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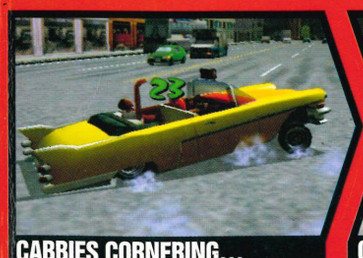
UNREAL TOURNAMENT

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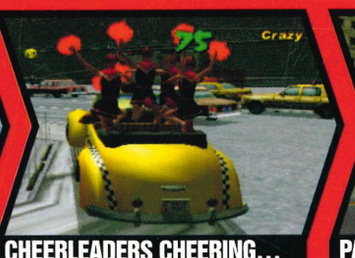
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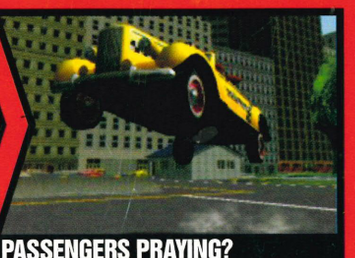
All-new screenshots and character details revealed!



CABBIES CORNERING...



CHEERLEADERS CHEERING...



PASSENGERS PRAYING?

SPIDER-MAN

Even more web-slinging action from Activision's man of silk



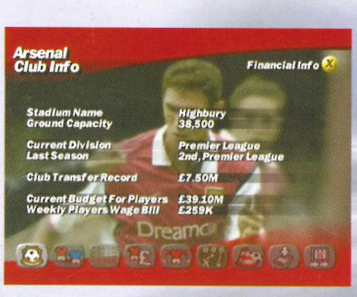
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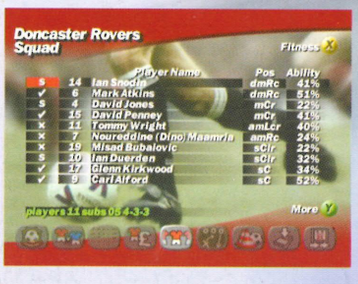
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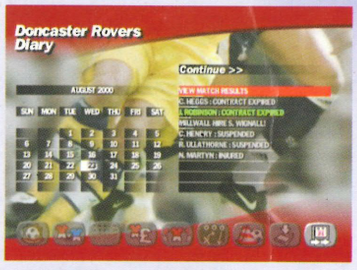
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Experience the first football management game on Dreamcast!

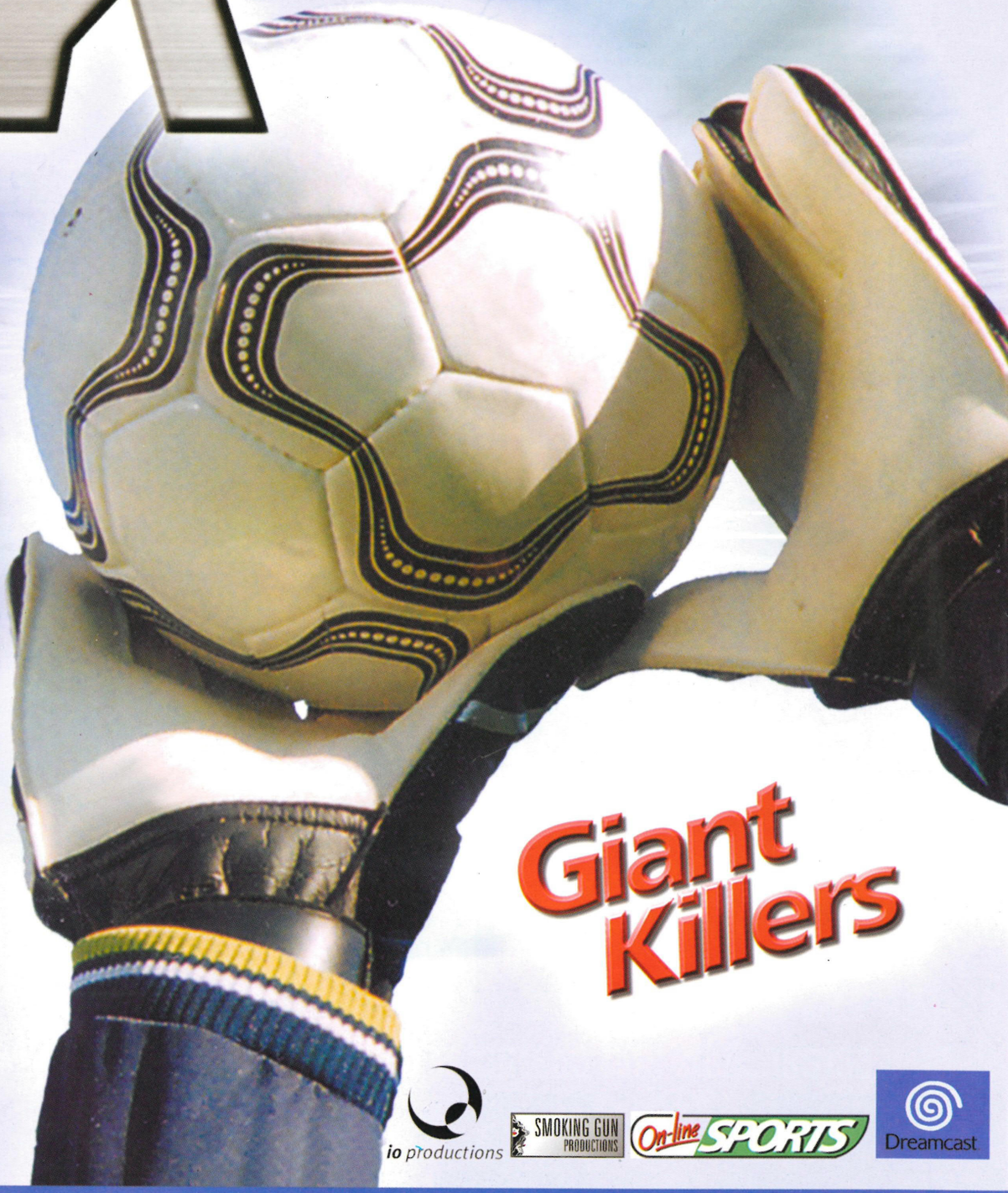
GK











Giant Killers

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Dreamcast

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ISSUE TWENTY-ONE LAUNCHING IN THE UK ON 19 APRIL 2001

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issue 21

Welcome to your dreams



Editorial

In my experience there are few things that grate more than the ill-conceived opinions of others. That's not to say that what people think isn't important, it's just that for the most part, laziness of thought, a complete lack of understanding or just good old-fashioned stupidity tends to lead to all manner of rumours, gossip and general nastiness. Unfortunately, over the last few months SEGA and the Dreamcast has been suffering at the hands of malicious gossip, ranging from the schoolyard nonsense of 'The Dreamcast is dead cos it never had any good games' to the kinds of comments made by those people who are prepared to surf the Net all day and send emails to each other spouting off what they've read on www.iknowsodall aboutthedreamcast.com. This sort of idiocy is bound to be rampant. People are, at times, more interested in what they think that they know than what is actually true. It is always more exciting to take half a story and add juicy extras to spice it up or, in some cases, just choose to be downright nasty because there's nothing better to do.

Thankfully, DREAMCAST MAGAZINE doesn't subscribe to this sort of thing, and as you read the glut of news pieces regarding this month's clutch of canned games you'll have to engage a little objectivity. Some games are going to be canned, that happens all the time in the life of any console, and given that the Dreamcast is in the final stretches of its life, developers will decide not to make games for the console any more. This is, of course, bad news, but it's also not *that* bad either. Most of the games that have been ditched probably would have been pretty poor anyway – although the loss of *Soul Reaver 2* was particularly disappointing – but those losses are tempered by the fact that developers of quality games are still very much in the fray – and that doesn't just include SEGA. This month, we've mostly been playing... *Spider-Man* and *Unreal Tournament!* Two games from Activision and Infogrames that ably demonstrate that there are still some top titles heading to the Dreamcast from third-party publishers. It's undoubtedly the case that both companies know there's always a market for quality games.

So, in the same way that you should ask a policeman if you want to know the time, if you want to know exactly the state of Dreamcast gaming you should seek out the facts – and that means getting yourself a copy of DREAMCAST MAGAZINE.

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

Simon Phillips
Editor

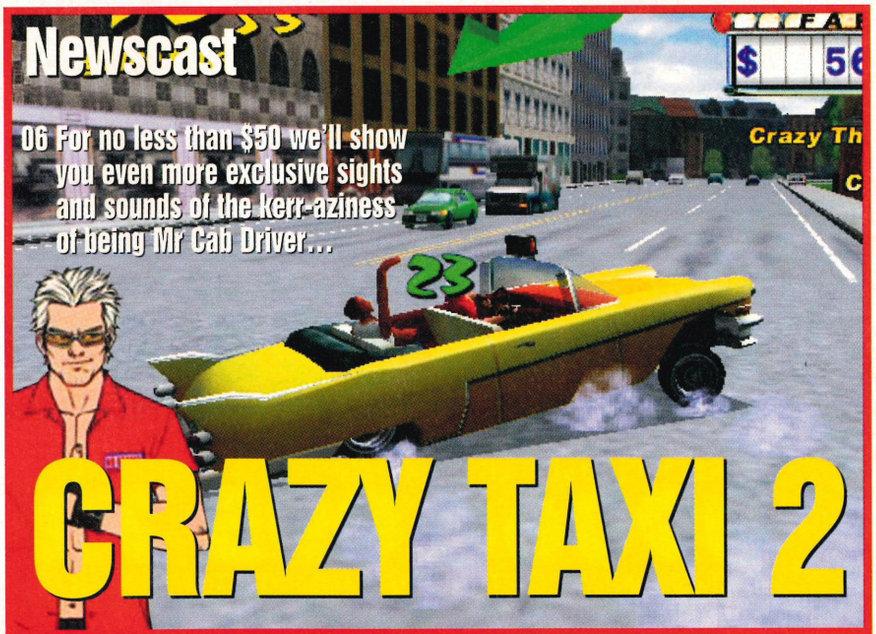
the big game

Spider-Man

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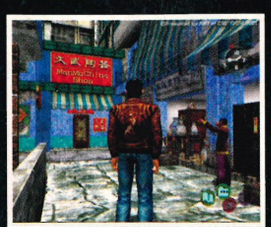
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06 For no less than $50 we'll show you even more exclusive sights and sounds of the kerr-aziness of being Mr Cab Driver...



CRAZY TAXI 2

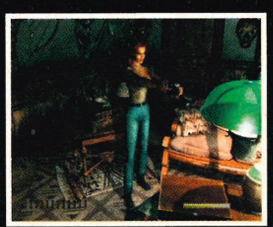
PLUS! Some good, some bad, but the news, it keeps on flowing!



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10 UFC: Tapout



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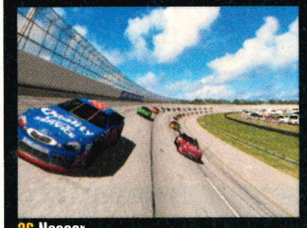
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The *Cheatmistress* Presents

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Charge'N Blast, Iron Aces, Rogue Spear, SEGA Smash Pack, Guilty Gear X, Cannon Spike and so many more...









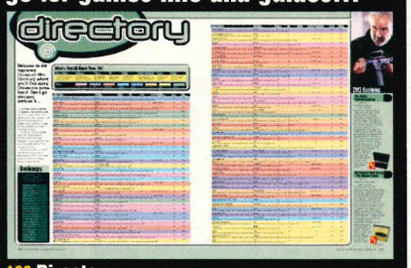
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newscast

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

News Editorial



> So there we go, another month been and gone in a flash. In-between hours of shooting action with *Confidential Mission* and web-slinging action with *Spider-Man*, we've managed to cram yet another issue with top notch stuff, a pattern that looks set to continue for a while yet. Aside from all the cancellations this month there's still plenty of goodness just around the corner, with exclusive previews on both *Crazy Taxi 2* and *Sonic Adventure 2* already lined up for next month's issue. Add to that even more on *Floigan Brothers*, *K-Project* and *Shenmue 2* and the next few months are shaping up very nicely, thank you.

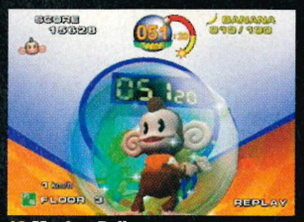
Alex Warren
News Editor

Newscast Highlights

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All the latest details revealed



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What a load of monkeys



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All new features added



the big story

All the latest details on Sega's crazy upcoming release

Crazy Taxi 2

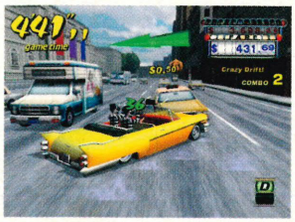
Dreamcast magazine EXCLUSIVE

The craziest sequel of the year is well and truly on its way – and we're going along for the ride.

After last month's glut of awesome-looking *Crazy Taxi 2* screenshots and the plethora of details that went with them, which arrived out or the blue, we were half expecting to get some playable code this month. We waited. And waited... and waited some more. Not even a sniff.

Oi, Taxi!

What we did get, however, was a bunch of new screenshots to cheer us up, plus details of all the new drivers and news that the game will feature a brand new four-player mode. No details of how this will work were revealed, although we reckon it will be some kind of timed-based feature, where you have to see who can get the most money in a set time limit. Still, sounds like fun. All this plus four new cabbies (see boxout), a whole new









Taxi Drivers Of The World Unite

Gone are Axel, Gena, B.D.Joe and Gus, the four loveable taxi drivers from the original game (although rumour has it that they are secret characters in the game), replaced by four street-wise New Yorkers. So who are these crazy cabbies?

SLASH

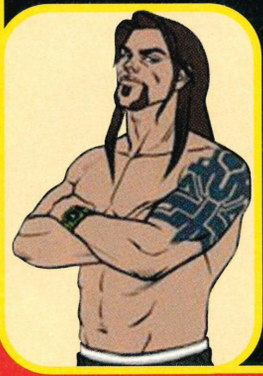
Age:	25
Sex:	Male
Height:	5'9"
Weight:	69kg
Blood Type:	AB



Background: Slash has a double personality, nihilistic & cool, yet crazy. Generally, he is very cool. Some people might say he's just an untidy kid, but all his friends will answer: "He is so kind and sort of a leader to us". In reality many of them are a bit scared of him; the reason – he has a double personality, he snaps very easily and once he snaps, nobody in this world can stop him. People in the town know both sides of him, yet it doesn't stop them from taking his taxi because his driving technique is superior to that of the other drivers. And the reason why he became a taxi driver? Nobody has had the courage to ask him such a personal question, though everyone tends to agree – it just happened.

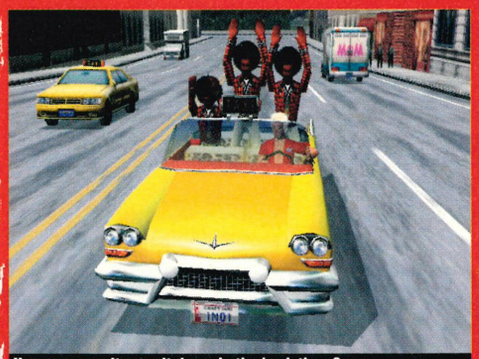
ICEMAN

Age	28
Sex	Male
Height	6'1"
Weight	83kg
Blood Type	B



Background: Iceman is the cool and crazy guy. He is always on his way somewhere. During duty he never tries to be friendly with his customers, even if a customer compliments him. Success, in any ways, is a natural outcome for him; nothing surprising there. However, if a customer dares to criticise him he will give them a cold glance and say "What's your problem?". He never doubts that there's anything he cannot handle in this world; if he makes a mistake he never believes it has anything to do with him. It could be fate that he became a taxi driver? Because of his personality he was always in trouble with others and never stayed in one job for long. One day when he was driving down the street at high speed, an old hitchhiker was standing by the road trying to flag down a car. He stopped and took him to his destination, driving at high speed as per usual. The grateful hitchhiker gave him lots of tips and afterwards he painted his car yellow and drove around as a taxi driver! The reason he became a taxi driver is to live and have a peaceful life with his loveable dog, BB (Boxer).





Hey man, won't you sit down in the back there?





"Undoubtedly the craziest game of the year"



Four scantily clad cheerleaders – now that's what we call a pick up!

city and a funky new move in the form of the Crazy Hop. Those folk at Sega, they really know how to spoil us.

So when can you expect to see *Crazy Taxi 2* hitting the shops? Believe it or not the game is currently pencilled in for a 6 July release slot (29 May in Japan and America), all of which means that there isn't long to wait. Hurrah! In any case, make sure you book your copy of next month's DREAMCAST MAGAZINE now, as we'll have a full exclusive preview of what will undoubtedly be the craziest game of the year – you'd be mad to miss it.



CINNAMON

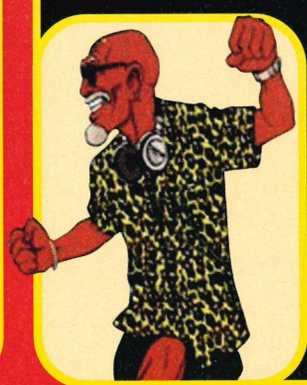
Age	18
Sex	Female
Height	5'5"
Weight	52kg
Blood Type	O



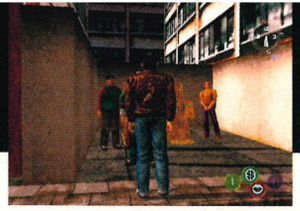
Background: Cinnamon is an attractive, bubbly girl. She is an outgoing person with a principle to be optimistic about anything all of the time. However, she sometimes confuses being positive with recklessness. She tends to forget mistakes she has made as well as advice she was given in the past. Despite all of this, nobody can hate her because of her earnest attitude, her ability to listen to other people's advice and her cheerful personality. People give her the same advice again and again, knowing that she will forget it in a matter of seconds. She loves to be appreciated by others. For her to make others happy is a kind of joy in her life. The reason why she chose to be a taxi driver is so she can meet many people, then it's up to her to make them happy. That's why on the road she tries very hard to entertain her customers, although sometimes she takes it too far!

HOT-D

Age	78
Sex	Male
Height	5'3"
Weight	48kg
Blood Type	B



Background: This is the guy who is incredibly cheerful and has a large physique – you wouldn't believe that he is over 70 years old. His favourite thing is to "earn money!", followed by "thrilling action!". It could be fate that he chose a career as a taxi driver. When he was young he was a stunt driver and the only thing on his mind was how to get more money when he visited the West Coast for his stunt work – a yellow object then drew his attention. A taxi driver with amazing driving technique was driving a yellow taxi; curious, he took that taxi back to his hotel and an idea came to mind? Why don't I become a taxi driver like him? I could make a lot of money out of it for sure! As soon as he went back to his place he painted his car yellow. He worked hard brushing up his machine gun talk, something he believes is missing from the taxi drivers on the West Coast. His service to his customer is to provide more than the necessary conversation and to show off his driving skill. Yes, it's true he sometimes goes too far and upsets his customer, but his machine gun talk always helps him to soothe the customer. He says that if you upset your customer you can't expect them to give you good tips, can you?





Shenmue In Pawn

More Shenmue 2 Details Revealed



Okay so that's 'pawn' and not 'porn', but it grabbed your attention, right? If there's one game you can always rely on for a news story every month then it's *Shenmue 2*, so low and behold we have even more details on the game, plus some new screenshots to spill this month, and as usual, they're pretty tasty.

Sale Of The Century

For starters Sega has confirmed that you will be able to make use of all the data and objects that you collected along your way through the first game, which is just as well really because it would have been a bit stupid otherwise, being part of the same story and all. Rather cooler than that, though, is the fact that you'll be able to sell any of the items that you don't want any more to various pawn shops for extra cash, or trade them for other items that you might need.

In regards to the appearance of any classic arcade games like in the first game, Sega has yet to confirm anything, but how cool would it be to play the legendary *Out Run* or *Afterburner*? However, news of other mini-games you'll get to play have been leaked so prepare yourself for a spot of arm-wrestling and dice-rolling action, both of which you'll be able to bet on for that extra bit of much-needed cash. That's all for now, but make sure you check back next month for even more details on the biggest sequel of the year.



The prospect of a good old fashioned arm-wrestle was enough to make Simon make a dash for the door.







THE rumour mill

Bizarre Twist

With Bizarre Creations refusing to comment on the possibility of a sequel to its genre defining racing game *M-SR*, rumours are now circling that it might well be headed for Sony's PS2. Nothing has been confirmed as yet but those PS2 fans will be in for a treat if it's true.

Sega Gets All PC

Although Sega has been keeping tight-lipped about what Dreamcast games it might be showing off at the Spring Tokyo Game Show, the company *has* revealed which PC titles it'll be displaying. Along with *The Typing Of The Dead*, *Get Bass*, *Sega Marine Fishing* and *Baldur's Gate 2*, Sega will also be showcasing Smilebit's *Hundred Swords* and *Sakura Taisen 2*. Expect a full report from the show in next month's issue.

Share And Share Alike

After the recent death of Sega Chairman Isao Okawa (see page 9) Sega's share price on the stock market took a bit of a nasty fall. Share prices fell from 1,941to 1,820 Yen and although this is far from catastrophic for Sega, it does show the fine line that the company is treading at the moment.

Capcom Takes On SNK... Again

Well we knew that it was on the cards, but Capcom announced the inevitable this month with the confirmation that there would be a sequel to *Capcom Vs SNK*. The game is currently being called *Capcom Vs SNK: Millennium Fight 2000 Pro*, although that could change. It is set for a public debut at next month's Tokyo Game Show, albeit in video form only.

Going, Going, Gone

With the world-wide arcade market down in the doldrums at the moment, it looks as if it's all become too much for Sega... in Australia anyway. According to a report in the Sydney Morning Herald, the Sega Park in the city is to be auctioned off due to a distinct lack of customers. With over 70 arcade machines, an indoor roller coaster and ten pool tables, you're going to need a few quid if you want to make a successful bid...

HOT bytes

> Despite the general lack of top quality games for review in this month's magazine we've still had a blast playing Sega's all-new, all-singing, all-dancing lightgun game *Confidential Mission*, and Infogrames' stunning first-person shooter *Unreal Tournament*. Oh, and then there was *Spider-Man*...

> Simon learnt that he'd be jetting off to LA for a week in May to cover this year's E3 show, much to the delight of Martin and Alex – a week without the Editor, hoorah! On the downside, Simon still hasn't written the promised six-page feature on last year's show, so the chance of him coming back and writing anything on this year's event is unlikely

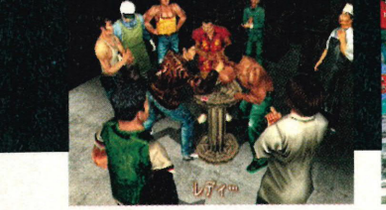
> It looks like we have a bit of stormer lined up for you guys next month. Not only do we have the exclusive preview of *Crazy Taxi 2* but we've also got a full preview on *Alone In The Dark: The New Nightmare* and massive reviews of *Unreal Tournament*, *Spider-Man* and *18Wheeler*! Minty!

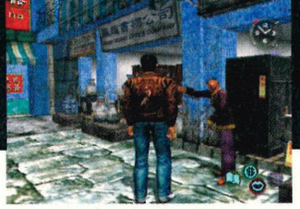
COLD cuts

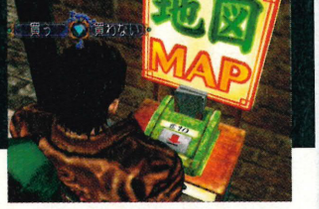
> It's nearing the end of March now, when things should start to be heating up a little, but no. Here we are sat inside and it's snowing outside... which is unheard of in Bournemouth. Now you don't get a colder Cold Cut than that. Well, the constant canning of Dreamcast games by developers is pretty cold too, but enough of that.

> Those damn freelancers! Curse the lot of them. Just when you think that things on the mag are coming along a treat and you're about to call in the freelance, they turn around and tell you that it hasn't been done yet. Still, you know what they say: If you want a job doing you might as well do it yourself.

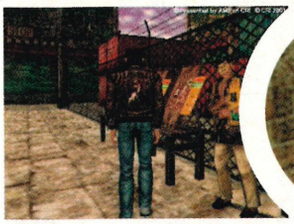
> Trenty, our erstwhile design chimp, has at last, after months and months of procrastination, decided it's time to take the plunge and jump off the good ship Dreamcast. The fool! Doesn't he know that the Dreamcast Magazine team are the only ones who'll put up with his constant whinging? Anyway, in his place we welcome Gaz, fresh from the crazy world of the PC division...



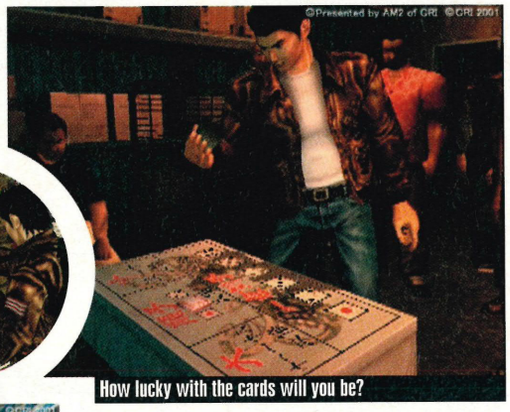




Shocker!







How lucky with the cards will you be?



"You will be able to make use of all the data and objects that you collected along your way through the first game"

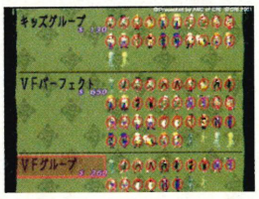


Game On For Ryo

> We're not quite sure what you have to do in this game because it's all written in Japanese but hey, you can win stuff, so it can't be all that bad!





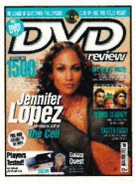






ALSO AVAILABLE FROM PARAGON PUBLISHING

DVD Review ISSUE>24
ISSN: 1466-593X £3.99
Cover starlet Jennifer Lopez finds herself trapped within the mind of a killer in *The Cell*, *Billy Elliot* dances likes a girl and Vin Diesel finds something lurking within the shadows of an alien planet in *Pitch Black*. Plus, US discs of *Meet The Parents*, *Almost Famous* and *Bedazzled* are reviewed.



Total Game Boy ISSUE>17
ISSN: 1464-5909 £2.99
The all-new 84-page Total Game Boy is bursting with exclusives in the latest issue. There's *Scooby-Doo*, *Aliens*, *The Simpsons Treehouse of Horror* and *Mickey's Speedway USA* Vs *Toy Story Racers*. Plus news on the new *Zelda* game, and loads of weirdness.



P2 ISSUE>8
ISSN: 1471-1192 £3.50
A mammoth exclusive feature on *The Stuntman* is just the tip of the iceberg this month. To be found inside are reviews of *Starfighter*, *Extermination* and the bizarre *Kuri Kuri Mix*. There's also the very latest on *Commandos 2*, *Baldur's Gate*, *Crazy Taxi*, *Le Mans*, *Monkey Island* and more!



A Tragic Loss

Sega And CSK Mourn Death Of Chairman And Founder



> The whole of the Japanese games industry has been in shock following the sudden death of Sega Of Japan President and Chairman Isao Okawa. Okawa-san, who was 74 years old when he passed away after a cardiac arrest in March, was also the founder and honorary chairman of the CSK group, which assists Sega with a number of financial matters.

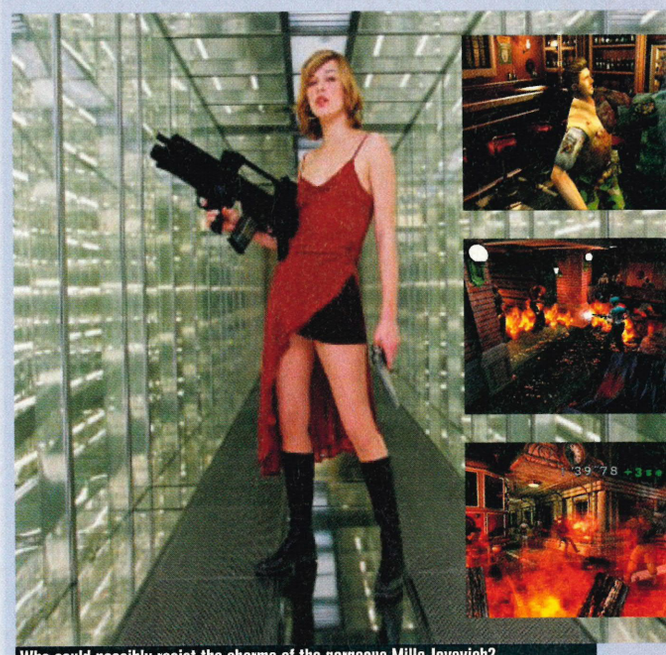
Recently, Okawa-san was heralded as Sega's saviour after he donated his 12.5 percent share back to the company itself in an effort to bolster its financial position. Although his death is a sad turn of events, it is not expected to affect Sega's restructuring efforts after the company's recent decision to leave the console hardware market. For the time being, current Sega Chairman Fukushima Yoshiji has assumed the role of Company President where he will remain until June, when Sega's Chief Operating Officer and CSK Special Counsel Kayama Satoshi will step up to fill the position instead.

Evil Is Coming

Resident Evil Movie Details

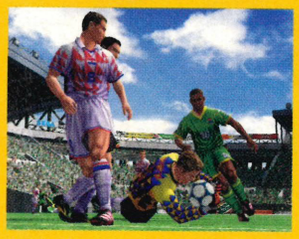
Filming has at last started on the upcoming *Resident Evil* blockbuster in Berlin this month and we've managed to lay our hands on the first picture of the gorgeous French beauty Milla Jovovich (*The Fifth Element*) playing 21-year-old new girl Alice.

Resident Evil: Ground Zero, to give it its full name, is being directed by Paul Anderson and also stars Michelle Rodriguez, with the plot more or less following the story of the game. One or two things have been changed around though, including the characters' names. As well as featuring the now-legendary STARS, the film has incorporated a new element in the form of the Red Queen, an incredibly powerful computer that's gone out of control, which may or may not have something to do with a whole bunch of scientists being transformed into zombies. As if we couldn't have guessed...



Who could possibly resist the charms of the gorgeous Milla Jovovich?

newscast



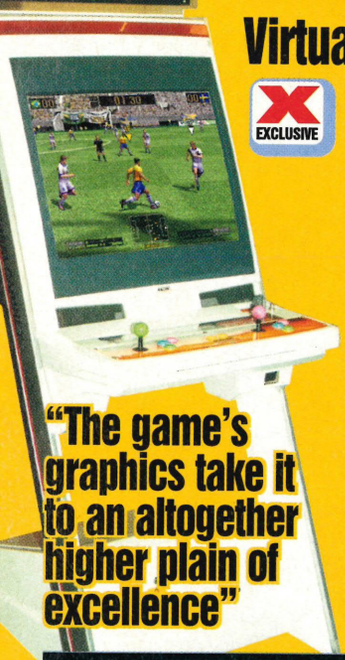






Striking On

Virtua Striker 3 Screenshots & Details



EXCLUSIVE

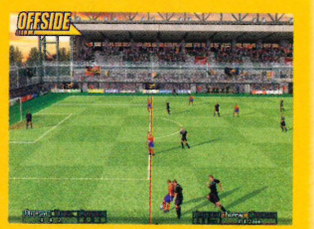
> At the recent ENADA exhibition in Rimini, Italy, Sega Amusements Europe revealed the much-hyped *Virtua Striker 3* to the public for the first time, and surprise surprise, it went down a storm.

Goal!

Speaking on the subject Paul Williams, Sales Director at Sega Amusements Europe Ltd, commented that: "The game is so good that I am absolutely speechless!" which just goes to show how impressive it really is. Running off the Naomi 2, the game's graphics take it to an altogether higher plain of excellence – just check out the exclusive screenshots – and combined with a more responsive control system, make it the ultimate football experience. No word has been uttered regarding a Dreamcast port as yet, but you can expect to be playing the game in the arcades by the end of the month. We'll see you there.

"The game's graphics take it to an altogether higher plain of excellence"





MOST WANTED

What pixelated pleasures are coming up just around Dreamcast corner...

Spider-Man

> We've had it! After some superb preview code for Activision's web-slinging game managed to swing into the office, we felt the urge rising to go out and kick some super-villain arse once more. They've brought the release date forward to the beginning of June, so we'll hopefully have a review for you next issue!



Confidential Mission

> Speaking of games arriving very soon, you'll finally have another use for that Dreamcast lightgun when *Confidential Mission* hits the shelves towards the end of May. It's a James Bond-style shooting fest of epic proportions, with everything you could ever wish for in a Dreamcast game... we truly can't wait!



Virtua Tennis 2

> It might be over six months old but we're still huge fans of Sega's arcade tennis conversion – there isn't a week that goes by without us needing to have at least one quick knockabout on it. Thankfully, the sequel is already winging its way to our Dreamcasts... this time with the benefit of added ladies! Woo hoo!

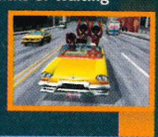


TIMELINE

3 MONTHS

Crazy Taxi 2

> Finally Sega has announced a slightly more concrete date for the release of this smash-hit sequel... 6 July. What does that mean for us? Well, only a couple more months of waiting before you'll need to take a massive break from your life – you'll be playing this game 24/7!



TIMELINE

6 MONTHS

Commandos 2

> Originally a massive hit on the PC, we've been waiting with baited breath for more details on this cracking action-strategy game. It's due out towards the end of the year, but in the meantime, check out our exclusive preview look in the next issue of DREAMCAST MAG.

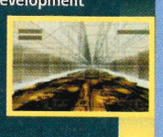


TIMELINE

9 MONTHS

K-Project

> We're not exactly sure what this one's going to entail, but it's a 'musical shoot-'em-up' and is being developed by United Game Artists, one of Sega's internal development houses. Still, Sega has a habit of making ace games out of bizarre concepts...





Craving A

Crave Confirms UFC Sequel

> **Go on admit it – you love scrapping with** your brother. No, not in real life, in *UFC*, silly! Well, the whole experience is about to get even more pleasurable as Crave has only gone and announced a sequel to the game, the not so original sounding *Ultimate Fighting Championship: Tapout*.

Tap, Tap

Unsurprisingly, the sequel is set to build on the original in every imaginable way with more fighters (as well as returning favourites like Pedro Rizzo, Mark Coleman and Tito Ortiz), more moves and even better graphics. What more could you ask for – more modes of play and options? Well fear not, as *Tapout* will have those too, including an all-new Career mode and, better still, an improved Create-A-Fighter option. Pretty sweet if you ask us, especially as the original scored a mammoth 93% back in issue 14.

Speaking of the game Holly Newman, Crave's Executive





Sinking Feeling

Metro3D Jumps Ship

> With Sega having decided to quit the old Dreamcast it seems only natural that third party developers should jump ship too. Sure enough, yet another developer has decided that enough is enough and has called it quits this month.

Dark Days

The company in question is the American developer Metro3D and the two games that have become the latest casualties in the Dreamcast release schedule are space strategy/shoot-'em-up *Armada 2* and *Dark Angel: Vampire Apocalypse*. Commenting on the discontinuance of the Dreamcast versions of the two games, Director of Sales and Marketing at the company, Mat Kuwitzky, stated that: "With Sega's recent shift from hardware to software, it's no longer profitable for Metro3D, with all the R&D and other development costs, to continue development of our





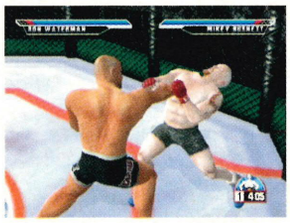
Hey, someone's stolen Martin's hair!

Fight





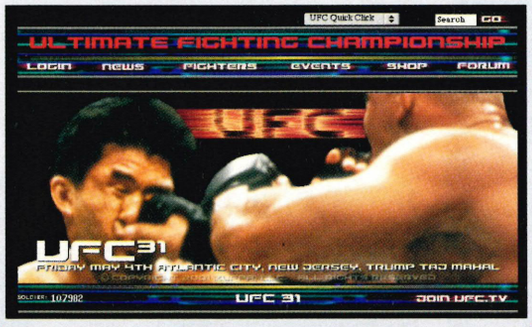
Vice President, remarked: "*UFC: Tapout* plans to build upon the firm foundation already laid out by the original best-selling title. The *UFC* branding is quickly becoming synonymous with ground-breaking gameplay and the most realistic visuals offered on a home console system. Expect nothing less from *UFC: Tapout*." So there you have it. At the moment the game is scheduled for a June release, but you know how these things have an uncanny knack of slipping.



"The game is set to build on the original in every imaginable way"

Knuckle Dusting

Okay, so you're new to this whole *UFC* thing. Hey, don't worry about. Just get on the Internet, type in www.ufc.tv and you'll be at the pearly gates to everything you ever needed to know about the toughest sport in America. With character biographies, television and event information, photos, news and a potted history of the sport, one tour of this site will make you a *UFC* know-it-all.

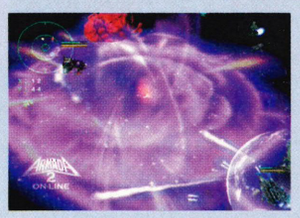




"We'd been looking forward to blowing scaly alien butts into smithereens"









Dreamcast projects." To rub salt into the wound, both games are still in development for the PlayStation2 although *Armada 2* will, no doubt, be without the online play that had been planned for the Dreamcast version. All of which is a bit of a shame really, as we'd been looking forward to blowing scaly alien butts into smithereens and staking vampires to our heart's content.

Lost That Soul

UPDATE

Eidos Cans Soul Reaver 2

In an absolutely shocking announcement this month Eidos Interactive revealed that it has ceased development on the Dreamcast version of *Soul Reaver 2*, leaving the entire DREAMCAST MAGAZINE team in a state of bewilderment.

Souled Out

This is an absolutely massive blow to Sega and Dreamcast gamers alike, albeit somewhat inevitable, as it was one of the most highly anticipated games of the year. Of course, this doesn't bode well for the other big game that Eidos is planning to release on Dreamcast this year, *Commandos 2*, although the last we heard from Eidos was that it was still very much on the release schedule. For the full statement from Eidos on the reasons for *Soul Reaver 2's* demise see the boxout, but for now it's time for mourning.

Statement Of Intent

"Following Sega's recent announcement stating the company's departure from the hardware manufacturing business, Eidos Interactive has carefully re-evaluated its investment in the Sega Dreamcast version of *Legacy of Kain: Soul Reaver 2* and has decided to permanently suspend development of the game. Crystal Dynamics will instead focus its development efforts and resources on the Playstation2 version of *Soul Reaver 2*, which is due for a Summer 2001 release."



MAN IN THE PUB



£2.50 and a bag of crisps – that's how much it costs us to get the Man to write his column every month. Talk about a bargain...

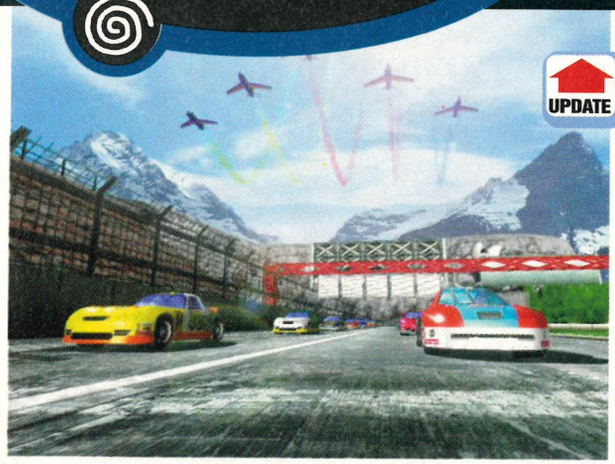
This month – And Nah, The End Is Near

Brings a tear ta yoor eye, don't it? Althow there are still plenty ov games comin' aht for the Dreamcast between nah and next year, the thort that we'll all av ta go aht and get arselves a different console in the near futcha is a worryin' prospect. Me, I'm all redy to buy meself a GameCube... if only becoz Nintendo is the only company still arand who finks about quality rarver than linein its pockets. Anywayz, I've always been a *Zelda* fan at 'art so it makes sense to make the move in the end. As for the PlayStation2... well, there aren't any decent games on it, are there? Even the ones everyone's waitin' for ain't that hot – *Metal Gear* my arse. Still, there's always *Crazy Taxi* to look forwood to...



Rentals Up

It might come as a bit of a surprise but not everything is all doom and gloom for Sega at the moment. According to the American online rental store RedOctane, rentals for Dreamcast games grew an astonishing 212% in the last year. Some good news at last for Sega, then.



UPDATE

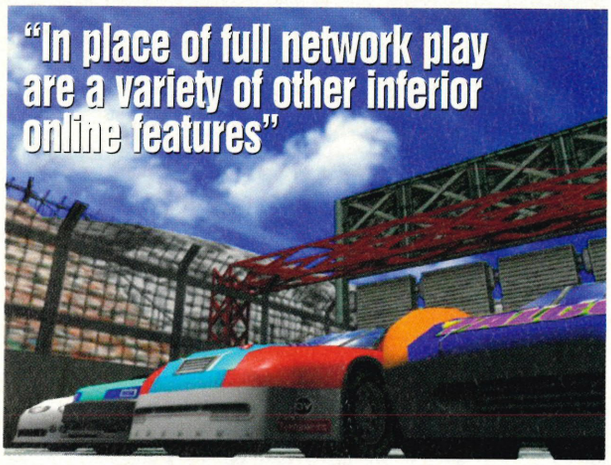
Sega Loses The Plot

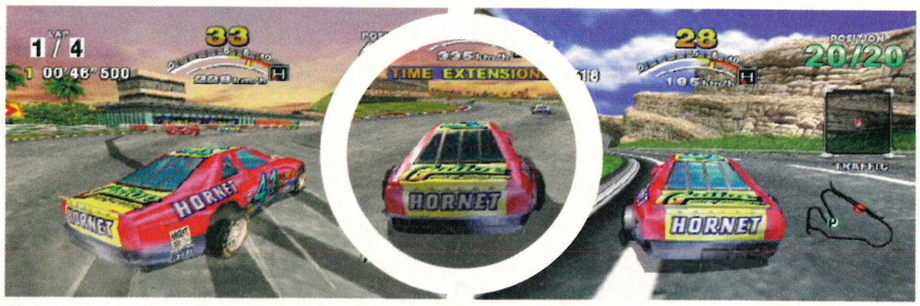
Daytona USA 2001 Not Online

In an unthinkable change of tact Sega has stated that the European version of *Daytona USA*, one of the company's big online games for the year, will not in fact feature any online racing. The reasons for this are quite unfathomable as the game, which is released over here on 20 April, is fully network compatible in both Japan and America. In an official statement Sega Of Europe blamed the omission on 'a heavy scheduling commitment and Sega's continued software focus plan', although we reckon that's a pretty pathetic excuse on Sega's part.

Dream On

In place of full network play, which the company had promised would allow up to eight players online per race, are a variety of other inferior online features, although their combined sum hardly makes up for the omission. Players will now be able to upload and download ghost and replay data from other users to race against, but it just isn't the same, is it? This move from Sega also calls into question whether or not its other upcoming 'online' title *18Wheeler: American Pro Trucker* will feature online play – we strongly suspect that it won't, but then you never know what Sega is going to do next.





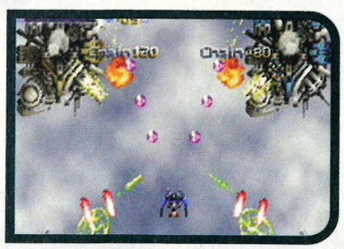
In Your Dreams...

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...

Radiant Silvergun

You might have noticed that we've often held vertical shoot-'em-up games up for a bit of stick in the past, if only because they've been slightly repetitive and too easy to complete by half. Titles like *Gunbird*, *GigaWing* and... err, *Gunbird 2* might be fun for five minutes but once you've played through them by dying constantly and using those infinite continues to the limit, there really is little point in going back to them. Mind you, that's not really a complaint we could level against our favourite shoot-'em-up of all time, *Radiant Silvergun*. Developed by Treasure way back in the days of the Saturn, it managed to redefine the genre by offering a game that was challenging and yet not unfair; you actually had a chance of staying alive rather than having to rely on continues for a change. It truly was an amazing game, so just think of what it would be like with the power of the Dreamcast behind it... don't you think it would be absolutely blinding? Exactly – we're glad you see things our way now...





Thieves In The

Promethean Designs Drops Games



It's been well over a year since we last heard anything about Promethean Designs' *Picassio* and a fair while since anything on the company's other project, *Fortris*, was seen. So being the classically trained investigative journalists that



Fortress: available on Game Boy Advance.









Virtually Maybe

VF4 Coming To Dreamcast After All?

UPDATE

After bringing you a glut of exclusive screenshots and details of AM2's upcoming Naomi 2 fighter *Virtua Fighter 4* last month, along with the bad news that it probably wouldn't be seeing the light of day on the Dreamcast, we've discovered that there might be a glimmer at the end of the tunnel after all.

Fight On

In a recent interview with the Japanese *Dreamcast Magazine*, Yu Suzuki commented that there is still a chance the game will appear on the Dreamcast, but it would depend on two factors. So what stands between the Dreamcast and beat-'em-up heaven? Well, Suzuki stated that the game will only appear on the console if the graphics are in no way compromised and if Sega of Japan approves its release. So, chances are we will be seeing *VF4* on Dreamcast considering the capability of the console and the fact that Sega of Japan would be off its rocker not to want the game on its own system. We can live in hope anyway. For now just satisfy yourselves with these gorgeous new in-game screenshots and pray.







The level of detail is much more impressive than in VF3tb.



Pai gets ready for a bit of girl on boy action. Kinky...

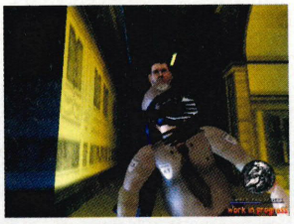
Night

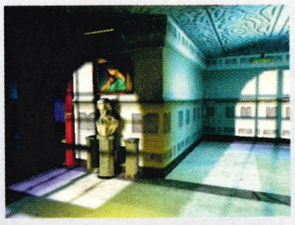
we are, we dropped a friendly line to the folks at Promethean Designs to see what the score was... and it wasn't good.

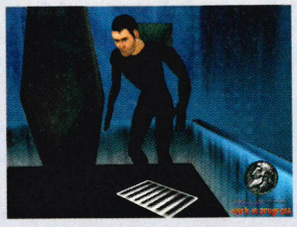
Thieving Gits!

After some umm-ing and ahh-ing we managed to squeeze out of them that development on the Dreamcast versions of the games had been terminated and that the company would be concentrating on developing them on 'next-gen' platforms. So what's the Dreamcast if it's not 'next-gen'? Anyway, with a little bit more digging we've managed to discover that *Fortris*, or *Fortress: The Evolution* as it's now known, will be putting in an appearance on Nintendo's Game Boy Advance. As for *Picassio*, we can only guess that the Xbox and PS2 lie ready and waiting for it with open arms. Goddamn it!











"Dreamcast versions of the games have been terminated"



Lost Souls

Namco Sticks The Sword In

Right. We're not sure how to break this to you as painlessly as possible, but Namco has gone and confirmed our worst fears this month. Yep, *Soul Calibur 2* will never see the light of day on our favoured box of wonders. Sorry guys. Instead it will be headed towards Sony's PlayStation2 – well, it does need a decent game, after all. You know how it is, s**t happens. For now just console yourselves with some shots of the greatest beat-'em-up ever...





"Soul Calibur 2 will never see the light of day on our favoured box of wonders"

UK Charts Update

sponsored by EB.uk.com electronics boutique

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

UK Release Schedule

Game	Publisher	Price	Release
Giant Killers	AAA Game	£24.99*	20/04/01
Daytona USA	SEGA	£TBC	20/04/01
18Wheeler	SEGA	£34.99*	20/04/01
Worms World Party	Virgin	£24.99*	27/04/01
The New Tetris	Ubi Soft	£TBC*	27/04/01
Stupid Invaders	Ubi Soft	£34.99*	04/05/01
Dragon Riders	Ubi Soft	£34.99*	27/04/01
Spider-Man	Activision	£TBC	01/05/01
Half-Life	Havas	£34.99*	01/05/01
Evil Dead: Hail to the King	THQ	£39.99*	01/05/01
Evil Twin	Ubi Soft	£39.99*	01/05/01
Conflict Zone	Ubi Soft	£TBC	01/05/01
Black & White	SEGA	£TBC*	01/05/01
Confidential Mission	SEGA	£39.99*	25/05/01
Sonic Adventure 2	SEGA	£TBC	23/06/01
Crazy Taxi 2	SEGA	£39.99*	06/07/01
Out Trigger	SEGA	£TBC	20/06/01
Heroes of Might & Magic III	Ubi Soft	£34.99*	01/06/01
Stunt GP	Eon	£34.99*	01/05/01
Soldier of Fortune	Ubi Soft	£TBC	11/05/01



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

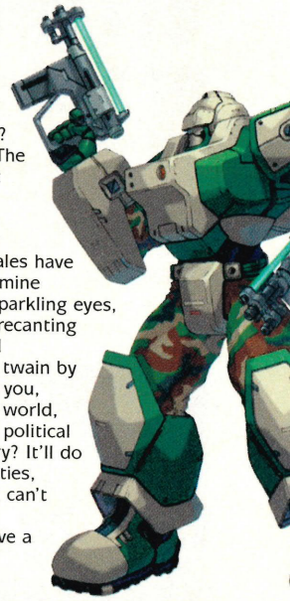
Check out EB's Web site at: www.EB.uk.com for amazing savings on Dreamcast games!





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... Online Hibernation



What has happened to all the DC owners? Have you abandoned the machine since 'The Announcement' was made? On first glance it seems like it. Hardcore Dreamcast sites are quiet. The chatrooms and forums are barely breathing. Wind is whistling down the lonely streets... but in actual fact, our Dreamcast sales have sky-rocketed... hmmm. When a colleague of mine turned up at work late, with red, tired, yet sparkling eyes, all became clear. Especially when he started recanting tales of new-found friends, treasures beyond comprehension and mighty dragons sliced in twain by his mighty blade. *Phantasy Star Online's* got you, hasn't it? You've traded the dreary, dirty real world, with its Foot and Mouth, its murders and its political sleaze, for a world of heroes, magic and glory? It'll do you no good you know. You have responsibilities, jobs, children, schoolwork, and partners. You can't stay in there forever.

So get outside, take a deep breath and have a look at the beauty of the real w... oh sod it, anyone wanna join my team?

Top Ten Sellers On EB.uk.com

All you Dreamcasters have still been reaching for the stars. And when a game's this good...

