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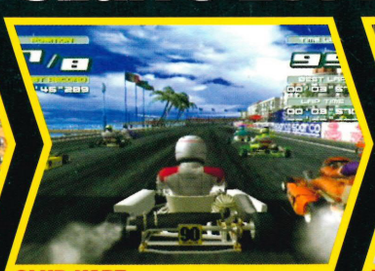
PLAYED TO DEATH! DAYTONA USA 2001



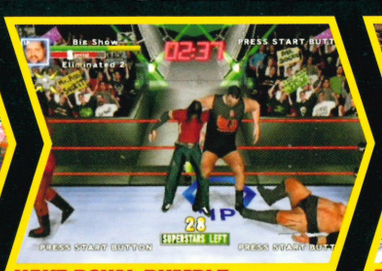
EXCLUSIVE – SEGA'S 2001 ARCADE LINE-UP



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PLANET HARRIERS

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Issue 19
Dragon Publishing Ltd

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The most infernal arcade racer ever now runs online. All the hellish tracks, tricked out cars, and shady side bets from the original Speed Devils return – plus 11 new cars, and 21 new ways to put your hard-earned cash, car, and street rep on the line. Hey, leave the "legal" sports for those cornfed boys down the street. DreamArena just got itself a red light district.

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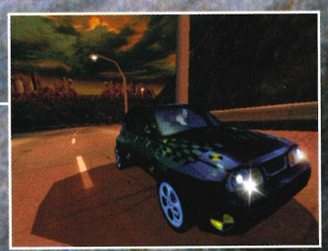
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ROUTE 666

Speed Devils ONLINE RACING

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ISSUE NINETEEN LAUNCHING IN THE UK ON 22 FEBRUARY 2001

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issue 19

Welcome to your dreams

Editorial

I know, I know... you've seen/heard the rumours regarding the demise of the Dreamcast and the fact that Sega is refocusing its efforts as a multi-format software developer. Understandably you're all a bit miffed. I know this because I have been sifting through all your emails and letters this month whilst trying to get to the bottom of the whole rumour mill regarding Sega's future intentions – it's not been the easiest of months, I can tell you.

So first, the bad news. After much wailing and gnashing of teeth, it seems that Sega will indeed cease production of its fine console and probably never make another new console (boo!). Er, that's it...

However on the positive side, the Dreamcast gubbins (the bits with wires, ROMS and the like) will be finding its way into PCs and set-top boxes (see page 15). This means that in a kind of stealth-console-like way, the Dreamcast isn't even remotely dead. Secondly, by the time Sega flicks the switch on the DC there'll be some two million consoles out there waiting to be bought by anyone with a modicum of sense. This combined with the PC stuff etc will ensure its longevity. Moreover, Sega has confirmed that the DC has over a hundred titles in the works that will be released over the course of the next year or so (hurrah!) which is good news for all.

So, whilst things have most definitely changed for us Dreamcasters, there's still plenty to look forward to – namely the pending Sega titles. As always, you'll read about them each month in this very magazine. Oh, and have you noticed how PlayStation2 owners are suddenly very excited about the prospect of playing some decent games (the titles that Sega has announced that it is developing for the PS2)? It's funny how an almost complete lack of original games on the PS2 has made its owners all desperate for anyone, even alleged rivals, to develop games for them... ahh bless 'em.

All that really matters is whether or not your own console has good games because, let's face it, that's why you bought the thing. A look at the Directory and a shufty through the Newscast and Reviews section of the mag confirms that there are still tons of great games on the way which, given the current state of videogames in general, is a rather unique situation. So, while the rest of the world waits for Sega to show them how to make first class games, just sit back and enjoy the very best any console has to offer.

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

Simon Phillips
Editor

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The *Cheatmistress* Presents

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A Bug's Life
Air Force Delta
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Armageddon (Worms)
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Army Men Sarge's Heroes
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Welcome to your dreams

the big review

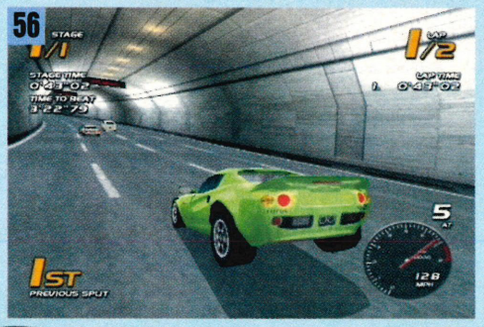


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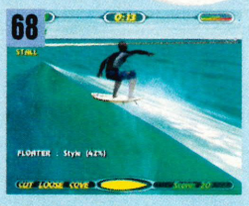


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Under the knife this month: Grandia 2, Vanishing Point, Buzz Lightyear Of Star Command, F1 Racing Championship, Championship Surfer and European Super League

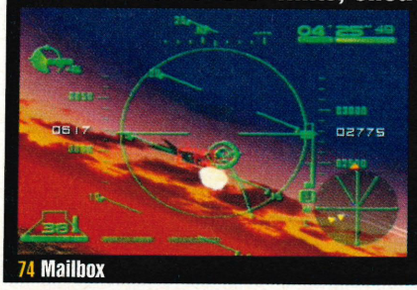








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newscast

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

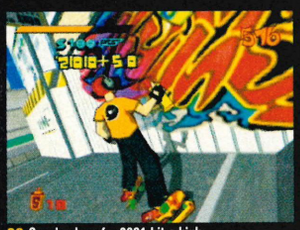
News Editorial



> Blimey, it seems like only yesterday that we were all getting fevered brows in anticipation of *Shenmue*, yet already the hype machine has started cranking into gear for the follow-up, which is good news for Sega and Dreamcast owners. But the countdown to *Shenmue II* isn't the only thing worth looking forward to over the next few months. Just one glance over the next few pages will show you that it's going to be a roller-coaster ride of gaming delights: *Spider-Man*, *CMF*, *Crazy Taxi 2*, *Jet Set Radio 2* – what more could you ever want? Movies of all your favourite games? Well, what are the odds, they're doing that too. Right, gotta dash, Martin's challenging me for a game of *NBA Hoopz*...

Newscast Highlights

> All the biggest stories at your finger-tips.



08 Sega's plans for 2001 hit a high.



18 Check out all the latest Shenmue II details.

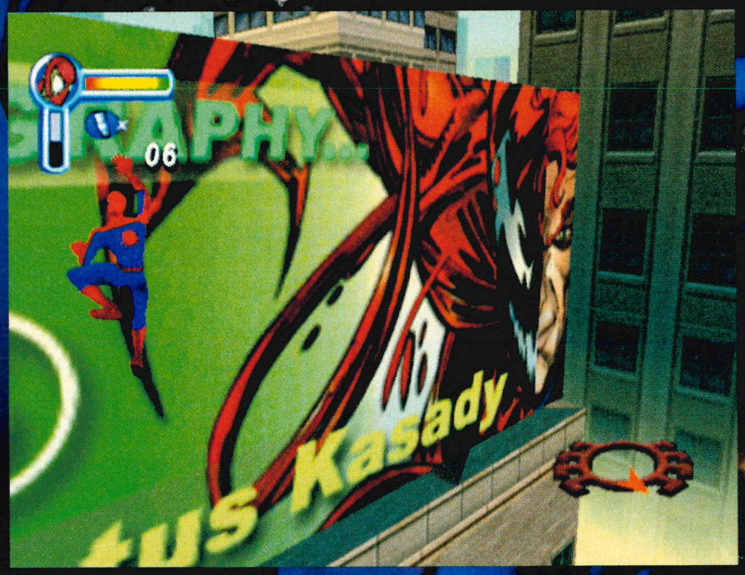


26 Sega's up for a scrap – but will it sting?

Spider-Man, Spider-Man, does whatever a spider can, spins a web, any size, catches thieves, just like flies, look out here comes the Spider-Man.

the big story

Spider-Man







It looks as if all things Dreamcast have got off to a bit of a flyer this year, what with the release of the genre-defining *Phantasy Star Online* and *Grandia 2* – all that after a fabulous Christmas period for Sega too. Well it seems that it's all going to continue as the Dreamcast has snared another top title into its web of gaming delights – the crime-fighting, dodgy outfit wearing *Spider-Man*.

Webbed For Your Pleasure

Developed by the team behind the awesome *Tony Hawks Pro Skater 2*, Neversoft, the game has already wowed gamers and critics alike on the lesser *PlayStation* and *N64*, so imagine how great it's going to be with a 128bit fire cracker shoved up its arse. In other words platform/adventure games don't come much better, or cooler for that matter, than this. Set over 34 levels, you must help Spidey clear his name for a crime he didn't commit, but it's far from easy as you swing around the massive levels completing the various missions. Along the way you'll meet the usual mix of villains and bosses (see boxout) as well as be privy to the company of the NYPD as they chase you around the city, but with numerous moves up your sleeve, it's all in a days work for Spider-Man.

Spider's Legs

Graphically the game looks set to recreate the comic strip art to perfection and judging by these exclusive screenshots we reckon that Neversoft has done a mighty fine job as, frankly, it looks stunning. The same goes for the voice acting in the game, with Marvel creator Stan Lee being drafted in to narrate the game. Coupled with some great sound effects, the whole Spider-Man experience should be like nothing seen before. In regards to a release date, Activision currently has the game pencilled in for the summer so it's going to be a bit of a wait before you get some web spinning action, but believe us – it'll be well worth it.

My Spidey Sense Is Tingling

As you'd expect all of Spider-Man's enemies are out in force in the game, just gagging to see him get locked up for good so that they can get on with their illegal activities in peace and quiet. So who can you expect to see on your travels? Well, sooner or later you'll bump into the likes of Scorpion, Rhino, Venom, Mysterio, Carnage and of course, Doctor Octopus. Don't worry though, as you'll see some friendly faces too, including the Black Cat, Daredevil and even Captain America.



"With all the style and panache of the original comic strip, Spider-Man on the Dreamcast will be a great title"

Broadband Sells Out

With the Dreamcast not doing so well over in Japan it might come as a surprise to many that for the second time since it's been released, the Japanese broadband adaptor has sold out in stores across the country. No wonder gamers are clamouring for its release over here.

THE rumour mill

Mr Driller Keeps Drilling

Okay, so *Mr Driller* might have only just been released at the end of last year and *Mr Driller 2* hasn't even been released yet but Namco has confirmed that there will indeed be a *Mr Driller 3*. We'll be taking bets over the next few months as to whether there'll be a *Mr Driller 4* or not, but be warned – the odds won't be very good.

JoJo Number 5

What is it with Capcom and its worthless beat-'em-ups? Not content with releasing countless *StreetFighter* games, the company has announced a follow-up to the very mediocre *JoJo's Bizarre Adventure*, tentatively called *JoJo's Bizarre Adventure: Chapter Five* – oh joy! Actually the game might not even make a Dreamcast release due to the fact that it's being developed on Namco's arcade board and not the Naomi. Never mind, eh?

M-SR Sequel In The Works?

What are the odds, hey? *M-SR's* only been on the shelves for a matter of months and already rumours are flying around that Bizarre Creations is working on a follow-up. Some are saying that if this is indeed the case the game will support full online play second time around, although as of yet the company is keeping very tight-lipped about the possibility.

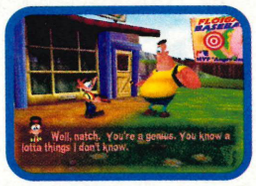
Stars Wars Bombs Out

After getting all excited about the release of *Star Wars: Super Bombad Racing* back in January, we've now learnt that the Dreamcast version of the game has fallen foul of the 'canned bug'. No reason for the game's untimely demise has been given and considering that it's still set for appearances on both the PSone and PS2, we're a bit miffed. Hey-ho, such is life.

Tomb Raider Stays Jolie

In a recent interview Angelina Jolie, who's playing everyone's favourite busty archaeologist Lara Croft in the *Tomb Raider* film (out this summer), revealed that she had signed a deal to play the part in two further *Tomb Raider* films.

It's Raining Games





Jet Set Radio And Space Channel 5 Sequels Confirmed

Sega might well be stopping production of hardware come April (see page 16) but when it comes to software production, the company is still very much on top of things. Just to prove the point, it announced that there would be 100 new games for the Dreamcast in 2001. Not all of them will appear in Europe, but the games that will certainly look like proving that there's life in the console yet.

Dream On

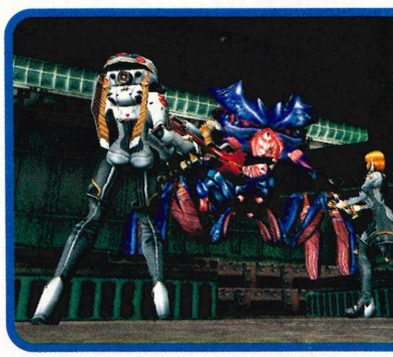
Of course, some of these games we already know about but in amongst the list are a whole load of others which have made us a very excited bunch of bunnies. *House Of The Dead 3* anybody? *Alien Front Online*, *Headhunter*? Then, of course, there's always the sequels to *Crazy Taxi* and *Virtua Tennis* to look forward to, but we knew about those already. More exciting still is the pant-wetting proposition of sequels to both *Jet Set Radio* and *Space Channel 5*. More sexy Ulala strutting around and more graffiti action – it's just too good to be true. As you'd expect, there's yet more top quality sports action on its way courtesy of Visual Concepts (*NFL2K2*, *NBA2K2* and *NHL2K2*) as well as *Get Bass 2* for you fishing fanatics.

Perhaps most exciting of all, however, is the announcement of a handful of titles that are totally and utterly new. In amongst this crop are the likes of *K-Project* (a shooting title), *Propeller Head* (an online shooter from AM2), *Beach Volleyball* and *Farnation*, a massive multiplayer online RPG. Not much else is known about these games yet but make sure you check back over the next couple of months for all the latest developments. With all these titles lined up between now and March next year, who'd be stupid enough to say that the Dreamcast was dead and buried? Not us. Sony?

"With Jet Set Radio, Crazy Taxi, Virtua Tennis and Space Channel 5 sequels all on the way, the Dreamcast still has loads going for it"







HOT bytes

> Alex and Martin just couldn't hide their smug little grins after this years ATEI show up at Earls Court (see page 38 for the full feature). But then who can blame them when they spent all day playing the likes of *Confidential Mission*, *Wild Riders*, *Club Kart* and *Sega Sports Jam*?

> The office has been rife with competition this month as Martin and Alex battled to be king of the court in *NBA Hoopz*. But that's nothing compared to the intense rivalry between Messrs Phillips and Trent over the Stunt mode of *Vanishing Point*. Still, a bit of friendly competition never hurt anyone.

> When a fully online review copy of *Phantasy Star Online* dared to deign our office there was no holding Martin back as he tried to complete the whole game in as short a time as possible. He was doing alright until he headed online, met up with some fellow travellers and realised his Japanese wasn't quite up to scratch. Back to school for you, fella.

COLD cuts

> While Alex swanned off to Barbados in a rather appropriate Virgin plane Simon, Martin and Nick were left in the freezing cold back in Bournemouth, where contrary to popular belief, it isn't sunny all year round. And the only thing to keep them warm? The overheated office.

> The mountain of letters and emails relating to Sega and its decision to cease production of the Dreamcast has been something of a distraction this month. Many Dreamcasters are none too pleased that Sega is going to develop software for other consoles (read: PlayStation2). We hear you guys, and whilst we are as frustrated as you all are it would seem that Sega has little or no choice if it wants to have any involvement in the wonderful world of videogames. Still, it's a bit of a bugger...

> The bug-eyed monster has ruled the roost again. Certain people, who shall remain nameless, are all too quick to get annoyed by the most trivial of things. Lighten up guys, we're only in it for the money... yeah, right!

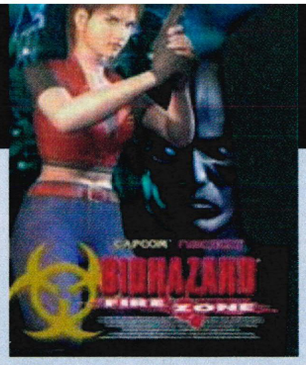
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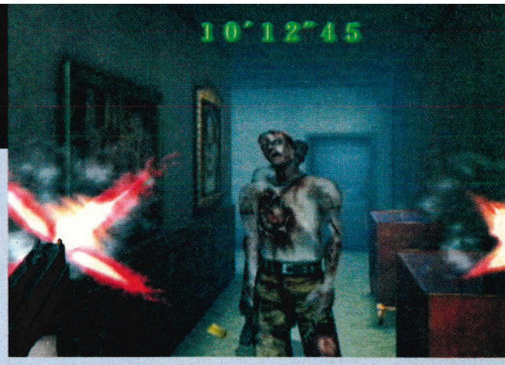
> Yep, there are some top quality games headed our way between now and next year – just check out the list below for some choice cuts from the 100 planned. Gaming heaven awaits...

House Of The Dead 3
Virtua Golf
Get Bass 2
Alien Front Online
Out Trigger
Virtua Tennis 2
Crazy Taxi 2
Sonic Adventure 2
Space Channel 5 2
K-Project (working title)
Toe Jam & Earl III
NFL2K2
NBA2K2
NHL2K2
Farnation
Shenmue 2
Gun Valkyrie
Spider-Man
Confidential Mission
Floigan Brothers
18 Wheeler: American Pro Trucker
Headhunter
Take The Bullet
Skies Of Arcadia
Daytona USA 2001
Jet Set Radio 2
Beach Volleyball
Jet Set Radio 2
Propeller Head
Black & White
Soul Reaver 2
Unreal Tournament









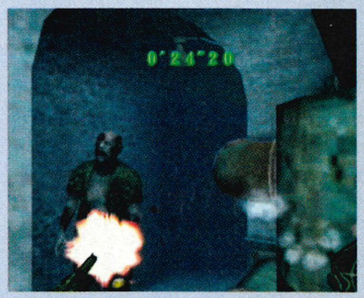
Capcom On Fire

Resident Evil: Fire Zone Revealed



> There were rumours about it happening several months ago but did we believe them? Er, no. But now, in a strange twist of fate, Capcom has revealed an all-new, all-singing, all-shooting *Resident Evil* arcade title, going by the name of *Resident Evil: Fire Zone*.

The game, which has been developed jointly by Capcom and Namco, is already on test in a number of arcades in Japan. In it you take on the role of Claire Redfield, with zombies from the Umbrella Headquarters once again on the starters, main course and desert menu. A lightgun *Resident Evil* game – you really can't get much better, can you? No Dreamcast release has been confirmed as yet but we can live in hope, can't we?



"A lightgun Resident Evil game – you really can't get much better, can you?"

ALSO AVAILABLE FROM PARAGON PUBLISHING

DVD Review ISSUE>22
ISSN: 1466-593X £3.99

The world exclusive UK review of *The Terminator* takes centre stage this month, plus Region 2 reviews of *Se7en: Special Edition*, *Braveheart*, *Cliffhanger: SE*, *Independence Day: SE* and *The Abyss: SE*. And let us not forget US reviews of *Road Trip: Unrated*, *Hollow Man*, *Coyote Ugly* and *The Cell*.



Total Game Boy ISSUE>16
ISSN: 1464-5909 £2.99

Small freakish monsters with an inability to say anything other than their own names can only mean one thing: *Pokémon Gold* and *Silver* have arrived! It's all in here, plus a *Tomb Raider* guide, exposé of movie licences and reviews of *Road Champs*, *SWIV* and exponentially more more more!





Dreamcast Goes Adventuring

Two new love adventure games are on their way to the Dreamcast in the next few months as publisher NEC Interchannel is set to release a port of the PC title *Canvas: Motif Sepia Color* and a DC version of the popular Saturn and Game Boy Color game *Pia Carrot 2.5*. Oh, what it is to be head over heels in love!

To Infinity & Beyond

New Missions For PSO

UPDATE

> Those Sonic Team folk are just *so* good to us. Even though *PSO* has only just hit the shelves, Sonic Team, as promised, has released five brand new missions already, four of which are online and one of which is an offline-only mission. With more downloadable missions promised over the coming months for both online and offline gaming there's no denying that Sonic Team has gamers in the palm of its hand, keeping them coming back for more and more – not that we we're complaining, of course.

"With more downloadable missions promised over the coming months there's going to be plenty to keep you busy"











What A Load

Great News From Hitmaker

One rumour that particularly grabbed our attention this month concerned Sega developer and all-round developing god Hitmaker. According to a recent report from Sega's base in Asia the developer is working on a new Naomi 2 title going by the name of *Monkey Balls*. Nothing else is known about the game and nothing has been officially confirmed about the title, unlike Hitmaker's recent *Confidential Mission*.

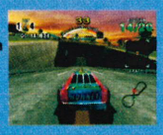
After what seems like months of waiting Sega has finally put us out of our misery and confirmed that *Confidential Mission* will definitely be making the transition to Dreamcast sometime later this year. What, if any, extras it will have has yet to be decided but we're guessing that it'll be more like *House Of The Dead 2* than *Virtua Tennis*, in that it probably won't have anything more than a couple of different modes. Not that we care though because, as anyone who's played it in the arcades will tell you, it's absolutely ace just as it is. Dust down those lightguns and get in some target practice – you're gonna need it when this hits the shelves.

MOST WANTED

These games are making us dribble more than Peter Beardsley...

Daytona USA 2001

> Having now given the finished game a right good going over, we'd like to assure you that this is a damn fine title and one that Dreamcast owners have been waiting to get their hands on for aeons. It's nearly here too... just another few months and then we'll all be able to bask in Daytona glory! Sit tight...



Unreal Tournament

> *Quake III Arena* has been out for a fair old while now so we're starting to lose our craving for exploding heads, heavy-duty firepower and... well, more exploding heads. Thankfully, *Unreal Tournament* is just around the corner – that can only mean that there'll be even more blood spilt between the team soon...



Planet Harriers

> This corking little blasting frenzy has been flying in and out of our local arcade over the last few months, but we've managed to play it more than enough to tell you we love it to pieces. There's still no definite word on a Dreamcast port but considering it's a Sega game... well, it's got to be a dead cert, hasn't it?

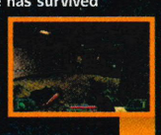


TIMELINE

3 MONTHS

Soldier Of Fortune

> Okay, first the bad news – they've removed the online play from the DC conversion of this gory PC blast-'em-up. Booo! The good news, though, is that the game has survived the Crave/Ubi Soft buy-out deal and is still heading for an April/May release. Yay!



6 MONTHS

Sonic Adventure 2

> It's obvious that the latest outing for Sonic is shaping up quite nicely inside Sonic Team HQ... but how long until it is released? At least July 2001? Flippin' heck – that's almost as long as it's taken Trenty to sort out his monkey suit for the wedding of the century...



9 MONTHS

Virtua Tennis 2

> Rumours abound about the sequel to possibly the greatest sports game ever made (with the exception of *Tony Hawk's Pro Skater 2*) but what we do know is that it's going to have female players. We reckon Anna Kournikova could kick Lara Croft's arse any day of the week!



Blue Movies

DOA To Hit The Silver Screen

It seems that every month a new film based on a classic videogame is being announced, and who are we to stop the latest fad. First it was *Tomb Raider*, then it was *House Of The Dead*, last month it was *Nightmare Creatures* and this month, not only are there rumours of a *Crazy Taxi* big-screen venture (see page 20), but we can also proudly present *Dead Or Alive*, the movie.

Alive & Heaving

Funnily enough, the company who has grabbed the rights to the film, Mindfire, is the same company that is currently working on the *House Of The Dead* movie and it even has plans to transform several other games into big hit movies over the next few years. The big question on everyone's lips, though, is: what is the film going to be about? Well, we're not sure if the company will copy our idea for a *DOA* film as voiced in Dreamcasting (Issue 10), although it has been suggested that it will follow





At long last Sega has confirmed CMF for Dreamcast and a new use for that lightgun.



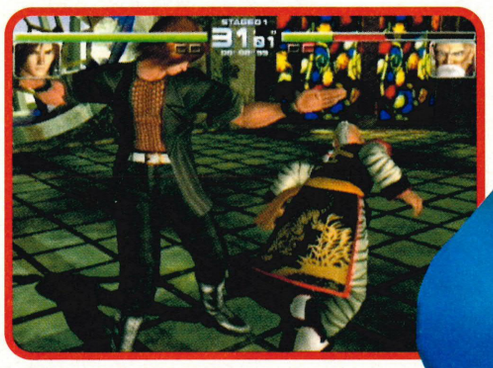
Of Monkeys

"Dust down those lightguns and get in some target practice – you're gonna need it"









the story of the game and each of the character's own stories. As long as the lovely Kasumi and Tina are all present and correct we don't give a... whoops, we can't say that!

"If the film is anywhere near as racy as the game we're in for a real eyeful"



Sega Goes Gaga

Segagaga Goodies

A couple of months ago we brought you news of Hitmaker's latest title, the peculiarly named *Segagaga*, and now we have some even more interesting titbits about the game for you to chew on.

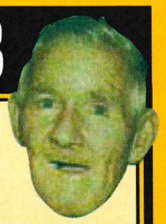
Baby Talk

The game – in which you take on the role of the head of Sega in a bid to conquer the games industry – is set for release in Japan on 29 March via Dream Direct and will come with a whole load of cool goodies. As well as an exclusive VM unit designed to look like a Master System, the limited edition of the game will also include a *Segagaga* T-shirt and pocketbook. And as if all that wasn't enough, six badges commemorating the MasterSystem, MegaDrive, Mark III, Saturn, Game Gear and Dreamcast will also be included in the package. However, the fact that it is only available via the Dream Direct service means that we're unlikely to see the game or the accessories making their way over here via import shops. Goddamit.

"Not only will you get the game but a whole load of accessories too"



MAN IN THE PUB



Back by popular demand – the thorn in the side of every respectable gamesplayer. He's not Alex's dad, you know. Really.

This Month: 3p A Bloomin' Minute



Ya know, I got me phone bill the uver day – arfter reedin' it and givin' me nippers a right good talkin' too (I've told 'em to stay orf those flippin' Swedish chat sites) it got me finking... wot on erf is BT playin' at, eh? Goin' online might be the latest big fing but why arr we 'avin ta pay froo tha nose for tha privilege? Ova in tha US of A, they gets all the online axes they wants for a piddlin' $20 a munf but we ave ta pay for evree flippin' minit we takes? If ya playin' sumfing like *Quake Free Arena* or that dodgy *Fantasy Channel Online*, that costs a bloody fortune! Mind you, kids has got it lucky – back in my day, tha closest we got ta online gamin' was playin' drafts over tha garden fence wiv two tin cans and a piece ov string...

X-Men Dreamcast Bound?

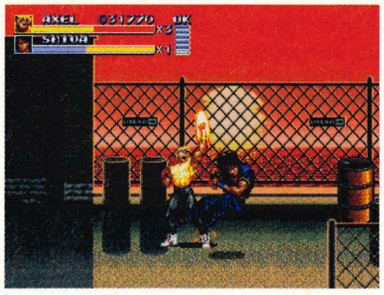
Activision announced this month that it had teamed up with Warthog (*StarLancer*) to produce a new game based on the X-Men. However, no decision has been made about which consoles the game will appear on, although a spokesperson for the company stated that: "The title is being designed specifically for next-generation console hardware and is scheduled for release in 2002."









Smash & Grab

Europe Gets Own Smash Pack

With the release of the Sega Smash Pack over in America this month, UK gamers might think that they're getting a bit of a raw deal as far as classic retro gaming goes. Well, be aggrieved no longer as Sega Europe has this month announced its very own version, currently going by the title of the MegaDrive Compilation, although we're sure that's going to change. However, this isn't going to be a simple port of the American version but a whole new collection of games, although it will no doubt have some of the same titles. So what can we expect to see on this GD-ROM? Sega is keeping pretty tight-lipped about it at the moment but because there are so many great games to choose from, it's anyone's guess what might end up on it. Just as well Sega has until May to make its decision, then.

"This isn't going to be a simple port of the American version but a whole new collection of games"

Bangers & Smash

Being the sort of guys we are, we went around the Dreamcast Magazine office asking what games should be included in the pack (excluding Sonic titles cos he gets a whole pack to himself). So *voila* – our definitive list for your pleasure.

- Phantasy Star 4
- Toe Jam & Earl
- Thunder Force 4
- Out Run
- Smash TV
- Streets Of Rage
- Shinobi 3
- Flashback
- Zombies Ate My Neighbours
- Afterburner 2

In Your Dreams...

Another chance to look back and remember the games that Sega really should get around to bringing to the Dreamcast.

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

Burning Rangers

In the life of every console, things always start off slowly (or in the case of the PlayStation2, not at all) and end even slower. As the days of the Saturn drew to a close, the number of games that appeared for it sunk lower and lower until eventually, there was practically nothing at all. Of course, Sega still had a few tricks up its sleeve and in saying a fond farewell to its slightly faltering machine, released what was to be the last decent game for it – *Burning Rangers*. You'd have thought that a game based around being a fire-fighter wouldn't have been all that great but it was; with some massive levels to explore, plenty of people to rescue and loads of flames to extinguish along the way, there was never a dull moment. In fact, the only bad thing about it was that there were only four stages to play through before you'd finished it... surely that's just even more incentive to continue the adventures on the Dreamcast? You bet your bottom dollar it is...

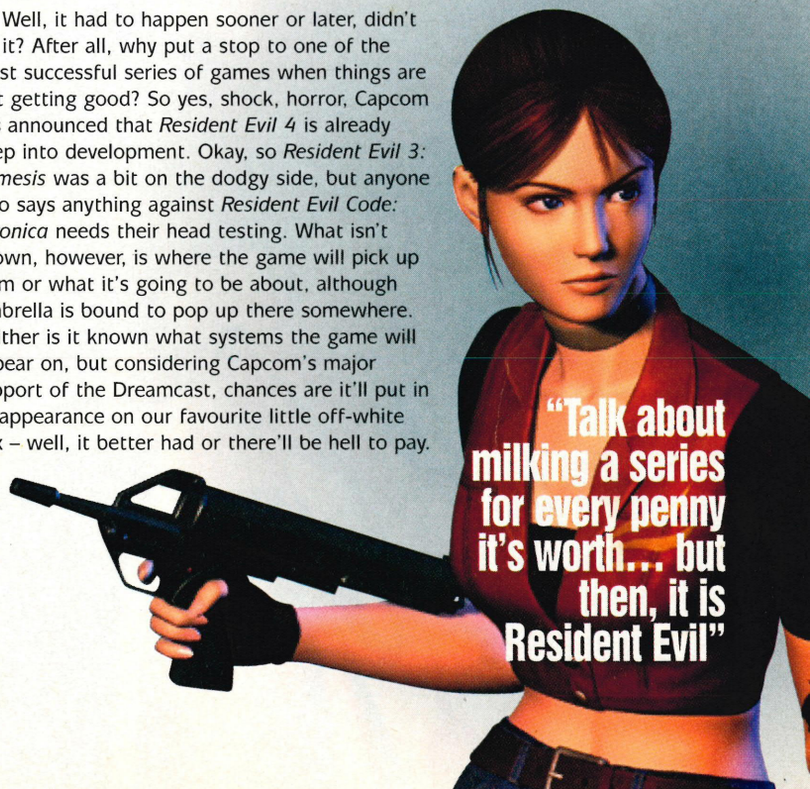




Evil Comes Knocking... Again

Capcom Confirms Resident Evil 4

Well, it had to happen sooner or later, didn't it? After all, why put a stop to one of the most successful series of games when things are just getting good? So yes, shock, horror, Capcom has announced that *Resident Evil 4* is already deep into development. Okay, so *Resident Evil 3: Nemesis* was a bit on the dodgy side, but anyone who says anything against *Resident Evil Code: Veronica* needs their head testing. What isn't known, however, is where the game will pick up from or what it's going to be about, although Umbrella is bound to pop up there somewhere. Neither is it known what systems the game will appear on, but considering Capcom's major support of the Dreamcast, chances are it'll put in an appearance on our favourite little off-white box – well, it better had or there'll be hell to pay.



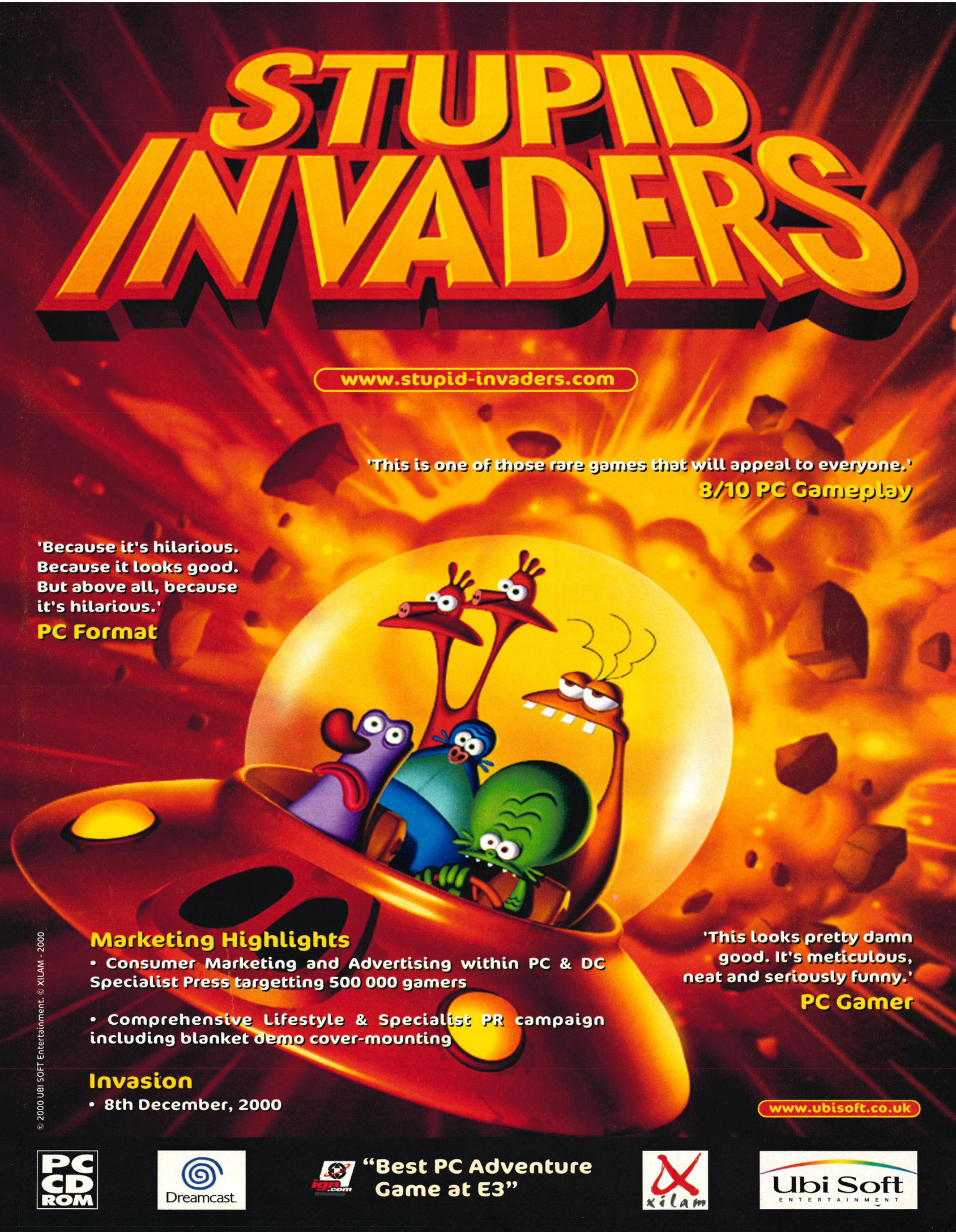
"Talk about milking a series for every penny it's worth... but then, it is Resident Evil"

STUPID INVADERS

www.stupid-invaders.com

'This is one of those rare games that will appeal to everyone.'
8/10 PC Gameplay

'Because it's hilarious. Because it looks good. But above all, because it's hilarious.'
PC Format



Marketing Highlights

- Consumer Marketing and Advertising within PC & DC Specialist Press targetting 500 000 gamers
- Comprehensive Lifestyle & Specialist PR campaign including blanket demo cover-mounting

'This looks pretty damn good. It's meticulous, neat and seriously funny.'
PC Gamer

Invasion

- 8th December, 2000

www.ubisoft.co.uk

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PC CD ROM

Dreamcast.

ign.com "Best PC Adventure Game at E3"

xilam

Ubi Soft ENTERTAINMENT

UK Charts Update

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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
Half-Life	Havas	£34.99*	23/02/01
Phantasy Star Online	Sega	£34.99*	23/02/01
StarLancer	Ubi Soft	£34.99*	23/02/01
Blitz 2001	Midway	£TBC*	Mar 01
Evil Twin	Ubi Soft	£39.99*	Mar 01
Heroes III Of Might & Magic	Ubi Soft	£34.99*	Mar 01
Rouge Spear	Virgin	£TBC*	Mar 01
Soldier of Fortune	Ubi Soft	£TBC*	Mar 01
The Next Tetris	Ubi Soft	£TBC*	Mar 01
Tony Hawk Millennium	Activision	£TBC*	Mar 01
Matt Hoffman BMX	Activision	£34.99*	Mar 01
Rayman 2 Millennium	Ubi Soft	£TBC*	Mar 01
Unreal Tournament	Infogrames	£TBC*	Mar 01
Ducati World	Acclaim	£34.99*	02/03/01
Fighting Vipers 2	Sega	£TBC*	02/03/01
Project Justice	Virgin	£34.99*	16/03/01
Stunt GP	Virgin	£34.99*	16/03/01
Worms World Party	Virgin	£24.99*	16/03/01
18Wheeler AmPro Trucker	Sega	£34.99*	Apr 01
Black And White	Sega	£TBC*	Apr 01
Evil Dead: Hail to the King	THQ	£39.99*	Apr 01
Exhibition Of Speed	Virgin	£34.99*	Apr 01
Conflict Zone	Ubi Soft	£TBC*	Apr 01
Stupid Invaders	Ubi Soft	£34.99*	Apr 01
Viva Rock Vegas	Swing	£34.99*	Apr 01
Dragon Riders	Ubi Soft	£34.99*	May 01
Confidential Mission	Sega	£39.99*	Jun 01
Crazy Taxi 2	Sega	£39.99*	Jul 01
Sonic Adventure 2	Sega	£TBC*	Jul 01
Alone In The Dark 4	Infogrames	£TBC*	21/09/01

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

Check out EB's Web site at: www.EB.uk.com for amazing savings on Dreamcast games!





With free UK delivery (and 90% of all orders delivered within 48 hours), great prices and secure shopping, Electronics Boutique's online arm, www.EB.uk.com, is the best way to buy your games. If you've got your finger on the pulse you can pre-order and have the game delivered on the day of release! Not happy? Simply send the game back or take it to one of our stores within ten days! It's easy @ EB!

EB Guide To... Phantasy Star Online



› Many have dreamt of a universal language, or an automatic translator to ensure that people of any colour or nationality may communicate with each other instantaneously, with clarity and little fuss. Such a situation would undoubtedly lead to peace and harmony for all mankind – and hopefully the return of free love. Until now, the dream has remained a pipe-shaped one with Esparanto useful for nothing but *Red Dwarf* gags.

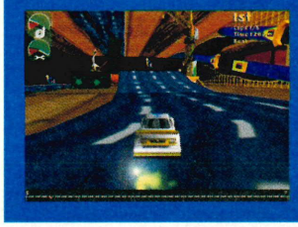
When Yuji Naka demoed *Phantasy Star Online* to me (oooo, look at me!) at Sega's HQ, he described how he'd had to come up with a near universal communication system, as if it were some minor problem he'd come up against and quickly solved. He showed how the game used a number of communication methods, the least of which was a system to translate, in RealTime, between English, Spanish, French, German and Japanese, with no dilution of understanding. A monumental achievement indeed, yet only a small part of the game. *PSO* should be out by now – let the free love commence!

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

Top Ten Sellers On EB.uk.com

›It might be cheap and cheerful but it's for charity! *Toy Racer* storms up the charts and takes the top spot.

Position	Game	Price	DM Rating	Issue
1	Toy Racer	£4.99*	–	N/A
2	Shenmue	£34.99*	85%	16
3	F355 Challenge	£18.99*	91%	14
4	Hidden and Dangerous	£18.99*	92%	12
5	Ready 2 Rumble: Round 2	£19.99*	85%	16
6	Dead or Alive 2	£17.99*	92%	08
7	Quake III Arena	£34.99*	90%	16
8	Tony Hawk's Pro Skater 2	£34.99*	96%	17
9	Sega GT	£28.99*	89%	16
10	Resident Evil Code: Veronica	£24.99*	94%	10





Win Five Copies Of WWF Royal Rumble



› Those fine people at EB have five copies of the top wrestling game WWF Royal Rumble to give away. We gave it a sweat-inducing 91% back in issue 13 and our man Martin reckons that it's a damn fine wrestling game. To get your hands on a piece of the action all you have to do is answer the following question and whack it in the post to the usual address marked 'I Love Men In Lycra', making sure that it arrives no later than 1 April 2001.

Q. Which chilly wrestler won the recent WWF Royal Rumble?



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.

Siyonara Irimajari

What is it with heads of Sega? First it was Bernie Stolar leaving Sega Of America back in 1999, then it was JF Cecillon leaving Sega Europe at the end of last year and now Shoichiro Irimajiri has left Sega Of Japan. Irimajiri joined Sega over five years ago from motor company Honda and quickly became president of Sega Of Japan, a position from which he guided the Dreamcast into the world. However, last year he resigned as president of the company, blaming himself for poor sales of the console, to become vice-chairman and latterly an advisor to the company.



Sega Bites The Dust?

The rumour mill goes mad... but we've got the REAL facts.

If you're even remotely in tune with the games industry, you'll probably have picked up on a number of nasty rumours going around that the Dreamcast is dead. There's all sorts of rubbish flying around at the moment but here at DREAMCAST MAG, we've carefully gone through all the drivel to put together a rundown of the facts:

TRUE – Sega is to cease manufacturing the Dreamcast console in its present form as of March 2001. This is because continuous production of the machine, balanced against the number of sales (hardware is sold at a loss, with the money being made back on software sales) was proving too costly.

FALSE – Sega is NOT calling it a day. In fact, it has vowed to continue support of the Dreamcast with over 70 first-party titles due out between now and March 2002.

TRUE – Sega has been in talks with several other companies to incorporate Dreamcast technology in its products. The most prominent company to note is PACE Micro Technology, who is a key player in the manufacturing of set-top digital and satellite boxes. A set-top box that allows you to play Dreamcast games, go on the Internet AND watch TV? Sounds good to us...

FALSE – The Xbox will NOT have a chip in it that allows you to play Dreamcast games.

TRUE – Sega is developing games for other platforms. These include *Crazy Taxi*, *Space Channel 5* and *Virtua Fighter 4* for the PlayStation2 (!), *Chu Chu Rocket!* and *Sonic Adventure Advance* for the Game Boy Advance and a Sonic title for the PSone.

Bit of a bugger, eh? Still, at least Sega is willing to stand up and admit its problems; *some* people just can't do that, can they? Our sources report that Sony isn't exactly doing that well either. Apparently, everyone that's buying the PS2 is only getting it for the DVD capabilities – they aren't buying the software and therefore, Sony is losing money hand over fist. Oh dear, what a pity, nevermind... ha.

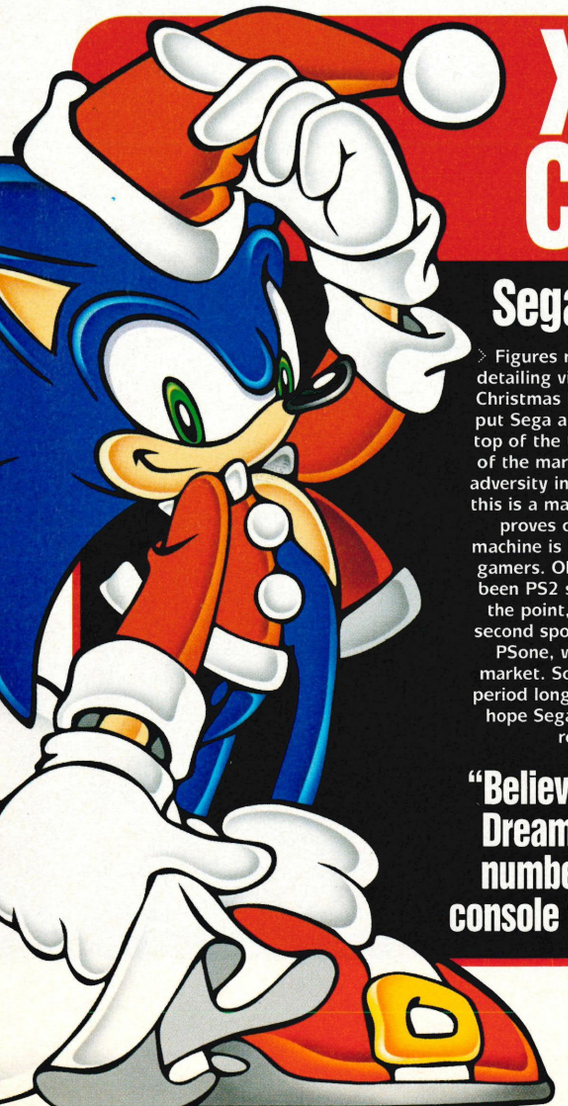
The Official Line

> **If you still don't want to believe everything that you read, don't take our word for it – try reading these cuttings from the official press release we got directly from the Sega offices. They're 100% kosher, so you'd better open your eyes...**

"We will be withdrawing from the ordinary gaming business that consider game console as a main, and we will stop manufacturing and retailing Dreamcast by the end of this fiscal year (March 2001). Regarding the Dreamcast software business, we will be continuing this aggressively from now on too and we are to release more than 70 game titles within this fiscal year (2001 April to 2001 March)."

"As we have announced the new management plan on November 2001, Sega has already started providing its solid contents to next-generation mobile phone and PDA. And now, as the second phase of our contents business strategy, we have decided to provide *Sonic the Hedgehog Advance* (working title) and other two titles to Nintendo's Game Boy Advance (March 2001 to be released), *Virtua Fighter 4* and other four titles to Sony's PlayStation2."

"Rather than Sega dying like many have suggested, this actually seems to be the start of a new era for the company"



Xmas Cheer

Sega Clears Up

> Figures released this month detailing videogame sales over the Christmas holiday period in the UK put Sega and the Dreamcast at the top of the tree with a massive 43% of the market share. In the face of adversity in the form of Sony's PS2, this is a massive boost for Sega and proves once and for all which machine is the console of choice for gamers. Okay, so there might have been PS2 shortages but that's not the point, as it didn't even make second spot; that was taken by the PSone, which took 41% of the market. So with a killer Christmas period long behind it now, let's just hope Sega can keep it up for the rest of the year.

"Believe it or not, the Dreamcast was the number one selling console this Christmas"

NO FLASHY SLOGANS...



TOTAL GAMES .net

PC DC PC Games Heading For Dreamcast

You want the truth about PC games that might be coming to the Dreamcast? You can't handle the truth! Oh, alright...



MAFIA: LA COSA NOSTRA

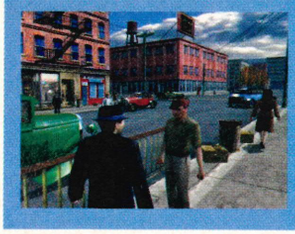
Guilty Parties
Talonsoft/Illusion Softworks

What's It All About?
It's the same old story – man saves Mafia boss from death, man loses family to rival Mafia boss, man reluctantly joins Mafia to kick some gangster arse. What you actually get are 20 missions of Tommy Gun-toting, snappy suit-wearing, whacking your friends because they're traitors-style action... just what we like, then.

When's It Coming?
The PC version should be out now. Considering that it's from the same people behind *Hidden And Dangerous*, though (a cracking little game in our opinion) there's no reason why it shouldn't come our way soon...

The Bottom Line
You'll be sleeping with the fishes... and we don't mean in the biblical sense.







FREE LANCER

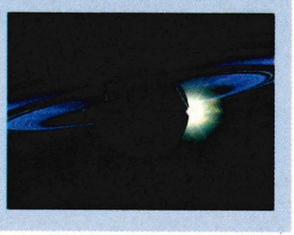
Guilty Parties
Microsoft/Digital Anvil

What's It All About?
If you read our storming review of *StarLancer* last issue, you'll know what's coming; rather than being a member of the Allied Alliance though, you're now a freelance star pilot in a universe full of jobs for you to do. Think *Elite* (trading, pirates and plenty of action) but seriously updated – it's going to be great.

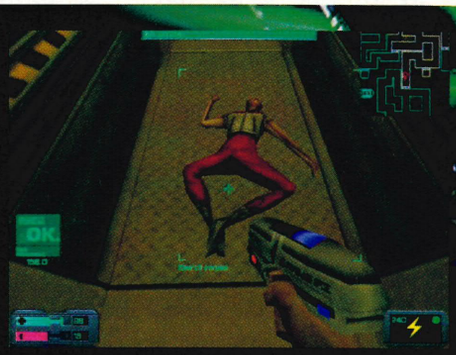
When's It Coming?
It's still in the early stages of development on the PC, so thoughts of a Dreamcast version couldn't be further from anybody's minds. As we've said before though, if they brought us the first game... well, you figure it out.

The Bottom Line
Despite the rumours, it's not a game about writing for DREAMCAST MAG. Honest.









System Shock 2

In space, no-one can hear you scream, but you don't have to go that far to find out for yourself...

