISHER	UBI SOFT
DEVELOPER	IN-HOUSE
RELEASE	OUT NOW
PRICE	£39.99
GENRE	PLATFORM
PLAYERS	1
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK ARCADE STICK

online information

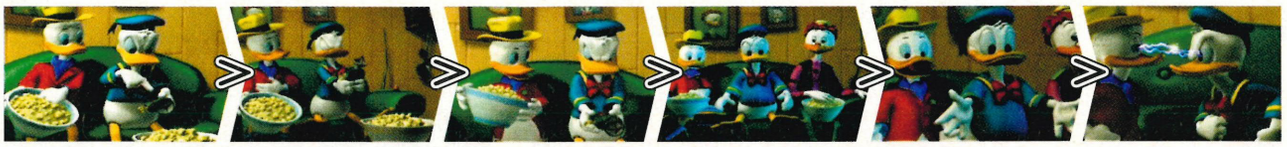


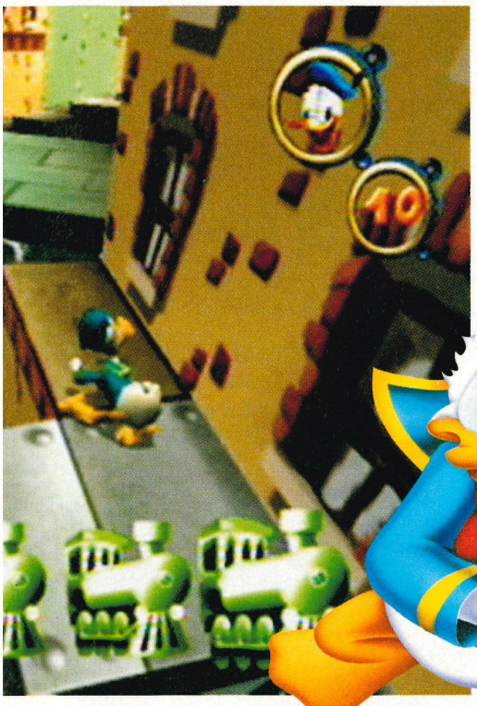
www.disney.go.com

All (and we really do mean ALL) the info you'll ever need about anything Disney-related... and it's even got a page about *Duck Tales*. Woo-ooo!

awesome moment

The best part of the game is the rendered cut-scenes that appear every so often.







I feel like chicken tonight, like chicken tonight... just keep me away from the plum sauce.

ck Attack

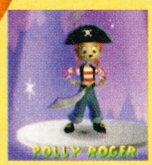
considering that it's a game aimed at kids, but when you look at it from the viewpoint of people who have to pay for their games, it's just a Disney-related platform game that's exactly like the one that came out last week.

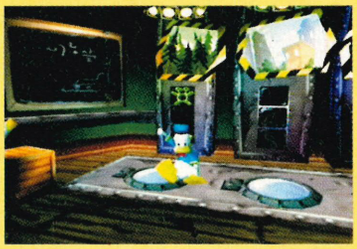
The problem we've got here is which way to go – on one hand, it needs to be pointed out that in relation to all the other 'basic platform game with a cute central character' titles out there, *Quack Attack* is absolutely nothing new and should be marked down accordingly. On the other hand though, you've got the fact that *Quack Attack* is actually quite fun to play and features a character that all the kids will recognise. Ultimately, the question that needs to be asked (and it's the same for all our games reviews) is, if you spent £40 on this, would you be satisfied or not? In the case of *Quack Attack*, it's all about circumstances. If you're under ten, particularly bad at games or like especially easy challenges, then the answer is a resounding yes. If, however, you're looking for something that'll keep you occupied for a fair old while in the platforms and puzzles stakes... well, you'd be far better off plumping for something more adult like *Soul Reaver* or *Shadow Man*. At least you won't be able to complete those in less than two days...

Martin Mathers

The Do's and Don'ts Of Disney

> If you're going to make a Disney game, at least include characters that all the kids will know and love. Otherwise, they won't give a monkey's about your game... want examples? Here ya go...



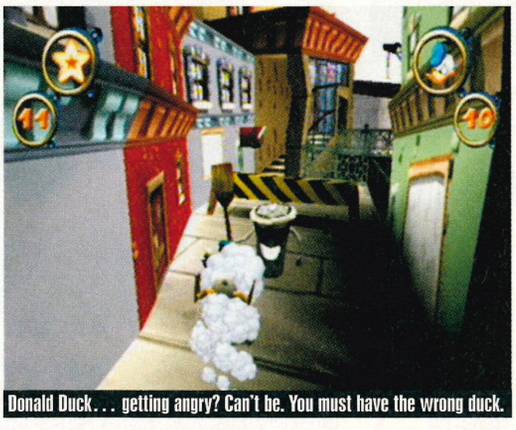


The Do's – Donald Duck: Quack Attack

Right from the off, you know it's a Disney product just because of the recognisable characters. Donald Duck (the big star) is in it, as well as other totally familiar faces such as Daisy Duck and Donald's three little nephews Hewey, Dewey and Louie. Sure, there are a few other lesser-known chaps in there as well (unless you've watched *Duck Tales*... woo-ooo) but at least you know who you're dealing with most of the time.

The Don'ts – Walt Disney World Quest: Magical Racing Tour

Oh no, no, no. Let's take a look at the cast list, shall we? Jimney Crickett (famous *Pinocchio* character), Chip and Dale... err, and a bunch of bizarre creations that we've never heard of before. Who the hell are they? Polly Roger, Otto Plugnut, Moe Whiplash... nope, you've lost us.



Donald Duck... getting angry? Can't be. You must have the wrong duck.

"If you're under ten, particularly bad at games or like especially easy challenges, you'll love Quack Attack"

infoburst

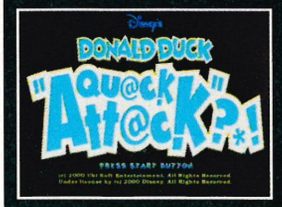
Extra information>

> The last game that Donald Duck took the starring role in was *Quack Shot* on the Mega Drive. We know, because we played it the other day.

> What we'd like to know is why no one has noticed that Donald's nothing but a massive pervert... he doesn't even have any pants on, for goodness sake!

> Other cartoon characters who don't wear pants include Woody Woodpecker, Danger Mouse and Bugs Bunny. There should be a law against it, we tell ya!

Dreamcast Magazine Opinion



THE JUDGEMENT

DUCK	SUCK
⊕ It's a damned strong licence	⊖ Every generic platform game rolled into one
⊕ Quite fun to play while it lasts	⊖ Far, far too easy... even for a kids' game
⊕ 'The kids will love it', as the saying goes	⊖ Couldn't be any less original if it tried

2ND OPINION

> It seems that cutesy platform games are in this Christmas, so it's small wonder that Disney has jumped in on the action with one of its best-loved characters leading the way. *Donald Duck. Quack Attack* is as good a platform game of this kind as you're going to find (apart from *Rayman 2* of course), in that it looks absolutely spanking and has the kind of gameplay that kids will die for. But then it is only the kids that this will appeal to, unless you're a huge Donald Duck fanatic, that is. Shame really – they could have done better...

Simon Phillips

ALTERNATIVELY

Rayman 2: The Great Escape

Ubi Soft's original (and also best) cute platform game for the Dreamcast.



Reviewed: Issue 7
Dreamcast Rating: 92%

Kao the Kangeroo

Like Skippy, but with more platform jumping and less Australians.



Reviewed: Issue 16
Dreamcast Rating: 71%

DREAMCAST RATING

VISUALS	79%
SOUNDS	70%
GAMEPLAY	74%
VALUE	65%

71%

SUMMING UP

> Perfect for the kids, but much too easy for anyone looking for a real game to get their teeth into.

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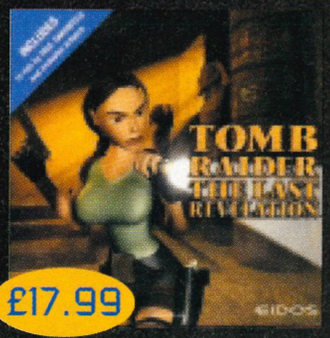
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Welcome to Interact, the bit where you get to have your say in the magazine that we like to call Dreamcast Magazine...

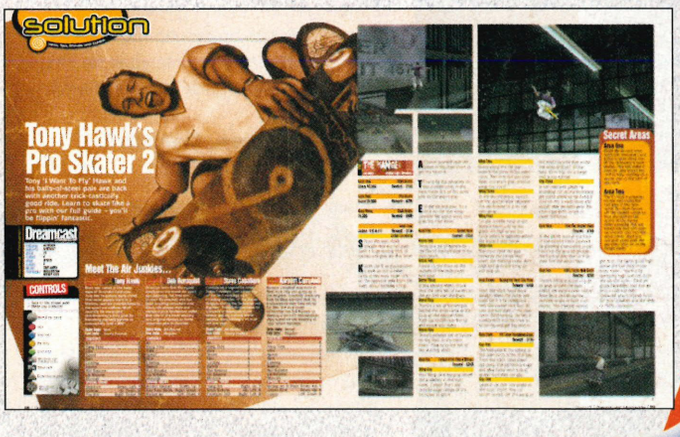
Stuff & Nonsense

106 Even after Christmas we still can't get enough toys!



Tony Hawk's Pro Skater 2

88 Skate, don't die! Complete guide to the superb skateboarding sequel!



WIN! Joytech Peripherals Page 87

WIN! Mad Catz Peripherals Page 80

Regulars

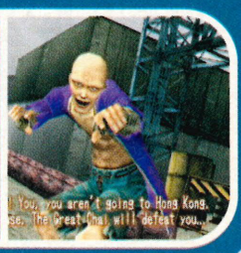
Keep one step ahead in the wide world of the Dreamcast!

78 MAILBOX 

80 READER REVIEWS 

100 DIRECTORY 

110 DREAM ON 

114 DREAM MOMENT 

interact Mailbox







Mailbox, it's just like rheumy phlegm! So get it off your chest, why don't ya?

Mustn't Grumble...

Today I received a letter from Sega's distributor in Denmark, YES Electronics. It explained how Sega Europe has unsuccessfully tried to establish Internet access for the Dreamcast in Denmark. Therefore I will never enjoy the Internet capabilities of my beloved Dreamcast, I will never be able to play *Quake III* online! Feel sorry for me, please! Needless to say, it was quite a blow! However, Sega did offer some compensation. It has offered to send everyone who bothered to register their Dreamcast two games free of charge. The games on offer are *Virtua Tennis*, *Metropolis Street Racer*, *Ecco the Dolphin*, *Space Channel 5*, *Virtua Athlete 2K*, *Sonic Adventure*, *Extreme Sports* and *Crazy Taxi*. Moreover, Sega has offered a full refund for my Dreamcast should I wish to return it!

Though I was saddened that I will not be able to access the Internet via my Dreamcast, Sega's commitment to my satisfaction came as a pleasant surprise. It looks like Sega has learned its lesson, and with the PS2 fast approaching, that will serve the company well. I'm sick of people who think of the Dreamcast as an inferior system. I can't remember a console that has produced more high quality software in its first year on the European market (suck on that, Sony).

Cheers!

Jesper Andersen, Denmark

PS Thanks for a great mag!

DM: Blimeys, a happy and satisfied customer! UK readers take note that even against the odds (no online Quake III and Internet?) Mr Anderson truly appreciates his console as being superb... nice one! Though it has to be said that some of the goodwill he generates towards Sega is due to the fact that SOE has gone out of its way to treat its customers fairly, it kinda makes you feel warm inside... and a little envious.

I Don't Believe It!

After recently acquiring a Dreamcast with *Chu Chu Rocket!* and being a die-hard PlayStation fan, I must say that I have been converted to the Sega ranks, but I do feel that the company seems to be treading a fine line between sink and swim. I know it has all been said before but why-oh-why put a poxy 33k modem in a new machine when the advent of Broadband is just around the corner and the price of modems has never been cheaper? Why wait for so long to release dedicated online games and why the hell release consoles at reduced prices and charge a small fortune for games? The top companies all seem to think that piracy is driving the prices up but really it is the high prices that are driving customers to the pirates. If Sega has any sense it should reduce software prices considerably, allowing a decent bite of the console gaming apple for everyone. I have about 50 games for my PlayStation and yes, some are crap, but when you pay only £10 to £30 a game, you don't mind taking the risk.

In contrast, I have only three DC games. Why? Maybe because they cost the best part of £40! And not only is the price a problem, but have you been into Blockbuster lately? You just can't rent the games! Yet again there are floor to ceiling PlayStation games and just a few shelves of DC games! What's going on, Sega?

Matt Burton, via email

DM: And we thought that we had seen the demise of Victor Meldrew! Sega delivered a console with a modem that was more than up to the job and besides, the vast majority of standard telephone cables can't support a faster modem. As for Broadband, well that's on the way too for the Dreamcast and



You've Never Had It So Good!

I would just like to add my comments to the PS2 Vs Dreamcast debate in your letters page. Firstly, I feel anyone who thinks that PS2 will storm the market should not be so sure. The Nintendo 64 is a classic example of how a manufacturer's arrogance can be its downfall. Everyone should remember how the Nintendo 64 collapsed in price because no one bought it and the games were way too expensive. Yet before it was launched it seemed a guaranteed success, with 64-bit technology etc etc. I have happily taken advantage of the £50 price drop to sell my PSOne and purchase a Dreamcast, especially as Dixons were throwing in three quality games. I am too old now to get particularly zealous about which platform is best and who I support. At the moment though, it is a no-brainer – the Dreamcast offers superior performance for the price and has an excellent back catalogue of games. However, one of the most appealing features is the fact the Dreamcast seems to be a fair way off its development peak, and new games are significantly superior in many areas, especially as the Internet aspects take off. This coupled with the drop in price of many of the older games makes for a great combination. I have no doubt that the PS2 will be a success and it is fairly unlikely to disappear altogether – after all, even the N64 is still with us. However, I would expect to see a large number of new Dreamcast enthusiasts joining the fold as the Sony scales fall from their eyes. As they say, 'Don't believe the hype'. Incidentally, DREAMCAST MAGAZINE looked to be the best offering in the newsagent, and I'm happy to say it didn't disappoint.

Cheers

Matthew Ellison

DM: We've said it before and we'll say it again... it's not difficult to make sense, is it (other readers take note). Have some prizes to go with your new purchase, sir!

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.

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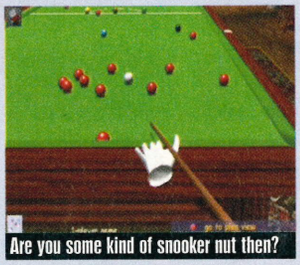




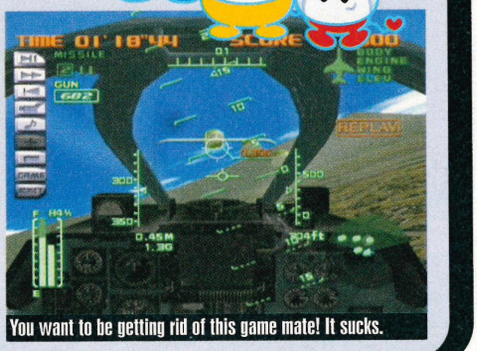
Desperately In Need Of... Some Help

› My name is Ratman Dennis. But you may call me Bilbo Baggins or Zacariah Woodcock.
My games collection is the best in the universe, check it out: *Millennium Soldier*, *Aerowings*, *Chu Chu Rocket!*, *Jimmy White's 2!* Owzat!
Ray Dennis, via email

DM: Oh dear...



Are you some kind of snooker nut then?



You want to be getting rid of this game mate! It sucks.

as soon as the telephone and Internet providers get around to supporting it, Sega will too.

If the price of games is such a concern, why not buy your software from the many mail order companies that are advertised in this mag? Alternatively, you could hunt for the bargains to be had on the high street. To be fair, £40 is a lot of money to ask for a game but again, PlayStation games were the same price for much of its life.

The weighting of games at your local Blockbusters is attributed to the number of consoles out there. Currently over five million people in the UK own a PlayStation whereas there are in the region of 300,000 Dreamcasters out there. This means that there are less people to hire Dreamcast games, so Blockbusters offers a greater number of PlayStation games because it knows that there are more punters out there with PlayStations and therefore, it can make more money from them. Phew!



The Number Of The Beast...

Dudes! I'd like to tell you a leeetle story if I may about the satanic cult known as Dixons. I went in recently to buy a Dreamcast on credit, was quoted and then refused. When I asked why, they said it was because I have no credit rating at all so I'm not allowed to buy anything from them. As I'm a lowly student, I can't really go around splashing out all of my pay cheque at the same time. I even asked if it would make a difference if I placed a £100 deposit (nearly the entire price of £150!) but evidently the sales staff had had enough of trying to get their commission, so they left me to chat up some poor old lady. Feeling gutted, I left the store, moped about town a bit and went to my friendly local geezer who promptly offered to sell me a Dreamcast (which is no doubt off the back of a lorry) for half the price with the same games. Being the intelligent chap I am, I snapped it up.