Position	Game	Price	DM Rating	Issue
1	Phantasy Star Online	£34.99*	90%	19
2	Dave Mirra Freestyle	£14.99*	74%	16
3	Hidden and Dangerous	£18.99*	92%	12
4	Vanishing Point	£34.99*	82%	19
5	Metropolis Street Racer	£19.99*	96%	15
6	Grandia 2	£34.99*	91%	19
7	Shenmue	£34.99*	85%	16
8	House of the Dead II with Gun	2 £52.99*	91%	01
9	Soul Calibur	£24.74*	94%	02
10	F355 Challenge	£18.99*	91%	14







Board? competition

What, even more games up for grabs? You betcha! Sonic Shuffle is up for grabs this month and, as always, all you have to do is answer a simple question to win yourself a copy of the latest in the long line of games to feature SEGA's mascot! If you think you know the answer to the tough little question below, get yourself an envelope or postcard and send it to the usual address, marked 'Five Knuckle', making sure that it gets to us no later than 1 June.

Q. When will Sonic Adventure 2 be released in the UK?

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.








Two Out Of Three Ain't Bad....

UPDATE

Will Alien Front Online Deliver?

Wow's stonking online shooter has crept a little further towards the inevitably massive preview stage. Whilst code has been delayed, SEGA did manage to send us these rather tasty screenshots to keep us happy until we get to play it ourselves.

As you can see from the shots, it's all looking a bit lovely. Wow has spent the last couple of months tweaking the gameplay and graphics engines in tandem, whilst also ensuring that the online play works a treat. Well, in the States, that is. Over here in the UK there has been something of an about-face regarding Internet gaming. SEGA has remained tight-lipped about the future of online gaming and in some cases we've even heard rumours that some titles might have been quietly canned...

That said, it's very much a case of 'waiting and hoping' whilst we savour the visual splendour of a game that might, just might, be an online gaming masterpiece...



Hey check out that poster – it's one of the Dreamcast's worst game. Blow it up!





Ever wondered what happened to all those games that we went on about like harpies way back in the day? In this new section we look back on all those titles that went missing in action and never made it to Sega's box of wonders.

MISSING

Exactly what happened to the Dreamcast version of Dronez, from Italian-based developer Zetha Gamez, is anyone's guess. It was looking mighty fine when we last saw it back in issue 6, and was loosely described as a 'futuristic sports title'. Taking place in the confines of space, a new sport had been developed as the only remaining sporting entertainment for the survivors of Earth... and it was deadly. Requiring you to jump from platform to platform while avoiding your opponents' attacks and firing off your own, a game of speed and skill was very much in the offing. A little different, we think you'll agree, but it's one game we're all going to have to do without, unless you're thinking of getting an Xbox...

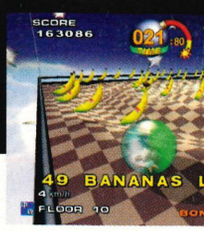
NO FLASHY SLOGANS...



TOTAL GAMES .net

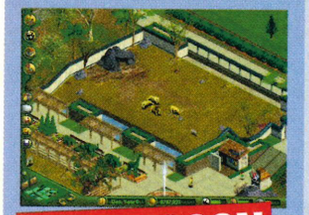






PC DC PC Games Heading For Dreamcast

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



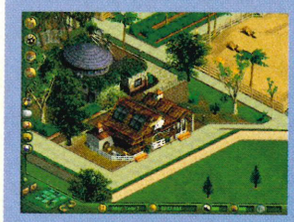
ZOO TYCOON

Guilty Parties
Microsoft/Blue Fang

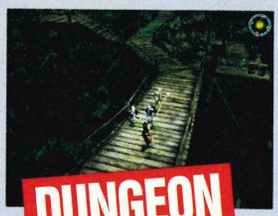
What's It All About?
Ever fancied keeping a zebra in your back garden? Well, you can't – so they've come up with *Zoo Tycoon* instead. It's basically like *Theme Park*, but with the added attraction of having to look after a variety of animals as well. Give them food, clean up their poo... eee, it's all in a day's work for a zookeeper.

When's It Coming?
Probably never, although you can always live in hope we guess. It'd be great to finally get something along the lines of the *Theme Park/Sim City* series on the Dreamcast, but that'll never happen now that it's nearly dead and buried.

The Bottom Line
We're all going to the zoo tomorrow, zoo tomorrow, zoo tomorrow...







DUNGEON SIEGE

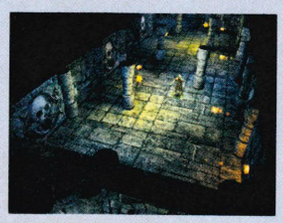
Guilty Parties
Microsoft/Gas Powered Games

What's It All About?
Well, isn't it obvious? When it comes down to adventuring, treasure is everything – thus you're compelled to hack through all manner of orcs, goblins and other nasties in the quest for it. Put together your party of up to ten characters, grab the biggest sword you can find and off you go...

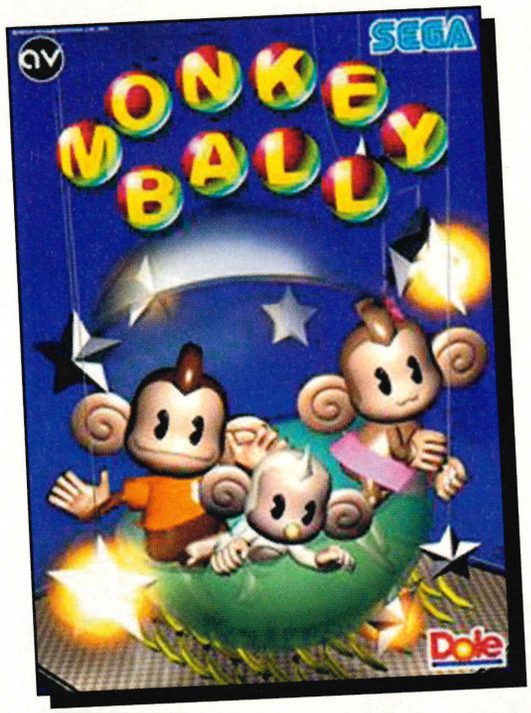
When's It Coming?
Okay – how about never? It's something we'd love to see on our precious white box but as an Xbox version is in the works as well, we doubt you'll ever catch this one heading our way. Bummer.

The Bottom Line
Hey there, Mr Evil Goblin King – say hello to my little (but still rather sharp and pointy) friend...





Monkey See, Mon



Sega Monkey Balls Around

If you checked out our mini-feature on the AOU Show in last month's issue then you will have seen the latest offering from Sega stalwarts Amusement Vision, the fantastically entitled *Monkey Ball* [insert your own witty pun here]. For those of you who didn't – what's your excuse?

Aping Around
Developed by the team behind *Planet Harriers* and running off the Naomi GD-ROM system, *Monkey Ball* was arguably one of the highlights of the show. In the game you take control of one of three monkeys – Aiai, Meemee or Baby – who have to roll around in a monkey-sized Perspex ball collecting every one of the hundred bananas scattered around the levels. But it's

Golf Drives On

Dynamic Golf To Tee Off On Dreamcast

Another game on show at last month's AOU Show in Japan was WOW Entertainment's rather tasty looking *Dynamic Golf*. The question is, however, whether this is one and the same as the upcoming Dreamcast game *Virtua Golf*. The fact that the game runs off the Naomi GD-ROM system, like *Confidential Mission*, would suggest that it could well be, as a conversion would be relatively pain free and cost effective. When we spoke to a Sega representative they couldn't say either way so read in to that what you like, but we have our suspicions. In any case there's no denying that the Dreamcast is in need of a top quality golf game and if this really is *Virtua Golf*, we're all in for a treat as it looks absolutely stunning.

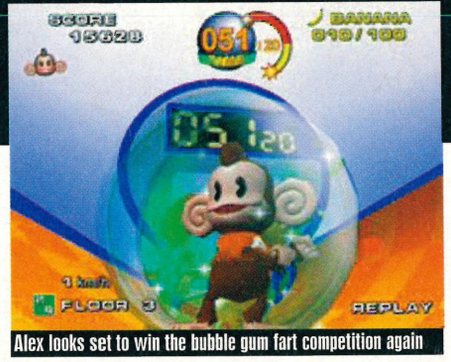


"There's no denying that the Dreamcast is in need of a top quality golf game"









Alex looks set to win the bubble gum fart competition again

key Do

not quite as easy as it sounds as the 100 levels are maze-like in their design, plus they're floating in space, so you can't afford to be reckless. Needless to say, according to all reports, it's fantastic fun to play, aided and abetted as it is by the rather novel banana-styled joystick!

So when can we expect to see the game hitting the UK shores in arcade form? Well, Sega has yet to confirm anything but we reckon that it won't be too long before we're all going loopy over it. As for a Dreamcast port, our spies have it that the team behind the game is currently considering the option, although nothing has been confirmed either way. That said, the team has stated that if it does happen it will have a bunch of extras including an Original mode – sounds like they've already decided to us.

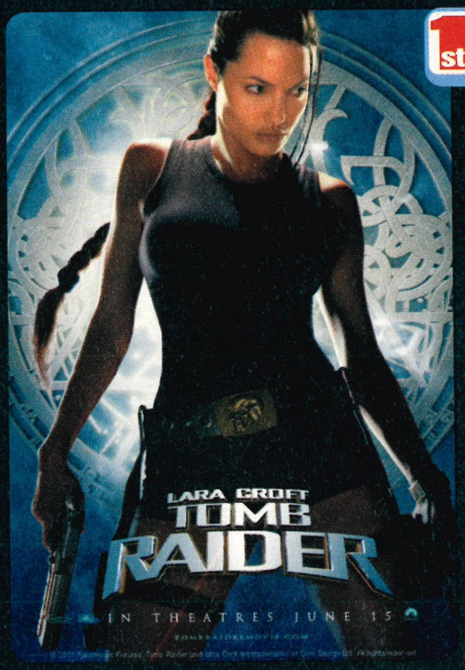
"It's fantastic fun to play, aided and abetted as it is by the rather novel banana-styled joystick"





Raiders Of The Lost Ark

Tomb Raider Poster Revealed



1st LOOK

> With the filming of the *Tomb Raider* movie all done and dusted now, it's time for the promotional campaign to start gearing up for the film's summer release. And it all starts here, with the release of the official film poster which, funnily enough, has Angelina Jolie (aka Lara Croft) looking rather sultry, in an incredibly sexy kind of way. Now drool! Okay, enough of that – let us tell you about the plot of the film. Actually, we don't need to tell you that as you can probably work it out for yourselves... well, you can if you've ever played a *Tomb Raider* game. Anyway, we've got more important business to attend to – like getting ourselves tickets for the premiere!

"As for the plot... well, you can probably work it out for yourselves"

Doing It Doggy Style

Sega Walks The Dog

UPDATE

> You might remember reading about Sega's latest masterfully original arcade game *Inu no Osanpo* (or *Walk The Dog* in English) in last month's AOU feature, and probably thought that we were taking the piss. Well, it's totally true and we've got the screenshots to prove it!



Walkies!

In the game you have to take a virtual dog for a walk (funny that) through a posh Japanese suburb, making sure that it stays happy along the way. The dog's mood varies depending on how fast you're walking, and whether you allow it to have a good sniff around, take a leak and all that sort of thing, all the time making sure it doesn't get run over. The action takes place on a treadmill, meaning you get the added bonus of getting a decent workout for your 100 Yen... so yes, another totally mad Japanese game. Needless to say, there's absolutely no chance of the game ever seeing a Western release – not that we're complaining, mind.



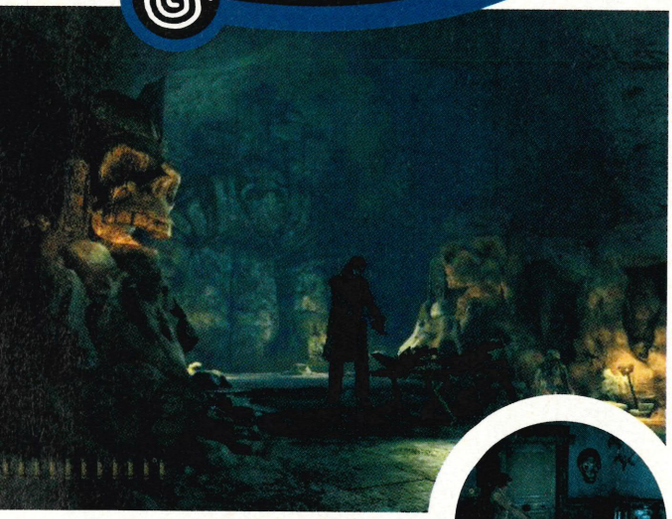


"Fear not, there's no chance of the game ever reaching British shores"

NO EMPTY PROMISES...

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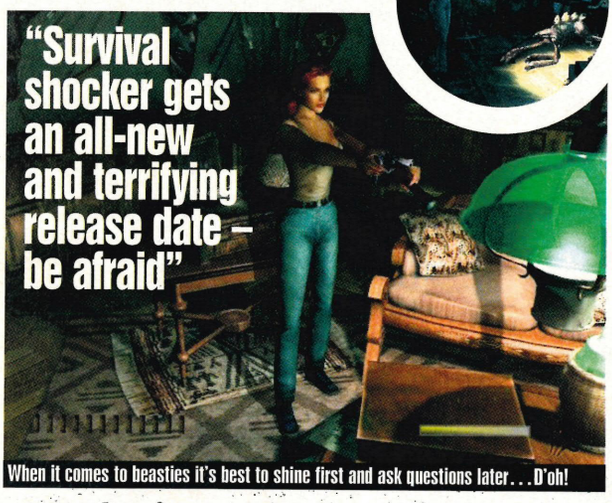
newscast







In France, No-one Can Hear You Scream...



When it comes to beasties it's best to shine first and ask questions later...D'oh!

Alone In The Dark 4 In Release Date Shocker!

UPDATE

It's been a pretty bad month for Dreamcasters all in all. Games seem to have been dropping like flies – well, the ones that weren't likely to be any good, anyway – so it's good to see that some titles are actually going to be released earlier than expected. In-between fraternising and conquering, the friendly PR people from Infogrames took time out from their *very* busy schedule to show us both *Unreal Tournament* and the latest version of *Alone In The Dark: A New Nightmare*. The results of our extensive and exclusive play of *Unreal* can be found on page 26 but you'll have to wait until next issue for our massive preview of the survival shocker. To whet your appetite, here are some rather tasty all-new screenshots to keep you happy. Make sure that you are back here next month, y'hear?

Et tu?

We love everyone in the whole wide world. However we do find it ever-so-slightly scary that the French like to eat horses. Surely that can't be natural. I mean what about Black Beauty and Red Rum...

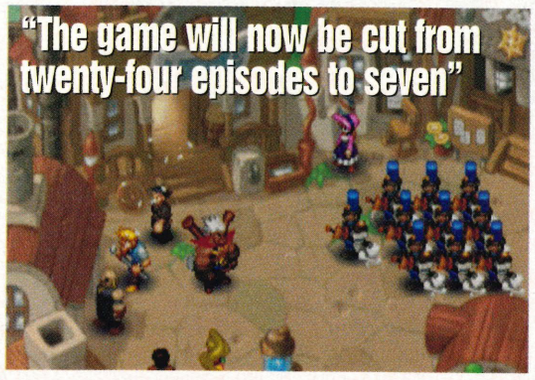


Gate Shuts On Capcom

El Dorado Gate Ends Early

UPDATE

With Sega's recent announcement concerning the future of the Dreamcast one game more than any other was going to be affected, and that's Capcom's serial RPG *El Dorado Gate*. Originally planned for twenty-four chapters, Capcom has this month announced that it will now be cutting the game down to a miserly seven episodes as a result of Sega's new plans. So far only four chapters have been released, with the final instalment being released on 10 October, coincidentally the game's first anniversary. However, this doesn't mean that gamers will be left hanging without a conclusion as Capcom will be re-working the story so that episode seven will provide a satisfactory ending.

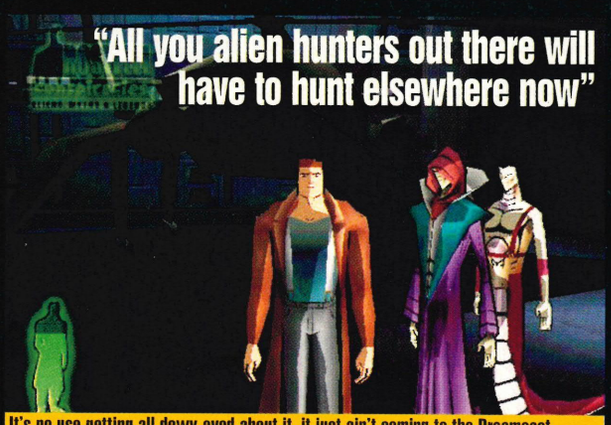


Another One Bites The Dust

Roswell Conspiracies Canned

Sad news filtered through from Ubi Soft this month regarding one of the games it picked up with its acquisition of Red Storm last year. Unfortunately, *Roswell Conspiracy Theories* won't be seeing the light of day on the Dreamcast, although it will still be making an appearance on the PlayStation and Game Boy Color. Of course, this is another blow for the Dreamcast, especially considering that Ubi Soft is one of the remaining third-party developers that is still actively supporting the system. It's an even greater shame because from what we'd seen of the game it was looking pretty impressive. Oh well, another one bites the dust.





It's no use getting all dewy-eyed about it, it just ain't coming to the Dreamcast...

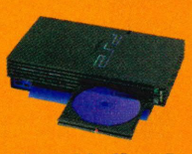
JUST 100% GAMES

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THE UK'S PREMIER VIDEOGAMES WEBSITE


Dreamcast

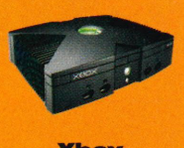

PSone

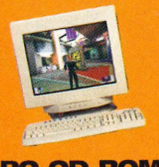

PlayStation2


GameCube


Nintendo64


Game Boy


Xbox


PC CD-ROM

WWW.TOTALGAMES.NET

newscast

America Loses Out

Sega Of America has announced that the much talked about but little seen *Take The Bullet* from the Scotland-based developer Red Lemon will not be making an appearance in America. A spokesman for SOA stated that: "There are currently no plans to release *Take The Bullet* in America. It is a strictly European title that was not considered for a US release."

Bargain Basement

Once again we've been out and about hunting down all the very best Dreamcast deals for you...

ON THE INTERNET

www.toysrus.co.uk

> Here's a deal you'll be hard-pushed to better. How does a Dreamcast, *Ferrari 355 Challenge*, *Ducati World*, *Who Wants To Be A Millionaire?* and a steering wheel for just £150 sound to you, because it's sounding pretty good to us.

www.ukgames.com

> Another site well worth a visit is www.ukgames.com – not only are there loads of cheap games and good offers, but there are also some rather good bundles to pick up. Get a Dreamcast, *Soul Calibur*, *Tomb Raider 4*, *Sega Rally 2*, *WWF Attitude*, *Sonic Adventure* and *Chu Chu Rocket!* for the bargain price of £109.99.

ON THE HIGH STREET

Game

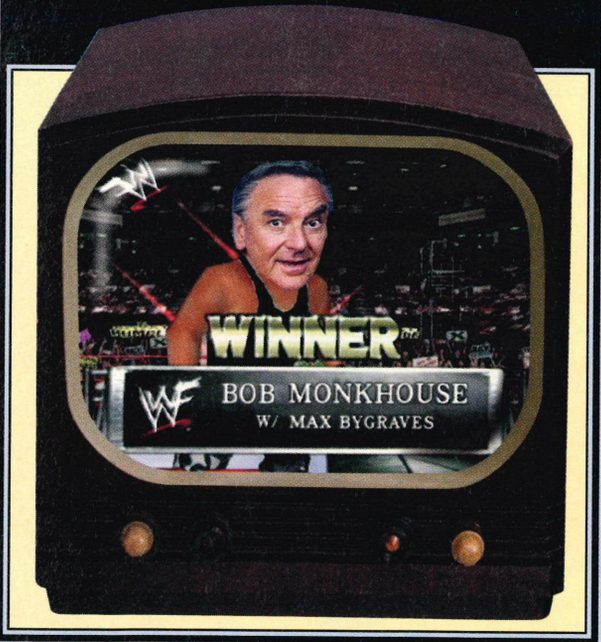
> With its current 'Splat The VAT' promotion going on, there's nowhere better to go shopping for your games – that's 17.5% off the usual price, in case you didn't already know. Add to that some already dirt cheap games (*MDK2* for £9.99, anybody?) and you have some serious bargains on tap.

All prices are correct at time of going to press.

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

Number 004 **WWF Royal Variety Performance Rumble**

> B-list celebrities in lycra duke it out in the squared circle for the chance to host two hours of bad singing and crap comedy. Do you smell what the Bob is cooking?









Stars Strike Again

PSO Version 2 To Be Released With Extras

So you've had *Phantasy Star Online* for a couple of months now and you've done everything that you can find to do in the offline mode of the game, leaving you to simply wander around online. Well fear not, as help is at hand and better still, it's going to make the game even better.

Star Gazing

Released in Japan on 15 May is the *Phantasy Star Online Version 2* append disc that we mentioned last month and it has a whole bunch of goodies locked into it. As well as two whole new levels – Temple and Spaceship – along with a couple more bosses, it also has three brand new modes of play. There's a Battle mode for scrapping with other players online, a Scavenger Hunt game and a cooler-than-cool Capture The Flag game. How about that then? Also included on the new version are a whole bunch of new Mags, including Sega console Mags, as well as a new difficulty setting, Ultimate, which will allow you to power up to a whopping level 200. Add to that a load of new weapons, items and monsters and a great game definitely just got greater.

We would like to point out, though, that this is not a full blown sequel, purely an update to the original and as yet no European release date has been confirmed, although we're sure that it'll only be a matter of time. Just make sure you read DREAMCAST MAGAZINE next month for all the latest details.



Arcades Coined Out?

Arcade Business Falters







The future of the arcade business was thrown into relative confusion this month with various reports flying around the Internet that two arcade giants would be pulling out of the arcade market. Reports that both Capcom and Midway would be making announcements regarding their respective future's in the arcade market only added to the speculation, although on going to press no such announcements had been made by either company.

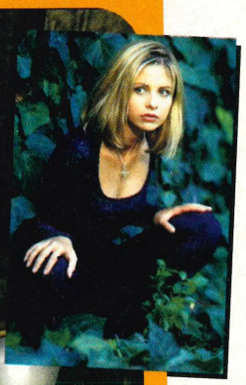
Dead & Buried?

It's no secret that the arcade industry is going through a bit of a rough time at the moment, with sales of arcade games down from 80,000 a few years ago to a paltry 5,000 for Capcom. It is also known that Capcom will be focusing on games for home consoles rather than for the arcades, although the company won't be quitting the arcade industry entirely. In regards to Midway, the company announced a poor financial return for 2000 and as a result around 60 staff have reportedly been made redundant from the company's coin-op division. Read into all this what you like, but it sure doesn't look good for the arcade industry any way you look at it. Let's just hope that Sega and Namco don't come out with any shock announcements in the next month or so.

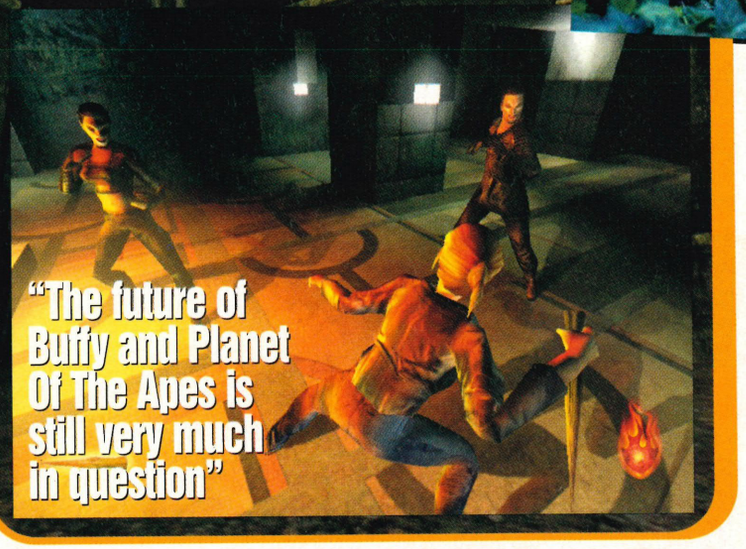


A Foxy Business

Buffy's Future In Doubt



> The future of the two remaining Fox Interactive Dreamcast titles, *Planet Of The Apes* and *Buffy The Vampire Slayer*, was still unclear this month. Because of Fox Interactive's new focus on development rather than publishing, the company is currently looking for a publisher for both games, although it was quick to say that both were still in development for the Dreamcast. According to the company's Director of Public Relations, Angela Emery, "Everything is up in the air pending new co-publisher agreements. It will be the choice of the new publisher to announce platform plans for the games they are working with us on." Cross those fingers everybody...



"The future of Buffy and Planet Of The Apes is still very much in question"



Hmmm... isn't that just the original dragon breathing ice?

"As well as two whole new levels the game also has three brand new modes of play"









Could this be one of Midway's last arcade titles?





"If current rumours are to believed things aren't looking good for the arcade industry"





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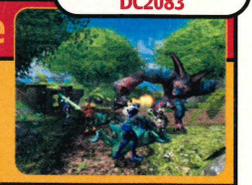
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Phantasy Star Online



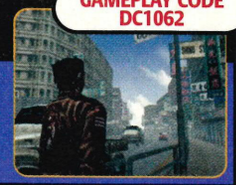
This is the first ever Japanese developed **online R.P.G.**, so at last the genre will see the end of beards and sandals and get Final Fantasy-style coolness instead. Just ignore the spelling.

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GAMEPLAY CODE DC1062

Shenmue



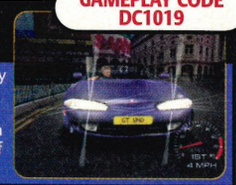
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The official Dreamcast joypad is a rather nice bit of kit with two upgrade slots for VMUs and the like. It's also the first controller to have analogue shoulder buttons as standard.

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Official Dreamcast Keyboard



GAMEPLAY CODE DC0103

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If you want to avoid going insane while typing e-mails using a joypad you've got to get a keyboard. It also comes in handy while playing Quake III and Phantasy Star Online.

Official Dreamcast Mouse



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If you want to surf the web like a pro then you're going to need a mouse. As any PC owner will tell you, they also come in terribly handy when playing games like **Quake III Arena!**

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Visual Memory Units are cool, but they're also expensive. If you just want to keep your saves safe go for this instead. 4MB means there's plenty of space for all your games.

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Phantasy Star Online

Import Charts

Finally, *Phantasy Star Online* has been knocked off the top spot in Japan! Mind you, the fact that *Sakura Wars* is there instead rather puts a downer on things...

Japanese Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	–	Sakura Wars 3	Sega	–
2	3	Fire Pro Wrestling D	Spike	87%
3	1	Phantasy Star Online	Sega	90%
4	4	Daytona USA 2001	Sega	91%
5	–	Last Blade 2	SNK	–

US Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	–	Daytona USA 2001	Sega	90%
2	–	Unreal Tournament	Infogrames	–
3	–	Record Of Lodoss War	Crave	81%
4	3	Soul Calibur	Namco	94%
5	1	Phantasy Star Online	Sega	90%

Import Release Schedules

JAP Release Schedule

Title	Publisher	Date
Sports Jam	WOW	April 2001
Canvas	NEC	April 2001
Happy Lesson First	Datam	April 2001
Marie and Elle's Ateliers	Gust	April 2001
Ring Age	Takuyo	April 2001
Sakura Wars 3	Sega	April 2001
Romance of 3 Kingdoms VI	Koei	April 2001
Sonic Adventure 2	Sega	23 June
El Dorado Gate Chapter 5	Capcom	6 June
El Dorado Gate Chapter 6	Capcom	8 August
El Dorado Gate Chapter 7	Capcom	10 October
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
The Mummy	Konami	April 2001
Stupid Invaders	Ubi Soft	April 2001
Commandos 2	Eidos	May 1
Dreamcast Broadband Adapter	Sega	May 10
Gorka Morka	Ripcord	May 15
Crazy Taxi 2	Sega	May 2001
Soldier of Fortune	Crave	May 2001
Stunt GP	Infogrames	May 2001
Alien Front Online	WOW	May 2001
Half-Life	Sierra	May 2001
Black and White	Lionhead	Q1 2001
Boarder Zone	Infogrames	Q1 2001
Evil Twin: Cyprien's Chonicles	Ubi Soft	Q1 2001
HydroSport Racing	Mattel Interactive	Q1 2001
Virtual Pool 3	Interplay	Q1 2001
Woody Woodpecker Racing	Konami	Q1 2001
Unreal Tournament	Epic	June 2001
Sonic Adventure 2	Sega	July 2001
Legacy of Kain: Soul Reaver 2	Eidos	August 2001
AITD: The New Nightmare	Infogrames	Sept 2001
Out Trigger	Sega	Sept 2001
Floigan Brothers	Sega	Sept 2001

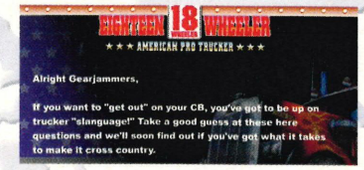


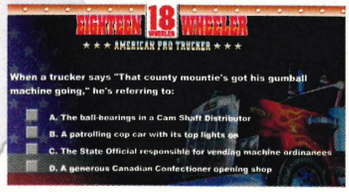
US news

Dan Francisco, the man with the plan, tears himself away from his burger to bring us all the latest gossip from across the pond...

Can You Handle It?

18Wheeler Sweepstakes Launched





With the release of AM2's *18Wheeler: American Pro Trucker* now only a matter of weeks away, Sega has launched an all-new competition via Sega.com. The 'What's Your Handle?' sweepstake, as it's being called, gives anyone logging on to Sega.com the chance of winning a copy of the game and, better still, the full-sized arcade machine. All you have to do to have a chance of getting your hands on these great prizes is answer a number of questions based on trucker speak. It sure isn't as easy as it looks though, unless you've been a trucker before! The closing date for the competition is 15 June, so you'd better get a move on if you fancy your chances.

A New Millennium Begins

New Gaming Network Launched



With the recent cull of staff at both Sega America and Sega.com it seems that ex-employees haven't been hanging around doing nothing. Brad Huang, former CEO of Sega.com, and Lynn MacConnell, the former Chief Technology Officer at the company, have been busying themselves launching an all new multi-platform gaming network called New Millennium Entertainment, with the express aim of providing a high-speed low-latency network.

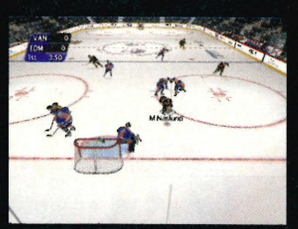
In a recent announcement Huang said that: "New Millennium is the antidote to generic Internet connections plagued with network lags that make online gaming nearly impossible. We will provide – online and in real-time – gaming at the speed of light, giving gamers the bandwidth necessary for an uninterrupted, competitive experience that maximises what gaming is about – intensive graphics, non-stop fast action and real-time command response." While this might not pose any threat to the Sega.com service, it's certainly an ambitious project which, if it works, will do wonders for online gaming.

"It's an ambitious project which, if it works, will do wonders for online gaming"

Ice, Ice Baby

Hockey Heads Online





With *NBA2K1* and *NFL2K1* still riding high in the American charts and doing SegaNet the world of good it'll come as no surprise to hear that the upcoming *NHL2K2* looks set to go the same way.

The first game in the series might not have been the best ever but this time around it looks to make amends through the addition of full online play. Following in the illustrious footsteps of the aforementioned titles, *NHL2K2* will empower gamers across the US with even more online gaming goodness. On top of that the game has also undergone a graphical enhancement with characters now having a number of facial expressions, ideal for all those angry outbursts.

"NHL2K2 looks to empower players across the US with even more online gaming goodness"



Taking time out of her hectic schedule, Tomomi Yu serves up all the latest news from Japan for you to devour.

A Song For DC

SegaKara Released

Just when you start to think that the Dreamcast might be dead and buried in Japan, along comes something to stir up the console market... and that something is the recently released SegaKara.

Everyone knows just how mad the Japanese are for a spot of karaoke, so to capitalise on this Sega has released its very own karaoke add-on for the Dreamcast. Yep that's right, not only is the Dreamcast a games machine and an online portal – it's now a karaoke machine too. Whatever next for Sega's box of dreams?

"Not only is the Dreamcast a games machine – it's now a karaoke machine too"



Evil Hits Out

Capcom Celebrates Its Evil Doings

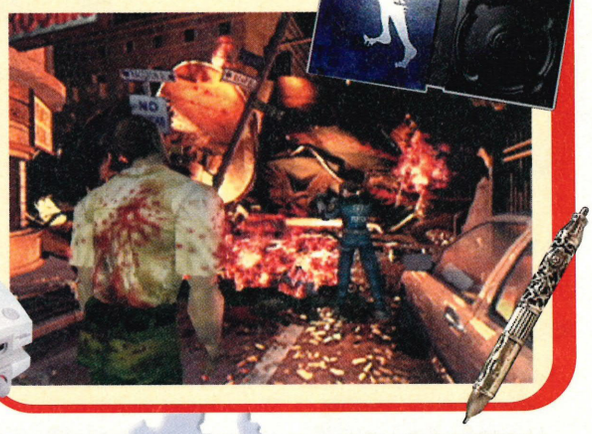
To celebrate the fifth anniversary of the massively successful *Resident Evil* series, Capcom has released a rather special limited edition pack over here in Japan going by the name of *Nightmare Returns*. It's gonna cost you, though – 28,000 Yen, to be precise.

Evil Is Coming

So what do you get for your money? Well, a surprising amount really. As well as copies of *Resident Evil*, *Resident Evil 2*, *Resident Evil 3* and *Code Veronica: Complete* anyone buying the pack will also get a copy of *Weskers Fifth Anniversary* and a *Devil May Cry* demo. But the goodness doesn't stop there as also tucked away in there is a rather cool ballpoint pen, a key ring, a silver ring and some dog tags. The ultimate treat, though, is that the whole lot comes in a rather swish silver chrome briefcase, making it a veritable feast of goodies for any *Resident Evil* fan.







Dreamcast Sales Rocket

Price Cut Does The Job

It's been a well known fact that over the last few months – okay, the last whole year – the Dreamcast hasn't been doing too well over here in Japan, but things took a dramatic change for the better this month.

As a result of Sega's price-cut to a mere 9,900 yen (roughly £60) last month, sales of the Dreamcast went through the roof, even outselling the ever popular PlayStation2. Dreamcast sales exceeded 40,000 in just one week and to give you an idea of scale, that's about as many as had been sold in all of January and February. In comparison only 38,586 PS2s made it through the door, so the price cut seems to have done its job – but is it too little too late for Sega?

"Sales of the Dreamcast went through the roof, even outselling the ever-popular PlayStation2"



Sales Ending Week 26 February To 4 March

Hardware	Estimated Units Sold/wk	Estimated Units Sold/yr	Market Share
Psone	4,413	63,291	3.9%
PlayStation2	38,586	391,480	33.9%
Dreamcast	40,497	81,221	35.6%
Nintendo 64	2,118	30,206	1.9%
Game Boy Color	21,628	273,722	19.0%
Neo Geo Pocket	421	7,644	0.4%
WonderSwanColor	6,136	112,198	5.4%

Traveller's Checks



Space Harriers On The Phone

Sega's partnership with the mobile phone network NTT DoCoMo is now up and running without any problems, and the company is beginning to add new games to the list already available. With *Chu Chu Rocket!*, *NiGHTS* and *Samba De Amigo* already available, the illustrious *Space Harrier* has now been made available for mobile gamers – those lucky things! Now where's that Dreamcast port of *Planet Harriers*?





Sega Goes It Alone

Sega's presence at this year's Spring Tokyo Games Show might have only been to show off a few PC games, but that's not to say it was shunning its forthcoming Dreamcast titles. Hell no. Instead the company held its very own show on 14 and 15 April, going by the name of GameJam. Games on show included *Shenmue II*, *Crazy Taxi 2*, *Sonic Adventure 2*, *Phantasy Star Online Version 2*, *Out Trigger*, *Dynamic Golf* and *Gundam Battle Online* – a veritable feast of Dreamcast gaming, we think you'll agree. For a full report on the show, check back with Tomomi Yu next month.

Web site: www.infogrames.co.uk









Unreal Tournam

Not long now... we've played the final version of this Quake III Arena beater and it kicks arse, big time!

You ask and we deliver – after several months of you 'orrible lot demanding that we show you more of *Unreal Tournament* (the game that has the potential to knock *Quake III Arena* clear off the podium as the best first-person shoot-'em-up on the Dreamcast), we have at last got hold of the final preview code. It's as close to the finished product as you can get – aside from the fact that we can't review it until next month... damn those bods at Infogrames! What's more, we've played it to death. Suffice to say, we were more than a little impressed...

Of all the things that we've noticed about *Unreal Tournament*, having played the game in all its glory for well over a month, the most remarkable feature is just how fast it all is. The single-player mode flies along at an astounding rate (even with a whole swarm of bots on the screen at the same time... sucks to you, PlayStation2 version!) but switch over to the split-screen four-player mode and things seem to speed up, despite four people all playing at the same time. Plus, there's none of the reduction in detail that *Quake III Arena* exhibited – all of the levels are selectable to battle it out over, while the weapons remain visible in their fully-destructive glory... no dodgy icon pick-ups here, matey!

Killing Spree!

What *Unreal Tournament* offers over the now ageing *Quake III Arena* is a considerable increase in... well, everything. The weapons are bigger and nastier, there are tons of different character's skins to choose from (whereas the ones in *Quake III* were simply the same ones in different colours) and even better, there are over 60 – yes, 60 – different levels to frag each other on. The varying game modes of straightforward Deathmatch, Team Deathmatch, Domination (the team in control of the level for the longest wins) and Capture The Flag also provide enough flavour to keep you from getting bored for a very long while indeed.

Despite a few delays, Infogrames now seems set on releasing the game in early June and has guaranteed us

softography

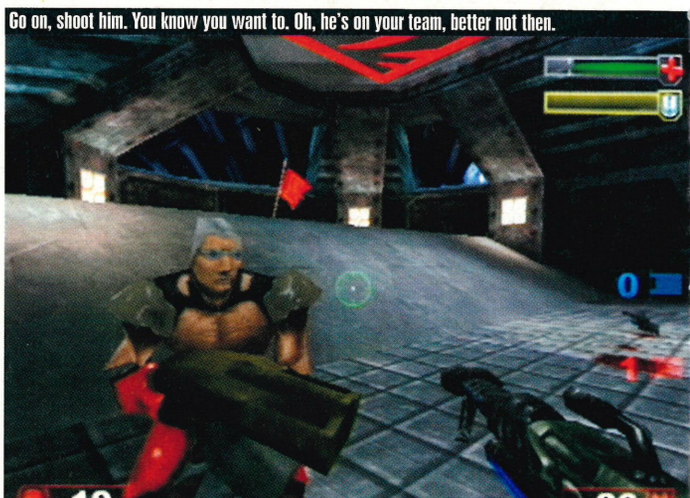
previous works>

- Looney Tunes Space Race
- Le Mans 24 Hours

Infogrames



"What Unreal Tournament offers over the now ageing Quake III Arena is a considerable increase in... well, everything"







To say that Unreal Tournament is one long killing-spree would be an understatement.





ent

that although it's not up and running yet, the network option of playing with up to seven other people online WILL be included when it arrives... not like in *Daytona USA 2001* (pah!). Rest assured, we'll be back here next month with an absolutely massive review especially for you. Hey, you can't say we don't provide...

essential information

Dreamcast magazine

PUBLISHER	INFOGRAMES
DEVELOPER	SECRET LEVEL
PLAYERS	1-8
% COMPLETE	90%
RELEASE	JUNE 2001

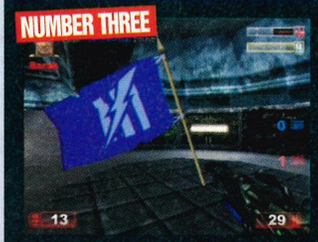
ANTICIPATION RATING 95%

THEY SAY: Number one FPS that'll set Dreamcasts on fire.

WE SAY: Stuff *Quake III Arena*... this is bigger, better and (most of all) much more violent. And we want it now, dammit!

The UT Top Three

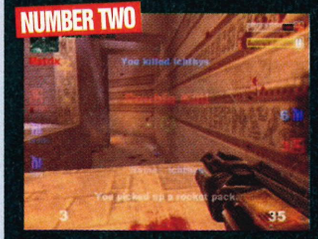
There are loads of things that we really like about *Unreal Tournament*, but here are our three favourite bits of all time...



NUMBER THREE

Capture The Flag

The ability to have up to four people on a team for CTF games is quite cool... but we still love the thrill of legging it back to your base with the flag (sirens blazing, of course) while the other side tries to blow your head off. Ace!



NUMBER TWO

Being Rewarded

You'd think killing so many people might earn you a reputation and in *Unreal Tournament*, it does – from being on a Rampage to earning Double (or even Triple) Kills, we can't be told enough that we're great...



NUMBER ONE

Head Shots!

Of all the weapons, our favourite has to be the Ripper. Sure, it doesn't fire rockets that can splatter entrails all over the nearby walls but those razor-sharp blades make for a rather high number of decapitation kills.







competition

Slam Dunk Da Funk!

Ten Copies Of NBA Hoopz Up For Grabs

With the superlative *NBA Hoopz* (Dreamcast Magazine, issue 20, 88%) hitting the shops this month we've teamed up with the game's creator Midway Games to give you lucky lot the chance of winning one of ten copies of the maddest basketball game you'll ever play. So, how do you go about winning one of these copies? Simple. Answer the following question and pop it in the post to the address below, making sure that it reaches us before 1 June. Then just cross your fingers...

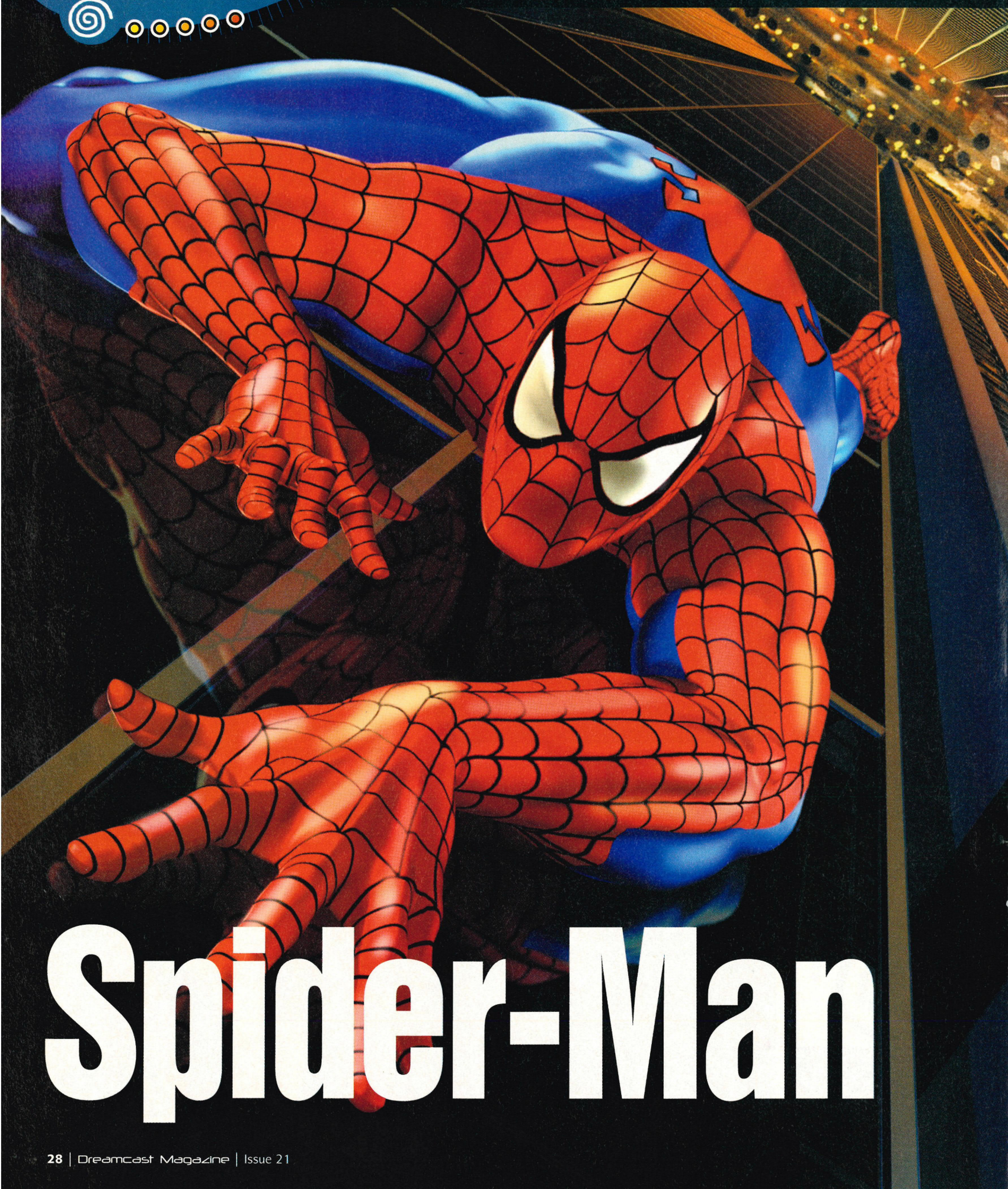
Q. What was the name of Midway's first madcap Dreamcast basketball game?

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 May.

Hoola-Hoopz
Dreamcast Magazine
Paragon Publishing Ltd
Paragon House
St Peter's Road
Bournemouth
BH1 2JS

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

Web site: www.activision.co.uk



Spider-Man



softography

previous works

- Tony Hawk's Skateboarding
- Tony Hawk's Pro Skater 2

Treyarch

Releasing the hostages in the bank can be tricky. Just make sure that you take out all the baddies!

He's the king of the concrete jungle but is the amazing Spider-Man about to come unstuck?

Of all the super-heroes, Spider-Man is best. For starters he doesn't have the dark, twisted fetishism of Batman, nor does he have a tendency to wear his pants outside his trousers like Superman (nor is he an alien, for that matter). No sirree, Spider-Man appeals because Peter Parker was just an all-American teenager (ie human) who happened to bitten by a radioactive spider. As we all know this led to Peter gaining the strength, speed and gained a sixth sense that warned him of any danger. And so it came to be that this plucky teenager became your friendly neighbourhood Spider-Man armed with a slinky suit, sticky hands and (thanks to his chemistry skills) vials of web fluid that enabled him to traverse New York city fighting crime.

And so it comes to pass that having wowed PlayStation and N64 owners, *Spider-Man* is about to punch, kick and swing onto the Dreamcast. Ordinarily we might be tempted to feel a little disappointed that lesser consoles have had their share of the gaming spoils first. However, as Treyarch – the developers of the far too addictive *Tony Hawk's Pro Skater 2* – are responsible for the game we know that when Spidey and co grace the Dreamcast stage it'll be mighty fine indeed and we're prepared to forgive them for

"For your money you get a 3D platformer and a beat-'em-up all spun together in an adventure-style game. Nice!"



Big Boss Men!

Where would a Spider-Man game be without a top selection of heroes and villains? Thus far into the game we have battled against Scorpion and Rhino, chatted with Black Cat and been told by Daredevil that he knows that Spider-Man is innocent (he's nice like that). However, with Doc Oc and Venom lurking in the background there's plenty more action to come!







Using a mixture of web fluid, brute force and furniture, eventually Scorpion will be defeated!





continued>

forecast

Web site: activision.co.uk



Always ensuring that you have enough web fluid is vital, not only to get about New York City but also to tie up the goons...

Webbing



Want an even bigger Spidey fix? Then Web slingers should be checking out www.marvel.com for all the latest info stories about all of your favourite Marvel Comics heroes including Spider-Man. Also worth a look is the all-new *Spider-Man* movie Web site (www.spiderman.sonypictures.com). Though obviously information is scant at the moment, you can bet that as the film nears completion all the exclusive piccies will be there first. Worth book-marking...





"The Dreamcast version looks almost as though the comic book has been shoe-horned onto a GD-Rom"

releasing it onto more established consoles first.

Spinning A Tale...

Like any good comic book, it's all about the contrived story line and here it's no different. Our valiant hero has been framed for a crime he did not commit (now there's an original one...). Naturally, Spider-Man has to find the culprit whilst avoiding both the evil henchmen and the New York Police Department (who in spite of the many good deeds that the web-slinging hero has performed over the years are, as ever, all too happy to believe that he's gone bad). This forms the backdrop for a variety of genres to be smacked together to form a gaming whole, meaning that for your money you get a 3D platformer and a beat-'em-up all spun together in an adventure-style game. Nice!

Highly Spun...

The early preview code, which looks tantalisingly solid, only includes the first three levels – there were six in the N64 and PlayStation versions, which were in turn sub-divided into 34 stages. However, we are hoping that the Dreamcast version might just have the odd extra bonus level or two to keep us all happy. Though we made only a brief foray into the game, what was on offer was more than enough to get our juices flowing. The three stages that we crawled through took Spider-Man across New York with the NYPD in pursuit, into a bank vault (to rescue hostages and prevent a bomb from destroying the bank) and even to a race across the city to rescue J Jonah Jameson (a thankless task if

Read All About It!

Just to further root *Spider-Man* back to its comic book origins, each of the levels are introduced by a series of mock comic covers. These also give an indication of the nature of the ensuing action...









ever there was one) from Scorpion. That done we were treated to a last cut-scene with the final twist: Doc Oc is pretending to be a reformed character (which is a euphemism in comic books for 'up to no good'). It becomes clear that to complete the game you'll have to find out who's behind it all and ultimately put whoever's responsible firmly behind bars.

Web Teaser

Obviously, being denied the chance to play through the game leaves the obvious questions about bonus levels or at the very least Dreamcast-only extras in the finished version unanswered, but what we have seen already is more than enough to get us very excited indeed. For starters it looks amazing. Even though we grudgingly admit that both the PlayStation and the N64 versions weren't bad, the Dreamcast version looks almost as though the comic book has been shoe-horned onto a GD-Rom for your gaming pleasure. For those of you who remember the cartoon series, it's as close to an interactive version of that as you are likely to find – gone are the pop-up and jagged edges of the ex-gen consoles and it's a big 'Hello!' to super-smooth super-heroes. The only gripe that we have at the moment is that the cut-scenes that intersperse the action are a little on the ropey side and seem at odds with the visual delights of the game. We're hoping that Treyarch intends to polish these up somewhat as they spoil the overall loveliness of the game.