If films like *Alien*, *Event Horizon* and *Starship Troopers* have taught us anything, it's that we shouldn't bother trying to explore outer space. After all, there's nothing out there apart from death, destruction and a whole bunch of brain-sucking aliens intent on killing, assimilating or generally annoying anyone that comes near them. And if you want proof, then look no further than *System Shock 2*... it's based on a true story, you see. Really, it is.

Following on closely from where the first game left off (not that you'd know that, unless you've played *System Shock*, of course) *System Shock 2* gives you the opportunity to play as one of three different characters – the Marine, the Navy Seal or the OSA Psychic – as you hunt around the giant Von Braun spaceship, trying to find out what happened to everyone. You see, the ship was full of people before you were stuck into hypersleep but now you're awake again... well, they've all vanished. Hmm, we sense some kind of 'intrusive humans disturb a malevolent alien being that kills everyone' scenario here. Golly, it's all so exciting.

Shock Horror

While the game might look like your average *Half-Life* clone, it's actually far from it – while *Half-Life* simply offered a horde of alien nasties and tough marine-types to deal with, *System Shock 2* is so much more complex. For example, the character you choose at the start dictates how you handle enemy confrontations; while the headstrong Marine may prefer the 'shoot first, sod the questions' approach, the Navy Seal can use his heightened evasion and hacking skills to unlock new doors and avoid the monsters altogether. Then there are the huge number of skills that you can learn to help you progress through the ship and find out what *really* happened to the ship, the multitudes of weapons that'll come in handy when all hell breaks loose and the infected corpses of your fellow crew members that might not be as dead as they appear... oops, we feel we've said too much already.

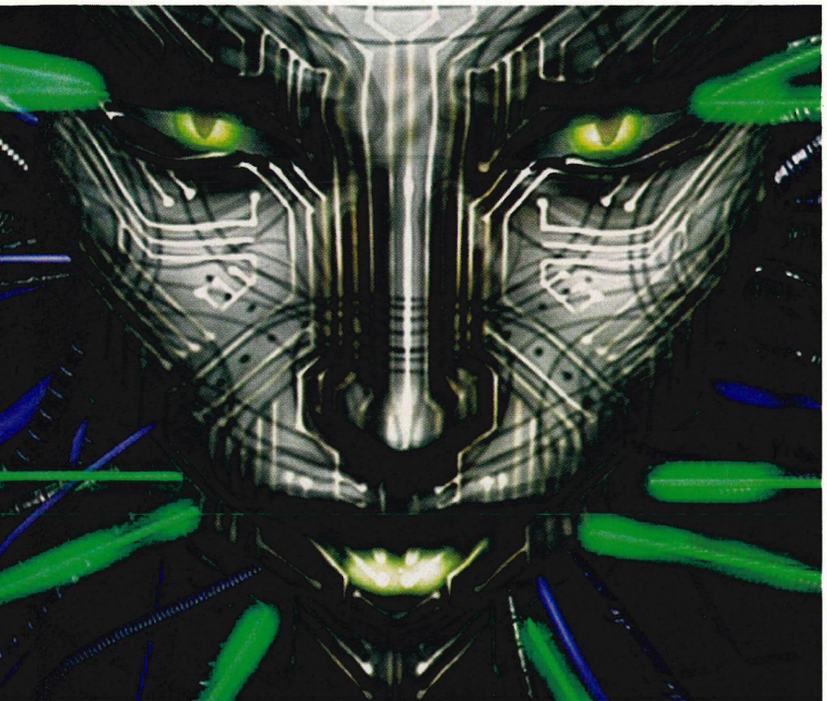
The PC version of the game has been out for a fair old while now, but we've only recently received firm word that the Dreamcast conversion of the game is in the pipeline. Unfortunately, we couldn't squeeze a firm date from the developers but they're bound to crack under the strain of our interrogation sooner or later. We have vayz of making them talk...

PC DC SPECIAL









"Hmm, we sense some kind of 'intrusive humans disturb a malevolent alien being that kills everyone' scenario here"

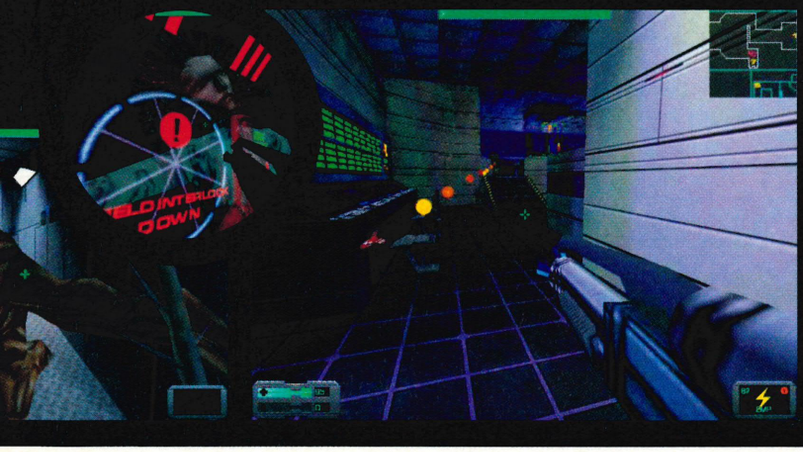
We're Just So PC



› Although we've got the 411 on *System Shock 2*, we're not quite as clued up on it as someone that's played through the whole thing on the original PC version. That's why we roped in poor old Geoff Spick to give his opinion on the game.

"The whole PC industry was getting bored with first-person shooters until *System Shock 2* burst onto the scene. It had the nerve to include role-playing, tactical and stealth elements in a genre that thrived solely on visceral pleasure. And you could use metal pipes to club undead zombie space cadets to death. The ability to play as a gun-toting marine, a techie spod or a psychic Jedi-type gave it appeal across a wide gaming audience and the putrid blend of horror and sci-fi movie twists and standards meant that everyone played it to the end, often more than once!"

Geoff Spick is the editor of *Strategy Player*, the only magazine for people who like to think first and shoot later. At least, that's what he told us.



Angel Delight

WIN! Blood-curdlingly good boxsets to give away!

› It seems that wherever Buffy goes Angel isn't far behind, so small wonder that the concluding boxset of the first *Angel* series was also released last month (12 February). Not that we're complaining, because as far as we're concerned Angel is the main man. In homage to the angelic vampire we've joined forces with Twentieth Century Fox Home Entertainment to give you lot the chance of winning five of the latest boxsets, filled to bursting with action, blood and a little bit of romance:

Q. In Greek mythology, who was Rhesus?

Write your answer on the back a postcard and send it to the following address, making sure that it gets to us no later than 1 April.



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

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

NO EMPTY PROMISES...

TOTAL GAMES .net

Sega Bites The Big Apple

Sega Denies Nintendo Rumours

Over the last few months some pretty absurd rumours have been flying about regarding the future of Sega but none more so than the article that appeared in the New York Times. The piece, which featured in the paper at the end of December, reported that Sega had been in talks with Nintendo to sell itself to its fierce rivals for somewhere around the $2 billion mark. Both companies followed the article by denying any such dealings and Sega went as far as to post a letter on its Japanese Web site demanding an apology from the publication. The letter went as follows:

"Top executives of Sega and Nintendo flatly and completely denied the rumour"

While Sega has always been fond of The New York Times' objective coverage of our company, we would like to express our concern over the fallacy that appeared on 12/27/00 regarding Nintendo's buy out of Sega. Not only did this erroneous allegation cause the trade of Sega's corporate stock to be temporarily suspended while substantially influencing Sega and Nintendo's stock prices, it caused unnecessary confusion among stockholders, affiliated companies, business partners, and end-users of both companies. It also severely damaged Sega's corporate and brand image during a very precarious time in the videogame industry.

Although top executives of Sega and Nintendo flatly and completely denied the rumor, The New York Times has published yet another article containing similar content on 12/29/00. Such repeated and arbitrary publication of groundless statements is pure harassment and unacceptable obstruction of our business, which we cannot overlook. We believe that The New York Times as a news organization is heavily responsible for this misinformation.

Sega Corporation is requesting that The New York Times immediately run a notification and apology for the fallacious feature in the same scale and manner as the initial article. We expect The New York Times to address this issue in the honorable tradition of a respectable news source by taking the appropriate and responsible measures toward reparations.

Thank you,
Shunichi Nakamura
Corporate Executive Vice President
Sega Corporation of Japan





Mue II To The Rescue

Latest Shenmue II Details

It's been a bit of a roller coaster ride for *Shenmue II* over the last few months or so as more and more details regarding the game have leaked out in one form or another, leaving gamers ever more eager to get their hands on the sequel. Once again it seems as if the great *Shenmue* hype machine has kicked in good and proper... not that we're complaining, of course.

Free Again

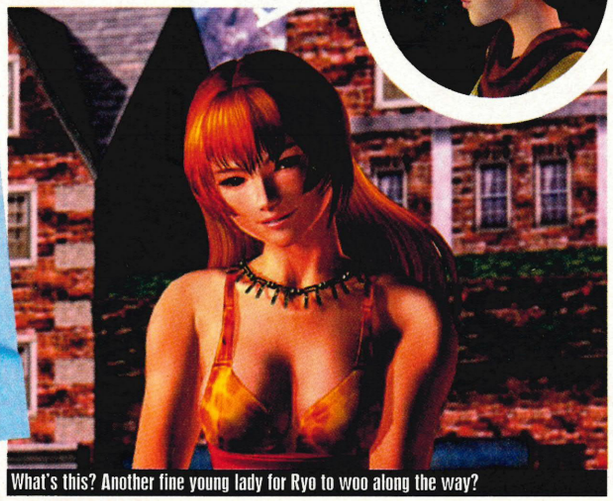
To get fans' salivary glands working overtime AM2 released a free movie of the game along with its latest release, *Fighting Vipers 2*. Okay, so it might have been a little on the short side, but even so it was enough to get us and everyone else who saw it more than a little excited about what is bound to be the biggest sequel of the year. Just check out the screenshots to see just how well it's shaping up. In fact, we reckon it's looking even better than the original... if that's possible. If you haven't been fortunate enough to see the movie then fear not as the PAL release of *Fighting Vipers 2* (out 2 March) will also come packaged with the demo.

Suzuki All-star

January also saw the premier of the *Shenmue* movie in Japan at which Yu Suzuki gave a short speech and revealed some more juicy details about his latest masterpiece. Contrary to the original announcement that the game would take up six GD-ROMs, Suzuki revealed that it would in fact come on four discs, which is still pretty impressive when you think about it. Suzuki also revealed that the game would definitely be released this year in Japan and that he hoped that it would arrive before Microsoft's Xbox hits the market. "But what of a European release?", we hear you cry. Well, don't cross your fingers as it's unlikely that we'll see the game before 2002, but don't worry about that too much as you'll be playing *Phantasy Star Online* until then.

"Once again it seems as if the great Shenmue hype machine has kicked in good and proper"



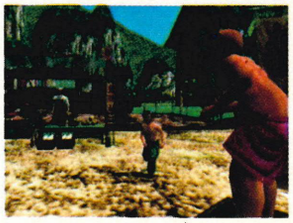


What's this? Another fine young lady for Ryo to woo along the way?

Hello Miss

Over the last few months there's been quite a lot of speculation about who exactly the blond girl is first seen on the Christmas card that Yu Suzuki posted on the Internet. Well, using our journalistic skills we went deep undercover and have since been able to discover that the girl's name is Joey and she likes to ride a Honda Blackbird motorbike. Cool! Apparently, she will also feature prominently in the game, but whether she'll be another 'love interest' for Ryo remains to be seen.





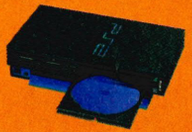
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Dreamcast


PSone


PlayStation2


GameCube


Nintendo64


Game Boy


Xbox


PC CD-ROM

WWW.TOTALGAMES.NET

Bargain Basement

With the Easter holidays fast approaching, what games are you going to be wanting to play on the cheap?

ON THE INTERNET



Simply Games

It seems that wherever you go on the Internet you're bombarded by great deals and cheap games, and Simply Games is no exception. You'll find older games going for as little as £6.99 (*Wild Metal*) up to around £20 (*Sega GT*, *ShadowMan*, *Virtua Athlete*) and new releases for under £35!

A Digital World

Head over to www.adigitalworld.co.uk and not only will you discover a whole bunch of ridiculously cheap games but you'll also find some ace bundle deals. Get a Dreamcast and three games for just £140 or better still a Dreamcast, DVD player and three games for £299.99, both including delivery.

ON THE HIGH STREET



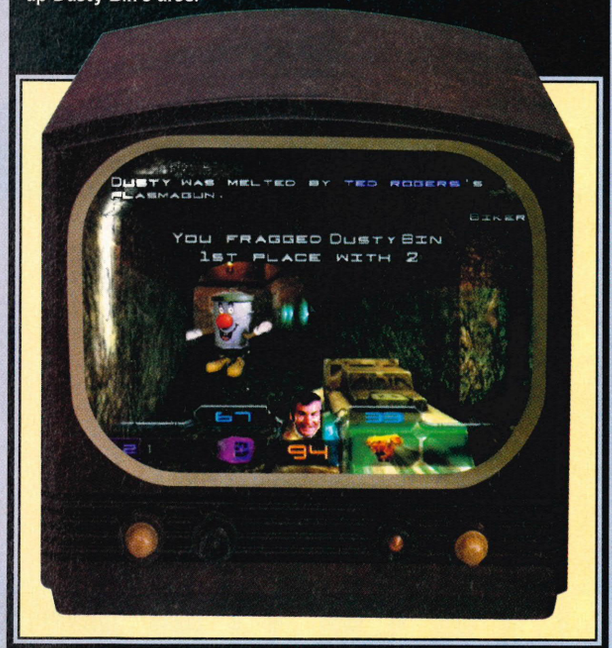
Dixons

As far as selection of games goes, Dixons isn't the best place to go but it does have some bargains if you're prepared to look them out, with a reasonable selection for under £20. As far as bundle deals go, for £149.99 you can get a Dreamcast and a selection of three games.

The wonderful world of television comes to the DC — DC·TV

Number 003 **Quake 3-2-1 Arena**

Ted Rogers and his classic quiz show are back, with contestants duking it out for money, prizes and the chance to shove a rocket up Dusty Bin's arse.



At The Drive In

Crazy Taxi Heads To The Movies

Right, this has to stop. This whole 'let's make a game into a film' malarkey is getting a little ridiculous if the latest game to join the ranks of *Tomb Raider*, *Nightmare Creatures* and *House Of The Dead* is anything to go by.

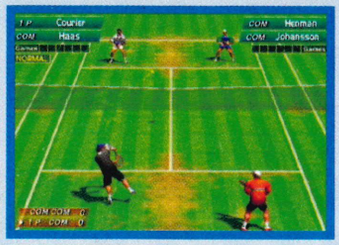
Taxi, Taxi!

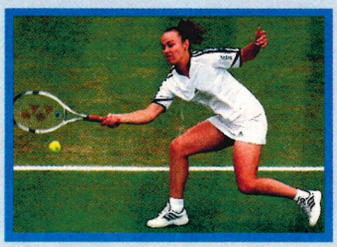
Yes folks, everyone's favourite madcap driving game, the one and only *Crazy Taxi*, is apparently all set for its big-screen debut. Rumour would have it that the rights to a film based on the game have been scooped up by two production teams – Goodman/Rosen Productions (*Highlander* TV series) and Donner's Company (*X-Men*, *Lethal Weapon*). Well, once again we reckon they've nicked the idea from our Dreamcasting feature (issue 06) were we had the likes of Seth Green, Eddie Murphy and John Goodman cast in the roles of Axel, BD Joe and Gus respectively. Whether or not this project actually takes off remains to be seen but we can only hope it does because if it's anything like the game, it'll be hilarious.

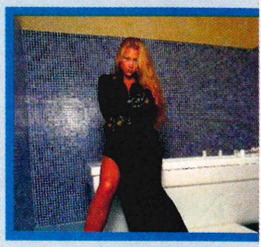
Girls On Top

Ladies Join In Virtua Tennis Too

Some rather enticing news reached the Dreamcast Magazine team's offices this month from one of our undercover sources regarding the follow-up to last year's superlative and incredibly addictive *Virtua Tennis*. Quite frankly, it's got us wetting our pants in anticipation. Apparently *Virtua Tennis 2* will feature female players, which will be music to many a fan's ear as the lack of ladies was one complaint most people had about the original. However, this is still just a rumour as nothing has been confirmed either way by Sega yet, but the thought of getting to grips with the likes of Anna Kournikova, Martina Hingis and Mary Pierce is enough to get us going. Just as exciting is the rumour that the game will definitely feature online play this time around, meaning even more tennis goodness for addicts like us. Even so, no release date has been specified for the game, although we can only hope that it arrives in time for Wimbledon this year.







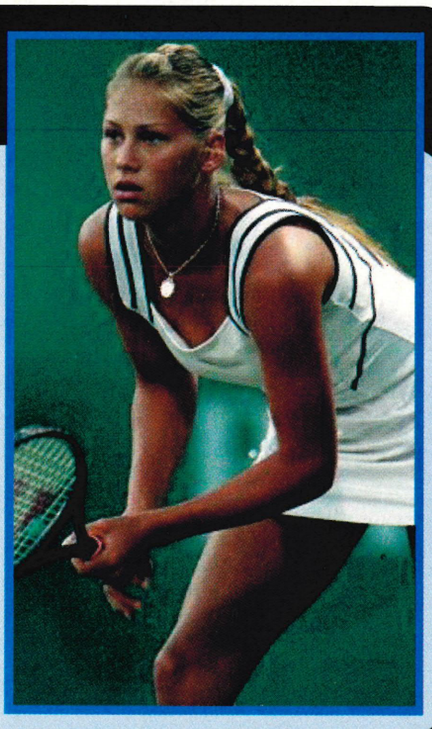


Taxi Drivers Unite

> If indeed *Crazy Taxi* does eventually make it to the big screen it won't be the first film to glorify the life of a lowly taxi driver. No, that award goes to Martin Scorsese's *Taxi Driver* featuring Robert De Niro, but it's hardly a kids film, so be warned.

"If the film is anything like the game it'll be absolutely hilarious"





competition

GREAT SCOTS!

> With the release of Mel Gibson's epic *Braveheart* on DVD this month we've teamed up with Twentieth Century Fox Home Entertainment to give five lucky winners a chance of winning a copy of the DVD and the book. All you have to do to win is answer this simple question:

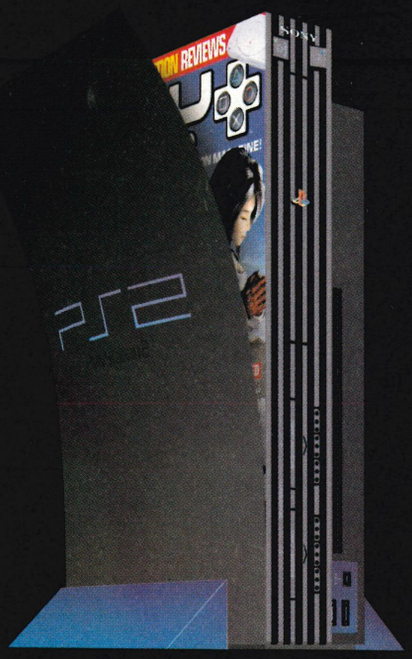
Q. What was the name of the character that Mel Gibson played in the film?

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

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

WIN! BRAVEHEART DVDs And Books Up For Grabs

RULES: 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 ente 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.



PLAYSTATION UNCOVERED

PLAY MAGAZINE
ONSALE 08/02/2001



Daytona USA 2001

Import Charts

> Flippin' heck – now it looks as if the Yanks have got their hands on *Phantasy Star Online* as well. Why isn't *Skies Of Arcadia* doing better though, eh? EH?

Japanese Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	1	Phantasy Star Online	Sega	90%
2	2	Daytona USA 2001	Sega	–
3	5	Power Smash	Sega	94%
4	–	Fighting Vipers 2	Sega	–
5	4	Samba De Amigo v.2001	Sega	–

US Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	–	Phantasy Star Online	Sega	90%
2	–	Metropolis Street Racer	Sega	96%
3	–	Typing Of The Dead	Sega	–
4	–	Dreamcast Smash Pack	Sega	–
5	3	Skies Of Arcadia	Sega	–

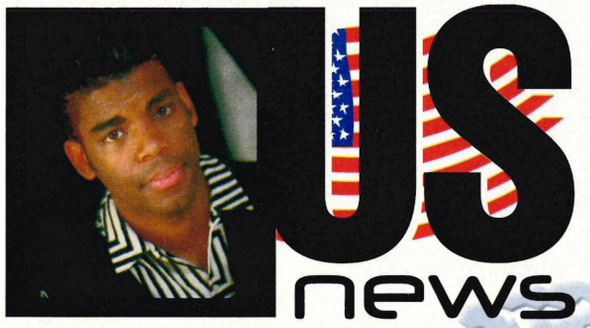
Import Release Schedules

JAP Release Schedule

Title	Publisher	Date
Le Mans 24 Hours	Sega	15 March
Code Veronica Complete	Capcom	22 March
Day of the Spring Rain	NEC	22 March
Eve Zero	Net Village	22 March
Power Jet Racing	CRI	22 March
Love Hina Smile Again	Sega	29 March
NFL2K1	Visual Concepts	29 March
NBA2K1	Visual Concepts	29 March
Canvas	NEC	March 2001
Happy Lesson First	Datam	March 2001
Marie and Elle's Ateliers	Gust	March 2001
Ring Age	Takuyo	March 2001
Sakura Wars 3	Sega	March 2001
El Dorado Gate Chapter 4	Capcom	4 April
Romance of 3 Kingdoms VI	Koei	April 2001
El Dorado Gate Chapter 5	Capcom	6 June
Fur Fighters	Acclaim	Q1 2001
JoJo Venture (Online)	Capcom	Q1 2001
K1 Dream	Xing Ents	Q1 2001
Lither B	Takuyo	Q1 2001
Octopu's Marinade	TBA	Q1 2001
Ready 2 Rumble Round 2	Midway	Q1 2001
Speed Devils Online	Ubi Soft	Q1 2001

US Release Schedule

Title	Publisher	Date
Armada 2	Metro 3D	1 March
Dark Angel: Vampire Apocalypse	Konami	1 March
Half-Life	Sierra	1 March
Soldier of Fortune	Crave	1 March
Stunt GP	Infogrames	1 March
Bangai-O	Classified Games	6 March
The Mummy	Konami	6 March
Record of Lodoss War	Crave	6 March
18Wheeler: American Pro Trucker	Sega	13 March
Stupid Invaders	Ubi Soft	14 March
Polaris SnoCross	Vatical	15 March
System Shock 2	Vatical	15 March
Out Trigger	Sega	27 March
Floigan Brothers	Sega	30 March
Half-Life Multiplayer	Sierra	March 2001
Dragon Riders: Chronicles of Pern	Ubi Soft	1 April
Exhibition of Speed	Titus	15 April
Black and White	Lionhead	Q1 2001
Boarder Zone	Infogrames	Q1 2001



US news

Dan Francisco, the man with the plan, gets down and spills the gossip on all things Sega and Dreamcast over in the States.

Game On For Sega

Game Gear Re-launched



For many, the heyday of the hand-held console was back in the early Nineties when Nintendo's Game Boy went head-to-head against Sega's Game Gear and the Atari Lynx. Of course, there was only one winner in the end and that was the Game Boy, and with the Game Boy Advance launch fast approaching that looks set to continue.

Gear Sticks

However, not content to let Nintendo rule the market by itself any longer, Sega and Majesco have teamed up to officially re-release the Game Gear Stateside, and retailing at a paltry $29.99, Nintendo might have a fight on its hands... well, maybe not. Okay so the chances of seeing any new games might be the same as seeing Jo Guest joining the DREAMCAST MAGAZINE team, but with some fabulous games (see boxout) for just $14.99, who's complaining? In any case, to many younger gamers the system will be brand new and a cheaper, more viable option to the Game Boy Color... just make sure you have a mountain of batteries at the ready!

"Believe it or not, the Game Gear is making a comeback in the US"

Game For It

Originally the Game Gear had over one hundred games available for it, and although you would still be able to track them down, only a handful have been re-released with the system... but hey, what a set of games!

HERE'S THE PICK OF THE BUNCH

- Sonic Chaos
- Sonic Spinball
- The Jungle Book
- Disney's Aladdin
- The Lion King
- Pac-Man
- Ms. Pac-Man
- Donald Duck – Deep Duck Trouble
- Caesars Palace
- Super Battletank
- Frogger
- Q*Bert







Get On The Bus!



Tokyo Bus Guide Re-Released

> Trust the Japanese. Only they could come up with something as mad as *Crazy Taxi* and then turn around and produce something as dour as driving a bus around. But not content to do it once, Team Forty-Five has decided to inflict the experience on Japanese gamers yet again with the added bonus of a beautiful bus conductor. Hmmm.

Busman's Holiday

Let's get this straight – *Tokyo Bus Guide* is everything that *Crazy Taxi* isn't . Laws are there to be abided by, not broken, so your job as bus driver extraordinaire is to get ten passengers from one side of the city to the other in one piece without breaking any rules. That means obeying speed limits, not running through any red lights, not cutting other drivers up and making sure you're running on time. Yawn, yawn – how boring, you're thinking. Well maybe, but this is just the kind of thing that the Japanese lap up, which probably explains why it's the sort of game which will never get released outside of Japan.

"Can you think of anything more boring than driving a bus around Tokyo?"



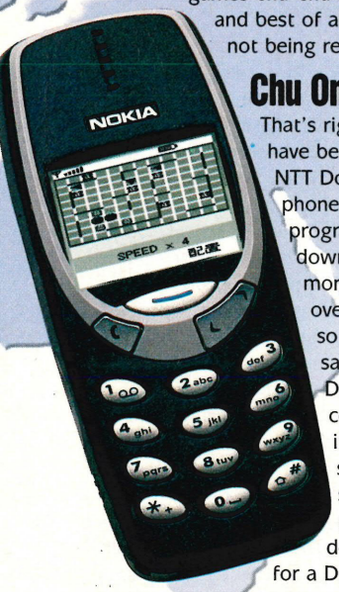
news Jap

After a hectic month of goings-on for Sega in Japan Tomomi Yu tells us what's going on in the land of the rising sun...

NiGHTS Goes Mobile

Sonic Team Announces New Titles

Well that grabbed your attention, didn't it? Yep that's right, Sonic Team has released new versions of its hit games *Chu Chu Rocket!*, *Samba De Amigo* and best of all *NiGHTS*. The catch? They're not being released on Dreamcast.



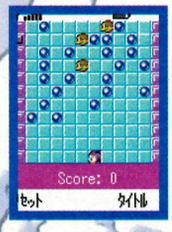
Chu On That

That's right folks, these new games have been developed for the new NTT DoCoMo i-mode 503 series cell phones as part of the Sonic Cafe program. Each game can be downloaded for just ¥300 a month with the promise of more over the next few months. Okay, so it might not be quite the same thing as a bunch of new Dreamcast games, but it's certainly good news for Sega in its move to become a software developer for other systems. And the fact that a new *NiGHTS* game has been developed surely gives hope for a Dreamcast version... doesn't it?









"With new games for mobiles, Sega is certainly keeping to its promise"

Mobile Madness

So far Sega and Sonic Team have only released three games for the new cellphone, although more are promised. Here they are in all their glory.

NiGHTS

As you move around the grid you have to collect blue chips. These will leave a trail behind you, with which you have to encircle the enemy, thus killing them off. With your high-score achieved you can then upload it to a server to see just how good you are.

Chu Chu Puzzle

You should all know this one by now... guide all your little Chu Chu's into their rockets away from those nasty Capu Capu's. You can also make up your own puzzles which you can then upload on to a server, thus creating an almost infinite number of puzzles for users to download.

Samba De Amigo

Okay, so you don't have the maracas, but by using the keypad it's similar to using the controller for the Dreamcast version. The rules are the same and with over 2000 tunes available courtesy of Sega-kara I-Melody, there's plenty of mobile mayhem-like fun to be had from this one!

Sega Cash In

Sega Makes Big Bucks



It's funny, isn't it? People spend all year saying how bad Sega is, and how unprofitable the company is, and then you get figures like these that are completely to the contrary. In a recent survey of software sales for 2000, compiled by PC Data, Sega came in at number five in the top ten software publishers, beating its rival Sony by several thousand dollars. It might not have been able to compete with that other software/hardware behemoth, Nintendo, or the likes of EA, Activision or THQ, but even so it's a fine showing from a company many continue to lambaste. Let's just hope 2001 is as good.

"Whatever people might say, Sega is still going strong"

Publisher	Units	Dollars
1. Nintendo	26,807,180	$955,169,820
2. Electronic Arts	11,946,160	$435,493,079
3. Activision	9,775,986	$332,803,304
4. THQ	6,956,563	$262,998,114
5. Sega	6,332,560	$262,494,552
6. Sony	8,927,900	$244,438,591
7. Midway	4,058,503	$135,982,929
8. Acclaim	4,684,894	$134,503,569
9. Capcom	3,633,586	$124,124,609
10. Infogrames	3,913,971	$112,687,963

Traveller's Checks

US Go Abroad-band

American gamers had their first taste of broadband Internet gaming last month as the broadband adapter was released. After much debate about when the adapter would actually make it to the shelves – some stores had it down for May, others March – Sega slipped it out exclusively via Sega.com's online store for $59.95, which is a small price to pay for the fastest online play around. Two titles currently support the adapter, *Quake III* and *POD: Speedzone*, although many more are planned including Infogrames' upcoming smash *Unreal Tournament*.

Sega Fights On The Streets

Sega of Japan announced this month that it would be porting Capcom's *Street Fighter Zero III* into arcade format via the Naomi GD-ROM – well, it makes a change from Dreamcast games coming flyin out from the arcades. Actually, it was originally an arcade title, only it's being re-released under the guise of *StreetFighter Zero III* (that's upper, by the way), this time featuring all the extras that the Dreamcast version benefited from. Best of all though, is that gamers will be able to use their VM units to download all the characters that they've been able to unlock in the Dreamcast version, which is always good.

Sega Combats Pirates

In a bid to wipe out pirate gaming, Sega has just released an all-new Dreamcast over in Japan called the Sakura Wars Dreamcast, which is equipped with a new motherboard. If anything but a GD-ROM is put into the machine, in other words any kind of CD-ROM, the machine automatically boots it up as if it were a music CD and nothing more, thus preventing games from being played. Most interestingly is that, as a result of the new machine, the price for the original machine has rocketed in Asia as gamers attempt to take full advantage of pirate games before it's too late.

INTERVIEW

KNOCKOUT QUEENS

When Midway went in search of a model to take on the role of boxing beauty Selene Strike and become sparring partner for Afro Thunder, there was only ever going to be one winner... the gorgeous 19-year-old Lorraine van Wyk. DREAMCAST MAGAZINE caught up with the South African-born stunner for a quick one-on-one...



DM: ***You beat hundreds of other models to get the role of Selene Strike – can we take it that you're a bit handy yourself?***
Lorraine: Too right. I'm an outdoors girl and because I climb mountains and walk everywhere I'm very fit. Let me tell you, if anyone tried to take me down I'd have them. I think I'm pretty tough at the best of times but in a fight situation I tend to lose my mind and go completely berserk – so watch out.

DM: ***What does it mean to you to be part of the game?***
Lorraine: It's a fantastic opportunity for me considering there are a few high profile celebrities that have been included in the game, like Michael Jackson and Shaquille O'Neall.

DM: ***Do you have a lot in common with Selene?***
Lorraine: I think we are a bit similar – we're both sporty, feisty, independent and we can both hold our own when in the ring.

DM: ***If a boyfriend is taking too much interest in his computer games, how would you go about getting his attention?***
Lorraine: I'd parade around in a long, flowing negligee that I could start to peel off and then suddenly drop to the floor!

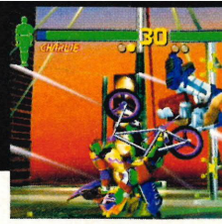
DM: ***Okay, so what if he was so engrossed in the game that he refused to look up from the screen?***
Lorraine: I'd put on my Selene outfit. I really identify with her and have sort of become her – half the time I actually think that I really am Selene which is why I'm so desperate to play her in the film of the game. So I'd put on those long black gloves, the short red boxing trunks, a tight little top and my little white boots, which I adore. I'd strut menacingly around his computer then I'd finally perch on top of it, swishing my long ponytail over his keyboard – that would make him look up. Then I'd look deep into his eyes and say: "Darling, don't you think you'd have more fun playing with the real thing?"

Blimey! She sure is a feisty one that Selene Strike... sorry, Lorraine van Wyk.



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Fighting Vipers 2

With *Virtua Fighter X* still in the works, is AM2's alternative fighting series going to be enough to keep beat-'em-up fanatics at bay?



Okay, so *Fighting Vipers 2* might not be the beat-'em-up that everyone and their dog is gagging for from Sega stalwarts AM2, but in its own little way, the *Fighting Vipers* series is every bit as good as its more illustrious brethren, the *Virtua Fighter* legacy. Well, maybe...

Viper Uppercut

Anyway, two years have passed since the original, with Mayor B.M still running Armstone City as his own personal dictatorship. In the interim, though, a municipal by-law known as the 'Viper Hunt' has been passed, as a result of which there has been a severe drop in Vipers. Some have been thrown in jail while others have removed their armour and retired from the scene. But still some Vipers stand against the mayor, looking to overthrow his virtual tyranny and return law and order to the city. Yeah, alright – it's not much of a story line but come on, every beat-'em-up has to have some crass and cheesy excuse to exist, and who's to stop *Fighting Vipers 2* indulging itself?

Apart from that, what can we say? It's your average beat-'em-up. Combining aspects of both *Virtua Fighter* and Capcom's *Project Justice*, the game is a veritable feast of fighting action which should satiate even the most hardened appetite until the arrival of *Virtua Fighter 4* later in the year. With eleven initial characters to pick from, each with their own distinct style and moves, and several others no doubt hidden along the way, combined with 12 semi-interactive levels, you have the makings of a half decent beat-'em-up. Add to that five modes of play – Arcade, Versus, Random Versus CPU, Survival and Training – and you'll soon realise that there's plenty to keep you coming back for more.

Equally mouth-watering, however, is the prospect of getting a free demo disc with the game, showing footage of some of AM2's future releases – *Shenmue 2*, *Out Trigger*, *VF4* anybody? Actually, this hasn't been confirmed for the PAL release yet, but considering Japanese gamers were treated to this little insight into the future then it's only fair that we should get it too. Go on Sega, you know you want to!





"The game is a veritable feast of fighting action which should satiate even the most hardened appetite until the arrival of Virtua Fighter 4 later in the year"

Softography

AM2

previous works>

- Shenmue
- Virtua Fighter



THE VIPERS

With a wonderful array of characters to get to grips with, each with their own special moves, who are you going to be getting down and dirty with next month?...

EMI

Gender	Female
Age	12
Height	153cm
Weight	44kg
Occupation	School student
Speciality	Roll around violently
Hobby	Collecting 8-bit games
Personality	Cool and smart
Favourite Music	Techno music

HONEY

Gender	Female
Age	18
Height	160cm
Weight	?kg
Occupation	Stylist (trainee)
Speciality	Jumping attacks
Hobby	Wearing costumes
Personality	Cute
Favourite Music	Neo-acoustic

PICKY

Gender	Male
Age	16
Height	168cm
Weight	55kg
Occupation	High school student
Speciality	Skateboard techniques
Hobby	Skateboarding
Personality	Hates to be a loser
Favourite Music	Anything popular now

MAHLER

Gender	Male
Age	22
Height	182cm
Weight	72kg
Occupation	Pro-wrestler?
Speciality	Wrestling moves
Hobby	Wind surfing
Personality	Reticent, has strong sense of justice
Favourite Music	Classic

JANE

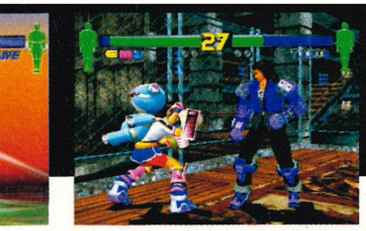
Gender	Female
Age	20
Height	168cm
Weight	68kg
Occupation	Truck driver
Speciality	Tornado punch
Hobby	Weight training
Personality	Unyielding spirit, hot-tempered
Favourite Music	American rock

SANMAN

Gender	Male
Age	Unknown
Height	185cm
Weight	121kg
Occupation	Unknown
Speciality	Throws
Hobby	Bike
Personality	Usually gentle, scary when he loses it
Favourite Music	Punk rock

BAHN

Gender	Male
Age	19
Height	185cm
Weight	82kg
Occupation	High school student
Speciality	Single punch attacks
Hobby	Karate
Personality	Hot-blooded, with obligation and honour
Favourite Music	Japanese rock





essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	AM2
PLAYERS	2
% COMPLETE	80%
RELEASE	LATE MARCH

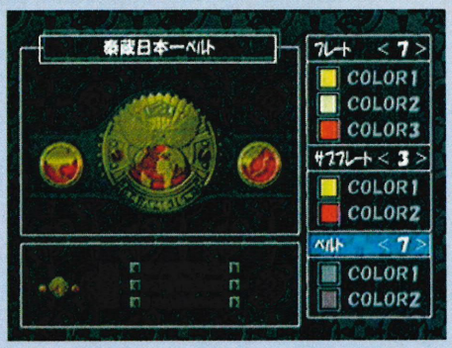
ANTICIPATION RATING 75%

THEY SAY: Top notch beat-'em-up sequel to arcade classic which will have you gagging for it.

WE SAY: It might not be the next *Virtua Fighter*, but until then it should do just fine.

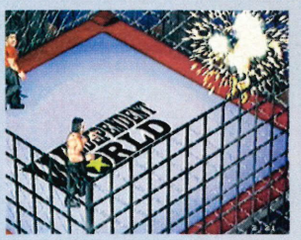


"Oops! I appear to have exchanged my head for a giant burst of light. Ho hum."





Good Evening, Grapple Fans



Fire Pro-Wrestling finally makes the leap over to the Dreamcast

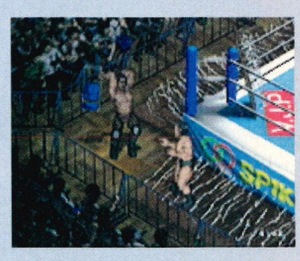
Wrestling, eh? Love it or loathe it, it's certainly popular and now there's yet another game on its way to the Dreamcast, just to prove that you love watching men in tight lycra as much as the next man. *Fire Pro-Wrestling D* sticks itself firmly in the retro mud by refusing to budge from its 2D roots – as you can tell from these screenshots, it's not exactly the visual wonder that you'd expect from the Dreamcast. Of course, that doesn't mean that the graphics don't do the job. Each wrestler is perfectly detailed and represents his real-life counterpart to a tee, while the crowds and ring set up the atmosphere wonderfully. On the gameplay side, there's plenty on offer – not only can you edit your own fighter, referee or championship belt but there are tons of new matches to try out, including a death-defying barbed wire match. Ouch.

Go On, Hit 'Im!

The only major bone of contention at the moment is whether Spike (the developers) will bring the game online or not. Considering that there's now the option to take part in an eight-player Battle Royale or eight-man Tag Team match, there has to be the option for more than four players to play at once – something the Dreamcast can only do online. The only other possibility is the use of the link-up cable, a peripheral that only appeared in Japan and isn't used by any game other than *F355 Challenge*. Until Spike makes an announcement, we can only speculate.

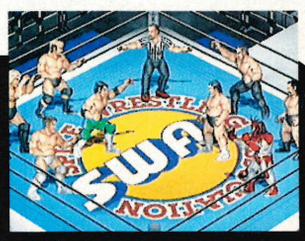
Unfortunately, as is always the case with bizarre Japanese wrestling games, like this and *Giant Gram 2000*, there isn't any word on whether Sega will see fit to give someone the chance to bring the game to our shores. This sucks, as we know full well how great the Saturn version of *Fire Pro-Wrestling* was and how much better the Dreamcast version will be... still, that's life eh? Regardless of how things pan out though, we guarantee that you'll find a full import review of this storming little game in this very magazine next issue. Honest.





"Now there's yet another game on its way to the Dreamcast, just to prove that you love watching men in tight lycra as much as the next man"

How Many Fighters?



As with any form of fighting game, it's good to have a fair bit of choice in who you battle it out as – the bigger the selection, the more varied the fights are going to be. So far on the Dreamcast, *Marvel Vs Capcom 2* takes the crown for having the highest number of characters in a beat-'em-up with 52, but when *Fire Pro-Wrestling D* arrives, that'll all change. The game offers an incredible starting line up of 178 fighters and another 42 hidden away to unlock, taking the final total up to a staggering 220 characters. Are there actually that many wrestlers in the world? We don't know. Still, we're already looking forward to seeing how packed the character select screen will be... blimey.

GRACE

Gender	Female
Age	21
Height	178cm
Weight	56kg
Occupation	Fashion model
Speciality	Kick combo
Hobby	Travelling
Personality	Cool, passionate inside
Favourite Music	R&B

RAXEL

Gender	Male
Age	20
Height	177cm
Weight	53kg
Occupation	Guitarist/vocalist
Speciality	Attacks with his guitar
Hobby	Band
Personality	Cool, narcissist
Favourite Music	UK rock

TOKIO

Gender	Male
Age	18
Height	175cm
Weight	66kg
Occupation	Part-time worker
Speciality	Spinning kicks
Hobby	Fighting game
Personality	Strong sense of justice
Favourite Music	House, hip hop

CHARLIE

Gender	Male
Age	17
Height	188cm
Weight	67kg
Occupation	High school student
Speciality	Attacks with BMX
Hobby	BMX
Personality	Hot tempered, hates to be a loser
Favourite Music	Funk, acid jazz

Web site: www.midway.com









NBA Hoopz

Mayhem hits the courts for a second dosage as balls fly everywhere – it could only be Midway.

Basketball might not be the most accessible sport to us Brits, but one company sure does know how to make it more fun than a drunken night out at Stringfellows, and that's Midway. As far as arcade sports games go, you can't beat Midway, and just to prove the point, *NBA Hoopz* looks set to redefine the real meaning of basketball... again.

Balls!

As the pseudo-sequel to last year's *NBA Showtime: NBA On NBC*, *NBA Hoopz* retains all the outrageous, over-the-top, crazy gameplay, only this time it's been joined on court by a far greater number of options and modes, something that let *Showtime* down big time. So whereas before the game served as nothing more than a quick hit of arcade-fuelled action, this time Midway has taken a leaf out of Sega's *NBA2K* book and added enough extras to make it last the entire season.

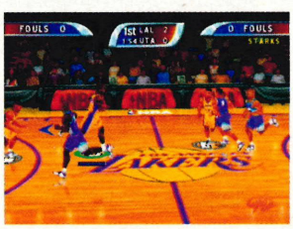
Most notable of these additions is an all-singing, all-dancing Season mode which gives you the chance to play through seasons of various lengths – from 14 for the more discerning players to 82 for the really hardcore fan. Of course, all the teams are here in full, along with every player in the NBA for you to thrash around the place, performing all those ridiculous slam-dunks as and when you like. Add to that the Quick Start and Tournament options and there's quite a game in the making here, with plenty to keep you busy for a fair old while.

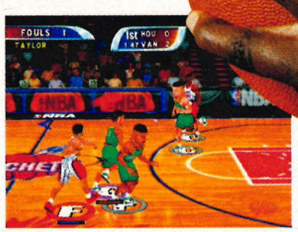
Hoopla!

Another of the more noticeable additions to the game is an extra player on each side. Whereas before it was two-on-two action, it's threesomes all the way here, with a guard, centre and forward on each team. If you



"It's threesomes all the way here, with a guard, centre and forward on each team"





Great Balls Of Fire





One of the main advantages that the game boasts over *NBA Showtime* is the fact that, on top of everything else, it has five mini-games to play. These are 2ball, 21, Around The World, 3 Point Shoot-out and Practice, all of which will help you hone your skills so you can kick your friends' butts big time.













With one more player on each side the action's even more frantic than before!

want you can even customise your very own team with your own players to take on the might of the NBA, or at least anyone willing to take you on. With all this jammed into one game, plus all the crazy cheats you'd expect from a Midway game, it certainly looks as if Midway is onto a real winner this time around, after the mistakes it made with *NBA Showtime*. In any case, check out our massive review in next month's mag for the real score... we'll be waiting for you.





essential information

Dreamcast magazine

PUBLISHER	MIDWAY
DEVELOPER	IN-HOUSE
PLAYERS	4
% COMPLETE	80%
RELEASE	APRIL

ANTICIPATION RATING 83%

THEY SAY: Fiery, fast basketball action that'll knock your socks off and blow you away.

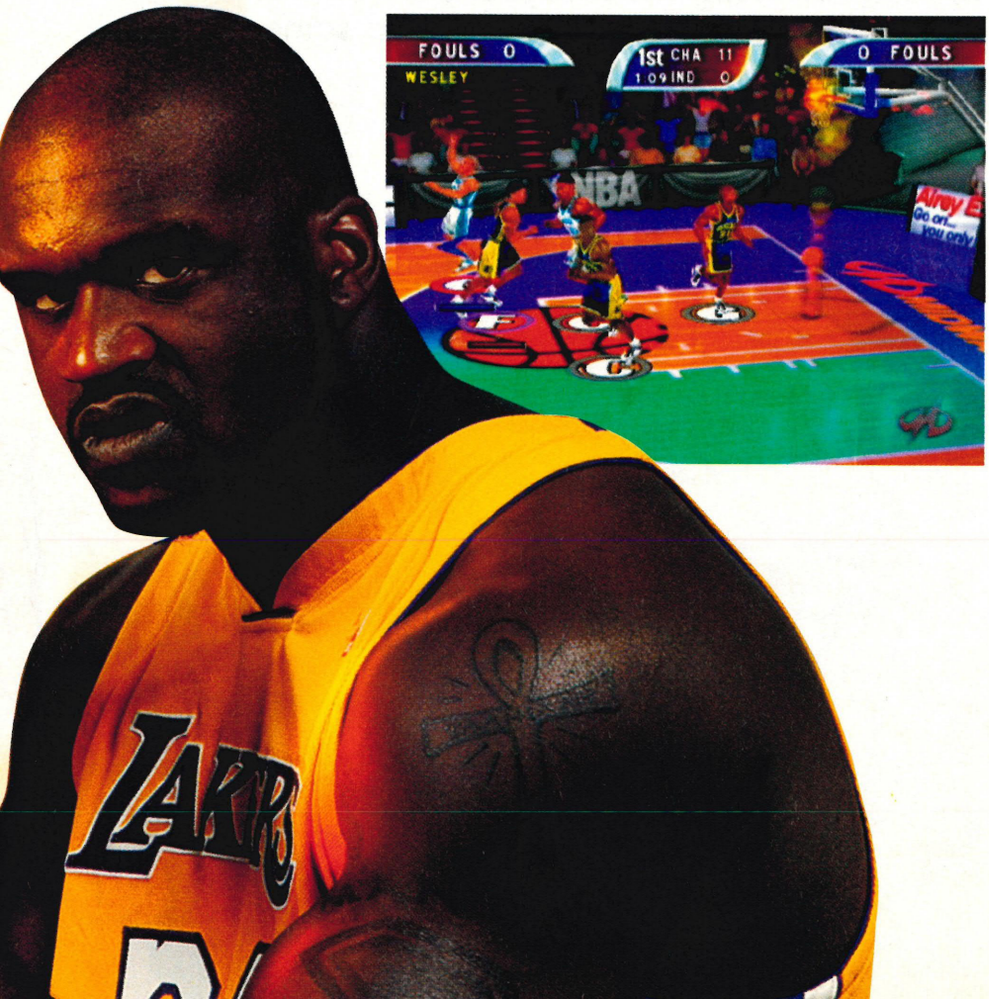
WE SAY: Basketball made fast, frantic and most importantly, great fun to play.

softography

previous works>

- NFL Blitz
- NBA Showtime: NBA On NBC

Midway



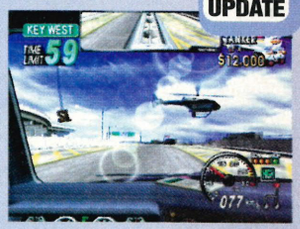


Trucks 'Я' Us

New 18Wheeler Details

UPDATE

Things have been pretty quiet on the *18Wheeler* front over the last few months but we've been able to dig up some more information on the European release of this monster truck of a game.



Wheeler Fortune

On top of the already confirmed online play, we've learnt that the game will sport some new features over the Japanese version which didn't meet with the most favourable reviews. First off, an extra element to the gameplay has been added whereby if you ram your opponent during the race you will not only slow them down but you'll also damage their goods, thus reducing the amount of cash they get for delivering their cargo. It's also been revealed that the game will feature at least one extra parking stage, although this could increase. So when are we finally going to see the game hit European shores? Well, according to our sources at Sega, we should be seeing the game hit the stores around April time... so not long to wait till you're living out all those *Smokey & The Bandit* fantasies.