And the moral of this beautiful story? Don't trust evil satanic cults.

Catchas all laters!
Will Taylor, via email

DM: Satanic cults? What are you on about? Dixons would be very upset to learn that you think that it worships the Devil...



Japanese Whispers

Congrats on the mag. I went on Gameplay.com a minute ago and went on the section called Sega Civil War, and it ain't good. The ol' Japanese are thinking of ditching the Dreamcast as sales are not good enough (huh, advertise maybe). This is worrying as the majority of games come from Japan and if we lose them it will go under over here as well. And if they do go under then the PlayStation will once again dominate and Sega will officially die. Now, you have ways of finding this out – I heard this from Gameplay who are reliable. Please find out, as if Sega wimps out, it's gone...
Michael Gallagher, Luton

DM: Nobody really knows what Sega has in store for the Dreamcast. In fact, given the conflicting statements made by Sega of Japan and Sega of America it would seem that even Sega doesn't. Therefore I would advise you to ignore all these rumours and wait for an official announcement from Sega once it has decided what the heck it's going to do with the Dreamcast.

Short Cuts

› We're all for you lot having your say – it's just that sometimes we don't *quite* understand...

Do you know where Steve is?
Rob Ackroyd, via email
DM: Er, no... we haven't seen him in ages!

Why do you persist in tormenting me, if I were you I would think twice about using a full spectrum of colors on your covers in future, as I have ultra violent light disorder aaaaarrrgggghhhh!!!
Asa, via email
DM: We think it's possible that you have a few other disorders that you're not telling us about...

WASSSUP!!!! JUST LETTING U KNOW MSR ROOLS. TRUE.
Jordan Robins, via email
DM: True, true...

OH MY GOOOOOOOOOOOOOOODDD DD!!!!!
SHENMUE ON DREAMCAST! MUST BUY!
AAAAAAAAAAAAHHHH!
p.s great mag , keep it up.
Greg Miller, via email
DM: Well, if it floats your boat, mate...

AAARRRRRRRRGGGGGHHHHHHHHH THATS NOT MY PHONE BILL MUM ITS MY BROTHER SURFIN FOR WOMEN THATS DONE THAT YOU KNOW I BYE MAGAZINES MUM
Peter Carroll, via email
DM: Alex says the same thing every month!

At 7.32pm tonight, after half an hours play of M-SR I slid around a corner at sunset to the strains of 'Don't Wait'. A large grin has appeared on my face. Just thought I'd let you know.
Stevie B, via email
DM: 'Tis a wonderful thing...

respect to u all at this mag but i just wanna say one thing u all suck dick...
(er)Rambo, via email
DM: We have it on fairly good authority that we don't.

If I give you ten pounds will you give me a dreamcast?
Luke Glover, via email
DM: Do we really need to answer this question?

I love you. Do you love me?
Ann Wardale, via email
DM: Dunno, send us a photo and we'll let you know...

Dreamcast is ACE
Playstation 2 is dead already
P.S Dreamcast mag is Ace
Daniel Midgley, via email
DM: Well, you can't argue with that!

Hey picture this...HOUSE OF THE DEAD 3!!! it would be ace!
PHLEBUS, via email
DM: Yup, it's about time we got to use that gun again...

interact Reader Reviews

A very welcome return to the ninety percenters – though at least here the games do genuinely deserve such high praise...



You lot like to have your say, don't you? For every review that we print, the scribe gets a prize (see above). However, please ensure that your reviews are no longer than 100 words or Karen will get very upset!

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

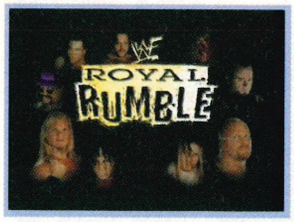
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WWF Royal Rumble

Publisher	Sega
Developer	THQ
Origin	America
Genre	Sports
Reviewed by	Oliver Scott



After seeing the pictures of nine men in the ring at the same time I was so sure that I would enjoy this game. However, when I had played for a while I was bored. There are only two options: Exhibition, where you fight ten people in a row and Royal Rumble, where characters repeat themselves. The worst thing about Royal Rumble is that you have to eliminate everyone, but if a CPU opponent eliminates another CPU it doesn't count. Still quite a fun game and worth a rent, but you might want to try *ECW Anarchy Rulz* instead.



Overall 55%



Resident Evil Code: Veronica

Publisher	Eidos
Developer	Capcom
Origin	Japan
Genre	Survival Horror
Reviewed by	S R Md Yusoff



The cute face of Claire Redfield attracted me to this fabulous game and I made a good choice. It's not a disappointment since the graphics are fantastic, Claire is beautiful and the zombies are terrifying – it's tremendous! One things for sure, though, if you panic you'll die. The one thing that does disturb me is the control. The third-person view makes it even worse because if you can't get used to it you'll get mixed up with the control every time the view is changed. In other words, no amateur will live long in this game. Nevertheless, a terrific and horrifying game!



Overall 90%



Soul Calibur

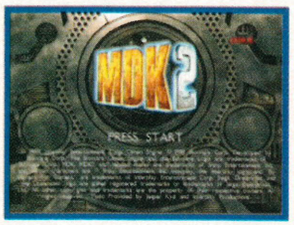
Publisher	Sega
Developer	Namco
Origin	Japan
Genre	Beat-'em-up
Reviewed by	Andy Middlemas



In my view, this is the best beat-'em-up of all time. The graphics are absolutely gorgeous – they are dripping with detail and as crisp as can be. The amount of challenges that you get to do is just brilliant, too, and the Mission Battle mode is top. Probably the best thing about *Soul Calibur*, though, is the combat system – on one level it's easily learned and yet at the same time, it will take you ages to master it. Abso-ruddy-lutely brilliant. If you don't own this game, your life is simply not complete. Buy it forthwith, if not sooner.

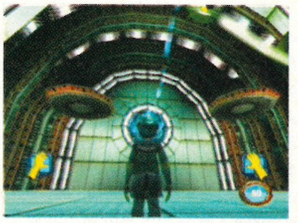


Overall 96%



MDK2

Publisher	Virgin Interactive
Developer	Bioware
Origin	Canada
Genre	Shoot-'em-up
Reviewed by	James Bird



Are you in need of a new challenge in life? Want something to take away life's pains? If the answer is 'Yes' then buy this game. And the reason? It is very difficult and will keep you immersed for a long time. However, if you prefer the quick arcade-style game similar in approach to *Crazy Taxi* then this is not for you. The level design in this third-person shooter/sniper/thinker is very atmospheric, helped along by the great sound FX, but the beauty of the game is the way that it doesn't take itself too seriously. I loved it and with perseverance, everyone will.

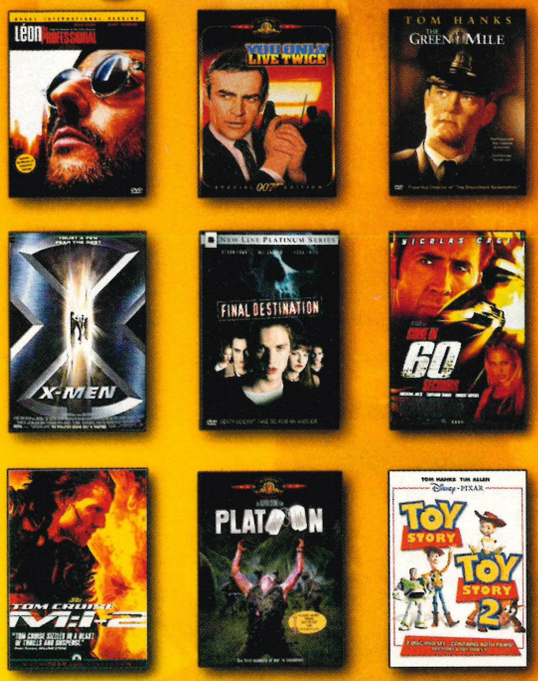


Overall 92%

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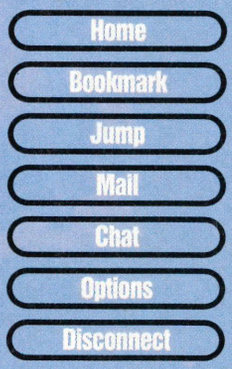
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interact DC-Online

With Christmas out of the way, it's time to get back online and check out all the post-Santa festivities. This month we look at movies based on games, designer Trenty's top music tips and exercise – lots of exercise.

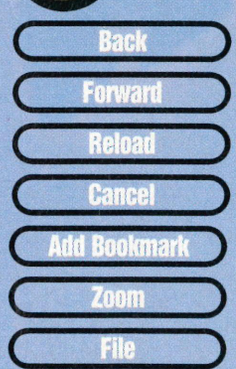
1. **Plug your Dreamcast modem into the phone line.**
2. **Place the Dream Key disc into your Dreamcast and press start. This is your passport to infinite knowledge.**
3. **If it's your first time logging on you will have to register, but if not, you will arrive at the DreamArena, a site only accessible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

Free To Do What You Want

www.freeloader.com

Dreamcast magazine WEB SITE OF THE MONTH

> Usually, we'd condemn anyone who suggested that we were of the freeloading persuasion – however, thanks to Freeloader.com we're willing to let it slide just this once. This is the place to be if you want free stuff, in particular a whole bunch of downloadable games (although some of them are for the PC). What's more, all the free games that are played through the web browser can be enjoyed on your Dreamcast! There are loads of other goodies to check out too, including all the latest news and views from the games industry... all in all, it's pretty darned fine. Go see for yourself!



FILM



Final Fantasy

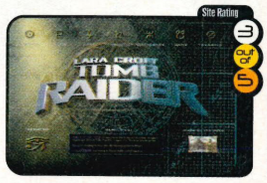
www.finalfantasy.com



> Yes, we know that the chances of us ever seeing an original *Final Fantasy* game on the Dreamcast are about as high as those of the whole DREAMCAST MAG team being taken out for a Chinese meal but hey – at least the movie looks nice. The Web site features all the info you'll ever need to know about the film, right down to the release date. The middle of next year... we can hardly wait.

Tomb Raider

www.tombraidermovie.com



> Mmm, breasts. Face the truth – when you think of a *Tomb Raider* movie, all you're thinking about is breasts. Angelina Jolie's breasts, to be precise. Unfortunately, there aren't any pictures of them on the movie Web site but there's plenty of other behind-the-scenes stuff to look at. Sadly, we're willing to lay money on the film not being Oscar-winning material... still, breasts eh? Phwoar.

Mortal Kombat

www.mortalkombat.com/movies.php3



> Of all the games ever turned into films, our favourite is the *Mortal Kombat* series. Why? Well, probably because it appealed most to our base instincts – 20 minutes of plot, followed by an hour of people kicking the crap out of each other. All the details about the movies and following TV series are here, as well as thoughts on a new *MK* movie. Ooh, yes please... ahem.

MUSIC



The Pixie Tree

www.badlydrawnboy.co.uk/home.html

Nick's Pick



> Honestly, you win one tiny little prize like the Mercury Music Award and all of a sudden everyone seems to think that you're the best musician ever. Thankfully, that's the case with Badly Drawn Boy – his latest album (along with his Web site) kicks the proverbial arse of most other music types. That's probably why he won, we guess.

Blur: The Best Of

www.blur.co.uk

Alex's Pick

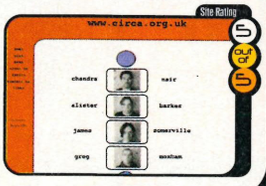


> First rule of being part of a successful pop combo – as soon as you've got more than fifteen decent songs under your belt over several albums, bring out a 'Best Of' album. Money for old rope, you see. Check out Blur's Web site if you don't believe us – not only is there tons of new material but they've also stuck their old Web site right in the middle of it all.

Our Mate Chandra's Band

www.circa.org.uk

Mart's Pick



> Right, checked out our review of *Shenmue* on page 36 have you? Well, it was written by our very own Chandra Nair – the lead singer of a storming little band called Circa. Just to make up for the fact that we poke fun at the typically pop-star shirts he wears, we thought we'd give his band a bit of a plug. They're pretty damned good, if we do say so ourselves.

SPORTS

Mr Motivator's Island
www.mrmotivator.co.uk

Site Rating: 2

> You know the score – after Christmas, you eat nothing but turkey and wind up being fatter than your gran. What do you need? An energetic bloke in a spandex costume, that's what! Despite having disappeared from TV recently, Mr Motivator is still making his mark on the fitness world from the confines of his 'island'... or his two-bedroom flat in Scunthorpe. We just don't know.

The World's Strongest Men
www.strongestman.com

Site Rating: 4

Simon's Pick

> Able to hold up very heavy logs for more than a minute and carry small hollowed-out car shells along an assault course, the athletes who take part in the World's Strongest Man competitions are a bit big. In fact, they're so big we're not even going to make any degrading comments about them... so just take a look at the site. If you don't, they might beat you up.

Och Aye The Noo.S.A.
www.highlandgames.com

Site Rating: 2

> Ahh, the Highland Games. The place to be if you want to check out a spot of caber tossing, Scottish dancing and good old-fashioned haggis eating. Sounds pretty good, doesn't it? Well, there's only one problem we've got with these Highland Games... you see, they're in Detroit. That's in America, in case you didn't know – not Scotland. Yep, that really makes sense. Duh.

COMEDY

The Lie-brary
orgy.aaronland.net/spam/lists/childrens_books

Site Rating: 4

> Every once in a while, we come across something that make us laugh out loud. Recently, this site managed that – a list of book titles that'll probably never make it past Penguin's research department. Sure, it won't take you more than five minutes to read through everything that the site's got to offer, but you'll certainly feel a damn sight better for doing it. Really, you will.

Top Of The Pop Gossip
www.popbitch.com

Site Rating: 5

> Okay, so we'll admit something right from the start – there isn't a lot on this Web site. Of course, there isn't supposed to be; all you have to do is sign your email up to the database and then every Wednesday, you'll receive another edition of the PopBitch newsletter. Packed full of ridiculously funny pop gossip and slander, it's enough to make us grin inanely for the rest of the week.

Sod Off, I'm A Rock Star
www.rockschool.com

Site Rating: 4

> If you've ever had the luck to actually get to know a local rock star (as we have) then you'll know it's not difficult to humiliate them. As a rule, they usually wind up doing it themselves – obviously, they've been studying at the Rock School. Full of top tips on how to be a genuine rock icon while looking foolish at the same time, it's an essential read... especially if you play the guitar.

WEIRD

DIY Madness
freeweb.pdq.net/headstrong/control.htm

Site Rating: 2

> If you've seen the movie *Fight Club*, you'll know that you can actually make explosives out of regular household items. Going one step further than that (but not in the explosive direction), Bizarre Things That You Can Make In Your Kitchen teaches you exactly that – if you've ever had the inclination to build a solar oven or even your own airship, this is the place to be...

A Whole World Of Hurt
www.pain.com

Site Rating: 2

> You know, it's amazing to see what sort of things come up when you just type random words into your Web browser. Take 'pain' for instance – type it in and suddenly you're transported to Pain.com, the most authoritative database on pain anywhere. If you've ever had any kind of physical pain in your life, chances are you'll find it recorded here, along with all the possible cures. Crazy.

I'll Name That Object In Twenty
www.20q.net

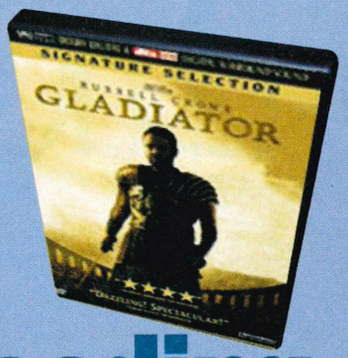
Site Rating: 4

> Ever played 'Twenty Questions'? Well, in case you hadn't guessed it's on the Internet as well. By answering the questions presented by the 'artificial intelligence', it'll try and work out any object that you care to think of. Of course, there's only one problem – out of all the times we gave it a whirl, the computer never got the answer right. Still, you have to give it marks for effort...

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

WIN! TOP DVDs Up For Grabs



Freeloading

> Once again we've teamed up with our Web site Of The Month, the wonderful Freeloader.com, to give you the chance of winning some top DVDs. One lucky winner will win DVDs of *Gladiator*, *Toy Story 2*, *Men In Black*, *LA Confidential* and *The Fifth Element* which is, we think you'll agree, a mighty fine collection. So what do you have to do win these ace prizes? Well, just answer the following question and put it in the post to the address shown below, making sure that it gets to us no later than 1 February. Good luck!

Q. What Australian soap was Gladiator actor Russell Crowe previously in?

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St Peter's Road
Bournemouth
BH1 2JS

freeloader.com

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

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- An extensive Web-based knowledge database providing our games specialists with access to the solution of the problem within seconds.
- Open 8am to 11pm.



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

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

Dreamcast solutions

Hints, Tips, Cheats and Guides

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

Ready 2 Rumble Boxing: Round 2

> Midway's latest boxing bonanza has got more secret goodies in it than a large box marked 'Secret Goodies'. Here they are...