Likewise, the audio effects are also tremendously atmospheric engendering the television series with not only the funky opening theme music but also the vocal talents of Stan Lee (the godfather of super-heroes) and the original cast members from the series. In terms of visuals and audio quality, Treyarch has done itself proud, creating the perfect environment in which Spider-Man and his compardres and rivals exist, but none of this matters a jot without a half-decent control system. Thankfully, *Spider-Man* delivers by the proverbial bucket-load. In a strange twist, it seems that Treyarch, having lifted the graphics engine from *Tony Hawk's Pro Skater 2*, has seemingly also ported a good deal of the ease of control that it honed in its previous games to ensure that Spider-Man's many special abilities are but a button press away. Consequently, even without a tutorial as such, players will be able to pick up the game and almost instantly get the web-crawler into action.

As it stands, Treyarch has the beginnings of a mighty fine game on its hands. Admittedly there are a few tweaks needed to the camera, and the exposition scenes could be a little better presented, but the look, feel and sounds of *Spider-Man* seem 100% authentic. All we can hope for now are a few bonus levels to keep us Dreamcasters happy. Come on Treyarch, you know it makes sense!

Ever One Super-Guy!

> Part of the mystique of Spider-Man are his many super-powers. Thankfully, Treyarch has ensured that gamesplayers have not been short-changed in any way. Take charge of Spider-Man and you'll be blessed with an amazing array of abilities!


He can crawl up walls!


Can attack from above!

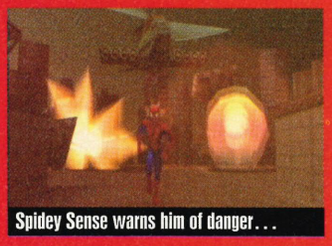

He can mince...


Looks sexy in tight-fitting clothes!


Can lift, er, plants...


Loves to swing through the city!


He knows Kung Fu!


Spidey Sense warns him of danger...


Can actually lift ten tonnes...


Catches villains in his web!

essential information

Dreamcast magazine

PUBLISHER	ACTIVISION
DEVELOPER	TREYARCH
PLAYERS	1
% COMPLETE	65%
RELEASE	JUNE 2001

ANTICIPATION RATING 90%

THEY SAY: The best action/adventure game based on the most recognized super-hero of all time
WE SAY: Our Spidey Senses are tingling! This is going to be one of best DC games of the year!

forecast

Web site: www.hitmaker.co.jp













It's A Hit

It won't come as much of a surprise to you to find that the team behind *Confidential Mission* are past masters at this whole arcade to Dreamcast conversion lark, as it's none other than Hitmaker. As well as masterminding the ports of *Crazy Taxi* and *Virtua Tennis* the team has also been responsible for the *Virtual On* series, *Air Trix* and *Segagaga*... oh yeah, and *Derby Owners Club 2000*, but we'll forget about that last one.







Confidential

Grab your gun and put on your tux – there's a world that needs saving. Welcome to the Confidential Mission Forces.

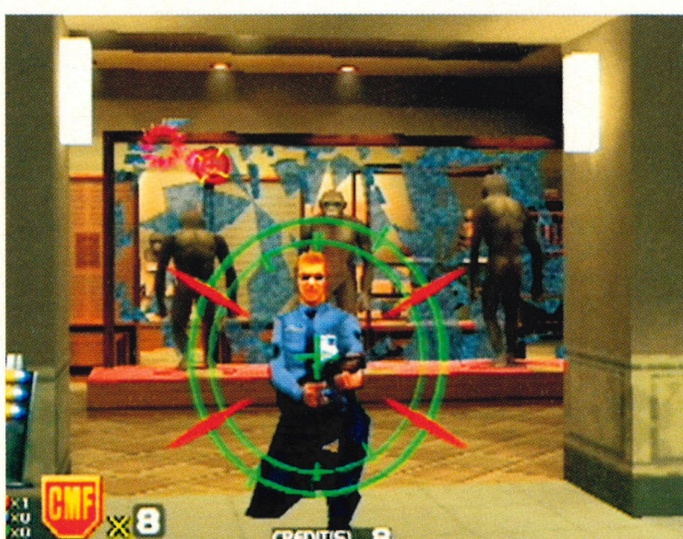
Let's face it, it was about bloody time that SEGA decided to release another lightgun shooting game. After all, we didn't all shell out £40 for the privilege of playing just one game with it. Nothing against *The House Of The Dead 2* mind, but most of us like to know that we're going to get value for money when we invest in a relatively expensive piece of kit. Still, the fact that it's taken SEGA so long to get its arse in gear and release another game to use it with isn't really all that surprising. So anyway, has it been worth the wait? Don't ask stooopid questions.

Mission Impossible

If you were foolish enough to miss our massive feature on the arcade version of *Confidential Mission* back in issue 18 then more fool you, but if you did read it you'll know exactly why we're getting so excited about this release. For those who might have missed it first time around, let us explain what it's all about. With the end of the 20th Century came the end of the Cold War, which for most of us was a good thing, but not everyone was happy to see the conflict come to an end – that'll be the terrorists then. In a bid to prevent these terrorists from bringing the world to its knees, the Confidential Mission Forces were established to wipe out any further terrorist threat. Which is where you come in. A group of terrorists, led by a man known only as Agares, have taken control of the World Coalition's latest hi-











Mission

spec, hi-tech spy satellite and it's your job, in the guise of the Bond-esque Howard Gibson or his female counterpart Jean Clifford, to make sure they get it back in one piece. Reckon you're up to the task? Good, then we can proceed.

Essentially the game takes place over three separate levels – in an archaeological museum, on a train and at the terrorists' base – but don't be fooled into thinking that these are piddly little levels because they're not. In fact, they're huge. As in *House Of The Dead 2*, there are various different routes that can be taken through the levels by passing (or failing, as the case may be) the skill tasks that get thrown at you every now and again. These range from shooting a zip line to a clock face to disconnecting carriages and even firing a gum gun to prevent yourself from being gassed. Still think that you can cope with the pressures of being an undercover spy?

For Your Eyes Only

But where's the challenge in all this without an army or two standing in your way? And in *Confidential Mission*, that's exactly what you get. Be warned – this isn't any 2-bit rescue mission, it's the full blown thing and as such you can expect hordes of bad guys to throw themselves at you



"As you would expect from a SEGA arcade conversion, Confidential Mission is looking every bit as good as its arcade counterpart"

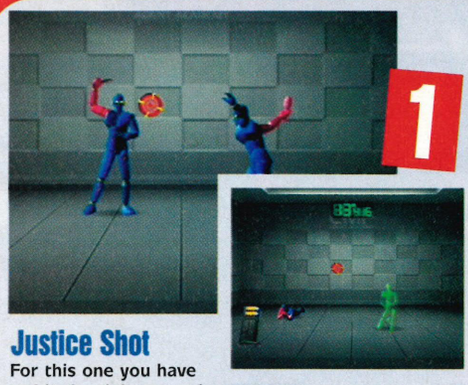






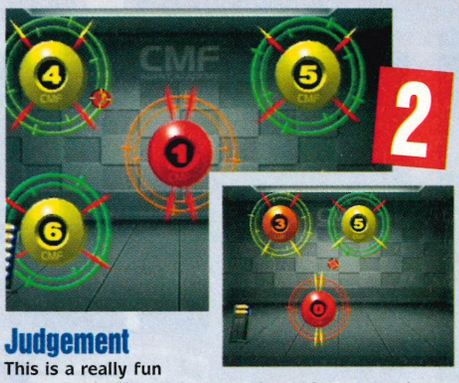
Academy Training

Within the Academy Training Centre there's a whopping six different skill tests for you to get to grips with, each with various different levels to get past, making it ideal for turning you into a super-sharp shooter. Once you've passed all the tests you can then go onto a simulation of the skills you've mastered, which is rather cool.



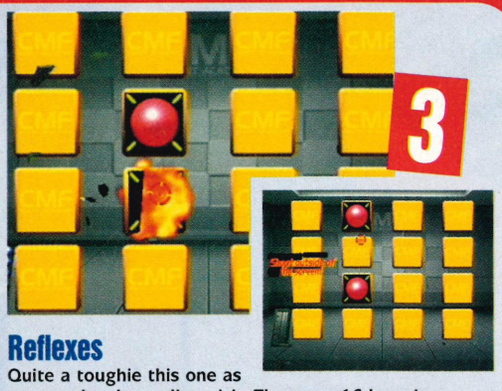
Justice Shot

For this one you have to hit the right arm of all the enemy holograms that pop up all over the place, thus making a Justice Shot.



Judgement

This is a really fun game. Basically you have to shoot the targets in order, making sure you shoot the nearest one (that with the lowest time) first. It starts off relatively easy, but then becomes really fast, so your brain needs to be in gear.



Reflexes

Quite a toughie this one as you need to be really quick. There are 16 boards which spin around sporadically to reveal a target that has to be hit. They start off slowly, but soon become pretty speedy.



Who's The Enemy

A fairly easy game. Two cardboard cut-outs pop up and you have to make sure you hit the right one before they go down again.



Timing

This is probably the hardest mini-game of the lot as it takes a great deal of skill and timing... obviously. You have to kill the four bosses but you need to shoot through the hoops in order to do so. Every time you miss, that boss will be replicated.



Combo Shot

For this one you need to fire three shots in a row at a tin on a pedestal to reveal the target underneath and destroy it. It might sound easy but you can't afford to hang about as the time vanishes quickly.

from all angles. As soon as you've shot one through the head another one pops up out of nowhere... but then no one ever said it was gonna be easy. Of course, you have the usual array of weapons at your disposal which you can pick up as you go about your business by firing at them. You can also boost your score by shooting at any briefcase that you might have time to shoot, but the chance would be a fine thing, with enemies relentlessly raining down on you. Which is why it's so much goddamn fun. With never a dull moment in sight it's a roller coaster of a ride and a second fantastic reason to get your trigger finger working overtime.



"A second fantastic reason to get your trigger finger working overtime"

Forcing The Issue

As you'd expect from a SEGA arcade conversion, *Confidential Mission* is looking every bit as good as its arcade counterpart, if not better, along with all the compulsive gameplay to boot. Like the Dreamcast versions of *Crazy Taxi* or *Virtua Tennis*, it features a glut of extra modes of play to keep you more than busy. For starters there's the rather spangly Agent Academy mode, where you'll be given the chance to brush up your reflexes as well as your shooting skills (see boxout), which is plenty enough for us. After all, we're still addicted to the Training mode in *Silent Scope*. But there's more, as there's also a Partners mode which takes you through the main game, only this time it's all about teamwork, along with Another World mode which you have to unlock... but we'll keep that secret for now. All in all it looks as if SEGA has another winning titles on its hands again. What are the odds?

essential information Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	HITMAKER
PLAYERS	2
% COMPLETE	80%
RELEASE	JUNE

ANTICIPATION RATING 85%

THEY SAY: An action-packed 3D gun game that lets you play the part of an international Super Agent.

WE SAY: Wahey! At last another game that uses that rather expensive lightgun!

SoundStation

- 300 watts PMPO
- 3 way sub-woofer speaker system
- Variable volume control
- Variable bass control
- Acoustically engineered cabinet
- Power supply included



£39.99

"Bottom line, you can't go wrong with these speakers for your gaming needs."
All Dreamcast

"Overall, these speakers are excellent, this sound system is MADE for gaming."
9.5/10 Digital Fan

"If you want the performance of a £200+ speaker system for around 40 quid, you can't go wrong with the Screenbeat Sound Station! So what are you waiting for?!"
9.5/10 - Consolers - Dreamcast

"You get a clean stereo sound along with pumping bass undertones - highly recommended"
4.5/5 Official US PlayStation Magazine

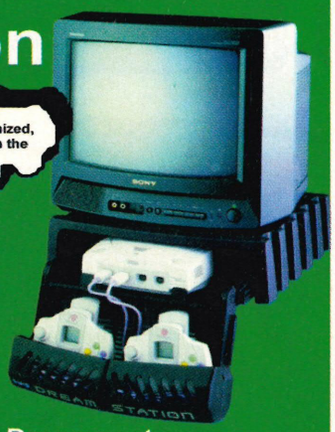
"The sound, mint...it was clean and, thanks to the woofer, full of excellent bass"
4/5 MP3 Magazine

DreamStation

"If you need to get organized, you can't go wrong with the Dream Station."
Consolers.com

£19.99

"The Dream Station is a welcomed addition to my setup and a storage solution I can recommend to any (Dreamcast) owner"
The Control Center



The best storage unit for the Dreamcast console available. Allows easy access to both the console and controllers, but keeps all the cables neatly stowed away.
Protects the console from dust and dirt.

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Future Wars

G
Gauntlet Legends
Gemfire
Get Bass
Get Medieval
Giga Wing
Gradius III & IV
Grand Theft Auto 2
Gunbird 2
Gundam side story 0079: Rise from the ashes

H
HardCore Heat
Hardcore Heat
House of the Dead
Immortal

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J
James Bond
Jikkyou World Soccer 2000
Jimmy White's 2: Cueball
JoJo's bizzare Adventure

K
Kessen
Killer Loop
King of Fighters Dream Match '99

L
Legacy of Kain

M
Mag Force Racing
Maken X
Marvel vs. Capcom 2: New Age Of Heroes
Marvel V's Capcom
MDK
MDK 2
Men in Black
Metal gear Solid
Metal Slug
Might & Magic 8
Mission Impossible
Mortal Kombat Gold
Mr Driller
Myth
Myth 2 Soulblighter

N
Namco Museum
NBA 2K
NBA Showtime: NBA on NBC
NFL 2000
NFL Blitz 2000
NHL 2K
Nightmare Creatures 2
Nocturne

O
Outcast
Overseer

P
Parasite Eve
Plasma Sword
Pokemon Stadium
Pop'n Music
Power Stone
Power Stone 2
Psychic Force 2012
Puyo-Puyo 4

Q
Quake
Quake 2

R
Racer
Rainbow 6
Rayman 2: The great Escape
Re-Volt
Red Alert
Resident Evil
Resident Evil 2
Resident Evil DC
Resident Evil: Code Veronica
Ridge Racer 4
Ridge Racer 5
Roadsters
Robotron X
Rogue Squadron

S
Samba de Amigo
Seaman
Sega Rally 2
Settlers 3
Shadow Tower
Shadowman
Shutoko Battle
Shutoko Battle 2
Silent Hill
Silver
Sin
Sky Surfer
Slave Zero
Sonic & Knuckles
Sonic Adventure
Soul Edge
Soul Fighter
Soul Reaver
Soul Reaver
South Park Rally
Space Channel 5
Space Quest 2
Speed Devils
Street Fighter Alpha
Street Fighter EX 3
Street Fighter III 3rd Strike
Striker Pro 2000
Super Gokuden Messiah
Super Runabout
Super Speed Racing

T
Tech Romancer
Tee-Off
Tekken Tag Tournament
Test Drive 6
The Dig
The House Of The Dead 2
Theme Hospital
Thief
Time Stalkers
TNN Motorsports
Tokyo Extreme Racer
Tomb Raider 3
Tony Hawk's Pro Skater
Toy Commander
TrickStyle

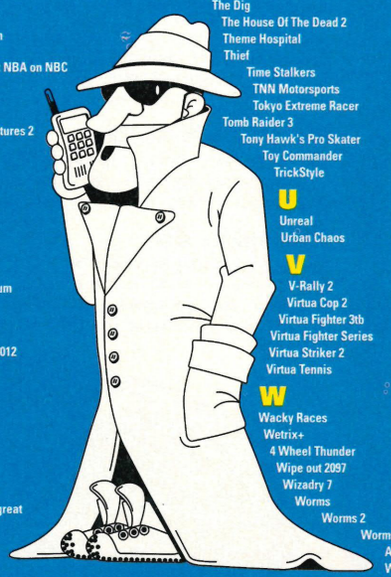
U
Unreal
Urban Chaos

V
V-Rally 2
Virtua Cop 2
Virtua Fighter 3tb
Virtua Fighter Series
Virtua Striker 2
Virtua Tennis

W
Wacky Races
Wetrix+
4 Wheel Thunder
Wipe out 2097
Wizadry 7
Worms
Worms 2
Worms Armageddon
WWF Attitude
WWF: Royal Rumble

Y
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Z
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EA Sports NASCAR A

Fancy driving around in never-ending circles getting incredibly dizzy? Well you've come to the right place, as Alex Warren chauffeurs you around Sega's latest arcade hit...

What is it about watching people driving around in great big circles in high-performance cars that gets the Americans so worked up? Let's face it, it's hardly the most thrilling television ever, especially when compared to the thrills and spills of Formula 1. With this in mind it won't come as much of a surprise to learn that yes, *EA Sports NASCAR* really is just as dull to play as it is to watch the real thing. But then you didn't expect some kind of miracle, did you?

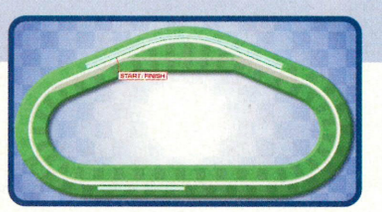
A Sporting Chance

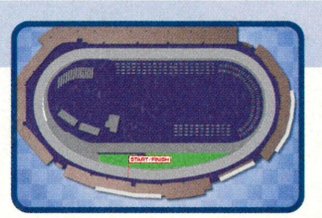
Talking of miracles, the arrival of the game in the arcades in the first place might be deemed as such – after all, it's not often that EA and Sega get together on the same project, but that's exactly what they've done for this... well kinda. EA provides the licence and Sega provides the game – simple as that. With all this in mind you'd expect that the coming together of an awesome developer with a much sought after licence would reap rewards only dreamed... if only. Why? Because *EA Sports NASCAR Arcade* is quite possibly the worst driving game ever to make an assault on the arcades.

It's not that the game lacks anything in the visual, sound or depth departments, it's more to do with the fact that the gameplay is incredibly and monumentally boring. B-O-R-I-N-G. Get it? When done properly, this sort of game can be absolutely fantastic – just take a look at *Daytona USA* if you don't believe us. In

Stay On Course

> It's all horses for courses, as they say.







Beginners: Talladega

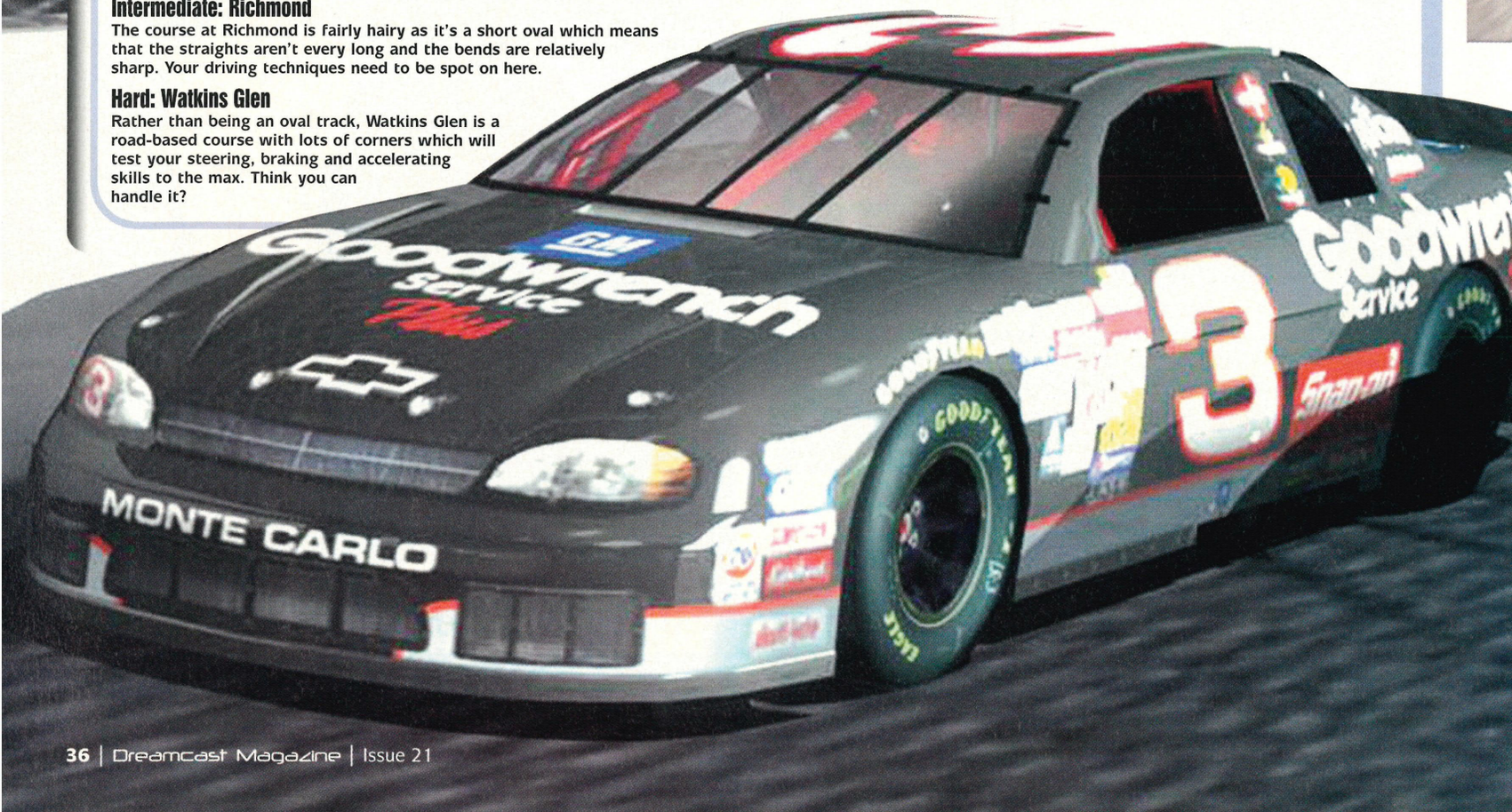
A pretty standard course with its long oval design, ideal for newcomers to the art of NASCAR. Top speed? Well, you're looking at around 340 km/h. Fast enough for you?

Intermediate: Richmond

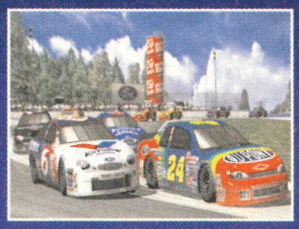
The course at Richmond is fairly hairy as it's a short oval which means that the straights aren't every long and the bends are relatively sharp. Your driving techniques need to be spot on here.

Hard: Watkins Glen

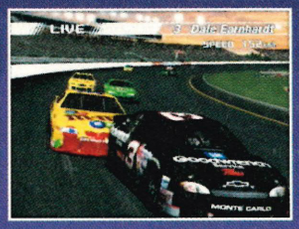
Rather than being an oval track, Watkins Glen is a road-based course with lots of corners which will test your steering, braking and accelerating skills to the max. Think you can handle it?







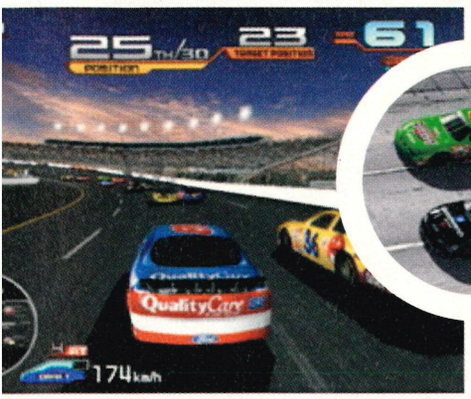




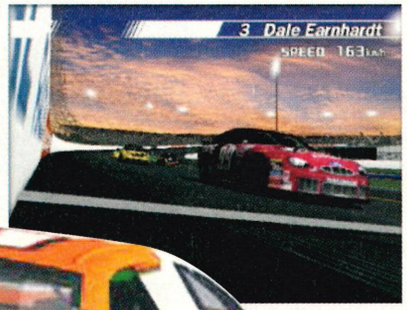
rcade



The game certainly looks an absolute treat, it's just a shame that it's duller than a Saturday night in with Martin.









"Even if you're a die-hard NASCAR fan there's little to recommend this game"

The Who's Who Of NASCAR

So you want to impress all your friends with just how much you know about NASCAR? Well, here's some details on a few drivers for starters.



Dale Earnhardt
DOB: 29 April 1951
Often assessed as the greatest NASCAR driver ever. Started out in Winston Cup racing in 1979, when he was Rookie of the Year. Now a seven-time Winston Cup champion, nicknamed 'The Intimidator' for his driving style.



Ricky Rudd
DOB: 12 September 1956
Won the Brickyard 400 at Indianapolis in 1997. Has won at least one race every year for the past 16 years. Has also finished in the top ten points standing 16 times in his career.



Jeff Gordon
DOB: 4 August 1971
The youngest ever three-time Winston Cup champion (with victories in 1998, 1997 and 1995). Won a record-tying 13 races in 1998, including both road races.



Kyle Petty
DOB: 2 June 1960
The first third-generation driver to win a Winston Cup race – his grandfather won his first in 1949. Was fifth in the points ranking in 1992 and 1993 and won the 1993 Daytona 500 pole.



Geoffrey Bodine
DOB: 18 April 1949
Bodine was Winston Cup Rookie of the Year in 1982 and went on to win the Daytona 500 in 1986. He first won a Winston Cup race at Martinsville in 1984.



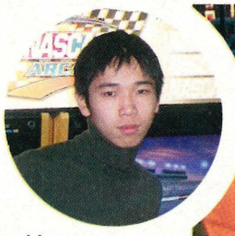
Dale Jarret
DOB: 26 November, 1956
In 1996 became the first driver to win the Daytona 500 and the Brickyard 400 in the same season. In 1997 scored a career record of seven victories and was third in the overall points standing for 1998.

continued>

essence that was a NASCAR game, only Sega transformed it into one of the greatest arcade racing games ever, if not *the* greatest. Quite how the company managed to make such a bodge of *NASCAR Arcade* is almost unfathomable. In fact, such is the case, it might even be tempting to some to think that Sega sabotaged the game to spite EA for its lack of support of the Dreamcast... not that we're suggesting the company would do anything of the sort, of course.

Crash And Burn

It's not that it's all bad. The game looks an absolute treat, running at a tireless 60fps on a 50 inch screen, with competitors cramming the screen while trying to keep you from moving further up the field. Okay, so there might only be three tracks to choose from (well, four if you count the secret Team Sega one) but with a massive 30 drivers on offer (okay, 33 if you're going to include the secret ones – including Tom and Adam Petty) there's not much to complain about. Apart from the shocking gameplay... did we mention that already? What more can we say? Even if you're a die-hard NASCAR fan or even just American there's little to recommend this game, unless you're into being bored to death or have a thing about getting dizzy for no apparent reason.



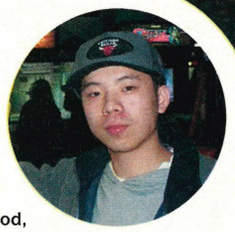
Philip Tsang

Age: 17

Occupation: Student

Thoughts On NASCAR Racing: It's not bad but it's just like any old NASCAR game, so there's not much to it apart from driving around in circles and getting bored. *Daytona* is much more fun, although the graphics on this are a lot better – that doesn't really count for much, though.





Ray Ngai

Age: 19

Occupation: Student

Thoughts On NASCAR Racing: It's all the same as before and it's no different to any other NASCAR racing game, so I don't think I'd play it again. Visually it looks good, especially the textures on the cars, so that's a plus point. The fact that there's so many cars to choose from is also good, but it's not enough to make it better than anything else.

Chris Lask

Age: 19

Occupation: Unemployed

Thoughts On NASCAR Racing: Well I think that something like *Daytona* is far better than this and any way, I'd much rather play something like *Ferrari 355 Challenge*. I mean going around in circles is hardly fun, is it? There's no speed sensation and it just isn't any fun to play compared to other racing games, so no it's not something I'd come back and play again.

Nick Honeybun

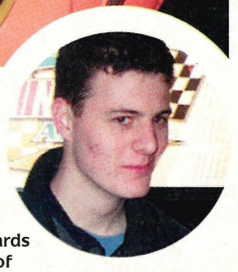
Age: 19

Occupation: Student

Thoughts On NASCAR Racing: It's all rather uneventful which I don't think is a particularly good start, so it isn't any fun to play. It's just really dull. I'd much rather play something like *Mario Kart* than a game as boring as this – at least that's fun to play, even if it doesn't look as good.







Gary Adams

Age: 17

Occupation: Student

Thoughts On NASCAR Racing: All three tracks are very limited compared to the standards set by other racers today, and the lack of scenery makes for a poor representation of speed. Playing catch-up with a load of other cars is not what I'd class as having fun, and aside from slip-streaming, no real tactics or skill apply. *Sega Rally 2* remains my arcade racer of choice.

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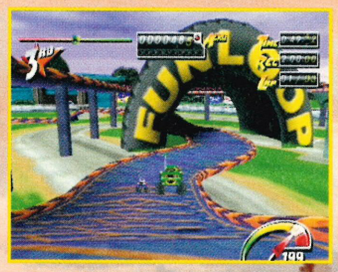
Guide to Dreamcast gaming

Reviews Editorial



It's been one of those months for me here at DREAMCAST MAGAZINE... you know, the kind of month where everything goes wrong and you just want the ground to swallow you up. First off I discover that despite promises to the contrary, *Daytona USA 2001* doesn't have any kind of online play (aside from the usual excuses like ghost downloads and putting your best time on the Net... ooh, great) which meant no taking on you lovely readers from the comfort of the office... bugger. Just after that knocked me for six, though, Eidos announced that one of the most eagerly awaited games for the latter part of the year, *Legacy Of Kain: Soul Reaver 2*, has been canned! Nooooo! Heck, if it wasn't for the fact that I had *Fire Pro Wrestling D* and *Pro Pinball Trilogy* to console me, I might have just given up all together. Still, only a month to go before we get some *Crazy Taxi 2* action in the office – now that's something that'll cheer me right up. Aside from the rather large boxes of Chicken Nuggets that have become the official diet of DREAMCAST MAGAZINE, that is...

Martin Mathers
Games Editor (still.... just about)





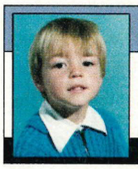


STUNT GP

42 Finally, it's arrived! Get those stupidly large remote controls at the ready – it's time to go R-C crazy with this nippy racer from the people who gave you Worms...

DREAM TEAM

With the barrels of the employment gun heading our way fairly soon [you wish! – Ed], we found out what the team will be doing during life after Dreamcast Mag.



SIMON PHILLIPS

As luck would have it, Simon's job won't change much – he'll still be sitting in a chair, staring into space and doing naff all else.

Game Of The Month: Spider-Man



CHANDRA NAIR

Considering that his band's album is in the shops soon (*Emotional Construction Set* by Circa... buy it now!), he probably won't be around next month...

Game Of The Month: Guilty Gear X



ALEX WARREN

The lord of the manor doesn't have any job worries; he'll just go back home and play *Upstairs, Downstairs* with the maid.

Game Of The Month: Pro Pinball Trilogy



WILL JOHNSTON

Why should Will care if DREAMCAST MAGAZINE lives or dies? He's quite happy being Mart's opposite number somewhere else. Boo!

Game Of The Month: Streets Of Rage 2



NICK TRENT

He's still here... Trenty's instincts to jump from a sinking ship seem to have deserted him for the moment. Get lost, you sponger!

Game Of The Month: Long-Distance Shelf Building



SIMON GRIFFIN

The wolfman's all ready to head back into the world of retail – in fact, he's already perfected the phrase 'Do you want fries with that?'.

Game Of The Month: Daytona USA 2001



KAREN HOLLOCKS

Once her P45 arrives, Karen plans to start making her boyfriend's packed lunches and keeping his PE kit nice and clean instead.

Game Of The Month: Kiss Chase



SAUL TREWERN

Having worked for both Rapide and Quay in the past, Saul now knows all the names of the people down at the local JobCentre.

Game Of The Month: Iron Aces

All the latest Dreamcast games reviewed and rated!



DREAMCAST OPINION

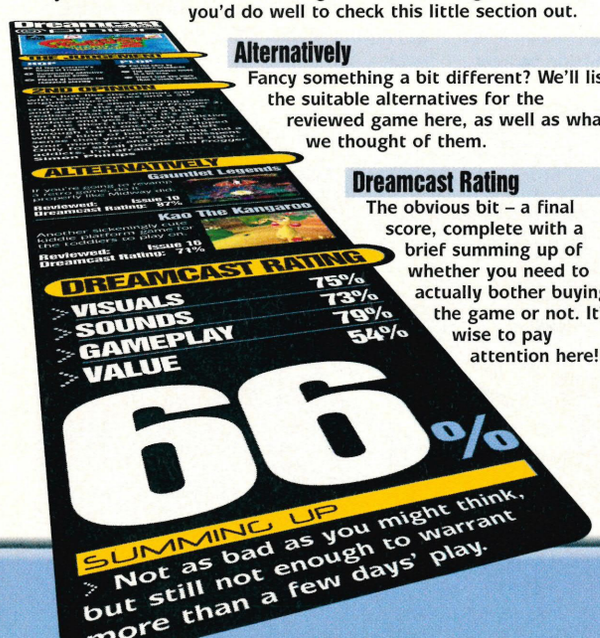
> Yes, it's the only reviews summary worth reading! It's not that hard to understand though... really, it isn't.

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

Second 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 alternatives 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 actually bother buying the game or not. It's wise to pay attention here!



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.



And The Rest...

Charge'N Blast 46
It's the Dreamcast version of that creosote you see advertised on the TV – it does exactly what it says on the tin... sorry, box.

Coaster Works 48
It's the closest thing on the Dreamcast to those *Theme Park* games that EA sees fit to churn out on the PC. Hoorah!

Iron Aces 50
Chocks away, pip-pip, tally-ho and all that jazz. Yes, it's a World War II flight simulator... well, what else did you expect?

Pro Pinball Trilogy 52
Apparently, there has to be a twist because the pinball wizard's got such a supple wrist. At least that's what his mum says...

Rogue Spear 54
Time to pull on those combat fatigues one more time and head back into the world of the SAS... ooh, how dramatic.

Import Review Extravaganza!

How To Play 'Not PAL' Games 56
Having problems playing import games on your British Dreamcast? Then let George W Bush show you how!

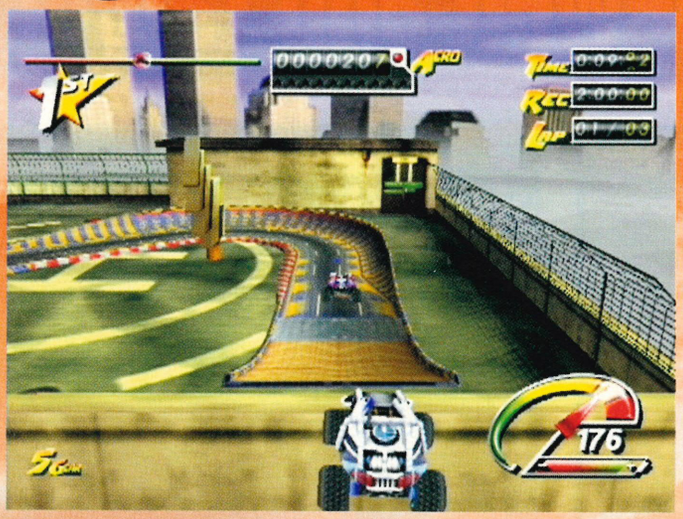
Sega Smash Pack 58
If you've got a hankering for old-school MegaDrive games, step right up and give Sega's latest retro offering a try!

Fire Pro Wrestling D 62
Greetings, grapple fans – now there's yet another crazy Japanese wrestling game for you to roll around the ring with...

Guilty Gear X 64
An amazingly good beat-'em-up... that's not produced by Capcom. What on earth is going on here then, eh?

Cannon Spike 66
Capcom mixes beat-'em-up and shoot-'em-up genres to come up with something rather bizarre...

Web site: www.team17.co.uk

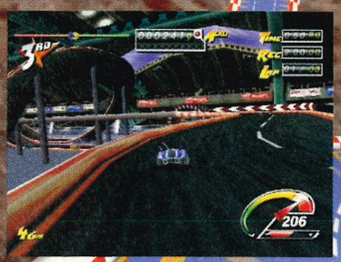






Pull off stunts in mid-air to earn yourself 'AeroMiles' which can be spent on new cars. Oooh.







There's plenty of fun to had under the FunLoop... yes, really.

essential information

Dreamcast magazine

PUBLISHER	EON
DEVELOPER	TEAM 17
RELEASE	OUT NOW
PRICE	£39.99
GENRE	RACING
PLAYERS	4 PLAYERS
VM UNIT	SAVES GAME/HIDDEN CARS AND TRACKS
PERIPHERALS	VIBRATION PACK

Stunt

Remote controls aren't just for changing channels on the TV, you know – you can drive cars with them too...

It's something we probably shouldn't be saying right now – after all, we're supposed to be encouraging the Dreamcast rather than condemning it – but here at DREAMCAST MAG, we've reached the stage where if we haven't seen either playable code or new screenshots of a game for over three months, we start to wonder if it's been canned. It's a sad fact, but as you might have noticed by reading our news section every month, some third-party developers are dropping their DC games like a bad habit – something we thought that



awesome moment

Hey, we're a bunch of stunt monkeys! Just look at our Back 720 degrees... yay!





Although they're slow, the Wild Wheels cars stick to the road.



GP

"On certain courses, you can see so far along the track into the distance, it's staggering"







Infogrames had done with *Stunt GP*. We saw it at the ECTS way back in September and then... well, nothing. No new screens, no preview code – it was as if the game didn't exist. Originally under the Virgin label, Infogrames picked it up when interest waned... only to drop it again less than a month ago. Thankfully, Eon decided to add the game to its stable instead, so everything is once again alright with the world and we finally get to play the finished *Stunt GP*. Yay.

Stunt Up Your Life

Take a brief look at the various screenshots dotted around these pages and as long as you're clued up on your Dreamcast games, you'll probably be thinking 'remote controlled cars have been done before'. Of course you're right – both *Re-Volt* way back when the Dreamcast was first released and, more recently, Sega's budget online game *Toy Racer* allowed us to race all kinds of R-C vehicles around the racetrack. But did they let us throw those same remote control cars around and do our best to smash them into little pieces? No sir. Did they feature absolutely massive tracks full of gravity-defying curves, monsters humps and ramps like nothing seen before? Definitely not. *Stunt GP*, however, has got all of that and then some... although you could have probably guessed where we were going with that train of thought anyway.

Of all the phrases that could be used to describe *Stunt GP*, 'packed to the rafters' is probably the most precise. With an absolutely monster range of tracks on offer (25 courses set over eight different locations) and a whole pile of cars to race around them with, there's plenty to keep you occupied for a fair old while. Along with the obvious Arcade mode – where you race to unlock the hidden tracks – and the multiplayer game that offers up to four people the chance to play at once, there's also a full-on Championship mode with a season of 20 races to plough through and even a stunt-only section known as the StuntBowl. This stunt side of the game has even more to offer, with a massive selection of 36 different tricks to perform, ranging from simple spins to physics-defying flips. Needless to say, they're the ultimate way to show off your driving skills, but if there was one complaint we could level at this, it's the fact that outside of the StuntBowl mode, the stunts actually become rather redundant. Pulling them off mid-race

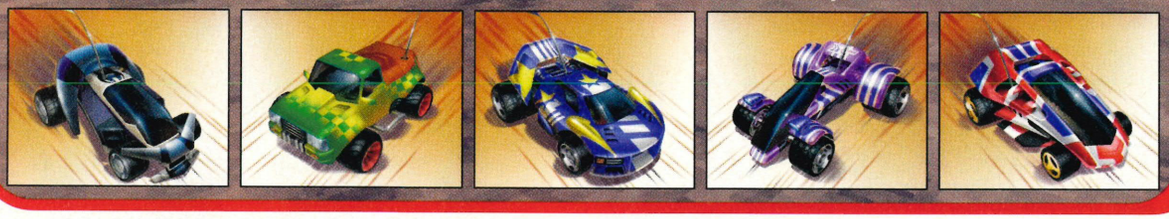


continued>

Like Making Love To A Beautiful Woman



> When it comes to picking your R-C car, you've got a pretty tough set of choices. First up, you need to decide what style of car you'd like to drive – including the track-hugging Wild Wheels, stunt-crazy Aero Blasters or nippy Speed Demons, this choice determines how you'll need to approach each race. Then there's the decision of which car to choose from out of that group... although you'll only have a few to start with, there are a total of 20 to make your selection from. There's even a host of super-secret cars to unlock, such as... well, that'd be telling. You'll have to find out for yourself...



"There's no doubt that this is an ace game with plenty to offer people who can look past the rather annoying problems to the game underneath"

Information



stuntgp.team17.com

Not surprisingly, it's the official *Stunt GP* Web site. There's loads of stuff to look at, so feel free to check it out...



infoburst

Extra information>

> Everyone in the office remembers owning a remote control car at some point in their youth. We only had them to look cool, though.

> Of course, liking remote control cars leads into taking part in *Robot Wars* so we wouldn't go recommending it to anyone now.

> And before you start writing in to complain, that was a joke. Crikey, get a sense of humour you people!

rewards you with added battery power but when it's a choice between that and slipping from first to last place after a failed stunt, why bother?

Scalextrics? Pah!

There's no denying that the screenshots we've got here look pretty damn fine and indeed visually, *Stunt GP* manages to take your breath away... but for both incredibly good and incredibly bad reasons. Yes, we know that's a total contradiction in terms but bear with us on this one – we'll explain. On the surface, and at many points during each race, the amount of detail that *Stunt GP* offers (the designs and intricate parts of all the cars, the background and even the track) is truly awe-inspiring. This is most certainly a Dreamcast game, going on looks alone; on certain courses, you can see so far along the track into the distance, it's staggering.

Batteries Not Included

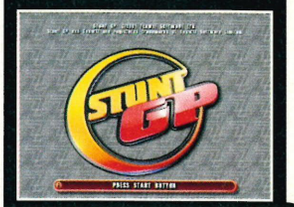
Unfortunately, this intense level of detail has a rather bizarre side effect on how the game runs – although perfectly smooth some of the time, the frame rate drops faster than Wozza's jaw near a pretty lay-dee when you need to turn corners or enter a heavily built-up part of the track. The effect gets worse when there are two or more cars jostling for position around bends and to be honest, we're surprised no one at Team 17 thought to do something about this. It doesn't render the game unplayable but when during a close-run race, the last thing you want is to wind up crashing out just because you couldn't actually see where you're supposed to be steering. The sound also let the game down, if only because it falls into the trap that so many racing games have stumbled into before: when in doubt, shove in a droning engine noise and a bunch of generic American rock guitar tunes to try and create some atmosphere during each race. Sad but true.

It's a crying shame that these faults are still in *Stunt GP*, because they're not the kind of things that can just be shrugged off – while they don't make the game unplayable by any means, it's certainly enough to prevent it from hitting the heights of excellence that would win it a 90%+ score. There's no doubt that it's an ace game with plenty to offer people who can look past these rather annoying problems to the game underneath. Unfortunately, the less forgiving amongst you might not be able to do it... in which case, you'll be the ones missing out.



Blimey, look how far along the track you can see! Pretty special, huh?

Dreamcast Magazine Opinion



THE JUDGEMENT

R-C	ARSEY
⊕ A really fast and crisp 'fun' racer	⊖ ... but what's up with the frame rate?
⊕ Loads of cars and tracks to choose from	⊖ Performing stunts is a bit hit and miss
⊕ It all looks rather pretty...	⊖ Dodgy American guitar rock? Urgh!

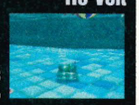
2ND OPINION

> As good as *Stunt GP* might look, and it does look pretty spanking, it lacks a certain something, that something being a decent frame rate. As it is the game chugs along at the same pace as a speeding snail which, as you might imagine, isn't very fast. It's a bit of shame, as it is otherwise immaculately presented, with plenty to keep you busy into the night. The stunts add an extra element to the gameplay but if truth be told you'll only find yourself doing them in the Stunt mode rather than in the races themselves. Good, just not special.
Alex Warren

ALTERNATIVELY

Re-Volt

It's about time we marked this one down a little bit...



Reviewed: Issue 03
Dreamcast Rating: 86%

Toy Racer

Hey, you can hardly complain for just a fiver, can you?



Reviewed: Issue NA
Dreamcast Rating: NA%

DREAMCAST RATING

VISUALS	85%
SOUNDS	73%
GAMEPLAY	78%
VALUE	84%

80%

SUMMING UP

> Much more fun than *Re-Volt*, but still suffers from enough faults to stop it being totally perfect.

BEAT THE COMPETITION



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review

Web site: www.xicat.com







Charge'N Blast

Yet another Sega arcade game arrives on the Dreamcast, albeit a less well-known one. Don't get too excited though...

essential information

Dreamcast magazine

PUBLISHER	XICAT ENTERTAINMENT
DEVELOPER	CRI
RELEASE	OUT NOW
PRICE	£39.99
GENRE	SHOOT-'EM-UP
PLAYERS	2
VM UNIT	SAVES BEST TIMES
PERIPHERALS	VIBRATION PACK ARCADE STICK

There's no hiding the fact any more – we really are just damn good. No game is too great or too difficult to fall under the might of our gamesplaying talent if our recent display of skill is anything to go by. There's no infinite continues or namby-pamby Easy mode here; just old-fashioned hardcore gaming ability... Eh? What's that you say? Oh, right. Apparently, we're not that great after all, it's simply that the Dreamcast game we just managed to finish in less than ten minutes is possibly one of the easiest games on the face of the planet. Bugger.

On the face of it, *Charge'N Blast* looks like a storming little game, even if it does have a decidedly obvious 'aliens invade the earth and it's your job to kick their arses' plot running throughout. Basically, aliens have invaded the earth and... oh, wait – you know that already. But did you know that you had a choice of three would-be heroes in the form of Johnny Rock (the all-rounder), Pamela Hewitt (the speedy bird) and Nicholas Woods (the fat bloke with a big gun) to use in your arse-kicking exploits? No, you didn't... although considering how predictable the whole game is, you might have been able to guess.

Damn And Blast

As unhyped titles go, *Charge'N Blast* is pretty fine in the visuals department. It certainly looks quite a bit nicer than some of the other Dreamcast games we've experienced in the past six months so we can't really knock it for that. The fact that there's some nasty slow-down during the hectic later levels is a pain but being the forgiving types, we're not even going to let that get to us too much either. Once you've got the controls worked out as well – they're a bit confusing to begin with – you'll probably even start to think that things really aren't that bad after all and you've stumbled upon a rather good Dreamcast game.

Unfortunately (and there had to be an 'unfortunately'... rather like a 'but', except at the start of a sentence), there's a massive flaw in *Charge'N Blast* – once you've played through it once, there's absolutely no reason to go back to it. Aside from the rather pitiful Time Attack mode (which is the regular game but with the ability to record your best time for each level... how nice), there are absolutely no extras whatsoever which, as it was originally an arcade game, is a travesty. Even worse, the time it takes you to reach the point where you'll never have to play it again is most likely to be less than the time it took you to go to the shops, buy the game and get back home again... unless you actually live in the Dreamcast section of your local Electronics Boutique, of course. In fact, you're better off talking a shop assistant into letting you try the game out in the shop – that way, you won't have to trudge all the way back when you're finished for a refund. Is it pretty? Yep. Is it fun? Sort of. But is it worth a bundle of your hard-earned cash? Not on your life, mate.

Martin Mathers





online information



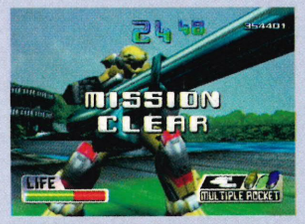
Okay, we'll admit it – there's no *Charge'N Blast* Web site, so we just typed in 'blasting' and ended up here. Bit of a cop-out, really...

movie moment

Look over there – it's Godzilla! Hey, Mr 'Zilla... any chance of an autograph?









Warning? Why? We're kicking arse here!



Aargh! Get off my head, giant fish thing!

"At the end of the day, is Charge'N Blast worth a bundle of your hard-earned cash? Not on your life, mate"



Ten Minutes And Counting

> Given that we managed to get all the way through *Charge'N Blast* in just over ten measly minutes, we thought we'd give you some ideas of what we could have been doing instead in that space of time...

His status as Editor and Lord Our God of Dreamcast Mag means that in ten minutes, Simon is able write a whole four sentences of text. Cor blimey!

Being the hardcore drinker that he is, Mart can get 'incredibly happy' if you give him ten minutes and two bottles of Metz.

Alex holds the record for approaching and being turned down by four separate lay-dees in a ten-minute period.

Design bod Trenty, on the other hand, is more productive with his time, and able to single-handedly lay out a whole 16-page solution in ten minutes... in his dreams, obviously.



infoburst

Extra information>

> Just as it only took us ten minutes to finish the whole of *Charge'N Blast*, it only took us ten minutes to write this review as well.

> This now takes the number of DC games that we've finished in less than a hour up to seven... blimey, we're great aren't we?

> Mind you, if those games had been any harder then we'd probably have found some other reason to slag them off instead.



The two-player is annoying, as you'll keep getting confused about which one you are.

Dreamcast Magazine Opinion



THE JUDGEMENT

CHARGE	ARSED
⊕ At least it looks like a DC game	⊖ Shallower than a small puddle
⊕ Lots of pretty explosions	⊖ No extras? What a con-job...
⊕ Err... we didn't have to pay for it?	⊖ Forty notes for this? Pah!

2ND OPINION

> As far as a ten minute hit of arcade shoot-'em-up action goes *Charge'N Blast* really is the business... it's just a shame that it really does only last ten minutes, give or take a second or two. Like *GigaWing* and *Gunbird 2* before it, this is another arcade conversion that would have been far better off staying in the arcade, as in a home console version its shallowness is shown up all too much. Which is a shame really because it looks an absolute treat, even if the control is a little confusing at first. Never mind, hey?

Alex Warren

ALTERNATIVELY

Gunbird 2

Another game that can be finished in less than ten minutes.



Reviewed: Issue 15
Dreamcast Rating: 51%

MDK2

Is crazy madcap alien blasting your thing? Then try this...