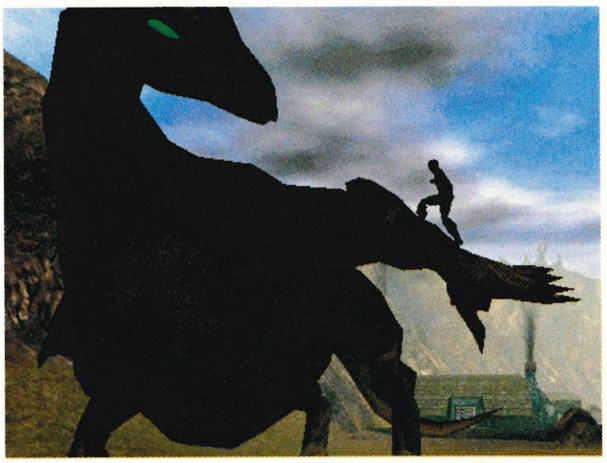
"With some extra features and elements to the gameplay, the PAL release should be the best of the lot"





Web site: www.ubisoft.co.uk





Dragon Rid

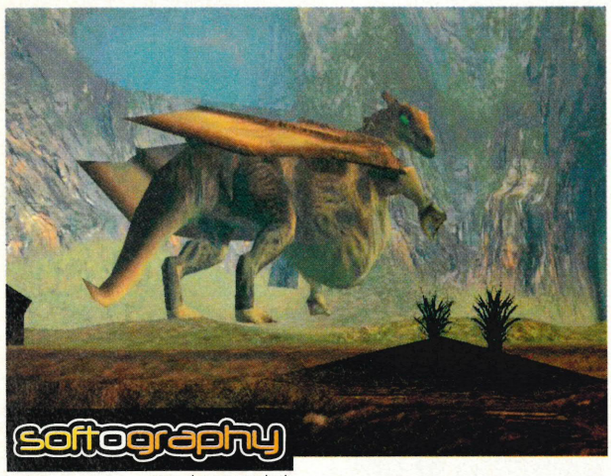
Chronicles Of Pern

If Phantasy Star Online hasn't got enough dragons in for your liking then maybe, just maybe, Ubi Soft's latest PC>DC will. Prepare to chase some lizards!

Okay, let's get this straight. The best way to 'learn' what *Dragon Riders: Chronicles Of Pern* is all about, is to rush down the local library and read one of the books that have been written about it. Why? Because it's not going to be easy to cram 18 books worth of information about the world of Pern into four pages – but hey, we'll try. Basically, Pern is a barren land divided into Weyrs and dominated by tradition. The Weyrs are plagued by the 200 year cycle of the Red Star which, while it circles Pern, releases the parasitic Thread to feed on anything and everything organic. To combat this the people of Weyr have, over the years, genetically created telepathic dragons to take to the air with their Dragon Riders in order to burn off the Thread before it hits the ground and destroys everything in sight... you got that? Good!

Fancy A Pern?

So, history lesson over, back to the game in hand. Plucked from deep within the history annals of Pern, the story of *Dragon Riders* takes place just as the threat of the



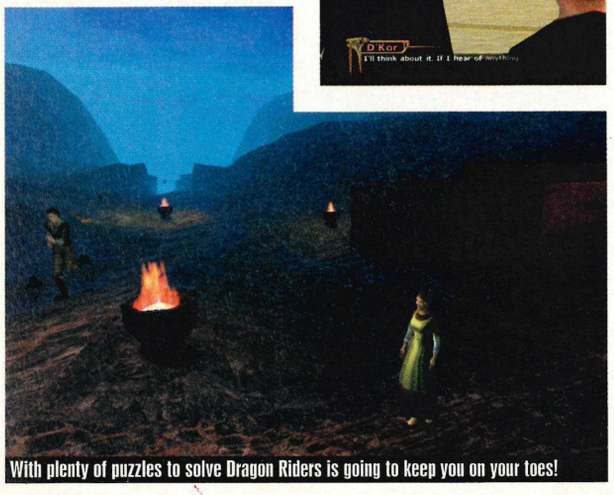
softography

previous works>

- Grandia II
- Evolution

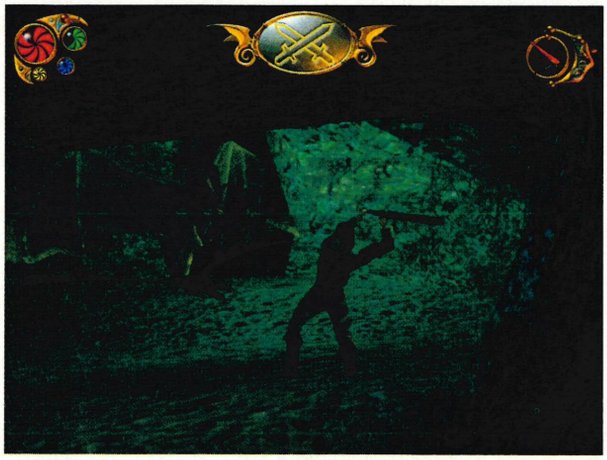
Ubi Studios





With plenty of puzzles to solve Dragon Riders is going to keep you on your toes!

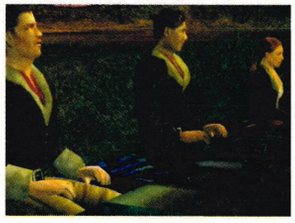








ers





calamitous Thread is coming to an end once again. But all is not well in this time of peace, as new dangers are threatening the destruction of Pern and in particular, your Weyr. Not only has your leader, the Weyrwoman, recently died, requiring you to go in search of a replacement, but other members of the Weyr are dropping like flies for no apparent reason too. Your job? To find a new Weyrwoman and get to the bottom of the mysterious goings-on as Dragon Rider extraordinaire, D'Kor, with the help of your dragon Zenth.

As you can imagine with a game that has had its genesis in a series of books, the gameplay's emphasis is very much on story, and an utterly intriguing one at that. In light of this, the gameplay in itself is very much of the progressive type. You will need to increase your character's eight different skills – scribing, healing, mining, sneaking, sword skills, knife skills and large and small crossbow skills – throughout the game in order to get past certain areas and access new ones. But that's not all as you will also need to build up your Knowledge, Strength and Reputation as you progress through the game, with more opening up to you as your levels increase. For example, the higher your reputation the more people will be willing to tell you what they know about the strange goings on.

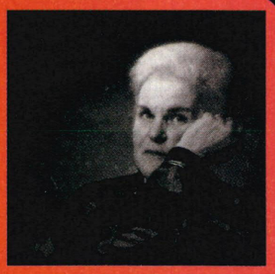
Way of The Dragon

However there's a whole lot more to the game than just flying around on your dragon (actually you don't do too much of that either), searching out a new Weyrwoman and the source

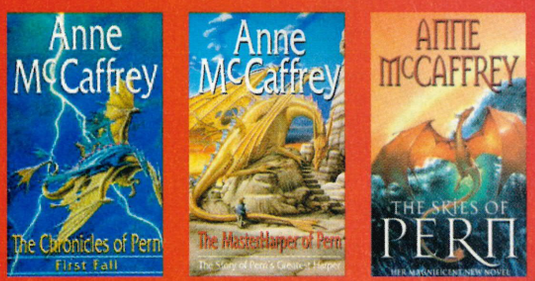
"Graphically the game goes for a very cinematic feel, much in the same way as the Resident Evil series"

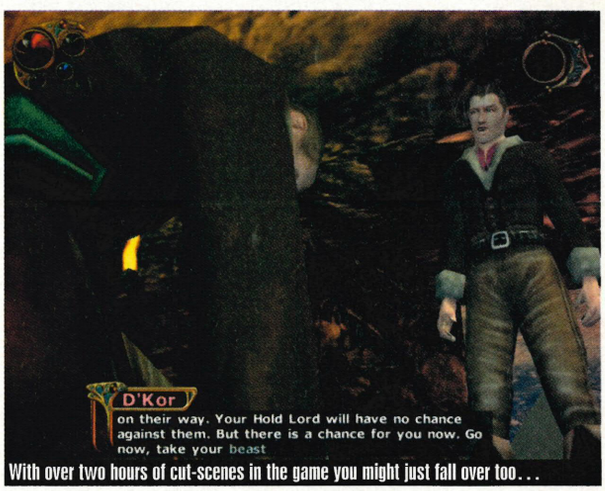


From The Book Of Beyond



The idea for *Dragon Riders* isn't a new one – in fact, nothing could be further from the truth. As the brainchild of author Anne McCaffrey (born 1926), the Dragon Riders of Pern have been around seen 1970 when *Dragon Flight*, the first book detailing this fantasy world, was originally published. The rest, as they say, is history. Numerous sequels have spawned from the fictional world of Pern since then (there's a total of 18) and more are no doubt on the way. All this from a lady who trained as an opera singer...





With over two hours of cut-scenes in the game you might just fall over too...

Fire Flies

Your journey around the world of Pern isn't a lonely one because as well as having the help of Zenth you're also accompanied by a Fire Lizard who will show you what to do in certain situations. You can collect different coloured Fire Lizard eggs from around Pern and if you take them back to your base, you will be able to hatch them as your very own little virtual pet. Ahhhhh...





continued

Web site: www.ubisoft.co.uk



Interview



DREAMCAST MAGAZINE caught up with Oliver Sykes, lead designer for *Dragon Riders*, for a few words of wisdom on the world of Pern.

DM: Why did you decide to make a game based on the stories of Pern?
OS: *The MD of the company at the time the game started was a big fan of the novels and also a friend of Anne's. He was the one that got the original rights to Pern. After that we decided that this was a world that needed exploring further and would translate very well into a videogame. It's a very rich world with lots of depth, intrigue, social order (and disorder) and of course really enormous dragons! (Always a plus!)*

DM: Were you a fan of the books at all before you started work on the game?
OS: *Well I kind of had them forced on me by a friend in a sort of 'you gotta read this!' kind of way, so I had to read them or risk physical harm. After that I got the job here working on the project and kinda got hooked. So I'm a fan now!*

DM: How much of an input has Anne McCaffrey had in the development of the game?
OS: *She was very instrumental in the development of the dragons and the story line, alongside Todd, her son. The dragons on the book covers are very traditional – short forelegs, big hind legs - very T-Rex – but she always imagined them as horses (very big horses) so our dragons have a very equine look about them which some of the fans don't like. The thing is, they are the dragons that Anne wanted.*

DM: What other games have influenced the development of *Dragon Riders*?
OS: *Zelda, Shenmue, Kings Quest: Mask of Eternity, Silent Hill and the Resident Evil series, especially Code: Veronica.*

DM: How would you describe the world of Pern and all that it represents to someone who hadn't experienced it before?
OS: *A medieval, feudal but peaceful place with a strict social order and enormous dragons. It has no magic like a traditional fantasy setting, but the most interesting element is that these people are our descendants who colonised Pern and then lost the knowledge that brought them there. It's very interesting when they mention ancient artifacts that are high technology items!*

DM: How would you best describe the game as a whole?
OS: A sedate, involving, atmospheric action adventure.

DM: What is it about *Dragon Riders* that you think is going to appeal to gamers?
OS: *Its depth, richness and an involving and the atmospheric world that's waiting to be explored.*

DM: What does this game have to offer that the other adventure/RPGs don't?
OS: *Over 170 characters, all with full speech, a branching plot, a variety of differing puzzles to keep the player constantly entertained and bloody big dragons. And they're on your side!*



of all the premature deaths in the Weyr. Along the way you'll meet and interact with over 170 different characters, many of whom will require your help on numerous sub-missions. In this respect the gameplay is very much multi-layered and intricate. Cross the real-life adventure of *Shenmue* with the fantasy world of *Zelda* and you might be some way to realising the gorgeous concoction of gameplay that *Dragon Riders* has to offer.

However, for those of you expecting to trip the light-fantastic on the back of a dragon while jousting with other Dragon Riders, you're going to be deeply disappointed. *Dragon Riders* is an adventure game in the purest sense of the word, with few action sequences of mass killing, and in this sense the game is very much in keeping with the books' moral – that 'there are other ways to resolve conflict'. As dull as you might imagine all this to be (along with the lack of any magic), nothing could be further from the truth, because before long you'll slowly become absorbed in the whole fantastical world of Pern. We're not just talking figuratively either, as the game literally offers hours and hours of gameplay – even if you know exactly what you're doing, the developers reckon it will take in excess of 25 hours to clamber through. Not your average jaunt through fantasy land then.

Face Off

Ever wanted to actually be in a game? Well that's what the guys at Ubi Studios thought, so as well as designing *Dragon Riders* they've also managed to get themselves into the game as some of the characters that you'll meet along your adventure. Pretty cool, huh? So how'd they do it? Well check out these images and you'll see how a human photo is made into a computer design.



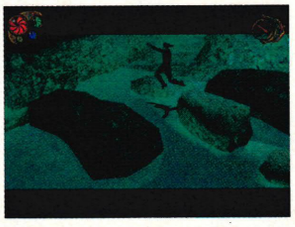








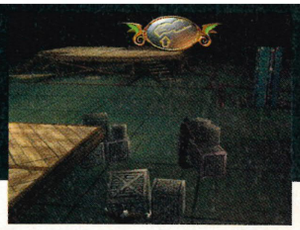












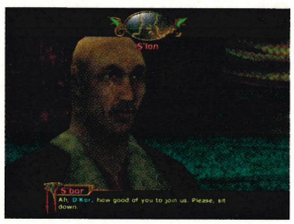
They've Got The D'Kor How

So you think the face of our hero D'Kor looks rather familiar, do you? Well, you'd be right to think that as his face is modelled on the one and only... wait for it... Sean Bean. But that's not all, as the facial features of David Boreanaz, aka Angel from *Buffy The Vampire Slayer*, were also implemented – so there you go.















The Right Weyr

As much as all this might impress, the most striking aspect of the game is its overall presentation ,which smacks of Hollywood... well, maybe. Graphically, the game goes for a very cinematic feel much in the same way as the *Resident Evil* series, with some stunning views and camera angles. This grandiose feel is further added to by an orchestral score that wouldn't sound amiss accompanying the latest Hollywood blockbusters and which acts as a perfect backdrop for the visual aspects, not to mention the action of the game. Add to that some impressive voice-acting courtesy of 50-plus actors and you have one highly impressive game in the making. You won't have long to wait now because with a May release, you'll all be able to indulge in the world of Pern for yourselves soon enough. In the meantime, get reading.

essential information

Dreamcast magazine

PUBLISHER	UBI SOFT
DEVELOPER	UBI STUDIOS
PLAYERS	1
% COMPLETE	75%
RELEASE	MAY

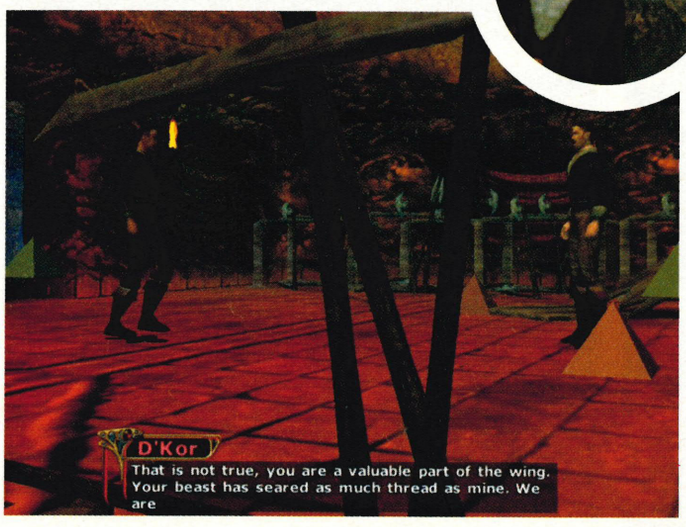
ANTICIPATION RATING 80%

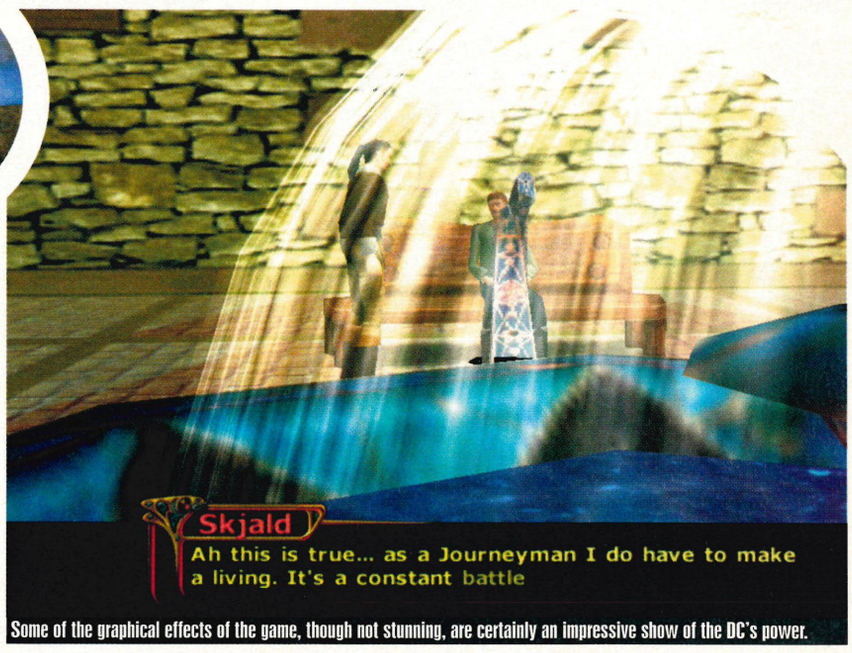
THEY SAY: Will allow players to embark on elating adventures in the world of Pern.

WE SAY: It's a stunning story which provides the perfect backdrop for the game.

"Dragon Riders' emphasis is very much on story and an utterly intriguing one at that"







Some of the graphical effects of the game, though not stunning, are certainly an impressive show of the DC's power.

Web site: www.sega.com



Daytona USA

Longing to fulfil those Days of Thunder fantasies? Now you can, as Daytona USA 2001 races its way towards our shores.

A long time ago in an arcade far, far away, there was a racing game that revolutionised the term multiplayer, attracting crowds of people and creating huge queues. That game was *Daytona USA* – unleashed on arcades in 1994 it went head to head with Namco's *Ridge Racer* and came out on top. However, the home version didn't fare so well, but now, after years of waiting, a definitive version of the game is about to be unleashed on Dreamcast owners.

Those of you who have never played it are probably wondering what all the fuss is about – after all, isn't it just another racing game? Well, no. If you play *Daytona USA* in the arcade now, it may have serious pop-up and the cars look like shoeboxes on wheels, but the playability is still up there with the best. It is possible to link eight machines, there are 40 cars on the track at any one time and it was one of the first games to use textured 3D graphics. The only way you'll get a similar racing experience with seven mates is to hire out eight Ferraris for the day and hammer round Brands Hatch... okay, so maybe there's a little exaggeration there, but you get the drift. "But you can't link eight Dreamcasts up!" we hear you cry, and you'd be almost right, but thankfully, Sega has made the wise move of including online play in *Daytona USA 2001*. Obviously this isn't the same as linking up eight arcade





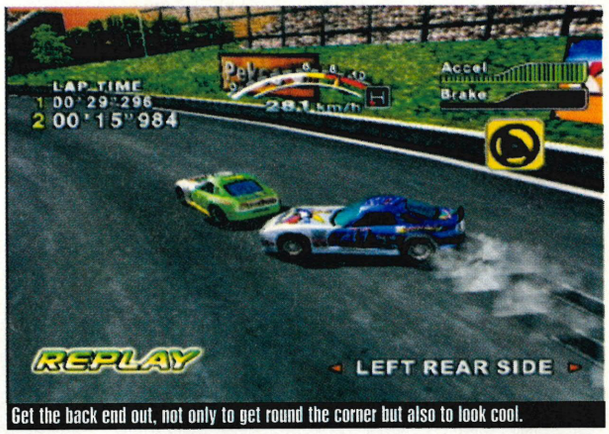


softography

previous works>

- Virtua Fighter
- Shenmue

Sega



Get the back end out, not only to get round the corner but also to look cool.









2001



cabinets, but it's as close as you're gonna get... unless you've got pots of money and plenty of space, that is.

Race The Superhighway

Online racing games have never really taken off on the PC, the most memorable being *Ultim@te Race Pro*, which bore more than a passing resemblance to *Daytona USA*. On the Dreamcast, it's a similar story – *Speed Devils Online* is the only decent online racer so far. With *Daytona USA 2001* though, Sega is not only promising that there won't be any delay like *Chu Chu Rocket!*, but it will connect in the same way through central lobbies, with the racing taking place between individual machines. So there's no lag – when you press a button, it'll happen at the same time on the screen. Joy.

Start Your Engines

All the cars and tracks from the original arcade game have made it into this version, from the classic Hornet to the signature Daytona track, Three Seven Speedway, with a giant Sonic carved into the rock-face. There are four cars to chose from, all with varying abilities, and eight tracks. The first three tracks are taken from the original, the next two from the Saturn Champion Circuit Edition and the last three are exclusive to Dreamcast owners. Each track also has four different types – Normal, Reverse, Mirror and Reverse Mirror (each of which are totally different to race around), making a grand total of 32 courses.

In addition to the Arcade mode is an extensive Championship mode, which not only gives points for whichever position you finish in but also rewards you for leading the race for a full lap – with each consecutive lap you lead it gives further bonuses. There's also a Time Attack mode and if you don't fancy racing online, there's a split screen Vs mode so you can humiliate someone you can actually see.

Pop-Up... What's That?

AM2 has done an amazing job of keeping the game running smoothly at all times, even when the track ahead is









Head to the pit when your car looks worse for wear, which it often will after about one lap.





The Tracks

> The tracks in *Daytona* are a mixed bag. Some are a dream to drive around, whereas others are full of nightmare hairpins. Here's a quick run down.



1. Three Seven Speedway

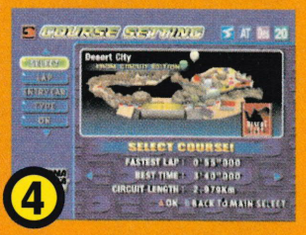
This is the beginner track in the arcade and as such is very easy, with three long banked corners.

2. Dinosaur Canyon

This was the advanced track in the arcade and has a couple of nice big corners but also some tight ones which can require powersliding if taken too fast.

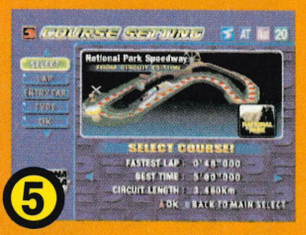
3. Sea-side Street Galaxy

The advanced track from the arcade has two nice straights but the rest of it is made up mostly of tight bends.



4. Desert City

The first track from the Saturn game is pretty easy going with only a couple of nasty bends.



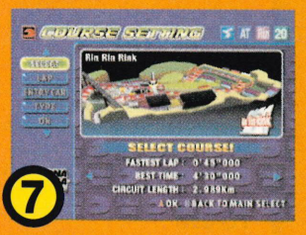
5. National Park Speedway

The second Saturn track is a helluva lot of fun to drive, with fast straights and only one hairpin turn.



6. Circuit Pixie

This is the closest you will get to a real NASCAR track in the game and is THE track to live out your *Days of Thunder* fantasies on. Just as long as you don't start singing that irritating song while you play.



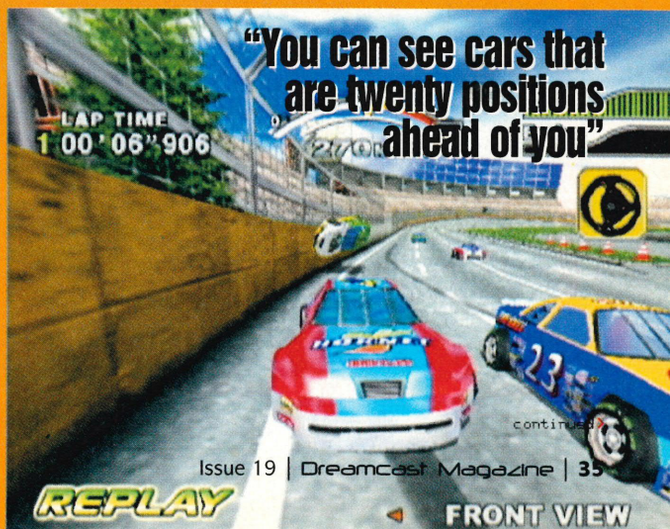
7. Rin Rin Rink

The second Dreamcast exclusive track combines fast banked turns with a tight left-hand hairpin.



8. Mermaid Lake

The best of the Dreamcast tracks, it starts with a huge banked turn then goes under itself to form a figure eight.



continued

forecast

The Art Of The Powerslide

> To succeed in *Daytona* you must learn how to powerslide like a pro. Some tracks require no powersliding whatsoever, but others need it on just about every corner. It's all a matter of applying the correct amount of brake and acceleration to make the back end slide out before you slam into the wall.



The Cars

> There are four cars in Daytona, all with differing strengths and weaknesses. Before taking them out on the track however, you have a choice of transmission, tyre type and colour. Decisions decisions.



Hornet
This is the best choice for beginners as it mixes good speed with decent handling.

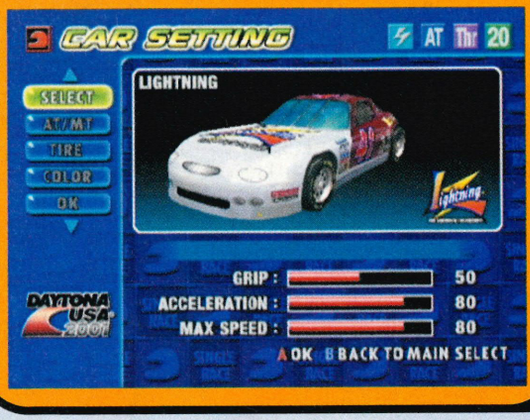


Grass Hopper
This one is very slow but handles corners like a dream. You will hardly ever powerslide when driving this.



Falcon
Had worse handling than the Grass Hopper and a slower speed than the Hornet.

Lightning
As its name suggests this car is very quick but handles like a dog, hence lots and lots of powersliding, whether you mean to do it or not.







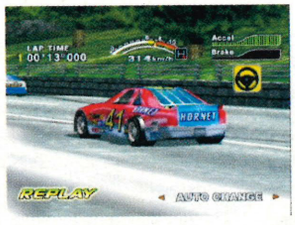


packed full of cars. It also seems to have eliminated all traces of pop-up from the game and you can see cars that are twenty positions ahead of you. A good example of this is on one of the Dreamcast-exclusive tracks, Mermaid Lake. It starts with a huge banked turn that stretches far into the distance and if the race has just started, there's a mass of opponents ahead, making you wonder just how you're going to get past them all. *Sega Rally 2*, eat your heart out.

Unfortunately, the one thing this version of Daytona doesn't have is any cars or tracks from the arcade sequel *Daytona USA 2: Battle on the Edge* – all we can do is hope this is given the Dreamcast treatment separately. However, this is a minor grumble – there is plenty in *Daytona USA 2001* to keep any racing fan going for a long time and we're eagerly awaiting the arrival of the UK version in the office so we can give you a full verdict.

"Sega Rally 2, eat your heart out"





essential information > Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	AM2
PLAYERS	2 (4 ONLINE)
% COMPLETE	80%
RELEASE	APRIL 2001

ANTICIPATION RATING 90%

THEY SAY: This is the best arcade racer that is available for any games system

WE SAY: It's a six-year-old arcade game but much, MUCH better in its Dreamcast incarnation

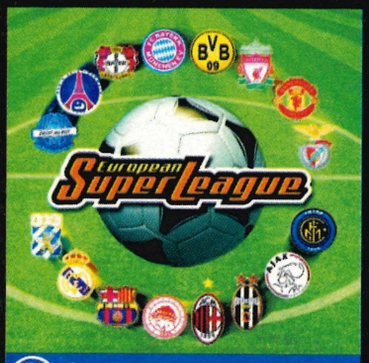


This is not the best way to win a race. We advise pointing the car towards the track and following the other cars to avoid walls.

Dreamcast

MX2™

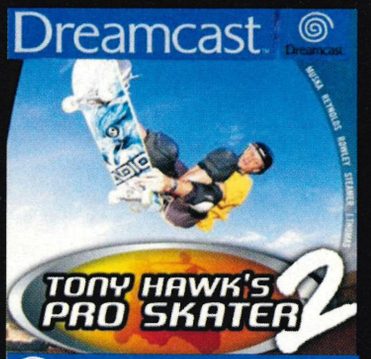
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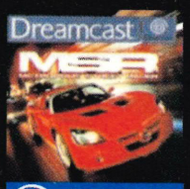
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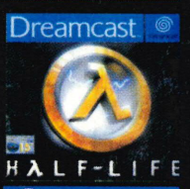
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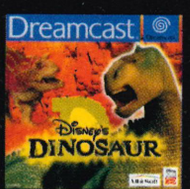
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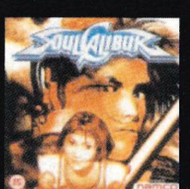
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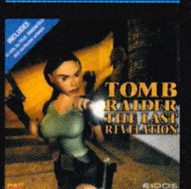
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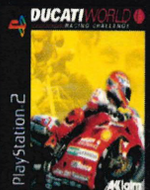
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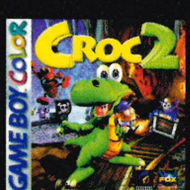
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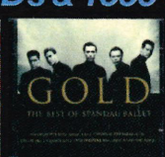
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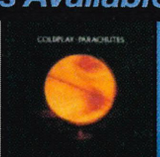
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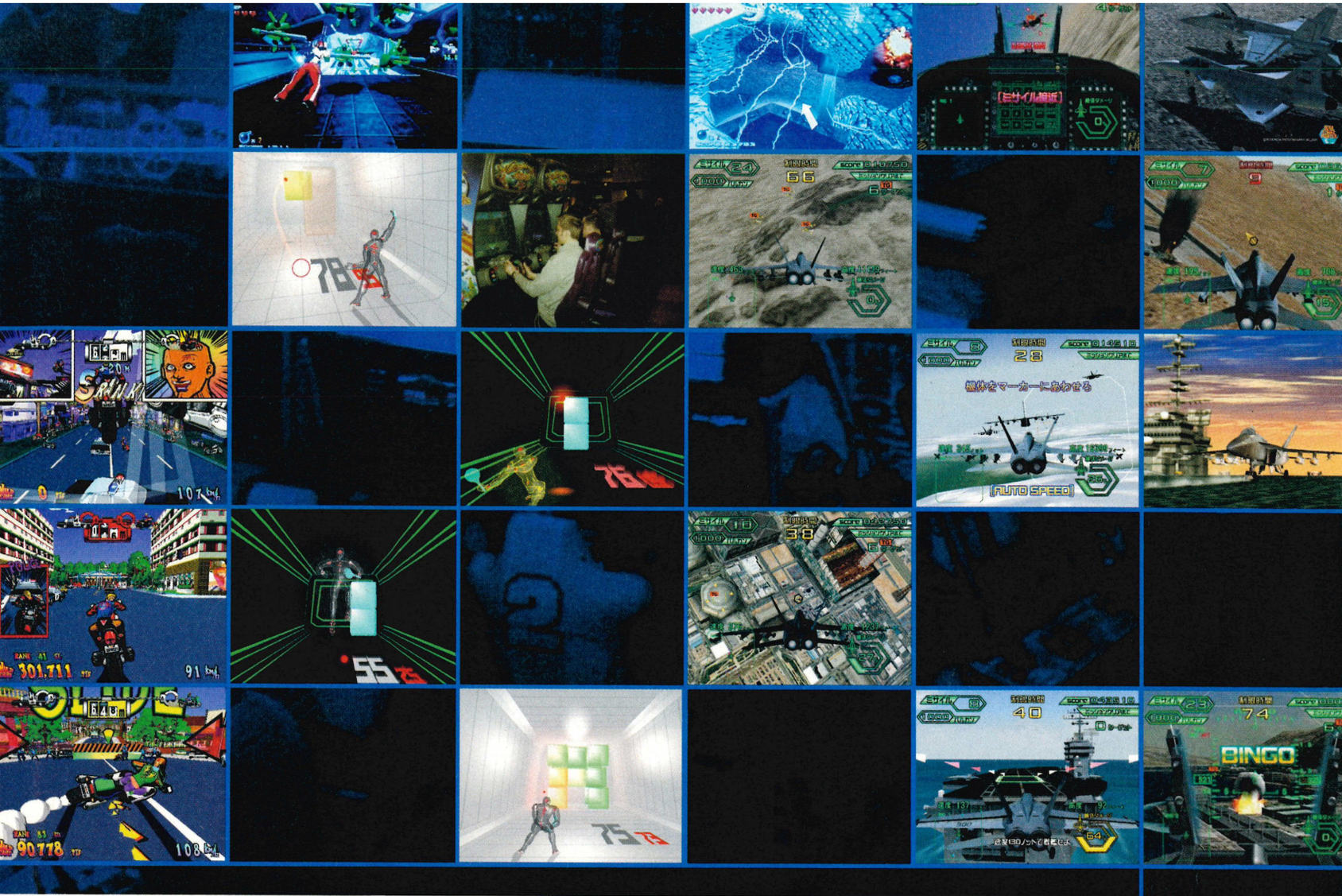
ATEI 2001 23, 24, 25 Jan

Everyone knows that the Dreamcast is just an arcade machine in disguise, so DREAMCAST MAGAZINE journeyed down to Earls Court for this year's ATEI arcade show to check out all the hottest Dreamcast-headed games... and man, are they looking good.



Some might say that arcades as we know it have had their day. Not us. Why? Well, DREAMCAST MAGAZINE visited this year's annual ATEI at Earl's Court to check out all the latest arcade games. We were amazed to find an entire exhibition hall crammed full of the latest arcade titles and literally hundreds of fruit machines all begging for attention.

With Namco, Konami and Midway, among others, showing off all their latest wares to the gaming community it would seem that arcade gaming is still very much seen as a profitable concern. But if there's one company that has faith in the future of the arcade industry, it's Sega. With an arcade release schedule that would have many a games developer/publisher green with envy, it appears that arcade gaming isn't quite as near the precipice as people are making out. Just check out the next six pages and you'll see exactly what we mean. With games like *Wild Riders* and *Club Kart* on the all-singing, all-dancing Naomi 2 board and *Confidential Mission*, *Sega Sports Jam* and *WWF Royal Rumble* waving the flag for the original Naomi board, the future of arcade gaming certainly looks pretty good to us. Even beyond that you have the likes of *Shaka The Tambourine*, *Samba De Amigo 2000* and *Crackin' DJ* threatening to re-define the traditional arcade. Oh, and then there's always the small matter of *Virtua Fighter 4*. Arcades dead? You're having a laugh...



Wild Riders (Sega)

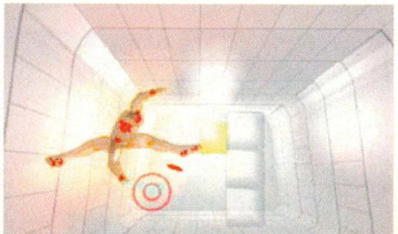
Look familiar? Of course it does – you can tell where *Wild Riders* gets its visual style straight off the bat. If you want to be cynical, it's *Jet Set Radio* on a motorbike and not surprisingly, the premise is remarkably similar as well. Once again, you take the role of a rebellious gang member but instead of using paint cans to put your point across, you're jumping blockades and sliding under lorries this time around. By pulling up or pushing down on the handlebars (yep, another chance for a specialist Dreamcast peripheral) at the right time, you can fly over or slide beneath obstacles to keep ahead of the ever-persistent Police Chief in pursuit, who is intent on locking you away. Mess up the timing or crash too often though and... well, you can probably guess what happens. It's got everything you would expect from such an arcade game, from *Crazy Taxi*-style racing speed and fantastic visuals to a booming soundtrack, complete with running commentary on how well you're doing. Make sure you keep an eye open for this one in your local arcade – you simply have to play it!



Cosmic Smash (Sega)

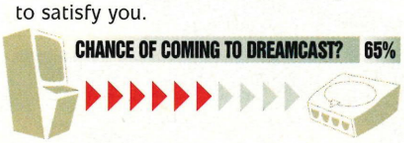
Talk about retro gaming! Coming from the loins of Sega Rosso, *Cosmic Smash* is a history lesson in gaming if ever there was one. It has more in common with the likes of *Pong* and *Arkanoid* than *Virtua Tennis,* such is its design, which harks back to Eighties film extraordinaire *Tron*. Basically, it's futuristic squash and it's totally addictive. Picture it now – you're in a small room with only a racquet and a ball to help you destroy the innumerable amounts of blocks which stand between you and precious glory. Starting off pretty easily, the game has a huge amount of stages to get through which, as you can imagine, get harder and harder as you slowly progress. It might not look great but *Cosmic Smash* relies more or less entirely on its gameplay which, we warn you now, will have you hooked from the very first second.





Sega Strike Fighter (Sega)

Another relative newcomer to the amusement parks around the country is Wow Entertainment's flight-sim *Sega Strike Fighter* which, depending on your view on these sort of things, is really ace or a load of old tosh. Simulation is very much the keyword here as it attempts to re-create the look and feel of a jet fighter right down to the very last detail. There's pedals, joysticks, thrusters – you name it, it's here. The combination of the lot make it mighty hard to play, and you'll need to be extremely co-ordinated to be able to fly the thing without crashing within seconds of take-off. With loads of missions to be accomplished – most of which include blowing the hell out of enemy planes and bases – there's plenty to the game but only if you have the patience to conquer the controls and master the skies. Needless to say, it looks absolutely tops, so if you've ever wanted to live out those *Top Gun* fantasies then this is the game to satisfy you.



Game On!

When you look back over the last year and a half you'll be surprised just how many Dreamcast games have had their genesis in the arcade, and this is a trend which looks likely to continue for a good while yet. Don't believe us? Then check out the list below.

- Crazy Taxi
- F355 Challenge
- Samba De Amigo
- Virtua Tennis
- 18Wheeler: American Pro Trucker
- House Of The Dead 2
- Zombie Revenge
- Sega Marine Fishing
- Sega Bass Fishing
- Sega Rally 2
- PowerStone
- StreetFighter 3
- Dead Or Alive 2
- Soul Calibur

continued



Club Kart (Sega)

Can you cut it as a race ace, bombing along at speeds that make you go giddy with your precious butt a mere 10cm from solid tarmac? Then chances are that Sega's latest Naomi 2 title *Club Kart* will be right up your alley. We've been cart racing, and this is just like the real thing – from the sit-in cart to the thrills and spills of the race, spinning out and crashing out, it's all here and it looks stunning. With courses around the streets of Piazza Laziale, Cote d'Azur and Andalucia among others, this is a truly continental affair which looks gorgeous at all times – it's just a shame there's so little time to check out the scenery as you're speeding around concentrating on the job in hand. However, the real beauty of the game is that it uses the Club Kart card, which allows you to create your very own customised carts and take part in the Championship races. Basically, the card allows you to save your car as well as your progress through the Championship so that wherever you are, you can pick up from where you left off.

CHANCE OF COMING TO DREAMCAST? 65%

Sega Sports Jam (Sega)

Nope, we'd never heard of it before now either – saying that though, you'd be surprised how much fun this game actually is. Rather than dedicating the game to a single sport à la *Virtua Tennis* and *Virtua Striker*, *Sports Jam* manages to pack in a whopping 12 events from a selection of eight sports including basketball, baseball, ice hockey, American football, tennis, football, golf and even speed cycling. And the idea of the game? To reach a certain target or (in the case of two-player games) do better than your opponent – whether it's shooting hoops, blocking pucks or getting closest to the pin, you'll need to have plenty of skill to come out on top and make it into the Hall Of Fame. It's fast and frantic fun, with each event lasting long enough to be thoroughly enjoyable without getting boring. The only thing that's holding *Sega Sports Jam* back from being released on the Dreamcast is that it's a bit short-lived – like most arcade titles, it's designed for instant enjoyment rather than long-term playability. Still, we've seen Sega make additions in the past so you never know...

CHANCE OF COMING TO DREAMCAST? 40%

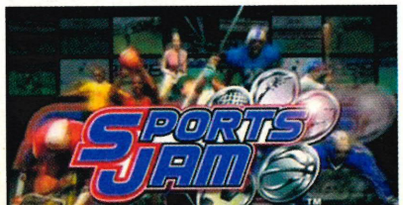
Ferarri F355 Challenge 2 (Sega)

Okay, so technically this isn't a new game, but a year on and Yu Suzuki's driving masterpiece is back and better than ever before, with the addition of all the courses from the Dreamcast version thrown in for good measure. Last year we were gagging for this game to be released on the Dreamcast and our prayers were answered, but let's face it – there's nothing quite like sitting in that deluxe cabinet with surround sound for the full effect. Heavenly!

CHANCE OF COMING TO DREAMCAST? ✔











Confidential Mission (Sega)

Anyone who saw our massive feature on *Confidential Mission* last month will know just how highly we rate this game. A month on and we still love it to bits... probably because we've yet to finish it, but also because it's the most fun we've had with a gun since we went blasting zombies in *House Of The Dead 2*. Its mix of James Bond stealth, evil henchmen, ladies and all-out action is irrefutably perfect. It will be an absolute must when it's eventually released on the Dreamcast.

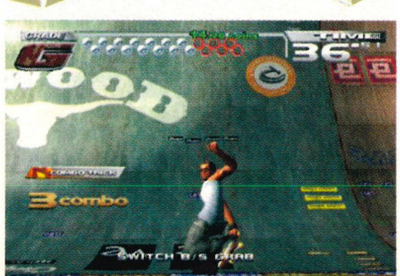
CHANCE OF COMING TO DREAMCAST? 100%



Air Trix (Sega)

Remember *Top Skater*? Well, this is that game's heir apparent and it kicks some serious ass. *Air Trix* is no *Tony Hawk's* though, as it goes the whole hog with a nifty board for you to stand on with which to perform your aerial masterpieces, all the while sticking to a more realistic skateboarding feel. Imagine all the fun of the skatepark without the threat of ending up in the local A+E department with a broken collarbone and fractured wrist and you'll be some way towards understanding the thrill of the game. The fantastic gameplay is effortlessly complimented by some sublime graphics, which are enough in themselves to make you lose concentration and fall to the ground in a pile of broken bones and a pool of blood. The fact that the action takes place solely on half-pipes is one downer, as without any street skating à la *Tony Hawk's* the gameplay is quite restricting, although the number of tricks you can pull makes up for it to some extent. It's pretty energetic stuff mind, so make sure you have some deodorant to hand...

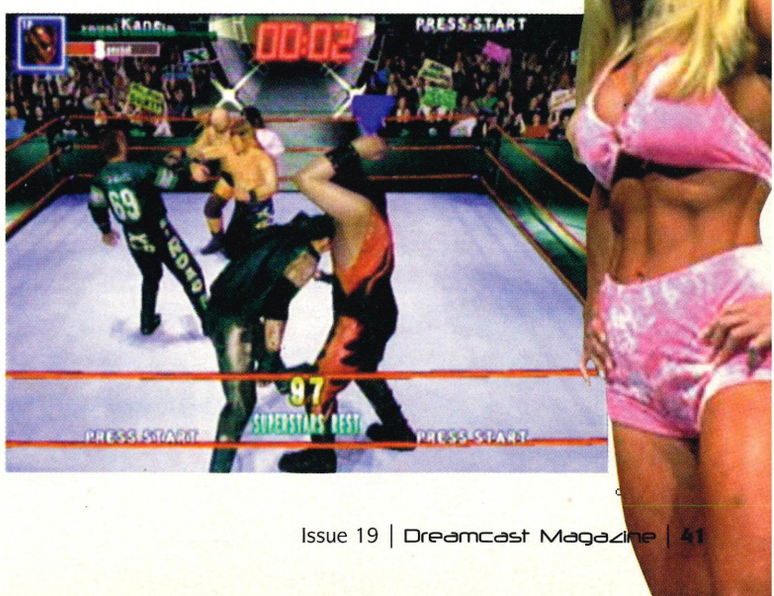
CHANCE OF COMING TO DREAMCAST? 10%



WWF Royal Rumble (Sega)

It's not often that games go from the home to the arcade – it's usually the other way around. That's the route that *WWF Royal Rumble* has taken, so you'll have to get used to it. Quite clearly the best wrestling game on the Dreamcast (as long as you ignore Japanese-only releases like *Giant Gram 2000*), you can head for your local Sega Park and kick the hell out of perfect strangers in the confines of the Royal Rumble ring rather than only taking on your mates. Not surprisingly, it's great fun and perfectly suited to life in the arcade.

CHANCE OF COMING TO DREAMCAST? ✔





Planet Harriers (Sega)

Talk about delays between sequels. It was all the way back in 1985 that *Space Harriers* crash landed in arcades around the world and it's taken the best part of 15 years for a sequel in the form of *Planet Harriers*. But was it worth the wait? Hell yes! In a word, *Planet Harriers* is awesome. Not only does it look the business but it's impossibly great fun to play. The gameplay might seem a bit retro, but therein lies the beauty of the game as by going back to the past, *Planet Harriers* is unique among the lightgun filled shoot-'em-ups. It's frantically fast stuff all the way, yet so simple that even a five-year-old kid could pick it up and get to grips with it within a matter of seconds and become an instant addict. Graphically, it's quite simply breathtaking, with enemies flying at you from all angles at ridiculous speeds across the incredibly well-designed levels. As for the bosses – well, you don't often get monsters this impressive. Such is their size that you'll be knocked out by their design long before their ferocious attacks. In other words, *Planet Harriers* is a great, great game and as soon as you get the chance to play it make sure that you do, because you'd be a fool to pass up such an opportunity.

EA Sports NASCAR Arcade (Sega)

What is it with NASCAR games that makes them so incredibly dull? Okay, so the *Daytona* series is a notable exception but on the whole driving around in circles is hardly what you'd call fun. Which is unfortunate for *NASCAR Arcade* because it really is incredibly uninspiring. It might look tops and have quite literally tons of cars to choose from, but the gameplay hardly manages to keep up with the same high standards as you race around the course gradually getting dizzier and dizzier. If that's what you call the makings of a classic game then fine, but to anyone seeking a thrill or two from an arcade experience, you'd better look elsewhere. Just as well that it's an EA licensed game really, as otherwise we might have had to deal with the threat of it coming over to the Dreamcast... a lucky escape if ever there was one.



CHANCE OF COMING TO DREAMCAST? 15%

Arctic Thunder (Midway)

As far as creating thrill-a-minute arcade games goes, there's just no beating Midway and *Arctic Thunder* is just another example of the company's ability to provide top-class arcade action seemingly without effort. As you can probably guess from the game's title, it's the latest in the *Thunder* series, following on from the likes of *Hydro Thunder*, *4Wheel Thunder* and *Offroad Thunder* and just like those games it's totally mad... only this time it's on snow. Cue all the crazy power-ups, searing frame rate and gorgeously rendered courses and you have all the ingredients for another arcade smash. The fact that it's utterly great fun to play is, of course, a bonus, especially when there are four of you hard at it doing anything and everything possible to make sure that you win. Well, we're still recovering from the experience anyway, and we have the bruises to show for it!



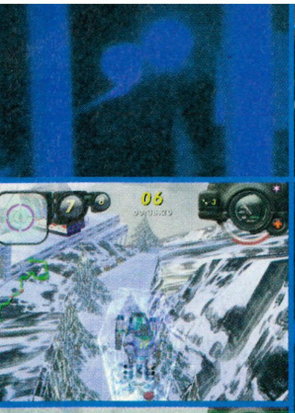
CHANCE OF COMING TO DREAMCAST? 85%

Dream On?

So what other games can we look forward to hitting our shores over the next year or so? Well, it looks like sequels are the story here, as well as even more innovative and interactive titles like *Crackin' DJ* and *Shakka Tambourine*. Check 'em out!

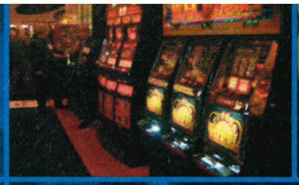
- Shakka Tambourine
- Samba De Amigo 2000
- Crackin' DJ
- Virtua Fighter X
- Crazy Taxi 2
- Virtua Tennis 2
- Hundred Swords
- Virtual On 4: Force
- Spikers Battle

CHANCE OF COMING TO DREAMCAST? 80%























Sega Sports Jam

Tony Markou
Age: 32
Occupation: Manager
Thoughts On The Game: I think that as a game it's very appealing although there is a very long learning curve to it as the instructions aren't particularly clear. It's very much a social game rather than a money guzzler – the sort of game that lads will play at the bar. Even though it takes a bit of time to get used to, once you do get into it it's really good fun, plus it looks tops.



Campbell Heath
Age: 30
Occupation: Leisure Complex Manager
Thoughts On The Game: I definitely like it but the instructions need to be made clearer because you don't really know what's going on otherwise. It's certainly appealing and once you get into it it's quite good, especially when the competition starts to heat up. Graphically it does the business and sounds good too to, so I think it should do quite well.

Wild Riders



Matt Smith
Age: 25
Occupation: Systems Programmer
Thoughts On The Game: It's going for the *Jet Set Radio* visual style isn't it, so yeah, it looks really cool. Ultimately though, it's just another sad attempt by Sega to stop the rot and it will probably do badly in the arcades just like the company. The playability just isn't there which is what you need and in any case it's all been seen before, so it's not great.



Zac Ahmed
Age: 19
Occupation: Sales Assistant
Thoughts On The Game: It's not bad at all. Visually it looks spanking although I think that it is a bit too cartoony. It's good fun to play too but it does take a bit of time to get used to the controls. Once you've got the hang of it, though, it's much better..

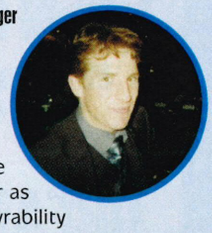
VOX POPS

Where better to ask about the latest arcade offerings from Sega than an exhibition hall that's filled to bursting with gaming experts?

Air Trix



Joel Cullen
Age: 24
Occupation: Telecommunications
Thoughts On The Game: It's very technical unlike *Top Skater* so you need to play it for quite a while to learn all the moves and tricks. I would have preferred it if it hadn't all been on half-pipes, with some street skating like in *Tony Hawk's*, but there you go. On the plus side it does look blinding and once you've mastered it, it is great fun.