Fight As Fat Boxers
At the Character Selection screen, press Rightx2, Up, Down, Right, Rx2, L.

Fight As Skinny Boxers
At the Character Selection screen, press Rightx2, Up, Down, Right, R, L.

Fight As Zombie Boxers
At the Character Selection screen, press Left, Up, Right, Down, Rx2, L.

Fight With Giant-sized Gloves
At the Character Selection screen, press Left, Right, Up, Down, R, L.

Fight As Mr. President
Complete 'Arcade' mode nine times to unlock Bill Clinton.

Fight As The First Lady
Complete 'Arcade' mode ten times to unlock Hillary Clinton.

Unlock Champion Costumes
Complete 'Championship' mode to unlock the champion costumes.

Hidden New Year's Costume
Set the date to January 1 to unlock a baby New Year's costume for Joey T.

Hidden St. Patrick's Day Costume
Set the date to March 17 to unlock a leprechaun costume for the referee.

Hidden Valentine's Day Costume
Set the date to February 14 to unlock a lover's costume for Lulu Valentine.

Hidden Easter Costume
Set the date to April 23, 2001 to unlock a bunny costume for Mama Tua.

Hidden Independence Day Costume
Set the date to 4 July to unlock an Uncle Sam costume for G.C. Thunder.

Hidden Halloween Costume
Set the date to 31 October to unlock a skeleton costume for J.R. Flurry.

Hidden Christmas Costume
Set the date to December 25 to unlock an elf costume for Selene Strike and a snowman costume for RumbleMan. The canvas of the ring will also have a snowman design.





Looney Tunes Space Race

> Okay, so it might be pretty easy anyway, but if you're having trouble making your way through the game then these cheats should help you out.

Cheat	Code
Unlock Porky	YAVARMINT
Unlock Marvin	REDWAGON
Unlock ACME 2	MAROON
Unlock Mars 2	SCWEWBALL
Unlock Off World 1	DURNIDGIT
Unlock Off World 2	PALOOKA
Unlock Wild West 1	HOGGRAVY
Unlock Wild West 2	CHITLINS
Unlock Nebula	MRFUZZY
Unlock Galactorama 1	YOIKS
Unlock Galactorama 2	DODGPARRY
Unlock All ACME Events	3LILBOPS
Unlock All Challenges	MOIDALIZE
Unlock All Gallery Items	MICHIGANJ
Unlock Everything	CHEESFISH
Unlimited Turbo?	DUCKAMUCK
Mirror Mode	SAMRALPH
No Gags	SUCCOTASH







Hints & Tips

> Collect 5 turbo canisters for 1 charge activated on button B. You can use these on selected inclines to gain super speed and jump over large sections of the track to gain a higher placing!

> Run over the crates to collect gags and use the A button to fire them off at your opponents.

> Watch out for falling Anvils or Safes when you activate this gag – sometimes they fall in front of you or on you and thus you end up getting squished!

> Be careful with the bomb gag – hold on to it for too long and you get blown up!

> Collect a turbo and hold on to it until the last lap – use it to get away from your opponents at the last minute and win the race!

Moho

> Can't get passed those damned house robots? Having trouble making your way through all the prison complexes? Then throw off those shackles and chains and enter these ace cheats to become the king of the prison.



Unlock All Prisons
Hold down the left trigger and enter the following code at the Prison Select screen – A, B, A, X, A, Y, A, A, B, A, X, X, A, Y, A.

Unlock Bonus Prison
Hold down the left trigger and enter the following code at the Prison Select screen – A, A, A, B, A, X, X, X, B, A, X, X, Y.

Unlock Doctor
Hold down the left trigger and enter the following code at the Single Player Character Select screen – A, A, B, Y, X, B, Y, A, X, B, B, X.

Display Version Number
Hold down the left trigger and enter the following code at the Main Menu – A, A, A, B, Y, A, A, A, Y, X.

Army Men: Sarge's Heroes

> Having trouble blasting your way through the battlefield and rescuing all your men? Then check out these codes to help get you some medals for your chest.

Level	Password
Attack	LNLGRMM
Spy Blue	TRGHTR
Bathroom	TDBWL
Riff Mission	MSTRMN
Forest	TLLTRS
Hoover Mission	SCRDCT
Thick Mission	STPDMN
Snow Mission	BLZZRD
Shrap Mission	SRFPNK
Fort Plastro	GNRLMN
Scorch Mission	HTTTRT
Showdown	ZBTSRL
Sandbox	HTKTTN
Kitchen	PTSPNS
Living Room	HXMSTR
The Way Home	VRCLN





Tony Hawk's Pro Skater 2

> Although it's not impossible, we'll admit that Tony Hawk's return to the Dreamcast is one of the tougher games we've played... so here's a little help!

Unlock All Cheats
Pause the game and then hold L and press Ax3, X, Y, Up, Down, Left, Up, X, Y, A, Y, B, A, Y, B. Then select the 'End Run' option from the menu. All cheats,levels, FMV sequences, McSqueeb, Officer Dick, and Spider-Man will be unlocked.

Maximum Special Meter
Pause the game and then hold L and press A, Y, Bx2, Up, Left, Y, X to always have a full Special Meter.

Get Full Stats
Pause the game and then hold L and press A, Y, B, X, Y, Up, Down to raise all your skater's attributes to 10.

Unlock Turbo Mode
Pause the game and then hold L and press Down, X, Y, Right, Up, B, Down, X, Y, Right, Up, B. This will increase the speed of the game by 25%.

Unlock Big Head Mode
Pause the game and then hold L and press X, B, Up, Leftx2, X, Right, Up, Left.

Unlock Fat Skater
Pause the game and then hold L and press Ax4, Left, Ax4, Left, Ax4, Left to make your skater really fat.

Unlock Thin Skater
Pause the game and then hold L and press Ax4, X, Ax4, X, Ax4, X to make your skater skinny. If you enter the code more than once you skater will become even skinnier.

Unlock Kid Mode
Access 'Kid' mode by completing all level objectives in 'Career' mode three times.

Unlock Perfect Balance
Unlock Perfect Balance by completing all level objectives in 'Career' mode four times.

Access Wire Frame Mode
Unlock 'Wire Frame' mode by completing all level objectives in 'Career' mode eight times.

Access Slow-Motion Tricks
To be able to see your tricks in slow motion, complete all level objectives in 'Career' mode nine times.

Access Smooth Mode
Complete all level objectives in 'Career' mode twelve times.

Access Moon Physics
To get low gravity pull, complete all level objectives in 'Career' mode 13 times.





Access Disco mode
To get 'Disco' mode, complete all level objectives in 'Career' mode 14 times.

Unlock Flip level
Complete all level objectives in 'Career' mode 15 times.

Unlock Spiderman
To play as Spiderman complete all level objectives in 'Career' mode with a created skater.

Unlock Officer Dick
To play as everyone's favourite ball-busting cop complete all level objectives in 'Career' mode.

Unlock Private Carrera
To play as Private Carrera get all the gaps in each of the regular levels in 'Career' mode.

Unlock McSqueeb
To play as McSqueeb, complete all level objectives in 'Career' mode with Tony Hawk.

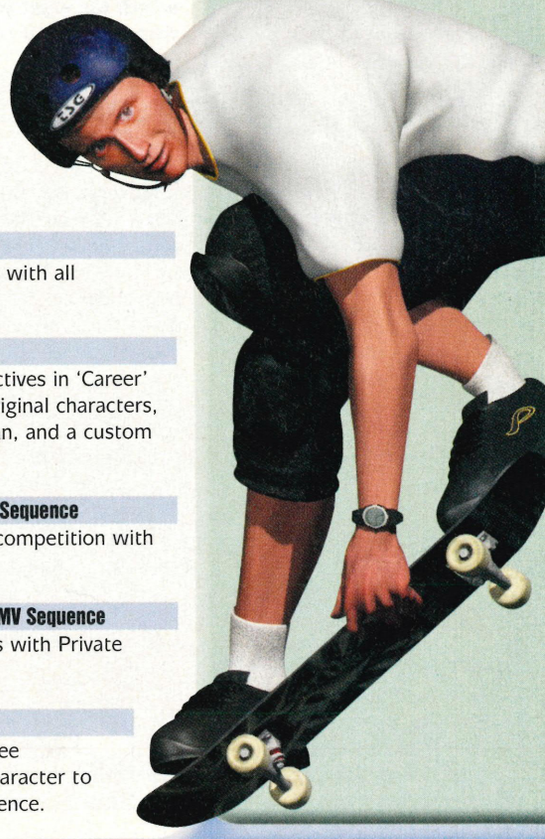
Unlock Chopper Drop
Earn three gold medals with all characters.

Unlock Skate Heaven
Complete all level objectives in 'Career' mode with all of the original characters, Officer Dick, Spider-Man, and a custom skater.

Unlock Neversoft Bails FMV Sequence
Earn a medal in every competition with any character.

Unlock Neversoft Makes FMV Sequence
Earn three gold medals with Private Carrera.

Skater's FMV Sequence
Earn the gold in all three competitions with a character to unlock their FMV sequence.



Classic Cheats

Resident Evil Code: Veronica

Battle Mode
Complete the game with any ranking and Battle mode will automatically be saved to the VMU making it selectable at the main menu.

First-Person View
In Battle mode pick up Alexia's sniper rifle once she drops it towards the end of Disc 1.

Play As Steve Burnside In Battle Mode
Get the Gold Lugers from the basement office in Disc 2. The right combination is red, green, blue, and brown. You can also unlock Steve Burnside by doing well with Chris in Battle mode.

Play As Albert Wesker In Battle Mode
Do well with Chris whilst playing in Battle mode.

Get Linear Launcher In Battle Mode
To Unlock the Linear Launcher get an A ranking with Chris, Steve Burnside, Albert Wesker and both versions of Claire in Battle mode.

Get Rocket Launcher
Get an A ranking in the normal game by completing it without saving and without using any first aid sprays, and no retries. Also save Steve from the Luger quickly, give the medicine to Rodrigo and complete the game with a time less than 4:30.

Questions and Answers



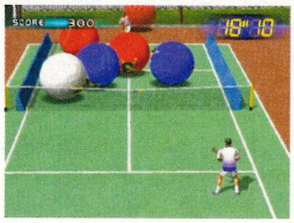
Time for more of your gaming woes and worries to be eased by the chimps that we keep locked in boxes under our desks. They do nothing but play games, so there isn't a problem or query that they can solve... they really are that damn good. And remember – there's no question too big or small, so make sure you keep the letters coming in to:

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

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

Dedicated Follower Of Fashion

Q Dear Dreamcast Magazine,
At last, I have completed *Virtua Tennis*...but what's this? Only 20 out of the 28 outfits are unlocked? Not that I'm a fashion victim, but I don't want to leave the game uncompleted! Any ideas on how you unlock the other eight outfits? Please don't tell me I have to go through it all again in doubles to unlock them – the game is torture, but sooooooooooo good!
Cheers,
Mysterious Gav, via email



A ***Don't worry, Gav – you haven't got to play through the whole game again in Doubles mode... it's far worse than that. In order to unlock the eight secret costumes, you'll need to be an expert at the eight different training games you find in World Circuit mode. Most of them are against the clock so to get the costume, you'll need to complete the challenge before the timer turns red (usually around the ten second mark). As for the other challenges, it's all about skill – you need to complete the Return Ace in two shots or less, score tons of points in Bulls Eye and get a perfect game (five strikes) at Pin Crasher to unlock all the costumes. Yikes!***

Heeeeeeeeere's Steve!

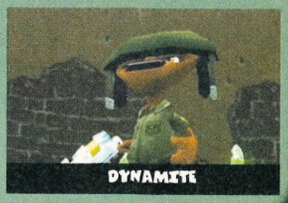
Q I'm stuck at the bit towards the end of *Resident Evil Code: Veronica* where Claire finds Steve and he turns into a large green monster carrying a big axe. I have tried pumping it full of grenade shells, magnum shells and the AK47 but it won't die – I've also run round it to press the switch as well but to no avail. If it hits me more than twice I'm dead... any ideas?
Cheers chaps!
Chris Cook, via email

A ***Hallelujah! Finally, someone stuck on Code: Veronica that isn't asking a question about the flippin' 'Tyrant on the plane' fight! Of course, beating Steve is incredibly easy when you know how – you just need to have the right tools for the job, so make sure you've got a First Aid Spray handy. You've got the right idea though; it's not about killing him, it's about getting away from him. As soon as he changes and breaks free, turn around and leg it back down the passage – you can't stop him from hitting you, so keep moving until he's struck you twice and then use the First Aid Spray to return to full health. Now keep running until you reach the end of the passage and you'll seal him in behind a cage door. It's risky, but entirely possible...***

Tanks For The Memories

Q Hey guys – I need help with *Fur Fighters*. I'm stuck in one part and can't get anywhere! I've tried reading *Dreamcast Solutions*, but the one that's out in Australia doesn't cover where I am up to. I can't beat Roofus' door in The Bad Place – I can destroy one of the tanks inside, but how do I kill the other one? Where do I stick the bomb?
Zork (eh?), via email

A ***Hmm... Australia, eh? Nice. As for getting through Fur Fighters – well, that's a piece of cake. As you said, there are two tanks to beat. If you've already managed to blow up the first one (by attaching the dynamite to the end of the fuse and then hitting the plunger near the bridge) you'll need to find some more dynamite before taking on the second one. Once you've got some more, head over to the rear of the tank and lob the dynamite into the open hatch on the back; this'll open up the doorway into the temple nearby, allowing you to run in and grab the last baby on this level.***



Ready, Jedi... Go!

Q I'm playing through *Star Wars Episode One Racer* and although I'm not doing too badly, I can't seem to unlock any of the secret characters that are in the game. I know there are plenty of them, so how can I do it?
Mr Anonymous, via email

A ***Hey, we're only too glad to help – even though you didn't include your name on the email (grrr). Basically, you need to take a look at the track information that comes up on-screen just before each race. In the corner is the race favourite; this is the guy you'll unlock if you manage to do well enough. Just set the race to 'Winner Takes All' and then finish in first place to unlock the favourite – now you can go back to the Character Select screen and change to your new racer, taking all your pod upgrades with you. Easy!***





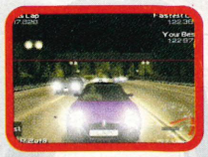
It's The

Beat Bizarre Creations' Challenge!

Just to give you a bit of time to practice your racing skills and get those pictures in to us (we've had a few, but we need more!) we're keeping the Bizarre Creations challenge running for this month as well. It's not exactly the easiest challenge we've ever run but then if there are decent prizes on offer, you deserve to be pushed just a little...

The same rules apply as before – the bods at Bizarre Creations have set five lap times spread across the various stages of *M-SR* and we want you to beat them. All we ask is that you send us photographic proof of your efforts (so that means emails claiming you've beaten them don't count for squat) and then the best amongst you will win a lovely prize. Right, enough gibbering – on with the challenge!







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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Tony Hawk's Pro Skater 2

Tony 'I Want To Fly' Hawk and his balls-of-steel pals are back with another trick-tastically good ride. Learn to skate like a pro with our full guide – you'll be flippin' fantastic.

essential information

Dreamcast magazine

PUBLISHER	ACTIVISION
DEVELOPER	NEVERSOFT
ORIGIN	US
PLAYERS	2
GENRE	SPORTS
PLAYERS	2
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PAK ARCADE STICK

CONTROLS

Take to the street with these top controls!



Meet The Air Junkies...

Tony Hawk

Born and raised in the hazy daze of Southern California, Tony has forgotten more tricks than most people learn in a lifetime, and his contributions to the sport are endless. Most recently, he unearthed skateboarding's holy grail by becoming the only person to successfully land a 900°.

Skate Style: Vert
Foot Style: Goofy Footed

STATISTICS	
Air	8
Hang Time	6
Ollie	3
Speed	7
Spin	9
Landing	6
Switch	4
Rail Balance	4
Lip Balance	7
Manuals	6
SPECIAL TRICKS	
Overturn	Down, Left, Y
Sacktap	Up, Down, B
The 900	Right, Down, B

Bob Burnquist

Brazilian born Bob Burnquist snuck onto the scene six years ago (winning the first pro contest he entered) and has been puzzling onlookers ever since. His unique style and switch-stance tendencies make Bob one of the most exciting and original skaters to come down the pike in decades.

Skate Style: All-Round
Foot Style: Regular

STATISTICS	
Air	7
Hang Time	6
Ollie	6
Speed	6
Spin	6
Landing	4
Switch	9
Rail Balance	3
Lip Balance	8
Manuals	5
SPECIAL TRICKS	
Rocket Tailslide	Down, Up, Y
One Foot Smith	Right, Down, Y
Racket Air	Left, Down, B

Steve Caballero

Considered a legend by most, Steve Caballero rose to the top of the Vert rankings as a founding member of the Bones Brigade during the Seventies and Eighties. Today Cab continues to compete in numerous street events and set various world records, boardsliding a 44 stair rail last year.