Reviewed: Issue 07
Dreamcast Rating: 90%

DREAMCAST RATING

VISUALS	84%
SOUNDS	53%
GAMEPLAY	37%
VALUE	11%

46%

SUMMING UP

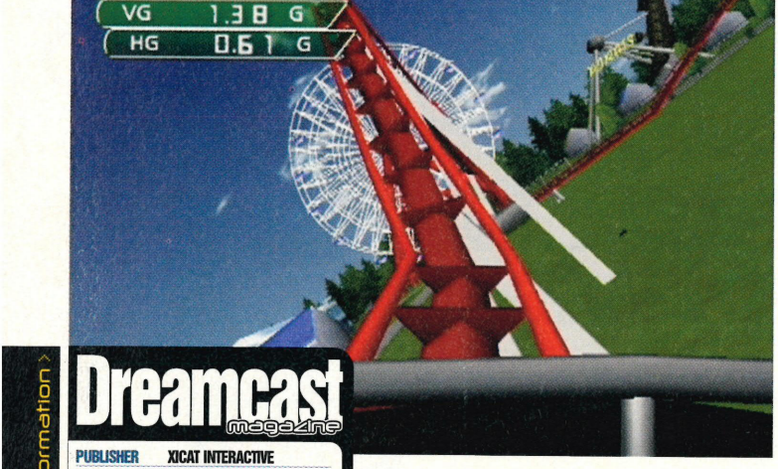
> If you need an example of how great graphics don't make a decent game, this is it. Urgh.

review

Web site: www.xicat.com







Coaster W

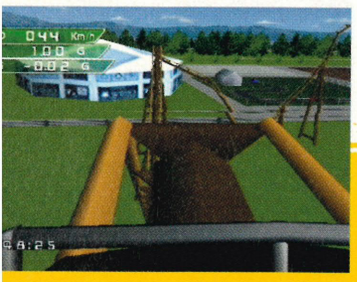
So you fancy yourself as a bit of an engineering expert do you? Then how about putting together a roller coaster or two...

essential information

Dreamcast magazine

PUBLISHER	XICAT INTERACTIVE
DEVELOPER	BIMBOOSOFT
RELEASE	OUT NOW
PRICE	£39.99
GENRE	SIMULATION
PLAYERS	1
VM UNIT	SAVE GAMES
PERIPHERALS	KEYBOARD MODEM





You know you're onto a good thing when a game's main sales pitch is to make as many people as possible throw their guts up. Okay, so it might not be quite as graphic as *Illbleed's* 'It'll make you s**t yourself with fear' tag line, but the opportunity to make people puke left, right and centre really shouldn't be sniffed at... especially when you can do it in such style.

Roll On Up

Okay so a roller coaster construction-sim might not sound like the most earth-shatteringly exciting game in the world, and you'd be right to think that, but believe it or not it's a helluva lot more fun than you'd imagine, not to mention incredibly satisfying... while it lasts, that is. All of which is just as well really, because it's certainly not going to win any beauty shows for its looks, or any awards for its sound effects.

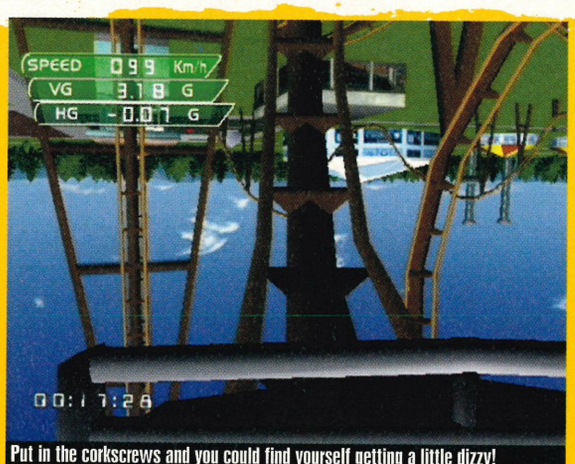
Basically, as you might have guessed, the game requires you to build roller coasters at various parks (the further you progress, the bigger they become) with progression based on a number of requirements being met. These include safety, speed and G-force, but best of all, it's rated on the number of people you make feel queasy, throw up or black out (although unfortunately you don't get to see any of this). Work on all this begins

online information



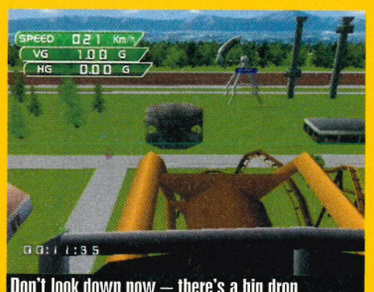
www.coasterbuzz.com

For all you ever wanted to know about roller coasters and theme parks from around the world, this is the one stop you need.

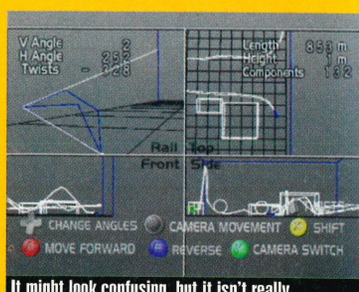


Put in the corkscrews and you could find yourself getting a little dizzy!

"As enjoyable as Coaster Works might be in the short term, there's just not enough of it, or enough variation in what it has to offer"



Don't look down now – there's a big drop.



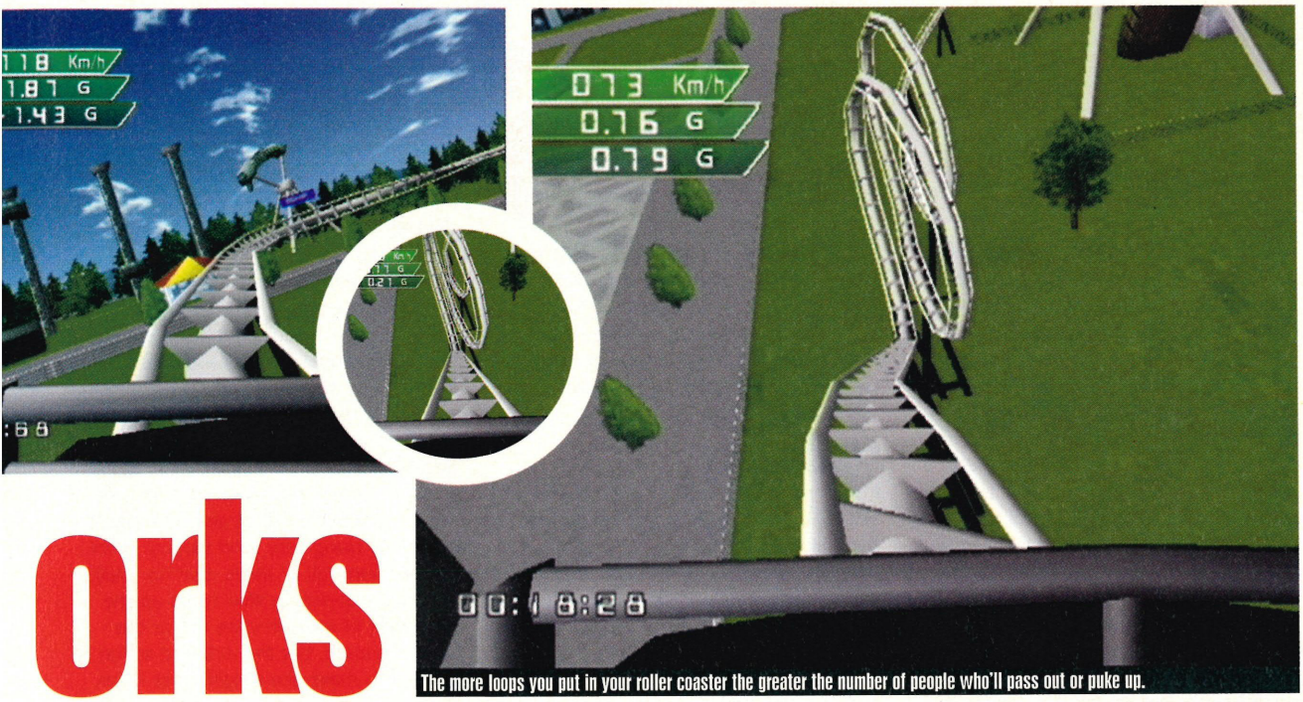
It might look confusing, but it isn't really.

awesome moment

Loop those loops baby. Put a few of these in and they'll be spewing everywhere!



orks



The more loops you put in your roller coaster the greater the number of people who'll pass out or puke up.

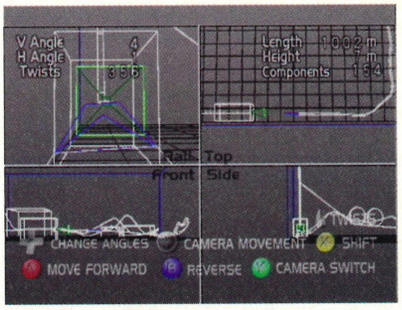
on a drawing board, as these things tend to do. With four views of your masterpiece – side, aerial, on board and a cross section – it's your job to create the scariest ride possible. It might all look rather complicated at a glance but it really isn't too hard to master at all – put it this way, you don't need an engineering degree to work it out. With design complete, it's time to experience your ride first-hand. You'd better hold on tight – well, depending on how good your masterpiece is, that is.

Ride Of Your Life

Sadly though, there just isn't enough of *Coaster Works*. Even though the gameplay is technically infinite it does become stale before too long, especially when you've reached the pinnacle of making everyone black out, leaving little else to do but twiddle your thumbs and whistle a tune. You only need to look at *Theme Park World* to see how this sort of thing should be done properly. With numerous rides to construct, shops to build, sideshows to set-up, postcards to design and staff to hire and fire as you wish, it is the ultimate management-sim. In comparison to this, *Coaster Works* offers an embarrassingly lacklustre amount of options, leaving you to make one roller coaster after another until you finally get sick of it all and pack the job in.

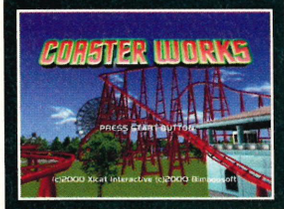
So as enjoyable as *Coaster Works* might be in the short term, there's just not enough of it, or enough variation in what it has to offer, to make sure you'll still be playing it in a year or so. Which is a bit of shame really, as with some more thought it could easily have become the only must-have management-sim on the Dreamcast... not that that would have been too hard.

Alex Warren





Dreamcast Magazine Opinion



THE JUDGEMENT

BIG	DIPPER
⊕ Strangely compelling gameplay	⊖ Distinct lack of things to do
⊕ The best DC management-sim	⊖ No variation in gameplay
⊕ It has online features	⊖ Poor graphics and sounds

2ND OPINION

> NO! This is god awful! It almost beggars belief that this has found its way to Dreamcasts here in the UK as it is most definitely one for those splendid fellows in Japan. Unfortunately we've seen this sort of thing done better elsewhere, namely in *Theme Park World*, which is a much deeper and more entertaining game all round. Here though, the chance to make people vomit or pass out simply doesn't enthral or entertain in any way. Sorry, but lacklustre titles like this really don't deserve our attention, or yours. Avoid.
Simon Phillips

ALTERNATIVELY

Railroad Tycoon 2

Becoming a railroad tycoon has never been so dull.



Reviewed: Issue 14
Dreamcast Rating: 33%

Giant Killers

The only other management/simulation game on the Dreamcast.



Reviewed: Issue 20
Dreamcast Rating: 70%

DREAMCAST RATING

VISUALS	51%
SOUNDS	41%
GAMEPLAY	77%
VALUE	51%

56%

SUMMING UP

> Good fun while it lasts but nowhere near enough to make you want to play all through the night.

infoburst

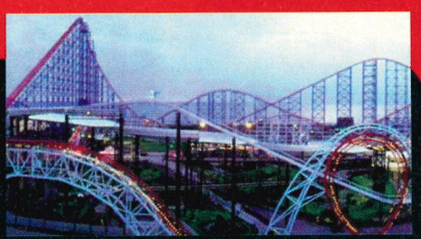
Extra information

- You don't need an engineering degree to be able to play this game and be good at it.
- There are six different parks for you to make your way through – it won't take long.
- If you misjudge the velocity and G-force of your coaster you'll more than likely kill your passengers.
- Karen doesn't like roller coasters – she gets scared.

You Gotta Roll With It

> Right, we did our research and we've found out all you'll ever need to know about roller coasters around the world. The challenge has been set – can you better these mechanical masterpieces?

- The first roller coaster was an abandoned mine train, converted for passengers way back in 1870 in Pennsylvania.
- There are 427 roller coasters in America, 114 in the UK and 66 in Japan.
- An average of five Americans a year die while riding on roller coasters, although the International Association of Amusement Parks and Attractions says the odds of serious injury are only one in 25 million.



- The fastest roller-coaster in the world is Superman: The Escape in America, which has a high speed of 160kmh
- The tallest roller coaster in the world is the Steel Dragon in Japan which is 95 metres high. It's also the longest, measuring a massive 2,479 metres.

Web site: www.xicat.com

essential information

Dreamcast magazine

PUBLISHER	XICAT
DEVELOPER	GLOBAL A ENTERTAINMENT
RELEASE	APRIL 2001
PRICE	£39.99
GENRE	FLIGHT SIM
PLAYERS	2 PLAYERS
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK MODEM

Iron Aces

The Dreamcast doesn't exactly have a vast catalogue of flight sims, which is why Xicat's WWII dog-fighter is set to fly high...

We're not bearded, bespectacled academic bores (honest, we're not) but it's a well-known historical fact that World War II set the Allied armies against the forces of Germany and Japan in several theatres of war – most notably Europe and the South Pacific. So why Xicat has decided to base its (undeniably decent) WWII dog-fighting epic around fictional theatres is something of a paradox. After all, it still pitches the same nations against each other, but in the skies over such fictional and frankly ridiculous sounding places as Trincer and Valiant. To make matters even more confusing, the war map is clearly based on a real map of the world. Yes, we live in politically correct times but there's no denying 20th Century history, and in doing so, Xicat has given *Iron Aces* a very confused feel. When playing, you know that you're flying over beachheads based in real countries, yet there's a refusal to acknowledge it.

We certainly don't understand why the game has been made this way, but then when you're in the cockpit of a Spitfire dodging hails of bullets at three thousand feet, the historical paradoxes of *Iron Aces* pail into insignificance as the action comes out to play.

Chocks Away

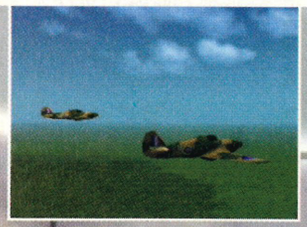
Iron Aces casts you as an American pilot – but of course – sent to Europe to help the allies in their fight against the Germans. On arriving in Allied airspace, you're immediately thrown into a combat situation. It's in this dogfight right at the beginning of the game that the arcade leaning of *Iron Aces* becomes apparent – and as far as we're concerned, it's all the better for it. Controls are simple, with basic accelerate and rudder functions, machine gun fire and (if your bird is equipped) bombing capabilities. In foregoing the PC preferred over-complication, you can concentrate on fast-paced action rather than the tedium of oil pressure or engine stalls.

Obviously, we've never shouted "Chocks away!" and launched a Mustang from an aircraft carrier, but the combat certainly seems to be extremely realistic. It's also great fun, and lacks the game of chicken feel that many airborne combat games have. In fact, the only reservation with the gameplay itself is that it does get mildly repetitive after a long while.

Despite the ridiculous fantasy setting of *Iron Aces*, Global A Entertainment has managed to make the game environments seem very realistic. There are a variety of different landscapes and some particularly nice lighting and explosions. The enemy aircraft are also worthy of note, in that they're extremely well drawn and realised, as well as being very solid looking (until you fill them full of holes, that is). Sadly, the many cut-scenes that make up the story part of *Iron Aces* are not of the same standard, but the airborne action is enough to make you forget most flaws.

However, if you're expecting a historically correct WWII flight sim, then you should probably give *Iron Aces* a miss, as the biggest thing that spoils it really is location, location, location.

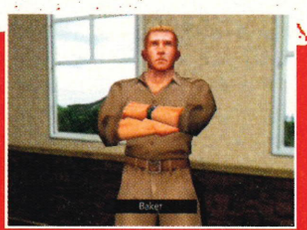
Saul Trewern



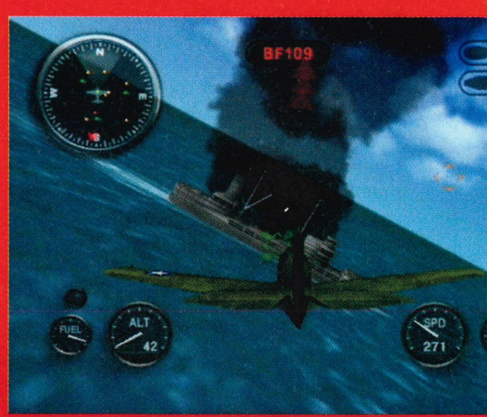












online information



www.warplanes.hypermart.net/

Want to see all your favourite warplanes in action? If so you'll want to be checking out this site which is packed with movies, info and even a picture gallery.

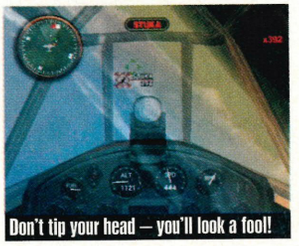
awesome moment

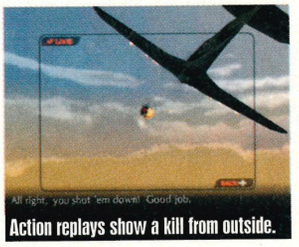
Take out that enemy craft and get a glorious/annoying outside view of the action.








Don't tip your head – you'll look a fool!



Action replays show a kill from outside.

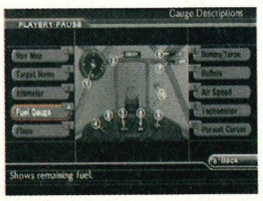
"We've never shouted "Chocks away!" or launched a Mustang from an aircraft carrier, but the combat certainly seems to be extremely realistic"

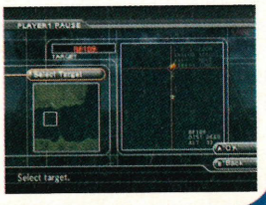


Use the D-pad for 360° views. Don't spent too long sight-seeing though.

Gauge Your Target

There's an extensive Pause menu that's worth visiting during the game. As well as being able to choose your view you can also check out what gauge does what. We recommend you swot up on this, as it will help out when you first start playing. You can also select a target which your radar and (pseudo) HUD will point out during the action. This becomes almost invaluable at times as the skies can often become very busy during a big air battle.









infoburst

Extra information

- Although Hollywood would have you believe different, we probably could have won the war without the Yanks butting in.
- And on that note, they didn't save the day at the beaches of Normandy...
- Or so the Man In The Pub says – he should know 'cos he fought in the war and those new five pences are too fiddly, not like the olden days (blah blah).



Scenes like this are pretty impressive, it's just that often it's all over too fast.

Dreamcast Magazine Opinion



THE JUDGEMENT

FLIGHT	SH... AME
⊕ Fast-paced airborne action	⊖ Ridiculous fantasy setting
⊕ Loads of planes available	⊖ Dodgy-looking cut-scenes
⊕ Good in-flight graphics	⊖ It does get mildly repetitive

2ND OPINION

As far as flight-sims go, the Dreamcast hasn't had the best bunch so far. *AeroWings* was incredibly dull while *Deadly Skies* was, well, pretty deadly. So here comes *Iron Aces* to save the day... or not, as the case might be. It's not that it's particularly bad, it's just that it's far from great. It looks pretty jaded (well, it *is* over a year old) and it's fairly slow going, even when you get into the thick of the action miles up in the sky. Actually, the dog fights aren't too bad and there's some decent missions, it's just that as an overall package it doesn't really shine.
Alex Warren

ALTERNATIVELY

Aerowings 2: Airstrike

This flight-sim stays squarely on the 'sim' side of things.



Reviewed: Issue 12
Dreamcast Rating: 73%

StarLancer

Well it's a space flight sim, innit... and one of the best DC games!



Reviewed: Issue 18
Dreamcast Rating: 93%

DREAMCAST RATING

VISUALS	73%
SOUNDS	60%
GAMEPLAY	74%
VALUE	68%

71%

SUMMING UP

Not without its flaws, but the airborne combat is entertaining and, at times, in-depth.

review



Web site: www.empireinteractive.com

Pro Pinball Trilogy

essential information

Dreamcast magazine

PUBLISHER	EMPIRE INTERACTIVE
DEVELOPER	CUNNING DEVELOPMENTS
RELEASE	OUT NOW
PRICE	£29.99
GENRE	PINBALL (WELL, DUH)
PLAYERS	4
VM UNIT	SAVES HIGH-SCORES
PERIPHERALS	VIBRATION PACK ARCADE STICK

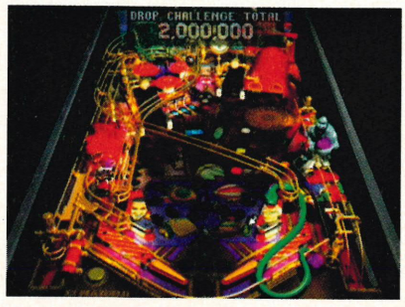
Now look – no matter how much you try to push us, we're not going to make any comments about putting your shiny little balls on the table. Honest.

Of all the games you'd expect to enjoy in the long term, the last one you'd probably come up with is pinball. Think about it – hitting a little silver ball bearing around a never-changing table for hours on end must get pretty damn boring after a while, right? Well, not really. Sure, it might conjure up images of the dark corners of pubs and arcades where no one ever goes but in our opinion, there's nothing quite like a decent pinball game. After all, we spent many a week stuck firmly in front of a TV screen playing all manner of pinball videogames in our early years. That's not to say we had nothing better to do, of course...

Having appeared over the years on a variety of different formats (including the PC and that horrible thing they called a PlayStation), it's now the turn of the Dreamcast to play host to the best of Empire's *Pro Pinball* series. Of course, being the 'best of' means some people might be the slightest bit disappointed that none of the tables on offer are actually new; instead, they're just the ones we've seen before all slapped onto a GD-Rom together. Bugger. Still, what is on offer is pretty good by any standard and will manage to capture your attention for a fair old while before you start to get a headache from not blinking for ages.

Roger Daltry Isn't Blind

Load up the game and you'll have a choice of tables on which to lock your balls (sorry... well, it had to happen eventually, eh?), all of which have the whole table is visible at all times. Each one is based around a different and rather predictable theme – TimeShock is all about time and space travel, Big Race USA focuses on a race around America in a yellow cab and Fantastic Voyage goes for the full-on Jules Vern story, complete with mad-sounding professor. Despite this though, the object is always the same; fire the ball at all the flashing lights, score as many points as you can



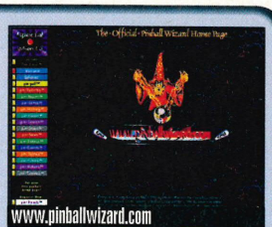


infoburst

Extra information

- Of all the pub games converted to the Dreamcast, pinball seems to be the one that works the best, whereas shove ha'penny is crap.
- In total contrast, though, real-life pinball is a pain in the arse because it costs loads and usually lasts about five minutes.
- In fact, there's only one thing worth doing when you go down the pub – drinking. Unless you're a big girl like our Mart, that is.

online information



If pinball is your 'bag' and you need some related information, this is the ultimate resource Web site, with all sorts of treasures contained within. Enjoy!

awesome moment

Check it out – we really are a bunch of pinball wizards. Well, Alex is anyway...



Those Were The Days

Growing up on a diet of pinball games for the Amiga is probably what caused us to enjoy *Pro Pinball Trilogy* so much... here's what we used to play in the days of old:



Pinball Dreams

The game that started a whole new era in pinball videogames – rather than having the whole table on the screen at once, the game tracked the position of the ball at all times. We still play it today...



Pinball Fantasies

The sequel (not surprisingly) to Pinball Dreams. With four tables to choose from, the pick of the bunch had to be The Billion Dollar Gameshow... top prize, a billion points. Now that's a spicy meatball!



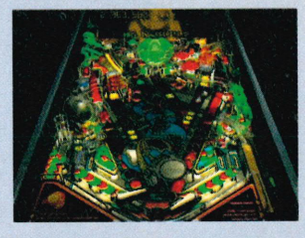
Psycho Pinball

The first ever multi-table pinball game by those clever guys over at CodeMasters – by completing tasks on the main table, you could reach the other three themed tables for even more points. Bliss.



The Timeshock table is definitely the most complicated. It's flippin' tough too!







It's not exactly Crazy Taxi, but the Big Race USA table is still quite a laugh...

"It'll capture your attention for a fair old while before you start to get a headache from not blinking for ages"

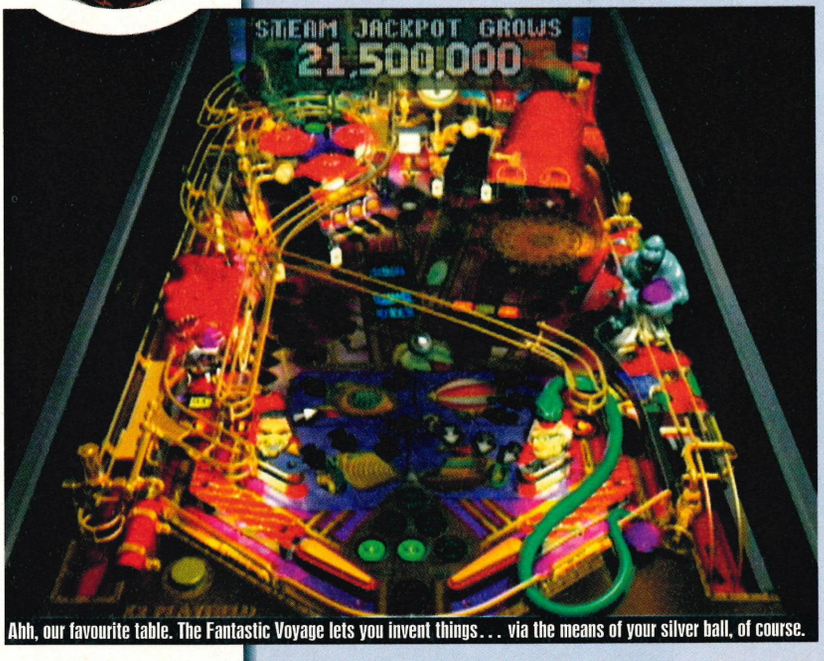
and don't lose the flippin' thing down the hole at the bottom. Obvious really.

Okay, so we know it doesn't exactly sound captivating but that's the problem with pinball – you can't really say much to make it seem impressive. Strangely enough though, it's one of those things that can't be put down once you pick it up; you'll always want to have 'one more go' to try and beat your last score. There are obvious holes that the cynical amongst you could (and should) pick, like why there are only three tables to choose from, or why when there's so little going on the occasional bout of slow-down occurs – yep, it's just laziness on the developer's part. When it comes down to it though, this is the kind of niche title that'll surprise you if you're willing to give it a chance. Go on... you know you want to.

Martin Mathers







Ahh, our favourite table. The Fantastic Voyage lets you invent things... via the means of your silver ball, of course.

Dreamcast magazine Opinion



THE JUDGEMENT

PIN	BALLS
⊕ Incredibly addictive and fun	⊖ It might seem a bit repetitive
⊕ Infinite replay value for £30? Bargain!	⊖ Why only three tables?
⊕ Ooh, look at all the pretty lights	⊖ Hardly pushes the Dreamcast

2ND OPINION

It might sound a little odd, but *Pinball Trilogy* really is as good as the real thing, a rare thing for a videogame, and as such it's utterly brilliant. There might only be three different tables to play on but that really doesn't matter as it's so ridiculously addictive. It's like those *Pringles* adverts – once you've started there's just no stopping. Sore fingers from too much flipping might well be the only downside to the game but let's face it, at least you're not spending hundreds of pounds in the local arcade satisfying your pinball urges.

Alex Warren

ALTERNATIVELY

Worms World Party

It's Worms! With online play! What more could you want, eh?



Reviewed: Issue 16
Dreamcast Rating: 85%

Chu Chu Rocket!

Not exactly new, but still a rather cracking little party game...



Reviewed: Issue 10
Dreamcast Rating: 90%

DREAMCAST RATING

VISUALS	77%
SOUNDS	76%
GAMEPLAY	92%
VALUE	80%

81%

SUMMING UP

Yes, it is only a pinball game, but we could happily sit and play it all day long. Hoorah for pinball!

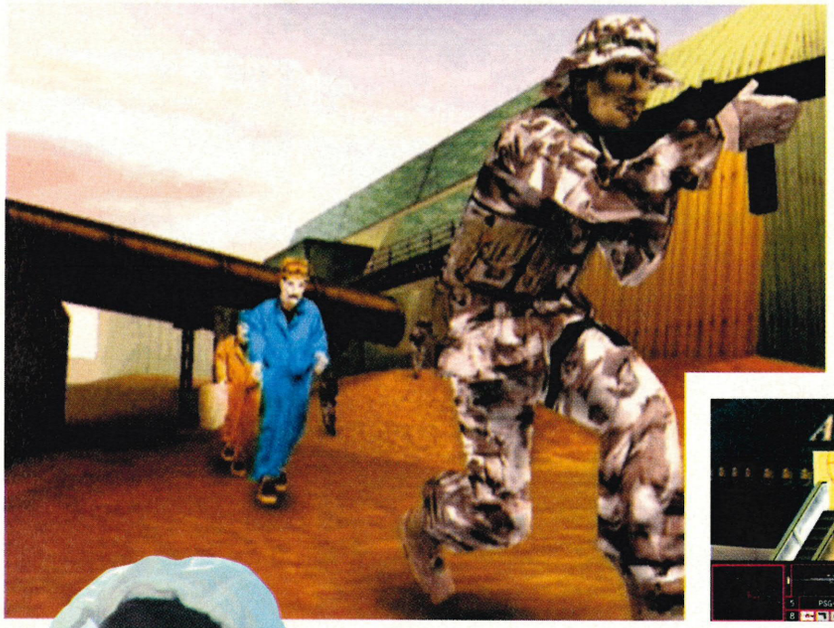
essential information

Dreamcast magazine

PUBLISHER	VIRGIN
DEVELOPER	RED STORM
RELEASE	OUT NOW
PRICE	£39.99
GENRE	STRATEGY
PLAYERS	4 PLAYERS
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK

Rainbow Six: Rogue

Do you think you have what it takes to join the forces and save the world? Then welcome aboard, soldier...





The temptation to blow him away is just too much...

Let's face it – the original *Rainbow Six* on the Dreamcast was a bit of a letdown. Still, that's no excuse not to release a much-improved sequel... and here it is. A quick word of warning first, though – if you think that saving the world can be accomplished by jumping through a window, firing a few rounds into the chest of a waiting baddie and then kissing the girl before making your escape, then this game is most definitely not for you.

Instead, *Rogue Spear* is an atmospheric, life-like simulation where one mistake can mean instant death and every move must be thought out in advance. You play the role of a member of *Rainbow Six*, the world's most feared strike team forged from the finest soldiers out there. Along with your colleagues you will be sent on a series of tough missions, charged with saving the lives of innocent hostages and wasting the terrorists who are causing so much bother. Nasty job but hey, it's a living.

Each mission must be planned in intimate detail – who will enter where, which rooms will be cleared first, how the team moves through the building... all these decisions are down to you. Get things wrong at this point and the mission could be lost before you start. Fortunately, it is easy enough to come up with pretty decent battle plans after a few attempts, and this soon becomes second nature.

Lock And Load

The first thing you will appreciate is the control system – the thirty-plus moves you need can all be pulled off using the

infoburst

Extra information

- Tom Clancy's books have inspired more than just the *Rainbow Six* games. The talented chap has also penned *The Hunt For Red October*, *Patriot Games* and *Clear And Present Danger* – all of which are successful films.
- Clancy was actually the founding member of Red Storm, and set up the company specifically with the aim of bringing his books to life by making games based on them.

Selecting the right kind of camouflage can be essential







awesome moment



Alright, now nobody move... this is a raid! Charming stuff indeed.

Spear

joypad and are pretty easy to master, allowing you to concentrate on the job in hand. Sneaking around levels quietly and slowly can be difficult at first, but there is no finer feeling in the world than seeing all your orders carried out and finding that they work perfectly. You will need to work in tandem with your AI controlled team-mates to succeed, but this too becomes second nature. Because one shot can mean instant death for you, teamwork is the key. Stacking your men up outside a room full of enemies before giving the order to attack and watching as a co-ordinated offensive is mounted is a great feeling – especially when everything goes right. As Hannibal used to say on The A-Team: "I love it when a plan comes together".

So, what's wrong with it? Well, it must be said that the graphics are a bit ropy at the best of times and this can be quite a hindrance when trying to spot the bad guys at a great distance – on occasions you feel like Mr Magoo stranded in a shoot-out, so myopic is your field of vision. Furthermore, there's no online play. Considering that most of the fun on the PC version was to be found on the Net, the failure to include such an option here is bemusing and frustrating. There is a Deathmatch mode for four players, but no Net-based action. Bugger.

Despite that, *Rogue Spear* is something a little different that will reward thought and patience rather than a fast trigger finger and the reactions of a cat on steroids. With better visuals and online play this could have been an essential purchase but as it is, it just doesn't quite manage to make the leap to true greatness.

Mike O'Sullivan

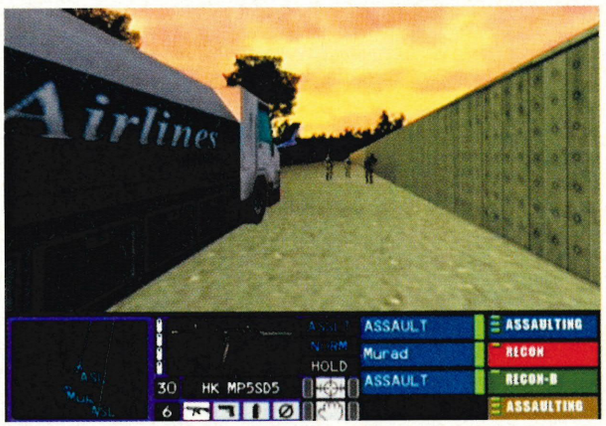


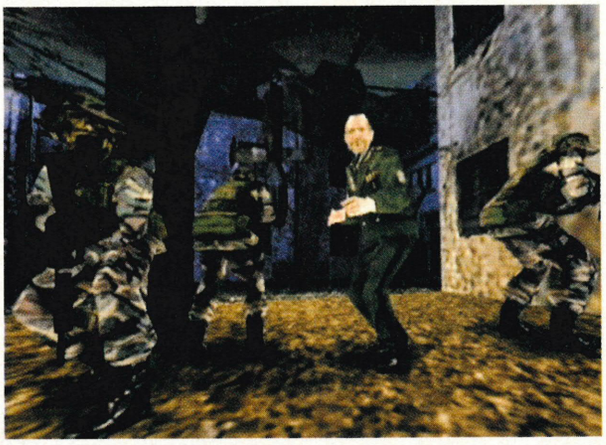
You need to work as a team, covering your squad-mates.

"You will need to work in tandem with your AI controlled team-mates to succeed, but this becomes second nature"

Give Me Twenty, Soldier!

If you feel the need to polish up your skills before heading into battle then fear not – *Rogue Spear* comes with a full tutorial, based at the training ground, and it allows you to hone those skills in a number of areas. Shooting, clearing rooms, planning ahead... all these skills must be learnt before you head off into combat.



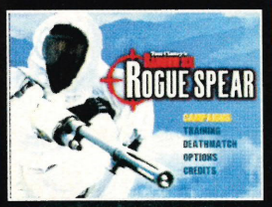


online information



Plenty of information about the game can be found here, but it is heavily focussed on the PC version – the Dreamcast game barely gets a mention.

Dreamcast magazine opinion



THE JUDGEMENT

ROGUE	BROGUE
⊕ Terrific suspense-laden action	⊖ Some rather ropy graphics
⊕ High replayability value	⊖ Can't see very far into the distance
⊕ Something a little different	⊖ No Internet play? Why the hell not?

2ND OPINION

Though an improvement over its predecessor, *Rogue Spear* once more attempts to cram a PC game onto a Dreamcast with mixed results. Certainly there is much fun to be had sneaking around and picking off your foe, and the control system is rather splendid. However, you can't help but think that something is missing. Though it's certainly a more exacting game than *Quake III Arena*, it is basically a grubby-looking shoot-'em-up, and worst of all, the online play is *still* missing! We were hoping for better from *Rogue Spear* – we got it, but only just...

Simon Phillips

ALTERNATIVELY

Rainbow Six

The original and rather inferior version of *Rogue Spear*. Urgh...



Reviewed: Issue 18
Dreamcast Rating: 68%

Quake III Arena

Less strategic, but has plenty more first-person blasting action.



Reviewed: Issue 16
Dreamcast Rating: 90%

DREAMCAST RATING

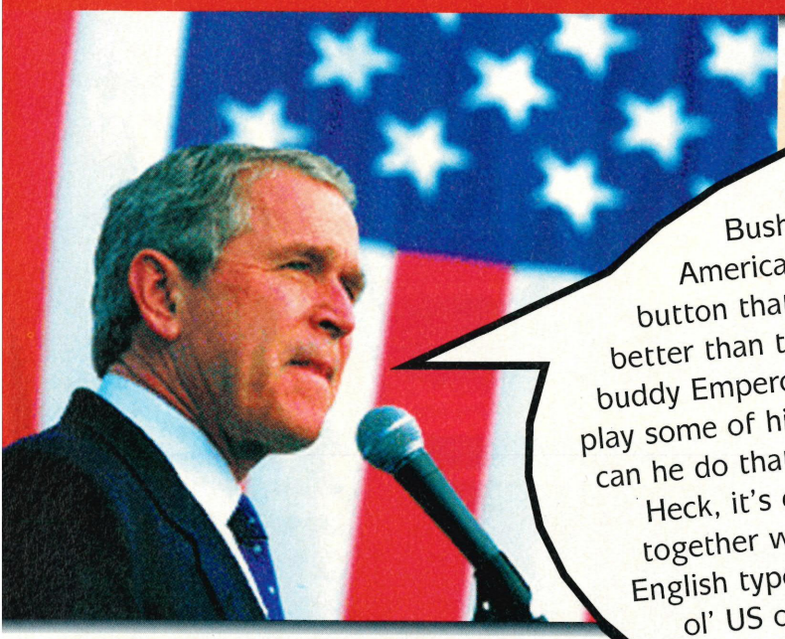
VISUALS	67%
SOUNDS	70%
GAMEPLAY	85%
VALUE	80%

77%

SUMMING UP

Better than the last *Rainbow Six* outing, but not quite up to the excellence of the PC version.

George W Bush's How To Play



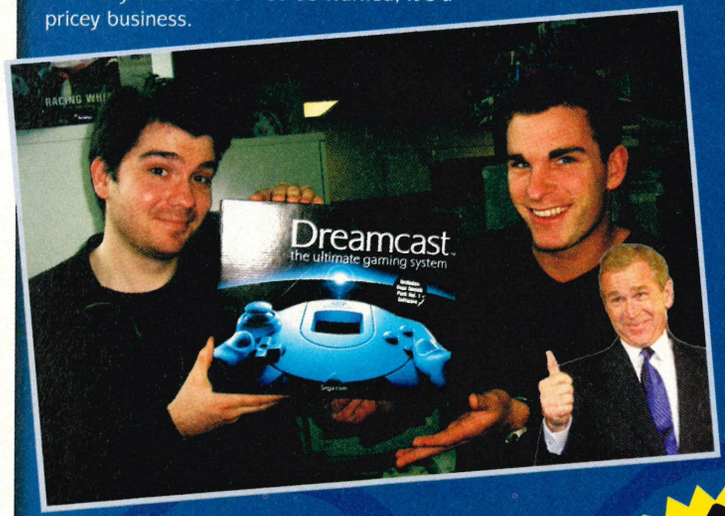
Howdy, y'all! I'm George 'Dubba-ya' Bush, 43rd President of the United States Of America. When I'm not poised with my finger on the button that could cause World War III, there's nothing I like better than to play on my Dreamcast. Of course when my good buddy Emperor Kinjyou of Japan comes to visit, he often wants to play some of his Japanese games instead of ma American ones. 'How can he do that when he hasn't got a Japanese Dreamcast', you ask? Heck, it's easy – so easy, even I can do it. That's why I've got together with the guys at DREAMCAST MAGAZINE to teach all you English types how to play games from both Japan and the good ol' US of A. That way, you won't be caught out next time either a member of the Japanese Royal Family or me and ma daddy drop in for a quick gaming session...

Watch Out, Y'All!

Having hundreds more Dreamcast games made available to you might sound pretty great and everything, but the road to import gaming is not one without its perils. Here are some of the problems you might face...

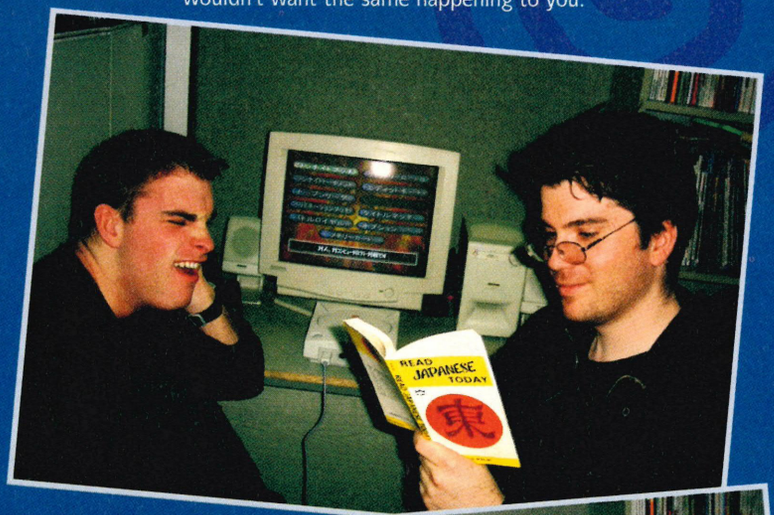
The Price Isn't Always Right

One thing to be wary about when buying import games is that they sure don't come cheap when your local importer gets them in. For most titles, you can expect to be forking out in the region of £50 to £60 – Mart even shelled out £70 for his Japanese version of *Phantasy Star Online* – so be warned, it's a pricey business.



Foreign Talk

Another thing to bear in mind when buying games from Japan is that any text that the game might have will be in Japanese (well, duh...). While this doesn't present too many hurdles for beat-'em-ups or racing games, it becomes a bit of a problem for adventure games and RPGs. When I first had our Japanese copy of *Shenmue*, I didn't understand a goddamn thing – this made the game virtually unplayable and I wouldn't want the same happening to you.





Burnt Out

If you do end up buying an import machine, make sure that you get a step-down power converter too, otherwise you'll be seeing your lovely new Dreamcast going up in smoke. The reason for this is because our American machines (and the Japanese ones as well) run off a lower power supply, so the regular 240volts we use over here will cause the machine to blow out. Don't go plugging in the wrong lead now, ya hear?



'Not PAL' Dreamcast Games

Three Steps To Gaming Heaven

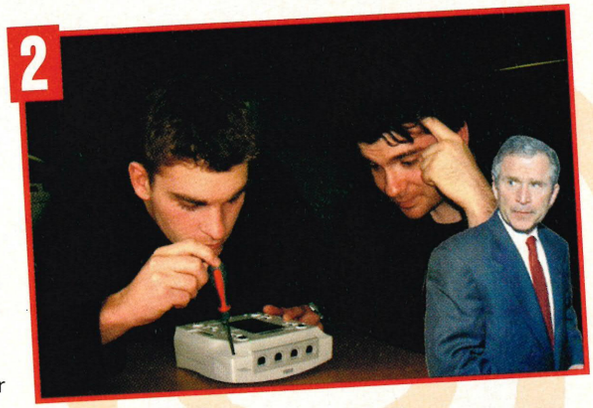
Believe it or not there are several ways to start playing import games, some better than others. Here's where you can find out what's what.

1 Buying An Import Machine



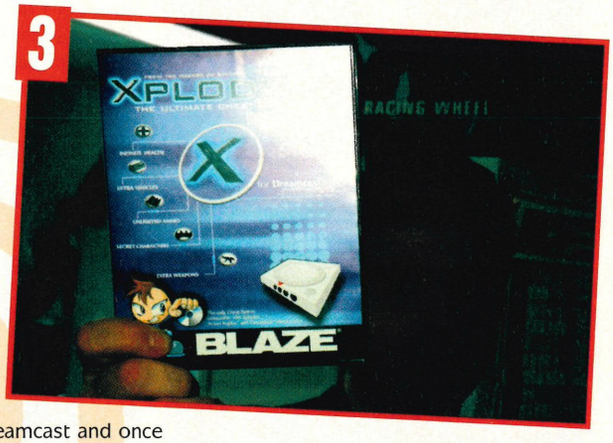
The most obvious way to get playing import games is to go out and buy yourself either an American or Japanese machine. Be warned though, they're not as cheap as the UK machines – at most places (like DREAMCAST MAG's local import shop, Video Games Centre – 01202 527314) you can probably expect to pay around £150 for the machine. However, as with PAL Dreamcasts you will only be able to play games from that territory; for example, a Japanese Dreamcast will only play Japanese games (not American or PAL ones) which, in a sense, brings you back to square one.

2 Chipping Your Dreamcast



A cheaper alternative to forking out £150 for an import machine is to get your PAL machine 'chipped'. Basically what this involves is your Dreamcast being opened up and having a little chip soldered to it – in other words, it's dodgy to the extreme. If you fancy doing it yourself you can buy a chip for around £10 from the likes of www.lik-sang.com but some importers can either provide the service for you or send it away for chipping for around £45. However, it's best not to take this approach as not only will it invalidate your machine's warranty (so if it blows up, SEGA won't refund you) but SEGA regularly changes the security on the machines. What this means is that while you might be able to play old games, you might not be able to play games that come out in several months' time. It's also not strictly legal, so chipping is not something that I'd advise.

3 Buying An Xploder Disc



By far and away the cheapest way to play import games on your machine is to buy yourself one of Blaze's Xploder discs for a bargain £19.99 from your local Electronics Boutique. Not only is it the cheapest way to get playing American and Japanese games, but it's also the safest. All you have to do is place the disc in your Dreamcast and once it's loaded up, simply switch over to the import game. Hey presto! – you're playing import games on your PAL machine. As they say around the White House, that's 'minty'.

Five Of The Best

As ma daddy always says, you don't want to go and buy any old tat when picking up an import game. That's why I've listed the top five 'never coming out where you live' titles that you should really give the once-over.



1 Samba De Amigo v.2000 (Not reviewed)

The updated version of the original *Samba De Amigo* has more songs, more modes and even more fun than before. Time to get the maracas out again!

2 Giant Gram 2000 (issue 13, 93%)



Along with *Fire Pro Wrestling D*, the Japanese really do have us beaten with this excellent wrestling game. All grappling fans should check it out... now!

3 Guilty Gear X (issue 21, 80%)



The best beat-'em-up by far to come out of Japan recently, even managing to kick anything by Capcom off the top spot. It looks gorgeous and plays well too.

4 Virtual On (issue 5, 80%)



The Japanese love their arse-kicking, blaster-firing robot games and this is no exception. Just be prepared to spend extra cash for the special arcade sticks!

5 Dance Dance Revolution 2nd Mix (issue 7, 93%)



Another of those 'special peripheral' titles, Konami's hit dancing game really isn't as great without the dancing mat. It's still ace, though, in a *Samba* kind of way...

import review

Web site: www.sega.com

Sega Smash Pack VOLUME 1

Dust off those rose-tinted spectacles, it's time for a trip down the pot-holed ally that is memory lane...

We loved our Sega MegaDrives, they were lovely. And what better way to show your appreciation of the art of the late Eighties, early Nineties than with this twelve pack of gaming bliss. *Altered Beast*, *Streets of Rage 2*, *Sonic the Hedgehog*, mmm... the oaken aroma of nostalgia. Hello? Reality check? We're in the 21st Century and we now have a console that could easily breeze through 100% arcade conversions, so why are we looking at MegaDrive interpretations? Just because, okay...



Not quite House of the Dead 2, but cool nonetheless.

Streets Of Rage 2



Sorry mate, this is Streets Of Mild Anger – Rage is the one opposite the post office.

Whatever happened to the sideways-scrolling beat-'em-up that we used to love? Along with *Double Dragon*, *Renegade*, *Vendetta* and *Teenage Mutant Ninja Turtles*, *Streets Of Rage 2* will always hold a place in our hearts. Famous for its final scene where you had the opportunity to attack your co-player in order to join the enemy gang and the fact that you could hold an enemy back while your mate pummelled 'em, this is an undeniable classic – with problems. It was never one of the finest examples of the genre, but was still very enjoyable. Definitely fun, but why does it now sound as if they re-recorded the sound using a yoghurt pot and a catgut?

RATING 6/10







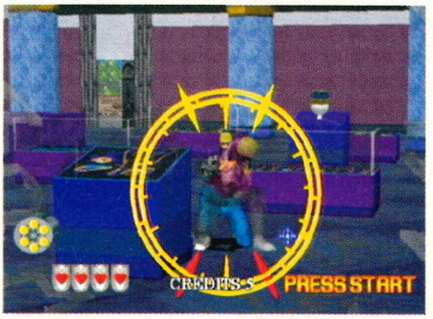
Virtua Cop 2

This is the only conversion that is not based on a Sega machine – it's sucked off the PC, thanks to the wonders of Windows CE, and it ain't bad either. The Saturn version always had that ropy look to it and now, though again not arcade-perfect, it looks better than ever. Since you can't use lightguns on hi-res monitors, this reworking is even better than the PC incarnation. Yes, it's fully gun compatible as you'd expect, but then again so is the now superior *Confidential Mission*. Still, it's one of the better titles on the disc and is worthy of your attention.

RATING 7/10











essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	IN-HOUSE
RELEASE	OUT NOW (US)
PRICE	£49.99
GENRE	COMPILATION
PLAYERS	2 PLAYERS
VM UNIT	SAVES GAME DATA
PERIPHERALS	LIGHTGUN ARCADE STICK

Golden Axe

The game that made Dungeons and Dragons cool. Two players chose to control either a Warrior, a Valkyre or Dwarf before heading off on a violent quest to rid the world of the evil, yet silly sounding, Death Adder. A sideways-scrolling scrapper where you could ride dragons and kick midgets, *Golden Axe* had it all but somehow, someone at Sega has set out to prove that they could seriously mess up the construction of a cup of coffee, since this conversion is awful. We're not lying when we say that the audio effects sound like they've been ported from a pre-release version of *Pong* and some of the animation is sub flick-book. The Dreamcast could have performed an arcade-perfect version of this while urinating up against a wall. What the hell happened?







infoburst

Extra information

- When *Sonic the Hedgehog* was released, leading scientists believed that its speed would actually send people insane.
- *Sonic* was initially on sale complete with a top-hatted gent waving a flag. His job was to walk in front of the player, stopping them from going too fast.
- This gentleman was later re-employed for the *Smash Pack* to ensure that no game runs as fast as we'd have liked.
- To keep up with the times, his top hat has been redesigned by Nike. However, his flag is still the original one made out of flayed otter lip.