Adrian Lacey
Age: 25
Occupation: Product Manager
Thoughts On The Game: Well, I haven't played it loads but it certainly looks quite tasty. I prefer the board of this one to that of *Top Skater* as it has more manoeuvrability making it more interactive, and giving the game as a whole a far better feel.



Confidential Mission

MarieLiz Lagou
Age: 23
Occupation: Dancer
Thoughts On The Game: It's great fun to play. It really takes you into the game and the whole spy/Bond thing makes it even more enjoyable, even though it is quite hard as there are so many baddies coming at you all the time. It looks good too, which adds to the whole entirely pleasurable experience.

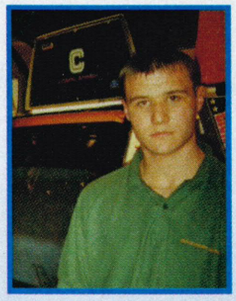
Melanie Dowding
Age: 19
Occupation: Model
Thoughts On The Game: Well, it could be a little more gory, couldn't it? More blood and guts! Otherwise, it's great fun. There's always loads going on with enemies popping up all over the place so you've got to have good reactions if you're going to get very far... but it is on freeplay, so you can get as far as you like until you get bored or your arms start aching!

Cosmic Smash



Alex Verrey
Age: 23
Occupation: Friend of the stars
Thoughts On The Game: I like it very much. It's one big fusion of *Virtua Tennis*, *Pong* and *Tron*. It's everything a game should be – easy to pick up, has two buttons and is totally addictive. It's perfect arcade fodder with instant gratification, even if it doesn't have the looks of all these other games.

James Cook
Age: 18
Occupation: Earls Court Attendant
Thoughts On The Game: I guess it's not too bad although it seems a bit awkward to begin with because there are no instructions telling you what to do. Once you get into it though, it becomes quite easy. It has a very retro look to it that matches the gameplay but to be honest, it's not my sort of game.



the game

Guide to Dreamcast gaming

Reviews Editorial



Depending on who you listen to for your gossip, you might have heard that the Dreamcast is dead. Really? Well, no – if anything, Sega has only gone and confirmed what we knew many months ago rather than breaking the news suddenly in *that* press release. The Dreamcast only has about a year left in it... yep, we thought that'd be the case so it's hardly new information. But so what? There's still over 100 games due out for the Dreamcast between now and March 2002, many of which are instant classics – *Crazy Taxi 2*, *Out Trigger*, *Confidential Mission*, *House Of The Dead 3*, *Virtua Fighter X*... need I go on? No, of course not. What's more, we've still got more amazing titles to play right now than the PlayStation2 has (although considering Sony hasn't got any, it isn't much of a contest) and because you can pick one up for a bargain price in comparison, now seems like the ideal time to be buying a Dreamcast rather than writing it off. Ignore what everyone else tells you – you really have made the right decision. Honest.

Martin Mathers
Games Editor







GRANDIA 2

52 If you like your role-playing games a little more traditional then we've got just the thing for you. Step this way, sir...

DREAM TEAM

This month, because so many lovely PR types have taken us out, we thought we'd see what everyone had for lunch...



SIMON PHILLIPS

One word – steak. If it's just been hacked off the rear end of a cow and waved in front of a griddle for five seconds, he'll eat it. Cor, what a man.

Game Of The Month: Vanishing Point



CHANDRA NAIR

Juggling between his lives of pop stardom and solutions guru, Chandra only manages to find time for lunch if there's a pretty lady involved. Spawny git.

Game Of The Month: Final Fantasy IX... still



ALEX WARREN

Wozza's always been a sucker for food that gets the attention of the ladies – that's why he serves up a healthy portion of meat and two veg every time.

Game Of The Month: Skiving Off



WILL JOHNSTON

Italian words aren't Will's strong point – despite being a veggie, he ordered pasta with Prosciutto in it. That's Italian ham, in case you didn't know... duh.

Game Of The Month: Grandia 2



NICK TRENT

Now that he's been rescued from the Stray Designer Pound by the lovely Ms Kressinger, Trenty gets nothing but the finest Pedigree Chum for lunch. Yum.

Game Of The Month: Vanishing Point



PATRICK MCMAHON

Despite always claiming that he's skint, our boy Paddy seems to spend an awful lot of time in the most expensive sandwich shop in town. Very fishy...

Game Of The Month: Getting Ne-kid



KAREN HOLLOCKS

Poor old Karen doesn't get to go out for free lunches, so she always goes to meet her little bloke at the school gates when the lunch bell rings instead.

Game Of The Month: The Emperor's New Groove



ANGELA YOUNG

Being posh, Ange certainly won't let just any old muck go down her throat – unless it's served on a big silver tray by a burly butler called Gary, that is.

Game Of The Month: Jolly Hockeysticks

All the latest Dreamcast games reviewed and rated!









Phantasy Star Online 46
Sega does the epic RPG thing with almost perfect results. Unfortunately though, we did say almost. Bugger.

Vanishing Point 56
Acclaim, we're really sorry. Despite what we've said before, you really CAN make good games. Can you ever forgive us?

Buzz Lightyear Of Star Command 60
Games based on cartoon characters are normally a bit dodgy as a rule, but when they're based on a spin-off... ooh, it ain't pretty.

4X4 Evolution 62
Rich Americans and farmers rejoice – now there's a game with big four-wheel drive trucks in. Are you excited yet?

F1 Racing Championship 64
Is it just us or are there really too many Formula One racing games on the Dreamcast? Oh, good – we're not mad then.

Speed Devils Online 66
Does adding a couple of extra tracks, a bunch of new cars and an online mode make buying an old racer worthwhile? Oh hell yeah!

Championship Surfer 68
Surf's up, big kahuna... but that's the only thing about this game that's up. Everything else is down, down, down...

European Super League 70
It's the Dreamcast version of the FA Cup – plenty of football, but with no sign of Manchester United anywhere. Damn shame.



DREAMCAST OPINION

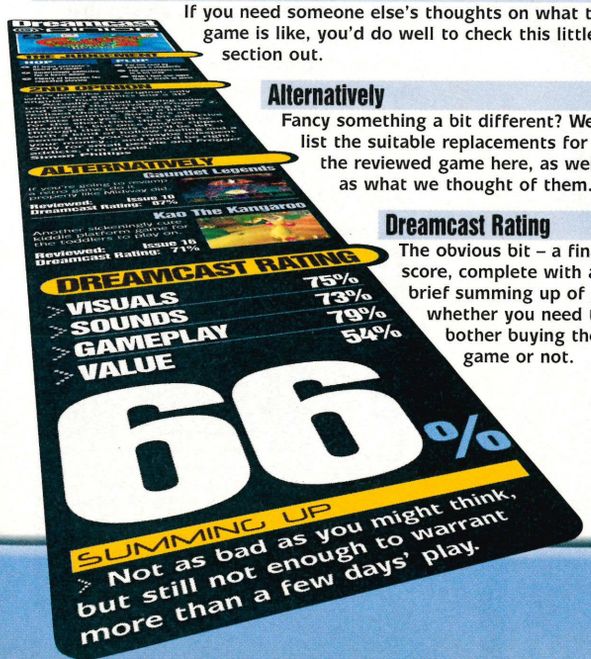
> Yes, it's the super-duper reviews summary! It's not that hard to understand though... really, it isn't. Unless you're thick... or Roy.

The Judgement
A run-down of all the important uppers and downers about the game, giving you a breakdown of the best and worst bits that the game has to offer.

2nd Opinion
If you need someone else's thoughts on what the game is like, you'd do well to check this little section 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 On The Doors

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

90% or above
The créme de la créme of games – if it's gets one of our lovely Ultra awards, you'll be wanting to get your hands on it sharpish.

75% – 89%
It might not have got an amazing score but if you've got cash to spare, getting a game from this category would still be worth it.

50% – 74%
It gets a bit hazy here; fans of the genre might enjoy these, but everyone else should think twice before buying these games.

25% – 49%
Games this low are a bit like those girls that you meet in your local nightclub... they look okay until you actually get them home.

0% – 24%
Oooh, no. No, no. A game that deserves a score in this bracket should have been put down at birth, along with anyone that buys it.







Dreamcast magazine ULTRA

essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	SONIC TEAM
RELEASE	OUT NOW
PRICE	£39.99
GENRE	ACTION/ADVENTURE
PLAYERS	1
VM UNIT	SAVE GAMES, DOWNLOAD QUESTS
PERIPHERALS	KEYBOARD, MODEM

Phantasy Star 0



Considering it's had almost as much hype surrounding it as the mighty Shenmue, can Sonic Team's latest game live up to the expectations?

As a rule, there are some people that you know you can always trust when it comes to delivering the respective goods – and we're not talking about parcels here, obviously. With games especially, there are certain groups that always produce grade-A titles; Nintendo (who hasn't produced a bad game yet... maybe some average ones, but never a bad one), CodeMasters and Namco are all names that have a reputation for quality. If you take a look in Sega's direction though, one name clearly stands out

online information



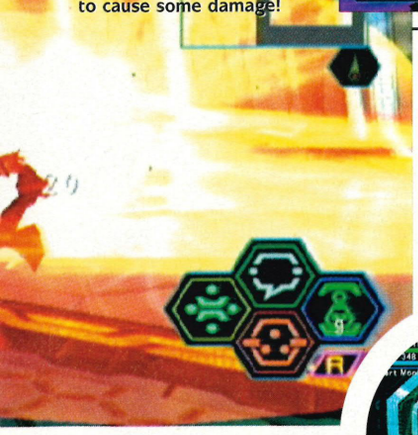
www.sonicteam.com/pso/english/home.html

Why, it's the official *Phantasy Star Online* Web site! It's updated with alarming irregularity, but still worth a gander for some lovely piccies.

awesome moment

Mags aren't totally harmless – this Photon Blast is bound to cause some damage!











A Mag Is For Life

> Once you start playing *Phantasy Star Online* and have a wander around to get used to the controls, you might wonder what the floating thing that hovers behind your shoulder is. Well, don't panic – it's the friendly Mag that all Rangers have. Mags are actually intelligent little creatures that help out their owners when they're in trouble by storing up Photon Energy; when it's fully charged, this energy can be unleashed in the form of either an attack or other power depending on how your Mag evolves.

Of course, you've got to help your Mag evolve in the first place – although it starts out as a weak, helpless creature, you can feed it various items that build up its stats and eventually change it into another form. What you feed it determines the outcome of what it becomes, so make sure you keep tabs on what you give it; the difference between an offensive or defensive Mag depends on it!





nline

above all the rest... can you guess who it is yet? If you said Sonic Team, you're right – well done, two points.

Let Me Be Your Phantasy

So after spending ages in development and even losing its original creator to the team behind *Skies Of Arcadia* (which we WILL be reviewing next issue... by golly, we will), Sonic Team's massive RPG experience *Phantasy Star Online* has finally landed on European shores. Are we excited? Well yes, of course we are. Saying that though, you've got to be careful when dealing with a game that's received more attention than our girl Karen's not-so-camera shy pants – the more you expect, the greater the disappointment is likely to be. After all, *Shenmue* was dubbed to be the best game ever and yet, in the opinion of most of the people we know (though not yourselves, judging from all the mail we've had) it was boring with a capital 'Yawn'. Thankfully, hyped games don't always have to be this way...

Before you start getting all gooey-eyed and claiming that *Phantasy Star Online* is the greatest game ever and you've never seen anything like it (and we know you will – God knows, you've said pretty much the same thing about flippin' *Shenmue*) you're wrong. Not about the game being excellent, you understand; it's just that when you look back at other RPGs, you can see where Sonic Team got its ideas from. Break *Phantasy Star Online* down and what you'll end up with is incredibly similar to the ageing Blizzard classic on the PC called *Diablo*. Roaming around a complex series of chambers, slaying enemies and collecting items in a party consisting of online players – the similarities really are quite startling. But then that's just us being incredibly picky and trying to find fault... probably.

Battle Of The Planets

Although it takes several ideas from the last *Phantasy Star* game – entitled *Phantasy Star IV: End Of The Millennium* – in terms of gameplay, the world of *Phantasy Star Online* is totally new... mainly because the last one blew up, according to the story at least. With their planet on the verge of destruction, the world's leaders (we're never actually told *which* world, though) send a craft named the Pioneer 1 into space in order to find a new home for the remaining population. When reports come back of a suitable planet on the other side of the galaxy, everyone else piles onboard the Pioneer 2 and sets off to a better life. Not surprisingly though, things go a bit pear-shaped when they get there in a whole big explosion/contact lost/we're all buggered-stylee and even less surprisingly, only YOU as a bounty-hunting ranger can find out what actually happened out there. Let the adventuring commence!

However, there is a catch. Despite sounding like it has the requisite story line to get all the role-playing fans amongst you drooling like babies, the plot actually takes a backseat during the whole of

"It's simplicity that prevents Phantasy Star Online from deterring those that might not be attracted by role-playing games at first"











infoburst

Extra information

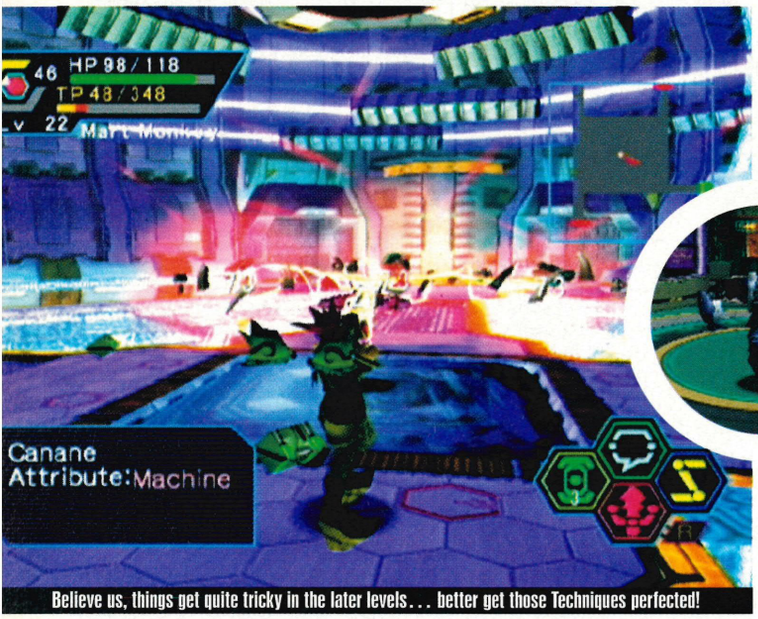
> This is the seventh game in the *Phantasy Star* series – before this, there was one game on the Master System, three on the MegaDrive and even two on the Game Gear.

> The original *Phantasy Star* came out in December 1987... that's well over a decade ago!

> Without wanting to sound controversial, we actually like *Skies Of Arcadia* a whole lot more than *Phantasy Star Online*. Sorry Sega.

review

ontinued



Believe us, things get quite tricky in the later levels... better get those Techniques perfected!



Being able to make your character say anything is ace – the possibilities really are endless...





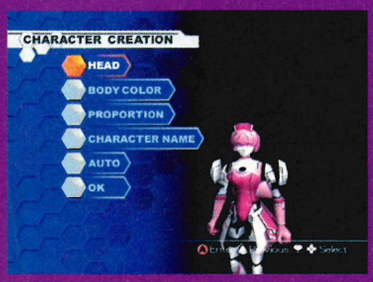
A Judge Of Character

One problem that RPGs regularly suffer from is that the character you take control of during the game is generally set from the start and there's no scope for alteration in regards to what they wear or look like. Rather than just offering the chance to name your own character like other RPGs, *Phantasy Star Online* goes one better and actually lets you build a character from scratch in two easy steps...



Step One – Get A Job

Before you do anything, you'll need to decide exactly what form your character is going to take. There are three different 'professions' to choose from – the Hunter (who excels at close-range fighting), the Ranger (more proficient at long-range attacks) and the Force (specialising in Techniques). That's not all though; in each category there are a range of races from which to select as well. Picking between a Human, Newman or Android in each of the professions can drastically alter the way in which your character evolves, so pick wisely and think about how you'd like the game to proceed.





Step Two – You've Got The Look

Next is the all-important look of your character – after all, other players are going to have to see you, so you might as well try to smarten yourself up a bit. Choosing your clothes, facial features and even proportions (tall and thin or short and fat? It's up to you!) doesn't affect the way your character develops but at least it's nice to be able to decide, eh? With all of that sorted, just hit the OK button and it's off into the wide blue yonder of adventure... makes you feel all tingly inside, doesn't it?

Phantasy Star Online. Sure, you know that something's happened down on Ragol and it's your job to find the survivors but apart from that, you'll get very little in the way of pointers. In complete contrast to the *Final Fantasy* style, where you're led through the game by a deep and involving plot that draws you into the fantasy world (much like *Skies Of Arcadia*... damn, we really must stop making comparisons like that) *Phantasy Star Online* basically tosses you in at the deep end and then occasionally sniggers when you mess it all up. If you need a visual image, think of it as 'RPG Lite' – your average RPG story but with none of the additives, preservatives or flavour.

Stars In Your Eyes

Thankfully, there isn't that much to mess up when it actually comes to playing through *Phantasy Star Online*... apart from dying, obviously. Compared to all the other RPGs out there with their multitude of armour classes, bizarre weapon combinations and magic systems that defy logic, Sonic Team has kept it simple to the extreme with this game. It's easy – equip your best armour (and if you pick up better, swap them round), grab your best gun (or stick, if you're a bit of a wimpy Force) then get out there and smack some beasties. Magic, or Technique, as it's called here, is also incredibly straightforward; by finding or buying disks, you can learn a variety of Techniques. These can be set to any of the buttons and drain your Technique Points when used... and that's it. No complicated menus, no waiting for your turn to come round – nothing. It's this simplicity that makes *Phantasy Star Online* really easy to get into and prevents it from deterring those that might not be attracted by role-playing games at first.

Play the game offline (as we did to begin with) and you'll start your quest alone. Unfortunately, you won't have much chance of getting past many of the tougher beasts on the planet surface on your own – something you'll need to do







Mmm, pretty nurse – she can tend our wounds anytime (growl).









No, close-combat weapons are for CLOSE COMBAT. Dumbass.

in order to progress. Thankfully, the local Hunter's Guild is on hand to offer a number of sub-missions for you to take up. These can be used to build up your experience as well as your Meseta (that's money, to us) and the more you complete, the more will be offered. A major problem that we've got to bring up, though, is actually regarding all these 'different' missions that the Hunter's Guild dish out – although they all seem to have different objectives, they don't. No matter who or what you're asked to find, they're all the same; roam around a repetitive map (yes, there are only a small selection of areas – the first eight missions take place over the same two maps, for example), killing all the creatures in each clearing to unlock any nearby doors and talking to anyone that doesn't try to hurt you until you manage to find said person/item. Occasionally something original might get thrown into the mix (like completing the mission in a set time) but aside from these minor distractions, it's all pretty samey. In fact, we'd almost go so far as to say it was rather du... du... nope, we can't bring ourselves to say it. Not yet, at least.

We Are Family

Of course, one of the reasons why the offline mode is quite so plodding and repetitive could be because Sega doesn't really want you to play the game that way – after all, it's not called *Phantasy Star Online* for nothing. Get yourself online and you'll be given a choice of ship to enter; from there, you can choose from a massive selection of 'lobbies' where teams of online players are created. Whether you're forming your own group or simply joining one that already exists, it's all pretty straightforward and what's more,

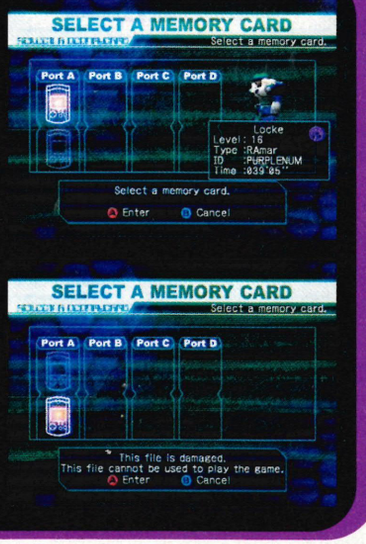
"Think of it as 'RPG Lite' – your average RPG story but without the additives, preservatives or flavour"

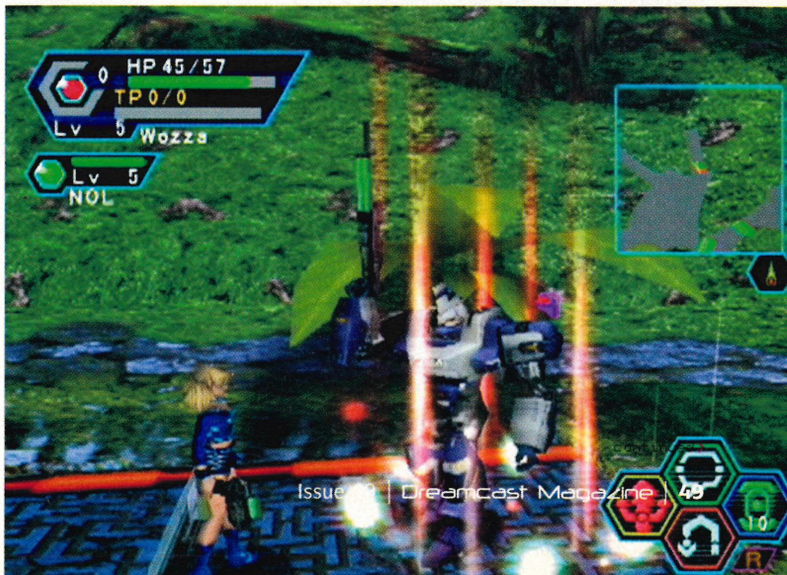




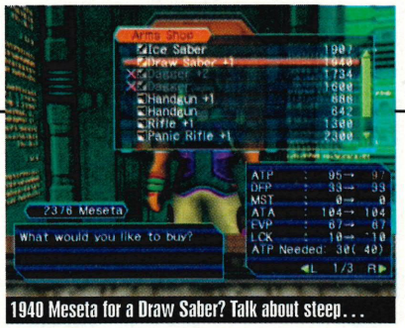
It's Just SOOOO Annoying!

When you first start up your *Phantasy Star Online* disc, you'll be prompted to enter the specific Serial Number and Access Key that comes hidden away inside the box. Once you've done this, the game will tell you that because you've registered your disc, you'll only be able to play your game of *Phantasy Star Online* on that specific Dreamcast... believe us, you'll want to take heed of the advice. Why? Because if you don't, you'll regret it. Especially if, like us, you play through the game for over 15 hours and build up a really powerful character and then lose EVERYTHING just because you switched machines. What's more, this happened to us on two separate occasions... let's just say that annoying isn't a strong enough word. Aargh!









1940 Meseta for a Draw Saber? Talk about steep...



He's Behind You!

> What role-playing game would be complete without a huge army of nasty monsters for you to punch, slash and blast the living daylights out of, eh? None, that's what – which is why *Phantasy Star Online* has quite a few nasty surprises up its sleeve when you manage to get through each area of the planet Ragol. Here's just a few of them to get you going...

The Dragon

Make it through the forest in one piece and you'll arrive at the destroyed remains of the Central Dome, the new residence of this giant fire breathing Dragon. If his flaming breath doesn't get you, his earthquake dive will...



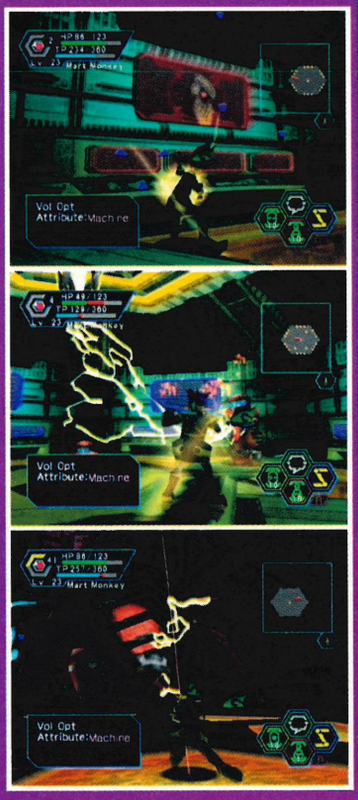
The De Rol Le

This giant sea-worm has got you pinned down on a tiny raft – the only way to get out alive is to kick his arse... if he's got one, of course. Watch out for his laser breath, poisonous spores and writhing tentacles when he strikes!



The Vol Opt

Locked in the depths of the Mines you'll find the Vol Opt. This rather nasty super-computer has found a mind of its own and now all it wants is to do is destroy you. Make sure you've got those Lightning Techniques handy...



the game itself doesn't change that much either. You'll still need to visit the Hunter's Guild and get yourself a mission to undertake, although the selection is slightly smaller. However, we couldn't help but notice that despite being similar to the offline game in structure, there was much more enjoyment to be had. Being able to kick arse en masse, chat to each other and generally act like a team is actually a great deal of fun... especially the kicking arse part. It opens up a whole new world of helping each other out that the offline mode sorely lacks – if ever there was a game that was made a million times better by playing it online, this is it.

The only real complaint we could genuinely level at the online side of *Phantasy Star Online* is one we've bleated on about before; in the words of our old friend the Man In The Pub, online gaming is just too bloomin' expensive. Considering the immense size of the game (well, it is an RPG after all) and the time it'll take to get anywhere, this isn't quite the same quick-fix that *Chu Chu Rocket!* or *Quake III Arena* was. If you're in the middle of a Hunter's Guild quest, for example, you can't really just stop playing until it's completed. It's certainly quite a thrill to be able to communicate and play with gamers from all over the world but unless you're prepared to fork out a hefty sum for the privilege at the end of the month (or get shouted at by your parents if you don't pay the bill), you'll never get as much out of it as you might.

Out Of This World

At brass tacks level, *Phantasy Star Online* is certainly not a new style of RPG. However, fans of more traditional RPGs (as well as anyone not normally into role-playing, but looking to try something a









"Although it takes several ideas from the last Phantasy Star game in terms of gameplay, the world of Phantasy Star Online is totally new"

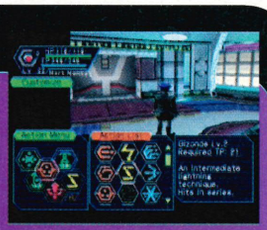
Despite getting out of the summer season at Brighton early, Mr Clifton's comedy ostrich was nowhere to be found.

little different) should be aware that this game certainly isn't going to be loved by everyone. Gamers with no intent of ever going online should also think twice before getting *Phantasy Star Online*; offline, this is really as base as it gets. In truth, having to wade through room after strangely-familiar-looking room of identical monsters purely for the purpose of looking for another cake wagon/lost friend/man dressed as a yellow penguin is a strangely compelling experience for those of you determined enough to do so (and we were, considering Sega held back all details of anything past the second level). Looking at it purely from the perspective of someone that loves RPGs though, it's all a bit... well, dull. There – we've said it. Dull, dull, dull. It's certainly nowhere near the blandness of *Shenmue*, but playing *Phantasy Star Online* offline certainly only provides an ounce of the experience that the game really offers.

But then, that's the point isn't it? Where *Chu Chu Rocket!* and *Quake III Arena* had one-player offline games that only offered a taste of the excitement in comparison to the online game, so *Phantasy Star Online* also does the same. Unfortunately, *Chu Chu Rocket!* and *Quake III Arena* both had excellent offline multiplayer options as well... but *Phantasy Star Online* doesn't. Do you think Sega might be trying to tell us something? Maybe. Supposedly, the future of gaming is online. However, it's not because games are evolving that way – it's because developers are making it so they HAVE to be that way by penalising people who choose to keep their phone bills lower than the gross national debt of Uganda. What a bugger, eh?

Martin Mathers

It's All In The Wrist

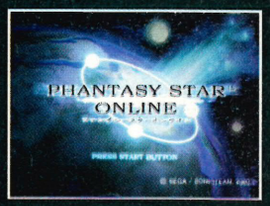




> If there's one thing we've come to expect from every RPG to ever appear, it's magic – and plenty of it. After all, playing a role-playing game without a vast array of devastating spells is like looking at a picture of Jordan without her silicone-enhanced puppies. Thankfully, *Phantasy Star Online* doesn't disappoint and provides us with a whole stack of magical attacks to unleash... only it's not magic. Instead, characters use Techniques that are limited depending on who or what they are; while Forces have pretty much free reign of the Techniques, Hunters and Rangers are restricted to only a few, while androids of any type can't use them at all. Everything you'd expect is here from your usual elemental attacks (representing Fire, Ice and Lightning) and healing powers to Techniques that'll protect your party or make your enemies more susceptible to your attacks. What's more, you'll earn the right to learn stronger Techniques as your characters gets more powerful, so at least you won't be a sitting duck for the whole of the adventure.



Dreamcast magazine Opinion



THE JUDGEMENT

PHANTASY	PANT-ASY
⊕ Another step forward for DC online games	⊖ Hey, a new genre – RPG Lite
⊕ It all looks mighty pretty, doesn't it?	⊖ It can be just a tad boring at times
⊕ Easier to get into than our Alex's pants	⊖ Online gaming is still really expensive

2ND OPINION

> *Phantasy Star Online* has been hyped up for a long, long time. Its potential for size, depth and intensity has been compared to *Zelda* and *Final Fantasy* but when it comes down to it, this is an extremely shallow experience. If you're expecting the next big thing in RPGs, close your eyes and count to ten. It isn't compelling enough to be an RPG and it doesn't have enough straight action in it to be an arcade game. It's repetitive and frustrating in one-player mode, but then the online mode is a completely different game...

Chandra Nair

ALTERNATIVELY

Grandia 2

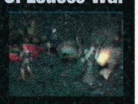
The RPG to go for if you're looking for the old-fashioned style.



Reviewed: Issue 19
Dreamcast Rating: 91%

Record Of Lodoss War

Gauntlet Legends meets old-school RPG, with Manga styling thrown in.



Reviewed: Issue 17
Dreamcast Rating: 81%

DREAMCAST RATING

VISUALS	94%
SOUNDS	93%
GAMEPLAY	82%
VALUE	89%

90%

SUMMING UP

> Great when online, but a tiny bit repetitive otherwise – like every RPG, it certainly isn't for everyone.

review



essential information

Dreamcast magazine

PUBLISHER	UBI SOFT
DEVELOPER	GAME ARTS
RELEASE	MARCH 2001
PRICE	£39.99
GENRE	RPG
PLAYERS	1
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK ARCADE STICK



online information



Ubi Soft's official site for this epic adventure is appropriately stylish, and has plenty of information on the game, plus screenshots and even a trailer.

Web site: www.ubisoft.co.uk



Dreamcast magazine ULTRA

Grandia 2

The world is about to get toasted by ancient spirits of evil and the only hope is a disgruntled fortune hunter and his talking parrot? Oh yes...

Fans of the original *Grandia* take note – this is no sequel in the most honest sense of the word. In fact, the only thing sequential about this triumphant adventure is the number in the title. We've got new characters, a new planet to save, a truly inspired new combat system and a spunky new interface. It's all changed and for the most part it's all very, very good... so good that you can even forgive the average story. You want to hear the average story? Right, thousands of years ago the God of Light and Demon of Evil decided that enough was enough and they'd better find out once and for all who had the biggest balls. This inevitably meant an epic battle where evil was defeated, a huge scar was opened up on the planet's surface and religious types finally had a God worth worshipping. Fast forward to the present and it looks like evil is on the rise again. Monsters have started appearing in the most inconvenient of places and the world, yet again, is on the brink of social, economical and theological damnation. If only there was a young sword-for-hire who could find out what the bloody hell is going on while simultaneously acting in an extremely pissed-off manor. Well, as luck would have it...

Misogynistic Mercenaries

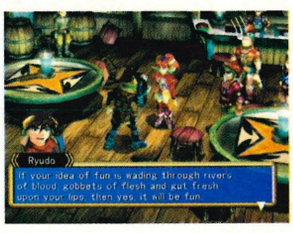
From the very outset, *Grandia 2* lets you know that you're in for something special – every aspect of the game is just so beautifully designed and realised that you can't help falling in love with its charm. In

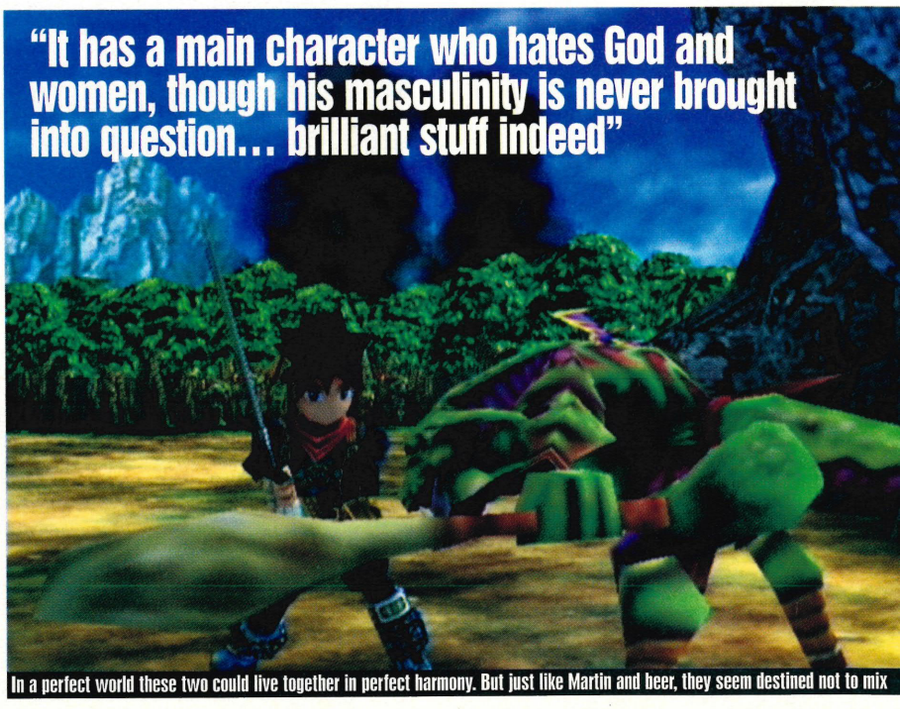












"It has a main character who hates God and women, though his masculinity is never brought into question... brilliant stuff indeed"

In a perfect world these two could live together in perfect harmony. But just like Martin and beer, they seem destined not to mix

awesome moment

The cinematics use the games engine, thus avoiding disjointing FMVs. M-inty!





Couples that slay together, stay together (groan). Bad puns aside, it looks live we've just scored an eagle. Doh.





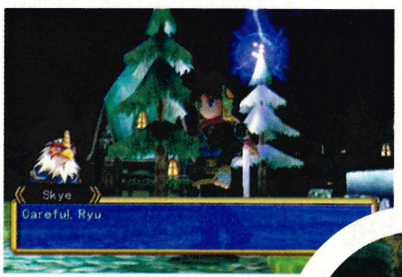
Some enemies can be easily destroyed by the effective use of glow sticks. Rave on.

some games, running around locations can be tiresome affairs where random encounters just act to bring you down, while combat can either be so complicated it can cause brain tumours or so simplistic that you feel patronised. Not here; if you see an evil looking toad or snake you can usually avoid them, but as soon as you enter their proximity they will home in on you. If you charge them then combat begins and you have the first strike; run away and get caught and they have the upper hand.

The battles themselves are a brilliant mixture of real-time action and classic turn-based aggravation. Each character involved in the scrap is represented along a time line. The line has two separate markers, one for choosing an action and another for pulling it off. During the 'Act' Phase you can choose whether to cast a spell, attack face-to-face or evade, and each action takes up a certain amount of time depending on how gratuitous it is. While all this is going on, other characters and monsters are also moving along the timeline, making decisions, vomiting poisoned eggs and generally doing their best to survive. With this basic system you can have your entire party performing a host of offensive, co-operative and regenerative moves. The



Three characters running around with large weapons. Could this fighting system be any cuddlier?







infoburst

Extra information

- In *Grandia 2*, the main character's best pal is an advice-giving parrot.
- Other people who listen to what animals say include serial killer David 'Son of Sam' Berkowitz.
- And Martin.
- And Alex, if he was ever given the chance... especially with birds.

Death By Shopping

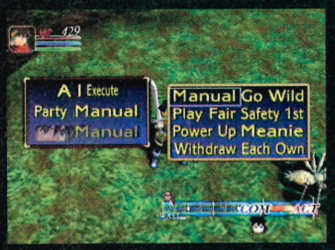
You want to know what real pain is? It's when you've played this beauty for hours and you know you're in for a long haul but when you find a shop, do you buy essential items like medicines and plasters? No, you decide to spend all your cash on the biggest bloody sword you can find. Two hours later, when your entire party gets annihilated by a group of snakes (SNAKES, for goodness sake!) there's nothing you can do but face the nearest wall and sob like a baby. Arghhhhh!



continued >

And That's Kicking Your Ass

> The combat system in *Grandia 2* is a true marvel to behold. Not only can you have your entire party attack simultaneously, but you can set up their Artificial Intelligence and have them act independently. You want certain characters to use evasive tactics while others lay in with their special learned attacks? No problem. You want to run around a single spider, just to give him false hope before you drop the smackdown on it? Easy. It couldn't be simpler or more attractive if it were called Billie Piper... though no character in the game resembles a chipmunk so much. Even the chipmunks!

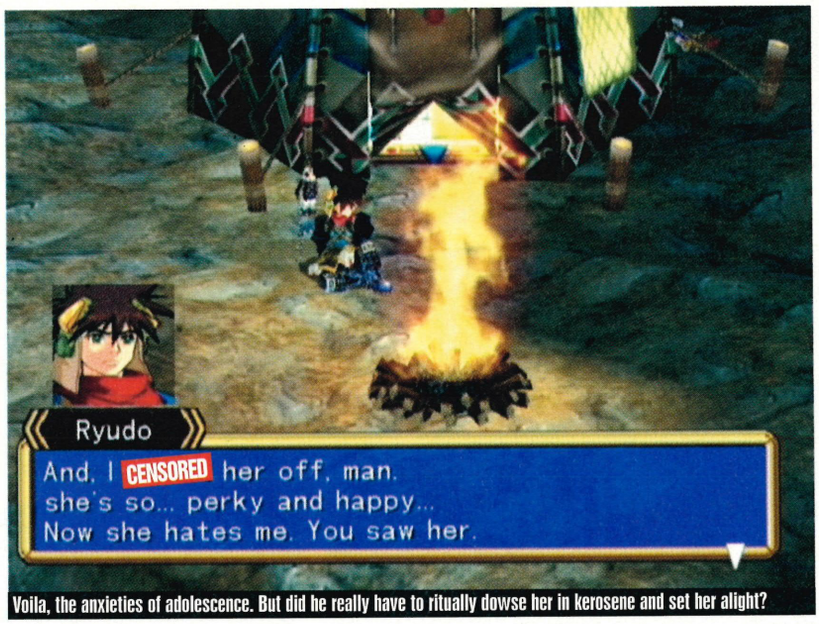












Voila, the anxieties of adolescence. But did he really have to ritually dowse her in kerosene and set her alight?

effect is that you have many people running about with big swords and crossbows, and what looks like chaos is actually a highly orchestrated assault. Anyone who complains that this is just a way of passing off a simple control system through the use of gimmicks really should just get out more. We want quick and effective combat and that, dear adventurer, is exactly what we have. Praise be!

Good Translations

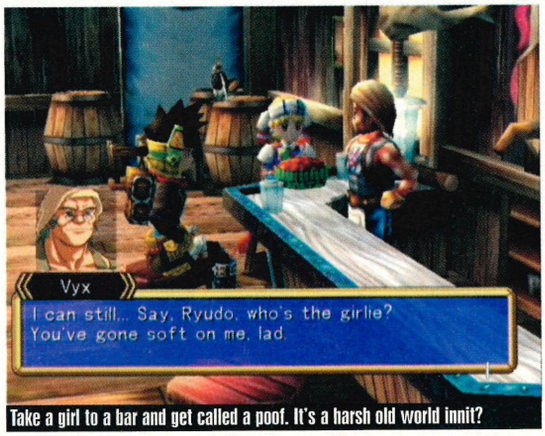
When RPGs come over from Japan, they've often been translated by someone for whom English is their fourth language after Welsh. Thankfully, though, *Grandia 2* doesn't suffer from this problem in any way, shape or form. Everyone says what they're saying in a very concise way without sacrificing characterisation and you'll always know what's going on. Gone are the days when a priest bamboozles you with phrases like "Pigsword? Had I known that, I would be a giant!" Thank the God of Light for that.

Grandia 2 is worthy of attention from casual adventurers and battle-scarred professionals alike. Visually it's as smooth as the cream in a Twinkie, even though you'll have to forgive the fact that no one seems to have a mouth. Whether this is just eccentricity on behalf of our cousins from the land of the rising sun or something more sinister, we don't know – and we're not complaining. Let's just put it down to style, and that's something that this beauty has by the bucket load.

With so many RPGs begging to be taken home and fawned over, it is refreshing to find that Game Art's latest could well be its greatest and not just another space filler. It's got style, it's got grace and above all it has got a main character who hates God and women, though his masculinity is never brought into question. Brilliant stuff indeed.

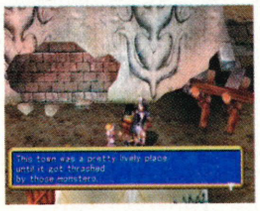
Will Johnston

"Grandia 2 is worthy of attention from casual adventurers and battle-scarred professionals alike"

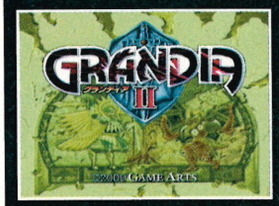


Take a girl to a bar and get called a poof. It's a harsh old world innit?





Dreamcast Magazine Opinion



THE JUDGEMENT

SWORDS	SANDALS
⊕ Triumphant combat system	⊖ Could really use R.U.D.-style maps
⊕ Talking parrots... wow!	⊖ Where are the characters' mouths?
⊕ Winged ladies... phwoar	⊖ Explains the lack of real speech though

2ND OPINION

> Don't be fooled, people – while *Grandia 2* might not look like much, it truly is a beautiful thing. What starts out seeming like your average RPG slog actually turns out to be another wonderfully told adventure from the skilled craftsmen at Game Arts. Sure, it takes a while to get going (especially from a story line point of view) but once you're into the swing of things, you'll be loving every minute of it. Just make sure you've got plenty of time on your hands – you'll need it if you want a chance of finishing the damn thing...

Martin Mathers

ALTERNATIVELY

Phantasy Star Online

Online is certainly the word... it's a bit on the dull side otherwise.



Reviewed: Issue 19
Dreamcast Rating: 90%

Record Of Lodoss War

An intelligent RPG finally makes it to the Dreamcast – hoorah!



Reviewed: Issue 18
Dreamcast Rating: 81%

DREAMCAST RATING

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

91%

SUMMING UP

> A fresh approach to the genre that does a great job of showing other wannabe adventures how.

BEAT THE COMPETITION



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review

Web site: www.acclaim.com

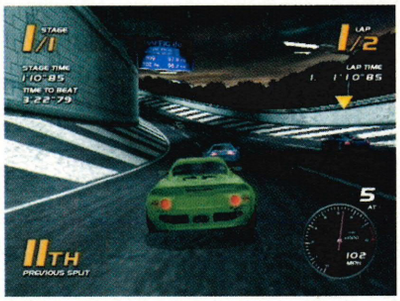




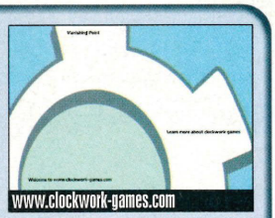
essential information

Dreamcast magazine

PUBLISHER	ACCLAIM
DEVELOPER	CLOCKWORK GAMES
RELEASE	OUT NOW
PRICE	£39.99
GENRE	DRIVING
PLAYERS	8
VM UNIT	SAVE GAMES
PERIPHERALS	RACE CONTROLLER MODEM



online information



Whatever you need to know about *Vanishing Point* you'll find it here. There's shots of the game plus some rather snazzy artwork!

Vanishing Point

Another racer places itself on the grid. It's original, it looks amazing, but does it have what it takes to dethrone the mighty *M-SR*?

Imagine, if you will, this scenario: Dreamcast and copy of *Vanishing Point* are taken out of the sacred games cupboard, game is booted up and then throngs of people appear (as if by magic) showing a very keen interest and near-violent compulsion to play it. This has been the case *every single time* that anyone has tried to play the game, to the point that we've had to hire armed guards to protect both game and reviewer – it was the only way. This might seem an odd state of affairs – after all, it's *another* driving game and surely there's enough of them on the Dreamcast already – but that's what we've had to endure. Somehow, Clockwork Games has managed to create a racer that is certainly worth your attention – it's challenging, great to look at, original and has a certain Stunt mode that has become the office darling...

The Science Bit

Vanishing Point's greatest asset is that it manages to be different in spite of the swelling number of racing games on the Dreamcast, and yet it also seems strangely familiar. A cursory glance at the game might lead you to think that it is just the same as any other racing game. The tracks are as unoriginal as you are likely to find and if it's been done before in an arcade racing game, you'll find it here. As such, it lets the overall game down somewhat.

However, if early impressions are of an arcade racer, once you've taken to the road you'll find that this is certainly no ordinary racing game. Two years spent by three PhD grade eggheads has produced one of the most realistic driving engines you'll ever find. Though you start with just two cars to drive, as you progress through the game you'll slowly unlock a total of 32 vehicles modelled on their real-life counterparts. Each looks and sounds as it should but more importantly, they handle realistically as well. This forms the game's fulcrum and in place of proper

"Somehow, Clockwork Games has managed to create a racer that is certainly worth your attention"

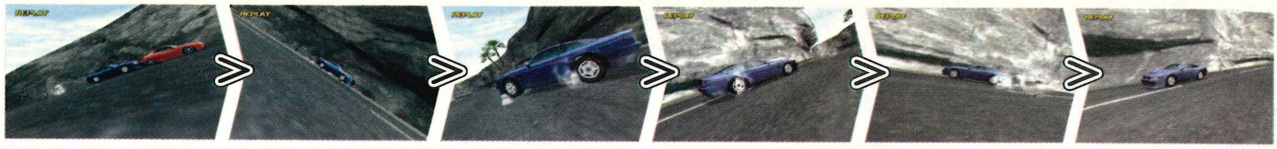
infoburst

Extra information

- *Vanishing Point* shares its name with a Seventies driving movie, though the two are totally unrelated.
- We have banned Martin from ever reviewing an Acclaim game. It was the only way...
- Alex spends all his spare time playing *M-SR*. One day he intends to finish it.
- Developer Clockwork Games has vowed to never develop games for the PS2. Good lads!

hideous moment

From hero to zero. One crash, spin or mistake and it's race over. Great...

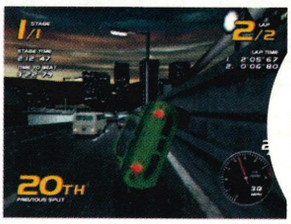


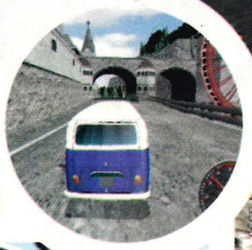






It might look like a fun car but believe us, this puppy is slower than rigor mortis.











The Viper is a fast car that is a pig to get to grips with. Practise, practise, practise!



Any chance of winning the race is now gone. Start again...

racing, it's this aspect of the game that Clockwork Games wants petrol-heads to be excited about. This is a game that challenges players to get to grips with every vehicle's distinctive handling qualities and sure enough, you'll find that most of the vehicles on offer are a tad tricky to master.

Are You Lonesome Tonight?

For some this will be frustrating but for others, the challenge will be an absolute joy. This is both the game's greatest strength and its weakest link. Using this stunningly realistic engine, Clockwork Games has ditched the now-familiar racing game in favour of more time trial-based action. Rather than starting a race against your standard five opponents, *Vanishing Point* places you amidst 39 racers, but they are not racing directly against you. In fact, when they are on the circuit they don't actually react in any way to your presence. So you have a racing game that has circuits littered with cars – both racers and 'civilian' cars that just happen to be poodling along the circuit – but ultimately, it's just a time limit that you are racing against. Obviously, the circuits, the handling of the cars and the time limits imposed upon you are

You Gotta Roll With It...

> Here at Dreamcast Magazine we're all agreed that the Stunt mode is tops. There are 14 challenges to work your way through, but our favourite is the Barrel Roll. It's a bit tricky at first but once you get the hang of it, the replays look spectacular.



Note: Once you have completed all the challenges you can play them all again using the car of your choice, which is nice...

review

Web site: www.acclaim.com



Driving in the wrong direction. Always something you try when you've lost the race.

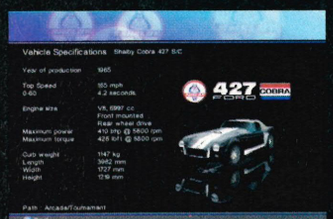


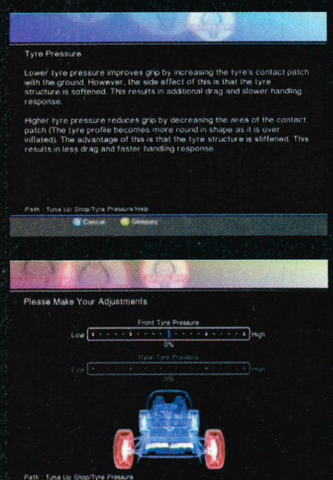


Under The Bonnet

Whatever you need to know, be it specs on the cars or how altering the camber and tyre pressure will affect your car's performance, it is all explained in-game. The simple-to-use menus provide every scrap of info required to turn you into a mechanic (well, nearly).







challenge enough, but even *M-SR* didn't eschew good old-fashioned racing in favour of a spot of originality, and that was for one good reason: balance. Without the immediacy of a good scrap against 'real' opponents, the one-player mode can feel a bit lonely. This is compounded by the fact that the other cars on the circuit merely impede your progress with their often-erratic driving, causing unnecessary frustration when your chances of winning the race are thwarted on the first corner and your car is rammed (accidentally) by some seemingly drunken opponent.