Skate Style: All-Round
Foot Style: Goofy Footed

STATISTICS	
Air	7
Hang Time	6
Ollie	6
Speed	7
Spin	4
Landing	3
Switch	6
Rail Balance	7
Lip Balance	6
Manuals	5
SPECIAL TRICKS	
Hang Ten	Right, Up, Y
Triple Kickflip	Up, Left, X
Frontside 540	Right, Left, B

Kareem Campbell

Kareem Campbell was born in New York City and grew up in Los Angeles, breaking down any East Vs West barriers that his predecessors may have set up for him. His dual coast citizenship has led Kareem to develop a smooth metropolitan style based on the mastery of 'real' street settings.

Skate Style: Street
Foot Style: Regular

STATISTICS	
Air	8
Hang Time	3
Ollie	7
Speed	6
Spin	9
Landing	5
Switch	6
Rail Balance	7
Lip Balance	3
Manuals	6
SPECIAL TRICKS	
Nosegrind To Pivot	Down, Up, Y
Ghetto Bird	Down, Up, X
Casper	Left, Down, B





LEVEL 1

THE HANGER

Location: Mullet Falls, Montana

Goal One — **High Score**
Score 10,000 — Reward – $100

Goal Two — **Pro Score**
Score 25,000 — Reward – $200

Goal Three — **Sick Score**
75,000 — Reward – $500

Goal Four
Collect 'S-K-A-T-E' — Reward – $150
Letter Locations

S From the start, head straight over the half-pipe (with a huge-scoring trick, of course) and grab the first letter.

K Grab the K as you perform a trick on the outside ramp in the main room. It's on the opposite side from the start, about halfway along.





A Launch yourself over the plane in the main room to get the letter A.

T Found by the windows on the outside ramp in the main room. It's on the same side as the start ramp.

E In the second area, do a trick on the rear ramp (outside the secret area) and grab the final letter.

Goal Five — **Barrel Hunt**
Reward – $150

Barrel One
There is a set of barrels on the flat of the half-pipe in the main room.

Barrel Two
Found on the floor on the outside of the main-room half-pipe.

Barrel Three
In the second room, knock over the next set of barrels on the ground near the glass.

Barrel Four
There's a set of barrels just behind the small ramp at the back of the second room. Push Up to roll over the lip and knock 'em down.

Barrel Five
There's another set of barrels on the floor in the main room. They're to the left of the starting slope.

Goal Six — **Collect Five Pilot's Wings**
Reward – $250

Wing One
Find Wing One hanging above the propeller in the main room. Launch from the outside edge ramps of the half-pipe to get it.

Wing Two
Grind along the rail just behind the plane in the main room. Not only will you look flash, but you'll grab another wing too. Cool!

Wing Three
In the second arena, launch up the quarter-pipe opposite the secret area to grab the next wing.

Wing Four
On the outside ramp in the second room, just by the glass. It's high above the ramp which is opposite where the letter T was found.

Wing Five
You must clear the gap between the ramps that cover the starting slope. Aim high and grab the wing on the way up.

Goal Seven — **Nosegrind Over The Pipe**
Reward – $150

From the start, head dead straight down the ramp and push Up + Y to nosegrind over the curved rails that sit over the half-pipe in the main room. Alternatively, do this in combo with another trick to score big and get the bonus.

Goal Eight — **Hit Three Hangtime Gaps**
Reward – $150

Gap One
The half-pipe in the centre of the main room is the first gap. From the start, head down the ramp and perform a huge and very fancy (with lots of grabs) trick over the gap.

Gap Two
Launch up over the plane in the main room. You can either launch off the wing or the small boards that cover the nose and tail. Either way, do it big, do it large and score plenty.

Gap Three
In the next area (enter by smashing the central windows) get some speed up by doing a trick on the outside ramp and launch over the helicopter. You must clear both ramps to make the bonus.

Goal Nine — **Find The Secret Tape**
Reward – $150

In the secret area at the back of the second room (opened by grinding a helicopter blade) head for the quarter-pipe at the back of the room and ye shall find the secret tape.

Goal Ten — **100% Goals And Cash**
Reward – $200

There's $500 in loose change to grab around the level. Check the wind tunnel (Secret Area Two) and above the outside ramps in both main rooms. The trickiest one to get is on the lighting rail high above the half-pipe in the main room – reach it by launching high and fast from the second room. Once all goals have been met and all bonus cash has been collected, you'll receive $200 for your troubles and the level is 100% complete.

Secret Areas

Area One
Enter the second room (with the helicopter) and grind or slide along one of the helicopter's rotor blades. This will make it take off (and smash the roof to bits) opening up a secret area at the back of the room.

Area Two
You'll notice a propeller on the wall inside the half-pipe in the main room. You must launch off the outside ramps so that you land on the centre of the blades. Done correctly, this will smash the wall and open up a secret area into the wind tunnel. Here you can grab some cash and get some phat air on the ramps inside.



continued >

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Grinds, Slides and Manuals



Grinds, slides and manual rolls can add that little bit extra to your trick combo and increase the points dramatically if landed properly. Also, grinds can help to build up your speed, especially if accompanied by a fliptrick and/or on a downward slope. Remember: while sliding, grinding or manual rolling, you must keep your skater's balance. With grinding and sliding, you'll need to press Left or Right to stay upright. With manuals, you'll need to press Up or Down to stay balanced. The higher your skater's manuals and rail balance stats, the less you have to worry about balancing yourself.

Grinds

50-50: Press Y when you're parallel to the object you want to grind.

Nosegrind: Press Up + Y.

5-0: Press Down +Y.

Smith/Feeble: Depending on the way you approach the rail, press Down-Left or Down-Right + Y.

Crooked/Overcrooked: Depending on the way you approach, press Up-Left or Up-Right + Y.

Slides

Boardslide/Lipslide: Turn the board so that it's facing the rail at a right angle and press Y.

Noseslide/Tailslide: Depending on the direction of approach, press Left or Right + Y.

Bluntslide: Press Down, Down +Y.

NoseBluntslide: Press Up, Up + Y.

Manual Rolls

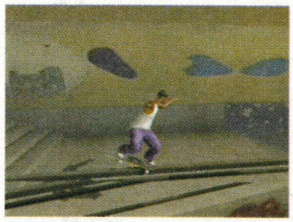
Manual rolls can be used to extend any trick combo to add extra points. Simply perform a trick onto a flat surface and, before you land, press either...

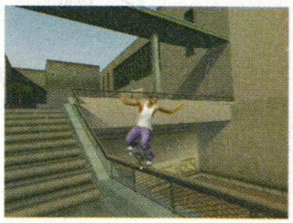
Manual: Up, Down.

Nose Manual: Down, Up.

Then keep your balance with Up or Down and do a trick off the end for extra points.







LEVEL 2 SCHOOL 2

Location: Southern California

Goal One	High Score
Score 15,000	Reward – $200

Goal 2	Pro Score
Score 40,000	Reward – $350

Goal 3	Sick Score
Score 100,000	Reward – $500

Goal Four	Collect 'S-K-A-T-E'
	Reward – $400

Letter Locations

S From the start, turn right by the first Bell and head down the slope. Grind or slide the rail for the first letter.

K In the raised courtyard at the bottom of the slope, grab the K from the quarter-pipe on the raised section in the centre.

A Grind the long rail that leads from the courtyard to the main playground.

T The T is on the long wallride quarter-pipe on the far wall of the playground.

E On the wall by the first Roll Call rail, head up the left-hand quarter-pipe against the wall and grab the last letter.

Goal Five	Wallride Five Bells
	Reward – $500

Bell One

The first bell is on the wall on the right as you start. Run up the small box ramp and wallride over the bell.

Bell Two

Head down to the courtyard and then around the outer areas. There's a bell on the right-hand side (in relation to the long stairs).

Bell Three

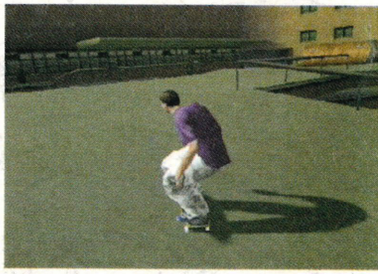
Just by the first Roll Call rail, ollie onto the raised section just behind and wallride over the bin and hit the bell.

Bell Four

It's on the far wall by the long blue slope in the playground (where you collected the T).

Bell Five

Head past the blue slope in the playground and past the stairs where you grabbed the A, then wallride the bell on the left side.



Rune Glifberg

Originally from Copenhagen, Rune now hails from California. He's skilled on all terrain, comfortably dominating wherever he chooses to ride. But, while he sessions backyard pools or cruises the streets, his true talent shines in the wide-open, trick-to-trick arena of vertical skateboarding.

Skate Style: Vert
Foot Style: Regular

STATISTICS	
Air	8
Hang Time	8
Ollie	6
Speed	7
Spin	6
Landing	4
Switch	5
Rail Balance	5
Lip Balance	7
Manuals	4
SPECIAL TRICKS	
One Foot Bluntslide	Left, Up, Y
Kickflip 1 Foot Tail	Left, Down, X
Christ Air	Left, Right, B

Eric Koston

As mellow as a sea breeze, Eric Koston makes challenging switch and nollie skating look like simple child's play. A skateboarding chameleon, Eric can mimic others riders' styles and tricks with amusing clarity, while the eponymous K-grind bears the imprint of his innovative legacy.

Skate Style: Street
Foot Style: Goofy Footed

STATISTICS	
Air	5
Hang Time	4
Ollie	8
Speed	6
Spin	5
Landing	5
Switch	8
Rail Balance	8
Lip Balance	4
Manuals	7
SPECIAL TRICKS	
The Fandangle	Right, Down, Y
Indy Frontflip	Down, Up, B
Pizza Guy	Down, Left, B

Bucky Lasek

Weaned on the rough structures of the east-coast skating scene, Bucky Lasek is easily at least half a step ahead of skateboarding's norm. Recently, he relocated all of his power, originality and style to Carlsbad, California to show the entire world where he's from and where he's at.

Skate Style: Vert
Foot Style: Regular

STATISTICS	
Air	8
Hang Time	8
Ollie	4
Speed	7
Spin	8
Landing	4
Switch	6
Rail Balance	4
Lip Balance	8
Manuals	3
SPECIAL TRICKS	
The Big Hitter	Left, Down, Y
One Foot Japan	Up, Right, B
Fingerflip Airwalk	Left, Right, B

Rodney Mullen

A freestyle world champion thirty-five times over, Rodney brought his mind-boggling board-flipping skills to the street skating scene in 1990. The Kickflip, Underflip, Impossible, Casper and Darkslide are just a few of the impressive patents on Rodney's exhaustive résumé.

Skate Style: Street
Foot Style: Regular

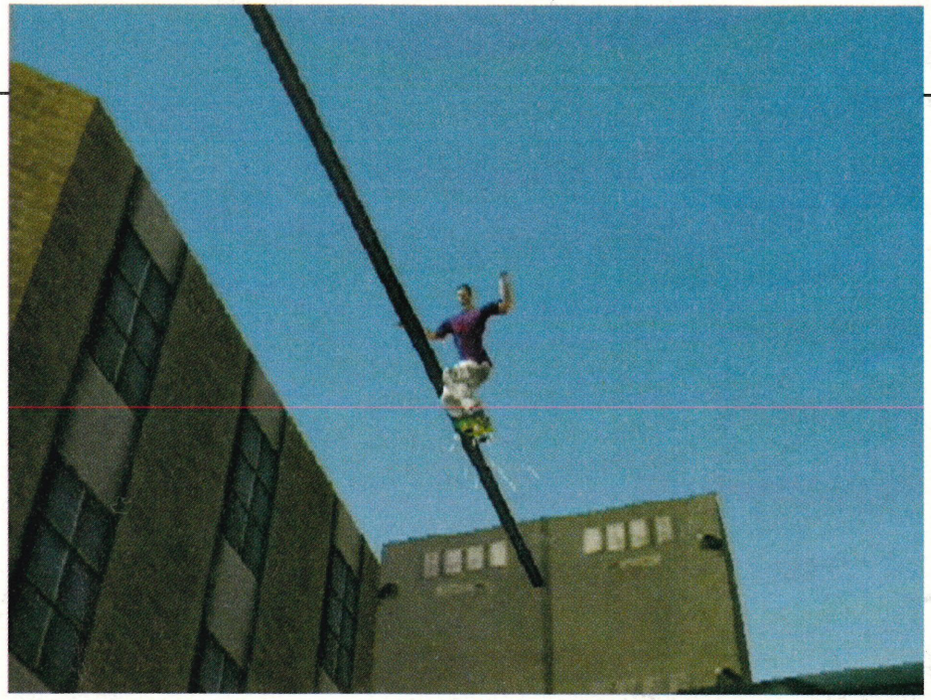
STATISTICS	
Air	3
Hang Time	3
Ollie	7
Speed	6
Spin	9
Landing	3
Switch	9
Rail Balance	8
Lip Balance	3
Manuals	9
SPECIAL TRICKS:	
Heelflip Darkslide	Right, Left, Y
Nollieflip Underflip	Down, Left, X
Casper To 360 Flip	Down, Right, B

Chad Muska

This self-styled professional has taken his brand of street level promotions and skate-and-relate creativity to another level, delivering tons of it to Everytown USA. Chad has a serious enthusiasm for the sport of skateboarding that is only equalled by his magnificent on-board skills.

Skate Style: Street
Foot Style: Regular

STATISTICS	
Air	5
Hang Time	4
Ollie	9
Speed	7
Spin	5
Landing	8
Switch	6
Rail Balance	9
Lip Balance	4
Manuals	3
SPECIAL TRICKS	
Hurricane	Down, Right, Y
Mute Backflip	Up, Down, B
Muska Nose Man	Right, Up, B



Goal Six **Collect Five Hall Passes**
Reward – $400

Hall Pass One

From the start, head down the slope opposite which leads down to the playground. Grab it on the way down.

Hall Pass Pass Two

When you get down to the playground, grab the pass, which is located just past the picnic benches.

Hall Pass Pass Three

On the left side of the playground, just past the picnic benches, there's a door with rails leading up to it. Grab the pass by the door.

Hall Pass Pass Four

There's a pass on a long planter, which is near where you grabbed the letter T.

Hall Pass Pass Five

The final hall pass is on the quarter-pipe on the right of the ramp where you found the letter E.

Secret Area

> There's only one secret area in the School. Head down to the courtyard and roll onto the raised section in the middle. Now skate up and do a trick on the quarter-pipe at one end (where you got the T). Do this to gain speed and head to the opposite end of the run. Stay in line with the skidmarks, head down the small ramp and launch off the planter to reach the roof above. Jump the roof gap to enter the new area, filled with rails, steps and ramps, including an 'over the wall' launch ramp. Nice!

Goal Seven **Kickflip TC's Roof Gap**
Reward – $400

In the same area of the playground that you found the letter E and the final pass, launch up the small cheese ramp onto one of the low-hut roofs. From here, press Left + X to kickflip the gap between the two huts.

Goal Eight – Grind Three Roll Call Rails
Reward – $500

Rail One

The first rail is found at the back of the playground area. Head towards the two quarter-pipes against the left wall and launch from the small ramp and grind the hand-rail down.

Rail Two

The second rail is the long one that leads down the winding stairs directly in front of you as you start. Grind the whole length to get the bonus.

Rail Three

The set of steps that lead from the back of the courtyard to the playground. Grind the length of the bar to make the bonus.

Goal Nine **Find The Secret Tape**
Reward – $500

In the courtyard, gain some speed on the quarter-pipe on the central raised section and head for the opposite end of the platform. Aim for the skidmarks and launch up off the planter to the high rooftop. The video is in mid-air between the two roofs.

Goal Ten – 100% Goals And Cash
Reward – $500

There's a total of $750 to grab and steal from around the school – and no spending it in the tuck shop neither! Some of the notes are a bit tricky (pardon the pun) to get to. Try looking on rooftops and on awnings, high above ramps and near the toilets.





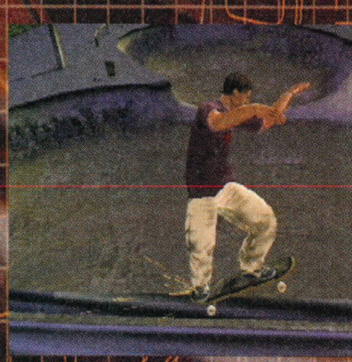


CONTEST 1 **MARSEILLE**

Location: France

Goal: Get The Two Best Rounds Of The Competition

You get three runs in which to score the biggest points you can. Remember, you're up against the best in this competition and you can't afford to mess up. Don't repeat the same tricks over and over again or your score will drop. Also, the judges will deduct points for bailing (crashing into a heap on the floor, basically) so try and land as many of your tricks as you can. You must get third position or higher to advance to the next level.