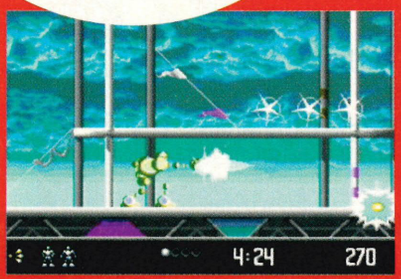
Shining Force

Twelve years ago, role-playing games looked very different and attracted a far more intense following. *Shining Force* was no exception to the rule; in fact, it *was* the rule. Flat graphics, four-way movement and only two frames of constantly looped animation per character, even when you were stationary. It's hard to remember the time when you could get so absorbed in the lives, loves and tribulations of a blocky set of featureless pixels. Then you start to play this incontinent geriatric of an adventure and you remember – that's all we had. *Shining Force* does, however, still have a small amount of charm hidden in its naïve Japanamated *Dungeons And Dragons* style.



One for die hard RPG masochists only, we're afraid.



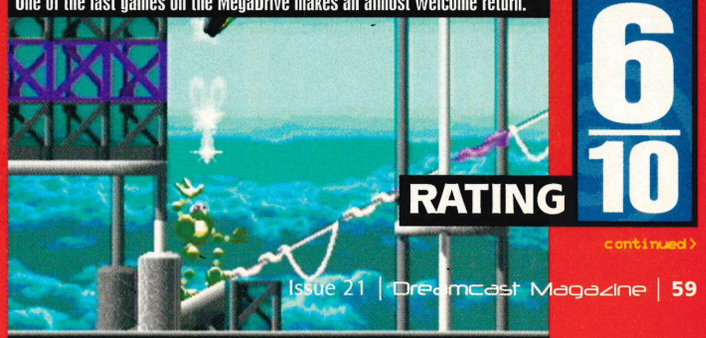




Vectorman

Games with an identifiable main character sell – that's how it works. But for every Sonic you have a *Cool Spot*, or in this case, *Vectorman*. This time around our platform-based hero's 'thing' is that he's made up of little vector balls. Now comes the clever part. If he picks up the right item at the right moment, he'll transform into a situation-friendly object. If he needs to burrow into the ground to access hidden areas it'll be a drill, if he needs to kill many creatures at once, it'll be a bomb... and so on and so forth. Trouble is, he is totally lacking in personality and therefore, so is the game. Oddly though, despite this charisma bypass, *Vectorman* does have a certain quality that makes him worth an occasional look.

One of the last games on the MegaDrive makes an almost welcome return.



continued

import review

continued ›

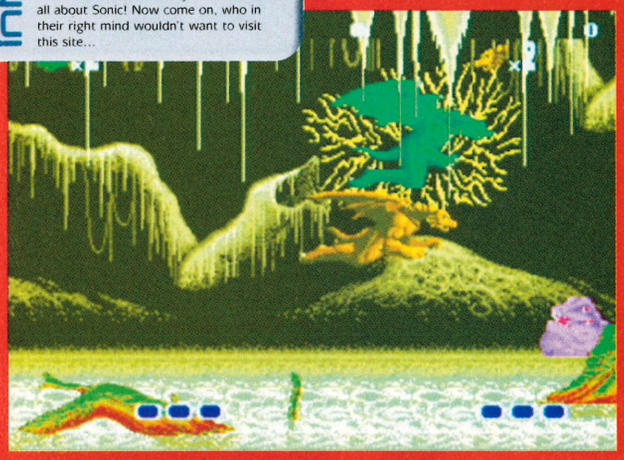
online information



www.p-a-u-l.com/sonic/links.html

The Sonic Fun Zone? Why, it's a fun zone, all about Sonic! Now come on, who in their right mind wouldn't want to visit this site...





Altered Beast

'Rise from the grave and rescue my daughter!' *Altered Beast* caused quite a stir on initial release – it had a gimmick, you see. You were a puny wimp who had been brought back to life in order to deck a series of ghouls and goblins. Thing is, when you picked up power orbs from your foe's corpses you'd do a Weightgain 2000 impression and seriously bulk up. The more you collected, the beefier you became until you 'altered' into a beast with new strengths and abilities. The MegaDrive version never quite had the arcade's gloss, and since *Beast* was always more style than substance, this MegaDrive conversion is suitably lacking.

RATING 4/10



The best game on the entire compilation by a Scottish yard.

Sonic The Hedgehog

Hold the phone – this is more like it. Unless you own a MegaDrive or Game Gear, the only way you'll have dealt with the blue spiky one will be in the realms of 3D... until now. Sonic's first 2D platform adventure managed to blow away many a spotty teenager when it first hit the streets and without wanting to be autobiographical, even managed to sell one games journo the entire machine. It was stunning, and even now still manages to hold the attention of gamers numbed to 2D by the now compulsory third-person view. A good conversion, although again it has some major sound problems and amazingly, seems to have more slow-down than the original.

RATING 7/10





Revenge Of Shinobi

Make no mistake, the original *Shinobi* was – and still is – one of the best arcade games of all time. Back in the (a-hem) day, if you had the skills you could complete *Shinobi* with one credit. In fact, thanks to Macintosh emulators and the Internet, some people probably still do. And so we come to this MegaDrive-only sequel, and one huge wake-up call. Aside from the white jim-jams that our hero wears, the frankly crap explosions that result when you stick a foe and the dismal level design, *Revenge* isn't that bad... it's worse. But then again, it was dire all those years ago.

RATING 2/10







"You could buy the few games that are worth your attention AND a MegaDrive for the price – so why bother?"

awesome moment

All it took was a few title screens to bring those memories flooding back...



Phantasy Star 2



What the Game Boy was made for, not the Dreamcast.

Back when the Internet was just a glint in the eye of military scientists there was *Phantasy Star 2*. Set in a future utopia where our hero suffers from acute nightmares and everyone is plagued by poor dress sense, this is a real 'by the numbers' RPG. The past twelve years haven't been that kind, though, especially considering the release of the genre up-heaving *Phantasy Star Online*. That said, anyone who was caught up in the bizarre 'All Your Base Are Belong To Us' Internet pop-vid appreciation of old school RPG styling will positively glow when they pick this one up. A sweet little game that makes you remember the days you wasted, locked in a room, playing MegaDrive adventures when you should've been out making friends.

RATING 5/10

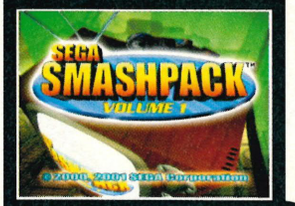
The Beauty Of Numbers

Right then, how come we've only reviewed ten games out of the twelve on offer? Easy, we're thick as pig's poo. Ten games get marked out of ten allowing for a final score as a percentage, you see. If we tried to mark twelve games each out of eight point three recurring to get the mark out of one hundred, our heads would pop. Besides which, *Sega Swirl* and *Columns* are dull.

This compilation asks more questions than it answers. For starters, who was responsible for translating the sound of these games? It's dire and has cost many, many points. Secondly, as much as we loved our MegaDrives, what we really wanted was the arcades in our homes. The old boy just wasn't up to the job at the time, but the Dreamcast would have no considerable difficulties. With this in mind, it is hard to see who this compilation is aimed at. You could buy the few games that are worth your attention and a MegaDrive for the price – so why bother?

Will Johnston

Dreamcast magazine pinion



THE JUDGEMENT

RETRO	METRO
⊕ Oh Sonic, how we loved you	⊖ Strangle a digital cat, it sounds like this
⊕ Streets of Rage 2... ooh!	⊖ Why not give full arcade translations...
⊕ Virtua Cop is top quality	⊖ Or even perfect MegaDrive ones?

2ND OPINION

Much as we tried to get ourselves excited about the *Sega Smash Pack*, it was a bit difficult when only two of the games turned out to be any good. From the incredibly abysmal *Altered Beast* and Wrestle War to the pretty average *Golden Axe* and *Revenge Of Shinobi*, there's just nothing here that makes you feel that you have to own this disc. Only *Sonic The Hedgehog* and *Streets Of Rage 2* even come close to making this the ideal retro MegaDrive collection... but it ain't. It could have been a contender and instead, we're left wondering why Sega even bothered at all. Damn.

Martin Mathers

ALTERNATIVELY

Midway Arcade Greatest Hits Volume 1

A good attempt at destroying your childhood memories.



Reviewed: Issue 10
Dreamcast Rating: 27%

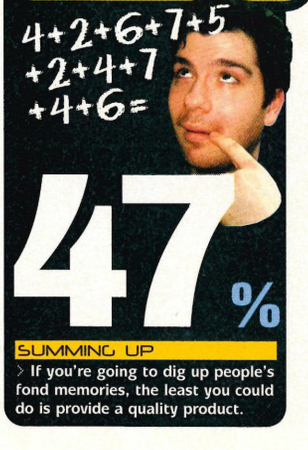
Sonic Adventure

If you want Sonic on the Dreamcast, this is the second place to look.



Reviewed: Issue 01
Dreamcast Rating: 90%

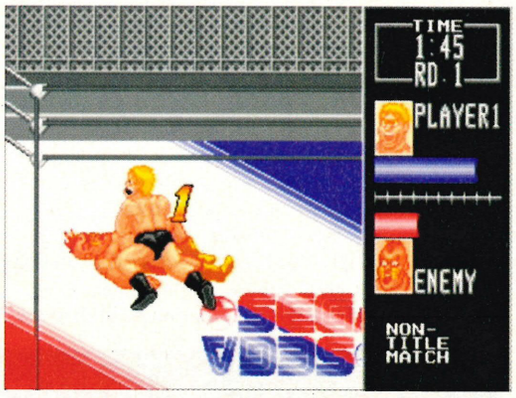
DREAMCAST RATING



47%

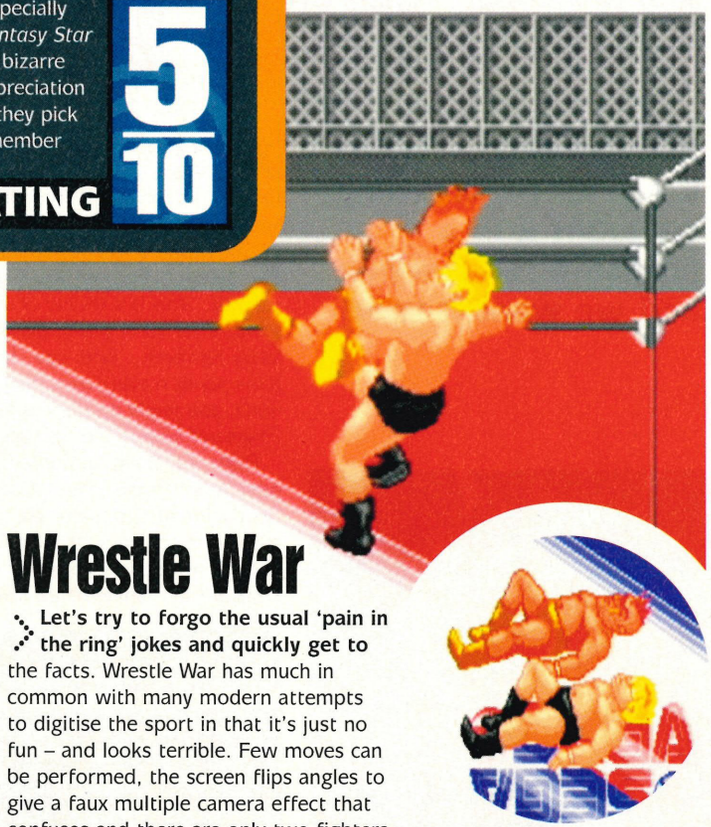
SUMMING UP

If you're going to dig up people's fond memories, the least you could do is provide a quality product.





A terrible game with no redeeming features.



Wrestle War

Let's try to forgo the usual 'pain in the ring' jokes and quickly get to the facts. Wrestle War has much in common with many modern attempts to digitise the sport in that it's just no fun – and looks terrible. Few moves can be performed, the screen flips angles to give a faux multiple camera effect that confuses and there are only two fighters available. Wrestle War's saving grace is that it's lacking in features. As the old saying goes, if you're going to delve in manure, best use a small pile. Since there isn't that much to see, do or play you can quickly get into it, have a small amount of fun (at the game's expense) and get the hell out.

RATING 4/10

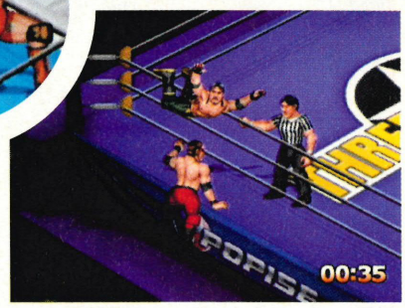
import review

Web site: www.spike.co.jp









essential information

Dreamcast magazine

PUBLISHER	SPIKE
DEVELOPER	VAILL CORP
RELEASE	OUT NOW (JAP)
PRICE	£59.99
GENRE	SPORTS
PLAYERS	4
VM UNIT	SAVES GAMES/CHARACTERS
PERIPHERALS	VIBRATION PACK ARCADE STICK MODEM

Fire Pro Wrestling D

3D, shmee-D... when it comes to wrestling, we want it in a hardcore retro stylee and we want it now!

online information



Haven't got a clue what all the options and other bits in the game are? Then check this site out – it's got everything you'll ever need!

While you're reading this review, you'll probably end up thinking one of two things – either 'Yay, more wrestling', or 'Aargh, more wrestling'. Obviously, we'd like you to fall into the first category because you'll keep reading... this is a review of a wrestling game, after all. If you're thinking the latter however... well, you really should think about moving over the page. If you don't, you might be scarred for life by images of sweaty men in tight pants.

Right, for those of you still here – well done, you've made the right choice. Quite clearly you're into the whole sports entertainment thing, in which case you're in for a real treat because *Fire Pro Wrestling D* is something rather special.

Don't let the slightly un-Dreamcast style graphics fool you for a second. It might use old-school 2D graphics to give off a serious retro vibe, and it doesn't look anything like a quality Dreamcast game, but what lies beneath is one of the most comprehensive and downright playable wrestling games we've ever seen.

Wham, Slam, Thank Ya Ma'am

Load up the game and you'll be astounded by the number of options open to you... even if they are all in Japanese and you need to explore them all to work out what they are. In truth though, this is actually quite a good thing as it gives you an insight into just how much there is to play around with in the



Oi, you! Yeah, you in the stupid black mask! Did you spill my pint and call me a poof? Come on then!

infoburst

Extra information

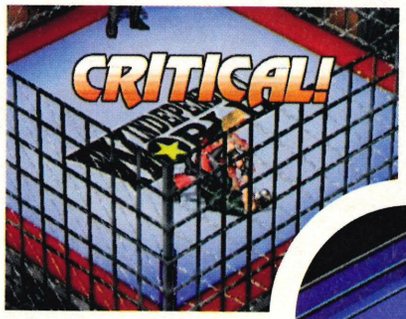
- *Fire Pro Wrestling* is actually one of the biggest videogame franchises ever, spanning well over fifteen different titles!
- In fact, the only game we can think of that's had more titles out during its life is the *StreetFighter* series. Amazing!
- The next *Fire Pro Wrestling* game (called *Fire Pro Wrestling Advance*) is due out this year on the Game Boy Advance.

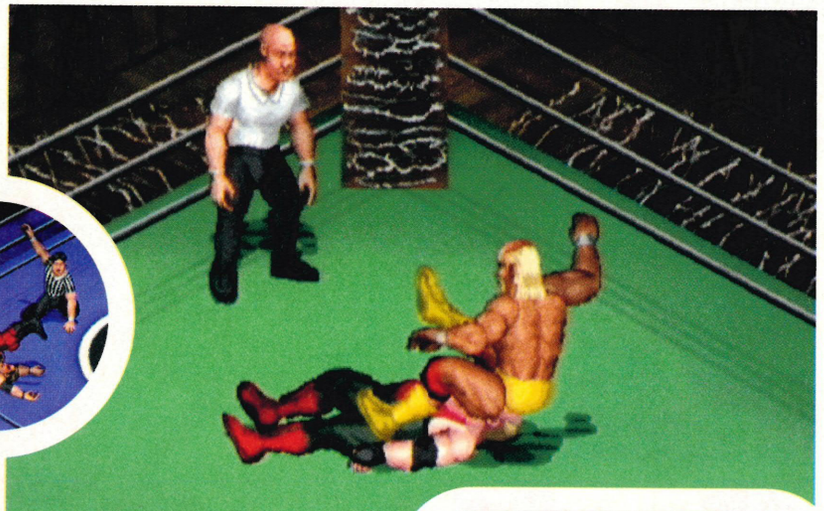


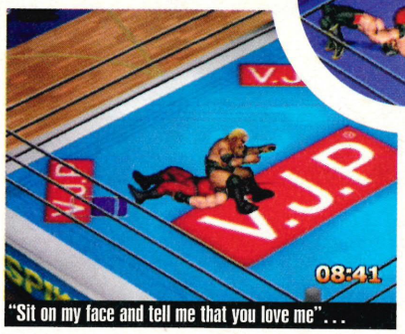
awesome moment

How many wrestlers can you fit into a ring at once? This many, of course!









"Sit on my face and tell me that you love me"...

Hey, look – it's the Hulk Hogan stupid leg drop! Yay!

"One of the most comprehensive and downright playable wrestling games we've ever seen."

game. There are a whole host of different match styles (including Barbed Wire and the Exploding Deathcage), tournaments, leagues and even an eight-man Battle Royale to have a go at, as well as a full Career mode called Victory Road that unlocks all the secrets as you play it – deciding what to try first is pretty tough! Selecting your wrestler isn't exactly a doddle either – with a total of 220 spread over 18 different divisions to try out, the choice is rather daunting, especially as you can team wrestlers up with one another to play a variety of two, four or even eight-man tag matches. On top of that, you can even create your own character and play with virtually every aspect, including the way they look, their moves, characteristics when controlled by the computer... everything. Then there's the ability to create your own referee to officiate the matches, the chance to put together your own league or stable of wrestlers, even have your very own championship belt to have the wrestlers fight for... the list of options just goes on and on.

The depth that the game goes into in terms of attention to detail and customisation is truly incredible. If we had to describe it all, *Fire Pro Wrestling D* would have to be very nearly perfect. In fact, aside from the obvious stuff (like there being stacks of Japanese text in it) there's very little in the way of defects within the game. If it's a definitive wrestling game with a wealth of options that you want, then this really is an absolute must-purchase. Fanatics rejoice – the ultimate wrestling game is finally here!

Martin Mathers



As Good As The Real Thing

The problem with Japanese wrestling games is that usually you have to make do with a selection of crazy characters that you've never heard of before – hey, it happened with *Giant Gram 2000*. Have a go at *Fire Pro Wrestling D*, though, and you might be pleasantly surprised... why? Because cunningly hidden under the guises of the WFW and the WWC are some rather familiar faces, but with their names changed to protect the innocent. The Rock, Goldberg, Sting, DDP, Stone Cold Steve Austin, Kane... they're all here, complete with trademark finishing moves to boot. Pretty darn groovy, eh?







Dreamcast Magazine Opinion



THE JUDGEMENT

FIRE	DIRE
⊕ A really solid and fun wrestling game	⊖ Doesn't exactly look amazing
⊕ Absolutely stacks of characters	⊖ Far too much Japanese text
⊕ Creation modes to die for!	⊖ It'll never come out over here...

2ND OPINION

Fire Pro Wrestling D is another triumph of gameplay over graphics. Unfortunately, whilst Mathers is able to wax lyrical about the gameplay – 'cos he's played it more than enough to do so – a lot of folk will shun this simply because it looks decidedly retro. Most of you lot out there would prefer a wrestling game that looks half-decent but plays like a stinker, and if you are one of the ninnies that blindly buy wrestling games that have a licence then you deserve everything you get. For everyone else, there's *Fire Pro Wrestling D*...

Simon Phillips

ALTERNATIVELY

Giant Gram 2000

Still the best-looking wrestling game available for the Dreamcast.



Reviewed: Issue 13
Dreamcast Rating: 93%

WWF Royal Rumble

The only remotely decent wrestling game out in the UK.



Reviewed: Issue 13
Dreamcast Rating: 91%

DREAMCAST RATING

VISUALS	80%
SOUNDS	82%
GAMEPLAY	93%
VALUE	94%

87%

SUMMING UP

If you can get past the graphics, this is a worthy addition to any wrestling fan's collection.

import review

Web site: www.sammy.co.jp





essential information

Dreamcast magazine

PUBLISHER	SPIKE
DEVELOPER	VAILL CORP
RELEASE	OUT NOW (JAP)
PRICE	£59.99
GENRE	SPORTS
PLAYERS	4
VM UNIT	SAVES GAMES/CHARACTERS
PERIPHERALS	VIBRATION PACK ARCADE STICK MODEM

Guilty Gear X

online information



Guilty as charged! Everything you'll ever need in the way of information on Guilty Gear X, all pl nked together for your online enjoyment...

infoburst

Extra information

- Quite good for Arc's debut game, huh?
- This takes the Dreamcast's current beat-'em-up tally to over 20...
- ...which is four times more than the N64 has had in five years!

Out of the blue comes a challenger to Capcom's two-dimensional crown, but do we really need yet another 2D beat-'em-up?

Imagine that you work for a relatively unknown software development company. You want to come up with a project that's going to make you some money, impress a lot of people and make your company known, so you'd try to avoid a genre which as far as most people are concerned, has already reached perfection, right?

Arc doesn't seem to have taken any notice of that, but what it has to offer is by no means a lame attempt to better Capcom. Brand new characters, backgrounds and Super Moves are enough to stir up any hardcore beat-'em-up fan, but a completely fresh perspective on the genre is going to rip you out of hibernation and throw you into a cold bath full of ninja leaches! In actual fact, once you start playing *Guilty Gear X*, you begin to realise why Arc chose to develop it. What better way is there to grab everyone's attention than to challenge one of the biggest developers in Japan and come out alive? On top of that, if you can better them in some way you're laughing all the way to your next publishing deal.

Sweet As!

If you've read any of our previous beat-'em-up reviews, you'll already know that we're extremely harsh on them. There are simply too many good examples out there (*StreetFighter Alpha III, Capcom Vs SNK, Soul Calibur*...) for anything less to stand a chance, but it has to be said that Arc has managed to squeeze a small miracle out of the old box. The detail on everything is at least as good as *Capcom Vs SNK*, and in some areas it surpasses it. For example, there's a lot more going on in the background – obviously this is a non-essential addition, but it's nice all the same. All the moves are well animated too; some of them lean more towards *Dark Stalkers* than *StreetFighter*, but that only adds to the varied feel of the game. The sound effects are up there with Capcom as well – the crunches, ground shakes and yells all come at the right time – but sadly the composition is lacking... don't expect to be humming any of the tunes when you switch it off.

As you would expect, there are a multitude of characters to choose from.





Beat conquers his opponent with a flaming number two. He's gonna be sore...

awesome moment

Pull off an Instant Kill on an unsuspecting opponent and it's game over.













"Come at it expecting StreetFighter and you'll be ever-so-slightly disappointed"

You know you're in trouble when a petrified lion farts flames at you, then grins. God help the recipient!

While they are all original, you can't help but wonder if the designers have a shrine for *SF Alpha 3* somewhere in their offices. It's not a bad thing though; it adds a touch of familiarity to the whole experience.

The most important factor in any beat-'em-up is, of course, the fighting engine behind it all. This is the one place in which *Guilty Gear X* comes a very close second. Credit where credit is due – the combo system is good, and the Instant Kill Super Moves are hilarious. As with other games of this sort, you have Super Gauges (named Tension Gauges). The higher the gauge, the more powerful the attack – however, you can choose to take a chance with an Instant Kill move. Your opponent will have plenty of time to block but if it hits them, they will be KO'ed instantly! The downside is that if you miss, your Tension Gauge will be removed for the duration of that round. This addition greatly enhances the gameplay, but it can't overcome the fact that the combo system isn't as fluid as Capcom's, and after *StreetFighter*, you'll scream at the fact that you can't jump in with a hard kick and sweep.

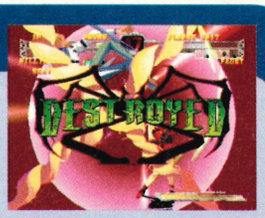
Come at this expecting *Street Fighter*, and you'll be ever-so-slightly disappointed. It's another slightly different take on the genre, and one that you'll have to stick with to appreciate.

Chandra Nair



Hair-Raising Moves

> If there's one great thing to be said about Japanese character design, it's the fact that you just don't get mullets! That's not to say that they don't have their own wacky styles though – for example, Millia uses her Rapunzell-like locks to whip her opponents into a frenzy (okay, okay, calm down). With multiple hairstyles at the touch of a button, we reckon she's really on to something. That's got to be the future, right? Hmmm, we've just had an interesting thought for next month's team pics...





Dreamcast Magazine Opinion



THE JUDGEMENT

INNOCENT	GUILTY
⊕ Great Destruction moves	⊖ Not as fluid as StreetFighter
⊕ Some of the best 2D graphics yet	⊖ God, not another 2D beat-'em-up...
⊕ It's a whole new franchise!	⊖ It won't convert anyone to the genre

2ND OPINION

> Much as I understand what Chandra is saying, I have to admit that I have a big soft spot for *Guilty Gear X*. Yes, we've all been raised on a diet of *StreetFighter* for the past God knows how many years but it's always nice to see someone else come along and do even better than Capcom for a change. The characters are easy to pick up and use, the Instant Death moves are quite spectacular and moreover, it's a beat-'em-up that doesn't have Ryu and Ken in it. This one gets a massive thumbs up... now, why can't someone pick up the licence for it over here?

Martin Mathers

ALTERNATIVELY

Capcom Vs SNK

The star of the show. 2D fighting action at its absolute best!



Reviewed: Issue 14
Dreamcast Rating: 87%

StreetFighter Alpha 3

Choosing between this and *GGX*? Ooooh, controversial...



Reviewed: Issue 04
Dreamcast Rating: 84%

DREAMCAST RATING

VISUALS	90%
SOUNDS	86%
GAMEPLAY	81%
VALUE	74%

80%

SUMMING UP

> A great attempt to add some new ideas to the genre – hardly ground-breaking, but refreshing...

import review

Web site: www.capcom.com

essential information

Dreamcast magazine

PUBLISHER	CAPCOM
DEVELOPER	PSIKYO
RELEASE	OUT NOW (US)
PRICE	£49.99
GENRE	SHOOT-'EM-UP
PLAYERS	2 PLAYERS
VM UNIT	SAVE GAMES
PERIPHERALS	ARCADE STICK VIBRATION PACK

Cannon Spike

Take a bundle of your favourite Capcom characters, give them all big guns and what do you get? Err, don't ask us...







Hands up who remembers the rather wonderful *Smash TV* – the game that featured big money, big prizes and the mindless slaughter of thousands of enemies, all in the name of gameshow entertainment? Well, we do. That's why playing *Cannon Spike* brings a little piece of sunshine back into our otherwise dull and dreary lives because by all accounts, it's pretty similar. Sure, you can't win a toaster, and there aren't any incredibly funny comments from the host or ridiculously over-the-top bosses but... err... come to think of it, it isn't that similar at all. Aside from the large guns and enemies coming from all sides, that is.

Yes, *Cannon Spike* is a game that goes slightly overboard on the enemy hordes and insane amounts of laser-fire filling the screen. It's probably best to forget the obvious 'In the future, the earth has been taken hostage...' bull – the only thing you need to remember is that if it moves, you've got to shoot it before it shoots back and kills you. After you've chosen your hero from the rather familiar selection on offer (including two ex-StreetFighters and even a beefed-up version of Arthur from *Ghouls N' Ghosts*) it's your job to blast, kick and punch your way through ten stages of enemies before facing off against the main bad guy and his bitches. It's your typical shoot-'em-up affair, so you won't have to spend long working out what to do.

Ooh... Guns, Guns, Guns!

As you're playing the game, the thing that jumps out and grabs you is how many great little touches Capcom has managed to squeeze into what is generally a pretty stagnant genre. Although as a whole it is quite a simplistic affair, the graphics are rather detailed and manage to enhance what could quite easily have been a drab game. Each character attacks according to who they are (Charlie has a rather nifty repertoire of Jackknife Kicks while Cammy slices through enemies with her legs) which alters how you need to approach the game. The bosses are quite original too, rather than being the usual 'large machine pumping out bullets' that we've seen a million times before. Overall, it's all pretty enjoyable.

Sadly, the other major thing that'll jump out and grab you is how quickly you can fly through the levels. Even on the hardest settings, each stage only lasts a maximum of three minutes and in game-playing time, that's nothing at all. Add this to the fact that there isn't anything worth revisiting the game for once you've completed it (aside from the vaguely interesting hidden characters... woohoo) and we're left feeling rather disappointed yet again. The whole 'arcade conversion with no added extras' isn't a trend we care for at all but unfortunately, only Sega seems bothered to do anything about it. Shame on you, Capcom – you might have got away with it if it wasn't for us pesky kids... err, reviewers.

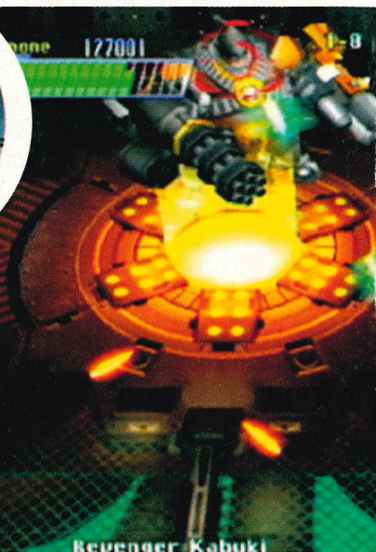
Martin Mathers



online information



Find out about all of Capcom's past games at the Videogame Museum – it's ace!



awesome moment

Cammy goes completely crazy! Just watch that StreetFighter go!

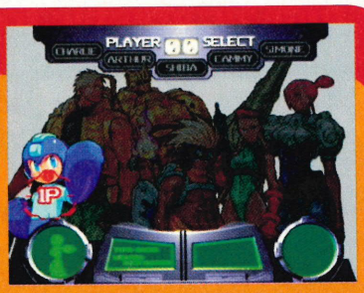




Hey, it's the last boss... after only ten minutes. Ha!



Hey, I Know You!



> To make you feel even more warm and tingly inside, Capcom has managed to squeeze some added familiar faces into *Cannon Spike* who you'll run into whilst playing the game. As well as meeting the nasty claw-carrying, mask-wearing StreetFighter known as Vega (or Balrog, as he's known in Japan) twice during the game, you can even play as MegaMan or BB Hood from *DarkStalkers 3* and *Marvel Vs Capcom 2*! Just play the game through once and they'll be available to choose on the Character Select screen... marvellous.





infoburst

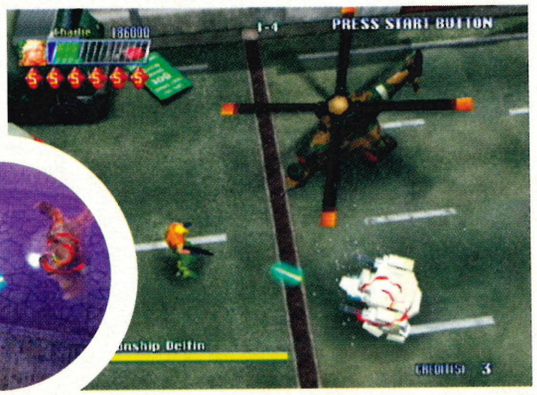
Extra information

> Of all the known Capcom characters available to choose from in *Cannon Spike*, Arthur is the oldest – *Ghosts N' Goblins* came out in 1986, you know!

> He's closely followed by MegaMan, who arrived in 1987... although he looks like a little boy. Still.

> Once again, the number of Dreamcast games that we've completed in less than a day rises... crikey, will this trend never end?





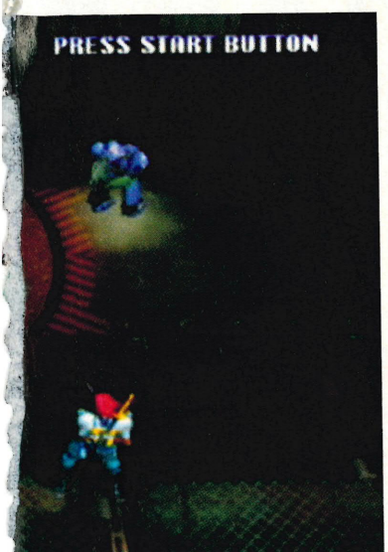






"There isn't anything worth revisiting the game for once you've completed it... we're left feeling rather disappointed yet again"

Needless to say, even the nastiest-looking bosses aren't exactly tough to beat. Just point, shoot and move... yawn. It's so easy!



Dreamcast Magazine Opinion



THE JUDGEMENT

CANNON &

- ⊕ Madcap blasting action ahoy!
- ⊕ Gotta love those Capcom characters
- ⊕ Perfect for arcade purists

BALLS

- ⊖ Absolutely no extra options
- ⊖ Shoot enemies and... err, that's it
- ⊖ Hardly what we'd call value for money

2ND OPINION

> Like the other shoot-'em-up in this issue, *Charge'N Blast*, *Cannon Spike* is a great little arcade game, yet its failings as a console game are all too obvious. It has all the action-packed gameplay you could wish for, with explosions going off left, right and centre, while enemies bombard you with attack upon attack, leaving you with no option other than to blow their heads off. It's certainly a fun little game, but whether you'll be playing it next week is highly improbable, thus making it an ideal title to rent but not to buy.

Alex Warren

ALTERNATIVELY

Bangai-O

Crazy Japanese shooting from the boys at Treasure. Fun but bizarre.



Reviewed: Issue 14
Dreamcast Rating: 69%

Silent Scope

More arcade-perfect shoot-'em-up action, only minus the gun. Boo.



Reviewed: Issue 15
Dreamcast Rating: 85%

DREAMCAST RATING

VISUALS	83%
SOUNDS	80%
GAMEPLAY	76%
VALUE	44%

62%

SUMMING UP

> Lovely for five minutes, but rather repetitive. Ideal for people with the memory of a goldfish.

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0260 Absolutely Everybody - Vanessa Amorosi
0001 A-ha - Take On Me
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0267 American Pie - Madonna
3697 American Dream - Jakatta
0268 Angels - Robbie Williams
0273 As Long As You Love Me - Backstreet Boys
0013 Beverly Hills Soundtrack - Axel F
0017 Barbie Girl - Aqua
1583 Bat Out Of Hell - Meatloaf
0166 Benny Hill - Theme
0281 Better Off Alone - Alice Deejay
0282 Bitter Sweet Symphony - The Verve
0283 Blue - Eiffel 65
0025 Bond - James Bond Theme
0284 Boom Boom Boom - Vengaboys
0285 Born To Make You Happy - Britney Spears
3672 Case Of The Ex - Mya
0294 Changes - Tupac Shakur
1516 Charlie's Angels - Film Theme
0033 Countdown - Europe
0296 Crazy - Britney Spears
3682 Dancing In The Moonlight - Toploader
1507 Dancing Queen - Abba
0299 Don't Call Me Baby - Madison Avenue
0043 Eastenders - Eastenders TV Theme
3702 Ei - Nelly
3678 Everytime You Need.. -Pragma/M Rubia
1577 Feel The Beat - Unknown
3708 Feels So Good - Melanie B
0052 Flintstones - Flintstones TV Theme
0312 Flying Without Wings - Westlife
0055 Fugees - Killing Me Softly
0065 Halloween - Halloween Film Theme
1588 Heart Of Asia - Watergate
3698 Here With Me - Dido
1502 Hey Jude - Beatles
1500 Holler - Spice Girls
1518 I Believe I Can Fly - Westlife
0322 If You Had My Love - Jennifer Lopez
0199 Indiana Jones - Film Theme
3705 It Wasn't Me - Shaggy
0075 Itchy And Scratchy - The Simpsons
1508 I Turn To You - Mel C
0201 I Will Survive - Gloria Gaynor
1519 Kids - Robbie Williams
0335 King Of My Castle - Wamdue Project
0204 Knightrider - TV Theme
3691 Last Resort - Papa Roach
0085 Liberty - Unknown
0086 Light My Fire - The Doors
0087 Lion Sleeps Tonight - Tight Fit
0340 Living La Vida Loca - Ricky Martin
3692 Loco - Fun Loving Criminals
0088 Loony - Cartoon Theme
0342 Mambo No 5 - Lou Bega
0221 Match Of The Day - TV Theme
0346 Millennium-Robbie Williams
1584 Missing You - Puff Daddy
0094 Mission Impossible - Theme Tune
0396 Moving Too Fast - Artful Dodger
3706 Ms Jackson - Outkast
0099 Muppets - Cartoon Theme
1501 Music - Madonna
0353 My Love Is Your Love - Whitney Houston
1590 My Love - Westlife
1587 No Scrubs - TLC
0109 One Love - Bob Marley
0357 Oops I Did It Again - Britney Spears
0359 Out Of This World
3680 Played A Live (the Bongo Song) - Safri Duo
0108 Pretty Fly For A White Guy - Offspring
1515 Real Slim Shady - Eminem
0365 Re-Wind - Artful Dodger Fea. Craig David
1585 Rock DJ - Robbie Williams
1836 Rock - WWF Theme Tune
3673 Rollin - Limp Bizkit
0372 Scar Tissue - Red Hot Chilli Peppers
0128 Scooby Doo - Cartoon Theme
0374 Sex Bomb - Tom Jones
0377 She's The One - Robbie Williams
3710 Shut Up And Forget About It - Dane Bowers
1517 Sky - Sonique
1513 Stan - Eminem
1578 Silence - Delerium
0148 Star Trek - Film Theme
0151 Starwars 3 - Film Theme
1586 Stomp - Steps
1841 Stone Cold Steve Austin - Wrestling Theme
3693 Stutter - Joe Feat Mystikal
0152 Superman - Film Theme
0382 Sweet Like Chocolate - Shanks And Bigfoot
3690 Teenage Dirtbag - Wheatus
0156 Teletubbies - Cartoon Theme
0387 The Bad Touch - Bloodhound Gang
3700 The Call - Backstreet Boys
3711 The Ladyboy Is Mine - Stuntmasterz
3676 The Next Episode - Dr. Dre/Snoop Dog
0132 The Simpsons - TV Theme
1579 The Way I Am - Eminem
0395 Thong Song - Sisqo
0157 Titanic - Film Theme
0394 Toca's Miracle - Fragma
0159 Tubular Bells - Mike Oldfield
3679 Touch Me - Rui Da Silva Feat Cassandra
0397 Tragedy - Steps
1514 Vindaloo - Fat Les
0005 Walk This Way - Aerosmith
3670 Whole Again - Atomic Kitten
1576 Who Let The Dogs Out - Baha Men
0404 Why Does It Always Rain On Me - Travis
0167 YMCA - Village People
3545 You'll Never Walk Alone - Football Theme
0407 You Say It Best - Ronan Keating
1512 Zombienation - Kernkraft

GREAT GRAPHICS

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RAW IS WAR 3058 | SMACKDOWN 3059

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X-ZIBIT 4150 | ATOMIC KITTEN 4151
BACKSTREET BOYS 4152 | BAHA MEN 4153
COLDPLAY 4154 | CRAIG DAVID 4155
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DR DRE 4159 | dream 4160
FUN LOVIN' CRIMINALS 4161 | GORILLAZ 4162
Jakatta 4163 | limp bizkit 4164
melanie b 4165 | NELLY FURTADO 4166
OUTKAST 4167 | PAPA ROACH 4168
toploader 4171 | ARTFUL DODGER 4173

MUSIC

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ABBA 1679 | BOOMKASHA 4002
Staines 4011 | SHAGGY 4110
Robbie 4111 | Britney 4113
ELVIS IS THE KING 4114 | Madonna 4115
fatboy slim 4117 | destiny's child 4157
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U2 4172 | METALLICA 0845

FILMS/TV

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THE MUMMY RETURNS 1719 | AUSTIN POWERS 1720
JEDI 1721 | SCREAM 1730
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0655 | X-MEN 1717
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MIB 0686 | AMERICAN PIE 0699
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1475 | HEARTS 1481
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inter@ct

Even though Interact is at the back of the mag there's no denying that the fun never ends here at Dreamcast Magazine!



Stuff & Nonsense

106 Videogames rule, but every once in a while we all need toys!

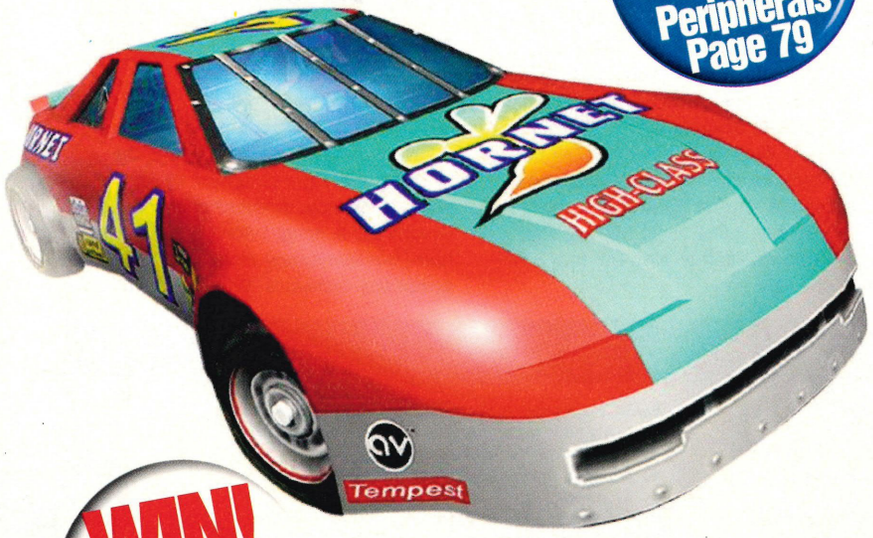


WIN! Joytech Peripherals Page 79

Two Games Special!

80 For no extra cost we give you guides to Daytona and Project Justice!





WIN! Mad Catz Peripherals Page 72

Regulars

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

70 MAILBOX



72 READER REVIEWS



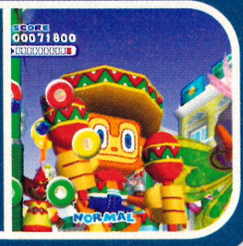
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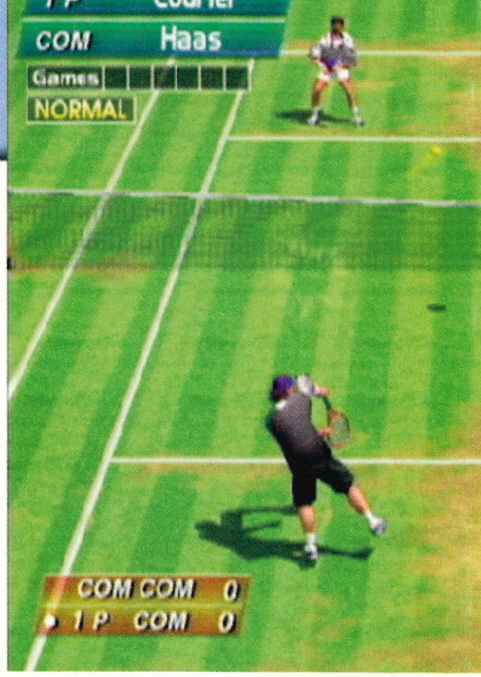
108 DREAM ON



114 DREAM MOMENT



interact Mailbox



Welcome to the amazing letters pages, the bit where your hopes, dreams and fears are shared with your fellow Dreamcasters. Bless!

Rod Hull And...

Alright my lovers? First things first, great mag, definitely the most informative and enjoyable Dreamcast mag out on sale. Secondly, I wonder how many people know about the DC emulation scene? I mean, I am surprised at the amount of people I have talked to who own DCs but are unaware of the emulation scene, and they cannot believe it when they see SNES games and Spectrum games being played on my DC. The DC emulation scene has never been stronger. Currently there are working emulators of the NES, SNES, Spectrum, MSX, Game Boy and even a fully working version of *Quake I* to name but a few, and all of them are free to download and to use legally. Additionally, there is work in progress for a Saturn emulator, Atari Lynx, Neo Pocket and *Doom*, with more cropping up all the time.

I do understand the argument against it – ie why would anyone want to run butt-knocking console and PC game emulators on their DCs when there are games like *M-SR* and *Jet Set Radio* to be getting along with – but judging by the amount of world-wide interest on DC emulation, it seems tragic that most Dreamcast users are overlooking this area or simply do not know emulators exist on the console. Would it be feasible to run a feature on the DC emulation scene or even monthly updates on what's new, as I do believe readers of your magazine would find it of great interest. I hope you will consider my suggestion as I feel that emulation is one of the DC's greatest assets – and the most neglected.

All your base ARE Belong to Us!

D Davies, via email

DM: Er, well, the emulation scene, as you call it, is very much alive and well, as we reported last issue. However, you can't just download games from the Net and play them. IT'S AGAINST THE LAW unless you actually own the game that you are downloading...

I Shrove It, Shrove It!

I loved your review of *Phantasy Star Online*! It was so professional and detailed that it made me love the game even more! Wouldn't it be cool if SEGA (the best) made a VMU just like a Mag? It would develop its own personality and features and it would also come to know you as its owner! Anyway, I have just a couple of questions:

1. How likely is it that Xbox will beat the PlayStation2? I would love to see PlayStation fall flat on its face!

2. Are you going to be making any more music CDs free with the mag? The last one was great!

Anyway, I'm off now to go and eat some chocolate and pancakes... mmmmm, pancakes!

James Giles, via email

DM: Pancakes? Mmmmm...

No one knows whether the XBox will strike down the PS2, but in a war that is largely won and lost on marketing we can safely say that Microsoft has very deep pockets. As for your second question, we are looking into the possibility of sticking a disc on the front of the magazine in the very near future.

You Know The Answer...

First things first, your mag is the best one out – congrats! I just wanted to know whether anyone else's Dreamcast is noisy. I don't mean a little hum, but something along the lines of a symphony orchestra. When I bought my

WIN! MadCatz Peripherals

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



Letters almost certainly will be edited for length and other reasons. All letters are read, but personal correspondence will not be entered into, even if you send an SAE.

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Poet's Corner?

In the beginning a name came that shook the Earth,
The name was SEGA and it had given birth.
Along came a system that proved to be a master,
And it proved that technology was growing ever faster.

But we were craving a console that would break all rules,
And so SEGA went back to their schools.
They came back out soon after giving high fives,
Because they had created the MegaDrive.

And wait, what just sped over my feet in chronic,
Why, a spiky blue hedgehog by the name of Sonic.
Sonic Team's creation would prove a worthy mascot,
Against many who couldn't compete with what they'd got.

Over the years SEGA proved to be unstoppable,
Showing they'd be number one once and for all.
With the AM Departments and other great developers to find,
And Yu Suzuki's masterpiece waiting in his mind.

Later on the planet Saturn came into view,
And gave SEGA just a little clue.
But something seemed to go wrong,
And others were soon singing the farewell song.
But around the corner there was a flash of light,
And people realised the Saturn wouldn't give up without a fight.
Of course, this worked well, with the help of NiGHTS.

SEGA's next vision seemed like a dream come true,
And this console wanted to make its way through.
With graphics that were the real deal,
Yu Suzuki's dream finally became real.

But I will not yet bid farewell,
As I can't wait for this year's games to sell.
So the memory of SEGA will live on in our hearts,
But in all fairness, they always were
number one right from the start.

Someone once said,
To be this good takes AGES,
To be this good takes SEGA.

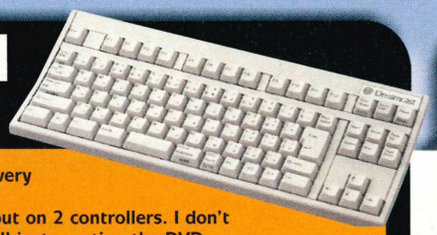
Sincerely,
Matthew Tolley
Chepstow, Monmouthshire

DM: It almost brought a tear to our eyes. Oh, go on, have some prizes...



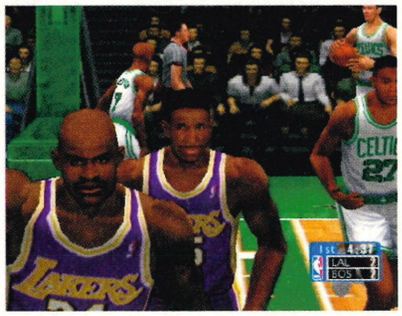


Desperately In Need Of A Keyboard



Silent Bob – Dah i'm a PS2 owner and i'm very disapointed with my new console. It has no decent games and Sony have still only put on 2 controllers. I don't want to admit that this console is shit so i'll just mention the DVD player. Wait a second! My friends will just say "but it cost you £300 and the DVD sucks anyway" noooooo. Wot am I going to do? Oh no I can't even spell the simplest words coz i'm such an idiot! Arrrh!!!!! Oliver Scott





Dreamcast a year ago things were fine, until I found out that it could play three different piano concertos and can hum perfect soprano. It only seems to happen when I'm playing *Virtua Tennis* or am on the DreamArena. Apart from ear muffs and earplugs (both of which I have tried) what can I do to sort it out? Could it have been caused by me dropping it about six months ago?
Chris (Van Beethoven) Snookes, via email

DM: ***Thanks to a large fan to keep the inner gubbins nice and cool, the Dreamcast does tend to be a little on the noisy side. However, we are fairly confident that the rather excessive noise produced by your console was in fact caused by you mistreating it. Shame on you!***

"Why in the name of Sonic Adventure 2 do we have to be worried about what the PS2 is doing?"

Nightmare In America?

First of all I would just like to say how great your mag is – keep it up! When I was on holiday in Florida in February, I was walking around all the games shops looking for Dreamcast games, and there were hardly any apart from *NBA2k1* and a few baseball games. I was confused, because there were loads of PS2 games. In your mag it talks about all of the games that will be coming over here from America. I didn't realise that the Dreamcast was doing so badly out there – or so it seems – so please could you fill me in on what is wrong because believe me, I looked in all the good game shops.
Daniel Strong, via email

DM: ***Well, there are plenty of games being released in the US, but perhaps recent announcements about the future of the Dreamcast have made retailers cautious about stocking software...***

What's Going On?

I got a Dreamcast for Christmas 2000. I had a friend who told me to buy your mag. I got it in January, February and this month's issue. In February's, it talked about the console being stopped. I was wondering, will the games and accessories be stopped or will they carry on?
James Ellis, via email

DM: ***Fear ye not – there will be plenty of peripherals and games coming out for the Dreamcast for a very long time to come.***

Short Cuts

> Printed exactly as they were sent, your comments on the gaming world. Scary...