It's Only Hay...

However, this slight omission is more than made up for by the wealth of options, not least the Stunt mode, which has been the main thief of our time. It comprises 14 challenges that will test the skill and patience of any gamesplayer. The Head-to-Head mode and Multiplayer mode (where up to eight people can take it in turns to compete against each) all add further depth to the game. Combine this with the staggering amount of bonus stuff that you can open, and this is a game that offers a huge amount of replayability.

Vanishing Point is a rather unbalanced affair. Hardcore racing game fans will find much enjoyment in mastering the cars and the Stunt mode is superb while it lasts, nearly making the game a vital purchase. Unfortunately, though, the lack of arcade-style racing action prevents *Vanishing Point* from being the must-have game that it could so easily have been. That said, it's certainly worth a look, but we'd recommend that you rent it first...

Simon Phillips



Dreamcast Magazine Opinion



THE JUDGEMENT

BRUM!	BUM...
⊕ Looks utterly gorgeous	⊖ No proper traditional racing mode...
⊕ Faster than the brown stuff off a shovel	⊖ Tracks are arcade staples (yawn)
⊕ Tonnes of top modes to keep you busy	⊖ No weather effects for added realism

2ND OPINION

Vanishing Point stands out from the crowd thanks to an amazing physics system that gives each and every car a unique feel. It's just a shame that such an amazing engine is stuck inside such a bland game. If only they'd spent as much time play-testing the race mode as they did number-crunching the physics engine. The stunt games are much more fun than the main races, because they show off the cars so well, but I have doubts as to how long *Vanishing Point* will keep you occupied. Good, but not up there with the best.

Mark Hattersley

ALTERNATIVELY

M-SR

Original, fast and looks great. Love racing games? Then get this!



Reviewed: Issue 15
Dreamcast Rating: 96%

Ferrari 355 Challenge

It's just like driving the real thing. *The* driving simulator on the DC.



Reviewed: Issue 14
Dreamcast Rating: 91%

DREAMCAST RATING

VISUALS	90%
SOUNDS	85%
GAMEPLAY	80%
VALUE	82%

82%

SUMMING UP

A fine-looking hardcore driving game that needed a bog-standard arcade racing mode to make it great.

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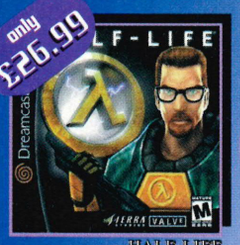
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review



essential information

Dreamcast magazine

PUBLISHER	ACTIVISION
DEVELOPER	DISNEY INTERACTIVE
RELEASE	OUT NOW
PRICE	£39.99
GENRE	ACTION/ADVENTURE
PLAYERS	1
VM UNIT	SAVE GAMES
PERIPHERALS	ARCADE STICK VIBRATION PACK



Buzz Lightyear Of Star Command

Buzz is back and this time he's going it alone. Can he cope without the help of Woody, Mr Potato Head and Hamm? That'll be a no then.

Okay, so everyone knows who Buzz Lightyear is – plastic space ranger, Woody's best mate and all-round good guy. Or at least you thought that's who he was. Sorry to spoil the illusion folks, but Buzz is in fact (drum roll please)... galactic space adventurer extraordinaire. Woo-hoo!

Star Spotting

So here it is – the universe is under threat from Zurg (the real one, that is) and as a member of the crack Star Command crew it's your job, as Buzz, to make sure that he doesn't succeed... but hurry, you haven't got long. Set over eight kaleidoscopic worlds there's plenty to explore, or at least there would be were it not for the fact that there's a time limit for each level, meaning that there's little chance to explore their ins and outs. In this respect the game, although already very much linear, becomes even narrower in its scope, thus in effect taking any 'ad' out of adventure and leaving a plain, simple and ultimately tedious venture for Buzz to embark on. Even though there are three parts to each level – a boss chase, a time-trial of sorts and one where you have to collect various parts of a robot – they're hardly the most testing challenges you'll ever come across. Speed is very much of

online information



disney.go.com/buzzlightyear

For the lowdown on the cartoon series this is the place to go, with loads of information and plenty to do and see along the way.



infoburst

Extra information

- The cartoon show has just started showing on Fox Kids, so tune in for some more Buzz action.
- Each level has three sections – whoopee-bloody-doo!
- There are 14 levels set over seven worlds – Jo Ad, Flamar, Canis Lunis, Karn, Trade World, Ice World, Bathyos and Planet Z.





Get on your scooter and blow them all away.

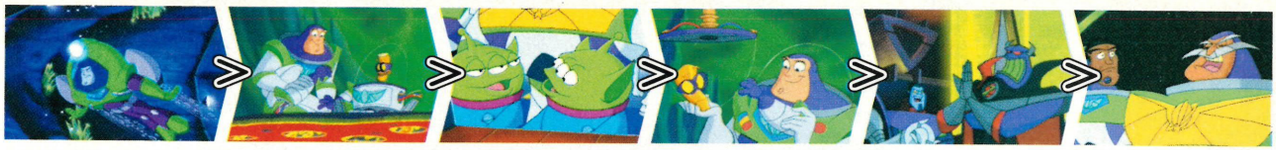




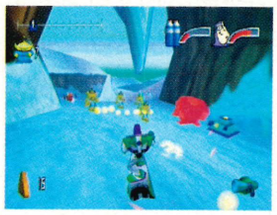
Fly, fly away... to infinity and beyond.

movie moment

The cartoon sequences that appear throughout the game are a plus point.









With a jetpack on you'll be able to fly through the levels... literally.

the essence for all three, but such is their narrow scope you can't help but wonder why they haven't been rolled into one glorious whole to make the game a little more demanding, if nothing else.

Buzz Off

So what of the actual gameplay? Well, if you thought that it might make up for the shortcomings of the game's depth then you'd be very wrong, as it's more limited than Sly Stallone's acting ability. If running along collecting GACs (that's Galactic Alliance Credits to us) to buy various weapons to shoot the assortment of enemies is your idea of a fun, in-depth game, well you're either still in your nappies, have a similar mental age or haven't the faintest about what constitutes a good game. That might be a little harsh because as far as kids' games go, and this is very much a kids-only game, it's not so bad, even if it has innumerable shortcomings. It's bright, colourful, fun (for a while), easy on the brain and... well, that's about it. But hey, if it's what the kids like, who are we to argue?

However, even despite the game's obvious limitations the blow is softened by one of the best musical accompaniments you're likely to stumble across. The amusing cartoon sequences that punctuate the game are another plus point, offering some quality light relief, but in themselves they are far from enough to save the game from the pit it's already tripped head-first into. It's not that there's anything in particular that's catastrophically wrong with it, it's just that when all the flaws are tumbled in together, the game as a whole doesn't add up to much. In other words, it's not going to last you until infinity and beyond. Sorry Buzz.

Alex Warren

"As far as kids' games go, and this is very much a kids-only game, it's not so bad, even if it has innumerable shortcomings"









To Infinity And Beyond

> As well as using the GACs that you pick up throughout the game for getting power-ups for your weapons (laser, rocket launcher and ray gun, among others) you can also use them to get various gadgets to help you get around. There's a jetpack to take Buzz to infinity and beyond, a hover-board and even a rather cool little sit-in space mobile – the lazy bugger.







Dreamcast Magazine Opinion



THE JUDGEMENT

BUZZ	SCUZZ
⊕ Great music and sound effects	⊖ Doesn't take long to complete
⊕ Amusing FMV sequences	⊖ Annoying camera angles
⊕ Well, it is Buzz, isn't it?	⊖ Monotonous gameplay

2ND OPINION

> We like the *Toy Story* movies, we like them a lot. In fact, the recent £50 DVD boxset is a bit good. Possibly due to the extremely high quality of the movies, the games by contrast seem to be unable to convey the charm and humour of their celluloid brethren. Even here, *Buzz Lightyear Of Star Command*, based as it is on the cartoon, fails to engage – though the cut-scenes are funny. However, it's not really aimed at me, and younger gamers will probably enjoy this game for a time, which is exactly what the developers intended. Good, but not good enough...

Simon Phillips

ALTERNATIVELY

Toy Story 2

Platform action with Buzz and co as you go to the rescue of Woody.



Reviewed: Issue 16
Dreamcast Rating: 70%

Rayman 2: The Great Escape

As far as kids' platform games go, this is the Dreamcast benchmark.



Reviewed: Issue 07
Dreamcast Rating: 92%

DREAMCAST RATING

VISUALS	71%
SOUNDS	85%
GAMEPLAY	59%
VALUE	58%

66%

SUMMING UP

> Even for a kids' game this is way too short, although while it lasts it's moderately enjoyable to play.

review



essential information

Dreamcast magazine

PUBLISHER	TAKE 2
DEVELOPER	GOD
RELEASE	OUT NOW
PRICE	£39.99
GENRE	DRIVING
PLAYERS	4
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK KEYBOARD RACE CONTROLLER MODEM

online information

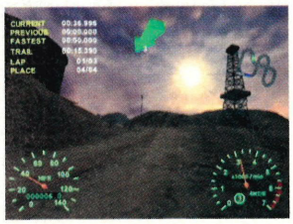


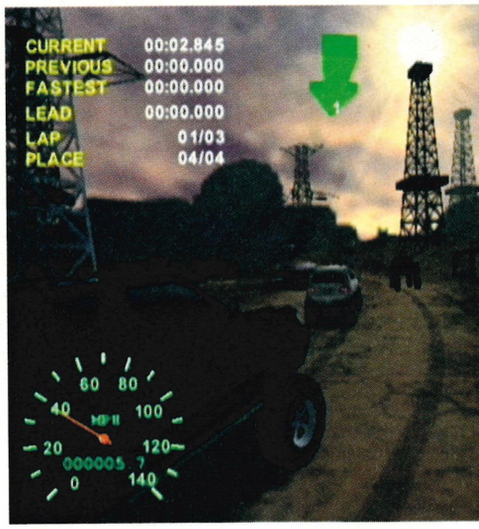
Want to know more about this off-road offering? The official homepage of *4x4 Evolution* is the place to be for everything about the game. Yes, really.

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Extra information

- *4x4 Evolution* is the first game ever to allow online gaming between PC, Mac and Dreamcast users.
- There are over 70 licensed vehicles in the game.
- There's very little slow-down, even when there's four of you playing online at once.
- Real 4x4 vehicles are very slow. The Hummer only manages a paltry 60 mph!







4x4 Evolution

Mmm, off-road racing against online opponents. Sounds nice, huh? Well, don't get yourself too excited...

After much dawdling, delay and general procrastination, online gaming on the Dreamcast has finally gone from being a vague future promise to a serious reality. It started with the likes of *Chu Chu Rocket!* which, despite looking simpler than a Duplo Block set, finally pitted gamers against each other in a way that didn't involve swapping high scores. From that point on, things went straight to 3D with the stunning *Quake III Arena*, and we've seen the future rapidly approaching in the shape of *Daytona USA 2001* and the almighty text-translating epic *Phantasy Star Online*. What we're trying to say is that, although online games are very, very welcome here at DREAMCAST MAGAZINE, it's not enough to be just online – the games have got to be good as well.

Down In The Dirt

Which brings us neatly to *4x4 Evolution*, possibly one of the ropiest racers we've seen in a long while. The graphics are blocky, the levels are bland and the four wheelers float through the air like feathers. True, there are some neat touches – there are a lot of trucks to choose from and you can buy a huge amount of parts, upgrades and spares. Truck fans may get engrossed in racing for cash and shopping for bits, but still... it's no *Sega GT*.

The levels are big and you can drive anywhere you want, as long as you pass through checkpoints along the way, which open up the races for you to find the fastest route. Sadly, this is let down by the incredible slowness with which the game plods around and it isn't helped by the tendency of the trucks to float through the air like Chitty Chitty Bang Bang every time they hit an anthill. This is all well and good when placed inside a fast-paced racer like *4Wheel Thunder*, but when the trucks meander around like shopping trolleys and leap in the manner of Superman, it just looks plain weird.

Muddy Waters

Head away from the main game and back onto the online aspect, though, (which is the game's main selling point), and we are on safer ground. PC and Dreamcast owners can connect together, so there's plenty of other contenders in each race. You can download new tracks to the VM unit and there is a handy chat room to meet gamers and set up races.

That said, whilst chatting to other players may be possible, to be honest, there's not much you can say. Even 'Ha! I passed you!' is a bit irrelevant because most of the tracks are so freeform that everybody heads off in different directions.

The only real selling point for *4x4 Evolution* is the online aspect, and only because it is still a bit of a rarity in Dreamcast gaming (although not for long). *Daytona USA 2001* is on the way and that's really going to show everybody how online racing is done.

It may be a bit of an anxious wait for *Daytona*, but you'd be better off getting a fun offline racer, such as *M-SR* or *4Wheel Thunder*. Save yourself the phone bill, because you're going to need the money for *Daytona* and *Phantasy Star Online*.

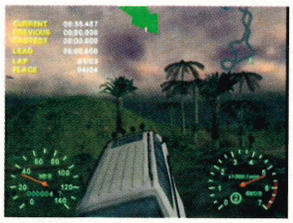
Mark Hattersley

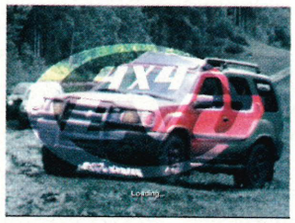
"The only real selling point of 4x4 Evolution is the online aspect"

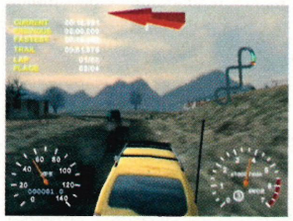
awesome moment

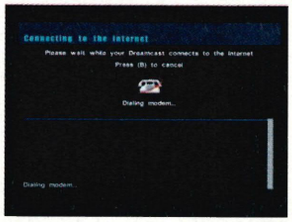
On-road, off-road, off-land even... you can go wherever you want – even underwater!





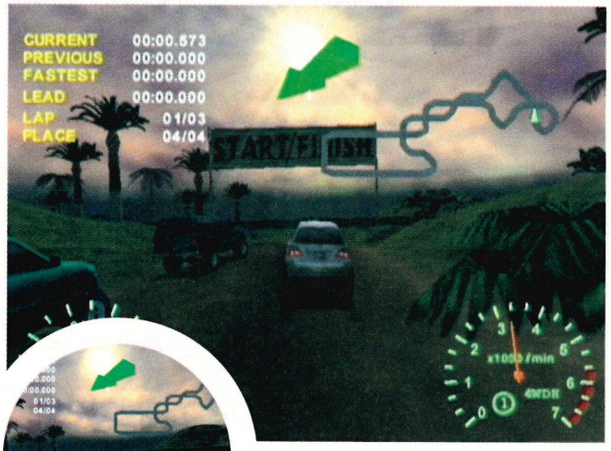












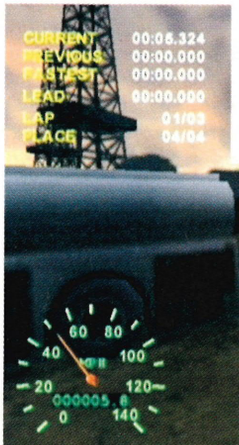












Keep on trucking through the good state of Texas.

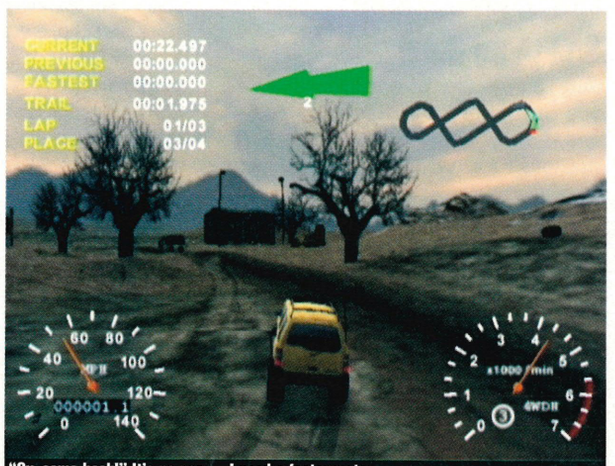
Race Like A Man

> Racing across tarmac is for wimps – *4x4 Evolution* throws some serious challenges your way, including easy dirt tracks, mud baths, oil slicks and even torturous snowbound arctic wastelands. If all that isn't enough of a challenge, you can even race in pitch black darkness. Better get your flashlight out...



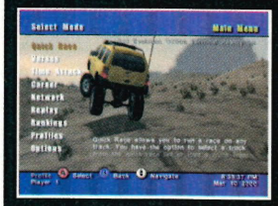






"Oy, come back!" It's no use – I need a faster motor.

Dreamcast Magazine Opinion



THE JUDGEMENT

TRUCK	TRACTOR
⊕ You can play it online... woohoo!	⊖ Mind-numbingly slow gameplay
⊕ Being able to drive anywhere is nice	⊖ Look at those shoddy graphics!
⊕ Lots and lots (and lots) of trucks	⊖ The tracks are all really boring

2ND OPINION

> There have been a few examples of it in the past, but now there's definite proof – no matter how many online modes you try to include, a crap racing game is a crap racing game. The fact that you can drive anywhere isn't exactly amazing; you still have to pass through checkpoints and therefore go where you're told. The trucks seem to be driving through quicksand, the courses are boring... need we go on? Put simply, if you're looking for a decent online racer, get *Speed Devils Online* or just wait a month or so for *Daytona USA 2001*.
Martin Mathers

ALTERNATIVELY

4Wheel Thunder

Off-road racing done properly. It's really rather good.



Reviewed: Issue 08
Dreamcast Rating: 79%

M-SR

A real man's racing game... no online play though. Boo!



Reviewed: Issue 15
Dreamcast Rating: 96%

DREAMCAST RATING

VISUALS	62%
SOUNDS	53%
GAMEPLAY	70%
VALUE	65%

66%

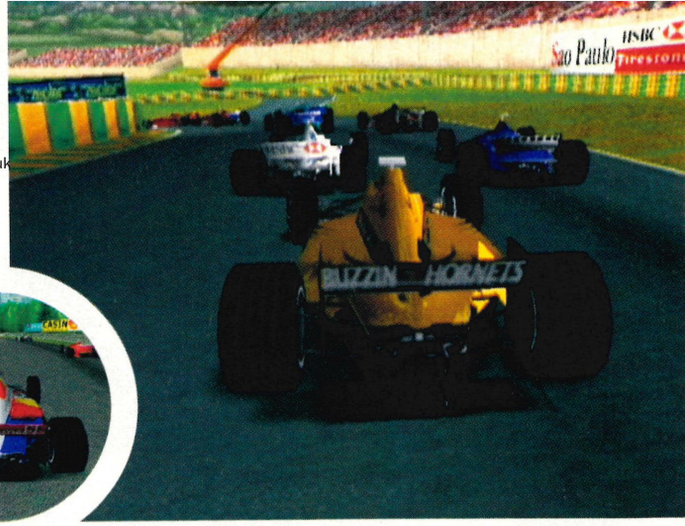
SUMMING UP

> Dull racing game, slightly saved by its online capabilities. You'd be better off getting *M-SR*.

review

Web site: www.ubisoft.co.uk











essential information

Dreamcast magazine

PUBLISHER	VIDEO SYSTEM
DEVELOPER	UBI SOFT
RELEASE	OUT NOW
PRICE	£39.99
GENRE	DRIVING
PLAYERS	2
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK RACE CONTROLLER

F1 Racing Championship

The crazy world of Formula 1 racing – fast, furious and frantic... but not if you're playing *F1 Racing Championship*.

With the first Formula 1 Grand Prix of 2001 already upon us the high-octane, adrenaline-fuelled, fortune-filled world of motor-racing seems to be thriving in the 21st Century like never before. Shame no one bothered to tell Ubi Soft then, because if *F1 Racing Championship* is anything to go by it's still stuck in the doldrums of the 20th Century. It's not just the fact that the game is based on the now-hazy memory of the 1999 season (okay, so it was meant to be released last year but that's not the point) but that it simply doesn't have the spark or pizzazz that should accompany an F1 game. So where a fanfare should be heralding this game in, all we get is a jaded one man band pulling off the same old tricks over and over again.

So FIA So Good

Sure, on the face of it the game has all you could ever want from an F1 title and is a vast improvement on Ubi Soft's previous F1 effort, the rather lacklustre *Monaco Grand Prix*, but it still lacks a certain something which means that it stays stalled in the pits, unable to challenge for any serious honours. It has an official FIA licence courtesy of a publishing agreement with Video System, allowing access to all the official track designs, teams and drivers, which is always a bonus, but even this hardly helps to save it in the grand scale of things.

It's not even that the game has a lack of options and modes of play, as both the Arcade and Simulation modes are pretty exhaustive in their own ways. The Arcade mode does its job admirably, offering a quick hit of arcade action in much the same way that *Pole Position* did all those years ago, leaving you to race against the clock and choke everyone else on your exhaust fumes. It's fun for the most part, but sooner or later the call of the more demanding Simulation mode will lure you in. As with any F1 game, it's the simulation of driving around at break-neck speeds which is the real crux of the game, but for all its efforts there's no sense of actual simulation anywhere to be found here, which kind of defeats the object.

It's The Pits

The real problem with the game lies in the sensation of the game, or rather the lack of. For all the depth, it simply doesn't deliver the goods where it counts as without any real sensation of being at the helm of a multi-million pound car, speeding around at face-contorting speeds, everything else might as well count for nothing. Speed is of the essence, as they say, and without it you can wave goodbye to any serious challenge on the F1 market. Likewise, it never really feels as if you are in the heat of battle, losing all sense of atmosphere, which subsequently means that there's no adrenaline rush or excitement, so the whole experience is rather deflating. At the end of the day, as enjoyable as *F1 Racing Championship* might be for an arcade blast, the overall simulation lets the game down and it's certainly no match for the superlative *F1 World Grand Prix 2*.

Alex Warren

online information

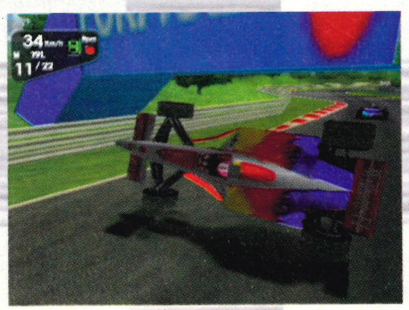


For everything Formula 1 this is the only site worth visiting. With daily news updates, histories, team and driver profiles, it has it all.

infoburst

Extra information

- It is illegal to drive a Formula 1 car on any public highway.
- Murray Walker is retiring from commentating on F1 at the end of the 2001/2 season.
- Ubi Soft's previous effort at an F1 game was *Racing Simulation: Monaco Grand Prix*.



Oil Be Damned

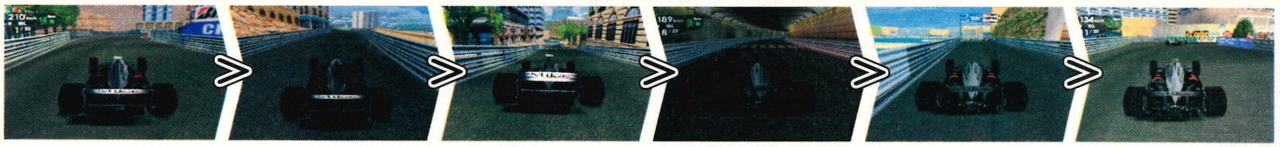
As you'd expect there's plenty for you to tinker with on your car once in the garage, allowing you to prime it for the race ahead. Check your tyres, adjust your suspension and downforce, tweak the engine and brakes – you name it, you can do it.





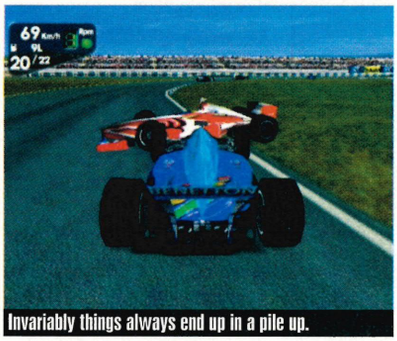
awesome moment

Taking in the sights and sounds of Monaco is always a pleasant experience.

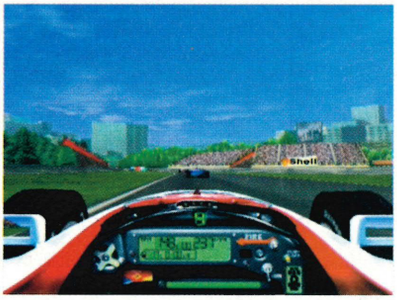




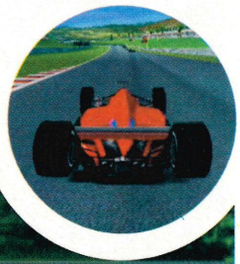
Tail-gating might be illegal on the roads but here it's a run of the mill practice –like dogs chasing bitches.



Invariably things always end up in a pile up.



"As enjoyable as F1 Racing Championship might be for an arcade blast, the overall simulation lets the game down"



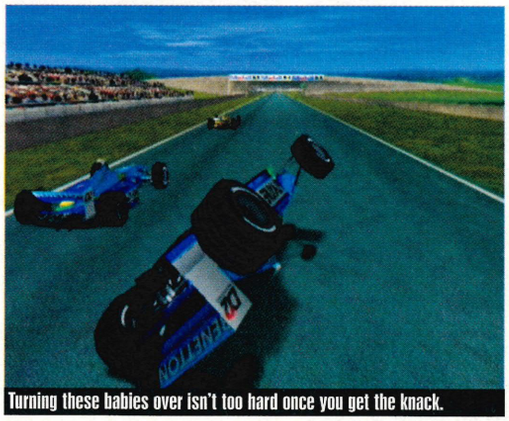


Even in the cockpit, it's hardly the best simulation ever.

It's A Date

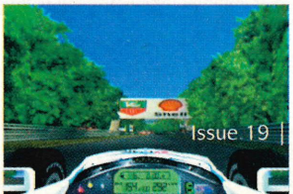
> So you want to plan your Sunday afternoon viewing for the 2001 season, do you? Well, with the help of our handy chart you'll be in the know about when exactly there's time to go on holiday without having to miss any Grand Prix action. We're just too good to you.

Date	Grand Prix	Location
04/03	GP of Australia	Melbourne
18/03	GP of Malaysia	Kuala Lumpur
01/04	GP of Brazil	São Paulo
15/04	GP of San Marino	Imola
29/04	GP of Spain	Barcelona
13/05	GP of Austria	Spielberg
27/05	GP of Monaco	Monaco
10/06	GP of Canada	Montreal
24/06	GP of Europe	Nürburgring
01/07	GP of France	Magny-Cours
15/07	GP of Great Britain	Silverstone
29/07	GP of Germany	Hockenheim
19/08	GP of Hungary	Budapest
02/09	GP of Belgium	Spa
16/09	GP of Italy	Monza
30/09	GP of the United States	Indianapolis
14/10	GP of Japan	Suzuka



Turning these babies over isn't too hard once you get the knack.





Dreamcast Magazine Opinion



THE JUDGEMENT

SLICKS	WETS
⊕ There's a Training mode	⊖ The game just isn't fun to play
⊕ It has an official FIA licence	⊖ Low level of interaction
⊕ Garbage are on the soundtrack	⊖ No sense of real speed

2ND OPINION

> It's not that this is particularly bad, in fact it's a fairly decent racing game. It's just not as accomplished as we might have hoped for and lacks the 'oomph' you might expect. For starters it's the 1999 season, which is stupidly out of date, and that racing against the clock business in Arcade mode is annoying. Plus, it doesn't seem fast enough and the cockpit view is lame. It's the lack of attention to detail that drags what could have been a fairly solid, if not great racing game down. Get *F1 World Grand Prix 2* instead.
Simon Phillips

ALTERNATIVELY

F1 World Grand Prix 2

You can't beat Video Systems for F1 games and this just proves it.



Reviewed: Issue 90
Dreamcast Rating: 12%

Monaco Grand Prix

Not quite up to the above but with a Retro mode, it's worth a look.



Reviewed: Issue 03
Dreamcast Rating: 83%

DREAMCAST RATING

VISUALS	70%
SOUNDS	56%
GAMEPLAY	61%
VALUE	79%

71%

SUMMING UP

> Whether you're an arcade fan or fancy a simulation, this game offers both at a decent enough level.

review

Web site: www.ubisoft.co.uk

Speed Devils Online

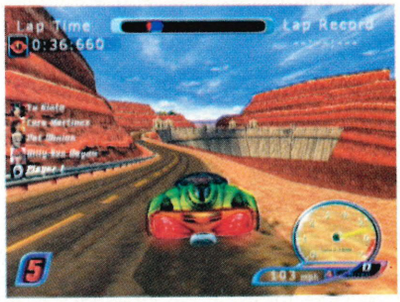












essential information

Dreamcast magazine

PUBLISHER	UBI SOFT
DEVELOPER	IN-HOUSE
RELEASE	OUT NOW
PRICE	£39.99
GENRE	DRIVING
PLAYERS	1 PLAYER (5 ONLINE)
VM UNIT	SAVE GAMES
PERIPHERALS	RACE CONTROLLER MODEM

Fancy whooping some asses the world over? Rev those engines and head on in – Speed Devils Online is ready and waiting.

It's incredible the effect that time has on things. A year and a half ago the original *Speed Devils* was released to great acclaim, with reviewers heralding it as 'a *really* great racing game', and rightly so because not only did it look like a 128bit game but it also had the gameplay to go with it. Now 18 months down the line this re-issue of the game, albeit complete with an online moniker, looks positively jaded and haggard, a point made all the more sharper when compared to the likes of *M-SR* and *F355 Challenge*. Not that we're saying that *SDO* is in anyway a bad game because despite the fact that it might look positively ancient, it's still great fun to play, especially when you take to the Internet super highway.

Demon In The Soul

In regards to offline play the game has a very limited scope – without any hint of a Championship mode, its only genuine purpose is to serve as a warm-up for the real delights of online play. As such, the offline arena is a place to learn the courses

"Despite the fact that it might look positively ancient, it's still great fun to play"

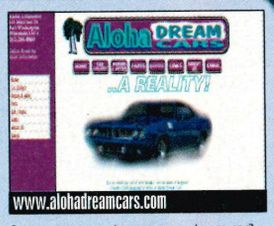








online information

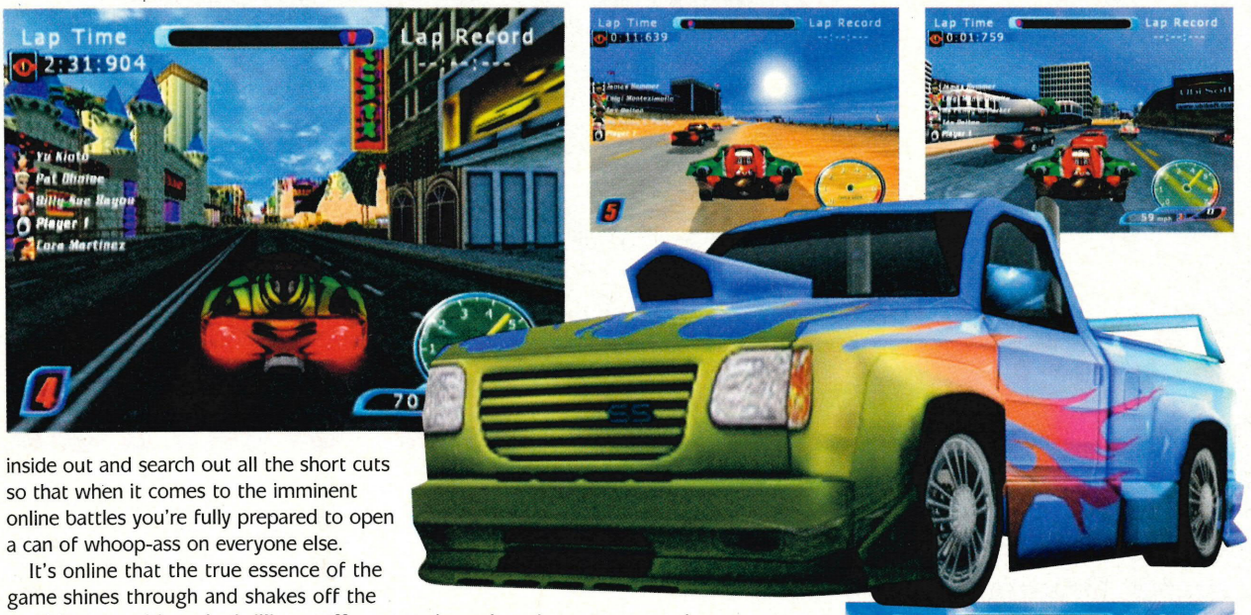


So you wanna make your own dream car? Then this is the site to check out – it might set you back you a fair whack but exclusivity costs.

awesome moment

Get online, join a race and kick some serious butt! You just can't beat it.





inside out and search out all the short cuts so that when it comes to the imminent online battles you're fully prepared to open a can of whoop-ass on everyone else.

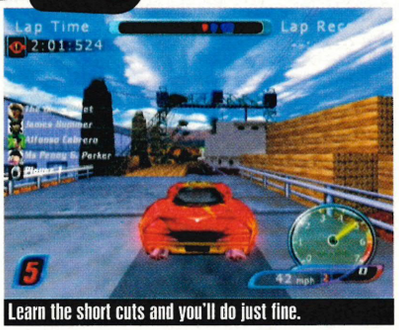
It's online that the true essence of the game shines through and shakes off the aged image as it's truly thrilling stuff. Whereas before when racing the AI cars the stakes were high, this time around they're even higher and with the added bonus of racing against real (yes, *real*) people from around the world spurring you on, it's a mouth-watering proposition. The simple fact of the matter is that racing against real people is a damn sight more appealing and exciting than computer controlled opponents and that's exactly what *SDO* looks to exploit. The natural instinct of competition, survival of the fittest – call it what you like – is what this game is all about and it'll have you hooked up for hours on end.

Get It On

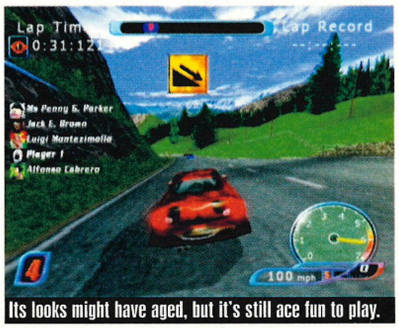
Once you've signed up, chosen which beat-up car to start with and given it a quick paint job it's time to hit the streets – or at least find a free server and some virtual friends to play with. Then it's playtime. Once again the emphasis is on winning as much money as possible through various means so that you can buy all the relevant upgrades for your car, thus helping to make you, with any luck, king of the roads. Once you've added a few extras the competition really begins to heat up, with the bets gradually getting ever bigger, and it's then that the insults begin to fly and the fun really starts to kick in.

However, when lined up against the offline options *SDO* becomes something of a dichotomy. On the one hand you have the totally immersive online play while on the other you have the depressingly lacklustre offline options. It's not that we're complaining, it's just the game is a little too weighted to the online side of things and without an offline Championship, it's lacking something vital. In a way it's like Morecambe without Wise – in other words, it's not the full package and as such should be approached with one eye on the phone bill – it could get messy.

Alex Warren



Learn the short cuts and you'll do just fine.



Its looks might have aged, but it's still ace fun to play.

Dreamcast magazine opinion



THE JUDGEMENT

DEVILISH	HELLISH
⊕ It's full online gaming – hooray!	⊖ Graphically, it looks jaded
⊕ Still ace fun to play… online	⊖ Noticeable lack of extras
⊕ Big pumping beats to drive to	⊖ No offline Championship

2ND OPINION

› Hurrah! With online gaming just beginning to take off (thank you *Quake III Arena*!) it's good to see that Ubi Soft is taking the lead with yet more online-capable titles. Unfortunately, *SDO* just doesn't quite live up to our high expectations. The one-player mode smells a bit and for the sake of our phone bills we like to have something else to enjoy *other* than just online gameplay. However, it's well worth a look as once online, *SDO* is a bit of a corker and extremely addictive. Just don't say that we didn't warn you when you get a huge phone bill!

Simon Phillips

ALTERNATIVELY

San Francisco Rush 2049

Arcade racing action gets a futuristic overhaul with Midway's special touch.



Reviewed: Issue 13
Dreamcast Rating: 71%

4Wheel Thunder

Classic arcade racing action at ultra-high speeds. Blink and miss it.



Reviewed: Issue 08
Dreamcast Rating: 79%

DREAMCAST RATING

VISUALS	70%
SOUNDS	73%
GAMEPLAY	84%
VALUE	82%

81%

SUMMING UP

› Offline it's a bit pants but as soon as you hit the Internet *SDO* transforms into something ace.



infoburst

Extra information›

› The game has 11 new cars for you to race and one new track (New York) for you to explore.

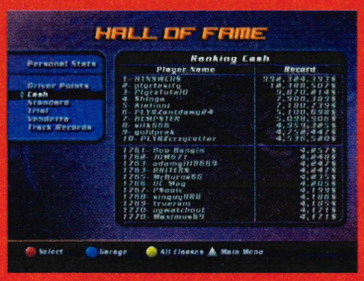
› It's best to get to know the courses offline first so you can find all the short cuts before battling it out online.

› As well as earning money from the races you also earn Driver Points which will determine which class you are eligible for – A, B, C or D.

› You can play all the tracks mirrored, reversed and in various weather conditions.

Passing The Buck

› One of the fundamental features of *Speed Devils Online* is the need to make big bucks... and fast. Just as well that there's a whole load of ways to cash in then. First up you get money for finishing races – the higher you finish the more cash you get... obviously. Other moneymaking schemes include busting the radar guns, posting fastest laps, staying in front for the longest and best of all, betting. We might not recommend it in real life, but if you want quick bucks in this game and are prepared to lose them too, betting is the way forward.







Web site: www.learningco.com

essential information

Dreamcast magazine

PUBLISHER	THE LEARNING COMPANY
DEVELOPER	KROME STUDIOS
RELEASE	MARCH 2001
PRICE	£39.99
GENRE	SPORTS
PLAYERS	4
VM UNIT	SAVE GAMES/REPLAYS
PERIPHERALS	VIBRATION PACK ARCADE STICK

Championship Surfer

Everybody's going surfing... well, everybody who's silly enough to fork out £40 for this dodgy Dreamcast game, that is.

Unless you live near a beach (like we do) you probably won't be too familiar with the sport of surfing. Mind you, that's not to say that there's that much to be familiar with – a bloke (or lady... no bias here, folks) trying to stand on a polished ironing board in the sea before getting knocked off by a giant wave, isn't exactly rocket science. Luckily though, someone has finally felt the pain of all you landlubbers out there and decided to bring out a game based around falling over and getting wet... gosh, ain't you just proud?

On the face of it, *Championship Surfer* has it all. There are plenty of big-name surfers, loads of locations to surf around and even tons of options – everything from one-player Championship and Arcade modes to four-player Rumble and King Of The Waves modes are on offer here. You can choose from a selection of boards, alter the weather to suit your skills and even... ahh, heck, we can't do it any more. You can probably guess from the tone that we're about to go into 'tearing to shreds' mode now. You want things we don't like about *Championship Surfer*? Fine – just be warned that you're letting yourself in for a bumpy ride...

Wet Behind The Ears

For starters, we've got a bit of a problem with the game boasting that there are eight different surfers and ten different beaches to wipeout along. Why? Well, although there ARE eight different character models and ten different beach settings, they all seem to be the same. None of the surfers have any advantage over the others as far as we can tell (and we used them all in the process of this review) and as for the beaches... hmm, don't get us started. Yes, the waves go in one of two different directions. Apart from that though – and the slight variation in background detail – we'll be buggered if we can find any difference between them.

Playing the game itself is a totally strange experience as well; it takes plenty of skill to actually stay on the board for more than ten seconds, and yet there appears to be no actual method in pulling off stunts. Scoring points is more a matter of luck than judgement (we just moved the analogue stick back and forth randomly and landed two tricks perfectly) and yet while the game can be

infoburst

Extra information

- We feel really bad for having to slag off *Championship Surfer*. We're not doing it out of spite... it's just a bad game. Damn this job!
- Thankfully though, it's not just this game – all of the surfing games out there (especially the ones on the PS2) have received a slagging off.
- Also, it should be pointed out that we're not having a go at surfing as a sport. Really, we're not. At least it makes more sense than *Robot Wars*, anyway...









Hey, check it out – we've got 100% style. Well, that's what we like to think, anyway...





online information



Get to grips with all manner of surfing paraphernalia at this site from the official sponsors of *Championship Surfer*. It's totally rad, dude. Or something.

movie moment

When you get bored, you can always watch real-life surfers falling in the sea.









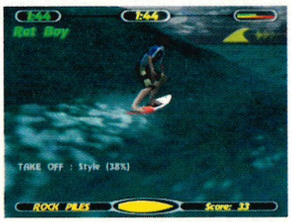
finished incredibly quickly on Beginner, we bet you won't even get off the first level on anything higher. Yes, it's really that frustrating.

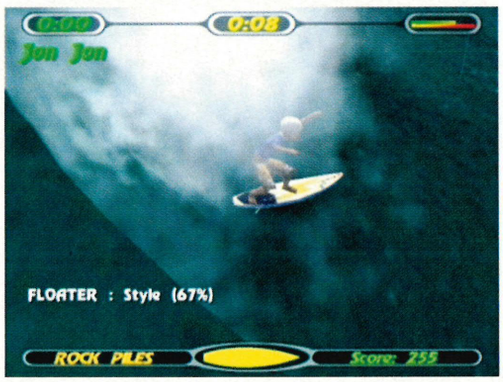
Oh, The Surf-ering

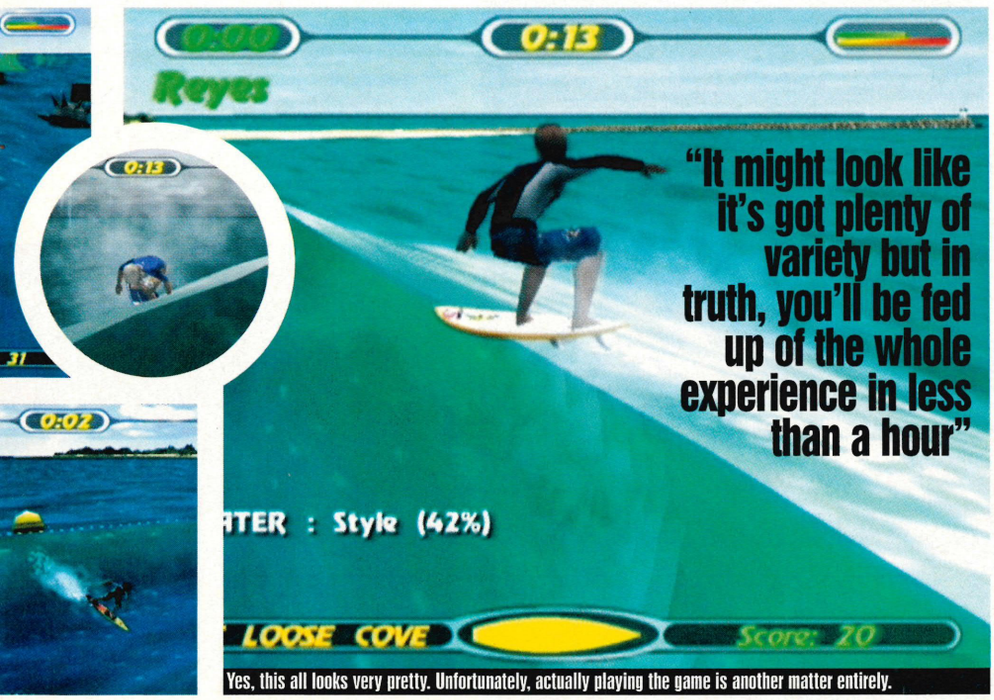
Anything else? Well, the camera angles are crap, the music gets on your nerves after five minutes and the only remotely redeeming feature is the incredibly tricky to play four-player mode... it's all so annoying, we've given up caring. The bottom line is that on paper, *Championship Surfer* sounds ace. Much as it tries though, in reality the game is far from the '*Tony Hawk's Pro Skater* on water' that it desperately wants to be – it might look like it's got plenty of variety but in truth, you'll be fed up of the whole experience in less than a hour. But what if you're absolutely gagging for that surfing experience? Then get a copy of *Tony Hawk's Pro Skater 2* and convince a mate to throw cupfuls of water in your face while you play... at least you'll have a good game to get your teeth into and a quick wash into the bargain as well.

Martin Mathers









Yes, this all looks very pretty. Unfortunately, actually playing the game is another matter entirely.

The Surfing Dictionary

(with our resident surf expert Stevie 'G')



Gnarly (adj.) – Something that is exceptionally good in the eyes of surfing types.

Dude (n.) – 1. A man, specifically of the surfing persuasion. 2. A camel's willy (it is, you know)

Surf's Up (phrase) – A suggestion that now is probably a good time to go surfing, rather than later.

Aah-ah aah-ah, boom boom (n.) – The theme from the Old Spice adverts.

Receipt (n.) – The piece of paper you'll need when you want to take *Championship Surfer* back to the shop for a refund.



Dreamcast Magazine Opinion



THE JUDGEMENT

SURF	BORED
⊕ Well, at least it's original	⊖ All the beaches look 100% identical
⊕ Four players at once? Very nice	⊖ All the characters are 100% identical
⊕ What? You want three good points?	⊖ The whole thing is 100% dull

2ND OPINION

› As terrible as Martin might say *Championship Surfer* is, it isn't as bad as all that. If you're looking for something that you can just pick up and play then *Championship Surfer* is actually pretty good fun, especially when you come rolling in from the pub a little worse for wear. Okay, so it might not look as crisp, clear or detailed as you would expect from a Dreamcast game, or even have the depth, but what it lacks there, it makes up for by having gameplay which will keep you up till all hours... well, maybe a few hours anyway.

Alex Warren

ALTERNATIVELY

Hydro Thunder

The best of the water-based racing games that are out there.



Reviewed: Issue 01
Dreamcast Rating: 79%

Tony Hawk's Pro Skater 2

Do we really have to keep telling you to buy this game?



Reviewed: Issue 17
Dreamcast Rating: 96%

DREAMCAST RATING

VISUALS	58%
SOUNDS	61%
GAMEPLAY	37%
VALUE	43%

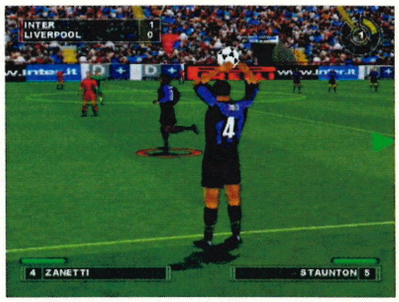
46%

SUMMING UP

› Unless you absolutely *must* own a surfing game, you should leave this one well alone. Really.











Europea

If there's one thing you can never have too many of, it's football games. At least, that's what Virgin wants you to believe...

Being a games reviewer has its ups and down, you know – unfortunately, it's not all wine and roses here at DREAMCAST MAGAZINE. Sure, we have a whale of a time when the great games and the arse games arrive; it's incredibly easy to either praise them like mad or slate them to the nines, so we don't have any problems there. However, there come times when games turn up that just don't 'do' anything for us – they're not amazing enough or crap enough to get our creative juices going and ultimately, we can't think of anything to say about them. That, dear friends, is when you're entering the mediocre zone; you'd better buckle up because we're going in again.

So... erm... *European Super League*, then. As you'd probably guessed, it's a football game based on the Champions League and... well, that's about it. What? There's still another 400 words to fill

essential information

Dreamcast magazine

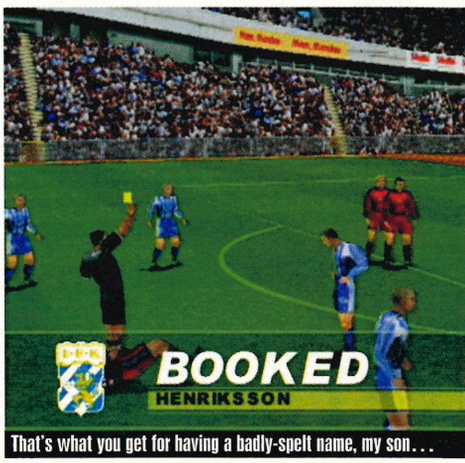
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www.uefa.com/UCL

The official site for the UEFA Champions League is, not surprisingly, packed with news and information to keep you in the know and on the ball.

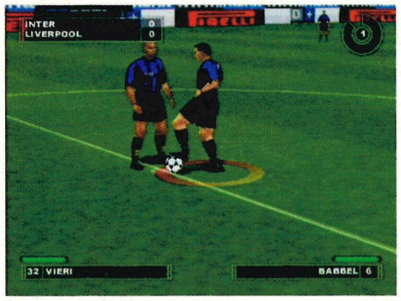


That's what you get for having a badly-spelt name, my son...

awesome moment

Well, what else did you expect from a footy game? He shoots, he scores...









n Super League

before the end of the review? Bugger. Okay, let's try and find positive things to talk about that you wouldn't already have guessed. There's a selection of 16 top European teams (and Liverpool... ahem) to choose from, with each team having a perfect replica of their home stadium to play in. What's more, the stadiums come complete with genuine supporters of the relevant team – by that, we mean that the crowd chants and other noises are authentic to each stadium. Heck, even the players look like who they're supposed to... talk about attention to detail!