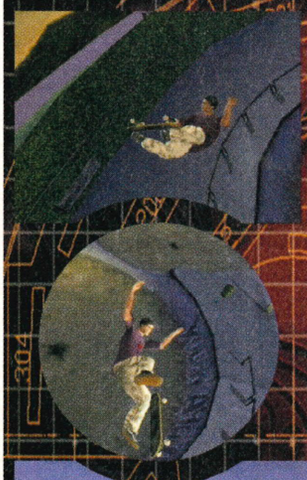




100% Goals And Cash

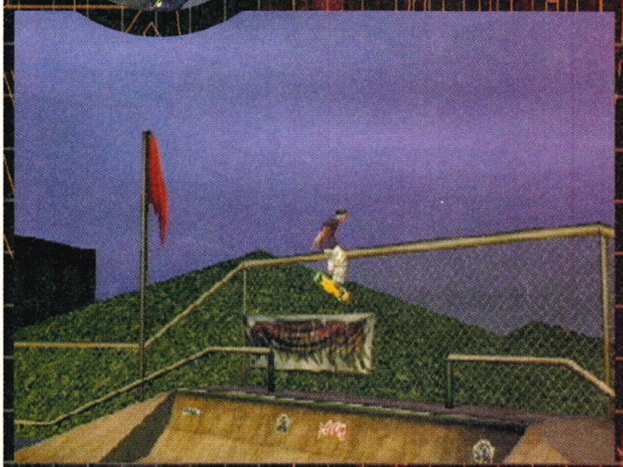
Reward – $500

> In order to complete the level 100%, you must collect all the available cash. This doesn't have to be during any of your three runs, so you might like to take a few practice rounds searching for cash and learning the terrain. There's a total of $500 lying or hanging about. A lot of the cash is scattered in the secret area and there's some in the main park too.



Secret Area

> There's one secret area in the level. On the side of the park is a small section of grass with a lone lamppost between the trees. There's a small wooden plank leaning against the lamppost; crash into the plank to make the post fall down and break the fence. This opens a cave up just behind the fence – simply drop down the hole to enter the secret area.

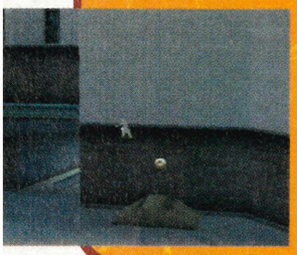


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Going Up the Wall

Wallrides are a handy trick to score points with a flash look. Also, you'll need to learn how to do them for the School 2 level. As long as you have enough speed, you can reach otherwise unreachable areas by wallriding up a wall and grinding the edge of balconies etc. To wallride, simply skate close to the wall (but not too parallel) and press Y.





Andrew Reynolds

Although he's only been pro for three years, that's all Andrew has needed to turn the heads of those who care about skateboarding. Turtle Boy holds superhero status for his willingness to toss himself off and over gigantic gaps, big sets of stairs and airplane hangars.

Skate Style: Street
Foot Style: Regular

STATISTICS	
Air	5
Hang Time	3
Ollie	9
Speed	5
Spin	6
Landing	8
Switch	6
Rail Balance	9
Lip Balance	5
Manuals	4
SPECIAL TRICKS	
Nosegrab Tailslide	Up, Down, Y
Triple Heelflip	Up, Right, X
Hardflip Late Flip	Up, Down, X

Geoff Rowley

Rowley is one of those smooth-operating skateboarders from England who runs exclusively on handrails, huge staircases and vegetables. Geoff made his way over to California a few years ago and the young lad from Liverpool has been speeding around the streets ever since.

Skate Style: Street
Foot Style: Regular

STATISTICS	
Air	7
Hang Time	3
Ollie	7
Speed	5
Spin	6
Landing	6
Switch	5
Rail Balance	9
Lip Balance	8
Manuals	4
SPECIAL TRICKS	
Rowley Darkslide	Left, Right, Y
Double Hardflip	Right, Down, X
Half Flip Casper	Right, Left, X

Elissa Steamer

Elissa Steamer is the first female to have a pro model street board with her name on it. In the last six all-girl events that she's entered, Elissa has gone undefeated. In this year's spring classic, The Skatepark of Tampa Pro Contest, she made the cut skating against the big boys.

Skate Style: Street
Foot Style: Regular

STATISTICS	
Air	7
Hang Time	5
Ollie	6
Speed	6
Spin	6
Landing	5
Switch	6
Rail Balance	7
Lip Balance	6
Manuals	6
SPECIAL TRICKS:	
Madonna Tailslide	Up, Left, Y
Hospital Flip	Left, Right, X
Indy Backflip	Up, Down, B

Jamie Thomas

A current resident alien of California, this fledgling has been pro for six of his twelve years of skateboarding. During that time he's directed and edited six videos while skating everyday, breaking off hundreds upon thousands of the world's longest and biggest handrails – his way.

Skate Style: Street
Foot Style: Regular

STATISTICS	
Air	5
Hang Time	4
Ollie	8
Speed	7
Spin	5
Landing	9
Switch	5
Rail Balance	8
Lip Balance	5
Manuals	4
SPECIAL TRICKS:	
Beni F-Flip Crooks	Down, Up, Y
Laser Flip	Down, Right, X
One Foot Nose Man.	Left, Up, B

LEVEL 4 NEW YORK CITY

Location: New York City

Goal One — **High Score (20,000)** — **Reward – $750**

Goal Two — **Pro Score (50,000)** — **Reward – $1,000**

Goal Three — **Sick Score (150,000)** — **Reward – $1,250**

Goal Four — **Collect 'S-K-A-T-E'** — **Reward – $800**

Letter Locations

From the start, grind the brick wall to your left and it's at the end, just before the next wall begins.

Enter the park to the left of the start and head right. Just past the fountain is a brick vertical ramp. Grab the K, which is high above.

Go to the fountain in the park and launch off the small kerb that surrounds it. Grab the A while in the air.

The T is on the other side of the park. Grind along the outside rail and grab the letter there. It's just by the park benches.

After grabbing the T, continue on and head up the small concrete ramp against the building on the left. The E is hanging above.



Goal Five — **Ollie Three Fire Hydrants** — **Reward – $700**

Hydrant One

The first hydrant is to the right of the start. Head towards the Road Closed signs and ollie the hydrant just to the left.

Hydrant Two

On the other side of the level there are some more Road Closed signs. Head towards them and quickly turn right and ollie the hydrant on the pavement.

Hydrant Three

The last hydrant is on the pavement that runs along the length of the long street

Goal Six — **Collect Five Subway Tokens** — **Reward – $800**

Token One

Grab the token while ollying off the large rock, opposite where you got the letter E.

Token Two

Grind or slide the left rail located on the bridge to the right of the fountain.

Token Three

After grabbing the second token on the bridge, head towards the street opposite and then grind the railings on the left.

Token Four

Just after collecting the third token, get some phat air off the ramp on the other side of the street.

Token Five

Immediately after collecting





the fourth token, launch off the ramp directly opposite you. The last token is hanging in the air over the grass.

Goal Seven 50-50 Joey's Sculpture
Reward – $900

You need to approach this from the very top to do this properly. In the centre of the level there is an odd-shaped metal sculpture – it's in the shopping area at the lowest section of the level. To grind down the metalwork, run up the ramps on either side and onto the street. Turn around at the top and aim for the direction of the sculpture. Now ollie off the edge of the wall and press Y to 50-50 grind down.

Goal Eight Grind The Subway Rails
Reward – $1100

Head straight from the start until you pass the two small ramps facing each other in the street. Go past a little and turn around. On the left you should see an escalator going up. Head up the escalator and ollie over the tracks to the concrete platform on the other side. Now turn around and grind either track until you get the transfer bonus. You'll need quite a bit of speed and very good balance to get all the way. Watch out for the trains, by the way.

Goal Nine Find The Secret Tape
Reward – $1,200

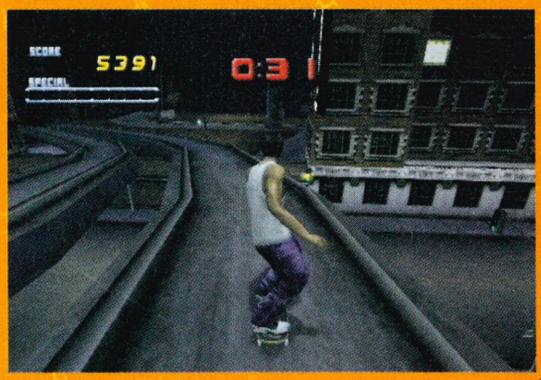
Enter the secret area at the end of the street and head up the curved ramp on the left. Get some speed up and stay on the right-hand side. On the right are two rails: grind the left one and, when you see the bar on the far left (with a $50 note on it), jump for it and grind along. The tape is at the end of this rail.

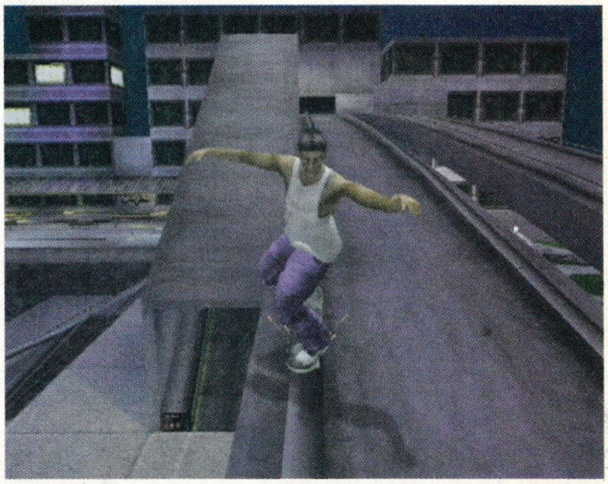
Goal Ten 100% Goals And Cash
Reward – $500

There's a whopping $1,000 in loose notes scattered around the level. Grab 'em all. There's some on the subway rails, some in the secret area and some high above ramps and railings. Only when all goals have been met, and all stray cash has been grabbed, will you get the extra bonus money.

Secret Areas

> There's only one secret area in the New York level. Head straight from the start until you come to the low wall facing you at the very end of that street. The aim is to wallride high up the wall and grind the top, so that you can enter the secret area behind. Also, the easier way to get into the secret area is to ride the subway tracks. Now you can drop down into the area if you travel the whole length of the rails high above the street.





Nollies, Switching And Fakies

Nollies

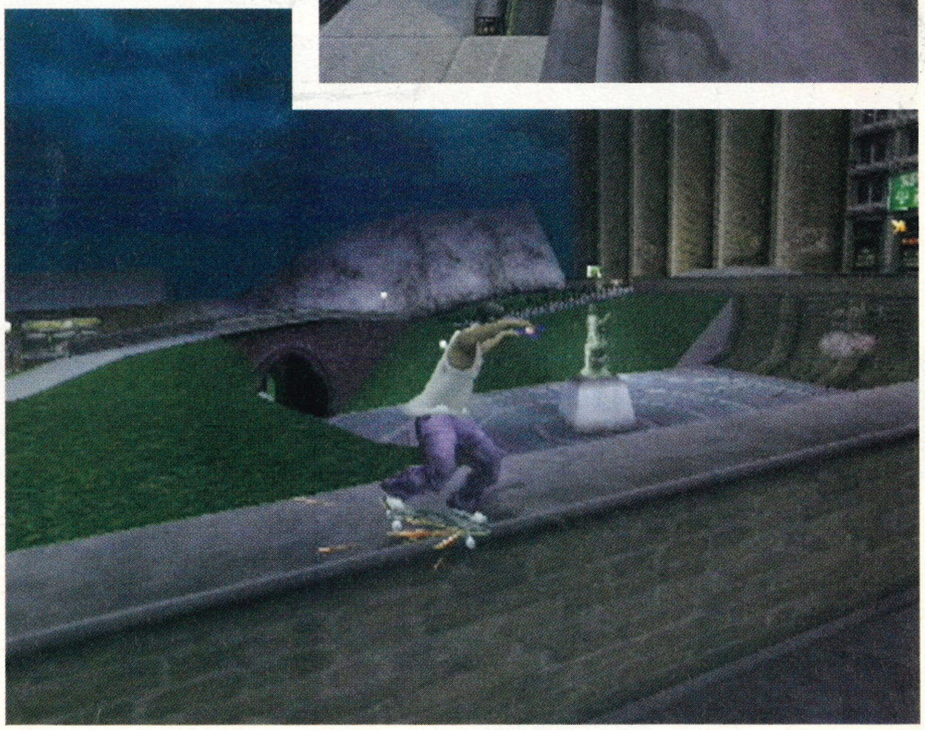
These are basically ollies but performed from the nose of the skateboard. Doing high-scoring tricks from the front rather than the standard ollie position can increase your score by loads. To get into the nollie position, you must be skating forwards (not fakie or switch) and then press the L Button to switch the skater's feet position to the front. Now pop a trick and see the results.

Switching

Switching is great for adding extra points onto a trick. Switching is basically turning the skater's foot position from regular stance to goofy-footed. This allows tricks to be performed from a different position, which makes them harder to do and higher-scoring. To switch, simply press the R Button while skating.

Fakie

For those who didn't know, fakie is the skateboarding term for going backwards. Tricks performed in the fakie position are much, much harder to do (in real life, that is) and increase your score tremendously. To go fakie, you must be in the switch position (notice the yellow switch logo at the top-right of the screen) and then press the L Button to switch feet positions.



continued>

continued >

Secret Area

> There's a small secret area behind the low roof with the E on it. To get to it, head down into the side area where the second bum was and launch up and over the quarter-pipe to land in the secret area. It has a few ramps, steps and concrete hand-rails for your amusement. Watch out for the sand traps as you'll reappear at the start.





LEVEL 5 THE GRAFFITI PITS

Location: California

Goal One	High Score
(40,000)	Reward – $1,500

Goal 2	Pro Score (100,000)
	Reward $1,750

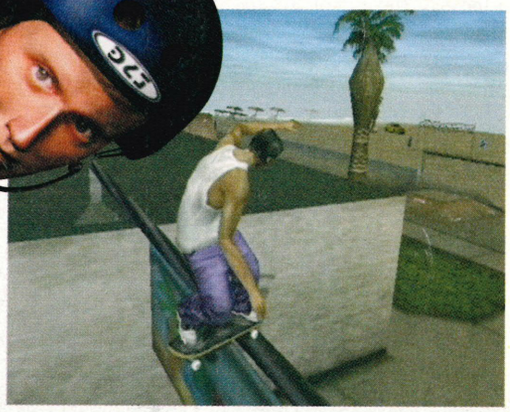
Goal 3	Sick Score (200,000)
	Reward $2,000

Goal 4	Collect 'S-K-A-T-E'
	Reward – $1,250

Letter Locations

From the start, head right and grind the fence on the left. At the end, ollie onto the roof and grab the S.

Turn left when you grab the S and follow the roof along. The K is hanging in the gap between the buildings.



Head for the quarter-pipe outside the side area where the second tramp lies and push Up to head onto the roof. Grab the A by the skylights.

From the same roof as the A, turn left and launch over (using the handy ramp) to the next roof and air off the vent ramp to get the letter.

From the tallest roof (with the T on) drop down to the lower roof behind – there's a triangular rail set up on it, so you'll easily recognise it. Now get some huge air off the small quarter-pipe sides and grab the last letter.

Goal Five	Ollie The Magic Bum Five Times
	Reward – $1,500

Bum One

From the start, head straight down the steps and across the main area. Dead ahead there will be a small side area (with lots of graffiti on the walls). In here, ollie over the sleeping tramp and exit back into the main area.

Bum Two

Follow the wall on the right, head past the quarter-pipe and turn right at the wall at the end. Grind down the rail to grab a quick $100 and then ollie the bum against the wall. Now jump into the sand trap so you're whisked back to the start.

Bum Three

Follow the pavement by the fence in front of you that runs to the right. The third bum will be along the path.

Bum Four

Now immediately head left around the building and left again into the area where the flags are. Ollie the sleeping bum here.

Bum Five

Now head back to the starting position and ollie the last bum. He's sleeping just behind the start, against the wire fence.

Goal Six	Collect Five Spray Cans
	Reward – $1,250

Can One

The first can is on the benches on the other side of the fence that you face from the starting position.

Can Two

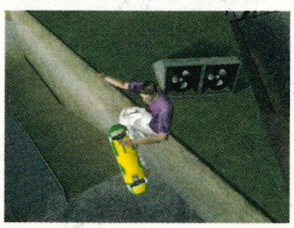
Directly right from the start there is a quarter-pipe against the far wall. Grab the can that hangs above it.

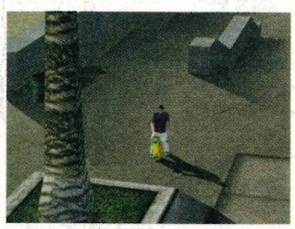
Can Three

Head left from the start and go down the steps. Grab the spray can that you can see above the ramp ahead of you.

Can Four

Head right from the start and turn left near the position of the fourth bum and you







should see the can hanging high between two ramps ahead. Simply transfer from ramp to ramp to get it.

Can Five

Head down the steps to where you ollied the second bum and get some air off the quarter-pipe there. If you go high enough you'll grab the can.