> I need the toilet nha nha nha nha nha!OOps too late
Chris Cowley, via email
DM: That's very funny!

> I cant access your website.This makes me very mad and the last time I got mad world war 2 happened
William Cahill, via email
DM: That isn't...

> i enjoy sheep they turn me on, oh yeah
Lee Bald, via email
DM: We believe you...

> Shenmue great Crazy taxi crap
Adam Mccalister
DM: Okay...

> And thats the bottom line, cos STONE COLD says so!!!!
Kevin Murphy
DM: Did he?

> C/; DOS
C/: DOS RUN
RUN DOS RUN
HE HE HE HE HE E
Funkydynamite, via email
DM: What?

> I will ask only one more time.....wher is the Silver Mongoose????!!!!!?!
jim.lumsden, via email
DM: Dunno mate...

> I am limbo if you give keyboard i will kill sonys face aiiiiiii
Stephen Bourke
DM: Bugger off!

> Noochy-noochy degoose, darious, nova, chi-ki, ok-hybrid, titan, janitor, CIM etc. etc.
If you get what I mean!!!!
DM: If only we did...



Zealots 'R' Us...

I'd just like to say that you have a great mag, and that it rules. That's the sucking up over. I'd also like to point out that most of your star letters are people moaning (although I have to agree with them) – about how the PS2 is gonna die out, then about SEGA closing down, and whatever the hell they like. But I'd like to say that as Dreamcasters, we should play our beloved consoles until we can't take any more. Why in the name of *Sonic Adventure 2* do we have to be worried about what the PS2 is doing? People are buying it for the DVDs only, so who cares? We have amazing games on our little grey console – do I have to go through the amount of games again? Well, duh – look at Crazy *Taxi 2*, *Sonic Adventure 2*, *Quake III Arena*, and the legendary *Soul Calibur* (with a sequel hopefully on the way!) etc, etc, etc! Why are we moaning, at the height of SEGA's hard work, at the amazing works of art SEGA and other companies have come out with? We should all play the world's best on our Dreamcasts, until we eventually drop from the top of the mountain, but with a fire in our console-playing hearts. A fire that burns with the legendary games of Sonic and others, and makes the games live on so we will still play them until our death-day. Stop moaning people! We have hundreds of games that will last a lifetime, so let SEGA pass on with everybody playing madly on the small, grey boxes known as the Dreamcast, the first to have 'up to six billion players', Thank you.
The Patriot of SEGA, via email



DM: ***Blimeys, SEGA ought to have employed you to PR the Dreamcast. Well, perhaps not, you fruitcake!***

interact Reader Reviews

Go on then, have some lovely free stuff in exchange for your 100 word review...



Marvel Vs Capcom 2

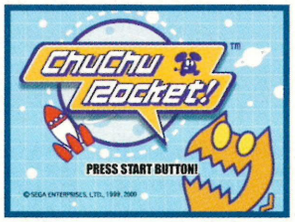
Publisher	Capcom
Developer	In-House
Origin	Japan
Genre	Beat-'em-up
Reviewed by	Paul Bryans



Back in the crazy days of the SNES, few pleasures were quite as sweet as kicking the crap out of your mates in the hallowed arena of *StreetFighter 2*. But in this age of overrated 3D gubbins, what's a nostalgia hungry fight fan to do? Get *Marvel Vs Capcom 2,* that's what! Capcom regulars and Marvel Comics stars slug it out in a frenzied three on three tag-team extravaganza! Let's face it, we've all puzzled over who would win between Mega Man and Doctor Doom at some stage. *Marvel Vs Capcom 2* is an absolute godsend for us retro kids. Nuff said!



Overall 90%



Chu Chu Rocket!

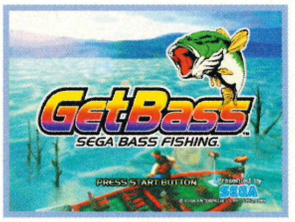
Publisher	SEGA
Developer	In-House
Origin	Japan
Genre	Puzzle
Reviewed by	Mark Kiely



Well, you know the saying that all the best things in life are free – this is certainly true of SEGA's first online game, *Chu Chu Rocket!* This game plays like a dream – it is so incredibly addictive that you will spend many a sleepless night in front of the telly. You can also bash people online, so go ahead and play a Romanian and get even for them knocking us out of EURO 2000! Overall, this is a fantastic game with enough modes to keep you happy either in one-player or multiplayer, so go ahead – get online and start rounding up those mice!



Overall 91%



Sega Bass Fishing

Publisher	SEGA
Developer	In-House
Origin	Japan
Genre	Sports
Reviewed by	Stephen Collins



Although I'm not a big fishing fan, I was still excited at the arrival of *Sega Bass Fishing* and the fishing rod. I bought it with the last of my birthday money, and to my disbelief it turned out to be a terrible game. After a day or two persevering with the game, I was back playing the wonderful *Crazy Taxi*! There is only one type of fish in the game and just like the real thing, it can take a very long, frustrating amount of time for the little blighters to bite. The graphics are excellent, but the gameplay is just terrible, which was a real disappointment.



Overall 40%



Vigilante 8: Second Offense

Publisher	Activision
Developer	Luxoflux
Origin	US
Genre	Shoot-'em-up
Reviewed by	Rob Mitchell



From the first time I played *Vigilante 8*, I knew I was experiencing something special. Somehow the more I played it the better it became. So what was so special about it? Was it the accurate physics engine, the superb sound effects, the sharp graphics? NO! It was the wonderfully absorbing gameplay that made me keep coming back for more. The excellent mix of driving and shooting is absolutely spot on, and I would definitely recommend this to anyone who likes either driving or shooting games – you won't be disappointed.



Overall 92%

FREE!
MadCatz
Dream Pad
For Every Reader Review

You lot never have anything bad to say about games! Still, whether good or bad, as long as you keep sending those 100 word reviews we don't mind, and you still get the pad if it's printed in the mag! Get to it!

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

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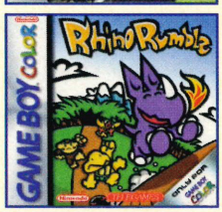
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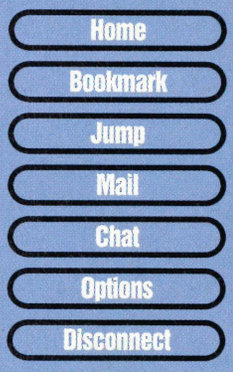
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interact DC-Online

Blimey, are we ever going to run out of sites for you to check out? Boy bands galore, all your online shopping needs covered and even a man dressed in green tights – yep, it's one of those months...

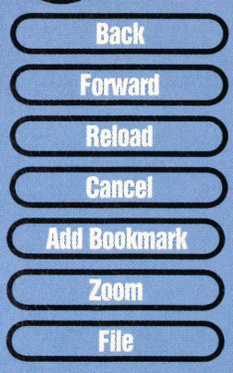
1. **Plug your Dreamcast modem into the phone line.**
2. **Place the Dream Key disc into your Dreamcast and press start. This is your passport to infinite knowledge.**
3. **If it's your first time logging on you will have to register, but if not, you will arrive at the DreamArena, a site only accessible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

www.theonion.com

Dreamcast magazine WEB SITE OF THE MONTH

Okay, so we're well aware that we've featured this hilarious satire-based American newspaper site in the past but it just keeps getting funnier and funnier... so we're doing it again. Updated every week with even more top-notch comedy stories, you'll always have a smile on your face after visiting the online version of *The Onion*. For the persistent people amongst you though, you can even buy the real newspaper edition from your local importing newsagents (and by that, we mean places like Borders). You lucky beggars.

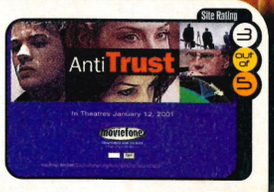


FILM

Bill Gates?

www.antitrustthemovie.com/home.html

We all know that it's a dog-eat-dog world out there – these days, folk will sell their own mothers if it means getting ahead of the next guy. If you're the type of person that likes to hide under a rock rather than face the real world though, you should check out AntiTrust; a film that'll explain it to you in good old Hollywood style. In fact, you'll probably never leave the house again...



Scary Movie

www.valentinemovie.com

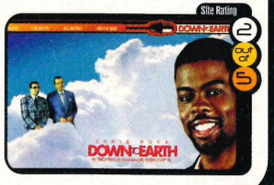
Let's face it, the movie year wouldn't be complete without yet another teen-slasher flick arriving on our doorsteps. This time around, it's the turn of *Valentine*, a rather predictable yet fun horror film based around... yep, you've guessed it, Valentine's Day. Cue lots of pretty girls running around in bathing costumes/short skirts getting slaughtered... kinda like a night out with us, really.



Booor-ring!

www.downtoearthmovie.com

Haven't we seen this one somewhere before? Sure, it didn't have a stand-up comedian or that bloke out of *Ally McBeal* in it but unless we're very much mistaken, Warren Beatty made a film like this many moons ago. Oh well – there's nothing like a remake to stir up the critics and get the cash rolling in at the box office. Even if that annoying bloke Chris Rock is in the starring role.



MUSIC

Turn It Off!

www.popstarsonline.com

Nick's Pick

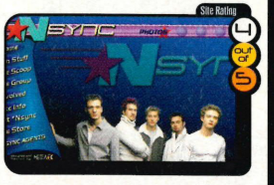
So did you watch *PopStars* on ITV? You sad people. We enjoy watching other people's misery as much as the next man, but *Popstars* really did cross the line. Still, there's no point crying now – you should leave that until their album comes out. Oh, and the book. And the video. Blimey, it's almost as bad as that *Big Brother* thing... but not quite, thankfully.



Pretty Boys

www.nsync.com/home.html

Now here's a band we like... if only because the one with the brillo-pad hair is going out with Britney Spears. Call us wussy if you like but we can't help tapping our feet and shaking that funky thing when we hear tunes like *Bye, Bye, Bye* and... err, the other ones. Plus, we think the bloke with the beard and red hair is cool. Why? Because he doesn't actually do anything. Brilliant!



Dodgy Lyrics

www.bmg.com/o-town/home.html

Unlike that *PopStars* programme, *Watching The Band* (the American version that they showed on Channel 4) was quite enjoyable to watch. You saw how hard they had to work and everything they went through to get where they are – so finally, here's their debut single. Despite having a rather catchy beat though, it's all a bit dodgy. *Liquid Dreams*? Oo, and indeed, err.



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> There are literally tons of Web sites around where you can order DVDs but if it's quality, price and service you're after, you can't do better than The Disc Emporium. They offer practically every disc on the market (including Region One), ship anywhere in the country and have some rather good prices to boot. You can even phone them up if you want to talk to a real person... ace!



For Games... www.eb.uk.com

> Hey, did you really expect us to recommend anyone else when it comes to buying games online? Of course not! Electronics Boutique now offers an exceptional online ordering service that gives you all the benefits of buying from EB, without the need to actually get up and go down the shops. Heck, even the ten-day return guarantee is there! Ideal when you can't be arsed to go out...



For Music... www.hmv.co.uk

> Fancy getting your hands on the new album by your favourite artist but don't feel like leaving your house for fear of being attacked by a gang of badgers? Well, don't worry – the HMV Web site can provide you with everything you'll ever need. All the latest music at low prices, delivered to your door. Like they say on the advert, they're the top dog for music... who are we to argue?



COMEDY

Don't Have A Cow, Man thesimpsons.com/index.html

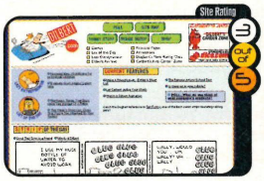
Mart's Pick

> What kind of a person doesn't like *The Simpsons*? Whoever it is needs to seek some serious counselling. In any case, we adore *The Simpsons* so checking out the Web site is second nature to us. There's plenty to look at and laugh along with, so you'll need to pay it a visit. A special mention has to go out to Mr X though... if that doesn't make you laugh, nothing will.



Work, Work, Work www.dilbert.com

> It takes a certain sense of humour to understand *Dilbert* – the sense of humour that only those who have been ground into the dirt by their jobs can comprehend. The Web site features a whole host of cartoon strips to check out, as well as games to play and frequent references to the hilarious cartoon that occasionally appears on Sky One. Like we said though, you might not get it...



Back To The Future www.futurama.org

> We couldn't track down an official *Futurama* Web site (which is strange, considering how popular it is) so this unofficial fan site is the next best thing. Full of information about every tiny element of the show, right down to translation of various alien languages (yeah, we know), you'll have to spend hours here before you manage to go through it all. We love it to pieces!



WEIRD

Am I? Well, AM I? www.amigothornot.com

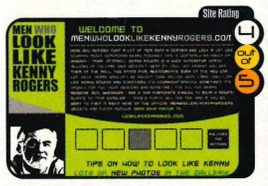
Alex's Pick

> You've probably heard of the ever-entertaining Web site Am I Hot Or Not?, where you get to rate pictures of people based on dodgy photos. Now, though, it's gone one step further with Am I Goth Or Not? – rather than being attractive, these people want you to rate them on how much black make-up and clothing they can wear. Suffice to say, it's scary... really scary.



OMGTKK! www.menwholooklikekennyrogers.com

> It's true, it's true – lots of American men once they reach a certain age start to look like the king of country music, Kenny Rogers. Don't believe us? Well, we've seen the proof; there are just so many Kennys there, it's scary! Even better, there's a whole bundle of tips on how to look like 'the gambler' himself, right down to knowing when to hold 'em and knowing when to fold 'em.



Freak Boy www.pixyland.org/peterpan

Simon's Pick

> Hmm, now this is worrying. It's not that we've got anything against people expressing their opinions, but when a 47-year-old man goes around dressing up like Peter Pan... well, you can figure the rest out for yourself. Admittedly, he looks good for his age but then so does Cliff Richard (and he's a British institution, so we're alright with that). And green tights? Urgh.



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

Freakin' Hell

X-Men Evolution Goodies Up For Grabs



With *X-Men* fever seemingly taking over the country at the moment, thanks to the DVD and video release of the film and the recent launch of the *X-Men Evolution* cartoon on Sky, we thought we'd get in on the action too. We've teamed up with Vivid Imagination to give you lot the chance of winning two sets of *X-Men Evolution* toys. The prizes include a set of six inch figures (Wolverine, Toad, Night Crawler and Cyclops), a Sabretooth and mutant cycle set and a funky Wolverine talkback figure. To stand a chance of winning, answer this simple question.

Q. Wolverine's skeleton is coated in which metal?



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 May.



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



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

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

Dreamcast solutions

Hints, Tips, Cheats and Guides



Once again we have a whole load of cheats for you, as well as some all-new Exploder codes. Minty!

Phantasy Star Online

Everyone's favourite online RPG is brimming with little secrets for you to unlock and here's how...

Hidden Artwork

Put the game disc in the CD-ROM drive of your computer to find some saucy artwork for your desktop.



Unlock Extra Settings

Complete the offline game to unlock the Hard difficulty setting then complete the game on the hard setting to unlock a Very Hard option.



Access Alternate Costume Colours

Start a new game and select a character before entering one of the names below to unlock two extra costume colours:



Character	Name
Fomarl	DNEAOHUHEK
Fonewearl	XSYGSSHEOH
Fonewm	ASUEBHEBUI
Hucast	RUUHANGBRT
Humar	KSKAUDONSU
Hunewearl	MOUEOSRHUN
Racaseal	NUDNAFJOOH
Racat	MEIAUGHSYN
Ramar	SOUDEGMKSG





Guilty Gear X

Okay, so it might not have been released over here just yet, but it is a fantastic beat-'em-up (see review on page 66). For all those secret characters, see below...



Fight As Testament

Reach level 20 in Survivor mode and then beat Testament – you'll now be able to choose him.

Fight As Dizzy

Reach level 30 in Survivor mode and then beat Dizzy – you'll now be able to choose her.

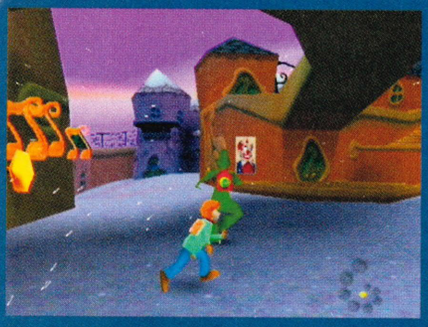


Unlock Guilty Gear Mode

Complete Arcade mode with every character or complete level 100 in Survivor mode.

View Character's Endings

Complete the Arcade mode with a character without using any continues.





The Grinch

He might have ruined Christmas in Whoville but The Grinch is enough to crack anyone up. If you're still wondering how to get those mini-games...



Unlock Spin 'n' Win Mini-Game

Destroy 750 gifts in the game.

Unlock Pankamania Mini-Game

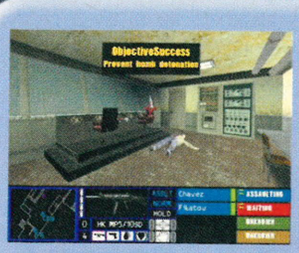
Destroy 1,500 gifts in the game.

Unlock Copter Race Mini-Game

Destroy 2,500 gifts in the game.

Bike Race Mini-Game

Destroy a whopping 3,000 gifts and complete the game with 100% to unlock the final mini-game.

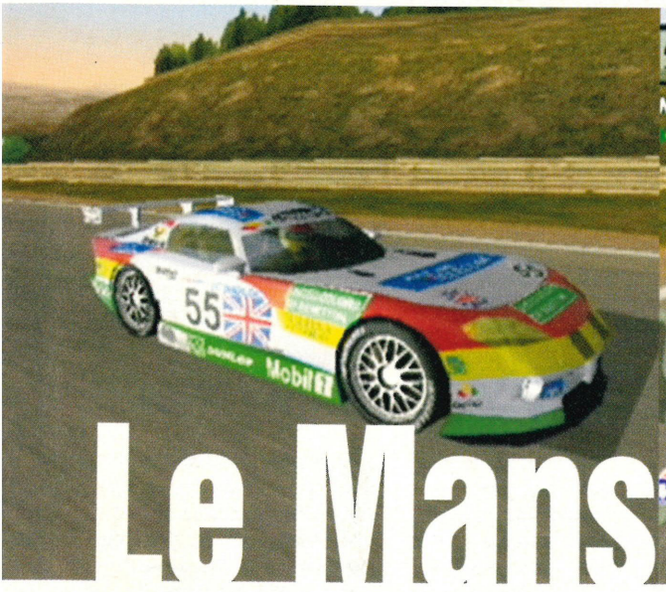
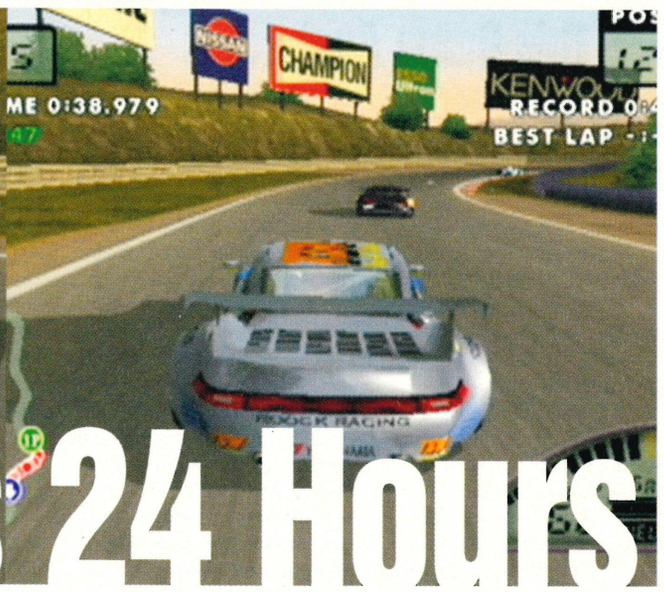




Rainbow Six: Rogue Spear

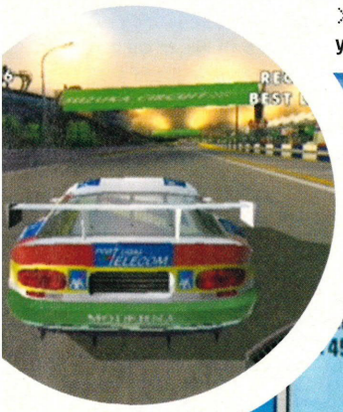
> All those undercover operations getting a little too much for you? Well, for all the cheats you'll ever need just put in this code.

Hold L, A + B + Y + Y and press Down

Le Mans 24 Hours

> One of the best racing games on the Dreamcast is this little wonder from Infogrames, but if you're having trouble mastering it, these cheats should help you out.





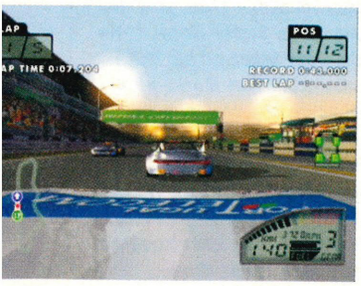
Unlock All Tracks
Enter your name as 'GOOZ'.

Unlock All Cars
Enter your name as 'MONSTA' in Championship mode.

Unlock All Championships
Enter your name as 'CARNAGE' in Championship mode.

Unlock Jaguar XR9 Concept Car
Complete Quick Race mode in first place on all tracks.

Change Replay Camera Angles
Use the Y button to change the view of the replay.



Championship Surfer

> So you've unlocked every character there is to play, but you just know there's one more hiding out on the waves. Here's how to get him.

Unlock Iceman
Complete the game on the Pro difficulty setting.



Xploder DC Codes

Crazy Taxi

Infinite Game Time
011EE794
00000BBB

Infinite Passenger Time
011EE7CC
00000BBB

High Fare
012A8E94
000F423F

Start With Loads Of Cash
0D1EE7A8
00000000
021EE7A8
0160D02C

*P3
Always Have Three Keys
0126ADC0
00000003

Max Health
0126ADA6
00004495

Lots Of Gold
0126ADFC
0000270F

Infinite All Magic
0126ADC4
00000004

Max Turbo
0126ADAA
000042C8

Quick Level Up
0126ADF0
0000FFFF

Gauntlet Legends

*P1
Always Have Three Keys
01269ab8
00000003

Max Health
01269a9e
00004495

Lots Of Gold
01269af4
0000270F

Infinite All Magic
01269ABC
00000004

Max Turbo
01269AA2
000042C8

Quick Level Up
01269AE8
0000FFFF

*P2
Always Have Three Keys
0126A43C
00000003

Max Health
0126A422
00004495

Lots Of Gold
0126A478
0000270F

Infinite All Magic
0126A440
00000004

Max Turbo
0126A426
000042C8

Quick Level Up
0126A46C
0000FFFF

*P4
Always Have Three Keys
0126B744
00000003

Max Health
0126B72A
00004495

Lots Of Gold
0126B780
0000270F

Infinite All Magic
0126B748
00000004

Max Turbo
0126B72E
000042C8

Quick Level Up
0126B774
0000FFFF

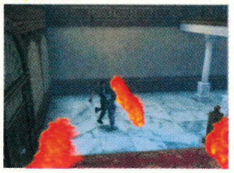
Hydro Thunder

Always First
0125643c
00000001

Enable All Tracks & Boats
0126b8d0
00000001
0126b8d4
00000001
0126b8d8
00000001
0126b8dc
00000001
0126b8e0
00000001
0126b8e4
00000001

Low Lap Time
022597B8
3FB3332C

Questions and Answers





Honestly, you people are so demanding. You write in with your gaming problems and woes, not giving a tinker's cuss about the welfare of the chimps or the poor old porpoise... don't you care? Of course you do – that's why you can keep sending in your letters of love and affection to:

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

Or send an email to dreamcast@paragon.co.uk – but please, no more about *Code: Veronica*!

Not This Game Again...

Dear Dreamcast Magazine,
I'm having problems with *Resident Evil Code: Veronica*, playing as Chris on the second disc. I have only found two of the three gems needed for the picture at the top of the stairs; the green one and the blue one. I have absolutely no idea where the third gem lies... where is it? I also need to know how to put out the fire to reach the Magnum – I can't find an extinguisher anywhere. Finally, I need the serum for Claire when she's poisoned... I've looked everywhere but I can't find it. Can you help?
Yours sincerely,
Aiden Turner, Sheffield

Blimey, what a shopping list of problems... still, we'll try and help. As far as we can tell, your first and third problems are connected – before you can get the third gem, you need to cure Claire. The serum can be found in the same room that you collected the Crane Key in, on the ledge above the water tank; give it to Claire and you'll take control of her for a short while. When she's done, the game goes back to Chris and you have to fight Alexia – beating her gets you the third gem. As for the fire extinguisher... well, it looks like you've missed it. The one you had when you were playing as Claire needed to be placed in a Storage Box so that Chris could get it later but as you didn't do that you are, as they say in the business, 'screwed'. Sorry fella! Still, you'll know for next time, eh?

And Again... Aargh!

Dear Dreamcast Magazine,
Please help – divorce imminent. New gamer stuck in room with lugers on office door... don't have the password for computer and can't open safe. Wife is threatening to pull plug... please, please help!
Cheers,
IanTracyBarney Atkinson (yes, really), via email



Never mind help with the game, sonny – you need some grammar lessons, stat! Seeing as it's you though, we'll ignore the fact that we've answered this question a dozen times before and do it again... but this really is the last time. You see the 'safe' you've been playing with? It's got two buttons – a left one and a right one. The note on the desk has four stages to it, each giving a series of left and right steps. By pressing the buttons in the same order as the note, you'll eventually get a sequence of four numbers to enter as a password... or you could just type '1971' into the computer to skip the whole thing. Now go away!

There's A Star Man

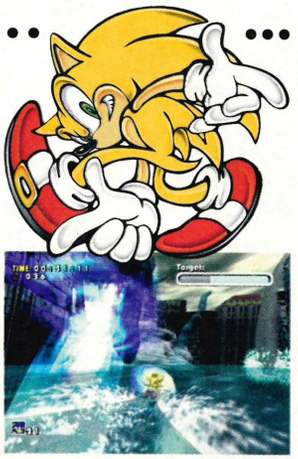
Dear Dreamcast Magazine,
I'm stuck on the last level of *StarLancer* – the one with the massive Ion Cannon. Any suggestions?
Yours hopefully,
Pidge (?), via email



Well, you don't beat around the bush much, do you? Mind you, you haven't actually said why you're stuck... so we'll just have to run through the whole mission for you. The most important thing is your choice of ship – although it's not very powerful, the Shroud's cloaking device is absolutely essential to avoid being destroyed by the Ion Cannon. Once you reach the enemy base, concentrate your fire on the gun turrets rather than the other ships... this will give your mates a chance at placing their charges on the cannon. Unfortunately, you'll need to detonate them yourself by shooting one of them – if there are less than six placed, you'll have failed the mission. After that, it's just a case of destroying the base core and protecting your comrades from the Black Guard... good luck!

Well, Duh...

Dear Dreamcast Magazine,
I've completed *Sonic Adventure* with the six initial characters but although I can select Super Sonic from the Character Select screen, I end up playing as normal Sonic when the game starts. I cannot find a way of being Super Sonic – I've searched everywhere in the game and I'm still not having any success. Please help me!
Thank you,
Elwyn Evans, Gwynedd



Hmm, you're not really trying Elwyn, are you? If you'd have stuck with the game rather than just giving up, you might not have needed our help... still, never mind. Now that you've unlocked Super Sonic, you'll get to play as him – true, you don't get to be Super Sonic from the very start of his little adventure but if you play through the story enough and make it to the final battle with Perfect Chaos, you might actually find out what you're doing wrong. Honestly, you kids have no patience these days...

It's the

Beat Yourself Challenge... Again!

They're still here – those incredibly lovely and yet rather challenging... err, challenges from last issue are still looking for someone to come out on top of them. We've got a whole stack of Joytech prizes sitting under our desks now and unless someone manages to win them soon, we're going to send them away as presents for all the little orphans in those far-off countries that you're never going to visit. Aaaaah.

Unless you're none too bright, you know the score by now. Three challenges, three sets of prizes and only one way to win – send us photographic or video proof of your gaming talents. All cheaters from now on in will be named and shamed right here, so that you can all point and laugh at how meaningless their lives are. Think you can get away with it? Just try it, matey...

Challenge One – Jet Set Radio

Get your skates on – it's time for a graffiti challenge. Head on over to the Benten ghetto (first stage of the night-time area) and get the highest score and ranking that you can. If you want the prizes, you'll have to work for it...

Challenge Two – Samba De Amigo

Seeing as we're in a dancing mood, here's a challenge for the musically-inclined types amongst you. Just show us a picture of your highest score on the hard level of the tune Ali Bombaye... the most rhythmic gamer wins!

Challenge Three – Ferrari 355 Challenge

It's a tough racer, but the challenge we've got is quite simple. All we want you to do is send us proof of your fastest time for one lap around the Suzuki Long course. Sounds hard? Then you're obviously not good enough!







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Armada	Half Life	Rayman 2	Test Drive 6
Army Men Sarge's Hers.	House of the Dead 2	Ready 2 Rumble 1 & 2	The Nomad Soul
Blue Stinger	Hydro Thunder	Resident Evil 2 & 3	Time Stalkers
Bust A Move 4	Jedi Power Battles	Resident Evil: Code Ver.	Tokyo Extreme Racer
Buzz Lightyear	Jet Set Radio	San Francisco Rush 2049	Tomb Raider 4 & 5
Carrier	Kao The Kangeroo	Sega Bass Fishing	Tony Hawk's 1 & 2
Chicken Run	Leg of Kain: Soul Reaver	Sega Extreme Sports	Toy Commander
Chu Chu Rocket	Marine Fishing	Sega GT	Toy Story 2
Crazy Taxi	Marvel vs Capcom 1 & 2	Sega Marine Fishing	Trickstyle
D. Mirra Freestyle BMX	MDK 2	Sega Rally 2	UEFA Striker
Daytona USA 2	Metro. Highway Battle	Shadowman	Ult. Fighting Champ.
Dead or Alive 2	Metropolis Street Racer	Shenmue	Urban Chaos
Dino Crisis	Monaco Grand Prix	Silent Scope	Vigilante 8 2nd Offense
Dragon's Blood	Mortal Kombat Gold	Silver	Virtua Striker 2
Ecco the Dolphin	NBA 2K	Sonic Adventure	Virtua Tennis
ECW Hardcore Revol.	NFL 2K	Soul Calibur	V-Rally 2
F355 Challenge	NFL Blitz 2000	Soul Fighter	Wacky Races
Fighting Force 2	NFL Q'back Club 2000	Space Channel 5	Who Wants To Be A Mill.
Four by Four Evolution	Nightmare Creatures 2	Star Wars: Racer	Worms Armageddon
Four Wheel Thunder	Nomad Soul	Star Wars: Jedi Power Bs	WWF Attittude
Four x Four Evolution	Powerstone 2	Street Fighter Series	WWF Royal Rumble
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DAYTONA USA

Having trouble getting round the track in one piece? Worry not – we're here to help with a full guide to all the tracks and how to beat them.

essential information

Dreamcast magazine

PUBLISHER	HASBRO
DEVELOPER	AM2
RELEASE	APRIL
PRICE	£39.99
GENRE	DRIVING
PLAYERS	2
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK RACE CONTROLLER

It's The Pits

The pits are pretty redundant in *Daytona* as you don't need any fuel and no other cars seem to use them. The only reason to go in is if your car is a wreck after a big smash, or the tires are starting to wear after a lot of powersliding and you're starting to loose grip. Only go into the pits if you are doing a 40 lap race so you may have a chance of catching up again – otherwise don't bother.

Keep Off The Grass!

There's plenty off grass and sand at the side of the tracks in *Daytona*. Just one problem – it slows you down to turtle speed. Even touching it with one or two wheels will instantly lose you a few positions so avoid it at all costs. Be especially careful when powersliding round corners. The same applies to walls, but if you hit them with enough force they'll send you flying into the air. However, unlike grass and sand you can get away with brushing the walls without losing any serious speed.

Road Rage

You will often find that some of the cars in *Daytona* will get in your way, especially when you're trying to tackle a tricky corner. You can nudge them from the side without losing too much speed, but don't ram them from behind as this will only serve to speed them up and slow you down. When you see a car coming up behind you on the radar, position yourself in front of it as they will almost always ram you rather than swerve around you. If they hit you just right you may get a quick speed boost.

CONTROLS

All the controls you need to stay on track...





Tools For The Job

The Dreamcast pad is fine when playing *Daytona* but you may have noticed it's a bit twitchy. For an easier time and a more arcade-like experience try using a steering wheel. Be warned though, you will have to fiddle with the analog calibration to get it just right.







2001

Do It Yourself

When you first start playing *Daytona* you'll most likely use automatic transmission while you get used to the twitchy steering. Once you've mastered it, though, you must use manual gears, as this is the best way to play and allows for a lot more powersliding and faster lap times.

What A View

There are four different views in the game – which one you choose to use is all down to personal preference. The outside views are better for seeing how close your wheels are to the grass, especially when sliding, and the inside views are better for getting yourself round your opponents without hitting them.

Get a Jump-Start

To get a faster start from a standstill hold the accelerator so the needle is in the yellow and hold the brake down. When the countdown finishes let go of the brake and accelerate fully. If done correctly you should get little or no wheel spin and accelerate to over 100km/h quickly.





continued

Solution

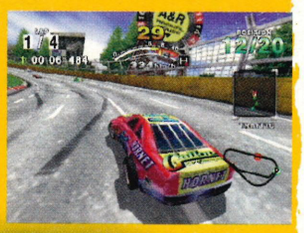
Hints, Tips, Cheats and Guides

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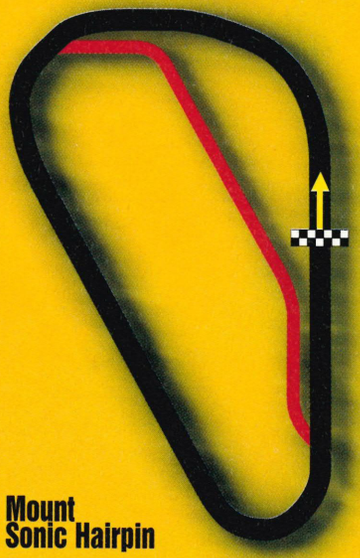






Three Seven Speedway

This is the beginner track in the arcade and as such is pretty simple, with three banked corners. It is loosely based on the famous Daytona Motor Speedway in *Daytona* and is a very high speed track. The only tricky part is the Mount Sonic Hairpin, which is the only place where you will need to change gear.



Base Bank

You should have no problem with this turn. Stay low for as long as you can but the moment you start to slide, stop turning unless you're going to hit the wall. At the end of the turn move to the outside to prepare for the next turn.

Roulette Wheel Curve

Start from the outside and move to the inside of the turn. You should just miss the wall if done correctly. If you do find yourself getting too close to the wall don't turn sharply to avoid it as you'll just spin and hit the wall anyway. Just ease off the accelerator and if you need to, apply a little brake.

Mount Sonic Hairpin

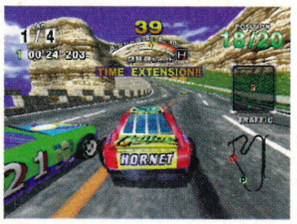
As you go into the curve make sure you're not on the extreme right, as you will nearly always hit the wall. Position yourself so the broken white line on the left-hand side of the track is in the centre of your car. Just as you reach the bend let go of the accelerator, drop down into second and turn to start a powerslide. Accelerate into the slide then straighten and shift up.











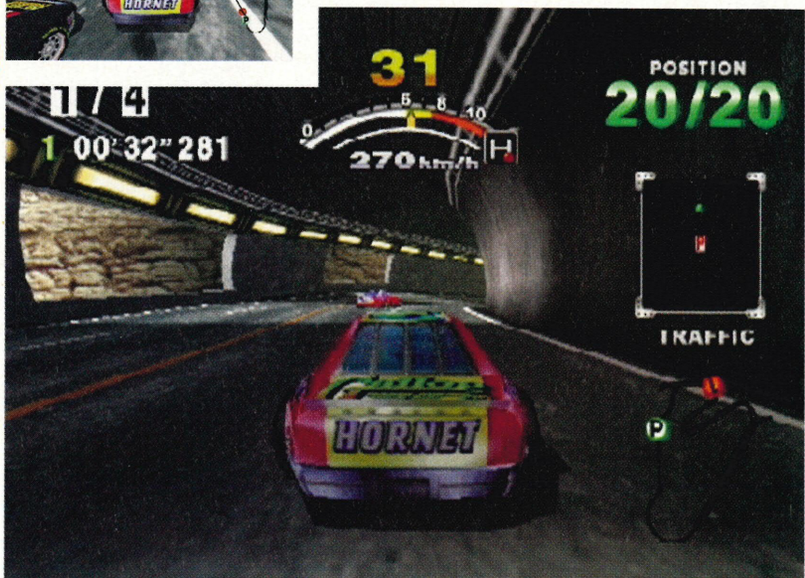


Dinosaur Canyon

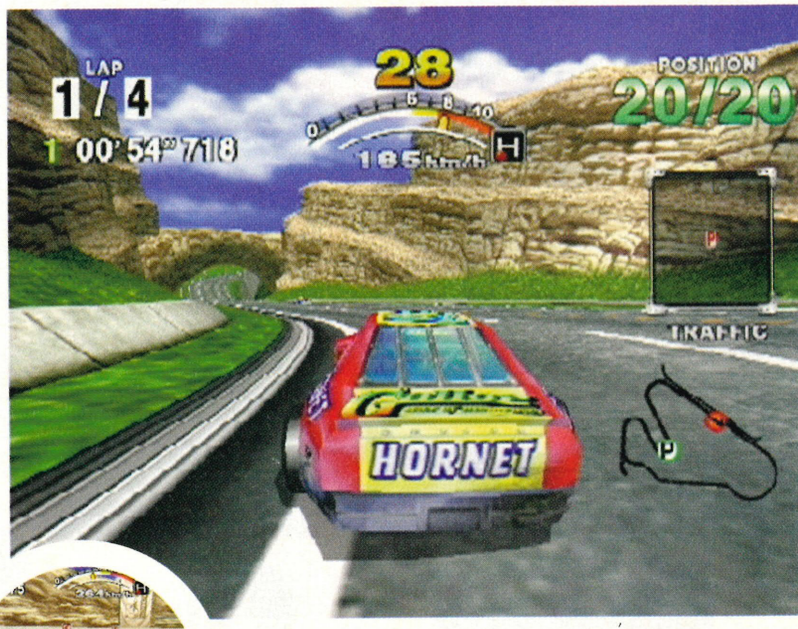
This was the advanced track in the arcade and has a couple of nice big corners but also some tight ones, which require some major powersliding to get round them.

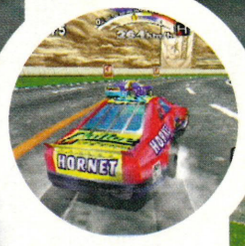
Uphill

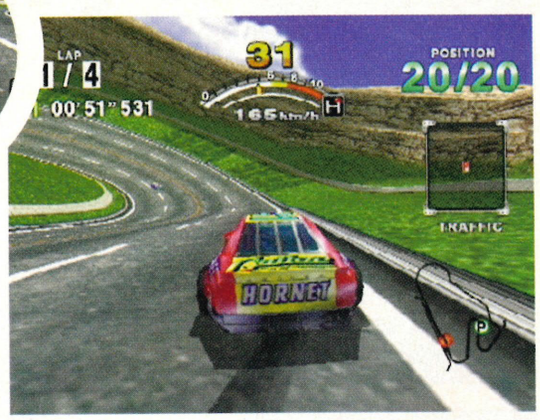
Stay on the right going up the hill and when you see the tunnel move over to the left to avoid the wall. This can be done at full speed and if done correctly you should easily miss the wall.

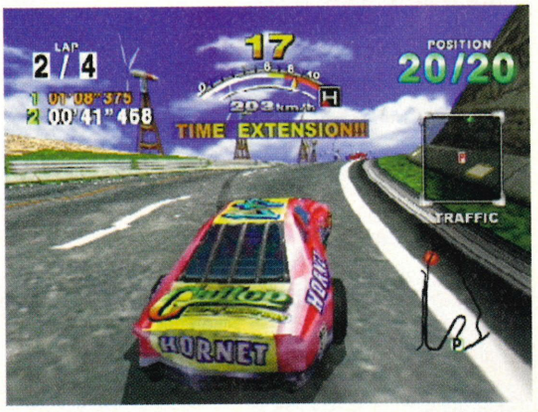














Tunnel

Inside the tunnel are a nice straight and a sharp right turn. Keep to the right and when you reach the turn ease off the accelerator slightly and you should just avoid the grass at the exit of the tunnel.

S-Curve After Tunnel

After you've passed the grass on the right, shift down into second and start a slide. If done correctly this should get you round the corner and through the checkpoint. Once through the checkpoint shift up into third but don't bother with fourth.

Windmill Hairpin

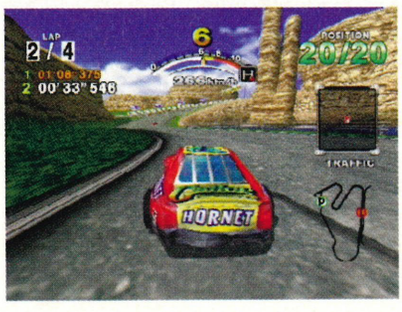
Take this corner wide and as soon as the road starts to bend, shift down to second and start a slide. Once you reach the crest of the hill start to straighten and shift up to third.

Sega Hairpin

Shift up to fourth as you head down the hill and keep to the right. As you reach the turn drop down to second and slide round. If done correctly you won't need to slide for long and as soon as your out of the bend, put your foot down and shift up.

Fossil Curve

You're near the end of a lap of Dinosaur Canyon, but you have yet to undertake the dreaded Fossil Curve. This turn must be taken with a high-speed powerslide to retain your position. Stay in the centre of the track and just before you reach the turn drop down to second and slide the back out. You may need to ease off the accelerator slightly if you begin to get too close to the grass. When you reach the end of the curve shift back up to fourth and race for the finish line.

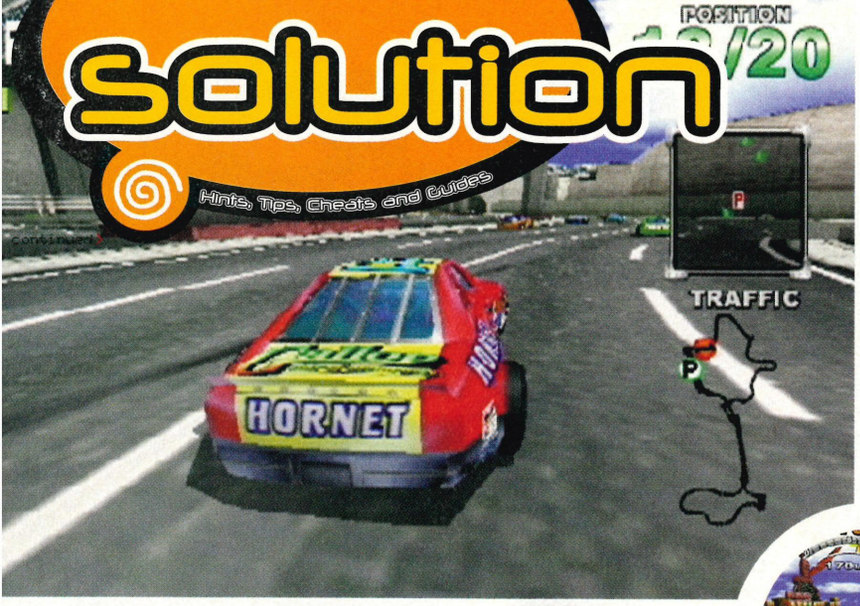




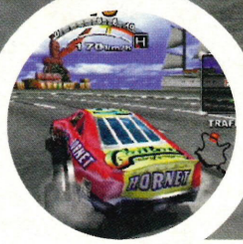


solution

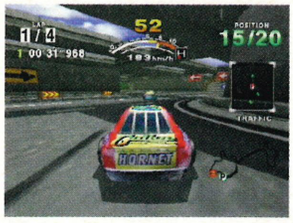
Hints, Tips, Cheats and Guides

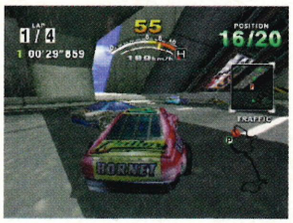


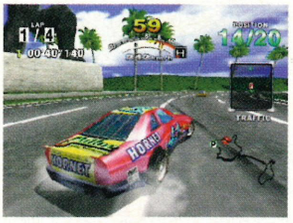


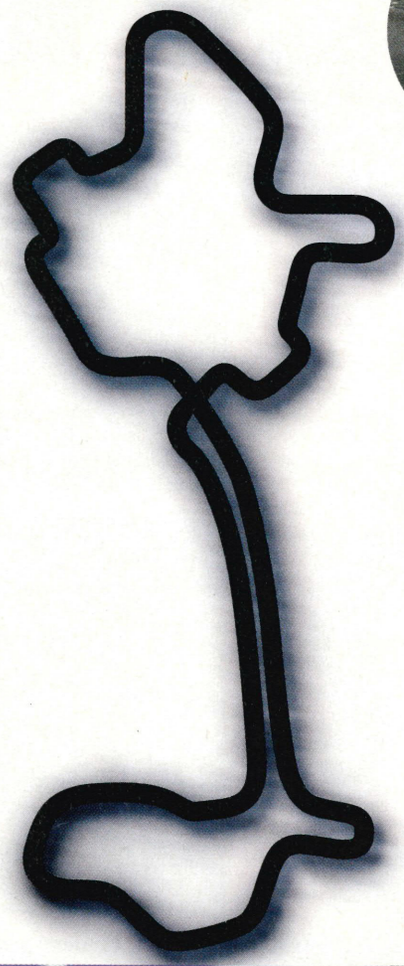












Seaside Street Galaxy

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

The S-Curve

Try to stay straight with these turns and don't turn too hard. Keep an eye on where the pillars are and remember that you don't have to stay on the same side of the road. With a little bit of skill you can weave between the pillars to make the curves a bit less stressful. Don't take the pit lane by mistake – it's very easy to do in the heat of the moment! If you do then you may as well start again.

Television Tunnel

You'll have to slow right down for this turn and take it easy – even a powerslide will usually make you hit the wall. As you approach the entrance drop down to first and brake hard then just steer your way round the bend and accelerate at the first opportunity.

Statue Curve

This looks easy to begin with but it tightens towards the end. It's similar to the Fossil Curve in Dinosaur Canyon and should be taken with same approach. As you reach it drop to second and get the back out but not drastically, then accelerate out of it.

Checkpoint Corner

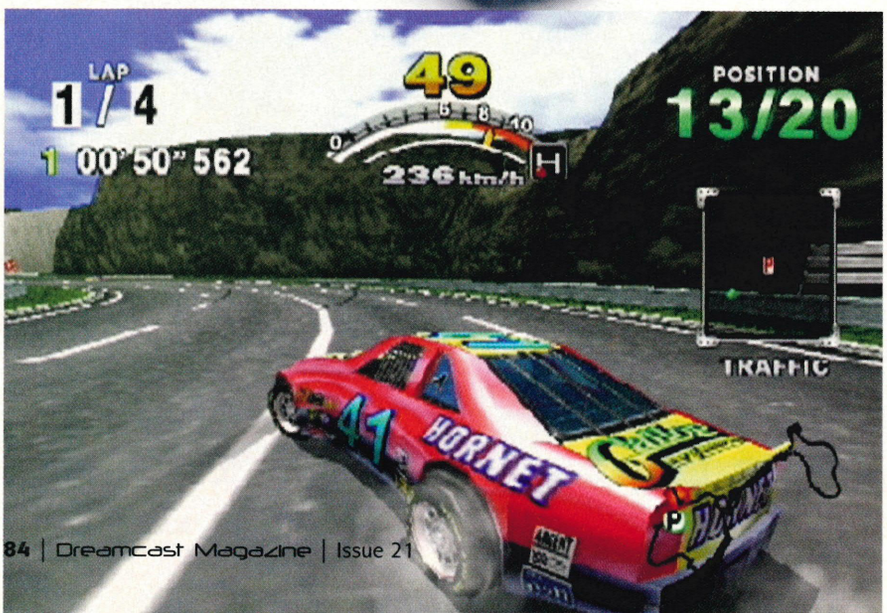
After the easy curve past the buildings you will suddenly be confronted be a sharp left curve before the checkpoint. Keep to the left and drop to second to slide round it.

Lighthouse Hairpin

This is similar to the windmill hairpin in Dinosaur Canyon. Stay in the middle on the approach then drop down to second and slide round. If you feel yourself sliding into the grass apply a little brake. Straighten up halfway round and shift up to get a quick exit.

Seagull Corner

When you see a seagull flying over you there is a sharp right turn coming up. Use second gear and a very slight slide to get







around it. If done correctly you shouldn't lose much speed round this bend.

Concrete Right Angle

You will still be gaining speed from seagull corner when you reach this sharp left. It's quite wide so there is plenty of room for error. Keep on the right and turn sharply in to the corner. No gear change or powerslide should be required.

Off-Ramp

At the end of the bridge is a short right turn. As you reach it slam on the brakes and shift down to third to glide round it. At the end of the turn are some cones so don't worry about going too wide.

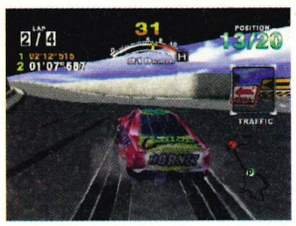
Launch Pad Curve

This starts off easy but quickly become a nightmare. Slow down slightly when you reach the turn then as it starts to sharpen, drop down to third and slide through the rest of it.

Pirate Ship Turn

When your coach says "Watch your speed", drop down to second and do a long powerslide to get round this nasty bend.











Desert City

The first track from the Saturn game is pretty easy going, with only a couple of nasty bends that require a little powersliding.

U-Turn

This bend needs a long second gear powerslide to get around it. Approach from the middle of the track and as the road starts to bend, drop down to second and pump the accelerator to get the back end out.



Balloon Turn

Once you see some hot air balloons get ready for a right bend. It seems pretty tame to start with but if you're going flat out then you'll hit the wall as you come out of the turn. As you drift towards the wall ease off the accelerator slightly and if necessary, apply a little brake to avoid brushing the wall. Straight after this is a tight left turn. Snap the wheels over to the left, drop down to second and let go of the accelerator until you're clear of it.