You'll Never Walk Again

Unfortunately, there isn't much else about *European Super League* that makes you want to get excited – rather than bringing anything new to the table, it simply churns out exactly what you'd expect from every other football game. You've got the usual mix of friendly matches, training, custom tournaments and leagues, as well as the European Super League itself, but it's all to be expected; anything less would be a sin. The visuals, while adequate, aren't exactly mind-blowing and the whole experience seems a bit too sluggish for our liking – unless you hold down the Run button permanently, it seems as though the players are running through treacle. The control system, too, does the job, but when the game decides to switch which player you're controlling at the most annoying moment or you find yourself shooting wide yet again... well, you get the point. To put it frankly, you won't be amazed or disgusted by anything *European Super League* has to offer... you'll just shrug and mutter 'It's okay'.

What we've never understood, though, is that if an incredibly wonderful football game can exist on a console (and yes, we ARE talking about the *International Superstar Soccer* series by Konami... the new PS2 version is ace) why hasn't anybody tried to copy it rather than coming up with their own concept and failing miserably? That way, we'd have something to be excited about instead of having to find ways around being bored to tears by yet another average soccer game. If you absolutely must have another football title, by all means buy *European Super League* right now. Otherwise, you can do better – it's certainly not the worst thing we've ever seen, but there are much better examples of the beautiful game available already.

Martin Mathers

You're Tight (And You Know You Are)

Think about big football teams and you're bound to come up with Manchester United – after all, they've got more money than Alex's posh parents. Also like Al's folks, Manchester United have risen to the upper levels of society... in a football sense, of course. That's why when Virgin came knocking to ask for permission to use their licence in *European Super League* (much like a small Dickensian child asking for half a shilling) the folks at Man U told them to bugger off. Why? Because they're too big and important, that's why... probably. Anyway, Virgin promptly replaced them with Chelsea so it doesn't really matter anyway. Bah humbug.



"Rather than bringing anything new to the table, it simply churns out exactly what you'd expect from every other football game"

Dreamcast Magazine Opinion



THE JUDGEMENT

FOOT	BALLS
⊕ Another football game for the Dreamcast	⊖ Slower than a snail on valium
⊕ Perfect re-creations of the stadiums	⊖ Player control? What's that then?
⊕ The players look like the real thing	⊖ It's average with a capital... everything

2ND OPINION

Crikey. You get the biggest and best football clubs in Europe all together and you still get a really dodgy game – how did they do it? *ESL* should be the epitome of the beautiful game but as it stands it's anything but. It's slow, cumbersome and as such really isn't as much fun to play as it ought to be. With a couple of mates and a few tinnies it's actually not so bad, but as soon as you start playing on your own it quickly becomes tiresome and frustrating, as the CPU has an uncanny knack of winning every time. And that sure ain't fun.

Alex Warren

ALTERNATIVELY

Virtua Striker v.2001

A football game for the clueless generation. Harmless arcade fun.



Reviewed: Issue 05
Dreamcast Rating: 78%

UEFA Dream Soccer

It's not quite *ISS*, but this is by far the best soccer game on the DC.



Reviewed: Issue 16
Dreamcast Rating: 91%

DREAMCAST RATING

VISUALS	70%
SOUNDS	66%
GAMEPLAY	52%
VALUE	53%

58%

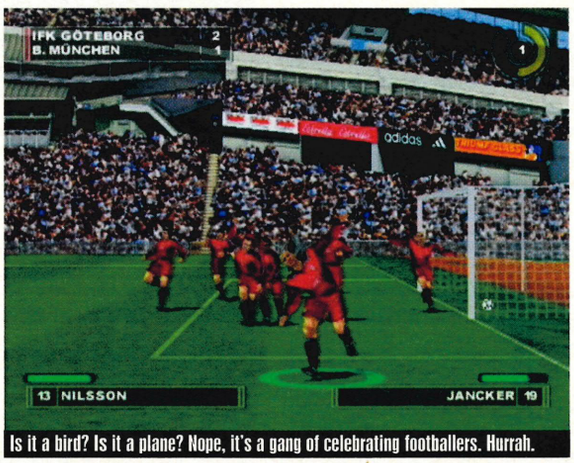
SUMMING UP

Sadly, *ESL* plonks itself down on the average stool in the Dreamcast's footballing pub.

infoburst

Extra information

- To begin with, we couldn't actually work out the method for scoring successfully... it's a bit tricky, you see.
- Then Mart discovered how to score every time (as is his way) and promptly whipped Alex 6-1 in the first half alone.
- By this time though, we were bored and ended up nicking a PlayStation2 from the *P2* boys to play *ISS Pro 2*. Damn.



Is it a bird? Is it a plane? Nope, it's a gang of celebrating footballers. Hurrah.





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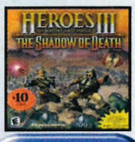
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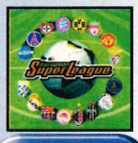
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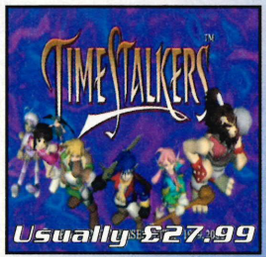
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interact

Just when you thought that the excitement was over, here's the bits we just couldn't fit in anywhere else...



WIN! Joytech Peripherals Page 83

WIN! Mad Catz Peripherals Page 74

Stuff & Nonsense

106 He who dies with the most toys wins! Here's a helping hand...



Phantasy Star Online

84 Sega's latest game dissected and lovingly mapped for you!

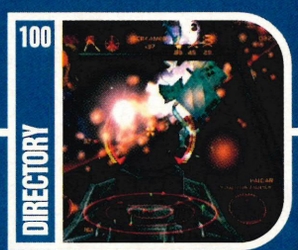


Regulars

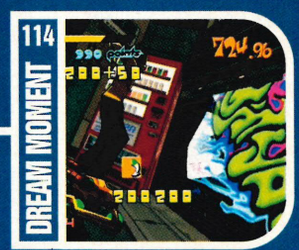
Not unlike clockwork, these are the bits that remain a constant...



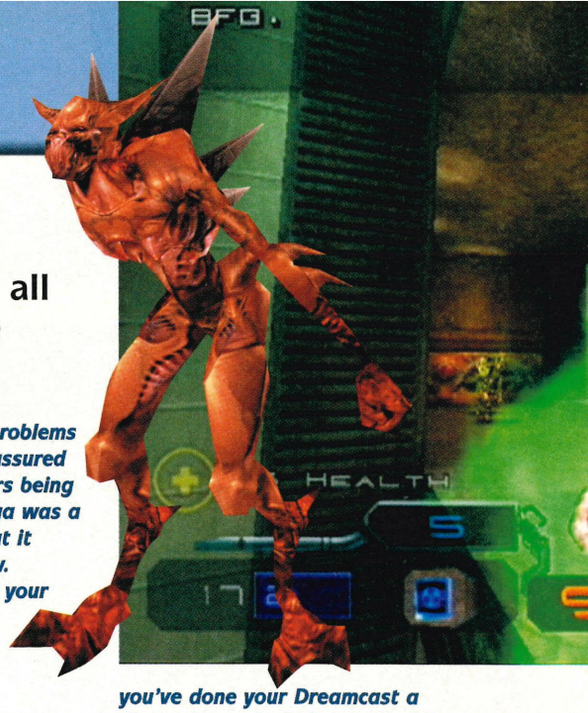








interact Mailbox



The PlayStation2 backlash continues, you all want cheaper games but some of you are actually happy! Welcome to your forum...

Quakus Interruptus...

The day *Quake III Arena* was released I went out and got my grubby little mitts on a copy, and bought a keyboard and mouse! This cost me approximately £70 but I felt it would be money well spent, being a fan of the PC original but never actually owning it. I played the game in one-player and was satisfied. I waited until past six so I didn't rack up the phone bill by my online play – smooth as smooth can be! I was dead chuffed as I could play online without any slow-down! Two games I played smoothly but when it came to the third the message 'Connection Interrupted' appeared and play stopped. I tried again later and the same happened but I didn't even get to splatter anyone's brains across the floor this time! Connection froze as soon as I entered the arena. I tried many a time and the same happened – sometimes I couldn't even connect to the server or Internet, yet I can access Dreamarena and send this email. Is this caused by my copy of *Quake*, my lead, the Dreamcast or something else all together?

Ash from Swadlincote

DM: Ash, fret ye not. We suspect that the problems that you initially experienced have been alleviated by those fine boffins at Sega who have turned a few screws and tightened up the cogs to ensure that such problems are a thing of the past. Rest assured it was all caused by the servers being inundated by Quakers and Sega was a little overwhelmed by it all, but it should have all been fixed now. There's bugger all wrong with your game, console or connection.

Fried Chips

I just wanted to ask if any one else has had a problem with their Dreamcast over-heating. I own an American DC, and decided to have it chipped. Since then my Dreamcast has cut out twice and although it seems to have done it no harm, I am slightly concerned. The DC always comes back on after being unplugged for about five minutes...

Mythago, via email

DM: Quite why you wanted to get your Dreamcast chipped is beyond us all here at Dreamcast Magazine. Despite our warnings about meddling with the dark side you have gone and done it, haven't you? It seems that getting it chipped has frazzled your Dreamcast a bit – y'see, normally the massive great fan and cooling system ensure that, unlike other consoles, your pride and joy never overheats. By getting it chipped we suspect that you've done your Dreamcast a disservice and we'd recommend that you get it checked out.

Linker's Woe

I am just about to buy *Quake III* and was wondering if it is possible to link up two TVs via my Dreamcast so that I can play multiplayer with my mates offline.

DM: We wondered that too but unfortunately, Quake doesn't have a link-up mode. Besides, have you tried getting hold of a link-up cable? They're like hen's teeth, mate...

Any Questions

I own a Blaze DC-VGA Adapter so that my Dreamcast doesn't bother the family TV. The Dreamcast and the PC monitor are set up in my room. Anyway, my questions...

1. I got *Deadly Skies* before my adapter. Unfortunately, *Deadly Skies* needs the AV cable for the TV. I assume all plane simulation games don't work on the Blaze DC-VGA Adapter? Why is this?
2. Will you please get Sega to lower the prices of Dreamcast games? How the hell am I supposed to afford the games

Oldest Dreamer In Town...

First of all, cool mag, definitely the best on the shelf (and believe me, I've tried 'em all). Okay, that's enough sucking-up... just several lines to add as a rider to Matthew Ellison (issue 17). I too can't understand the hype surrounding PS2 – what's the point in spending silly money for something that only plays old games ? Besides, the Dreamcast is superior in many ways – ie online gaming, right here, right now, a whole catalogue of NEW games, Net access, mouse, keyboard and so on!

And all for less than £150, with gallons of great games thrown in! I got a DC from Santa which was quite a surprise, and boy, it's brilliant! Sony can stick the PlayStation & PlayStation2 where the sun don't shine. DC ROCKS!

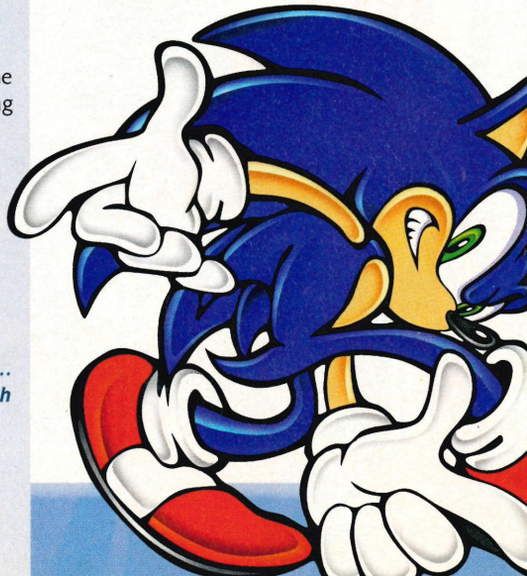
One of my mates at work used to swear by the PS until he saw my DC. He sold the PS within days and got the DC the same day! He is now convincing all the lads from the footie to do the same. Online gaming here we come! THE FUTURE'S BRIGHT, THE FUTURE'S BLUE AND WHITE..

Martin R Taylor (aged 41 & 4 months, honest !)

PS Old gamers never die, they just need console-ing...

DM: Keep taking the pills... but for making us laugh you can have some free stuff!





WIN! Mad Catz 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.

contact

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

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





(apart from buying them from second-hand shops which are hard to find)?

3. In the Stuff and Nonsense page in Issue 13 of your cool mag, you advertised a Tracy Island from *Thunderbirds* saying that you went *Thunderbirds* mad. Any chance of a *Thunderbirds* game coming to Dreamcast?
4. When exactly in winter will *Sonic Adventure 2* come out?

Before I go, I must ask why people think that S Club 7 are mind-controlling demons? They're just an innocent band who... Reach for the stars... Climb every mountain higher...

Richard Jennings, via email

DM: Here goes...

1. Some games simply won't work with a VGA adapter – unfortunately, Deadly Skies is one of them.

2. Sega has just announced that it has plans to release a select range of games at a lower price. Is that any help?

3. A Thunderbirds games was announced but sadly it has been canned... bugger.

4. Sonic Adventure 2 will be released some time this year in the UK. Originally it was planned to be globally released to mark Sonic's tenth birthday but that's not going to happen. Unfortunately Sega will not be drawn on a release date.

S Club 7? Don't talk to us about S Club 7... they took hold of our designer Trenty and he's never been the same since...

Desperately In Need Of A Keyboard



> Is the woman on the front of issue 16 Elvis in drag or the lead singer from texas acting out a fantasy cos i is confused. oh yeh yer mags great etc give us some stuff.BEFORE U SAY OUGHT i is insane & short of a keyboard....ps shenmue 85% u pig dogs!!
> **DAVE[THE DEAD PIG]DAVIS**
>
> DM: Some funny points spoiled by a complete failure to grasp the English language...





"Developers are really having to create games that are not only good but push the gaming envelope"

Sex Mad?

Firstly, congrats on a super-duper mag. Right, on to business. Is it me or are all the people that use the DreamArena chat rooms little pervs? I got hooked up for the first time Tuesday 7 November and all the chat rooms were full of kids on about sex. Aren't there serious gamers out there any longer or is it because I am 39 and really shouldn't be using these rooms, as they are now used for cyber-dating only?

Robert Udall, via email

DM: Is that what they do? Blimeys, you know why they talk about it, don't you? There must surely be some genuine gamers on there. We'll send Wozza there to do a bit of investigating; he should fit right in...

Old Familiar

Please can you answer one simple question: Are there any plans to release *Flashback* on the Dreamcast? The Megadrive version was brilliant! Thanx!

Darren Mitchell, via email

DM: None whatsoever. Sorry.

Utter Nonsense...

I have this friend who said that the Bleemcast will be able to run PlayStation2 games as well as PlayStation games – is this true? Thanks for any help,

Greg Pyke

DM: Your friend is an idiot.

Short Cuts

> Whether you all do it on purpose or not, here's this month's concise silliness...

you give me keyboard ,i give you more e-mail.{gos this takes long to tipe.] greetings from holland.
ruud.vanderpanne
DM: We'd rather not...

My Science teacher is mad about PlayStation. Tell him what you think about him.
From Ralph de Cordova.
DM: Shouldn't he be teaching you science rather than prattling on about an old has-been console?

The jade monkey only shines at night.
The Bandersnatch
DM: But just when there's a full moon...

Your mag is the dogs b#ll#x!!
david.barton
DM: We try our best...

WWWAAAZZZUUUPPP THE MAGAZINE ROCKS.
P.S. WHERE ARE THE PICKLE MEN
BEN JOHNSON
DM: Last seen just outside of Doncaster...

I have recently been given a dreamcast with 3 top games and I must say it totally thrashes all other competitors.
p.s. your mag is da bomb!!!
stuart.heys
DM: Thank you kindly. Er, what exactly is 'da bomb'?

Hi I was wondering if you have any Shenmue/DoA2/any other game merchandise lying around?
James McGuirk
DM: If we did we would only give it to orphans or the local hospital...

There May Be Trouble Ahead

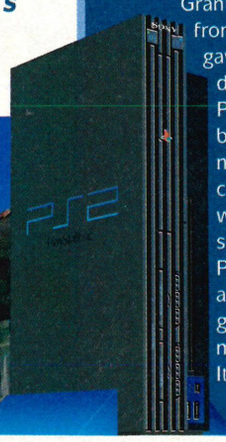
If games are judged on the quality of the gameplay over the graphics and audios, why do we regularly upgrade our consoles to 'technically' superior machines if that is all they can offer.

Granted, the evolution from 16-bit to 32-bit gave us an extra dimension and PlayStation even brought us an entire new gaming community. Gamers will be quite happy to stick with their PlayStations because, at the end of the day, gameplay is what really matters, not graphics. It is for this reason that the PS2, GameCube and Xbox will suffer like the Dreamcast has and will never do much better than Sega's console.

James Cooper

DM: Ideally that should be the case and everyone here at Dreamcast Magazine *is very wary of games that look good but are real stinkers to play. Now that games have made the jump to the third dimension you are right to point out that to some extent, they will (due to laziness) merely look, rather than play, better than their old-gen counterparts. It need not be like this – with added power comes greater potential for depth and complexity of games and developers are really having to create more original games that are not only look good but push the gaming envelope. We can see this in* Metropolis Street Racer *– a game that not only looks good but also adds something completely new to the racing genre. As long as there are developers who are prepared to deepen the gaming experience then there will always be a place for newer and more powerful games platforms... if not then perhaps the PlayStation will be around longer than anyone has dared to imagine.*







interact Reader Reviews

And this month's favourite score is...? There's no prizes for working that one out...



Quake III: Arena

Publisher	Sega
Developer	id/Raster Prods
Origin	US
Genre	FPS
Reviewed by	David Leese



The best way to describe this game is a retina-bursting free for all! Though the one-player is nothing to shout about, the multiplayer is a world of beautiful fragging. The look on your friend's face as you spill his guts over the floor with a Rocket Launcher is priceless, and hearing the screams of your little brother as a computer opponent finishes him off is dangerously enjoyable. If you've ever played a shoot-'em-up and enjoyed it, this is a game not to be missed. A mouse and keyboard does help but nonetheless, an absolute cracker.





Overall 95%



AeroWings

Publisher	Crave
Developer	CRI
Origin	Japan
Genre	Flight Sim
Reviewed by	Peter Courtney

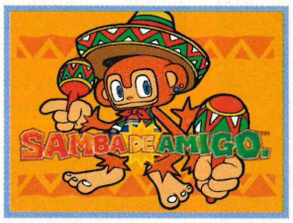


If you enjoy PC Flight sims then *AeroWings* is a must-buy. It has accurate plane physics coupled with some excellent graphics. The control pad's analogue stick also allows the gentlest manoeuvre to be made with ease. The formation training is its weak point as it's just so damn difficult! Unfortunately, you will need to complete the training missions if you want to access more planes. It's not perfect, but I have spent more time playing *AeroWings* than any other Dreamcast game in the last year. Who needs to shoot things down when the flying is this good!





Overall 89%



Samba De Amigo

Publisher	Sega
Developer	In-house
Origin	Japan
Genre	Party/Puzzle
Reviewed by	John Watson

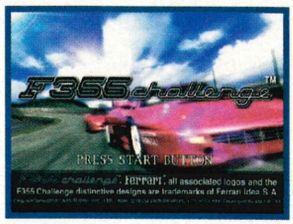


This is one of the most playable and enjoyable games ever made. It may be quite expensive at £100 but it's really fun to play. The track listing is a bit dodgy (apart from A-Ha's *Take On Me*) but it's a game that will have you glued to your TV for hours. If Sega can keep making games this good it will whip the ass off the PS2! The maracas are amazing (or am I really sad and lonely?). This is the best game I own on the Dreamcast – I have some good games like *Quake III*, *MSR*, *Tony Hawk's* and *Sega GT*, but the novelty and originality of *Samba* takes it for me.





Overall 95%



Ferrari 355 Challenge

Publisher	Acclaim
Developer	Sega
Origin	Japan
Genre	Driving
Reviewed by	Richard Sawyer



This is the first racing game that I've ever played (EVER!) that has good AI – you actually feel like you're competing against someone! Out-manoeuvring and out-braking are needed to win here, which means if you do succeed the sense of achievement is immense. The graphics are also the best that I've seen from any little box next to my TV. As for the sound, the SFX are great but, well, the music... let's just say, thank you Sega for allowing us to turn it off. Is it better than *M-SR*? No. Is it worse? No, it's just different. My advice is to buy them both.





Overall 93%

FREE!
MadCatz
Dream Pad
For Every Reader Review



What a positive lot you are – doesn't anyone ever have anything bad to say? No, perhaps that's just us then! Cheers for all your happy letters, and all four lucky reviewers have got a Dream Pad winging its way to them as we speak. Keep 'em coming...

● The views expressed in these reviews are those of the reader and not DREAMCAST MAGAZINE.

contact

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

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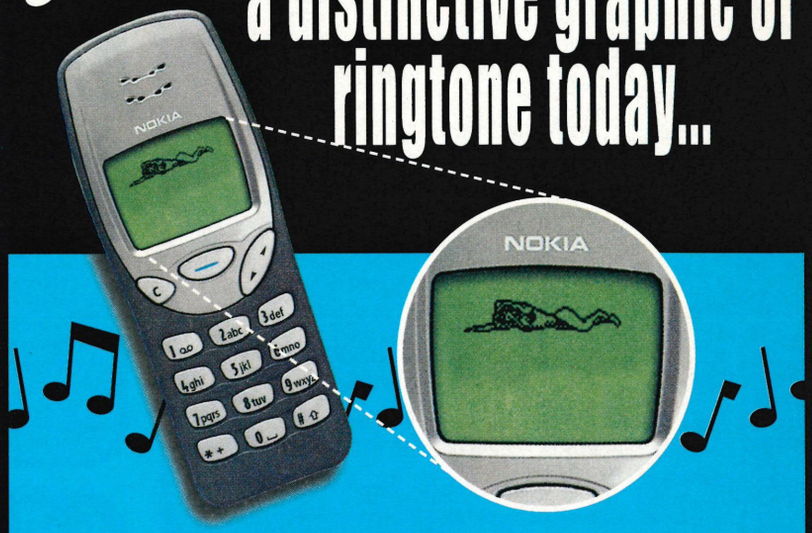
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I.L.N. SERVICES, PO BOX 107, KNUTSFORD CHESHIRE, WA16 6AG.

interact DC-Online

There's a whole world out there on the Web and we've done all the hard work for you by seeking out some of the best sites around. This month we've searched for yet more monkeys in the hope of finding Alex a mate and tried to find out a little about the luckiest bugger in the world of pop music... go on, rack up that phone bill!

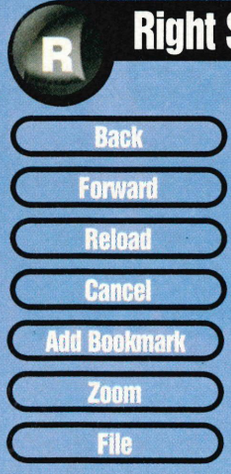
1. **Plug your Dreamcast modem into the phone line.**
2. **Place the Dream Key disc into your Dreamcast and press start. This is your passport to infinite knowledge.**
3. **If it's your first time logging on you will have to register, but if not, you will arrive at the DreamArena, a site only accessible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

Hold The Garlic, Please

www.buffy.com

Dreamcast magazine WEB SITE OF THE MONTH

Site Rating 5 5 5



› If you know us like some of you do, you'll be aware that pretty lady + plenty of arse-kicking action + vampires = our kind of television. That's why we're huge fans of that ever-popular TV series *Buffy The Vampire Slayer* (and to a lesser extent *Angel*... but only because it's got less pretty ladies in it). Watching Sarah Michelle Gellar getting medieval on the arses of every demonic force in the Tri-State area whilst managing to look all sweet and innocent is something else. Oh, and then there's Willow... mmmm, Willow. Excuse us...

FILM

Does Whatever A Spider Can

www.marvelcomics.com

Nick's Pick

Site Rating 4 4 5



› If you're into films as much as we are, you'll already be wetting yourself about the prospects of the *Lord Of The Rings Trilogy*, *The Matrix 2* and the new *Spider-Man* movie. Unfortunately, you'll only be able to find information about one of them here. Still, when the webslinger looks set to wear some nifty threads and kick the Green Goblin's arse... well, it's all good eh?

I Want My Mummy

www.themummy.com

Site Rating 4 4 5



› Mindless action with a bit of a plot and a sexy bird – that's what we like in our films. The first time around, *The Mummy* managed to provide it all in one neat little bundle and now that the sequel (cunningly entitled *The Mummy Returns*) is on our doorstep, we're all set to don our bandage-hunting hats again and head back into the desert. Oh, and The Rock's in it so Mart's excited already.

'Straight To Video?'

www.sugarandspicemovie.com

Alex's Pick

Site Rating 3 3 5



› Teen comedies were all the rage last year (we lost count of how many there were!) and the trend looks set to continue well into 2001 with *Sugar And Spice* – a 'hilarious' tale of a cheerleader group that takes to robbing banks. God knows why they think this is a good idea, but we're willing to bet that they all get caught and Mena Suvari gets her kit off. Again.

MUSIC

Thingy Bob's Site

www.npgonlineltd.com/home2000.html

Site Rating 4 4 5



› His name is Prince (at least, it was and then wasn't... but now he's changed it back again) and if his lyrics are to be believed, he is funky. The paisley one's New Power Generation has been around for ages and despite not making much noise recently, they've been putting together some new tunes. You can check them out at his Web site, as well as read all the latest gossip....

It's Grohl, Not Grolsch

www.foofighters.com/main.html

Site Rating 5 5 5

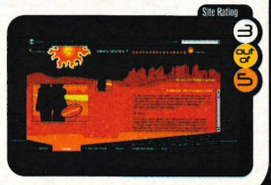


› Although he never actually realised the lead singer was once the drummer for Nirvana (one of his girlfriend's favourite bands) Mart's taken a real shine to the Foo Fighters. Maybe it's because their new album rocks, their Web site is packed full of goodies or because all of their videos make him laugh... we don't know. Still, that doesn't mean he can play them at full volume in the office.

Old Before He Dies

www.robbiewilliams.co.uk

Site Rating 3 3 5



› When Take That split up all those years ago, you'd have had to put money on Gary 'Angelic' Barlow being the one to make it solo, so it's shocking that of all the band members to remain popular, it'd have to be the fat one with disturbing taste in ladies (Geri Haliwell? Bleugh!) that did the best. That's the way it happened though and now the bloater's even got his own Web site. Bum.

SPORTS

Blue 22... Hut, Hut!
www.xfl.com

> Ever wanted to be in on a sport from the very beginning rather than have to catch up on the events? Then the newly-started XFL is for you. Not content with keeping his stranglehold on the wrestling industry, the mastermind behind the WWF now has his own brand of American football – it's almost the same, only faster and more violent. Check out the site, pick a team and then hold on tight!



Slam Dunk The Funk
www.nba.com

> Out of all the US sports we can think of, basketball has to be the easiest one to understand. Ten blokes, two baskets and a ball – that's it. No stupid rules about 'flags on the play' or having to stand around after the ball hits the floor... it's nice and simple. The official NBA Web site is also quite easy to get to grips with and it's even got every bit of info about the league you could ever need.



I Asked For No Ice
www.nhl.com

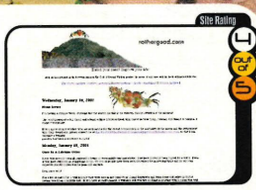
> Yes, we know it's officially a Canadian sport and not American but hey – if we didn't include ice hockey here, you'd have to read about something like baseball and that *would* be really dull. Much like the other official sport Web site, this has got all the player stats, results, photos and other game-related malarky that you could ever possibly want from a site... ooh, you lucky people.



COMEDY

Crabs... Lots Of Them
www.rathergood.com

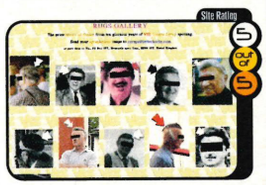
> On the face of it, you wouldn't think that a Web site run by a bloke with an unhealthy obsession for crabs would be all that funny, would you? Well, you'd be wrong – although it's a bit sparce, you're bound to find something that manages to tickle your funny bone hidden here. There's even the Crab Pallette for those of you with an interest in art and/or squashing crabs... bizarre.



Top Shelf Material
www.viz.co.uk

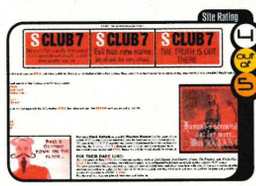
Mart's Pick

> We've held off putting in Britain's best-loved adult comic in our mag for a while now, but since the inclusion of a number of 'classic' cartoon strips and a ton of new faces in the Rugs Gallery... well, we couldn't hold back any longer. Believe us when we say that this is not for youngsters (so they'll all run off to look... somebody stop them) then just sit back and enjoy!



S Is For Satan
darryn-reeds.tripod.com/S-Club-7-secrets.html

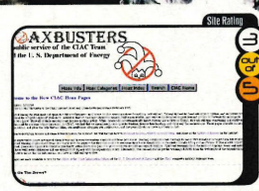
> Despite having stolen a large amount of his comedy from Eddie Izzard (one of our all-time top comedians) the person behind the S-Club 7 Satanic Site may very well have hit the nail squarely on the head. After all, how could seven miscreant youths manage to capture the hearts of so many people without help from the Lord Of Darkness himself? Exactly. You know it makes sense...



WEIRD

Who Ya Gonna Call?
hoaxbusters.ciac.org

> There are some nasty people out there in the world; the kind of people that'll send you an email with a virus attached to it or try to talk you into signing away your life savings. Even worse, there are loads of fake internet scams and viruses that'll catch you out if you're not careful – thankfully though, the Hoaxbusters are here to save the day. Really, they are. Are you excited yet?



Look At The Monkey
www.primates.com

Simon's Pick

> We're all for a spot of nature, you know – after all, there's nothing we like more than curling up in front of the telly and watching the National Geographic channel (well, Alex does anyway... just in case there's a documentary on one of those naked Amazon tribes). Still, why there's a site dedicated to pictures of every kind of monkey under the sun is beyond us...



Home Of The Little People
www.flipflopflyin.com

> It's been around for a fair old while now but the day of the MiniPop has come and gone... which is why we're determined to start a revival. You know what we're talking about – crudely drawn and minuscule pictures that aren't detailed in the slightest, yet look like famous people. There are tons of the things hanging around on the Flip Flop Flyin' Web site, so try and name them all...



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?

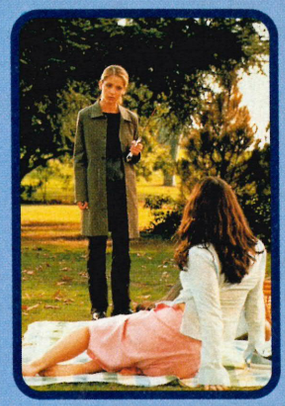
competition

Slay 'Em & See

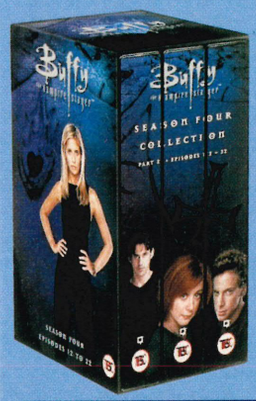
WIN! BUFFY Box Sets

We just can't seem to get enough of the gorgeous Buffy these days, but not wanting to keep her all for ourselves we've teamed up with Twentieth Century Fox Home Entertainment to give you the chance of winning the latest Buffy The Vampire Slayer Box Set, Season 4, Part 2 (released 12 February). With 11 frighteningly good episodes to scare yourself senseless with, this is a competition that you'd be crazy to miss out on.

To stand a chance of winning tell us, in no more than 15 words, who you'd most like to see in the buff and why.



Write your answer on the back a postcard and send it to the following address, making sure that it gets to us no later than 1 April.



In The Buff
Dreamcast Magazine
Paragon Publishing Ltd
Paragon House
St Peter's Road
Bournemouth
BH1 2JS

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

Stuck On A Dreamcast Game?

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0906 466 4492

- All the latest cheats, tips and codes for Dreamcast via live telephone helpline, 7 days a week, 15 hours a day.
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- 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

Got cheats? No, we didn't think so. That's why we're here to give you a helping hand... comprendez?

Spawn: In The Demon's Hand

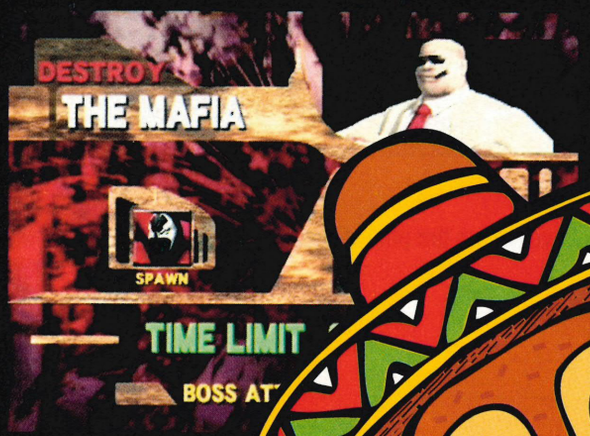
If you're fed up with playing all the same characters, check out this cheat and you'll be stuck playing the game for even longer.

Access Bonus Characters

Complete 'Boss Attack' in Arcade mode with any character to unlock a secret character. Repeat in order to unlock more characters.

Access Character Galleries

Complete 'Tournament Battle' with any character to unlock their very own art gallery.











Rainbow Six

Having trouble with your military duties? Keep dying on the job? Well, these cheats should sort you out a real treat – and provide a laugh or two.

Activate God Mode

To make yourself invincible press the analogue pad Up, the D-Pad down and A while playing the game.

Activate Team God Mode

To make your entire team invincible during the game press the Analogue pad Left, the D-pad Down and A while playing the game.

Activate Heavy Breathing

Press the analogue pad Down + D-pad Down + A when playing the game.

Activate Big Head Mode

Press the analogue pad Up + D-pad Down + X when playing the game.

Activate Mega Head Mode

Press the analogue pad Left + D-pad Down + X when playing the game.

Activate Polska Mode

Press the analogue pad Down + D-pad Down + X to change the faces of your team when playing the game.

Activate Stumpy Mode

Press the analogue pad Left + D-pad Down + Y to activate Stumpy mode when playing the game.

Activate Brains Mode

Press the analogue pad Up + D-pad Down + Y to toggle the AI of your team when playing the game.

Activate Skinny Mode

Press the analogue pad Down + D-pad Down + Y to become as thin as the trees when playing the game.

Never Lose A Mission

Press the analogue pad Up + D-pad Down + B when playing the game to prevent losing a mission when an alarm is triggered or a hostage killed.

Infinite Ammo

To get an infinite amount of ammo shoot all the bullets in your gun except one before putting in a new clip. Even though your bullet quota will go up you will not lose a clip from your supplies and you can do it as many times as you like.

Samba De Amigo

Growing tired of Sega's marvellous maraca-fest? What's wrong with you? You need some cheats – fast!

Access All Music

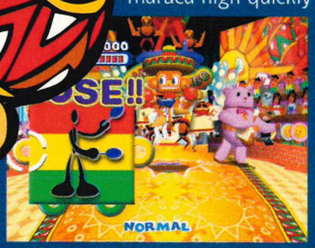
At the Height Selection screen in Arcade mode, shake the left maraca high quickly 15 times to unlock all the songs.

Random Mode

At the Difficulty Selection screen shake the left maraca low quickly 15 times.

Access Super Hard Mode

At the Difficulty Selection screen shake the left maraca high quickly 15 times.





Sonic Shuffle





> So you wanna know how to play as all the hidden characters, do you? Well, it might take a bit of time, but here's how.

Play As Big The Cat
Buy all the pictures of Tails in Sonic's room to unlock Big The Cat in Versus mode.

Play As Chao
Buy all the pictures of Knuckles in Sonic's room to unlock Chao in Versus mode.

Play As E-102 Gamma
Buy the last picture of Amy in Sonic's room to unlock E-102 Gamma in Versus mode.

Play As Super Sonic
Buy all the pictures of Sonic in Sonic's room to unlock Super Sonic in Versus mode







Star Wars: Demolition

> Okay, it might not be the best game ever, so if the experience of playing it all the way through is driving you mad maybe these cheats will make it all a little less painful... as if.

Unlock All Characters
Go to Preferences in the Options screen, press L + R and then enter 'WATTO_SHOP at the Jedi Mind Trick screen.

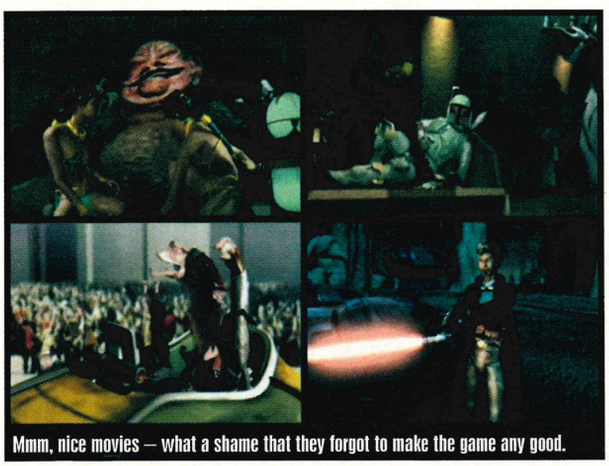
Invincibility
Go to Preferences in the Options screen, press L + R and then enter 'RAISE_THEM' at the Jedi Mind Trick screen.

Rapid Fire Weapons
Go to Preferences in the Options screen, press L + R and then enter 'FIRERATEUP at the Jedi Mind Trick screen.

Low Gravity
Go to Preferences in the Options screen, press L + R and then enter 'LO_GRAV_ON' at the Jedi Mind Trick screen.

High Gravity
Go to Preferences in the Options screen, press L + R and then enter 'BFM_FEELIT at the Jedi Mind Trick screen.

Fast Mode
Go to Preferences in the Options screen, press L + R and then enter 'THROTTLEUP' at the Jedi Mind Trick screen.



Mmm, nice movies – what a shame that they forgot to make the game any good.

Slow Motion Mode
Go to Preferences in the Options screen, press L + R and then enter 'LOW_MO_ON' at the Jedi Mind Trick screen.

View Winning FMV Sequences
Go to Preferences in the Options screen, press L + R and then enter 'MOVIE_SHOW' at the Jedi Mind Trick screen.

View Losing FMV Sequences
Go to Preferences in the Options screen, press L + R and then enter 'SAD_MOVIES' at the Jedi Mind Trick screen.

No Enemies In Battle
Go to Preferences in the Options screen, press L + R and then enter 'NO_BADDIES' at the Jedi Mind Trick screen.

Random Races & Opponents
Go to Preferences in the Options screen, press L + R and then enter 'NO_PEEKING' at the Jedi Mind Trick screen.





Play As Tamtel Shreej
Complete the game with Boba Fett and Wade Vox with at least 10,000 credits.

Play As Pugwis
Complete the game with General Otto and Tia & Ghia with at least 10,000 credits.

Play As Wittin
Complete the game with Aurra Sing and Quagga with at least 10,000 credits.

Play As Malakili
Complete the game with Tamtel Shreej, Pugwis and Wittin with at least 10,000 credits.

Play As Boushh, Darth Maul & Lobot
Complete the game with Malakili with at least 10,000 credits to unlock Boushh, Darth Maul, and Lobot.

Classic Cheats

South Park Rally

> If you're still playing this game by now (in which case, you're a bit of a weirdo) you'll probably need these...

Cheat Mode
Complete Championship mode without using any tokens to unlock all tracks, cars, skins and other cheat options.

Random Checkpoints
Complete Championship mode.

Speech Test
Complete Championship mode.

Cheat Sheet
Win the Rally Days 1 race without collecting any pick-ups.

All Skins
Collect the three hidden pick ups in the Valentine's Day race.

Race As Bebe
Lose the Cowdays race without collecting any health pick-ups.

Race As Big Gay Al
Win the Pink Lemonade race.

Race As Cartman Cop
Hit Chicken Lover five times with the salty balls in the 'Read-A-Book Day' race.

Race As Damian
Win the New Year's Eve race and be the only racer to touch the millennium key.

Race As Death
Win the race Halloween race after dropping off four candies at a time.

Race As Grandpa
Win the Halloween race.

Race As Ike
Collect the hidden pick-up that is on top of the aeroplane in the Memorial Day race.

Race As Jesus
Win the Christmas race.

Race As Mephisto
Win the Independence Day race.

Race As Mr Garrison
Activate all four checkpoints on the Rally Days 2 race.

Race As Mr Mackey
Win the Spring Cleaning race.

Race As Mrs Cartman
Drop off all lemonades without letting anyone else get to a checkpoint in the Pink Lemonade race.

Race As Ned
Collect thirteen turbo pick-ups in the Independence Day race.

Race As Pip
Activate checkpoints one and four on the Rally Days 2 race.

Race As Satan
Win the New Year's Eve race.

Race As Scuzzlebutt
Find a Phillip Phart on the Easter Egg Hunt race. Then find the waterfall and Phart your way to the Golden Cow next to the waterfall.

Race As Sheila Broflovski
Collect the Pot Pie next to the building on the Easter Egg Hunt race.

Race As Shelly
Win the Valentine's Day race.

Race As Starvin Marvin
Lose the Thanksgiving race without collecting any turkeys.

Race As Terrance and Phillip
Collect the four hidden pick-ups in the Christmas race.

Race As Tweak
Collect five caffeine pick-ups in the Spring Cleaning race.

Race As Visitor
Collect the hidden pick-up above checkpoint one and the other pick-up that is between check point four and the wood bridge in the Memorial Day race.

Questions and Answers



Another month, another massive bundle of questions and queries for the gaming chimps to answer. Thankfully, they've been aided this issue by their new friend, the gaming porpoise – he might live in the sea, but he knows his games. Drop him a line with your games problems and you're guaranteed a decent answer:

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

Or send an email to dreamcast@paragon.co.uk – just be sure to include a moist sponge, okay?

Old Man Troubles

Dear Dreamcast Magazine,
In *Resident Evil Code: Veronica*, I have spent hours on the first disc but I can only get to the Private Residence where Alexia's bedroom is. I've been further before but after pulling out my controller two or three times while it was in use, I think I might have damaged my console. I bought another one and ended up starting the game again, but now I can only make it to Alexia's bedroom. Any ideas? Please help!
Kind regards
Alec Scoats, via email
PS I am not a sharp teenager – I am 72 years old.

Flippin' heck... we've got pensioners reading our mag. Hey, at least it's touching to know we don't just appeal to the young 'uns, eh? Anyway, we're not 100% sure what you might be doing wrong (pulling your controller out of the machine when the VM is in use will only damage the VM data, not the machine itself) but as for the room with the eagle shield on the floor... it's in the Palace. You'll need the Silver Key from Alfred's bedroom to unlock the door – head through the ground-floor door in the foyer and unlock the door directly ahead to find what you're looking for. Hope that helps a bit...



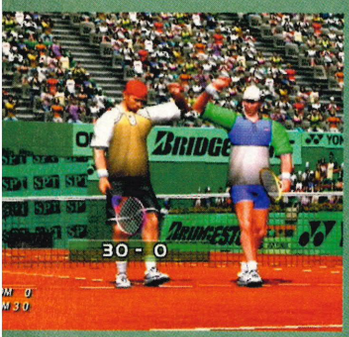
You've Been Rumbled

Dear Dreamcast Magazine,
I bought a copy of *Ready 2 Rumble* (the original one, not the sequel) the other day for a bargain price, but now I'm a bit annoyed with it. The back of the box clearly says that you can 'Create and save your ideal boxer' but I can't find this option anywhere. Is it hidden away via a cheat that I can use or is Midway just lying through its teeth to me?
Err... a bloke, via post (we lost the letter – sorry)

Hmm, we're a bit confused ourselves. After checking out the packaging ourselves, we can confirm that you're right – it does indeed mention creating your own boxer. Unfortunately, this mode ISN'T in the game so why they made such a point of it on the box is totally beyond us. The only thing we can think of is that it's referring to the Championship mode where you can build up the stats of your chosen character and then save them for use later on... a bit crap, isn't it? Still, that'll teach you for being cheap and picking up an old game when the far-superior sequel is already available. Shame on you!

New Balls Please

Dear Dreamcast Magazine,
I'm having some problems on *Virtua Tennis* – basically, I've managed to unlock all of the secret players except one AND all of the courts except one by playing the World Circuit but now I'm at a loss as to where the other secrets might be. Can you point me in the right direction?
Joseph Taylor, London



Hmm, we think you might be lying to us Joseph. If you've gone through the whole game and managed to complete everything, how come you haven't found the secret shop hidden in the middle of the ocean? It appears once you've conquered all of the training stages and trial matches and not surprisingly, it's where you'll be able to purchase the final court and secret player. Really, Joseph... you should know things like that. What's wrong with you, young man?

What A Mistake-a To Make-a

Dear Dreamcast Magazine,
Whaa, whaa, whaa – it's not fair. If you're going to print a complete solution (blah blah)... your *Jet Set Radio* guide had two of the levels missing (blah blah)... when are you going to reprint it so that I can finish the game (blah blah)? The person who wrote it needs a damn good spanking.
Virtually everyone that read the guide, via e-mail

Okay, we'll have to hold our hands up and admit this one – with a lack of finished PAL code from which to write the solution from (though thankfully, it turned up in time for us to do the review at the very last minute) we had to resort to using the Japanese version of the game instead. As they say in the ghetto, it was 'our bad, man'. However, because the person responsible didn't realise there were any differences (he works on Dreamcast Solutions, you see; he doesn't get told these things) it was too late to do anything about it. Sorry. Really, we're sorry. Except to the bloke who called us rude names... we're not sorry to you. So there.



It's the Beat Yourself Challenge... Again!

With the entries pouring in thick and fast, you're running out of time to enter the race for those Joytech prizes. It's not that difficult – all we're looking for is the best times and scores that you can send us. Remember though, we're not going to take your word for it; no picture means immediate disqualification!

If you're having problems taking pictures of them, it's quite easy... just remember to turn the flash off so as not to ruin the shot. You could even hook your Dreamcast up to your video and send us recorded proof, if you feel that way inclined. Either way, only real evidence will win you the prize. Here's what you'll need to try your hand at this month...

Game: Tony Hawk's Pro Skater 2

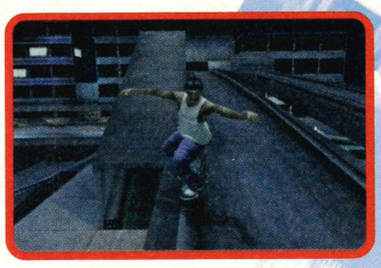
Another chance for you to show what you're made of – what we're looking for is the highest score for a single two-minute run around the New York level. Best score at the end of the contest wins a prize so get to it!

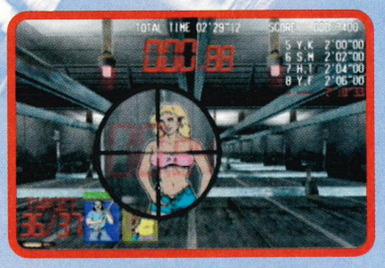
Game: Silent Scope

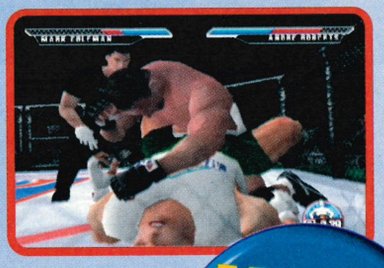
An easy one for the sharpshooters amongst you; head for the indoor target range and rack up a massive score within the time limit. Highest score that we get by next issue walks away with a bundle of goodies. Nice, eh?

Game: Ultimate Fighting Championship

Get your lycra pants on – it's time to fight! Matches can be won or lost in the blink of an eye here, so we're looking to find the person who can win the fastest. Submission, KO... we don't care – as long as you're the fastest!







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Air Force Delta	GTA 2	Res. Evil: Code Ver.	Sword of Berserk
All Jap. Pro Wrest. 2	Half Life	Revolt	Tech Romancer
Armada	Hidden & Dang.	Royal Rumble	Tee Off Golf
Blue Stinger	House of the Dead2	San Fran Rush 2049	Test Drive 6
Buggy Heat	Hydro Thunder	Sega Bass Fishing	Time Stalkers
Bust A Move 4	Incoming	Sega GT	Tokyo Extreme Racer
Chaos Adventure	Jet Set Radio	Sega Rally 2	Tomb Raider 4 & 5
Chicken Run	Jimmy White's 2	Shadowman	Tony Hawk's 1 & 2
Chu Chu Rocket	L. Tunes Space Race	Shenmue	Toy Commander
Crazy Taxi	MDK 2	Silent Scope	Toy Story 2
Daytona USA 2	Metro. Street Racer	Silver	Trickstyle
Dead or Alive 2	Mortal Kombat Gold	Slave Zero	UEFA Striker
Deadly Skies	NBA 2K	Sonic Adventure	Ult. Fighting Champ
Dino Crisis	NBA Showtime	Soul Calibur	Urban Chaos
Disney's Dinosaur	NFL Q. Club 2000	Soul Fighter	Vigilante 8 2nd Off.
Dynamite Cop	Nightmare Creats.2	Soul Reaver (L of K)	Virtua Fightr 3TB
Ecco the Dolphin	Nomad Soul	South Park	Virtua Striker 2
ECW Hardcore Rev.	Powerstone	Speed Devils	Virtua Tennis
Evolution	Powerstone 2	S. Wars Demolition	V-Rally 2
F355 Challenge	Psychic Force 2012	Star Wars: Racer	Wacky Races
Fighting Force 2	Quake 3	S. Wars: Jedi Pow Bs	Worms Armaged.