Goal Seven **Tailslide Venice Ledge**
Reward – $1,000

Head across the main table area to the quarter-pipe that's outside the area where you ollied the second bum. Now launch over this ramp (with A) and tailslide the ledge that runs down the left side of the steps (facing down). To do a tailslide, press Right + Y.

Goal Eight **Hit Four VB Transfers**
Reward $1,500

Transfer One

Head to the side area where the first bum was and ride the two quarter-pipes to get some speed up. Now transfer from the ramp nearest the bum to the ramp on the other side of the way (away from the sleeping tramp).

Transfer Two

Head right from the start and then left, past where the fourth bum was, and skate up to the far end. Get some speed up on the large quarter-pipe on the left and head up the ramp immediately facing it. Jump right to transfer over to the ramp on the other side of the roof.

Transfer Three

Head right from the start of the run and down to the end of the area. There are three ramps in succession along the wall – two large ramps and a thin quarter-pipe in the middle. Now transfer from one of the large quarter-pipes over the thin one and land on the ramp on the other side – you'll need plenty of speed to be able to make this.

Transfer Four

Head towards the Venice Ledge where the second bum is, and head up the ramp and into the secret area. Now transfer from the quarter-pipe on the right, up and over the wall to the ramp on the other side.

Goal Nine **Find the Secret Tape**
Reward $1,250

You can see the tape floating in the air above the main table area. Ride up to the long quarter-pipe near the second bum location and go over onto the roof (press A). On the roof, go right and then turn around to get a run-up. Now launch off the vent ramp at the other end to land on the taller roof. Use the quarter-pipe that the T was on to gain speed and launch off the small ramp nearest to the tape. If you get enough speed and air, you'll grab it.

Goal Ten **100% Goals And Cash**
Reward – $500

There's tons of cash to grab all around the level. Some of it's on the outside railings and there's even three $250 notes to grab – these are up high above statues, ramps and poles. There's a total of $1,400 in spare change, so look hard. Once all cash and goals have been collected and completed, you'll get more cash and complete the level 100%.









CONTEST 2

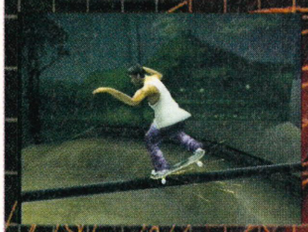
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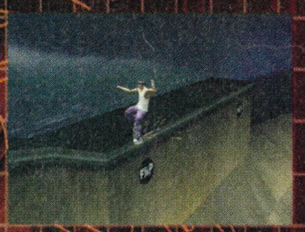
Location: California

Get The Two Best Rounds Of The Competition

This is the next all-star competition and again you get three runs in which to score the biggest points you can. Remember, you're up against the best, so aim to score some huge points and try out new tricks. Keep the tricks you do varied and the judges will like you. Also, the judges will deduct precious points for coming off the board, so try to land as many of your tricks as you can. You must get third place or higher to advance to the next level.







Secret Areas

Area One

Head straight from the start and grind the top of the 'Big Wave' ramp. This is the large vertical quarter-pipe with the curved coping section in the middle. Grind the top of the ramp to the left and, at the end of the coping, ollie to the rail that runs above the area to the left. This will open up a secret area on the other side of the arena. In here is a $250 bill high up between the two end ramps, and there are lots of fun boxes and rails.

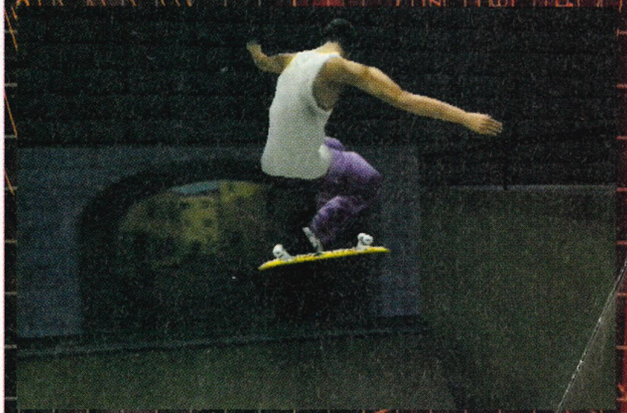
Area Two

Head left from the start and you should see a curved rail that links between the two sides of a half-pipe. Grind along this bar to open up the secret area to the right. Head past the Big Wave and there is a new area with lots of ramps and a van jump.

100% Goals and cash

Reward – $500

In order to complete the level 100%, you must collect all the available cash, not necessarily during your three runs. There's a total of $1,000 lying or hanging about, which makes a grand total (as long as you win, of course) of $20,000. A lot of the loose cash is scattered in the arena, high above ramps. Some of it you might have to take a dive for, but you can restart the competition once all the cash has been collected, can't you?



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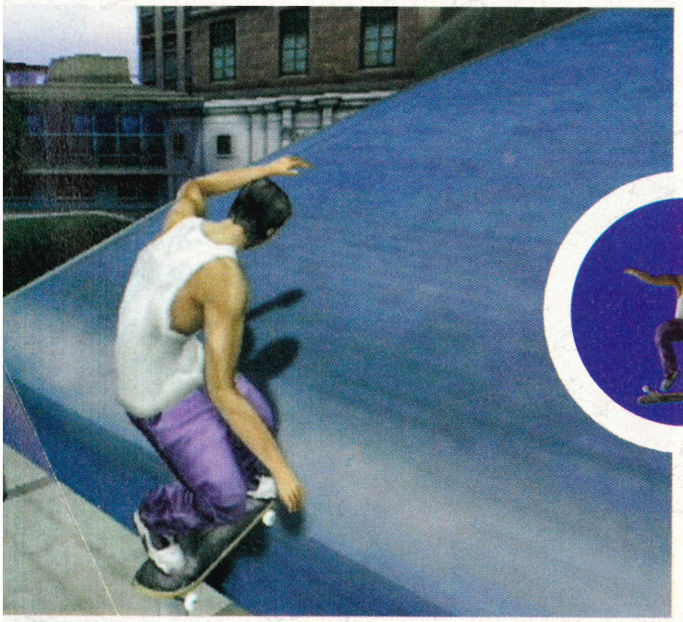
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Secret Areas

> There are actually two secret areas as such, but the second is small with no extras. To open up the skatepark that's found along the left side of the level (in relation to the starting position) you'll need to build up some speed. On the far side of the level to the start, head left and grind up the balcony railings and onto the telephone wire that's attached. You need to grind up the wire until it snaps, sending the telegraph poles crashing through the fences next to the road. Enter the gaps into the skatepark.







LEVEL7 PHILLYSIDE
Location: Philadelphia

Goal One	**High Score (50,000)**
	Reward $2,500
Goal Two	**Pro Score (125,000)**
	Reward $3,000
Goal Three	**Sick Score (250,000)**
	Reward $4,000
Goal Four	**Collect 'S-K-A-T-E'**
	Reward $2,000

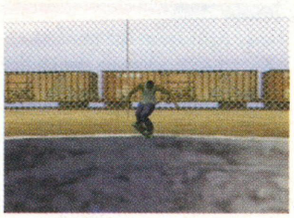
Letter Locations

S Head to the right of the start and ride along the large ledge to the right of the fountain. Grind along the low wall on the left and ollie out of the end to grab the S.

K The K is on the blue awning near the third bell. Get some good speed up and grind/slide the awning in order to get the letter.

A From the start, head towards the fountain round the left side. In front of you will be a raised grass section. There you'll see the A just in front of it.

T The T is hanging just out from the walkway that you ride up to open the skatepark. It's on the left of the level. Get some speed up on the quarterpipe opposite the fountain ramp and turn right. Head up the walkway and jump the railings.



E The E is in mid-air to the right of the fourth bell. Roll down the pavement and ollie onto the last section of grass. From here, ollie out into the road to grab the last letter.

Goal Five	**Drain The Fountain**
	Reward $2,500

Now this is a very tough one. From the start you won't have enough speed to make the jump, so do a quick heel/kickflip grind on the rail to the right and then quickly do another grind – make sure all the grinds are preceded with a flip trick like a heelflip. Once off the bar, you should have enough momentum to make the gap. Launch over the green ramps (the world's most obvious gap) where the first bell was. Then, immediately after, grind down the handrail, down the steps and (using a Boneless: Up, Up + A) launch from the small planter at the bottom. Hopefully you'll fly over the railings and land on the balcony above. Here, hit the valve to drain the fountain.



Goal Six	**Collect Five Bells**
	Reward $2,000

Bell One

Head directly right from the start and use the green launch ramp to grab the first bell.

Bell Two

After grabbing the first bell, head down the large, wide steps and head left. The bell is hanging against the white wall, but if you ollie you can grab it.

Bell Three

There's a bell hanging near the awning that the K is on. Use one of the bumps to reach it.

Bell Four

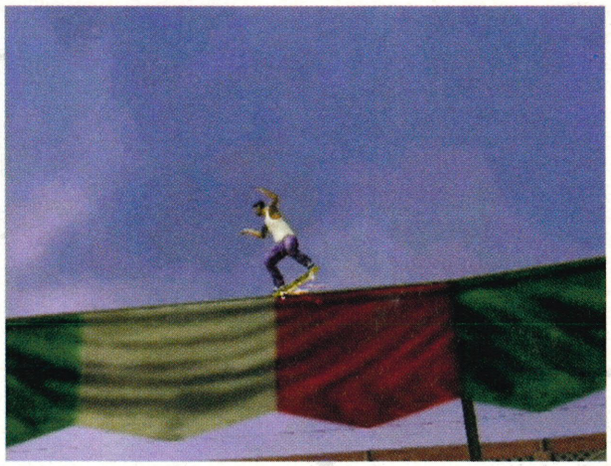
Head slightly left at the start and launch over the ramp set-up. Continue down the pavement and slide/grind the wall to the left and grab the bell on the wall.





Bell Five

This is to the right of the fourth bell. Head over the ramp as you did for the fourth Bell, but ollie onto the raised grass section on the right of the pavement. The bell is at the far end on the right.



Goal Seven **Bluntslide The Awning**
Reward – $2,000

The awning in question is the large blue awning at the back of the level – it had the letter K on it. Get as much speed up as you can and head for the little bump ramp that you used to get the K and the third bell. When you reach the awning, providing you've got enough speed up, press Down, Down +Y to bluntslide.

Goal Eight **Liptrick 4 Skatepark Lips**
Reward – $2,500

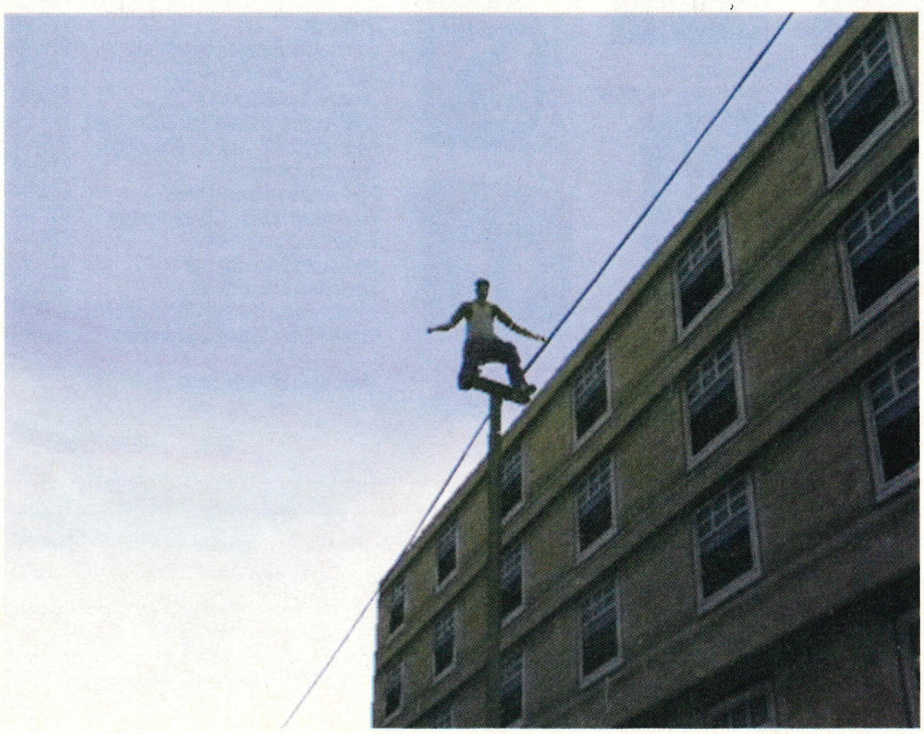
Once the skatepark is open (see the Secret Areas box) head inside and perform a liptrick on the bowl closest to the street. Try any direction and Y to liptrick the top. Remember though, you must approach the bowl/ramp dead straight otherwise you'll grind. Do a liptrick on the bowl at the opposite end of the skatepark, the bowl with the $250 hanging above it, and the half-pipe behind that near the blue humps.

Goal Nine **Find The Secret Tape**
Reward $2,000

The Secret Tape is on a long, long line that runs across the level from left to right. You can't ride down the line and let gravity take control – oh no! Instead you'll need a huge boost of speed. The planter in front of the line, which is very near to the fourth bell and runs up to the valve balcony, can be used to get some speed up. Grind it and, while on the line, continue to ollie or heelflip and grind to maintain momentum up the slope.

Goal Ten **100% Goals And Cash**
Reward – $500

There's a whopping $2,000 in loose notes to snatch here. There's loads on the line that you need to travel up for the tape. Grab all the dosh in the skatepark, plus the money in and around the main precinct. Once all the cash has been collected and all goals met, you can then have another $500 for your troubles – and the thought that Philadelphia is all done.



CONTEST 3

THE BULLRING

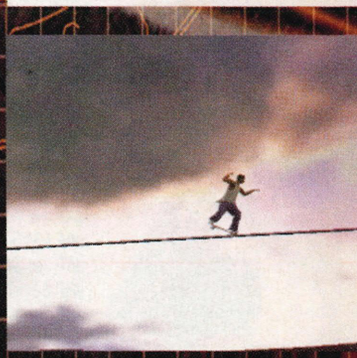
Location: Mexico

Get The Two Best Rounds Of The Competition

This is it. The competition to end all competitions. This is the final round and there's a lot at stake – $65,000, to be exact. All you have to do is win. Now that's not too hard, is it?

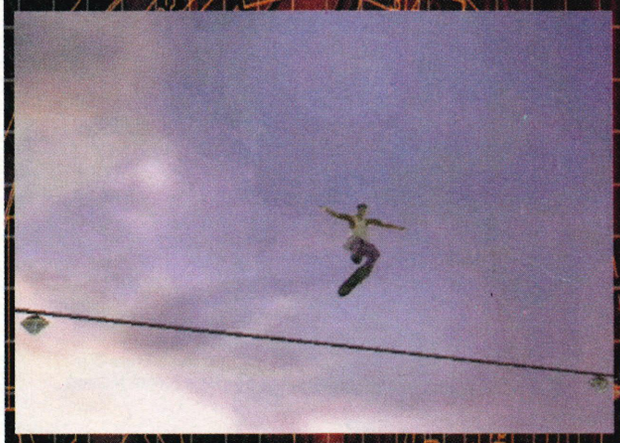
Well, yes! Again, the skaters you're up against are pros, just like you, and they're relentless. The points margin is a lot tighter here and the judges are a lot stricter when it comes to performance rating. As you got this far, you should have built up quite a repertoire of tricks and stats for your skater – so blimmin' well use 'em!











100% Goals and Cash

Reward – $500

> In order to complete the level 100%, you must collect all the available cash during (or not during) your three runs. It might be an idea to practise a few times. This will let you get to grips with the terrain and learn where all the ramps, rails, bowls and bumps are. Also, you'll be able to go for the cash that's littered about without worrying about winning the competition.

There's a total of $2,500 lying (or hanging) about in hard and papery currency, just for you. Check out the rail that runs above the whole arena. There's loads of cash on the ramps too. Once this and all the other goals in all the other levels are done, you can then sit back, relax and start playing all over again! You'll also open up one of the game's many secrets, depending on how many times you've completed the game already.

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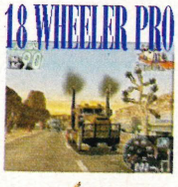












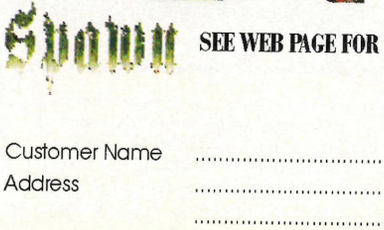




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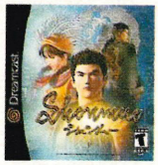


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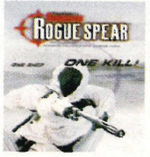
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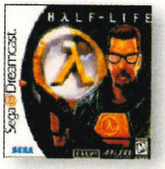
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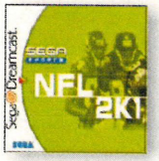
















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directory

Welcome to the legendary DREAMCAST MAG Directory, where you'll find every Dreamcast game listed. Don't go shopping without it...