Checkpoint Bend

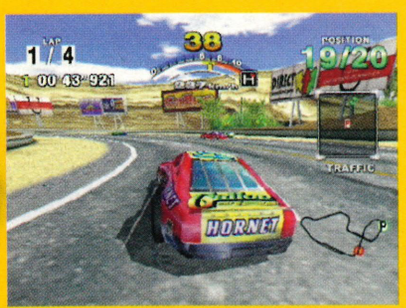
Hug the right-hand side of the road to get round here. Depending on the speed you approach at you may need to ease off the accelerator to avoid the sand.

Billboard Hairpin

This is another second gear bend. It starts off tight so a powerslide is best to get round but it soon opens out so you can straighten up and get some speed up for the hill.

Tunnel Turn

This is pretty easy – just drop down to third and turn sharply to slide round this short bend.









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solution

Hints, Tips, Cheats and Guides

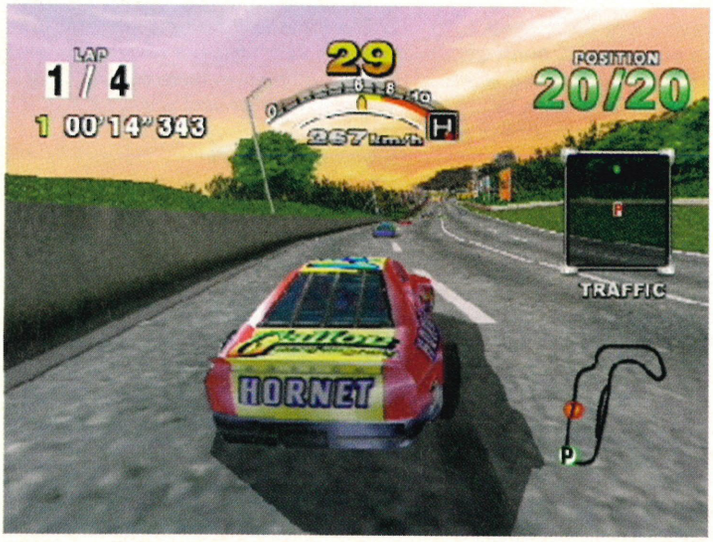
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Signs

This looks hard but is actually very easy. On the approach stay on the right and aim for the sign on the right. When you reach the corner, turn slightly to the right and smash through the sign. If done correctly no braking should be required.



National Park Speedway

The second Saturn track is pretty fast and has a good mixture of straight gentle turns and sharp hairpins.

Banked Turn

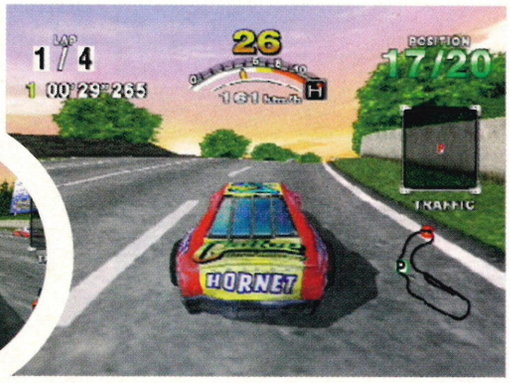
Stay on the inside round this corner and when you start to drift towards the wall at the end, ease off the accelerator if you are going to touch it.

Triple S-Bend

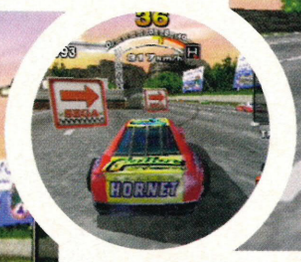
You can get round the first part easily but as you do, apply the brake then as soon as you exit, shift down to second and slide round the second part. As you reach the third part apply the brake, straighten and shift up into third to give yourself more grip to get out of the slide and round the bend.

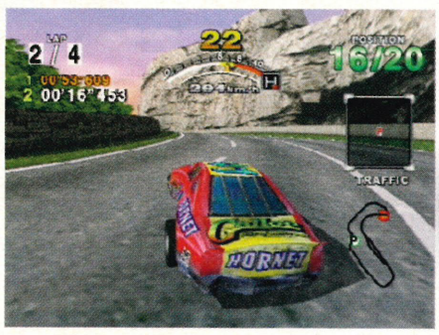
Uphill Right

This starts off very gently but rapidly becomes a very sharp right-hander. Don't be tempted to go flat out along the easy part, as you won't have time to slow



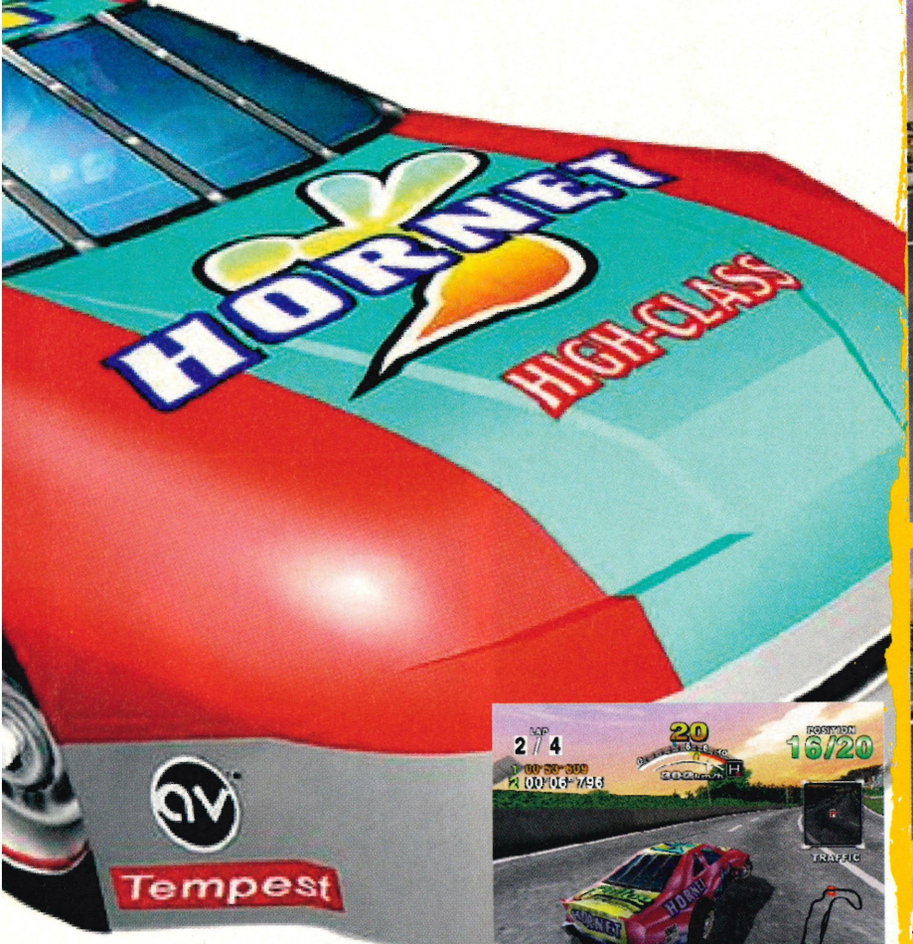








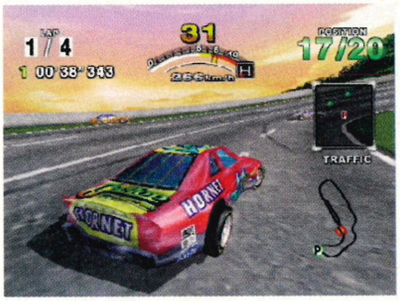


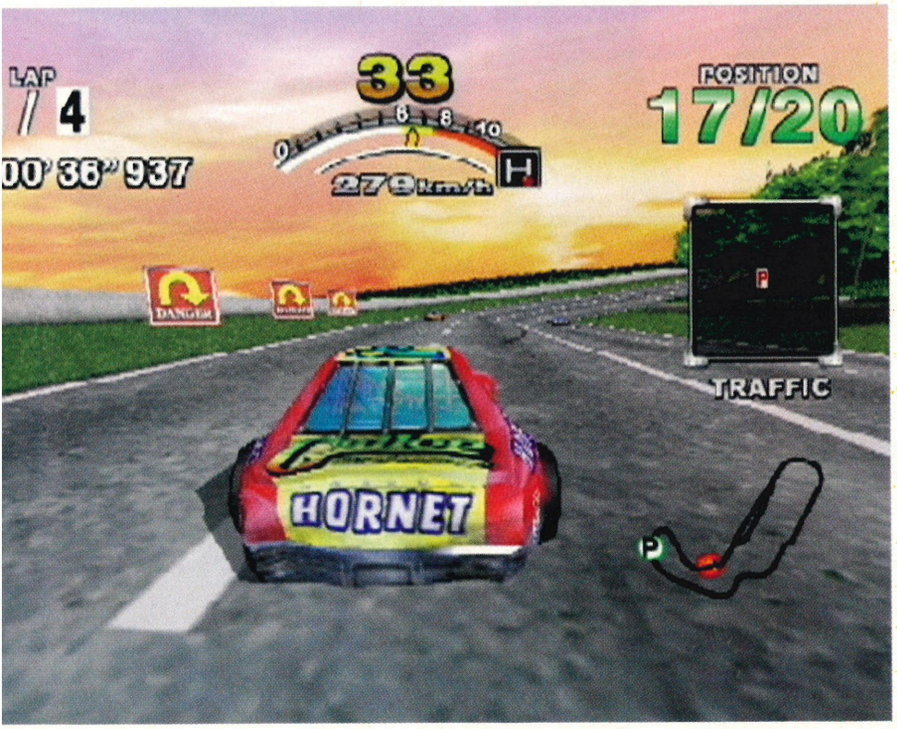


down for the tight bit. Position yourself in the middle of the road and as soon as you pass the last sign on the left shift down to second and slide round the rest of the bend. It's not very long so straighten up as quickly as you can.

Last Bend

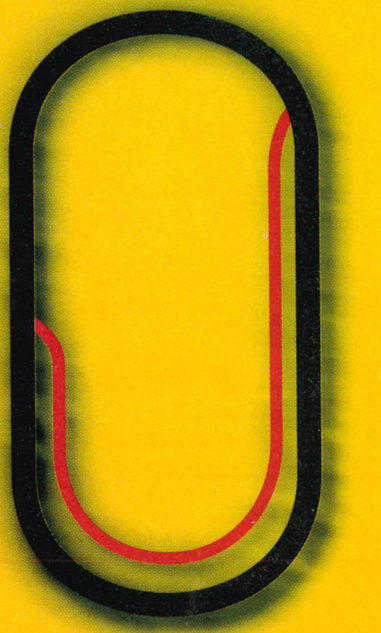
This can be taken at any speed and is good for overtaking more cautious competitors before the finish line.











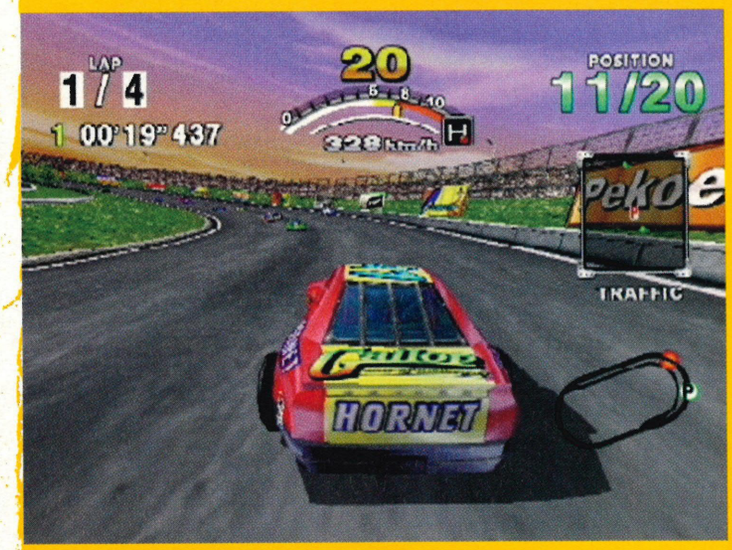
Circuit Pixie

This is the first Dreamcast exclusive track, and it is the easiest in the game, with just banked curves. No breaking or gear changing should be required. When you first start all the cars bunch together but they tend to stay low so if you go high you should have no problem getting past them. There is also plenty of opportunity to slow your opponents down on this track by nudging them onto the grass or ramming them into the wall with spectacular results.

The Banked Curves

Both these turns can be taken at full speed. The best method is to stay high then as the bend begins go low and you shouldn't need to brake at all. The main problem you have to worry about is your competitors getting in the way.





continued >

solution

Hints, Tips, Cheats and Guides

continued >





Rin Rin Rink

The second Dreamcast-exclusive track combines fast-banked turns with some tight hairpins.

Waterfall Turn

After a nice long straight you get this rather vicious bend that looks okay to start with but tightens very quickly. Stay on the left as you approach, brake, then shift down to second and powerslide round.

Satellite Corner

Much like the waterfall turn approach this on the left, brake, and do a third gear powerslide round. Try to limit the length of the slide as there is a steep hill to climb straight after.

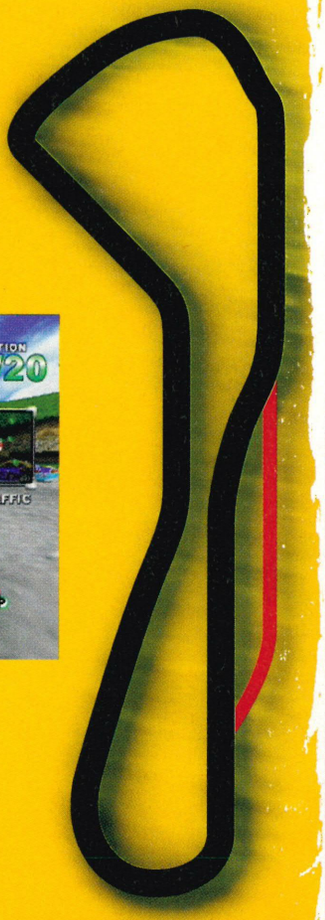
Banked Curve

As long as you stay in the middle and don't turn too sharply you should be able to get round here at almost full speed.









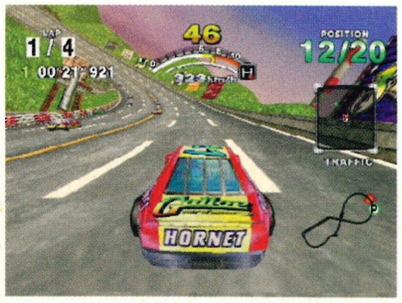


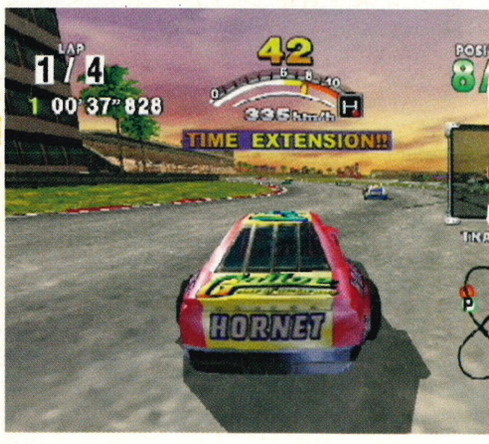
Mermaid Lake

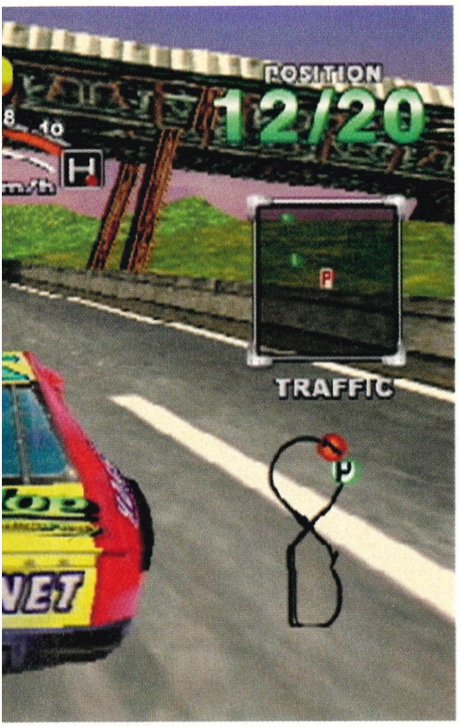
This is the last of the Dreamcast tracks. It starts with a huge banked turn then goes under itself to form a figure eight. You can go at full speed for most of the course with only the last turn requiring you to slow down.

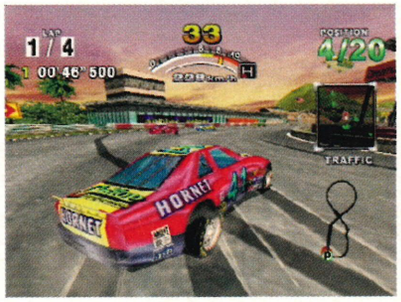
Around The Lake

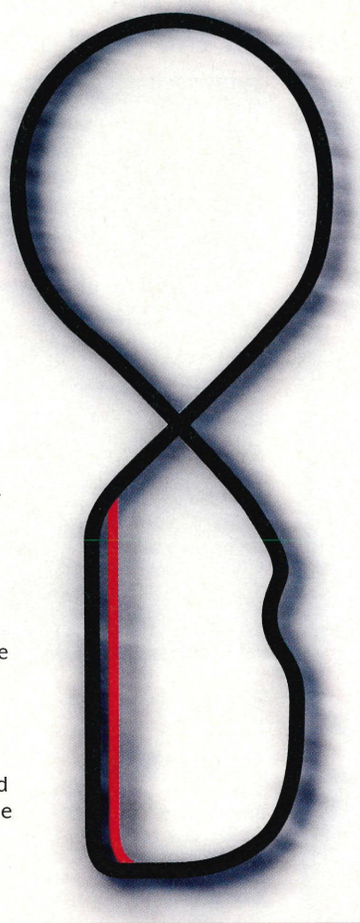
This has to be the biggest corner in the game – it's so long and wide that it can be taken at any speed with no braking or powersliding required.











Tiny S-Curve

When you come out of the tunnel the road weaves left then right, which can be quite off-putting. The trick is to take no notice of the road markings and go straight, only steering slightly to avoid clipping the grass.

Gentle Curve

This sweeps round to the right and is very wide – a good place to overtake before the finish.

Final Right Angle

This corner is a killer and you'll have to work hard to keep your position when coming round here. Stay in the middle of the road and hit the brakes a second after you pass the overhead pit sign, then when you get to the bend drop down to second gear and slide round.





I Like Driving In My Car...

The main cars in *Daytona* are all desirable mean machines but to make your choice even more difficult, they have varying handling and speeds.

Hornet

This is the obligatory all-rounder and the car of choice for most *Daytona* veterans, mainly because it mixes good speed with decent handling.

Grass Hopper

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

Falcon

The Falcon is thoroughly stuck in the middle. It has worse handling than the Grass Hopper and a slower speed than the Hornet but it looks good, so we forgive it.

Lightning

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







essential information

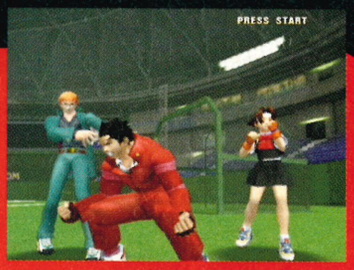
Dreamcast magazine

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PERIPHERALS	ARCADE STICK VIBRATION PACK

Project Justice

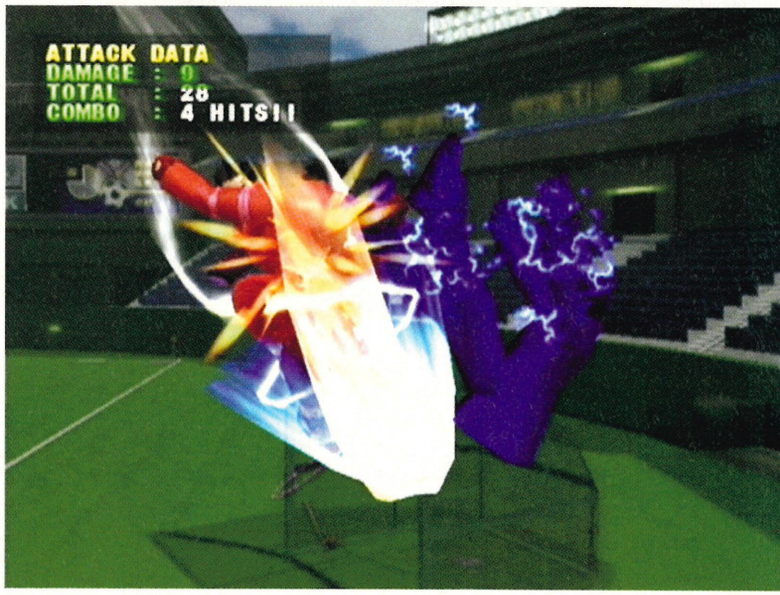
To save you spending days trying to figure out all the best juggles and combos, we've gone and done all the hard work for you!

Keep Moving!



Without a key, this guide may as well be in hieroglyphics. Be sure to check this section out when something stumps you.

LP	X
HP	Y
LK	A
HK	B
b	back
db	Diagonally down-backwards
d	Down
df	Diagonally down-forwards
f	Forward
LK/HK	Press either of these buttons
f+HK	Press forwards while using this command
f+(LK, LK)	Press forwards for both commands
LP+HP	Press these buttons together
(also in the air)	The attached move can be performed in the air
(when in the air)	The attached move can only be performed in the air
(from behind)	Perform this move with your opponent's back turned
(GU)	The attached move is a 'Guts Up' move
(LU)	The attached move is a 'Life Up' move



That Doesn't Work!

1 Until you get the hang of how the combo system works, and how picky it is, you're going to think that we're simply lying about some of the combos. In most cases, if you can't get a combo working, it'll be because your timing is slightly out, or maybe you're accidentally holding forwards instead of down-forwards.

2 If there is no directional command next to a punch/kick command, you should not be touching the D-pad. The combos will only work if you follow them precisely.

3 In most cases, you can precede a Standard Combo with a flying kick or punch. This is done by jumping at your opponent and hitting them in the upper body before you start the combo.

4 Don't be fooled by huge combos. The damage done is more important, as is the position that your opponent is left in. A 17-hit combo made up of LPs won't do as much damage as a 9-hit combo with Burning Vigor in it. If, after a juggle, your opponent recovers before you hit the ground, they can fight back and get a combo of their own in. Try to use combos that push your opponent away from you.

5 All of the moves in this guide have been tried and tested. If you can't get them to work, just keep trying.







Batsu



Standard Moves

Slam	LP+HP
German Suplex	LP+HP (from behind)
Gut Wrencher	f+HP
Crescent Punch	b+HP
Knockdown (1)	f+HK
Knockdown (2)	b+HK
Guts Bullet	d, df, f +LP/HP (also in the air)
Guts Upper	f, d, df, f+LP/HP
Crescent Star Kick	d, db, b+LK/HK
Shooting Star Kick	d, db, b+LK/HK (when in the air)

Burning Vigor

Maximum Guts Bullet	d, df, f, d, df, f+LP/HP (also in the air)
Maximum Guts Upper	d, db, b, d, db, b+LP/HP
Maximum Shooting Star Kick	d, df, f, d, df, f+LK/HK (when in the air)

Team	Twin Bullet Smash
Party	Triplet Barrage
Launch	df+HK
High Launch	df+HP



Juggle

1) f+(LK, LK), HP, d+(HK, HK)
2) f+(LP, LP), HP, d+HP,

High Juggle

1) f+(LP, LP), HP, f+ (LP, LP), HP, f+(LK, LK), HP, Maximum Guts Bullet
2) f+(LP, LP), HP, f+ (LP, LP), HP, f+(LK, LK), HP, d+(HK, HK)



Standard Combo

1) LP, LP, HP, f+HP
2) LP, LP, HP, df+HK, Juggle

Kyosuke







Standard Moves

Big Wheel	LP+HP
Back Breaker	LP+HP (from behind)
Whirlwind Punch	b+HP
Knockdown	f+HP
Crescent Kick	b+HK
Roundhouse	f+HK
Cross Cutter	d, df, f +LP/HP
Shadow Wave	d, df, f+LP/HP (when in the air)
Lightning Upper	f, d, df, f+LP/HP
Shadow Breaker	d, db, b+LP/HP
Shadow Cut Kick	d, df, f+LK/HK

Burning Vigor

Super Cross Cutter	d, df, f, d, df, f+LP/HP
Super Lightning Upper	d, db, b, d, db, b+LP/HP
Super Shadow Cut Kick	d, df, f, d, df, f+LK/HK (also in the air)

Team	Twin Barrage
Party	Triplet Barrage
Launch	Lightning Upper (with HP)
High Launch	df+HK



Juggle

f+ (LP, LP), HP, Super Shadow Cut Kick

High Juggle

1) f+(LP, LP), HP, f+ (LP, LP), HP, f+HK
2) f+(LP, LP), HP, f+ (LP, LP), HP, Super Shadow Cut Kick

Standard Combo

1) LP, LP, HP, f+HP
2) LP, LP, HP, d+HK
3) LP, LP, Lightning Upper (HP), Juggle

Hinata



Standard Moves

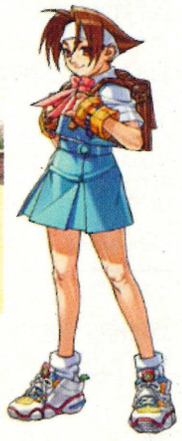
Socket Wrencher	LP+HP
German Suplex	LP+HP (from behind)
Knockdown	f+HK
Scissor Kick	b+HK
Kikou Shoutei	d, df, f +LP/HP
Shouyuoken	f, d, df, f+LP/HP
Enbukyaku	d, db, b+LK/HK
Renkyakudan	d, df, f+LK/HK (when in the air)

Burning Vigor

Hisshou Rengekikan	d, df, f, d, df, f+LP/HP
Resen Enbukyaku	d, df, f, d, df, f+LK/HK (also in the air)

Team	Loving Encouragement (GU)
Party	Triplet Barrage
Launch	df+HP
High Launch	df+HK





Juggle

1) f+(LK, LK), HP, d+(HK, HK)
2) f+(LP, LP), HP, f+HP

High Juggle

1) f+(LP, LP), HP, f+ (LP, LP), HP, Resen Enbukyaku
2) f+(LP, LP), HP, f+ (LP, LP), HP, f+(LK, LK), HP, d+(HK, HK)

Standard Combo

1) LP, LP, HP, f+HP
2) LP, LP, HP, f+HK
3) LP, LP, HP, df+HP, Juggle





Chairperson

Standard Moves

Tornado DDT	LP+HP
Bulldog	LP+HP (from behind)
Gut Wrencher	f+HP
Knockdown (1)	b+HP
Knockdown (2)	b+HK
Knee Crush	f+HK
Wind Stance	d, df, f +LP/HP
Dragon Stance	f, d, df, f+LP/HP
Rock-Breaker Stance	d, db, b+LP/HP
Front Stance	d, db, b+LK/HK
Lightning Stance	d, df, f+LK/HK





Burning Vigor

Demonstrations	d, df, f, d, df, f+LP/HP
Lecture Attack	d, df, f, d, df, f+LK/HK

Team	Attack Strategy (GU, LU)
Party	Piggyback Slam
Launch	df+HK



Juggle

f+(LP, LP), HP, HK

Standard Combo

1) LP, LP, HP, HP
2) LP, LP, HP, df+HK, +Juggle

Ran

Standard Moves

Ground Flash	LP+HP
German Suplex	LP+HP (from behind)
Fan Blade	f+HP
Knockdown (1)	b+HP
Knockdown (2)	f+HK
Crescent Kick	b+HK
Flash Attack	(6 flashes, 7th is a film change) d, df, f +LP/HP (also in the air)
Extra Edition! Change Film	d, db, b+LP/HP (also in the air) (change the film when you choose) d, db, b+LK/HK (also in the air)



Burning Vigor

Super Flash Attack	d, df, f, d, df, f+LP/HP (also in the air)
Exclusive Interview	d, db, b, d, db, b+LP/HP

Team	Picture Gallery
Party	Piggyback Slam
Launch	df+HP
High Launch	df+HK



Juggle

1) f+(LK, LK), HP, d+(HK, HK)
2) f+(LP, LP), HP, Super Flash Attack



High Juggle

1) f+(LK, LK), HK, f+(LK, LK), Super Flash Attack
2) f+(LK, LK), HK, f+(LK, LK), HP, d+HK

Standard Combo

1) LP, LP, HP, f+HP
2) LP, LP, HP, df+HP, +Juggle

continued>

solution

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Natsu

Standard Moves

Tornado Slap	LP+HP
Bulldog	LP+HP (from behind)
Knockdown	f+HP
Body Slap	b+HP
Serve Spike	d, df, f +LP/HP (also in the air)
Sliding Receive	f, d, df, f+LP/HP
Rolling Receive	d, db, b+LP/HP
Top Block	d, db, b+LP/HP (in the air)
Tokkun Spike	f, d, df, f+LP/HP (in the air)

Burning Vigor

Blazing Serve	d, df, f, d, df, f+LP/HP (also in the air)
Orbit Serve	d, db, b, d, db, b+LP/HP





Team	Team Spirit (GU)
Party	Rolling Cartwheel
Launch	Sliding Receive
High Launch	df+HP/ Rolling Receive



Juggle

f+(LP, LP), HP, HK, d+HK

High Juggle

f+(LP, LP), HP, f+(LP, LP), HP, HK, d+HK



Standard Combo

1) LP, LP, HP, f+HP
2) LP, LP, HP(won't come out as a move), Sliding Receive, Juggle

Shoma

Standard Moves

Drop Strike	LP+HP
German Suplex	LP+HP (from behind)
Knockdown (1)	f+HP
Knockdown (2)	df+HK
Bat Pin	b+HP
Left-right Kick	f+HK
Fast Ball	d, df, f +LP/HP (also in the air)
Grand Slam Smash	f, d, df, f+LP/HP
Base Stomp	d, db, b+LK/HK
Fishing Swing	d, db, b+LP/HP



Burning Vigor

Illusion Ball	d, df, f, d, df, f+LP/HP (also in the air)
Home Run Hitter	d, db, b, d, db, b+LP/HP
Home Run Slide	d, df, f, d, df, f+LK/HK



Team	Pitch & Swing
Party	Rolling Cartwheel
Launch	HP, df+HP
High Launch	df+HP

Juggle

f+(LP, LP), HP, Illusion Ball



High Juggle

1) f+(LP, LP), HP, f+(LP, LP), Illusion Ball
2) f+(LK, LK), HK, Illusion Ball

Standard Combo

1) LP, LP, HP, df+HK
2) LP, LP, HP, df+HP, +Juggle





Roberto

Standard Moves

Catapult	LP+HP
Drop Kick	LP+HP (from behind)
Knockdown (1)	f+HP
Knockdown (2)	f+HK
Throw-In	b+HP
Falling Studs	b+HK
Shining Save	d, df, f +LP/HP (also in the air)
Thrust Kick	f, d, df, f+LK/HK
Sliding Kick	d, db, b+LK/HK
Long Shot	d, df, f+LK/HK
Bicycle Kick	d, df, f+LK/HK (when in the air)
Shining Clutch	d, db, b+LP/HP



Burning Vigor

Blazing Striker	d, df, f, d, df, f+LK/HK (also in the air)
Blazing Juggle	d, db, b, d, db, b+LK/HK



Team	Striking Shot
Party	Rolling Cartwheel
High Launch	df+HK



Juggle

1) f+(LK, LK), HP, d+(HK, HK)
2) f+(LP, LP), HP, d+HP,

High Juggle

f+(LP, LP, LP, LP, LP, LP, LP, LP), Shining Save

Standard Combo

1) LP, LP, HP, f+HP
2) LP, LP, HP, d/f+HK

Momo

Standard Moves

Human Trampoline	LP+HP
Back Breaker	LP+HP (from behind)
Backhand	f+HP
Knockdown	b+HP
Whale Serve	d, df, f +LP/HP
Flip Flap Racket	d, df, f +HP, tap HP for multiple hits (in the air)
Rocket Racket	f, d, df, f+LP/HP
Giant Swing	f, df, d, db, b+LP/HP
Spin Smash	d, df, f+LK/HK







Burning Vigor

Whaaam Slam	d, df, f, d, df, f+LP/HP
Momo Crush	d, db, b, d, db, b+LP/HP (also in the air)

Team	Grand Slam
Party	Rolling Cartwheel
Launch	f+HK
High Launch	df+HP



Juggle

1) f+(LP, LP), HP, HK
2) f+(LK, LK), HK, Momo Crush

High Juggle

1) f+(LK, LK), HK, f+(LK, LK), HK, Flip Flap Racket
2) f+(LK, LK), HK, f+(LK, LK), HK, Momo Crush

Standard Combo

1) LP, LP, HP, f+HP
2) LP, LP, HP, Rocket Racket
3) LP, LP, HP, f+HK, +Juggle







Gan

Standard Moves

Headbutt	LP+HP
Bulldog	LP+HP (from behind)
Knockdown	f+HP
Knockdown	b+HK
Gun Stabbing	d, df, f +LP/HP
Clapping Hands Destruction	f, d, df, f+LP/HP
Gedo Tackle	d, db, b+LK/HK
Rough Wave Stomping	d, df, f+LK/HK
Giant Storm	f, fd, d, db, b+LP/HP
Giant Cyclone	d, df, f +LP/HP (air grab(when in the air))
The Rock	d, df, f+LK/HK (when in the air)

Burning Vigor

Super Gun Stabbing	d, df, f, d, df, f+LP/HP
Concrete Smash	d, db, b, d, db, b+LP/HP
Helicopter Smash	d, df, f, d, df, f+LP/HP (when in the air)

Team Twin Slammer
Party Aerial Collision

Launch df+LP
High Launch df+HP/Gedo Tackle

Juggle

f+(LK, LK), HK, d+HK

Standard Combo

1) LP, LP, HP, f+HP
2) Gedo Tackle, Juggle
3) LP, LP, HP, Gun Stabbing/Rough Wave Stomping



Daigo

Standard Moves

Strangle-Hold	LP+HP
German Suplex	LP+HP (from behind)
Knockdown (1)	b+HP
Phoenix Fist	d, df, f +LP/HP
Phoenix Backfist	f, d, df, f+LP/HP
Phoenix Fire	d, db, b+LP/HP
Phoenix Kick	d, db, b+LK/HK
Skull Aura	d, df, f+LP/HP (when in the air)

Burning Vigor

Phoenix Fury	d, df, f, d, df, f+LP/HP
Super Skull Aura	d, df, f, d, df, f+LP/HP (when in the air)
Super Phoenix Fire	d, df, f, d, df, f+LK/HK

Team Fearless Punch
Party Aerial Collision

Launch b+HK
High Launch df+HP

Juggle

f+(LK, LK), HP, Super Skull Aura

High Juggle

f+(LK, LK), HP, f+(LK, LK), Super Skull Aura

Standard Combo

1) LP, LP, HP, b+HK, Juggle









Edge

Standard Moves

Modified DVD	LP+HP
German Suplex	LP+HP (from behind)
Knockdown (1)	f+HP
Headbutt	b+HP
Knockdown (2)	f+HK
Roundhouse	b+HK
Reversing Blade Strike	d, df, f +LP/HP (also in the air)
Anti-Air Reversing Blade Strike	d, db, b+LP/HP
Cheap Shot	d, df, f+LK/HK
Low Blow	d, db, b+LK/HK (also in the air)

Burning Vigor

Stake Out	d, df, f, d, df, f+LP/HP (also in the air)
Slash Out	d, db, b, d, db, b+LP/HP

Team Hit & Run
Party Aerial Collision

Launch df+HK
High Launch df+HP

Juggle

1) f+(LK, LK), HP, HK, d+HK
2) f+(LP, LP), Stake Out

High Juggle

f+(LK, LK, LP, LP), Stake Out

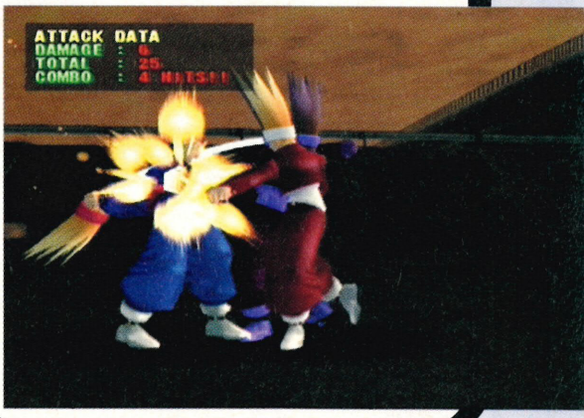
Standard Combo

LP, LP, HP, df+HK, Juggle









Nagare



Standard Moves

Push Off	LP+HP
German Suplex	LP+HP (from behind)
Breast Stroke	f+HP
Knockdown (1)	b+HP
Knockdown (2)	f+HK
Back Stroke	b+HK
Concrete Dive	d, df, f +LP/HP (also in the air)
Artificial Respiration	d, db, b+LP/HP
Breast Stroke Kick	d, db, b+LK/HK

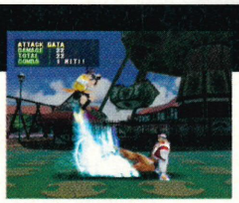
Burning Vigor

Underwater Dash	d, df, f, d, df, f+LP/HP (also in the air)
Super Splash Kick	d, df, f, d, df, f+LK/HK

Team Synchronised Splash
Party Rolling Cartwheel

Launch df+HP
High Launch df+HK







Juggle

1) f+(LK, LK), Underwater Dash
2) f+(LK, LK), HP, Breast Stroke Kick

High Juggle

1) f+(LK, LK, LK, LK), HP, Underwater Dash
2) f+(LK, LK, LK, LK, LK, LK, LK, LK, LK), HP

Standard Combo

1) LP, LP, HP, f+HP
2) LP, LP, HP, df+HP, Juggle
3) LP, LP, Breast Stroke Kick



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Burning Batsu



Standard Moves

Slam	LP+HP
German Suplex	LP+HP (from behind)
Gut Wrencher	f+HP
Crescent Punch	b+HP
Knockdown	f+HK
Knockdown (2)	b+HK
Guts Bullet	d, df, f +LP/HP (also in the air)
Burning Elbow	f, d, df, f+LP/HP
Crescent Star Kick	d, db, b+LK/HK
Shooting Star Kick	d, db, b+LK/HK (when in the air)



Burning Vigor

Burning Guts Bullet	d, df, f, d, df, f+LP/HP (also in the air)
Burning Guts Upper	d, db, b, d, db, b+LP/HP
Burning Shooting Star Kick	d, df, f, d, df, f+LK/HK (when in the air)



Team	Lightning Beam Couplet
Party	Triplet Barrage
Launch	df+HK
High Launch	df+HP



Juggle

1) f+(LK, LK), HP, d+(HK, HK)
2) f+(LP, LP), Shooting Star Kick

High Juggle

1) f+(LP, LP), HP, f+ (LP, LP), HP, Burning Guts Bullet
2) f+(LP, LP), HP, f+ (LP, LP), HP, f+(LK, LK), HP, d+(HK, HK)



Standard Combo

1) LP, LP, HP, f+HP
2) LP, LP, HP, df+HK, +Juggle

Zaki

Standard Moves

Slap Frenzy	LP+HP
German Suplex	LP+HP (from behind)
Gut Wrencher	f+HP
Knockdown (1)	f+HK
Knockdown (2)	b+HK
Hakai No Tessa	d, df, f +LP/HP (also in the air)
Kuuha No Tessa	f, d, df, f+LP/HP
Dokuhebi No Tessa	d, db, b+LP/HP
Gankou Geri	d, db, b+LK/HK
Lonesome Pride	d, df, f+LK/HK (f/b to cancel, LK/HK to launch)



Burning Vigor

Hissatsu Denkou Tessa	d, df, f, d, df, f+LP/HP (also in the air)
Hissatsu Inazuma Genkou Geri	d, db, b, d, db, b+LK/HK

Team	Mental Block
Party	Aerial Spear Fist
Launch	df+HK
High Launch	df+HP



Juggle

1) f+(LK, LK), HP, d+(HK, HK)
2) f+(LP, LP), HDT

High Juggle

1) f+(LP, LP, LP, LP, LP, LP, LP, LP), HDT/HIGG
2) f+(LP, LP, LP, LP, LP, LP), HP, d+(HK, HK)



Standard Combo

1) LK, LP, HP, f+HP
2) LP, LP, HP, df+HK, +Juggle
3) LK, HDT/HIGG

Akira



Standard Moves

Flip	LP+HP
Back Breaker	LP+HP (from behind)
Gut Wrencher	f+HP
About Turn	f+HK
Knockdown	d+HK
Gate Elbow	d, df, f +LP/HP
Leaping Smash	d, db, b+LP/HP
Dancing Cyclone Kick	d, df, f +LK/HK
Houbu	d, db, b+LK/HK





Burning Vigor

Kikou Kai	d, df, f, d, df, f+LP/HP (also in the air)
Reflex Barrage	d, db, b, d, db, b+LP/HP
Haten Mueishu	d, df, f, d, df, f+LK/HK
Aerial Barrage	d, db, b, d, db, b+LK/HK

Team	Spinning Kick Kikou Kai
Party	Aerial Spear Fist
Launch	db+HP
High Launch	df+HP



Juggle

1) f+(LK, LK), HP, d+(HK, HK)
2) f+(LP, LP), Kikou Kai

High Juggle

1) f+(LP, LP), HP, f+ (LP, LP), HP, f+(LP, LP), Kikou Kai
2) f+(LP, LP), HP, f+ (LP, LP), HP, f+(LK, LK), HP, d+(HK, HK)

Standard Combo

1) LP, LP, HP, f+HP
2) LP, LP, df+HP, Juggle
3) Dancing Cyclone Kick (x3)

Yurika



Standard Moves

Bow Slash	LP+HP
Throttle	LP+HP (from behind)
Knockdown (1)	f+HP
One-Two	b+HP
Knockdown (2)	f+HK
Knockdown (3)	b+HK
Tragic Waltz	d, df, f +LP/HP
Tragic Minuet	f, d, df, f+LP/HP
Tragic Serenade	d, db, b+LP/HP (also in the air)
Tragic Lullaby	d, db, b+LK/HK





Burning Vigor

Fatal Nocturne	d, df, f, d, df, f+LP/HP
Fatal Requiem	d, db, b, d, db, b+LP/HP
Fatal Rondo	d, df, f, d, df, f+LK/HK (also in the air)

Team	Rising Symphony (GU)
Party	Aerial Spear Fist
Launch	Tragic Waltz
High Launch	df+HP



Juggle

1) f+(LK, LK), HP, HK, f+HK
2) f+(LP, LP), HP, d+HP
3) f+(LP, LP), Fatal Rondo

High Juggle

f+(LK, LK, LK, LK, LK, LK, LK, LK), Fatal Rondo

Standard Combo

1) LP, LP, HP, f+HP
2) b+HP, Fatal Requiem, High Juggle
3) LP, LP, Tragic Minuet

Boman







Standard Moves

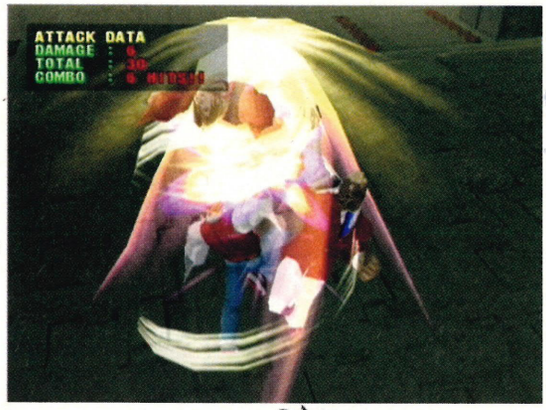
Failed Launch	LP+HP
German Suplex	LP+HP (from behind)
Knockdown (1)	f+HP
Knockdown (2)	b+HP
High Heel	f+HK
Roundhouse	b+HK
Great Rush	d, df, f +LP/HP
Great Hook	d, db, b+LP/HP
Great Offence	d, df, f +LK/HK
Great Defence	d, db, b+LK/HK
Great Lariat	d, db, b+LP/HP (when in the air)

Burning Vigor

Great Slash	d, df, f, d, df, f+LP/HP
Great Cross	d, db, b, d, db, b+LP/HP (also in the air)

Team	T-Bone Powerbomb
Party	Whirling Death

Launch	df+LP
High Launch	df+HP



Juggle

1) f+(LK, LK), Great Cross
2) f+(LK, LK), HK, Great Lariat
3) f+(LK, LK), d+HP, f+HP

High Juggle

f+(LK, LK), HP, f+LK, LK), Great Cross

Standard Combo

1) LP, LP, HP, f+HP
2) LP, LP, df+LP, Juggle
3) LP, LP, HP, df+HK, +Juggle
4) LK, LK, Great Hook

Hayato



Standard Moves

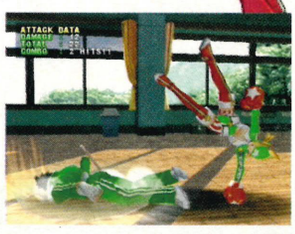
Devastating Strike	LP+HP
German Suplex	LP+HP (from behind)
Knockdown	f+HP
Backhand	b+HP
Head Over Heels	b+HK
Scolding Slash	d, df, f +LP/HP (also in the air)
Counter Thrust	d, df, f+LP/HP
Second Kick	d, db, b+LK/HK
Rolling Smash	d, df, f+LK/HK (when in the air)
Devastation Kick	f, d, df, f+LK/HK

Burning Vigor

Burning Push-Ups	d, df, f, d, df, f+LP/HP
Burning Cross-Counter	d, db, b, d, db, b+LP/HP
Burning Windmill	d, df, f, d, df, f+LK/HK
Burning Stoic	d, db, b+LK/HK

Team	Charging Cane Shot
Party	Piggyback Slam

Launch	df+HK
High Launch	df+HP



Juggle

f+(LK, LK), HK, Scolding Slash

High Juggle

1) f+(LK, LK, HK, LK, LK, HK), Scolding Slash
2) f+(LP, LP), HP, f+ (LP, LP), HP, f+(LK, LK), HP, d+(HK, HK)



Standard Combo

1) LP, LP, HP, f+HP
2) LP, LP, HP, Scolding Slash
3) LP, LP, HP, df+HK, +Juggle
4) LP, LP, HP, Devastation Kick





Roy



Standard Moves

4-Hit Combo	LP+HP
Back Breaker	LP+HP (from behind)
Left Hook	f+HP
Knockdown (1)	b+HP
Knockdown (2)	f+HK
Knockdown (3)	b+HK
Dynamite Straight	d, df, f +LP/HP
Twister Upper	f, d, df, f+LP/HP
Touchdown Wave	d, db, b+LP/HP
Air Dynamite	d, df, f +LP/HP (when in the air)

Burning Vigor

Triple Twister	d, df, f, d, df, f+LP/HP (also in the air)
Super Touchdown	d, db, b, d, db, b+LP/HP
Dynamite Justice	d, df, f, d, df, f+LK/HK

Team	Twin Twister Upper
Party	Whirling Death

Launch	d+HP
High Launch	df+HP



Juggle

1) f+(LP, LP), HP, HK, d+HK
2) f+(LP, LP), HP, f+HP,
3) f+(LP, LP), HP, Air Dynamite

High Juggle

f+(LP, LP, LP, LP, LP, LP, LP, LP), HP, Air Dynamite

Standard Combo

1) LP, LP, HP, f+HP, b+HP
2) LP, LP, d+HP, Juggle

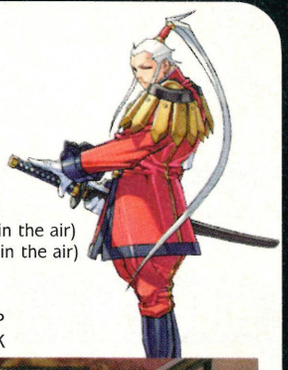




Hyo

Standard Moves

Socket Sucker	LP+HP
Bulldog	LP+HP (from behind)
Downward Slash	f+HP
Upward Slash	b+HP
Knockdown	f+HK
Iai Giri	d, df, f +LP/HP
Ouryuuzan	f, d, df, f+LP/HP
Juumonji Giri	d, db, b+LP/HP
Geneishuu	d, db, b+LK/HK (also in the air)
Tenraizan	d, df, f+LP/HP (when in the air)



Burning Vigor

Ankoku Shippuuzan	d, df, f, d, df, f+LP/HP
Ankoku Geneijin	d, df, f, d, df, f+LK/HK
Ankoku Geneishuu	d, db, b, d, db, b+LK/HK

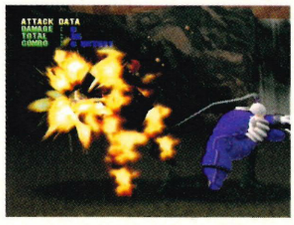
Team	Torturous Sword
Party	Aerial Triple Strike

Launch	df+HK
High Launch	df+HP



Juggle

1) f+(LP, LP), HP, HK, Tenraizan
2) f+(LP, LP), HP, HK, Geneishuu



High Juggle

f+(LP, LP, LP, LP, LP, LP, LP, LP), HP, Tenraizan

Standard Combo

1) LP, LP, HP, f+HP
2) LP, LP, HP, df+HK, +Juggle
3) LP, LP, HP, Ouryuuzan/Geneishuu

continued>

solution

Hints, Tips, Cheats and Guides

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Tiffany

Standard Moves

Busty Bounce	LP+HP
German Suplex	LP+HP (from behind)
Pound	f+HP
Knockdown	b+HP
Knockdown (2)	f+HK
Knockdown (3)	b+HK
Groovy Knuckle	d, df, f +LP/HP
Groovy Punch	d, db, b+LP/HP
Beautiful Spin	f, d, df, f+LK/HK
Groovy Wheel	d, df, f+LK/HK
Exciting Kick	d, db, b+LK/HK (also in the air)

Burning Vigor

Groovy Special	d, df, f, d, df, f+LP/HP
Wonderful Kick	d, df, f, d, df, f+LK/HK
Groovy Time	d, db, b, d, db, b+LK/HK

Team	Heartfelt Kiss (LU)
Party	Whirling Death
Launch	df+HK
High Launch	df+HP



Juggle

f+(LK, LK), HP, f+(HK, HK)

High Juggle

f+(LK, LK, LK, LK, LK, LK, LK, LK), HP, f+HK



Standard Combo

1) LP, LP, HP, f+HP
2) LP, LP, HP, df+HK, Juggle
2) LP, LP, HP, Beautiful Spin



Kyoko

Standard Moves

Doctor's Orders	LP+HP
Dead Arm	LP+HP (from behind)
Knockdown (1)	f+HP
Knockdown (2)	f+HK
Shokushin	d, df, f +LP/HP
Syusseki Kakunin	d, df, f+LP/HP
One Wing Stance	d, df, f+LK/HK
Kaishin	d, db, b+LK/HK (also in the air)
Shouten Sekkai	f, d, df, f+LK/HK (also in the air)