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solution

Hints, Tips, Cheats and Guides







Phantasy Star Online

Having problems uncovering the secrets of Ragol? Then come with us as we lead you through the offline missions and give you all the knowledge you need to be the ultimate Phantasy Star Online player!

Learn The Basics

› *Phantasy Star Online* isn't exactly the toughest game on the planet to learn – to start you off on the right foot though, here are a few pointers that you'll need to pay attention to if you want to do well...

Stats To The Max

An important point to remember is that you need to increase your stats at every given opportunity, especially at the beginning of the game. Every time you collect a Frame, Weapon or Barrier, check it against your current equipment to see if it will increase your abilities at all – if it will (especially with Frames and Barriers) switch it over immediately! You might not think it, but you'll need all the points you can get... especially in the latter stages of the game. What's more, any items that you collect that don't increase your stats can still be kept and then sold back to the shops on the Pioneer 2 – the extra Meseta comes in very handy, so try to collect everything you can!

Feeding Time

If you want your Mag to develop and evolve into a more powerful being you'll need to feed it quite regularly – the more you feed it, the higher it climbs through the levels to make it stronger. At first, your Mag will eat pretty much any of the healing items that you choose to give it; after it evolves once though, you'll need to be more selective in your feeding. Some items will increase all of its stats, while others will increase some and decrease others – it's all about maintaining a healthy balance and building up each attribute in turn. For all the effort you put in, you'll earn new Photon Blast abilities; covering both attacks and healing powers, they'll be charged up by your Mag as you receive damage. Once it reaches 100% power, you can unleash it by holding down R and pressing the relevant button... excellent!

Run Away!

Don't be afraid to run away from your enemies if you need a breather – by leaving the room, the monsters inside will return to their original positions. This way, you'll know where they're coming from when you re-enter... very handy, especially later in the game. If you can though, try to kill everything; you'll earn those essential Exp. Points that build up your character's levels and make him even stronger!

Saving For A Rainy Day

You might think that dying in *Phantasy Star Online* isn't much of a problem – you simply return to the Pioneer 2 and get healed up, right? Wrong! It's true that you'll be able to head back to the start of the area where you died via the main teleporter outside the Hunter's Guild but if you look closely, you'll notice that you've lost your equipped weapon AND all the Meseta you've collected! Thankfully, you can reclaim your lost equipment by returning to the spot where you died and picking it up. However, to save you all the hassle it's far better to keep important items like Meseta and ace weapons that you're not quite powerful enough to use yet in storage – just visit the desk to the right of the shopping area and deposit any items you don't need at the moment (but don't want to sell) to clear space in your inventory. Now you can come back and claim them whenever you like!

The Easy Way Home

Although you probably won't need to use them in the earlier stages of the game, one of the most important items you can have is the Telepipe – creating an instant teleporter between your location and the Pioneer 2, you can use them anywhere (with the exception of the boss chambers). This can be vital when you're running low on health/Technique Points/items or when you've collected a lot of Meseta and don't want to risk losing it all by dying. Just use the Telepipe; return to the Pioneer 2 and restock/heal yourself/store your items before stepping back through the teleporter to reappear back where you were. It sounds like cheating, but it's not. Really.

essential information ›

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	SONIC TEAM
RELEASE	OUT NOW
PRICE	£39.99
GENRE	RPG
PLAYERS	1
VM UNIT	SAVE GAMES/GUILD DATA
PERIPHERALS	KEYBOARD MODEM

CONTROLS

More controls than you'll ever need for this epic RPG!



Choose Your Character!

› **The Humans in *Phantasy Star Online* are capable of learning a small number of Techniques and have a balanced growth system. This means that all of their statistics increase at roughly the same rate.**

Newmans are similar to Humans – none of their attributes stand out, as they are pretty average in all departments. They tend to prefer close-range attacks, avoiding guns when they can.

Androids have the highest Hit Points and attack power, and can use any weapon available. The downside is that you will never be able to learn any techniques and will have to rely on your weapons to get you through the hard times.

As well as the races, there are three vocations to choose from. Hunters are highly adept at close-range attacks and are able to use weapons such as daggers and sabres. Rangers are proficient with guns – they're best suited to using long-range attacks. The last of the professions is the Force. These guys have honed their minds to the art of Techniques; they can learn many Attack and Defence Techniques and as such they have the highest TP (Technique Points).











It's All About Character

> This guide has been written with a specific character in mind. Here at Dreamcast Mag, we've chosen to use the RAmar character as he's a good all-rounder. His preferred weapons are guns, although he can use Sabres as well and can also learn various techniques. This isn't to say that you have to choose as we did – it's really up to you!

Aboard The Pioneer 2...

Speak to Principal Tyrell, and then to the other people in this room. The secretary will tell you that the Principal's daughter, one Red Ring Rico who was on the surface when the explosion occurred. Although you will have many other missions, this is your main concern for the time being. Jump onto the transporter and head straight to the Hunter's Guild. Talk to the woman at the counter about a job.



It's quite easy, really – if a door is blue (like this one), you can walk straight through it. Red means it's locked.

MISSION 1

MAGNITUDE OF METAL

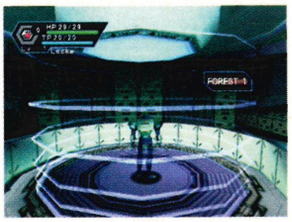
LOCATION:	FOREST
CLIENT:	GARON
QUEST:	RETRIEVE ITEMS THAT WERE STOLEN ON A TRIP BACK FROM RAGOL
REWARD:	500 MESETA

Accept the mission and talk to Garon before exiting the Hunter's Guild. Turn right and head for the doors, which are being guarded by two soldiers. Take the transporter down to the Forest 1 section.

You'll have to quickly learn how to use your Handgun. There are two main modes of fire. The A button will fire off a shot that is quite accurate and has a low chance of missing. The X button will fire off a more powerful shot, but this has a small chance of missing, especially if the enemy is far away. It is possible to fire off multiple shots as part of a combo. Press the A button, then press it again half a second later, then again half a second after that. You can use the X button for this, or even the X and A buttons in different orders.



Shoot the crates then shut down the force field to get to the large crate. Open the main gate by pressing the switch. There are three Boomas in here. Once you have dealt with them, go to the Options screen and click on 'Items.' Go to 'Mag' and then to 'Give Items'. You should feed your Mag whenever possible. Give it three items of your choice.



It's in your interests to do this, as your Mag will learn special abilities as it grows. Head into Area 3. There is a Savage Wolf in the far corner. Once you have killed it two Boomas will rise up from the ground. Another two will arise afterwards. The gate to Area 8 is locked, so you'll have to go to Area 4. There are three Rappies and four Boomas in here. Once they have disappeared, the barrier to Area 5 will open. Go through and collect the items.



You'll find a RAcaseal in Area 6. Her name is Elenor and she is the android who has lost the Mags. Talk to her and tell her that you are looking for them – she will join you on your mission. On your way to Area 7 you will come across a force field. Shut it down and shoot the crates. Area 7 has five Boomas and a Rappy in it.



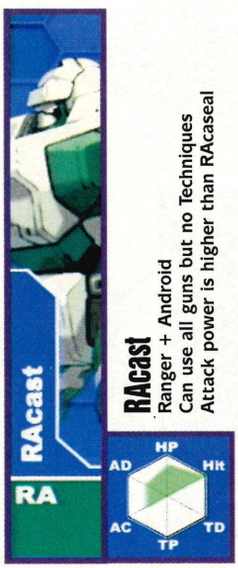
Make your way back to Area 1 via Area 8. The missing Mag can be found in the corner. It will appear as a glowing ball of light. Transport back to Pioneer 2 and go to the Hunter's Guild. Talk to Garon and collect your reward from the counter.







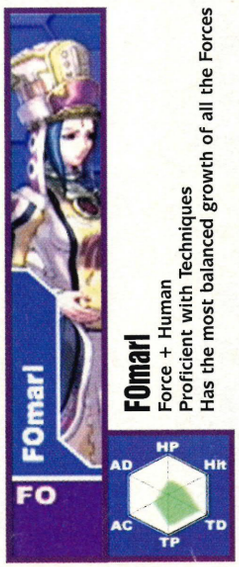
RAmar
Ranger + Human
Proficient with guns
Can do some Recovery and Attack Techniques
Balanced growth potential



RAcast
Ranger + Android
Can use all guns but no Techniques
Attack power is higher than RAcaseal



RAcaseal
Ranger + Android
Can use all guns but no Techniques
Evasive power is higher than RAcast



FOmarl
Force + Human
Proficient with Techniques
Has the most balanced growth of all the Forces



FOnewm
Force + Newman
Highest TP level
Can use all Techniques
Potential to become a leader in battle



FOnewearl
Force + Newman
TP/Technique usage is equal to FOmarl
Defence is higher, but HP is lower
Weaker in close-range combat

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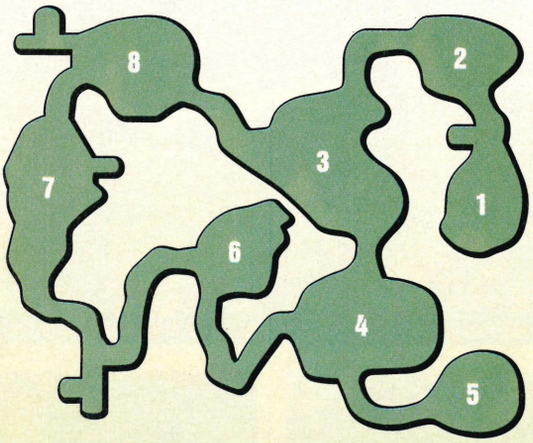
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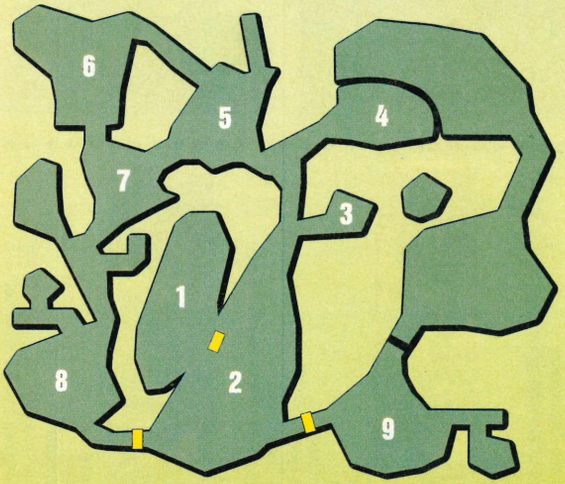
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Forest 1 MISSIONS 1-9





Forest 2 MISSIONS 4,6,7,9

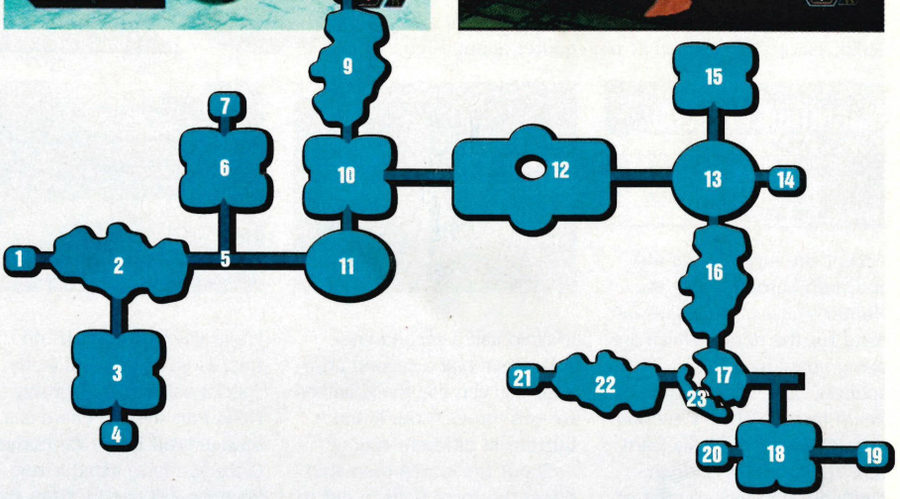




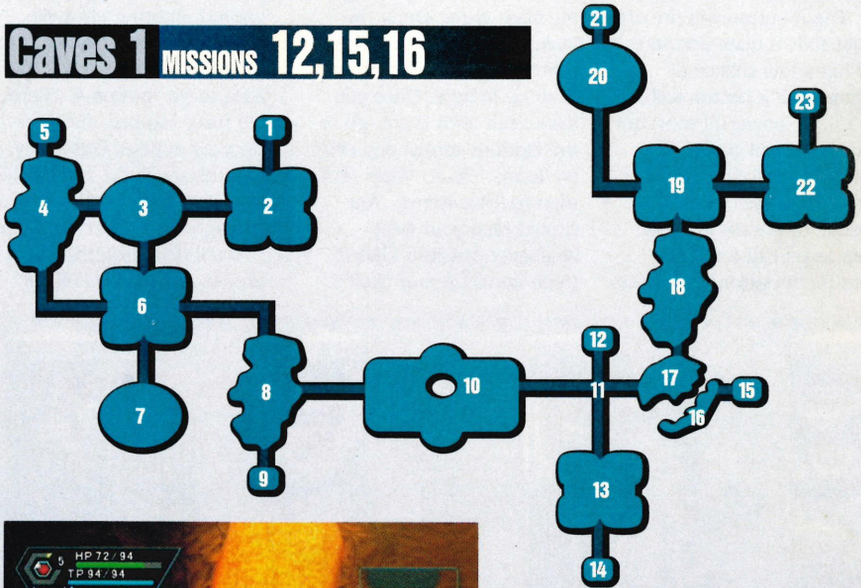

Caves 1 MISSIONS 11,13,14







Caves 1 MISSIONS 12,15,16







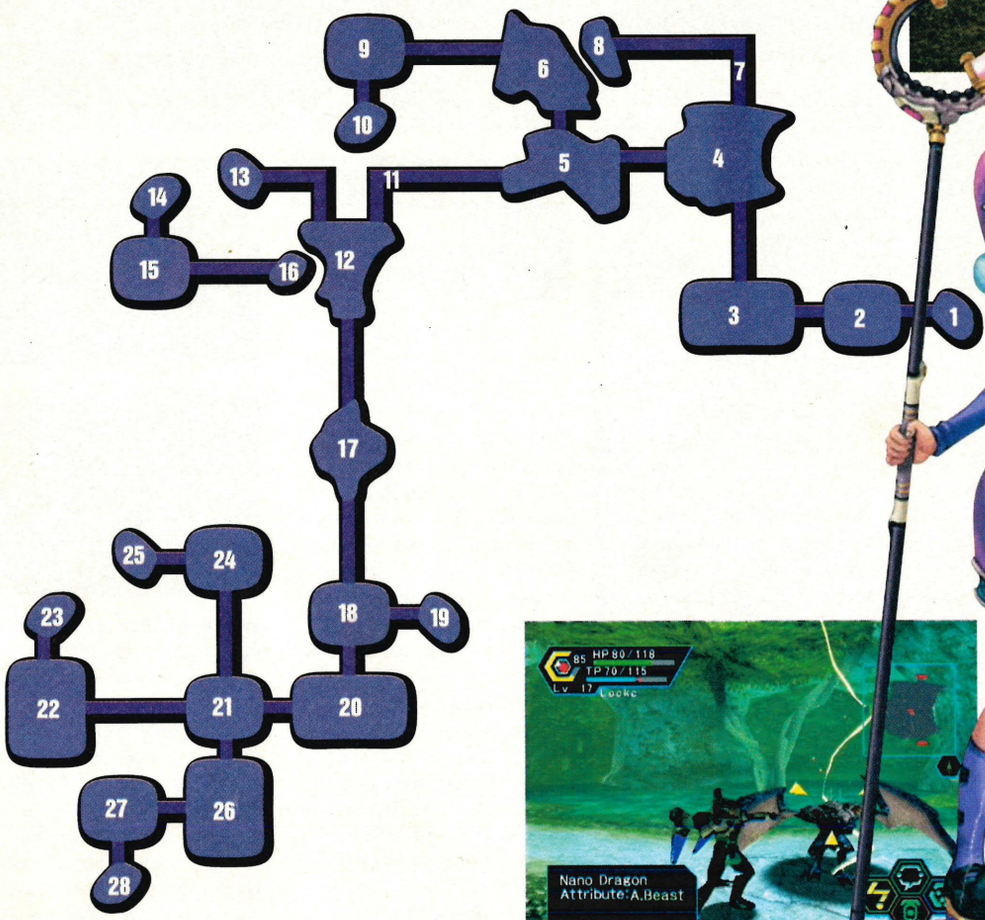








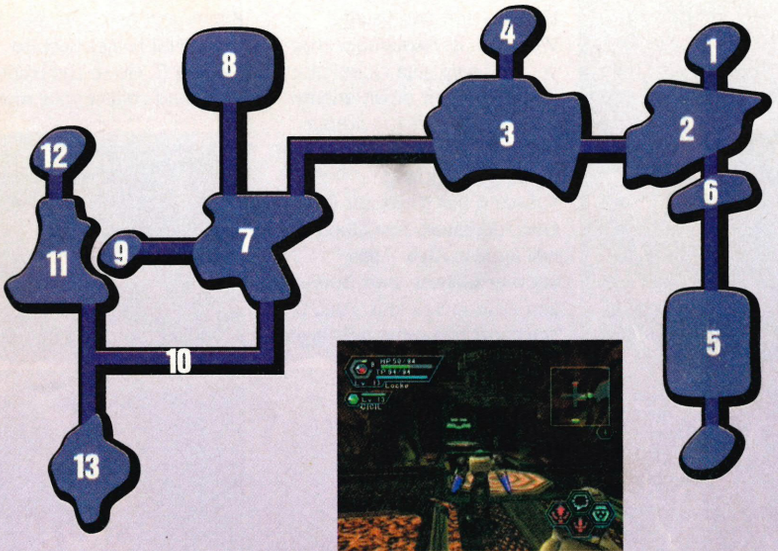
Caves 2 MISSIONS 11,13,15,16



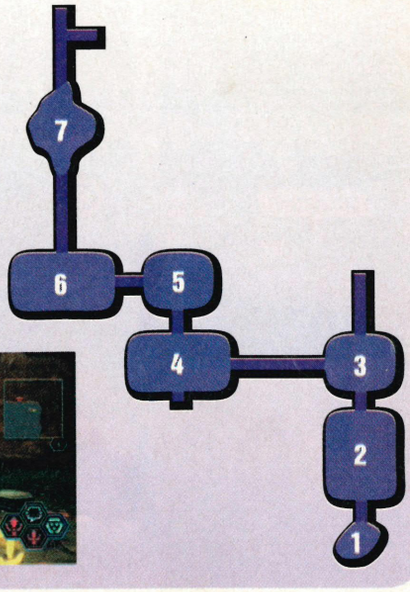




Caves 2 MISSION 12



Caves 2 MISSIONS 14





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MISSION 2

CLAIMING A STAKE

LOCATION:	FOREST
CLIENT:	RACTON'S SON
QUEST:	FIND AND BRING BACK A GREEDY LANDLORD
REWARD:	700 MESETA

Speak to Racton's son, then visit the shops. Sell any Sabres, Canes or extra Handguns that you may have picked up. You will be able to buy a new gun – the Handgun +1. Equip it and go to the Guards Shop. Sell any extra Frames that you have. Check the statistics on them before you sell them, as you may have picked up one that is more effective than your current Frame. Buy the Barrier and equip it. Go to the Tools Shop and buy some Monomates and Monofluids. If anything, they're good for your Mag.

Go down to the surface. Your Mag should be approaching Level 10 very soon. When it reaches this point in its growth, it will clone itself. The twin Mags will learn a new ability – a Proton Blast! The move is called 'Estlla'. When the bar in the top-left corner fills up, you will be able to use this move. It is assigned to the secondary A button (accessible by holding down R and pressing A). When it appears, it will over-ride anything, which you may have assigned to that button.

You will start out in Area 5. Area 6 holds three Rappies and four Boomas. Go into Area 3 and talk to Racton. He is one strange little man! In order to achieve your mission, you'll have to find all three of the Capsules that he has left lying around. Capsule 3 can be found by backtracking to Area 5. It will be represented by a glowing ball on the ground. Go through to Area 6. There is a Gobooma and four Boomas in here. Shut down the force field, and then go through to the Area 7 approach. One of the force fields will be down. The switch for the other one is in Area 7. Area 7 holds five Boomas and a Rappy.

Once all the enemies have been defeated, the door to Area 8 will open. At the moment, there is only a Rappy in here. As soon as you pick up Capsule 2, a Savage Wolf will attack. After this, a Mothmant will drop out of the sky, followed by two Boomas. Go through to Area 1. The final Capsule is in here, as well as two Boomas and a Gobooma. Grab the Capsule and make your way back to Racton. He'll use a Telepipe, which you can use to get back to Pioneer 2. Go and talk to Racton's son, then get your reward.











You won't need them in the Forest, but Telepipes are handy for later on in the game.



Always pay a visit to the Weapons Shop to check for the latest goodies on offer.

MISSION 3

BATTLE TRAINING

LOCATION:	FOREST
CLIENT:	ZIDD
QUEST:	FIND A HUNTER WHO IS WORKING DOWN ON RAGOL
REWARD:	500 MESETA

Talk to Zidd. He'll ask you to work with the Hucast, Kireek, who is in the corner of the room. This guy will teach you about various aspects of battle, like the combos and what the cursors mean. Go and talk to him, then go back and have a chat with Zidd. Before you go down to the surface, make your way to the shopping mall. Sell any unwanted items that you have and buy the Draw Rifle +2. You'll probably have to use all of your money to get it, but it's well worth it. This rifle draws HP from any opponent that you shoot at! This ability only works with the Special Attack command. You will need to assign it to a button. We recommend that you move the Monomate to the secondary B button, and put the Special Attack on the primary B button.

The transporter will take you to Area 5. Area 4 has six Boomas and two Savage Wolves in it. Remember that you will only gain experience if you get a hit on an enemy. If Kireek kills them without you having touched them, you won't get anything.

Area 6 has a Monest in it. Once defeated, two Boomas will appear. Area 7 has another Monest, two Boomas and a Gobooma in it. Area 8 starts off by having a Savage Wolf in it. Then, two more will jump in, followed by three more after that. Area 3 has two Rappies and four Boomas. Go through to Area 2. There is a Booma, a Gobooma and a Savage Wolf in here.





Area 1 is where you will find the missing hunter, Ash. He is lying on the floor and warns you that there are still some monsters hiding in the undergrowth. As you approach the glowing ball, two Savage Wolves will attack. Take them out and pick up the Disk. Talk to Kireek and Ash, and then use the portal to get back to Pioneer 2. Go to the Hunter's Guild and collect your reward.

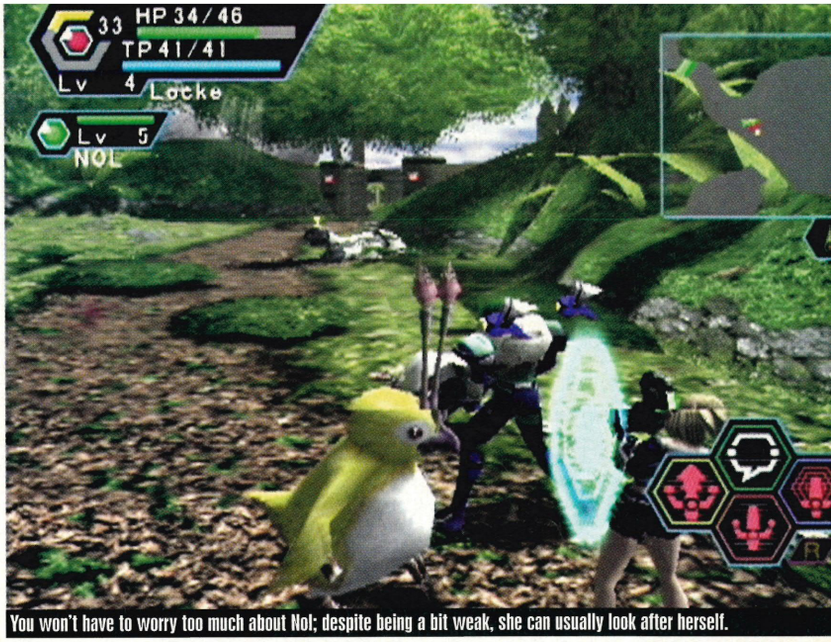












You won't have to worry too much about Nol; despite being a bit weak, she can usually look after herself.

MISSION 4

JOURNALISTIC PURSUIT

LOCATION:	FOREST
CLIENT:	NOL
QUEST:	A JOURNALIST WANTS TO GO DOWN TO RAGOL
REWARD:	1200 MESETA



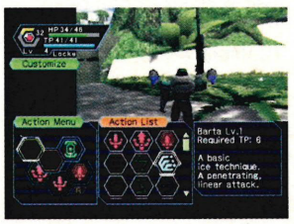
Sell any items that you don't need, then go down to the surface. Don't worry about Nol – she has got a Handgun and can look after herself. Area 4 has four Boomas and two Savage Wolves in it. Area 6 has a Monest and two Boomas in it. Area 7 has two Gigoboomas and two Savage Wolves in it. By now, you should have reached Level 4 on your Stats screen. If you haven't, you will very soon. On the Items screen, the Disk: Barta Level 1 icon will be lit up. You can now learn this Ice attack and assign it to a button.

Area 8 is void of enemies at the moment. Area 3 has two Rappies, three Boomas and a Gobooma in it. There is a Transport device in Area 2. This will take you to the Forest 2 area, but you may as well clear out are 1 first. Area 2 has a Booma, a Gobooma and a Savage Wolf in it. Area 1 has a Rappy, a Booma and a Gobooma. Grab the items and use the transporter.

There is a Mono-ring in this first area. Stand inside it to heal yourself. Area 2 has two of each type of Booma in it. As you head towards Area 3, two Goboomas and a Gigobooma will attack. Grab the items from Area 3 and go into Area 4. There is a Monest in here. Area 5 is empty at the moment. There is a control panel in one corner, but it is inaccessible at the moment. Grab the items, and go to Area 6. There are four Rappies below you. Stay on the raised section and shoot at them.

Area 7 is a very dangerous area. Go to the far end and hit the switch to raise the platform in Area 5. As you hit the switch, a Monest will appear. The second wave of enemies consists of two Goboomas and two Gigoboomas. The third wave will have two Goboomas and three Savage Wolves. The forth wave has three Goboomas and three Gigoboomas. The final monster will be a huge Hildebear! With all of the enemies defeated, you will be able to go back to the control panel in Area 5. Try to access the computer. When you walk away, Nol will say that she would like to go back. Take her back and collect your reward.









MISSION 5

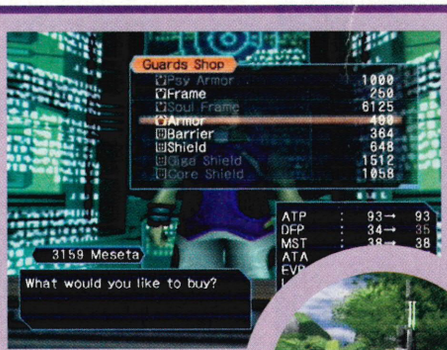
THE FAKE IN YELLOW

LOCATION:	FOREST
CLIENT:	GUL'S ASSISTANT
QUEST:	WHAT IS THE BIOLOGIST ON RAGOL DOING?
REWARD:	800 MESETA

Go to the Weapon Shop. There are two Rifle +3 guns available, but they are being sold at different prices. If you check the stats, you will notice that the more expensive is the one to go for. There is also some Armour available at the Guard Shop.

Go down to the surface. There is a Rappy in this first area. You can't shoot at it, and it won't attack you. You can, however, talk to it. After you have talked to it, it will disappear. Area 2 has seven normal Rappies in it. Area 3 has four Rappies, and Area 4 has ten. Area 6 has another ten normal Rappies. When you have killed them all, there will be one Talking Rappy in the corner. Talk to it and it will disappear. Area 7 has 16 Rappies in it. The best way to deal with all of them is to line them up and use you Barta technique. Do this three times to take them all out at once. There is another Talking Rappy in Area 8. Talk to it three times, at which point it will reveal itself as Dr Gul. Go back to Pioneer 2 and collect your reward.

Before you sell your unwanted items. Take a look and see whether you have picked up a Frame that has two slots on it. If you equip it you will notice that you don't have any suitable items to attach to it. Keep this in mind for later.











Rappies aren't exactly strong but they come in big groups... watch out!



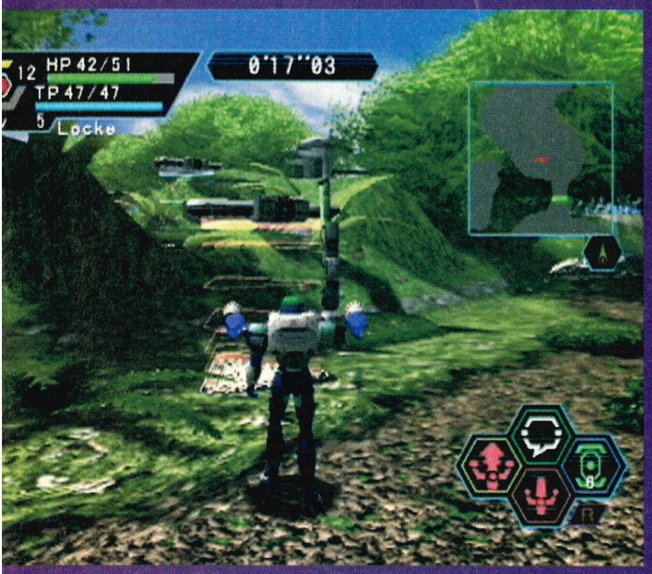


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MISSION 6

NATIVE RESEARCH

LOCATION:	FOREST
CLIENT:	ALICIA
QUEST:	COLLECT DATA ON THE NATIVE ANIMALS
REWARD:	2500 MESETA

Go to Area 4. There are nine Boomas in here. Kill them all to receive the first set of data. Use the transporter in Area 3 to get to the Forest 2 section. Go to Area 5. Take out the nine Savage Wolves to receive the second lot of data. Area 4 has a Monest in it. Kill it for data set number 4. Clear out the Boomas in Area 2. Area 1 has a Hildebear in it. This will give you data number 3. Area 8 has the final set of data, which will be taken from the nine Rappies. Now that the data has been collected, you can explore a bit and gain experience. When you're ready, go to the transporter in Area 1.









Watch out for the Hildebears – they're really big and really nasty to begin with!





MISSION 7

FOREST OF SORROW

LOCATION:	FOREST
CLIENT:	ALICIA
QUEST:	THE DATA FROM THE CAPSULES IS UNUSUAL
REWARD:	1500 MESETA

Alicia doesn't believe the data that you gave her, so she wants to see the monsters for herself. Go to the Weapons Shop and buy the Heart Rifle +2. Don't equip it, but keep it for later.

Go down to the surface. Use one of the previous Forest 1 maps to get through this first bit. Go to Area 4. There are nine Boomas in here. Be aware of Alicia's condition at all times. If she gets hurt, she will heal herself, but she needs the chance to do so. If you let more than two enemies attack her at once, she won't get the chance to heal herself. Sometimes she will get stuck in an enemy ring – the solution is to keep moving when in dangerous areas.

The transporter for Forest 2 can be found in Area 3; however, it's worth killing the Monest in Area 5, just for the experience points. Once you're in Forest 2, heal yourself using the Mono-ring, and then go into Area 7. There is a Monest, three Savage Wolves and a Hildebear in here. Go into the area opposite the control panel and talk to the baby Hildebear. Hit the switch on the control panel and make your way to Area 5, via 6. Cross the bridge, and get the data on the local area. Now open the gate to Area 7 and go through to 8. There are five Gigoboomas, three Goboomas, three Barbarous Wolves, three Rappies and a Hildebear in here. Alicia's Ice Technique will prove very useful.



He's behind you! No, really he is... oh no!

There are an enormous amount of enemies in the next area. At first there will be a Hildebear. Then, a Monest and another Hildebear will appear. They will be followed by six Goboomas, two Barbarous Wolves and two Hildebears! Now that you are here, you may as well clear out 1, 3 and 4 before you move on. Area 1 has two Hildebears, Area 3 has some crates, and Area 4 has three Rappies and a Hildebear. Now make your way to the final area of the Forest 2 section: Area 9. This is almost like a boss area. There will be eight Hildebears that come in a pack of three, a pack of two and lastly, another pack of three. Stay by the entrance. If it gets too much, retreat out of the gate and go back in again. Look after Alicia. Her healing powers may run out, so you'll have to be very careful. With all of them defeated, find the baby Hildebear in the corner. Tell Alicia that she should leave the baby behind and return back to Pioneer 2.



If you give a Hildebear a chance, it'll try to burn you to a crisp with its flaming breath.



MISSION 8

GRAN SQUALL

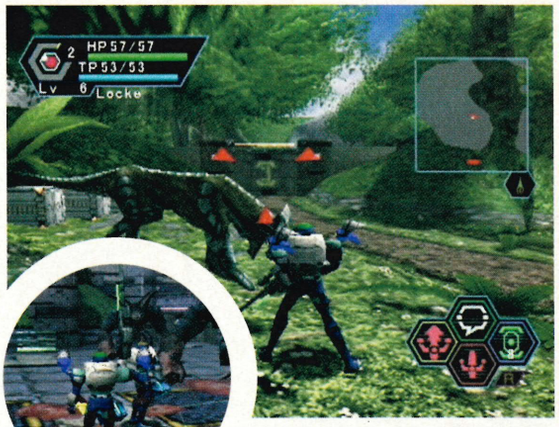
LOCATION:	FOREST
CLIENT:	TRAVEL AGENCY
QUEST:	THE PLEASURE BOAT, GRAN SQUALL, IS LOST. FIND THE SURVIVORS
REWARD:	1000 MESETA

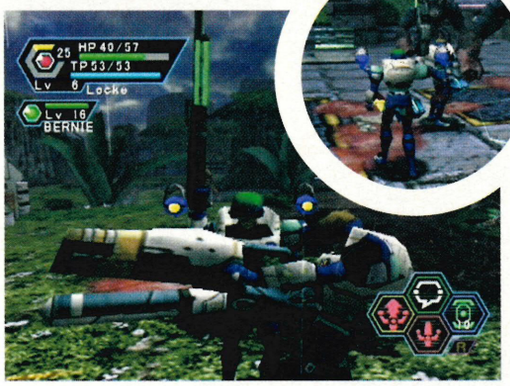
Go down to the surface. There are three Boomas in Area 1, and four Boomas and a Savage Wolf in Area 3. Take out the group of Rappies and Boomas in 4. There is a RAmar by the name of Bernie in Area 5. Answer 'Yes' to his question, and he will join you. His huge gun (erm...) will be very useful. Areas 6, and the run-up to 7, will have hunters in them. Talk to them, but don't give them any information.

Area 7 has five Boomas and a Rappy in it. Area 8 has a Rappy, a Savage Wolf, a Monest and two Boomas. Use the transporter to get to the Forest 2 area.

There is a Monest and three Goboomas in Area 7. Hit the switch to open up the path to the Mono-ring. Go through to Area 6. Take out the two Goboomas and the two Gigoboomas, and go through to Area 5. There are three Savage Wolves, three Barbarous Wolves, two Gigoboomas and two Boomas. Area 4 has six Rappies. Area 2 has two Monests, four Savage Wolves and a Hildebear in it. Area 1 has four Rappies and Area 8 has four Goboomas and four Barbarous Wolves.

Area 9 is empty apart from a Warp device. Use is to get to the Dome approach. This area has tons of enemies in it – there will be six waves in total. There will be a mixture of Monests, Gigoboomas, Goboomas, Savage Wolves and Hildebears. Use the second Warp to get to the force-field switch. This will allow you to get to the crates. Go through the gate and kill the enemies. Save the survivor, who is lying on the floor, and head back to Pioneer 2.







MISSION 9

BACK TO THE DOME

LOCATION:	FOREST
CLIENT:	THE PRINCIPAL
QUEST:	CONTINUE YOUR INVESTIGATION
REWARD:	NONE

This is not an official mission. Unfortunately, at the end of Mission 8 you had to return to Pioneer 2 in order to report your findings. Now it's time to see what lies beyond this area. Make your way back to the entrance to the dome, where you found the survivor. The transporter for the Forest 2 area can be found in Area 8. You will find several beacons along the way. They have been left by Red Ring Rico, and some of them hint at what may be going on.

There is a large transport device next to the doorway. Use it to get to the large underground cave.







Switches aren't exactly easy to miss...



If you've got long-range weapons, the enemy really shouldn't be getting this close!

BOSS 1 DRAGON

This boss has five attacks. The first is a stomp. If you stand in front of it, you will get trodden on! Start off by standing beside it. Keep moving to avoid being crushed. Keep shooting at it with the strong attack. Make sure that you stay at its side. This way, you'll avoid its flame attack. If you do enough damage, it will get tired and sit down for a while. At this point you should shoot at its head until it gets up. If you're very quick, you'll be able to get the Dragon to sit down again. Otherwise it will fly up to the roof of the cave. Stay underneath it to avoid the air-to-ground flame-thrower. Once it has done this move twice it will drop to the ground. You don't really want to be underneath it when this happens, believe us!

After a while, the dragon will fly into the air and spiral down into the ground, creating a pool of larva. It will now tunnel through the ground – use the map to see which direction it is coming from and run like mad in the opposite direction, sticking to the outside of the chamber to reduce the chance of being hit. After three or four of these attacks, it will burst out of the ground like a rocket. Keep moving to avoid it. When it lands, pummel it with more shots from your rifle. Use your Proton Blast as soon as you get it, as this will hurt it a lot.

When the Dragon finally dies, collect the items from the perimeter of the cave, before going back to the Pioneer 2 and telling the Principle what happened.









Keep hitting the Dragon while it's flying around, then punish it when it lands!

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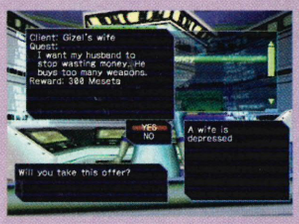
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MISSION 10

THE VALUE OF MONEY

LOCATION:	PIONEER 2
CLIENT:	GIZEL'S WIFE
QUEST:	A WIFE IS DEPRESSED
REWARD:	300 MESETA



You should be either on, or fast approaching Level 10. At this point, you should buy the Psy Armour, the Giga Shield, the new Heart Rifle +2 (it damages Machines more than the old one) and equip Barta Level 2.

On returning to the Hunter's Guild, you will notice that there is a new set of missions available. Do the easy one first, although you can hardly call it a mission. Surely it's not your job to settle domestic disputes?

You're going to have to be harsh with this woman's husband – show him who's the boss. You can find him wandering around in the shopping arcade. At his first question, tell him that you don't understand. Then tell him that he is a fool. Have a chat with his wife and relay the message to him. Now go and collect your reward.









MISSION 11

ADDICTING FOOD

LOCATION:	CAVES
CLIENT:	TREKKER
QUEST:	POSSIBLE FOOD PROBLEM ABOARD PIONEER 2
REWARD:	1500 MESETA





It seems ridiculous that you should risk your life to get someone some sweets! Go to the Weapons Shop. If he has the new Rifle +2 (the one that has the 25% attribute for A. Beasts) then buy it and equip it. You'll also need to buy some Antidotes and Antiparalysis at this point.

Use the transporter to go down to the caves. This area is extremely hard compared to the Forest areas, so prepare yourself for a tough mission. Area 1 has four new enemies in it – Evil Sharks, Pal Sharks, Poison Lillies and Nano Dragons. Be sure to check out the enemy boxout before you start. You'll only get through this by using our techniques.

Area 2 has three waves of enemies. The first wave consists of four Evil Sharks and two Poison Lillies. Retreat back into Area 1 if the enemies get too close for comfort. Stay on the plateau and take out the Poison Lillies. Retreat back into Area 1 for the second wave of four Evil Sharks and two Pal Sharks. The third wave is two Evil Sharks and two Nano Dragons. Trash the crates and go through to Area 3. There are four Poison Lillies, seven Evil Sharks, two Pal Sharks and one Grass Assassin in here. Carefully clear them out and hit the switch in Area 5.

On your travels in the cave, you may find items such as the Priest/Mind. These items can be attached to your armour. Not all armour will have a slot to attach it to. Use the L and R buttons to check how many slots your armour has.

Head back to Area 2 and take out the Sharks. The door to Area 5 is now open. Dodge the piston, and go into Area 6. The lights will go out as soon as you enter. Run straight over to the glowing switch and turn the lights back on. Then slowly but surely kill the 18 Evil Sharks and two Pal Sharks. Use the Warp in Area 7 to get to Area 9. Area 10 holds an enormous amount of enemies – Evil Sharks, Pal Sharks, Poison Lillies, Grass Assassins and Nano Dragons will be on full alert! Slaughter them all, then go through to Area 10. Each set of crates is guarded by a











Floating Mine. As they jump into the air, run away, and wait until they have detonated. Shut down the force field and go towards Area 11. As you approach the door, three Floating Mines will appear. Back off and let them detonate. You don't need to go into Area 11 but it's worth it for the Exp. Points. Stand by the crates, and take out the seven Poison Lillies.

Area 12 has three waves of enemies in it. The usual suspects will make their appearance. Retreat to the doorway if things get too hot, then shoot them in the back as they walk away. Hit the switch and go through to Area 13. Things are pretty calm in here – there are only four Evil Sharks and one Grass Assassin. You may find a Knight/Power item in here. Equip it as soon as you get it. Hit both the switches in Area 14, then head for Area 15. Clear it out and collect the items. Take out all of the enemies in 16 and the two Poison Lillies in 17.

At this stage, you should be nearing Level 35 with your Mag. When you do, you will acquire a status-restoring Photon Blast and your Mag will change shape. It's probably a good idea to use a Telepipe and go back to Pioneer 2. The shops will have tons of goodies, including an Autogun and some impressive attachments for you.

Go back to the caves and into Area 18. The crates are being guarded by Floating Mines, so back off until they detonate. Hit the switch in Area 19, then go back and use the Monoring. The Warp in Area 20 will take you to Area 21. Go through Area 22, taking out the resistance as you go. There is a Grass Assassin in 23 – there isn't much room in here, so get behind it and shoot it in the back. Use the transporter to get to the Caves 2 section.

Area 2 has a new enemy in it. The Guil Sharks are slightly stronger than their cousins, although the Autogun will make short work of them. Area 3 has another new enemy – the Pofuilly Slime! Wait for it to take shape, then shoot it. There are four of them in here, along with several Poison Lillies and a group of Guil Sharks. Area 4 is a lush, green opening. There are two Poison Lillies, as well as a Grass Assassin and a Nano Dragon.

Area 5 is void of enemies at the moment. Go into Area 6 and take out the Poison Lilly. Shoot across the water at the Sharks. Hit the switch to shut down the force field. Now go back to Area 7. There are a group of advanced Floating Mines in here. As soon as they jump up, run away. Collect the items from Area 8, then go to Area 9. Take out the Slime and the Poison Lillies. Area 10 is a cave fully of goodies – there is a mine protecting them, so mind your step! When you turn around, a group of Sharks will have gathered at the entrance. Blow them away, and head all the way back to Area 11. There are three Floating Mines in here. Area 12 also has a large group of Floating Mines. Use the Warp in Area 13 to get to 14. Make your way to Area 16 and hit the switch. This will open the door in Area 12. Go through the door to Area 17. There are Poison Lillies, Nano Dragons and Sharks in this area.

By now, you will know how to take out all of the enemies, so we won't tell you about them in so much detail. Get to 19 via 18. There is a switch and a Monoring in here. The alternative door in Area 18 will now be open. Go through to 20 and kill the Slimes. Make your way through to 23. Avoid the Floating Mine and collect the items. Visit 24 and 25 in the same fashion.

Make your way to Area 28 in order to transport yourself to the Caves 3 area. This is starting to get really tedious, right? Don't worry, you're nearing the end of the mission. Go through to Area 4 and hit the switch. This will open the doorway in Area 3, and allow you to use the Warp in Area 5. Take out the Poison Lilly and the Slime in Area 7. Hit the switch in Area 9, then get the cake from the sisters in Area 10. Use a Telepipe to get back to Pioneer 2 and give Trekker the cake.







MISSION 12

THE LOST BRIDE

LOCATION:	CAVES
CLIENT:	CECIL
QUEST:	HELP ME DIET!
REWARD:	2500 MESETA



The most important part of this mission is to keep Cecil from getting hurt. If she gets hurt, she'll heal herself and get fat. The best tactic is to weaken an enemy with your Autogun, then take her close to the enemy so that she can finish it off.

Go down into the Caves. Area 20 has a couple of Sharks in it. Avoid the pistons in the passage and take out the enemies in Area 19. Collect the items from Area 23, then head back to Area 18. Clear the area, then go through to 17. There are three Floating Mines in here, so run away as soon as they appear.

Avoid the two pistons in Corridor 11. Use the Warp in Area 14 to get to Area 15. Area 10 is pretty much empty apart from a few Sharks and Lillies. Area 8 has a Nano Dragon in it. As long as you stay close enough to make it fly, you'll be fine. Clear out 6 and 7 – there's nothing much here really, but it's worth it for the Exp. Points.

Use Trap Vision in Area 3 – there are Floating Mines lurking in the doorways. Run to the switch on the right-hand side of 2 in order to get the lights back on. Collect the items from Area 1, then head back to Area 3. The transporter in Area 5 will take you to the Caves 2 section.

Search the rooms in numerical order, as shown on the map. When you come across switches on the floor, use Trap Vision to locate the safe ones. Be wary of the Floating Mines in the corridors. Make your way to Area 13 where Cecil will decide to go and weigh herself, bringing the mission to an end.



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MISSION 13

SECRET DELIVERY

LOCATION:	CAVES
CLIENT:	SIMONS
QUEST:	DELIVER A TOP-SECRET PACKAGE UNDERGROUND
REWARD:	4500 MESETA

You should know your way around the caves by now – none of them have many enemies in, so you won't have a problem. The switch for the Area 13 force field can be found in Area 12. Use the Warp in Area 8 to get to 7, then talk to the Hunter in Area 5. There is an android in Area 3. If you try to put in the command there will be no response but if you try to put in the wrong command, the android will attack you. You're better off just leaving it well alone. Hit the switch in Area 4, then use the transporter in Area 1.

Once again, use the map to find your way around. You can leave out Areas 7 and 8 as they have no purpose. When you get to Area 12, go straight to 17. Clear out this entire section, from 17 to 28. You will find androids in Areas 22 and 24. Ignore them, but make sure that you hit the switches in the adjoining rooms. The entrance to Area 13 will now be open. Use the warp to get to 14, than find Elenor in Area 16. Input the code, and she will get up. Once she has gone, use a Telepipe to get back to Pioneer 2.







MISSION 14

THE GRAVE'S BUTLER

LOCATION:	CAVES
CLIENT:	MATHA GRAVE
QUEST:	GRAVE'S BUTLER HAS DISAPPEARED. WHY?
REWARD:	3500 MESETA



Grass Assassins can freeze you on the spot, so try to stay out of their way.

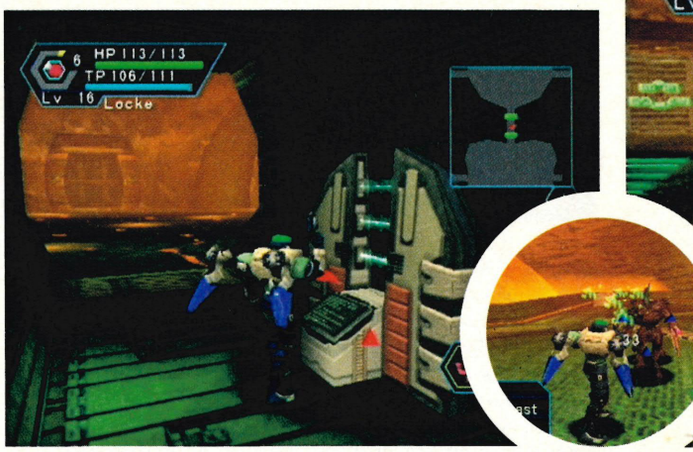
Be sure to look after little Matha – she uses fire spells and can look after herself, but watch her to make sure that she doesn't get surrounded.

Head for Area 4 and hit the switch. This will open Area 5. Avoid the piston and read the first message from the butler. Go through to Area 7 where you will find a warp pad. Make your way through to Area 10. Shut down the force field. Be very wary of the numerous Floating Mines, which will pop up all over the place. Clear our Area 12 – there is another message to read in the next corridor. Hit the switches in 14. Now you will be able to get into Areas 15 and 16. Speak to the two hunters in Area 17, then read the third message, which can be found at the end of the next corridor. Use the warp in Area 20 to get to the transporter in Area 23.

Caves 2 is really simple. Read the messages in Areas 4 and 7. When you walk into the next corridor, Matha will ask you to take her home. Return to Pioneer 2 and collect your reward.