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

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

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

Reviewers

The member of the DREAMCAST MAGAZINE team who put the game through its paces...

- Damian Butt
- Ryan Butt
- Simon Cann
- Nerys Coward
- Simon Hill
- Will Johnston
- Roy Kimber
- Kendall Lacey
- Ben Lawrence
- Martin Mathers
- Paul Morgan
- Russell Murray
- Graeme Nicholson
- Snehal Noorani
- Simon Phillips
- Mike Richardson
- Jem Roberts
- Nick Roberts
- Tom Sargent
- Stuart Taylor
- Alex Warren
- Louise Wells

What's That All About Then, Eh?

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
If you can't work this one out, you're probably not going to get very far...	Which company is responsible for putting the game on the shelves.	How many people can actually play at any one time.	Does the game make use of the DC VM unit?	Currently a little short on ticks, but just you wait...	Which gizmos, like a steering wheel, are handy to have with the game.	The issue in which the game was reviewed.	The most important bit – is it actually any good?

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

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
4Wheel Thunder	**Midway**	2	✗	✗	STEERING WHEEL	08	79%
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							
Dave Mirra Freestyle BMX	**Acclaim**	2	✗	✗	✗	16	74%
We Say: "A fun game with lots of potential that is sadly let down by a poor control system and annoying camera angles." MR							
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							
Dino Crisis	**Virgin**	1	✗	✗	✗	16	76%
We Say: "Direct PC conversions are always disappointing and this one's no different. All we can ask is why, Capcom... why?" MM							
Dinosaur	**Ubi Soft**	1	✗	✗	ARCADE STICK	16	69%
We Say: "It's not awful to play, but *Dinosaur* won't be keeping your attention for longer than a week at most." 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%
We Say: "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							

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
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							
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							
Jedi Power Battles	**Activision**	2	✗	✗	ARCADE STICK	16	76%
We Say: "Great for Star Wars fans, but might be worth a look if you're a simple platform-loving person as well." PM							
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							
Kao The Kangaroo	**Virgin**	1	✗	✗	✗	16	71%
We Say: "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." AW							
Le Mans 24 Hours	**Infogrames**	4	✗	✗	STEERING WHEEL	16	91%
"A visual and aural treat with plenty of challenge. A great driving game that leaves others lagging behind." SP							
Looney Tunes Space Race	**Infogrames**	4	✗	✗	STEERING WHEEL	16	83%
"An amazingly fun kids' racing game – it's just a shame that they've gone too far and made it really, REALLY easy." 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 *StreetFighter* 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							
MoHo	**Take 2**	2	✗	✗	ARCADE STICK	16	80%
We Say: "A uniquely odd game which, although genuinely good fun to play, has an unplaceable something missing." AW							
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							
POD 2	**Ubi Soft**	2	✗	✔	STEERING WHEEL	16	59%
We Say: "Despite having online capabilities, *POD 2* is so badly done that it's almost unplayable. Sad, but true." RM							
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							

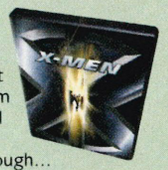


DVD Reviews

X-Men

Cert	12
Publisher	20th Century Fox
Price	£19.99

In all honesty, the *X-Men* movie wasn't exactly all it was cracked up to be – it started off okay, but ended up as just a load of flashy effects. Still, now that the DVD has arrived, sporting all manner of added goodies (like Wolverine's screen test and a whole bundle of exclusive feature material) it's slightly more appealing. Sure, the packaging is rather overbearing for a plain old single disc movie, and it's certainly not the epic eight-disc Special Edition we were hoping for (although a two-disc edition is apparently in development), but for fans of the film this is an essential purchase. For everyone else, though... well, if you've got a spare £20, we wouldn't say no.



3/5

Se7en – Special Edition

Cert	18
Publisher	New Line Cinema
Price	£24.99

Okay, so we're well aware that *Se7en* originally came out a good few years back. Still, that hasn't stopped it being one of the most incredible and twisted films on our 'Top Ten of All Time' list. Now those lovely people at New Line Cinema have seen fit to release a two-disc Special Edition version of the film... and boy, are we happy. Not only do you get a digitally-enhanced version of the original film to scare you witless, but now there's a whole bonus disc full of extras to enjoy, including alternate endings, deleted scenes and storyboards. Anyone who claims to be a film fan will want... no, *need* to buy this DVD.



5/5

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More Cold Feet Various Artists

Label: Global TV

If you've ever seen an episode of *Cold Feet* (if not, why not?), then you'll know that not only is the programme fantastic but that its characters have damn fine taste in music... well, for the most part anyway. So what better than a double CD of all those fine tunes to cheer the wintery days away? Mixing the modern hits of the likes of Moby, Space, Muse and Badly Drawn Boy with older artists such as The Troggs, Louis Armstrong and Marvin Gaye, what we have here is a monumental compilation album.



Truestepping Truesteppers

Label: Nu Life

It's been quite a year for the Truesteppers – they've managed three top ten singles despite the fact that they all sound the same... which sums up the album too. If you've heard Victoria Beckham's whining voice on *Out Of Your Mind* or Dane Bower's ramblings on *Buggin'* – and frankly, who hasn't – then you'll know exactly how painful it is to listen to this album. The distorted vocals don't help the cause but if that's what you like then fine. If not then, you're best off staying away...



Dusted: When We Were Young

Label: Go Beat

Wow - what an album! You remember the band Faithless? You remember the style of music they used to play? Well this is nothing like that. Gone are the anthemic dance tunes and in their place is an incredibly diverse mixture of soft melodies, vocals and the odd bit of drum 'n' bass, make this an absolutely stunning record, the first solo venture from Faithless's Rollo.

The first tune, 'Childhood' is a surreal trip through the forest with the fairies (as portrayed beautifully by the cover), which contrasts brilliantly with the deep 'Oscar Song'. Recommended for all those nasty, painful Sunday mornings – buy this album now!



Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
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							
Quake III Arena	**Sega**	4	✗	✔	MOUSE & KEYBOARD	16	90%
We Say: "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." MM							
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							
Ready 2 Rumble Boxing: Round 2	**Midway**	2	✗	✔	ARCADE STICK	16	85%
We Say: "A hilarious take on the po-faced sport that plays like a dream." WJ							
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							
Samba De Amigo	**Sega**	2	✗	✔	MARACAS	16	92%
We Say: "It's totally bonkers and the best fun you'll have with a pair of maracas and a Dreamcast this Christmas." 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 GT	**Sega**	2	✔	✔	STEERING WHEEL	16	89%
We Say: "An incredibly well-rounded game that will keep car and driving enthusiasts happy for a long, long time." AW							
Sega Rally 2	**Sega**	2	✗	✔	STEERING WHEEL	01	91%
We Say: "The arcade action is currently unrivalled and is a must-buy for anyone looking for an intro into the racing genre." PM							
Sega Worldwide Soccer 2000	**Sega**	4	✔	✗	✗	04	62%
We Say: "Yet again we find Sega shooting itself in the foot by producing a totally sub-standard sports game, for which it has no excuse." AW							
Sega Worldside Soccer: Euro Edition	**Sega**	4	✗	✗	✗	09	80%
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							
Shenmue	**Sega**	1	✗	✗	ARCADE STICK	16	85%
We Say: "Stunning to look at and great for RPG fans, but certainly not for everyone." CN							
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							

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



Tony Hawk's Pro Skater 2

> Top of our priority gaming list this month was *Tony Hawk's Pro Skater 2* – the latest attempt by Neversoft to prevent people like us doing what we're supposed to such as... err, working. Honestly, how can we be expected to produce a high-quality Dreamcast magazine with games like this coming out?

Skies Of Arcadia

> Ever since he managed to get hold of the finished version of Sega's first ground-breaking RPG, Mart's been able to do nothing but set sail and cruise around the skies, looking for adventure. He's even taken to wearing an eye-patch, saying 'Argh, matey' a lot and getting everyone on the team to call him 'Capt'n' whilst he waves his cutlass in the air. Freak!

M-SR

> Although Simon and Mart have moved on for the time being (mainly because they've been too busy with other games) Alex is still slogging away with the behemoth that is *Metropolis Street Racer*. Due to an empty social calendar, he's been able to work his way right up to Chapter 15... not bad for a bloke whose feet only just reach down to the pedals.

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
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							
StreetFighter 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							
StreetFighter III: Double Impact	**Virgin Interactive**	2	✗	✗	✗	08	74%
We Say: "We're not saying that it's bad... we're just saying it's *StreetFighter*. 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							

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!

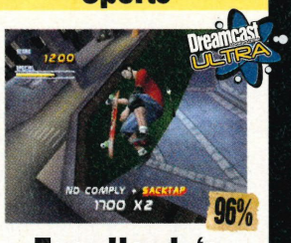
Shoot-'em-up



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



Tony Hawk 's Pro Skater 2

Without a doubt, one of the finest achievements in gaming ever. You'll never EVER get bored of it, even when you 've finished it. Pure genius.

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

Wrestling Books

Publisher | Titan Books
Price | £10.99

Fair enough, wrestling might be quite a good laugh to watch, and in videogames it's usually pretty enjoyable too. But reading about it in comics? Well, it can happen – someone within the WWF obviously thought it was a good idea, so now we've got two graphic novels based on wrestlers. To be fair, they're not that bad. The one focusing on The Undertaker is decent enough, mainly because it 's set in a fantasy world of demons and the like. On the other hand, the Stone Cold Steve Austin comic is just plain boring – one man walking around, beating other people up just because he's hard? Yeah, right. If you 're a wrestling fan, you might enjoy these... otherwise, hang onto your cash.



Star Wars: Splinter Of The Mind 's Eye

Publisher | Titan Books
Price | £11.99

You can guarantee that wherever Luke Skywalker goes he 's going to run into trouble... actually, make that real big trouble. Set just after *Star Wars: A New Hope* Luke 's escorting Leia on a mission when their crafts crash-land into the murky swamp world of Mimban. However, what transpires is a whole lot more than they bargained for as Vader turns up to ruin the party and get his hands on the powerful Kaiburr crystal. A fantastic story mixed with some art that isn 't great but adds to the drama of the story... oh, and in case you're wondering, yes they do escape.



Buffy The Vampire Slayer: Ring Of Fire

Publisher | Titan Books
Price | £8.99

Another addition to the ever-expanding Buffy series, this graphic novel is just as energetic and colourful as the rest. Again we follow Buffy, that oh-so-beautiful of Vampire Slayers (and yes, they do manage to capture her image perfectly) on her relentless quest to battle evil. This time it's in the guise of Kelgor the ancient samurai, who's hell-bent on destruction and domination of the earth. In keeping with the genre, the clichés keep on flowing, and the action never stops. The artwork is tidy and easy to follow, making this a must-read for every Buffy fan, as well as for keen comic buffs.



continued>

directory

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

continued >

Videos

The Beach

Publisher | Twentieth Century Fox
Price | £14.99
Cert | 15

Danny Boyle's take on Alex Garland's 'paranoia in paradise' tale received mixed reviews on its release. The very presence of one fresh-faced Mr Di Caprio in the movie was enough to upset some, whilst pulling in others in droves, and the deviations from the original plot had Garland fans grinding their teeth. Ultimately though, this travellers' tale of a utopia gone wrong, with its dark twists and turns, still makes for a thoroughly watchable, not to mention visually inviting, movie. With bonus features that include behind-the-scenes footage, this video might just brighten up a few of those cold winter evenings.



Mission Impossible: 2

Publisher | Paramount
Price | £14.99
Cert | 15

With *Mission Impossible* going down a storm, it was always inevitable that Tom Cruise would get together again with John Woo to reprise his role as the ultimate action hero. With tongue firmly in cheek, more than a nod at James Bond and with some totally incredulous stunts, there's no denying that *MI:2* is an absolute must-see for all fans of the over-hyped blockbusting action film. It'll entertain you no end, although the plot leaves a little to be desired, making it ideal for a Saturday night video night.



The Talented Mr Ripley

Publisher | Buena Vista
Price | £12.99
Cert | 15

For the less thrill-seeking among you, *The Talented Mr Ripley* is the perfect tonic to *MI:2*, especially as Matt Damon and Jude Law put in some of their best performances. The film revolves around Tom Ripley's attempts to become a fake someone as he slowly but surely begins to take over the life of Dickie Greenleaf. With big fat lies galore, manipulation and a little bit of murder, this is one film that'll draw you in effortlessly, making for a truly gripping movie.



Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
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							
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	84%
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							
Toy Story 2	**Activision**	1	✗	✗	ARCADE STICK	16	70%
"Disney fans can rejoice, but everyone else should try before they buy." MM							
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 Dream Soccer	**Sega**	4	✗	✗	ARCADE STICK	16	91%
We Say: "It's third time lucky for Silicon Dreams as this is by far and away the best of the football games they've done." AW							
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 *WDWO: 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							
Worms World Party	**Virgin**	4	✗	✔	ARCADE STICK	16	85%
"If you are even slightly into online games at their best, you'll want to get hold of this right now." MM							
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							

gearbox

Treat yourself to some after Christmas goodies...



Dreamcast Coloured Controllers

> Sega **> £19.99**

All the other peripheral manufacturers have already gone down the road of colour for their products but now, at last, Sega have released some official translucent coloured controllers. Coming in green, blue, orange and yellow they're sure to bring a splattering of colour into your life and seeing as the Sega controller is by far and away the best one you can't really be without it. The catch? You can only get them from the DreamArena Dream Shop so you'd better get online sharpish if you want one.



import directory

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%
StreetFighter III W Impact	Capcom	2	✗	✗	✗	05	44%
StreetFighter 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%

THE SECOND COMING

› Okay, so we might have been a little hasty when we were reviewing some games (well, no one's perfect) so in this new section, we'll be re-scoring some old games and letting you know how it *really* is.

TONY HAWK'S SKATEBOARDING

› Right, let's get one thing clear – we're not marking down *Tony Hawk's Skateboarding* because we've grown bored of it. Quite the opposite in fact – we still sit down and bash out a few ollies on the old board before bedtime every night (and then we play the game... boom, boom). No, the reason we've chosen to mark it down is simply because the sequel has arrived and with it scoring a remarkable 96% on page 88, we just had to bring down the original as a result. It's nothing personal, you understand. Don't hate us just because we're beautiful...

Before 94%
Updated Score
84%

SWWS EURO EDITION

› Maybe we were a little naïve when we gave it such a high score, but then when it did come out it was the best of the bunch. After all *Virtua Striker 2*, *SWWS* and *UEFA Soccer* were hardly much to shout about and were easily trounced by superior graphics and gameplay. But no game can stay on top of its game for long, so with the arrival of *UEFA Dream Soccer* it was always going to be curtains for the earlier edition. Its frailties at the back were exposed and sure enough it started losing points rapidly, taking it from a 'must have' game to merely a 'good game'.

Before 92%
Updated Score
80%

4WHEEL THUNDER

› When *4Wheel Thunder* first crash-landed into the office, we were simply over-awed by the incredible speed of the game and the stunning graphics and maybe that led to our rather over generous score. It's still a top game, but it just doesn't have the longevity value that you crave from a racing game, and the fact that it is really, really tough makes it really infuriating to play. Sure, it's good to play for a quick arcade bash but it just doesn't hold your attention like a game should.

Before 92%
Updated Score
79%

stuff & nonsense

Now Christmas is over, you'll need some goodies to help get over it! No fear, help is at hand with this little lot!

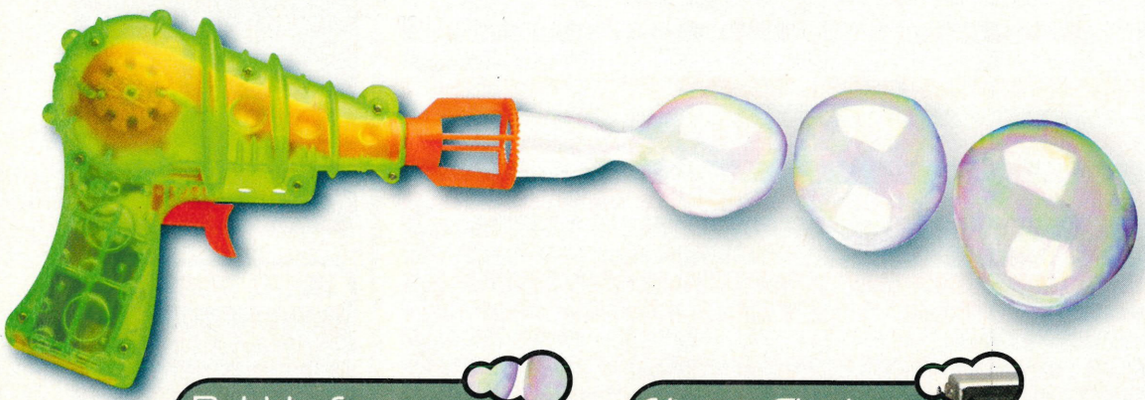


NA-CP70 Digital System

Manufacturer	Samsung
Tel	0800 521 652
Cost	£499.99

When you start shelling out the best part of £500 on a music system, you're gonna expect something pretty special... which is just as well for Samsung's latest range of Digital Audio Systems, as they're mighty fine. With detachable CD player, radio and a PC parallel port connection for MP3 downloads, along with a detachable MP3 player, this system is of the highest calibre. But then it would have to be for that money.