MISSION 15

WATERFALL TEARS

LOCATION:	CAVES
CLIENT:	KROE
QUEST:	A FEMALE HUNTER AND THE HUNTERS ARE MISSING
REWARD:	1800 MESETA



Make sure that you have Level 3 Barta and Monomate/ Dimate assigned to the pad. As soon as you walk into Area 2, two hunters will attack you. One has a Flame Gun, and one has a pair of blades; thankfully, you only have to beat one to get rid of them both. Keep running around the room – every now and then, turn around and use Foie. Heal yourself whenever you get below 60 HP and after several blasts, they'll run away. Clear out the next couple of areas – take it easy as there are Floating Mines everywhere! When you get to Area 6, open the doorway back to Area 3 and shut down the force field. Watch the Floating Mines and hit the switches to open Area 7 for some items.

Head on into Area 8. The switch for Area 10 can be found in Area 9. There are a few waves of enemies in here. Clear them out, then hit the switch in Area 12. The lights will go out as soon as you enter Area 13. Run over to the switch and hit it to bring the lights back on. Kill off the enemies and use the warp in the next room. There are some items boxes in Area 16 – they are guarded by Floating Mines, so watch your step. Use the warp to get back to the mainland, then go into Area 17. Clear out the next couple of Areas and use the Monoring in Area 21. Area 22 has got five Nano Dragons and hordes of Floating Mines in it. The room will also go dark as soon as you enter it. The first thing to do is to get over to the switch, whilst dodging the mines and the dragons. Hit the switch to bring the lights back on. You





Evil Sharks aren't too tough, but watch out for their older and nastier brothers!

can pit the dragons against each other. Make them fly around until two of them get close together. Leave them to fight it out amongst themselves. Go through to 23 and use the transporter

Once you arrive in Caves 2, you'll have a pretty straightforward path through to your destination – it's a simple case of wiping out the groups of Evil Sharks that attack (although you'll have a Nano Dragon to contend with as well... watch out!) and following the doors through each chamber. When you reach Area 21, press the switch and then head through the right-hand door out of the room; the others only lead to dead ends with monsters in. Be wary of the cluster of Poison Lillies waiting for you in Area 18, as you'll have to take care of five at once. The switch to open Area 17 is in Area 19 –



when you find it though, more Poison Lillies will appear behind you so watch out. Head for Area 17 to meet Anna (Kroe's sister... the one you're looking for!). Unfortunately, she seems to want everything you're carrying so you'll have to fight her off. She's quite good at blocking regular attacks, so try to get some distance between yourself and her before using Foie or Barta to make her go down. Keep some Monomate handy for when she hurts you – you'll need it. Eventually, she'll yield and the mission will be over.



You'll need to find all of the inconveniently placed switches to progress in the Caves.







MISSION 16

BLACK PAPER

LOCATION:	CAVES
CLIENT:	KROE
QUEST:	THE MASTERMIND BEHIND THE MISSING HUNTERS IS A TRADER?
REWARD:	2000 MESETA



This isn't going to be easy – taking on a few rebellious hunters is one thing, but going up against a shadowy character like Black Paper? Well, don't say we didn't warn you... once you've read the mail from Kroe on the Quest Board, check the shop first for any weapons or armour that you might need (always keep your stats up, remember?) and stock up on Monomate/Dimate and Monofluid before heading for the teleporter down into the Caves again.

Once you arrive, head for Area 2 and take out the four Evil Sharks to open the door into Area 3 – when you beat the enemies here, you'll have access to Area 4. Watch out for the Grass Assassin that appears after you clear out all the other enemies, then go down the path to Area 6; open the door back to Area 3, hitting the switch to shut off the force-field. Grab the goodies from Area 7, then go back and head for Area 8.

Deal with the Nano Dragon and throw the switch in Area 9 before coming back and getting more Exp. Points – now enter Area 10 and clear out all the enemies to reach the crossroads at 11. Unless you want the items in Area 16, run straight through to Area 17 and dodge the mines to reach 18. Watch out for the Nano Dragon that appears behind you as you enter; there are three in total to take care of, as well as Evil Sharks and Poison Lillies so be careful. From Area 19 you can either go left and take on a ton of enemies to reach the Monoring in 21, or just go right to find the teleporter to Caves 2 in Area 23.

The network of caves here is similar to that from the last mission, so just follow the same path through them until you reach Area 17 where you fought against Anna. When you get there, you'll interrupt Black Paper's secret meeting – it's time for trouble! A brainwashed hunter will try to stop you going any further, so give him a good kicking with your Foie and Zonde techniques as well as blasting him with your



Pal Sharks don't like Lightning techniques... understand?

Autogun. When he dies, use the teleporter in Area 13 to reach the switch in Area 16, unlocking the door to 5. Once there, run straight through into 4, turn right and follow the path through Areas 3 and 2 to reach the teleporter to Caves 3 in Area 1.

You might want to use a Telepipe to clear out your inventory and restock on Monomate/Dimate before carrying on – it's gets tougher from here. Enter Area 2 and wipe out anything that moves, then head through the corridor at 3 into Area 4. You'll meet Black Paper again but he'll just run away; ignore the switches and instead run through the right-hand door into Area 5. Destroy the enemies (there are a couple of Nano Dragons, so watch out!) and head south into Area 6. You'll meet a Pan Arms here – make sure you've got some techniques handy because it'll be unharmed by gunfire until it splits up. Go through into Area 7 to find Black Paper once more. This'll be the last time he lets you interfere so really let him have it. When the hunter attacks, try to stay back – he's got a mean swipe with his Sabre, but only uses easily avoided Barta techniques when you're far away. Try to hit him with repeated blasts from your Autogun and the occasional Foie technique; if he tries to heal himself, just keep blasting away. When he falls, run through into Area 8 to meet Kroe. She's already taken care of Black Paper, leaving you free to return to the Pioneer 2 when the teleporter appears behind you.







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MISSION 17

SEARCH FOR THE BEAST

LOCATION:	CAVES
CLIENT:	THE PRINCIPAL
QUEST:	CONTINUE YOUR INVESTIGATION
REWARD:	NONE

As before, you'll have to report your findings to the Principal once you reach the end of Mission 16 – he'll tell you to head back into the Caves and find out what it is that's mutating every living thing in sight. You won't have too much trouble finding your way through the Caves; seeing as how you've been here several times before and there's a conveniently-placed path of information pods left for you to follow (good old Red Ring Rico) you'll quickly find your way down from Caves 1 to Caves 3. This is the only place where you'll need to be careful – you won't have had much of a chance to explore this area and some of the enemies can be a bit nasty. Navigate the lower regions as quickly as you can to reach the large teleporter at the end of the Caves... remember to use a Telepipe and return to the Pioneer 2 to restock on supplies before heading down into the underground!



Use your Trap Vision to discover which switches are safe and which are deadly!







BOSS 2 DE ROL LE

Although we're not 100% clear on what a De Rol Le is, you can be sure that it's not going to be nice! Once you enter the Underground Passage, you'll find that you're trapped on a raft moving swiftly downstream – the De Rol Le swims around the raft and attacks from all sides, so you'll have to keep your eyes on where he is at all times. Characters with the Rafoie technique will have a field day here; the De Rol Le hates fire and this technique can target all nine of the worm's segments at once, causing massive damage!

To begin with, avoid the pods that land on the raft and concentrate on hitting the De Rol Le as he swims by – watch out for the plasma bursts as these can catch you unawares and kill you pretty quickly. After he's passed you a couple of times, he'll fly out of the water and latch himself onto the side of your raft – this is your best chance to give him a good smacking. Keep pummelling the De Rol Le with shots and Techniques but be ready to run out of the way of his impaling tentacles that head your way every so often; repeat this process until he falls back into the water.

When the lights go out, watch for the De Rol Le flying overhead and dropping rocks onto the raft; as soon as he lands back in the water, look out for him rising up at one end of the raft. He'll fire several hard-hitting plasma beams towards you, so keep out of the way until the lights come back on and the whole process starts again. The De Rol Le can take a lot of punishment, but if you keep plugging away and healing yourself when you need to, he'll eventually snuff it. It's not easy though...







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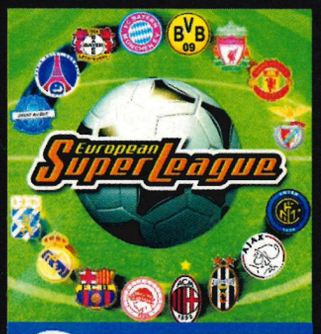
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1651	1652	1653	1654	1461
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Emmerdale	Neighbours	BROOKSIDE	EastEnders	Spice GIRLS
1556	1563	1551	1554	1547
	TITANIC	SUPER BABE		BECKHAM
0812	0710	1566	0595	1832
BECKHAM is god		- my boy-	MATRIX	BLUES BROTHERS
1833	0452	1326	0670	0677
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1717	0684	0686	0687	0688
	PARTY		METALLICA	
0828	1364	0701	0845	1475
	STEPS			I Love U!
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1840	Too Cool Theme	0151	Star Wars Theme	0377	She's The One - Robbie Williams
1842	Warrior Theme	0346	Millennium - Robbie Williams	0285	Born To Make You Happy - Britney Spears
1590	My Love - Westlife	0402	What A Girl Wants - Christina Aguilera	0273	As Long As You Love Me - Back Street Boys
1585	Rock DJ - Robbie Williams	0382	Sweet Like Chocolate - Shanks And Bigfoot	0404	Why Does It Always Rain On Me - Travis
1507	Dancing Queen - Abba	0299	Don't Call Me Baby - Madison Avenue	0407	You Say It Best - Ronan Keating
1508	I Turn To You - Mel C	0296	Crazy - Britney Spears	0353	My Love Is Your Love - Whitney Houston
1579	The Way I Am - Eminem	0284	Boom Boom Boom - Vengaboys	0331	I Want You Back - N'Sync
1588	Heart Of Asia - Watergate	0282	Bittersweet Symphony - The Verve	0327	It's Alright - East 17
1586	Stomp - Steps	0309	Fall Apart - Sugar Ray	0292	Cartoon Hero - Aqua
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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 six 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
102 Dalmatians: Puppies To The Rescue **We Say:** "A great game if you're a kid who's yet to savour the delights of 'real' games but otherwise one to avoid – unless you've got a thing for dogs." AW	Eidos	4	✗	✗	✗	17	66%
4Wheel Thunder **We Say:** "*4Wheel Thunder* is generally an incredibly well rounded game, making it a total winner in our books." AW	Midway	2	✗	✗	STEERING WHEEL	08	79%
AeroWings **We Say:** "As a flight simulator, *AeroWings* is up there with the best of them, but as a game it lacks life. If you like a bit more action then stay away." AW	Crave	4	✗	✗	✗	03	68%
AeroWings 2: Airstrike **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	Crave	2	✗	✗	✗	12	73%
Armada **We Say:** "In spite of first impressions, *Armada* offers the kind of depth sorely lacking in the majority of its contemporaries." ST	N/A	4	✗	✗	✗	05	71%
Army Men: Sarge's Heroes **We Say:** "As good as this might be, there's nothing in it that we haven't seen before and for that, it kinda sucks." AW	Midway	4	✗	✗	✗	17	61%
Aqua GT **We Say:** "It might not look fantastic but it's actually really good fun to play." AW	Take 2	2	✗	✗	STEERING WHEEL	18	67%
Bangai-O **We Say:** "Mad, crazy shoot-'em-up with absolutely no point – you'll either totally love it or loathe it with a passion." MM	Virgin	1	✗	✗	✗	14	69%
Blue Stinger **We Say:** "It's *Blue Stinger*'s failure to really excite the player at any moment that is its main problem." GN	Activision	1	✗	✗	✗	02	65%
Buggy Heat **We Say:** "For a different kind of racing game that is going to hold a challenge in order to master it, you can't go far wrong with *Buggy Heat*." LW	Sega	2	✔	✗	STEERING WHEEL	02	76%
Bust-A-Move 4 **We Say:** "A welcome addition to the puzzlers already out on Dreamcast." NC	Acclaim	2	✗	✗	✗	11	84%
Caesars Palace 2000 **We Say:** "Surprisingly, it's not as bad as you might think... but it's still not Dreamcast material." MM	Interplay	4	✗	✗	✗	12	72%
Capcom Vs SNK **We Say:** "This is the best 2D beat-'em-up available. As a pure arcade fighter with loads of options, it's the bees knees." CN	Virgin Interactive	2	✗	✔	ARCADE STICK	17	91% Dreamcast ULTRA
Chef's Luv Shack **We Say:** "As party games go, *Chef's Luv Shack* is up there with the best of them and is a game enjoyed after a curry and a few pints of lager." AW	Acclaim	4	✗	✗	✗	03	76%
Chicken Run **We Say:** "Not that much here for mature audiences, but younger kids and addicts to Aardman paraphernalia will warm to its undeniable charms." WJ	Eidos	1	✗	✗	✗	17	72%
Chu Chu Rocket! **We Say:** "The hottest party game we've ever seen, with plenty under the hood for those who are 'sans' friends. Ahhh." MM	Sega	4	✔	✔	✗	10	90% Dreamcast ULTRA
Crazy Taxi **We Say:** "*Crazy Taxi* is a fully-leaded adrenaline rush experience – it's pure concentrated fun, stuffed onto one Sega-patented GD-ROM..." ST	Sega	1	✗	✗	STEERING WHEEL	05	94% Dreamcast ULTRA
Dave Mirra Freestyle BMX **We Say:** "A fun game with lots of potential that is sadly let down by a poor control system and annoying camera angles." MR	Acclaim	2	✗	✗	✗	16	74%
Dead Or Alive 2 **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	Acclaim	4	✗	✗	ARCADE STICK	08	92% Dreamcast ULTRA
Deadly Skies **We Say:** "Soaring through the skies has never been such an exhilarating experience – a must for Tom Cruise wannabes." AW	Konami	1	✗	✗	✗	06	78%
Deep Fighter **We Say:** "It's not that bad to play once you get past the annoying FMV and incredibly slow gameplay." MM	Ubi Soft	1	✗	✗	✗	12	68%
Dino Crisis **We Say:** "Direct PC conversions are always disappointing and this one's no different. All we can ask is why, Capcom... why?" MM	Virgin	1	✗	✗	✗	16	76%
Dinosaur **We Say:** "It's not awful to play, but *Dinosaur* won't be keeping your attention for longer than a week at most." MM	Ubi Soft	1	✗	✗	ARCADE STICK	16	69%
Donald Duck Quack Attack **We Say:** "Perfect for the kiddy-winks, but much too short-lived for anyone looking for a real game to get their teeth into." AW	Ubi Soft	1	✗	✗	✗	17	71%
Dragon's Blood **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	Interplay	1	✗	✗	✗	10	79%
Dynamite Cop 2 **We Say:** "Dynamite this game may be, but it has a far too short a fuse, and leaves the player feeling a little cheated." MR	Sega	2	✔	✗	✗	03	69%
Ecco The Dolphin: Defender Of The Future **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	Sega	1	✗	✗	✗	08	91% Dreamcast ULTRA
ECW Hardcore Revolution **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	Acclaim 4	4	✗	✗	✗	08	52%
ESPN International Track & Field **We Say:** "A second-rate knock-off of a version that appeared on an inferior console." MM	Konami	4	✗	✗	✗	15	63%
Evolution **We Say:** "*Evolution* is great fun to play once you've allowed yourself to be swallowed up by the archeological crusading thing." AW	Ubi Soft	1	✔	✗	✗	05	80%
F1 World Grand Prix **We Say:** "The speed of the cars and the way the scenery holds together is superb. The in-car display really shows off the Dreamcast's power." AW	Video System	2	✗	✗	STEERING WHEEL	03	89%
F1 World Grand Prix 2 **We Say:** "The definitive F1 racer for Dreamcast." SC	Video System	2	✗	✗	STEERING WHEEL	12	90% Dreamcast ULTRA

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Ferrari 355 Challenge	**Acclaim**	2	✗	✗	STEERING WHEEL	14	91%
We Say: "Have no doubt, this is the ultimate driving experience. Savour it and cherish it.." AW							
Fighting Force 2	**Eidos Interactive**	1	✗	✗	✗	04	74%
We Say: "*Fighting Force 2* is fun to play and looks great, it's just not a game that you will be totally engrossed in and addicted to for long." AW							
Frogger 2	**Konami**	4	✗	✗	✗	17	66%
We Say: "Not as bad as you might think, but still not good enough to warrant more than a few day's worth of play." MM							
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	✗	✗	LIGHTGUN	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							
KISS Psycho Circus	**Take 2**	1	✗	✗	✗	17	71%
We Say: "A good conversion, but sadly not exactly ground-breaking on the game front. Of course, you might want to give it a quick blast if you're desperate." MM							
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							
Mr Driller	**Virgin Interactive**	1	✗	✗	ARCADE STICK	17	80%
We Say: "Despite a distinct lack of games modes and options, *Mr Driller* is quite simply brilliant fun!" AW							
MTV Sports: Skateboarding	**THQ**	4	✗	✗	ARCADE STICK	17	68%
We Say: "There's plenty to recommend *MTV Skateboarding* but at the end of the day it's no match for the might of *Tony Hawk's*." 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	82%
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	68%
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							
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							
Project Justice	**Virgin**	2	✗	✗	ARCADE STICK	18	91%
We Say: "It's not fair – why won't Capcom stop making decent beat-'em-ups? It's a conspiracy, we're sure." 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							



DVD Reviews

Clueless

Cert	12
Publisher	Paramount Pictures
Price	£19.99

One of the smartest and funniest teen flicks to date, *Clueless* is a parody of Valley girl culture, of teen plastic surgery, BMWs and designer outfits. While some of that might date, the matchmaking plot line is timeless, having been lifted from Jane Austen's *Emma*.

Silverstone gets into the matchmaking business as a way to get better grades, setting up a pair of grumpy teachers to improve their mood. Thereafter, wherever Alicia's pale blue eyes alight, there's a matchmaking calculus in train. The only exception is, of course, herself and that twist adds depth to the comedy. Sadly, there are no extras other than a pair of trailers but this is a great comedy that you shouldn't miss!

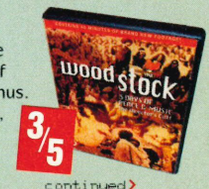


4/5

Woodstock: Director's Cut

Cert	15
Publisher	Warner Home Video
Price	£14.99

In 1969 a million hippies from America descended on a farm. The result was Woodstock – a week of rock and roll, and a celebration of the summer of love. Fortunately, Michael Wadleigh was there to film the affair. Keeping with the spirit of the Sixties, even the film is experimental in an attempt to recreate the heady atmosphere of a live festival. Sadly, the DVD is less adventurous. Despite some unused footage mixed in by the director there are no notable extras, the picture quality is poor and the sound is abysmal. It's an interesting film though, and the extra footage of Hendrix is a bonus. Overall, though, a waste of the DVD format.



3/5

continued>

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

continued >

CD Reviews

My Vitriol Finelines

Label: Infectious Records

At last, after what seems like months of waiting, My Vitriol have finally got around to releasing their debut album... but has it been worth the wait? Hell yeah. As one of the big hopes for 2001, great things are expected of My Vitriol and this album certainly justifies this. With cutting guitars and acerbic vocals spattered throughout, it looks like the indie revival might just be coming back to life, especially if the likes of *Always Your Way* and *Cemented Shoes* are anything to go by. A year of rock is off to a flyer.



4/5

Metrovavan Retrofitting

Label: Liquefaction

The moment the first track slips into gear you get the feeling that this is exactly the sort of thing that John Peel has already hyped. Sure enough the eclectic sound of Metrovavan has not escaped the Peelster. As far back as February last year he was was championing Metrovavan's cause and with very good reason. If you like your choice cuts to be of the lo-fi hop-hop variety tinged with a hint of mellow then this is the album for you. If you don't then check it out anyway, then sit back and enjoy as this mighty fine album sucks you in from a band destined for greatness.



4/5

Stephen Malkmus Stephen Malkmus

Label: Domino

When Stephen Malkmus jumped the grand ship *Pavement* last year it left a gaping hole in the 'indie' music industry. It's no surprise, then, that it hasn't taken the enigmatic Malkmus long to get back into the groove with the release of his eponymous and quite frankly sparkling debut album. As you'd expect lo-fi ramblings are very much the order of the day filled with the kind of rhyming couplets that only Malkmus, in his inimitable way, could get away with. Quality stuff, as ever...



4/5

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
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							
Rainbow Six	**Virgin Interactive**	1	✗	✗	✗	18	68%
We Say: "It may be old news but it's still a great idea for a game if you can get into it. Unfortunately, the control system makes this far too difficult." MR							
Rayman 2: The Great Escape	**Ubi Soft**	4	✗	✔	✗	07	92%
We Say: "*Rayman 2* represents all that is great about the Dreamcast and is as good a game as you're going to find for it." AW							
Ready 2 Rumble Boxing	**Midway**	2	✔	✗	✗	01	90%
We Say: "Make no mistake, *Ready 2 Rumble* is no punch-drunk hitter, but a right swinger that will keep you in the ring well into 2000!" ST							
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							
Record Of Lodoss War	**Activision**	2	✗	✗	✗	18	81%
We Say: "Killing beasties and collecting 'precious items' is all *Lodoss* has to offer, though it does these few tasks admirably." 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 3: Nemesis	**Virgin Interactive**	1	✗	✗	✗	17	68%
We Say: "Unless you're a complete *Resident Evil* nut who has to own them all, this really isn't worth handing over the cash for." MM							
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							
Slave Zero	**Infogrames**	4	✗	✗	✗	06	59%
We Say: "Probably not as good as it should be, although it is still enjoyable to play despite a dodgy frame rate." AW							
Sno Cross Championship Racing	**Ubi Soft**	2	✗	✗	✗	18	58%
We Say: "A cool idea that's let down by poor execution, but then you win some, you lose some." 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							

best of GENRE

You can't buy every game, so to stop wasteful purchases, here's the games you *have* to own!

Action/Adventure



94%

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

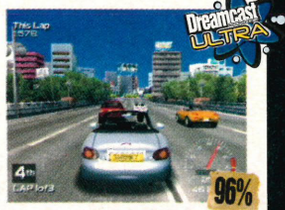


94%

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



96%

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



Phantasy Star Online

Not surprisingly, Sonic Team's big release of early 2001 is still languishing at the top of our Most Played list – despite having nearly adventured ourselves to death, we're determined to get to the end just because we're incredibly determined like that. Of course, the fact that our VM data keeps corrupting itself isn't really helping the cause... aargh, so annoying!

Fighting Vipers 2

Sega's first beat-'em-up title in over a year finally landed in the office this month (much to our delight), so we felt it our duty to give it a thorough going-over before delivering the final verdict on it next issue. Do you want a sneak preview of what we thought? Do you? Well... you can't. We're not going to spoil it, so you'll just have to wait. Ha, and indeed, ha.

Doctors And Nurses

Honestly, you'd have thought that being given the opportunity to sit at home all day with nothing but his Dreamcast for company would have been heaven for Mart. Unfortunately, he was sitting at home with the worst case of the flu in living history, so that meant NO games – just plenty of rest. Ahhh, the poor dear... (See also: lazy, workshy git – Ed).

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
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							
Sonic Shuffle	**Sega**	4	✗	✗	✗	18	58%
We Say: "Slap bang average. It's frankly shocking that Sega is willing to place Sonic in such a derivative affair." MC							
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							
Spawn In The Demon's Hand	**Eidos**	4	✗	✗	ARCADE STICK	18	84%
We Say: "It's up there with Power Stone 2 for pure, frantic multiplayer fun. A bit of a bombshell in one-player mode, though." CN							
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 Demolition	**Activision**	4	✗	✗	✗	18	29%
We Say: "How they managed to screw this one up is anyone's guess, but they have. What a pile of arse." 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							
StarLancer	**Ubi Soft**	1	✗	✔	✗	18	93%
We Say: "Another giant leap for online gaming on the Dreamcast, while managing to provide more than enough single-player action as well. Genius." MM							
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							
Surf Rocket Racers	**Ubi Soft**	2	✗	✗	✗	18	65%
We Say: "With its dodgy water effects and lack of difficulty, *Surf Rocket Racers* is too short-lived to hold your interest for more than a few days." 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



StarLancer

Walking away with the title of 'Best Shoot-'Em-Up' on the Dreamcast, *StarLancer* deserves all the praise it gets. Top blasting action AND online play? Amazing!

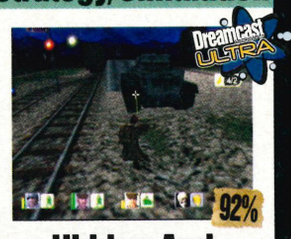
Sports



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

HellBlazer – Hard Time

Publisher | Titan Books
Price | £8.99

You like dark and sinister comics? Then you'd be wise to get your hands on a copy of *Hard Time* – compared to some of the other graphic novels that we've read in the past (and that's quite a few, we can assure you), it's damn nasty. It doesn't really matter if you've read the previous *HellBlazer* titles... all you have to know is that lead character John Constantine isn't the type of bloke you mess with. Considering he's being thrown into a maximum-security prison full of complete psychos though, you can tell that there are going to be tears before bedtime – gripping and certainly not for the easily offended or weak-willed, you MUST read this.



Batman – No Man's Land: Volume Two

Publisher | Titan Books
Price | £9.99

Picking up the story where the last volume left off, *No Man's Land: Volume Two* throws us head-first into Gotham City... only it's not exactly the Gotham City we've known before. Since the earthquake, excommunication from the rest of America and all-round destruction (did we forget to mention that?) the whole place has deteriorated into a war-zone. Not surprisingly, Batman is still around to keep the peace – or what peace he can find amongst the carnage – and provide a whole stack of great stories to read through. More a collection than a continuous tale, this is a top novel that fans and non-fans alike will enjoy.



Star Trek The Gorn Crisis

Publisher | Titan Books
Price | £22.99

Three words – Oh. My. God. How can these people sleep at night? Despite having a slightly interesting story line (but only slightly) that resurrects an alien race from way back in the original *Star Trek*, this is diabolical. The art looks reasonable from a distance... however, close inspection reveals it to be arse. The added fact that this is a hardback graphic novel coming in at more than £20 (£20?! You can get tons of comics for that) makes you wonder exactly how gullible they must think *Star Trek* fans are. Honestly, you'd be far better off buying a couple of *Next Generation* videos for the same money.



continued

directory

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

continued >

Videos

Batman Of The Future: Return Of The Joker

Publisher | Warner Home Video
Price | £12.99
Cert | 12

Okay, so we might not be getting another full-on Batman film just yet but that's no bad thing considering how poor the last one was. Instead what we have is this feature length animated *Batman of the Future* film which, for any fans of the TV series or of Batman, is an absolute must. The animation is awesome throughout as Batman chases around the darkly gothic Gotham City after Mr Practical Joke himself, the Joker. Fantastic stuff.



4/5

Gossip

Publisher | Warner Home Video
Price | £12.99
Cert | 15

'Gossip *n* 1. casual and idle chat. 2. a conversation involving malicious chatter or rumours about other people' – all of which sums this film up perfectly. If you've a penchant for teen college thrillers then this is for you – if not then you're best staying away. Based around a sociological experiment of how rumours become gossip, one little lie is told which then escalates into something far bigger. Just sit back and wait for the dirt to hit the fan as the lies get bigger and bigger, before it all comes back to where it started. Intrigued? You will be.



3/5

X-Files: Requiem

Publisher | Twentieth Century Fox
Price | 15
Cert | £14.99

It's hard to believe it was seven years ago that agents Mulder and Scully first hit the screens. A good few years on and some of the plots might be waning, but *Requiem* is a case in point of how good *The X-Files* was and still could be. Returning to Oregon for the first time since their first case to investigate a whole load of abductions and UFO sightings, it's intrigue and action all the way for agents Mulder and Scully. Mulder's abducted and Cigarette Smoking Man is apparently dead, leaving Scully to clear up the mess...



4/5

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
The Grinch	Konami	1	✗	✗	✗	18	57%
We Say: "As good as the film might have been, this is a really poor effort that could, and should, have been a whole lot better than it actually is." AW							
The Nomad Soul	Eidos	2	✗	✗	✗	08	84%
We Say: "*The Nomad Soul* is a rewarding experience for those who are willing to give it a chance." MM							
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							
Tokyo Highway Challenge 2	Ubi Soft	2	✗	✗	STEERING WHEEL	17	75%
We Say: "Although significantly better than the original, this is a game that just doesn't seem to light the blue touch paper." AW							
Tomb Raider Chronicles	Eidos	1	✗	✗	✗	17	70%
We Say: "Looks like the Emperor is absolutely naked. Sorry Lara, but it's time to stop adventuring and start having babies." WJ							
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 Pro Skater 2	Activision	2	✗	✗	✗	17	96%
We Say: "Without a doubt the finest skateboarding game in existence – until *Tony Hawk's 3* comes out!" 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	78%
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	80%
We Say: "An arcade-perfect conversion of a great game. *VF3tb* isn't the best one-player game in the world, but with some mates it's awesome!" SH							
Virtua Striker 2	Sega	2	✗	✗	✗	05	78%
We Say: "*Virtua Striker* is an excellent arcade-style footie game, it's great for a laugh and it certainly looks the part." SP							
Wacky Races	Infogrames	4	✗	✗	STEERING WHEEL	09	93%
We Say: "A top fun racer that makes a change from all the realistic 'driving' games around. It's wacky with a capital 'W'!" MM							
Walt Disney World Quest: Magical Racing Tour	Eidos	4	✗	✗	STEERING WHEEL	13	68%
We Say: "As much as *WDWQ: MRT* tries to replicate the fun and frolics of other kids' racing games it ultimately fails to do so." AW							
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							
Who Wants To Be A Millionaire	Eidos	4	✗	✗	✗	14	59%
We Say: "Sheer popularity of the name will ensure its success, but in the long run, a lot of people are going to be disappointed." CN							
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

Bung one of these in your Dreamcast!

MP3 DC

Blaze | 14.99

Cheat CDs – what's the point, eh? Unless you're really lazy and can't be bothered to input codes and cheats yourself they serve very little purpose in life. With 54 games and 503 cheats, you'd think you couldn't go wrong but the fact is that most of the games on this are really old. Of the new games, the only ones of particular note are *Virtua Tennis*, *Sydney 2000*, *Wacky Races* and *Fur Fighters*. But then of course, they can be used to play import games too...



2/5

Xploder Ultimate Cheat System

Blaze | 19.99

You want 'wave of the future'? Then you'll be wanting some MP3s – they're currently all the rage with gadget-geeks and people who need the next big thing in music technology. Basically, MP3s are high-quality music files that take up a fraction of the space... you can fit over 100 tunes on a single CD! The MP3 DC allows you to run MP3 CDs on your Dreamcast. Of course, you'll need to have the ability to burn some onto a CD first before you can use it... so it's a bit pointless really. Bugger.



2/5

> Hindsight's a wonderful thing, so from now one we'll be checking out what score games really should have got.

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%

Armada



> Looking back on it we can't quite see why or how *Armada* managed to get such a high score. For starters it hardly looks the business and secondly it isn't even that much fun to play. Of course, the fact that it was never formally released over here doesn't help its cause much, but with a second instalment on its way, the record should be put straight once and for all.

Before 91%

Updated Score **71%**

Pen Pen



> As a launch title *Pen Pen* was certainly a cuter-than-cute racing game of sorts, and an ideal way of showcasing the system's graphical capabilities. However, looking back now it really isn't much cop. Sure it's a fun little game for a while, but its limited appeal and the fact that there are so many more quality racing games around now means that it gets relegated.

Before 86%

Updated Score **68%**

Slave Zero



> Quite what Alex was thinking when he scored this we don't know, although it probably had something to do with a free lunch or two. Clearly *Slave Zero* is a bunch of arse, especially when you can complete it within a matter of hours. Even the four-player first-person-shooter part of the game fails to save it, such is its true horrendous nature.

Before 70%

Updated Score **59%**

Stuff & Nonsense

The Dreamcast isn't the only way to entertain yourself for hours on end, you know. Check out all this cool stuff!



SoundSpace System

Manufacturer	Nakamichi
Web site	www.nakamichi.com
Cost	£449.99

Every now and then we get a system that leaves us totally dumbfounded by its capabilities, desperately wanting one of our own. Nakamichi's SoundSpace is one such system as its size totally belies its true abilities. Measuring in at a minuscule 6 1/2 inches on a side and less than 2-1/2 inches thick it still manages to throw out a quite incredible quality of sound. As they say, size doesn't matter, so if you're looking for something to fill that small space on the shelf, you could do a lot worse than this.

Projection Clock

Manufacturer	Oregon Scientific
Web site	www.firebox.com
Cost	£29.95

If like Simon you're a bit of an insomniac then this is probably just the thing to keep you company in the early hours of the morning. It's not your average alarm clock, as it has a rather cool projection feature which allows you to have the time displayed on any one of your bedroom walls or even the ceiling. It might not help you get to sleep, but we reckon it's still pretty cool. Although on the downside, you probably won't have much of an excuse for being late anymore...



Boglins

Manufacturer	Vivid Imaginations
Tel	01702 200660
Cost	£9.99-£14.99

Remember these ugly little things, do you? No? Well you can't be as old as us then because the one abiding memory we have of these is running around like little imps and scaring grannies witless. Well, maybe. Anyway, it's revival time for these beautifully formed (or not, as the case might be) lumps of rubber, with their lecherous little hands and slobbering tongues – so not the sort of toy you cuddle up to in bed then... unless you're Martin, of course.

Super TV Boy III

Manufacturer	N/A
Web site	www.firebox.com
Cost	£29.95

Nowadays it costs more than £30 to buy a game on most consoles, so how about getting yourself 127 games for just £29.95? Now you can with the Super TV Boy III, which has 127 games ready for consumption. All you need is a TV to plug it into, a mains adapter and a love for retro gaming. The games on offer might not be up to the standard of *Virtua Tennis* or *M-SR* but what do you expect from the days of 8-bit gaming? As it is there's a fantastic collection of games here and if you fancy a trip down memory lane, you could do a lot worse.

Wakeyoo

Designer	Tom Lawton
Web site	www.firebox.com
Cost	£15.95

Alarm clocks – the scourge of early mornings. Don't you just hate them? The way they beep ceaselessly and relentlessly in a manner that's designed to give you a cracking headache before you've even risen from your pit. Well, no longer will you have to suffer thanks to the Wakeyoo. Now you can wake up to whatever sound you like, as you can record your very own noises to rouse you. If you're having trouble picking the sound you want to wake up to, though, why not head over to www.wakeyoo.com, where there are 365 different noises to download. Minty!

Bag Lights

Manufacturer	N/A
Web site	www.iwantoneofthose.com
Cost	£54.99

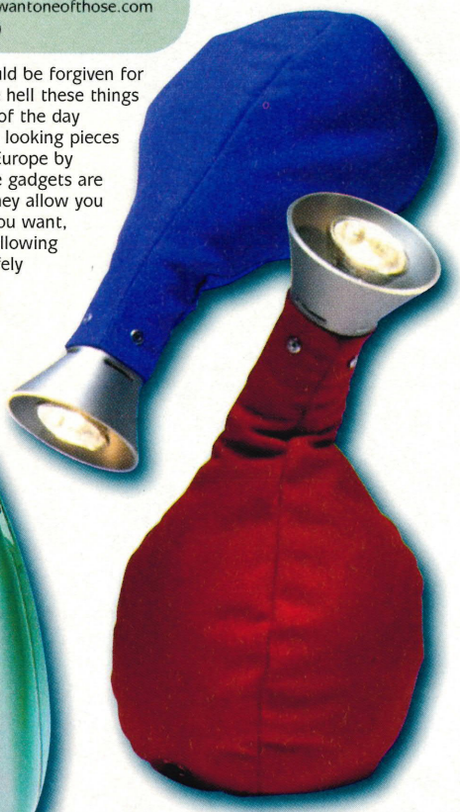
On first sighting you could be forgiven for wondering just what the hell these things are, because at the end of the day they're not your average looking pieces of kit. Currently taking Europe by storm (apparently) these gadgets are actually pretty cool as they allow you to put lights wherever you want, with the weighted bag allowing you to position them safely and effectively.

Michael Owen Socca-Sac

Manufacturer	Vivid Imaginations
Web site	01702 200660
Cost	£4.99

So you want your soccer skills to be as silky smooth as Liverpool and England striker Michael Owen, do you? Well, it might take a bit of time but we reckon that the Socca-Sac should help you on your way to football super-stardom and a £30,000-a-week pay cheque. Just clip it to your belt and off you go as you aim to break the keepy-uppy world record and all those other close-quarter ball control skills. Bit too energetic for us, mind...







Bladder

Manufacturer	Purkess Britain Games Ltd
Web site	www.firebox.com
Cost	£19.95

Go on, admit it. We all love getting bladdered on a Friday night, but now there's a whole new meaning to the word thanks to the introduction of Bladder to the world. So what exactly is it? Well, cross chess with football and you might have a rough approximation of what exactly this is. In other words, mad. The object of the game is simple – you must score as many goals as possible by getting into your opponent's area with a bladder on one of your players' heads. Hmmm... okay, so you might have to play it to see quite what we mean but believe us, it's well worth it.

Corx

Manufacturer	Corx Ltd
Tel	0207 251 2266
Cost	£7.95

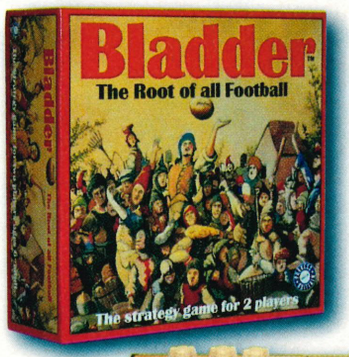
Okay, so it might seem the most ridiculous thing ever but if the rumours are to be believed, this is going to be absolutely huge. The nearest comparison you could possibly make to it is that old classic *Pass The Pigs*, but *Corx* is a game very much aimed at those who prefer spending afternoons in a pub rather than the front room of the ancestral home. The beauty of the game lies in its simplicity – all you have to do is make the corx stand on end and... well, that's it really. Of course, you can conjure up as many games as you like to play, but whatever you play expect things to get heated... or at least very messy.



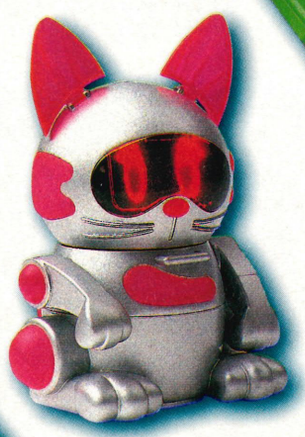
Chirpy-Chi

Manufacturer	Tiger Electronics
Web site	www.tigertoys.com
Cost	£24.99

First there was an electronic dog, then there was an electronic cat and now we have an electronic bird. What next, an electronic horse? So what does this virtual bird actually do then? Well, apart from flapping its wings and bobbing up and down, it sings eight songs and chirps another 40. But like any bird it needs feeding and seeing as it can't fly, you need to help the little blighter by providing it with a stable, balanced diet – that'll be where the ear of corn comes into play. They even interact with other Chirpy-Chis thanks to infrared technology, which is nice – just so long as they don't start singing at five o'clock in the morning with the rest of the birds!









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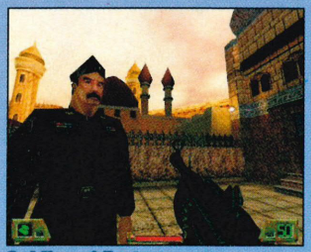
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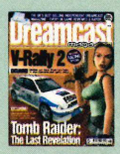
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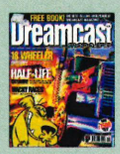
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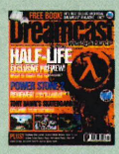
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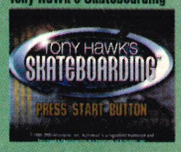
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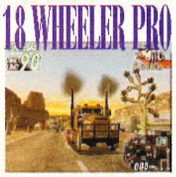
















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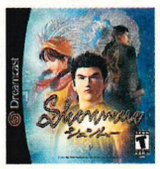
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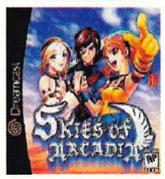
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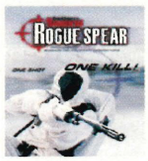
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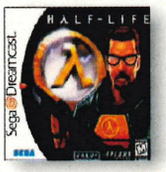
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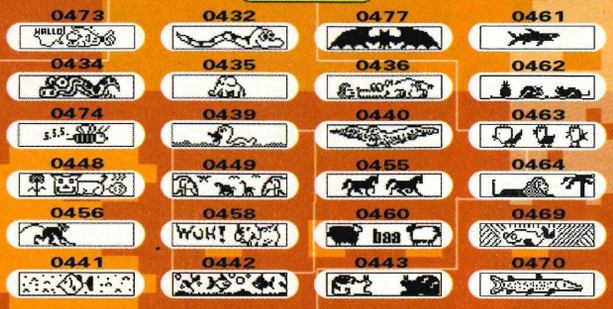
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GAME



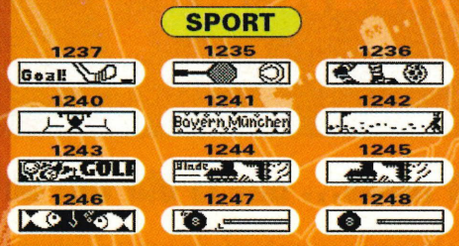
Top 10



WORD



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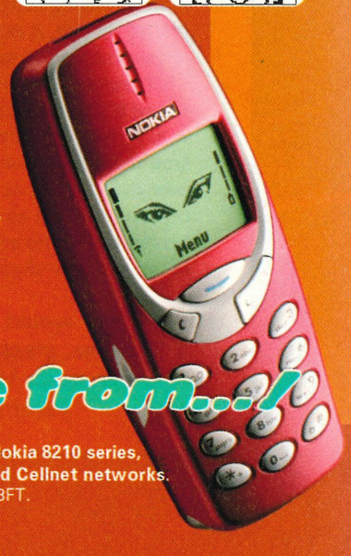


CHARACTER



0001 AHA - Take on me
0005 Walk this way - Aerosmith
0015 Babylon 5 - Theme tune
0017 Barbie Girl - Aqua
0025 James Bond - Theme tune
0026 Boom - Vengaboys
0032 Europa - The Final Countdown
0043 Eastenders - Theme tune
0046 Eternally
0055 Killing me softly - Fugees
0075 Itchy & Scratchy - Theme
0095 MoneyMoneyMoney - ABBA
0132 The Simpsons - Theme tune
0146 Wannabe - Spice Girls
0148 Star Trek - Theme
0149 Star Wars - Theme
0167 YMCA - The Village People
0173 Axel F - Theme
0183 Coca Cola - Advert Theme
0199 Indiana Jones - Theme
0201 I Will Survive - Gloria Gaynor
0204 Knight Rider - Theme
0205 Knight Rider - Theme 2
0211 Let It Be - The Beatles
0219 Beautiful Stranger - Madonna
0244 The X-Files - TV Theme
0250 Going to Ibiza - Venga
0265 All Star - Smash Mouth
0267 American Pie - Madonna
0268 Robbie Williams - Angels

0274 Baby one more time - Britney S
0281 Alice Dee Jay - Better off alone
0289 Bye Bye Bye
0292 Aqua - Cartoon hero
0294 Tupac - Changes
0305 Sugar Ray - Every morning
0317 Christina Agu - Genie in a bottle
0368 FatboySlim-Right here,Right now
0374 Sex Bomb
0377 Robbie Williams - She's the one
0395 Thong Song - Sisqo
0404 Travis - Why does it rain on me



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dream moment

Number 016

Jet Set Radio

Benten Ghetto Noise Tanks Turf





"Watch out, Noise Tanks... this is our turf now!"

It's not exactly legal if you do it in the wrong places but despite what people say, graffiti *is* art. Sure, there are people who simply do it because they've nothing better to do – if it's done properly though, and with passion, it can be used as a way of expressing yourself to the world. The connection between graffiti and street culture has existed for years, but it hasn't always been good; there are always those who harp on about corruption of youth and gang violence having something to do with it. Considering the links between young people and graffiti though, it was only a matter of time before someone came up with the idea of basing a videogame on the subject... trust Sega, eh?

Of course, if you really want to get your point across (in *Jet Set Radio* at least... we aren't saying it's true in real-life) then you can't just tap people on the shoulder – you need to hit them with a paint can. Now that rival gangs are after your territory, you'll need to work extra hard to stop them from claiming it as their own. How? By racing round on your skates and spraying over their tags (that's gang logos to the uninformed) with your own. It's certainly not going to be easy – as well as the three known gangs, rumour has it that there's a secret gang working behind the scenes to bring everyone else down. With the police hot on your heels, you'd better get your skates on... there's painting to be done!

If you would like to submit a Dream Moment to Dreamcast Magazine, please send in your suggestions to: 'Dream Moment' at Dreamcast Magazine, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS

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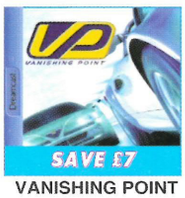
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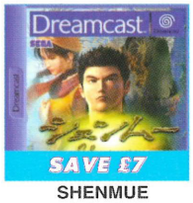
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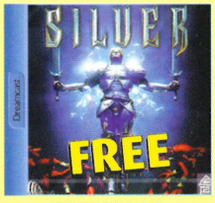
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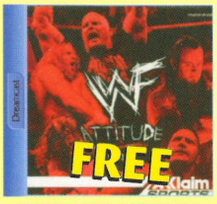
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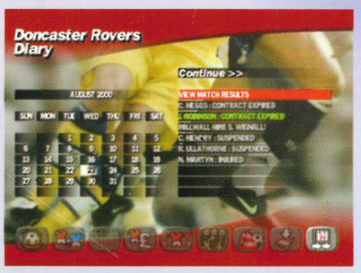
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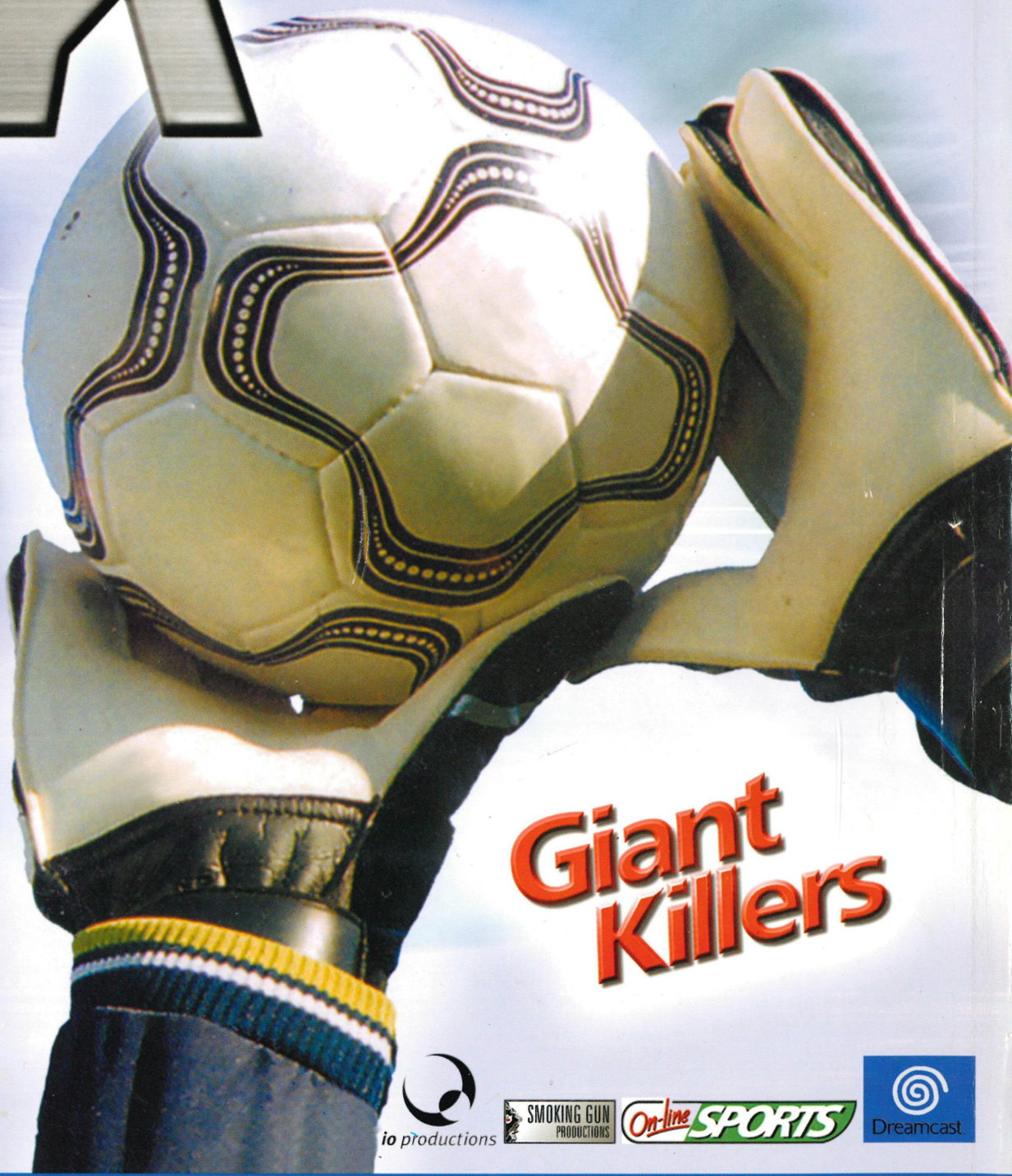
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