Bubble Gun

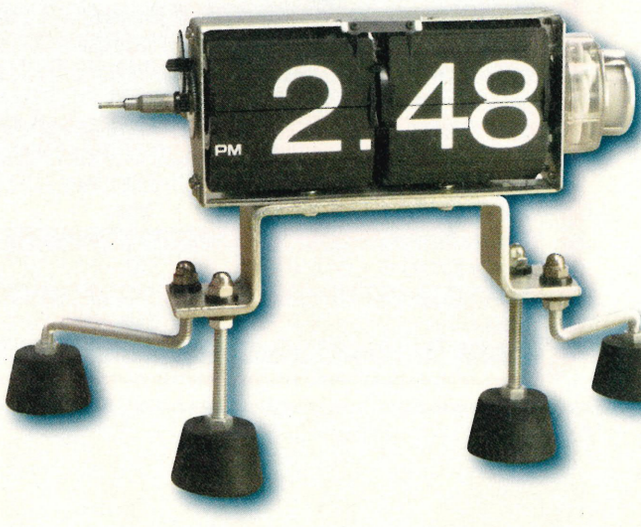
Manufacturer	N/A
Web site	www.iwantoneofthose.com
Cost	£5.99

If it's the ultimate in kitsch that you're looking for, then you can't go wrong with this funkadelic bubble gun. It might look like something straight out of some low-budget sci-fi film, or maybe even a fancy hairdryer, but it's the most fun you'll ever be able to have with non-alcoholic bubbles. It's totally Ideal for crass Sixties flower-power parties but not so hot for doing the washing up with.

Flipper Clock

Manufacturer	N/A
Web site	www.iwantoneofthose.com
Cost	£84.85

On first look you have to wonder what the hell this is... after all, it's not your average-looking clock. It might look like several blobs of scrap metal soldered together in the shape of a dog (well maybe) but in actual fact it's the epitome of kitsch... or so we're told. In actual fact it is quite a cool little gadget even if does only tell the time. But then, you mustn't forget there's the hefty price tag to contend with.





Virtual Reality Motor Racing

Manufacturer	H. Grossman Ltd
Web site	www.ozbozz.co.uk
Cost	£39.99

If you're not content with the heavenly delights of *M-SR*, *Ferrari 355 Challenge* or *Sega GT* then there's still hope for you with the latest virtual reality gizmo from H. Grossman. First it was ninja boxing and now it's motor racing. Whatever next – skiing? Anyway, just pull the visor over your face, grab the wheel and you're away. For added sensations, sit on top of the washing machine and the experience will be second to none. Maybe.

Shark Bottle Opener

Manufacturer	JUSTUS
Web site	www.iwantoneofthose.com
Cost	£4.95

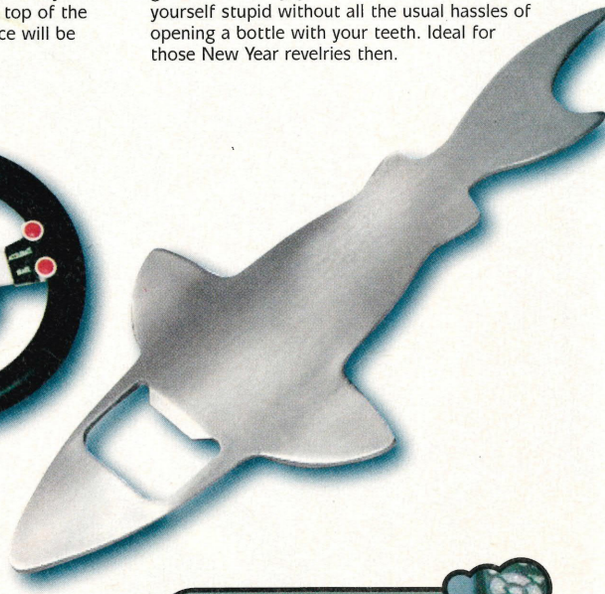
It might be the most dangerous animal in the water, but with the launch of the Shark-Attack it has also become the most dangerous bottle opener. Not because it's the perfect stabbing weapon or anything nasty like that, but because it makes the job of opening bottles so goddamned easy, you'll be able to drink yourself stupid without all the usual hassles of opening a bottle with your teeth. Ideal for those New Year revelries then.

Blow Up RC Car

Manufacturer	N/A
Web site	www.iwantoneofthose.com
Cost	£19.95

Of all the cool gadgets and toys we've ever featured on these pages, this has got to be one of the most bizarre. After all, who the hell comes up with the idea of a blow-up remote-controlled car?! As it happens, it's a fairly cool little toy to drive around the house, scaring the pets and annoying the parents. That is until they get so annoyed that they pull out a pin and pop the bugger.





UFO Disc Shooter

Manufacturer	N/A
Web site	www.iwantoneofthose.com
Cost	£7.99

We love our projectile weapons in the office for those desktop conflicts, so when we saw this we just had to get one in to add to the armoury. After playing *Unreal Tournament* last month it's the perfect substitute for our weapon of choice, the Ripper. Only this one doesn't fire spinning razor blades, but rubber foam discs instead. Right, that's quite enough chitter chatter, it's back to the war zone for us... die Simon, die!

Action Sampler Camera

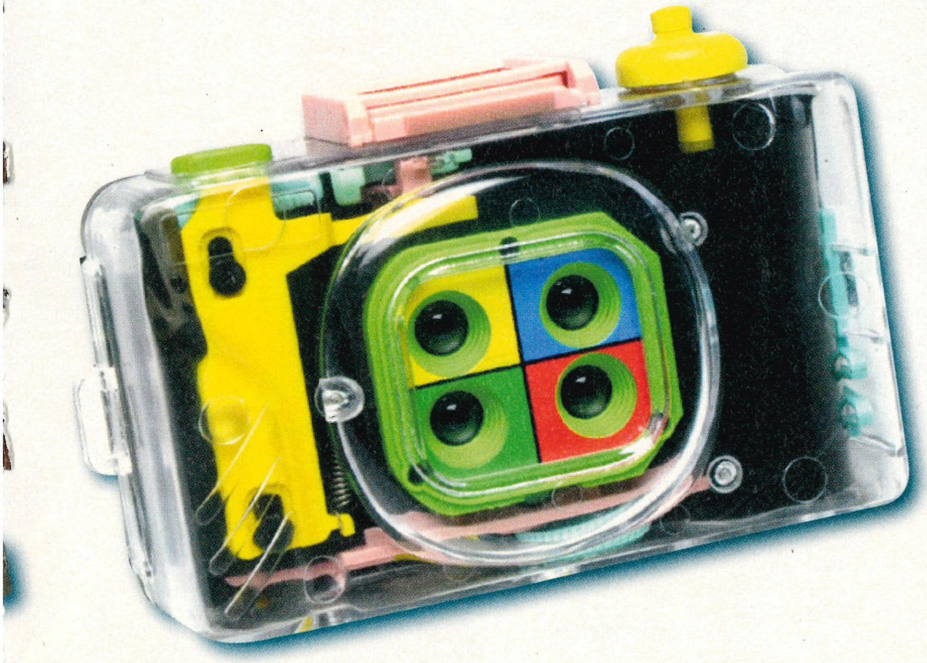
Manufacturer	N/A
Web site	www.iwantoneofthose.com
Cost	£24.95

Okay, so you want to capture the moment right? Well, you could fork out a fortune for a fancy digital camera or camcorder, or you could just buy one of these little beauties... after all, you can't beat real, proper photos. Anyway, instead of taking just the one picture, this takes four in quick succession, so you can catch the moment just as he starts to fall over, right up to the point when he's on the floor in a puddle of puke. Or something like that...

Fashion TVCR TVs

Manufacturer	Samsung
Tel	0800 521 652
Cost	£N/A

Okay, so you want a television that's more than just a big black box, and which has a hint of style to it, right? Well, Samsung has come flying to the rescue, with its new range of Fashion TVCR televisions which blend style and practicability. With built-in video and loads of cool little extra features, it's ideal for playing games on. Oh, and you can also watch TV on it, as long as you can draw yourself away from playing *M-SR* and *Quake III Arena*.






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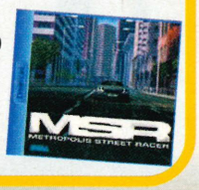
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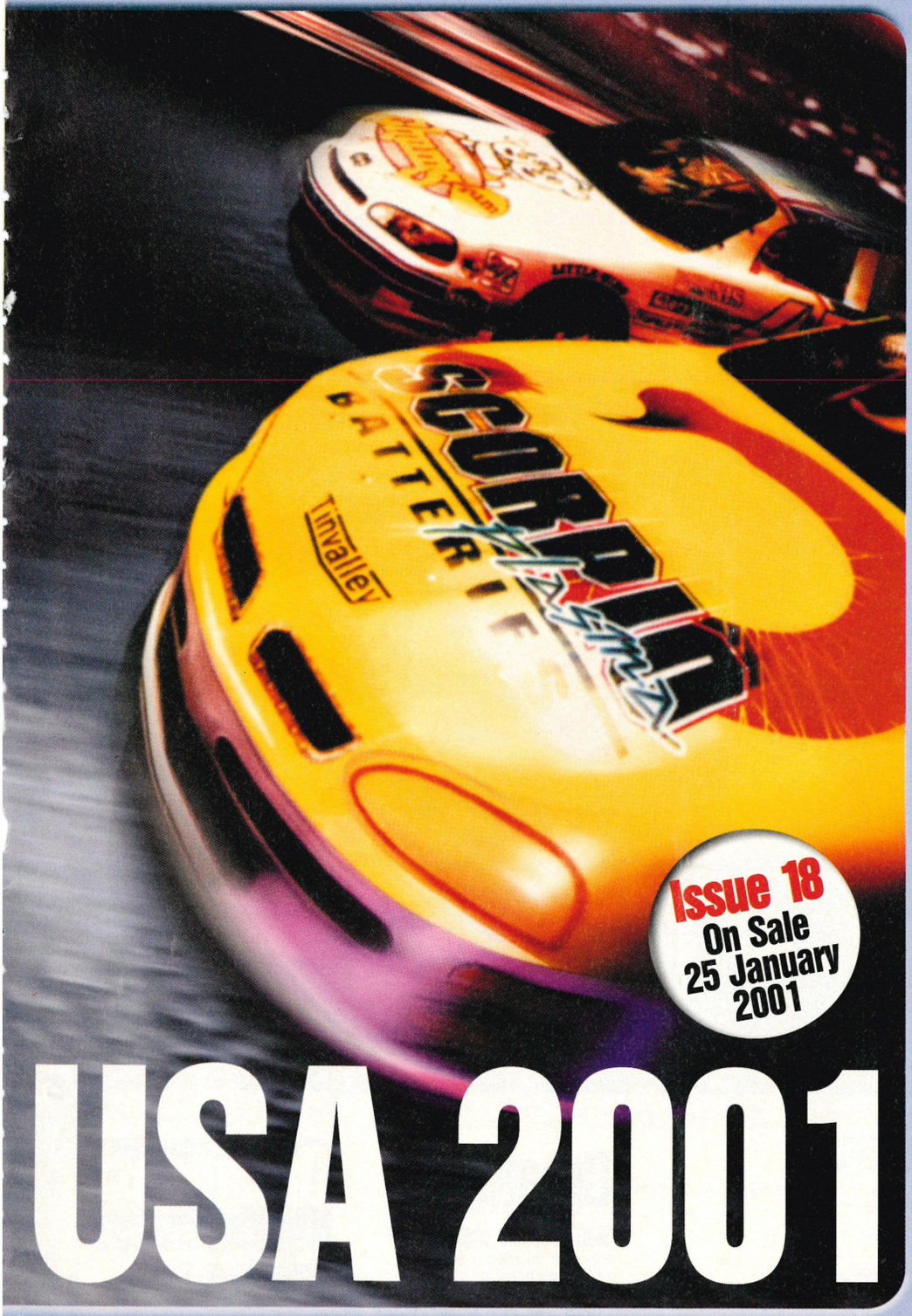
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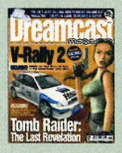
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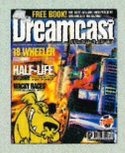
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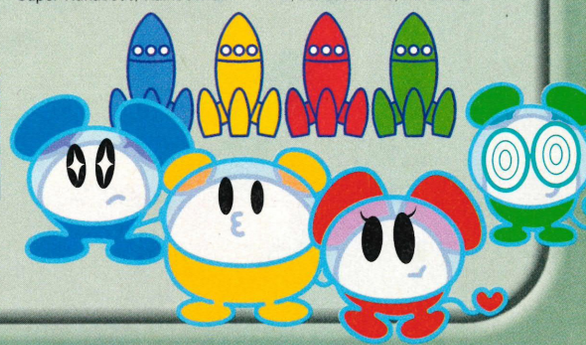
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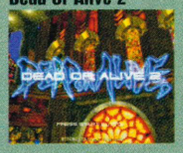
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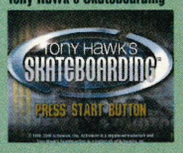
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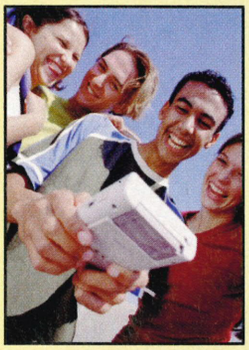
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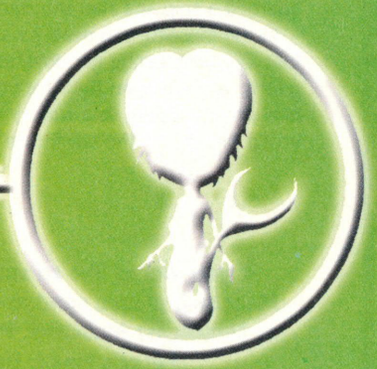
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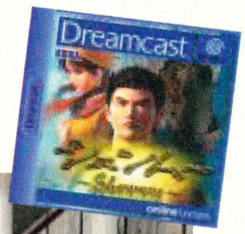


dream moment

Number 014

Shenmue

The Farewell





"With a look over his shoulder Ryo leaves Tokyo for the next stage of his journey"

After weeks of searching the many streets of Yukosuko looking for clues, you've finally managed to track down the evil Lan Di, the killer of your father. Revenge is close at hand... you can almost smell it. But just as you're about to finally confront him you discover that he's boarded a ship and fled the country... always one step ahead. Dammit!

In the morning you head for the harbour, determined to follow Lan Di and learn the truth. Just as you're saying goodbye to Kishou, Chai jumps out of nowhere for one final fight. You punch, you kick, you fight for your life and eventually, after one last burst from Chai, you throw him into the ocean to a watery death. Another close call. With Chai at last defeated it's time to board the ferry – the adventure is only just beginning...

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

Printed by: **ET Heron & Co, The Bentall Complex, Colchester Road, Haybridge, Maldon, Essex**
Distributed by: **Seymour Ltd, 1st Floor, 86 Newman Street, London W1P 3LD**
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Dreamcast Magazine
ISSN 1466-2388

Cover image ©2000 Infogrames

Thanks to: Stu@Bell-Pottinger, Steve@Eidos, Guy@Activision, Mariab@Ubi Soft, Susie@Core, Simon@Project K, Woody@Lunch, Amy@Take Two, Cathy@panache, Martin@Videogame Centre and the baby Jesus for short deadlines.

Issue 18
On Sale
25 January
2001

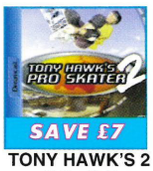
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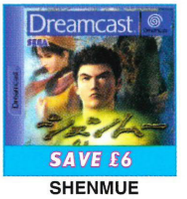
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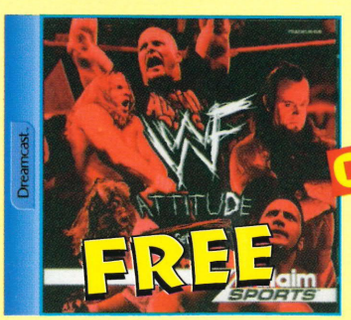
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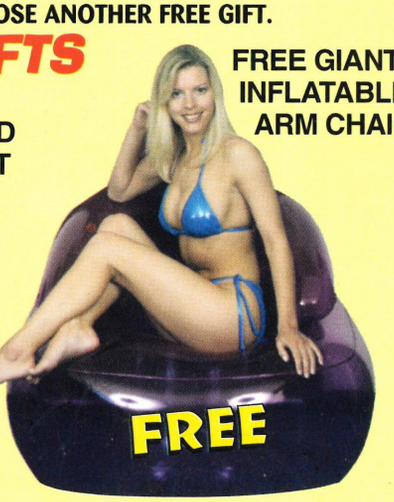
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