Burning Vigor

Final Prescription	d, df, f, d, df, f+LP/HP
Path To Doom	d, db, b, d, db, b+LK/HK
Stairway To The Sky	d, df, f, d, df, f+LK/HK

Team	Soothing Massage (LU)
Party	Aerial Triple Strike
High Launch	df+HK



Juggle

1) f+(LK, LK), HP, d+(HK, HK)
2) f+(LP, LP), HP, d+HP,

High Juggle

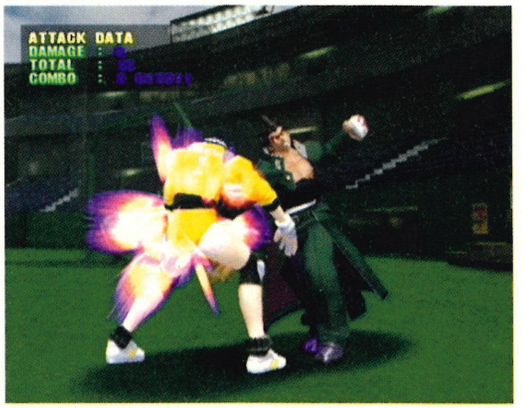
f+(LK, LK, LK, LK, LK, LK, LK, LK), **Kaishin/(Shouten Sekkai,** HK)



Standard Combo

1) LP, LP, HP, f+HP
2) LP, LP, HP, Kaishin/(Shouten Sekkai, HK)





Wild Daigo

Standard Moves

Skull Pound	LP+HP
German Suplex	LP+HP (from behind)
Knockdown (1)	b+HP
Knockdown (2)	f+HK
Phoenix Fist	d, df, f +LP/HP
Phoenix Backfist	f, d, df, f+LP/HP
Phoenix Fire	d, db, b+LP/HP
Phoenix Kick	d, db, b+LK/HK
Skull Aura	d, df, f+LP/HP (when in the air)

Burning Vigor

Wild Phoenix Fury	d, df, f, d, df, f+LP/HP
Wild Air Rebel Aura	d, df, f, d, df, f+LP/HP (when in the air)
Wild Phoenix Fire	d, df, f, d, df, f+LK/HK

Team	Wild Retaliation
Party	Aerial Collision
Launch	b+HK
High Launch	df+HP

Juggle

f+(LK, LK), HP, Wild Air Rebel Aura

High Juggle

f+(LK, LK), HP, f+(LK, LK), Wild Air Rebel Aura

Standard Combo

1) LP, LP, HP, f+HP
2) LP, LP, HP, b+HK, Juggle





Hideo

Standard Moves

Socket Sucker	LP+HP
German Suplex	LP+HP (from behind)
Knockdown	f+HP
Scissor Kick	b+HK
Seihaken	d, df, f +LP/HP (also in the air)
Jicchokuken	f, d, df, f+LP/HP
Air Seihaken	f, db, b+LP/HP
Shinenkyaku	d, db, b+LK/HK
Raieishuu	d, df, f+LK/HK (when in the air)

Burning Vigor

Shimazu Shin Jicchokuken	d, df, f, d, df, f+LP/HP
Shimazu Seihaken	d, db, b, d, db, b+LP/HP
Shimazu Raieishuu	d, df, f, d, df, f+LK/HK (when in the air)

Team	Seihaken Rave
Party	Aerial Triple Spear
Launch	db+HP
High Launch	df+HP







Juggle

1) f+(LP, LP), HP, HK
2) f+(LP, LP), Shimazu Raieishuu

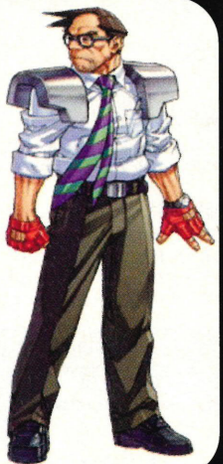
High Juggle

1) f+(LP, LP), HP, f+ (LP, LP), HP, Shimazu Raieishuu
2) f+(LK, LK, LP, LP), HP, f+ (LP, LP), Seihaken

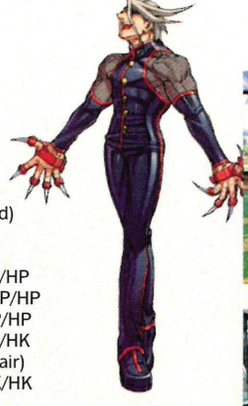
Standard Combo

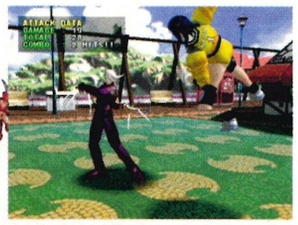
1) LP, LP, HP, f+HP
2) LP, LP, df+HP, +Juggle
3) LP, LP, Shimazu Shin Jicchokuken

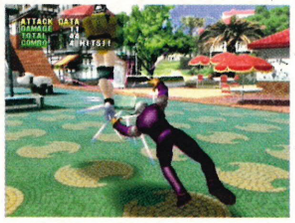




Kurow







Standard Moves

Claw Thrust	LP+HP
Claw Spin	LP+HP (from behind)
Knockdown (1)	f+HP
Knockdown (2)	f+HK
Yami Kagura	d, df, f +LP/HP
Rokuhu Tsuki	f, d, df, f+LP/HP
Kuukan Seki	d, db, b+LP/HP
Yasha Guruma	d, df, f +LK/HK (also in the air)
Yami Kaiko	d, db, b+LK/HK

Burning Vigor

Kirishima Kyoujuu Reppa	d, df, f, d, df, f+LP/HP
Kirishima Shinkuu Yamiarashi	d, db, b, d, db, b+LP/HP

Team	Factor X
Party	Skewer Slash
Launch	db+HP
High Launch	df+HK



Juggle

1) f+(LP, LP), HP, HK, f+HK, d+HK
2) f+(LP, LP), HP, Yasha Guruma

High Juggle

1) f+(LP, LP, LP, LP, LP, LP), HP, HK, f+HK, d+HK
2) f+(LP, LP, LP, LP, LP, LP, LP, LP), HP, Yasha Guruma

Standard Combo

1) LP, LP, HP, f+HP
2) LP, LP, db+HP, Juggle

Demon Hyo



Standard Moves

Twin Slice	LP+HP
Bulldog	LP+HP (from behind)
Knockdown (1)	b+HP
Knockdown (2)	f+HK
Satsujin	d, df, f +LP/HP (also in the air)
Sikuu	d, db, b+LP/HP
Shouzan	f, d, df, f+LP/HP
Geneishuu	d, db, b+LK/HK (also in the air)

Burning Vigor

Mugen Ankoku Shougekizan	d, df, f, d, df, f+LP/HP
Mugen Shunzatsu Muon	d, db, b, d, db, b+LP/
Mugen Yami Hubuki	d, df, f, d, df, f+LK/HK (also in the air)



Team	Demonic Sword Crush
Party	Aerial Triple Strike
Launch	df+HK
High Launch	df+HP

Juggle

f+(LP, LP), HP, HK, Hubuki/Geneishuu



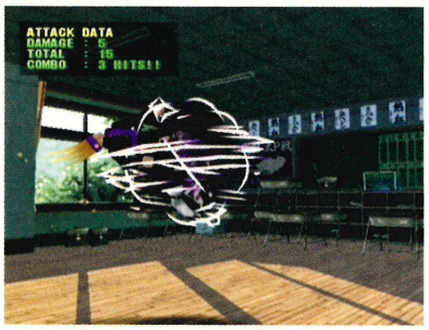
High Juggle

f+(LP, LP, LP, LP, LP, LP, LP, LP), HP, Hubuki/Geneishuu

Standard Combo

1) LP, LP, HP, f+HP, b+HP
2) LP, LP, HP, df+HK, + Juggle





Vatsu



Standard Moves

Slam	LP+HP
German Suplex	LP+HP (from behind)
Knockdown (1)	f+HP
Knockdown (2)	f+HK
Knockdown (3)	b+HK
Guts Bullet	d, df, f +LP/HP (also in the air)
Rokuhu Tsuki	f, d, df, f+LP/HP
Yami Kagura	d, db, b+LP/HP
Yasha Guruma	d, df, f+LK/HK (also in the air)

Burning Vigor

Ankoku Kiaidan	d, df, f, d, df, f+LP/HP (also in the air)
Ankoku Yami Kagura	d, db, b, d, db, b+LP/HP



Team	Twin Bullet Smash
Party	Triplet Barrage
Launch	df+HK
High Launch	df+HP

Juggle

1) f+(LP, LP), HP, HK, Yasha Guruma/Ankoku Yami Kagura
2) f+(LP, LP), HP, HK, d+HK

High Juggle

1) f+(LP, LP), HP, f+(LP, LP), f+(LP, LP), HP, Yasha Guruma
2) f+(LP, LP), HP, f+ (LP, LP), HP, f+ (LP, LP), HP, HK, d+HK



Standard Combo

1) LP, LP, HP, f+HP
2) LP, LP, HP, df+HK, +Juggle
3) LP, LP, HP, Yasha Guruma, Yasha Guruma

Powered Akira



Standard Moves

Powered Push	LP+HP
Back Breaker	LP+HP (from behind)
Gut Wrencher	f+HP
About Turn	f+HK
Knockdown	d+HK
Gate Elbow	d, df, f +LP/HP
Gate Shoulder	f, d, df, f+LP/HP
Reflex Stance	d, db, b+LP/HP
Dancing Cyclone Kick	d, df, f +LK/HK
Houbu	d, db, b+LK/HK

Burning Vigor

Skull Slice	d, df, f, d, df, f+LP/HP (also in the air)
Destructive Barrage	d, db, b, d, db, b+LP/HP
Aerial Barrage	d, db, b, d, db, b+LK/HK



Team	Rebellious Attack
Party	Aerial Collision
Launch	LP, LP, b+HP
High Launch	df+HP/HK (when in Reflex Stance)

Juggle

1) f+(LK, LK), HP, d+(HK, HK)
2) f+(LP, LP), HP, Skull Slice

High Juggle

1) f+(LK, LK), HP, f+(LK, LK), HP, f+(LK, LK), Skull Slice
2) f+(LK, LK), HP, f+ (LK, LK), HP, f+(LK, LK), HP, d+(HK, HK)

Standard Combo

1) LP, LP, HP, f+HP
2) LP, LP, b+HP, Juggle
3) Dancing Cyclone Kick (x3)







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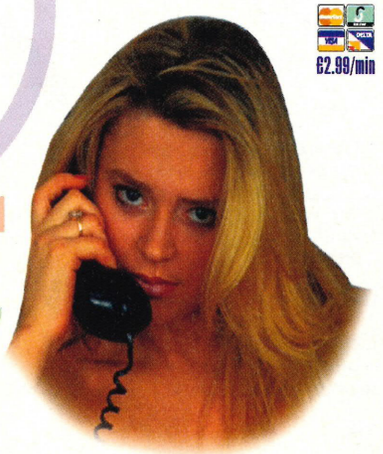
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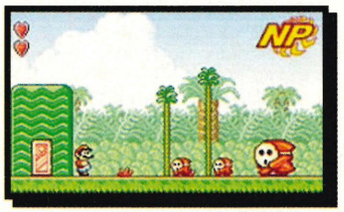
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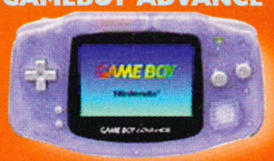
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directory

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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, videos and comics. These six pages come in very handy!

Reviewers

The member of the DREAMCAST MAGAZINE team who put the game through its paces...

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- Ryan Butt
- Simon Cann
- Nerys Coward
- Simon Hill
- Will Johnston
- Roy Kimber
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What's That All About Then, Eh?

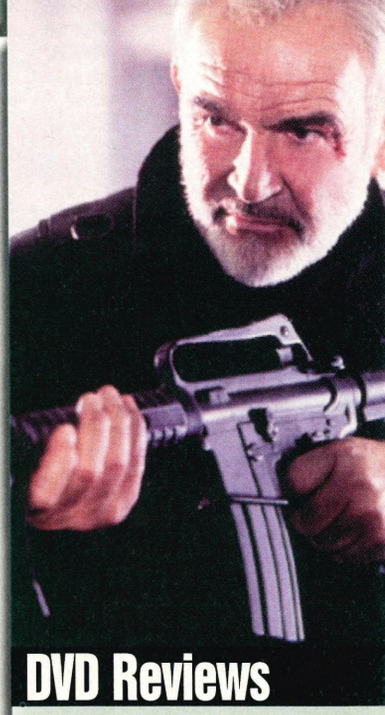
Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
If you can't work this one out, you're probably not going to get very far...	Which company is responsible for putting the game on the shelves.	How many people can actually play at any one time.	Does the game make use of the DC VM unit?	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	**Eidos**	4	✗	✗	✗	17	66%
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							
4Wheel Thunder	**Midway**	2	✗	✗	STEERING WHEEL	08	79%
We Say: "*4Wheel Thunder* is generally an incredibly well rounded game, making it a total winner in our books." AW							
4x4 Evolution	**Take 2**	4	✔	✔	STEERING WHEEL	19	66%
We Say: "Dull and uninspired racing game, slightly saved by its online capabilities. You'd be better off getting *M-SR* or waiting for *Daytona USA* to come out." MH							
AeroWings	**Crave**	4	✗	✗	✗	03	68%
We Say: "As a flight simulator, *AeroWings* is up there with the best of them, but as a game it lacks life. If you like a bit more action then stay away." AW							
AeroWings 2: Airstrike	**Crave**	2	✗	✗	✗	12	73%
We Say: "For a simulation that prides itself on depth, it severely lets itself down on any detail that could actually be deemed 'fun'!" WJ							
Armada	**N/A**	4	✗	✗	✗	05	71%
We Say: "In spite of first impressions, *Armada* offers the kind of depth sorely lacking in the majority of its contemporaries." ST							
Army Men: Sarge's Heroes	**Midway**	4	✗	✗	✗	17	61%
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							
Aqua GT	**Take 2**	2	✗	✗	STEERING WHEEL	18	67%
We Say: "It might not look fantastic but it's actually really good fun to play." AW							
Bangai-O	**Virgin**	1	✗	✗	✗	14	69%
We Say: "Mad, crazy shoot-'em-up with absolutely no point – you'll either totally love it or loathe it with a passion." MM							
Blue Stinger	**Activision**	1	✗	✗	✗	02	65%
We Say: "It's *Blue Stinger's* failure to really excite the player at any moment that is its main problem." GN							
Buggy Heat	**Sega**	2	✔	✗	STEERING WHEEL	02	76%
We Say: "For a different kind of racing game that is going to hold a challenge in order to master it, you can't go far wrong with *Buggy Heat*." LW							
Bust-A-Move 4	**Acclaim**	2	✗	✗	✗	11	84%
We Say: "A welcome addition to the puzzlers already out on Dreamcast." NC							
Buzz Lightyear Of Star Command	**Activision**	1	✔	✗	✗	19	66%
We Say: "Even for a kids' game this is way too short, although while it lasts it's moderately enjoyable to play." AW							
Caesars Palace 2000	**Interplay**	4	✗	✗	✗	12	72%
We Say: "Surprisingly, it's not as bad as you might think... but it's still not Dreamcast material." MM							
Capcom Vs SNK	**Virgin Interactive**	2	✗	✔	ARCADE STICK	17	91%
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							
Championship Surfer	**The Learning Company**	4	✔	✗	✗	19	46%
We Say: "Unless you absolutely must own a surfing game, you should leave this one well alone. Really, you should." MM							
Chef's Luv Shack	**Acclaim**	4	✗	✗	✗	03	76%
We Say: "As party games go, *Chef's Luv Shack* is up there with the best of them and is a game enjoyed after a curry and a few pints of lager." AW							
Chicken Run	**Eidos**	1	✗	✗	✗	17	72%
We Say: "Not that much here for mature audiences, but younger kids and addicts to Aardman paraphernalia will warm to its undeniable charms." WJ							
Chu Chu Rocket!	**Sega**	4	✔	✔	✗	10	90%
We Say: "The hottest party game we've ever seen, with plenty under the hood for those who are 'sans' friends. Ahhh." MM							
Crazy Taxi	**Sega**	1	✗	✗	STEERING WHEEL	05	94%
We Say: "*Crazy Taxi* is a fully-leaded adrenaline rush experience – it's pure concentrated fun, stuffed onto one Sega-patented GD-ROM..." ST							
Dave Mirra Freestyle BMX	**Acclaim**	2	✗	✗	✗	16	74%
We Say: "A fun game with lots of potential that is sadly let down by a poor control system and annoying camera angles." MR							
Daytona USA 2001	**Sega**	4	✔	✔	STEERING WHEEL	20	90%
"A more than arcade-perfect conversion that is guaranteed to impress fans of the ageing original." WJ							
Dead Or Alive 2	**Acclaim**	4	✗	✗	ARCADE STICK	08	92%
We Say: "*DOA2* might not be the best beat-'em-up ever, but it is great fun to play and there's no doubting that it looks absolutely stunning." AW							
Deadly Skies	**Konami**	1	✗	✗	✗	06	78%
We Say: "Soaring through the skies has never been such an exhilarating experience – a must for Tom Cruise wannabes." AW							
Deep Fighter	**Ubi Soft**	1	✗	✗	✗	12	68%
We Say: "It's not that bad to play once you get past the annoying FMV and incredibly slow gameplay." MM							
Dino Crisis	**Virgin**	1	✗	✗	✗	16	76%
We Say: "Direct PC conversions are always disappointing and this one's no different. All we can ask is why, Capcom... why?" MM							
Dinosaur	**Ubi Soft**	1	✗	✗	ARCADE STICK	16	69%
We Say: "It's not awful to play, but *Dinosaur* won't be keeping your attention for longer than a week at most." MM							
Donald Duck Quack Attack	**Ubi Soft**	1	✗	✗	✗	17	71%
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							
Dragon's Blood	**Interplay**	1	✗	✗	✗	10	79%
We Say: "Some lovely visuals and nice touches don't go far enough to cover up what is essentially a rather repetitive game. Shame." MM							
Ducati World	**Acclaim**	2	✔	✗	✗	20	30%
"An absolute shocker of a biking game that you shouldn't even attempt to go near – it's for your own safety." SP							
Dynamite Cop 2	**Sega**	2	✔	✗	✗	03	69%
We Say: "Dynamite this game may be, but it has a far too short a fuse, and leaves the player feeling a little cheated." MR							
Ecco The Dolphin: Defender Of The Future	**Sega**	1	✗	✗	✗	08	91%
We Say: "As soon as you see *Ecco The Dolphin* in action you'll be dribbling more than a group of blokes at the annual 'Miss Wet T-Shirt' tournament." MM							
ECW Hardcore Revolution	**Acclaim 4**	4	✗	✗	✗	08	33%
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							

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
ECW Anarchy Rulz	**Acclaim**	4	✗	✗	✗	20	31%
"If you need us to tell you one more time that this is utter arse, you're beyond help. Please, just leave us alone." MM							
ESPN International Track & Field	**Konami**	4	✗	✗	✗	15	63%
We Say: "A second-rate knock-off of a version that appeared on an inferior console." MM							
European Super League	**Virgin**	4	✔	✗	ARCADE STICK	19	58%
We Say: "Certainly not a terrible game, but sadly it plonks itself down on the average stool in the Dreamcast's footballing pub." MM							
Evolution	**Ubi Soft**	1	✔	✗	✗	05	80%
We Say: "*Evolution* is great fun to play once you've allowed yourself to be swallowed up by the archeological crusading thing." AW							
F1 Racing Championship	**Video System**	2	✔	✗	STEERING WHEEL	19	71%
We Say: "Whether you're an arcade racing fan or fancy more of a simulation, F1 Racing Championship offers both at a decent enough level." AW							
F1 World Grand Prix	**Video System**	2	✗	✗	STEERING WHEEL	03	89%
We Say: "The speed of the cars and the way the scenery holds together is superb. The in-car display really shows off the Dreamcast's power." AW							
F1 World Grand Prix 2	**Video System**	2	✗	✗	STEERING WHEEL	12	90%
We Say: "The definitive F1 racer for Dreamcast." SC							
Ferrari 355 Challenge	**Acclaim**	2	✗	✗	STEERING WHEEL	14	91%
We Say: "Have no doubt, this is the ultimate driving experience. Savour it and cherish it.." AW							
Fighting Force 2	**Eidos Interactive**	1	✗	✗	✗	04	61%
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							
Fighter Vipers 2	**Sega**	2	✗	✗	ARCADE STICK	20	65%
"It plays quite well, but the package as a whole just doesn't live up to the high standards set by other DC fighters." CN							
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							
Giant Killers	**Smoking Gun**	1	✔	✗	KEYBOARD	20	70%
"A good football management game with all the current English teams and a wide range of tactical options." RM							
GigaWing	**Virgin**	2	✗	✗	ARCADE STICK	14	35%
We Say: "Still a pointless shoot-'em-up; it gets one percent more just for being in English this time around." MM							
Grandia II	**Ubi Soft**	1	✔	✗	✗	19	91%
We Say: "A fresh approach to the genre that does a great job in showing other wannabe adventures how it should be done." WJ							
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	✗	✗	ARCADE STICK	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							
NBA Hoopz	**Midway**	4	✔	✗	ARCADE STICK	20	88%
"Looks fantastic, great fun to play with your mates and basically kicks ass. Reality – who needs it?" 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							



DVD Reviews

The Rock: Criterion Edition

Cert	15
Publisher	Criterion
Price	£29.99

When it was released back in 1996, *The Rock* was a mind-blowing action film that practically everyone loved – it put Nick Cage on the map as a man able to do more than just act well and brought back Sean Connery as a force to be reckoned with. Five years on, Criterion has worked its magic yet again and put together this Special Edition, a two-disc set that should have any genuine DVD fan selling their granny to get it. It might seem a bit pricey, but you're paying for real quality – the wealth of extras on offer that have never been seen before, as well as the amazing movie itself, makes this an absolutely essential DVD purchase.

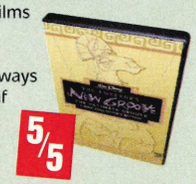


5/5

The Emperor's New Groove: The Ultimate Groove

Cert	U
Publisher	Disney DVD
Price	£24.99

As Disney films go, *The Emperor's New Groove* is pretty darn great, and that would normally be enough reason to go and get this set. But when we say that this DVD set is packed to the brim with extras, we really do mean it – while the first disc is home to the film as well as regulars like trailers, music videos and behind-the-scenes features, the second disc really is something else. As well as being able to go on a virtual tour of the Disney animation department, there's a full-on feature about how animated films are made and tonnes more! There's no two ways about it – even if you're not a big Disney fan, you MUST own this!



5/5

continued >

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

continued >

CD Reviews

Everclear: Songs From An American Movie, Volume Two

Label: Capitol Records

Pick up a copy of Everclear's latest album – the first being Volume One – and people might assume that you know a bit about music... certainly, they sound alright to the untrained ear. In comparison to other big-name rockers like Red Hot Chilli Peppers, Foo Fighters and (dare we say it) Limp Bizkit though, Everclear just don't cut it. This is quite obviously generic American rock with a capital G. *Songs like Baby Talk* and *Out Of My Depth* are the epitome of MOR and as such, this is an album which you'd do better to avoid at all costs. Got it? Good... next!



Stereophonics: Just Enough Education To Perform

Label: V2

With everyone else claiming that 2001 would be the year of indie rock, it looks as if someone forgot to tell the Stereophonics as album number three is very much a scaled down affair. To say that it is an acoustic album would be wrong but it leans towards the slower side of things, so don't expect any *Bartenders*... or the like here. Whether that's a good thing or a bad thing really depends on you, but this is still a very good album, filled as it is with beautiful little gems and Kelly's ever-husky vocal.



Turin Brakes: The Optimist

Label: Source

Think along the lines of Radiohead, the more acoustic side of the Stereophonics and the harmonies of Elliot Smith and you'll have a rough idea of what the music of Turin Brakes sounds like. In other words, it's rather fantastic. It's not that there's any one song that stands out – it's the way that all twelve tracks fit together so perfectly that makes it such a special and enchanting album. With seemingly effortlessly crafted songs like *State Of Things*, *By TV Light* and *Emergency 72* this is a stunningly classy debut album in every sense.



Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
NFL Blitz 2000 **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	**Midway**	4	✔	✗	✗	03	89%
NFL Quarterback Club 2000 **We Say:** "Dull, boring and mindless, *NFL Quarterback Club* is American football at its worst, without even a sniff of enjoyment." AW	**Acclaim**	4	✗	✗	✗	04	56%
NHL2K **We Say:** "Fast, frantic and great fun to play." AW	**Sega**	4	✗	✗	✗	11	85%
Nightmare Creatures 2 **We Say:** "The only good thing this game has to offer is that you can kick doors down FBI-style." CD	**Konami**	1	✗	✗	✗	12	39%
Pen Pen **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	**Infogrames**	4	✗	✗	✗	02	68%
Phantasy Star Online **We Say:** "Great when online, but it's a tiny bit repetitive otherwise – just like every RPG, it certainly isn't for everyone." MM	**Sega**	1	✔	✔	KEYBOARD	19	90%
Plasma Sword **We Say:** "Could a game get any more generic and unoriginal? We don't think so..." MM	**Virgin**	2	✗	✗	✗	12	54%
POD 2 **We Say:** "Despite having online capabilities, *POD 2* is so badly done that it's almost unplayable. Sad, but true." RM	**Ubi Soft**	2	✗	✔	STEERING WHEEL	16	59%
Power Stone **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	**Eidos Interactive**	2	✗	✗	✗	01	92%
Power Stone 2 **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	**Eidos**	4	✗	✗	ARCADE STICK	13	92%
Project Justice **We Say:** "It's not fair – why won't Capcom stop making decent beat-'em-ups? It's a conspiracy, we're sure." MM	**Virgin**	2	✗	✗	ARCADE STICK	18	91%
Psychic Force 2012 **We Say:** "Graphically and aurally there is nothing here that couldn't have been ably produced on a PlayStation. A poor, poor game." ST	**Acclaim**	2	✗	✗	✗	04	65%
Quake III Arena **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	**Sega**	4	✗	✔	MOUSE & KEYBOARD	16	90%
Racing Simulation: Monaco Grand Prix **We Say:** "The controls can be a little too sensitive. Nowhere near as good as *F1 World Grand Prix*." MR	**Ubi Soft**	2	✗	✗	STEERING WHEEL	03	83%
Railroad Tycoon 2 **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	**Take 2**	1	✗	✗	✗	14	33%
Rainbow Six **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	**Virgin Interactive**	1	✗	✗	✗	18	68%
Rayman 2: The Great Escape **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	**Ubi Soft**	4	✗	✔	✗	07	92%
Ready 2 Rumble Boxing **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	**Midway**	2	✔	✗	✗	01	90%
Ready 2 Rumble Boxing: Round 2 **We Say:** "A hilarious take on the po-faced sport that plays like a dream." WJ	**Midway**	2	✗	✔	ARCADE STICK	16	85%
Record Of Lodoss War **We Say:** "Killing beasties and collecting 'precious items' is all *Lodoss* has to offer, though it does these few tasks admirably." WJ	**Activision**	2	✗	✗	✗	18	81%
Resident Evil 2 **We Say:** "Nothing more than a cheap conversion of the PC version that fails to do justice to the Dreamcast." AW	**Virgin**	1	✔	✗	✗	05	73%
Resident Evil 3: Nemesis **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	**Virgin Interactive**	1	✗	✗	✗	17	68%
Resident Evil Code: Veronica **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	**Eidos**	1	✗	✗	✗	10	94%
Re-Volt **We Say:** "The game has some really smart graphics with realistic scenery and lightning fast speeds along with some great gameplay." AW	**Acclaim**	2	✗	✗	STEERING WHEEL	03	86%
Red Dog **We Say:** "As a multiplayer it's fun, if nothing particularly outstanding, but the overall package is a winner." RK	**Sega**	4	✗	✗	✗	02	71%
Roadsters **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	**Titus**	4	✗	✗	STEERING WHEEL	10	48%
Samba De Amigo **We Say:** "It's totally bonkers and the best fun you'll have with a pair of maracas and a Dreamcast this Christmas." AW	**Sega**	2	✗	✔	MARACAS	16	92%
San Francisco Rush 2049 **We Say:** "For all the promise that *Rush 2049* shows, it doesn't live up to expectation." AW	**Midway**	4	✗	✗	STEERING WHEEL	13	71%
Sega Bass Fishing **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**	1	✗	✗	FISHING ROD	03	80%
Sega Extreme Sports **We Say:** "It's great fun but the lack of a good multiplayer mode cuts the life of this one in half." MM	**Sega**	2	✗	✗	✗	15	86%

best of GENRE

You can't buy every game, so to stop wasteful purchases, here's the games you *have* to own!

Action/Adventure



Resident Evil Code: Veronica

Certainly the definitive version of the timeless platform title and one that brings a smile to our faces whenever we give it just one more play...

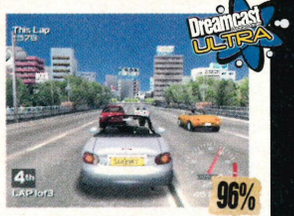
Beat-'Em-Up



Soul Calibur

The most gorgeous-looking game ever. With so much depth and a wealth of characters, this has to be the fighter of choice. And then there's the two-player mode...

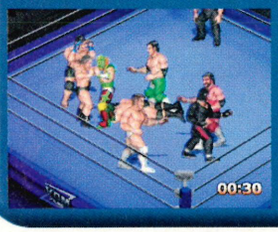
Driving/Racing



M-SR

The most comprehensive and original driving game on any console and the closest thing to driving perfection you are likely to ever see. So why haven't you bought it yet?

MOST PLAYED



Fire Pro Wrestling D

> He's proven it once and for all – Mart is a total and utter wrestling freak. Not satisfied with watching grown men in pants roll around on a Friday night (and that's just before he gets home to watch the wrestling) he felt compelled to play the Dreamcast's latest grappling title to death as well. The verdict? He's a nutcase.

Coaster Works

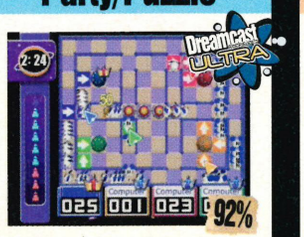
> It may seem like the most unlikely game for us to be banging away at over the past month, but you'd be surprised how addictive *Coaster Works* really is. In fact, Alex was so enthralled by it all that when he managed to get to the very end of the game... he started over just to make sure that he'd actually finished it properly. What a trooper, eh?

Guilty Gear X

> Being the hardcore beat-'em-up fans that they are, mortal enemies Chandra and Mart decided to go at it tooth and nail on fighting-fest *Guilty Gear X* this month. It was looking like quite a close contest at first, but then Mart managed to walk away with it... if only because he'd been practising the game the whole night before. Cheat!

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Sega GT **We Say:** "An incredibly well-rounded game that will keep car and driving enthusiasts happy for a long, long time." AW	Sega	2	✔	✔	STEERING WHEEL	16	89%
Sega Rally 2 **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	2	✗	✔	STEERING WHEEL	01	91%
Sega Worldwide Soccer 2000 **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	4	✔	✗	✗	04	62%
Sega Worldside Soccer: Euro Edition **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	Sega	4	✗	✗	✗	09	80%
Shadow Man **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	Acclaim	1	✗	✗	✗	03	90%
Shenmue **We Say:** "Stunning to look at and great for RPG fans, but certainly not for everyone." CN	Sega	1	✗	✗	ARCADE STICK	16	85%
Silent Scope **We Say:** "It'll keep your ass glued to your seat, your trigger finger happy and your eyes on stalks for hours." AW	Konami	1	✗	✗	✗	15	85%
Silver **We Say:** "*Silver*'s happy medium of RPG and adventure action means it has mass appeal for all gamers, whatever your tastes." AW	Infogrames	1	✗	✗	✗	10	84%
Skies Of Arcadia **We Say:** "The closest thing to RPG heaven that's appeared on the Dreamcast yet. Everyone should play this." MM	Sega	1	✔	✔	✗	20	94%
Slave Zero **We Say:** "Probably not as good as it should be, although it is still enjoyable to play despite a dodgy frame rate." AW	Infogrames	4	✗	✗	✗	06	59%
Sno Cross Championship Racing **We Say:** "A cool idea that's let down by poor execution, but then you win some, you lose some." AW	Ubi Soft	2	✗	✗	✗	18	58%
Snow Surfers **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	Sega	2	✗	✗	✗	03	62%
Sonic Adventure **We Say:** "Despite many regrettable aspects, *Sonic Adventure* is the first genuine must-have game for the Dreamcast." JR	Sega	1	✔	✔	✗	01	90%
Sonic Shuffle **We Say:** "Slap bang average. It's frankly shocking that Sega is willing to place Sonic in such a derivative affair." MC	Sega	4	✗	✗	✗	18	58%
Soul Calibur **We Say:** "*Soul Calibur* is the best fighting game you'll ever play making it an essential Dreamcast purchase." ST	Sega	2	✔	✗	✗	02	94%
Soul Fighter **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	Piggyback Entertainment	1	✗	✗	✗	03	83%
Soul Reaver **We Say:** "The definitive version of this tasty vampire-killer – add it to your collection and save your soul." MM	Eidos	1	✗	✗	✗	06	90%
South Park Rally **We Say:** "A passable entry into the comedy racing market." SC	Acclaim	4	✗	✗	STEERING WHEEL	11	63%
Space Channel 5 **We Say:** "With Ulala you get a whole new interpretation of the day's news. You get it through the art of dance." WJ	Sega	1	✗	✗	✗	14	90%
Spawn In The Demon's Hand **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	Eidos	4	✗	✗	ARCADE STICK	18	84%
Speed Devils **We Say:** "Ubi Soft's first Dreamcast racer makes *Sega Rally 2* look about as exciting as driving a supermarket shopping trolley!" RK	Ubi Soft	2	✔	✗	STEERING WHEEL	02	92%
Speed Devils Online **We Say:** "Offline it's a bit pants but as soon as you hit the Internet for some online goodness, SDO transforms into something ace." AW	Ubi Soft	1	✔	✔	STEERING WHEEL	19	81%
Spirit Of Speed 1937 **We Say:** "It's embarrassing to think that someone deemed this kind of drivel good enough to be released as a finished product." MM	Acclaim	1	✗	✗	STEERING WHEEL	13	39%
Star Wars Demolition **We Say:** "How they managed to screw this one up is anyone's guess, but they have. What a pile of arse." MM	Activision	4	✗	✗	✗	18	29%
Star Wars Episode 1: Racer **We Say:** "*Star Wars Episode 1: Racer* is blatantly just a cheap, lazy and frankly not particularly brilliant port of the PC version." AW	Activision	2	✗	✗	STEERING WHEEL	10	74%
StarLancer **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	Ubi Soft	1	✗	✔	✗	18	93%

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!

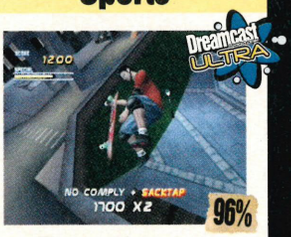
Shoot-'Em-Up



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!

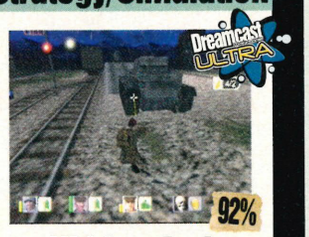
Sports



Tony Hawk's Pro Skater 2

Without a doubt, one of the finest achievements in gaming. 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

JLA: Earth 2

Publisher | Titan Books
Price | £9.99

No, your eyes aren't playing tricks on you – there really are two Supermans now... only one of them is called Ultraman. Confused? It's very simple really – the Crime Syndicate Of Amerika rule the 'other' Earth (in a parallel universe, no less) with an iron fist of crime. Fortunately, the Justice League of America are here to save the day... or are they? We won't spoil the obvious for you, but you can guarantee that you'll get a headache trying to work this one out. If you're a fan of superheroes, though, you'll have an absolute blast trekking through this novel, as it is seriously thrilling every little step of the way.



Spawn: Resurrection

Publisher | Titan Books
Price | £11.99

As the final chapters of the Spawn saga unfold before us, you can't help but get excited about finding out what might happen next – and rest assured that there'll be plenty of blood and guts along the way. The great war between heaven and hell is about to begin and not surprisingly, there's only one person capable of stopping things getting out of hand – yep, it's Spawn. Will he work out exactly which side he should be on? Should he care? Well, maybe... all we want to know at the moment, though, is what happens after the final page! As good a graphic novel as you'll ever find and it leaves you a major cliffhanger – the little teases!



Angel: Surrogates

Publisher | Titan Books
Price | £8.99

If like us you're big fans of the *Angel* TV show then this might seem like a rather appealing book to get your fangs into... but don't be fooled by appearances. The story is so obvious you don't need to read past the first chapter to know exactly what's going to happen. Doctor artificially inseminates woman, baby taken away, woman dies, Angel and co. investigate only to find that the doctor is in fact a demon and the babies are her own. What are the odds of that? Actually it's quite enjoyable in an obvious kind of a way and it does look pretty sweet (well, Cordelia does on the cover) so it's probably not as bad as all that. Hey, at least it's better than the previous Buffy books.



continued >

directory

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

continued>

Videos

Terminator

Publisher | MGM Home Entertainment
Cert | 15
Price | £9.99

Conan The Barbarian failed to launch Arnie's career but this low-budget, sci-fi action thriller thrust him onto the world stage with aplomb. Playing the evil T-100, Arnie's bulk is perfectly suited to the role of a monosyllabic, cybernetic lifeform sent from the future to kill the mother of the saviour of the human race, Sarah Connor. Though often overlooked in favour of the overblown sequel, the original is still the best.



Popstars: The Video

Publisher | Granada Media
Cert | Exempt
Price | £12.99

We laughed, we cried and we damn near peed ourselves when Darius throttled Britney Spears' *One More Time*. Squeezed into 70 minutes are the highs and lows of the televisual phenomenon that was *Popstars*. Though obviously a shameless cash-in, this serves as a painful reminder of the depths TV execs are prepared to plummet to in the ratings war and also the frighteningly acute need for many to have their 15 minutes of fame. Entertaining, but also a damning insight into the music industry.



Galaxy Quest

Publisher | Dreamworks Home Entertainment
Cert | PG
Price | £14.99

It's not easy when you are a group of has-been actors who are instantly recognisable to the public simply because you happened to star in a long-since canned sci-fi show. That's the predicament of Tim Allen and co in the *Star Trek* spoof *Galaxy Quest*. Here they're given the chance to save the galaxy for real by a band of aliens who believe that only the crew of the NESA Protector can save them from the evil Sarris. Even so this rather chucklesome film certainly deserves at least one viewing...



Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
StreetFighter Alpha 3 **We Say:** "*StreetFighter Alpha 3* is coin-op perfect and practically devoid of the painful loading times that plagued the PlayStation version." RB	Virgin	X	✗	✗	ARCADE STICK	04	84%
StreetFighter III: 3rd Strike **We Say:** "As far as the *StreetFighter* series goes, you really couldn't do much better than this." MM	Virgin	2	✗	✗	ARCADE STICK	14	71%
StreetFighter III: Double Impact **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	Virgin Interactive	2	✗	✗	✗	08	74%
Super Magnetic Neo **We Say:** "If you can get past the frustrating difficulty level, this is actually a pretty damn smart game." MM	Crave	1	✗	✗	✗	13	85%
Super Runabout **We Say:** "Great ideas, but completely arse in every other department." MM	Interplay	1	✗	✗	✗	15	52%
Surf Rocket Racers **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	Ubi Soft	2	✗	✗	✗	18	65%
Suzuki Alstare Extreme Racing **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	Ubi Soft	2	✔	✗	STEERING WHEEL	02	81%
Sword Of The Berserk: Guts' Rage **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	Eidos	1	✗	✗	✗	09	73%
Sydney 2000 **We Say:** " As much as we'd like to enjoy this game, we just can't get over how poor it is." AW	Eidos	4	✗	✗	ARCADE STICK	13	65%
Tech Romancer **We Say:** "What *Tech Romancer* lacks in sheer beauty, it more than makes up for in playability and pure enjoyment." MM	Virgin Interactive	2	✔	✗	ARCADE STICK	08	90%
Tee Off Golf **We Say:** "*Tee Off Golf* is the perfect way to fill in the gaps that punctuate the winter days." AW	Acclaim	2	✗	✗	✗	05	80%
The Grinch **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	Konami	1	✗	✗	✗	18	57%
The Nomad Soul **We Say:** "*The Nomad Soul* is a rewarding experience for those who are willing to give it a chance." MM	Eidos	2	✗	✗	✗	08	84%
Time Stalkers **We Say:** "It plays in a way that makes spending an afternoon watching some fish fingers defrost sound interesting." WJ	Sega	1	✗	✗	✗	14	36%
Tokyo Highway Challenge **We Say:** "*Tokyo Highway Challenge* isn't one of the best Dreamcast racing games but it does look fantastic." AW	Crave	2	✗	✗	STEERING WHEEL	03	64%
Tokyo Highway Challenge 2 **We Say:** "Although significantly better than the original, this is a game that just doesn't seem to light the blue touch paper." AW	Ubi Soft	2	✗	✗	STEERING WHEEL	17	75%
Tomb Raider Chronicles **We Say:** "Looks like the Emperor is absolutely naked. Sorry Lara, but it's time to stop adventuring and start having babies." WJ	Eidos	1	✗	✗	✗	17	70%
Tomb Raider: The Last Revelation **We Say:** "Thanks to the power of the Dreamcast, every stage of *Last Revelation* looks jaw-droppingly amazing." MM	Eidos	1	✗	✗	✗	07	88%
Tony Hawk's Pro Skater 2 **We Say:** "Without a doubt the finest skateboarding game in existence – until *Tony Hawk's 3* comes out!" MM	Activision	2	✗	✗	✗	17	96%
Tony Hawk's Skateboarding **We Say:** "An essential purchase for any Dreamcast owner. We just can't emphasise how great this game is!" MM	Crave	4	✗	✗	✗	10	84%
Toy Commander **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	Sega	4	✗	✗	✗	02	86%
Toy Story 2 "Disney fans can rejoice, but everyone else should try before they buy." MM	Activision	1	✗	✗	ARCADE STICK	16	70%
Trick Style **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	Acclaim	2	✗	✗	✗	02	79%
UEFA Dream Soccer **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	Sega	4	✗	✗	ARCADE STICK	16	91%
UEFA Striker **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	Infogrames	2	✗	✗	✗	02	67%
UFC **We Say:** "A near-perfect realistic fighting game, marred only by the fact that experts might find it a bit too easy." MM	Crave	2	✗	✗	✗	14	93%
Urban Chaos **We Say:** "Quite clearly this is the worst game of its genre on the Dreamcast, not to mention an embarrassment." AW	Eidos	1	✗	✗	✗	14	49%
V-Rally 2: Expert Edition **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	Infogrames	4	✗	✗	STEERING WHEEL	09	86%
Vigilante 8: Second Offense **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	Activision	4	✗	✗	✗	04	78%
Virtua Fighter 3tb **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	Sega	2	✗	✗	✗	01	80%
Virtua Striker 2 **We Say:** "*Virtua Striker* is an excellent arcade-style footie game, it's great for a laugh and it certainly looks the part." SP	Sega	2	✗	✗	✗	05	78%
Wacky Races **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	Infogrames	4	✗	✗	STEERING WHEEL	09	85%
Walt Disney World Quest: Magical Racing Tour **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	Eidos	4	✗	✗	STEERING WHEEL	13	68%
Wetrix+ **We Say:** "Puzzle fans will find themselves in cerebral cortex-munching nirvana." SP	Take 2 Interactive	2	✗	✗	✗	08	80%
Wild Metal **We Say:** "*Wild Metal* amounts to no more than a dull, unimaginative, shameful waste of GD-ROM technology." ST	Rockstar	2	✗	✗	✗	07	58%
Worms Armageddon **We Say:** "As ever, Team 17 has delivered the goods, *Worms Armageddon* is the finest and most enjoyable of the series." AW	Hasbro Interactive	4	✗	✗	✗	04	73%
Worms World Party "If you are even slightly into online games at their best, you'll want to get hold of this right now." MM	Virgin	4	✗	✔	ARCADE STICK	16	85%
WWF Attitude **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	Acclaim	4	✗	✗	✗	03	41%
WWF Royal Rumble **We Say:** "*WWF Royal Rumble* is a great representation of the crazy world of the WWF and should find favour with fans everywhere." KL	THQ	4	✗	✗	ARCADE STICK	13	91%
Vanishing Point **We Say:** "A fine looking, if a little hardcore, driving game offering everything but the one thing we all want – a bog standard arcade racing mode." SP	Acclaim	2	✔	✔	STEERING WHEEL	19	82%
Virtua Athlete **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	Sega	4	✗	✗	ARCADE STICK	14	76%
Virtua Tennis **We Say:** "An exceptional piece of programming that justifies the purchase of a Dreamcast." PM	Sega	4	✗	✗	✗	12	94%
Who Wants To Be A Millionaire **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	Eidos	4	✗	✗	✗	14	59%
Zombie Revenge **We Say:** "*Zombie Revenge* proves once and for all that the Dreamcast really is just an arcade machine in disguise." AW	Sega	2	✔	✗	✗	05	81%

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	20	88%
Virtua Cop 2	Sega	2	✗	✗	LIGHTGUN	08	69%
Virtua On	Sega	2	✗	✗	✗	05	80%

2nd COMING

> Not everyone gets everything right first time and we're no exception, experts though we are. Re-scored just for you...

Wacky Races



> It seems that when reviewing this Martin was overcome with childhood memories and so bumped up the score for nostalgia's sake. We're not saying that it's a bad game – in fact, it *is* really good – it's just not really worth a 90+ score. It might look cartoon perfect and be great fun to play but it can get rather annoying and all just gets a little bit too much.

Before 93%

Updated Score **85%**

UEFA Striker

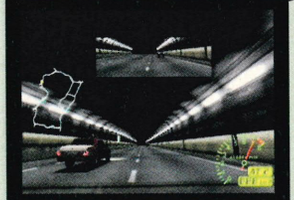


> When *UEFA Striker* was released at launch it was the only footy game on show and so invariably received pretty decent scores. Too decent, if you ask us. The advent of the *SWWS* range proves this, as they show how a football game should be done, relegating *UEFA Striker* to the lower divisions. It's not bad, it just isn't *the* 'must have' footy title any more.

Before 82%

Updated Score **67%**

Tokyo Highway Challenge



> With the release of *Tokyo Highway Challenge 2* at the end of last year it was inevitable that the original would have to get a revised score. The fact that the sequel only scored slightly higher than its predecessor hid the fact that it is a whole lot better and so reducing the original game's score was the only thing we could do. It's good, but the sequels better.

Before 73%

Updated Score **64%**

stuff & nonsense

There's a small part of all of us that will remain forever child-like. To sate this need, we bring you... toys!

Musical Button Moon Soft Toys

Manufacturer	Golden Bear
Web site	www.goldenbeartoys.com
Cost	£7.99

"We're off to Button Moon, we'll follow Mr Spoon...", ahhh, those were the days. Continuing its retro range of soft toys, it's the turn of the folk from Button Moon to recieve the Golden Bear treament and make a welcome return. Press their tummies and they'll even start singing the theme tune for you... which is nice. Now if only they still made kids programs like this and none of that Pokémon rubbish.



Rabbit Go-Kart

Manufacturer	N/A
Web site	www.iwantoneofthose.com
Cost	£1526.95

As far as go-karts go, you don't get any more nifty than this. With a Honda 5.5hp, G200 4-stroke engine behind it and a top speed of 35kph it certainly doesn't hang around. Okay, so you might need a decent sized estate and some private roads to use it on, but then if you can shell out over £1500 on what essentially is a toy then you probably have those anyway.



Rome II MP3 Player

Manufacturer	Rome
Web site	www.iwantoneofthose.com
Cost	£149.95

It might look like a boring old tape, but this is in fact the latest MP3 technology. As well as acting as a normal MP3 player, with the added advantage of a built-in 33Mb memory, you can play the Rome II on any hi-fi with a tape player. Simply slot it into the tape deck and by the power of magic (okay, technology) the hi-fi will play the music that's stored in its memory. Fan-bloody-tastic!

Bog Monster

Manufacturer	Funtime Gifts
Web site	www.iwantoneofthose.com
Cost	£12.95

Okay, okay, it might be toilet humour taken to an extreme but the bog monster is damn funny. Simply place it under the lid of your bog and then wait for the screams as your mum comes running from the bathroom claiming that something just jumped out of the toilet trying to eat her alive. To catch the magic moment for posterity simply place a video camera somewhere in the room.



Floating Globe

Manufacturer	N/A
Web site	www.iwantoneofthose.com
Cost	£199

As far as cool pieces of kit go, you can't get much better than this. An ideal desk toy, the floating globe is a miracle of science... well, a couple of magnets at least. The handcrafted 23cm globe floats effortlessly in space and spins for hours on end – who knows, you might just learn a bit of geography along the way.



Giant Clangers & Soup Dragon

Manufacturer	Golden Bear
Web site	www.goldenbeartoys.com
Cost	From £5.99 – 8.99

You might remember us featuring the Clangers on these very pages a while back, but now they're back, bigger than ever before, along with their friend the Soup Dragon (no, not the band). Yes, they're still cute and yes, they still make that ear-deafening whistling sound that made us the scourge of the office for months, but they're just sooooo loveable.



Gundam Wing W Models

Manufacturer	Bandai
Tel	01489 790944
Cost	From £8.99 – £12.99

If you haven't heard of Gundam then where the hell have you been living? Under a rock? It's only the biggest craze in Japan at the moment – bigger even that Pokémon and Digimon, and that's saying something. Anyway, part of the massive range of toys (more next month, folks) are these minty Mobile Suit Gundam Wing W models which, once you've spent a couple of hours making them, make the perfect desk adornments.

Miniature Fridge

Manufacturer	N/A
Web site	www.iwantoneofthose.com
Cost	£104.95

It's the middle of a long, hard night playing *Phantasy Star Online* – not only are you in the middle of a mission with some folks from Japan but you're really comfy... and gagging for a cold beer. The fridge is downstairs but you can't be bothered to walk that far. What do you do? Get one of these little beauties, of course. It's portable and large enough to hold plenty of cold cans too... in other words, ideal for couch potato gamers.



X-Men Evolution

Manufacturer	Vivid Imaginations
Tel	01702 200 660
Cost	From £5.99

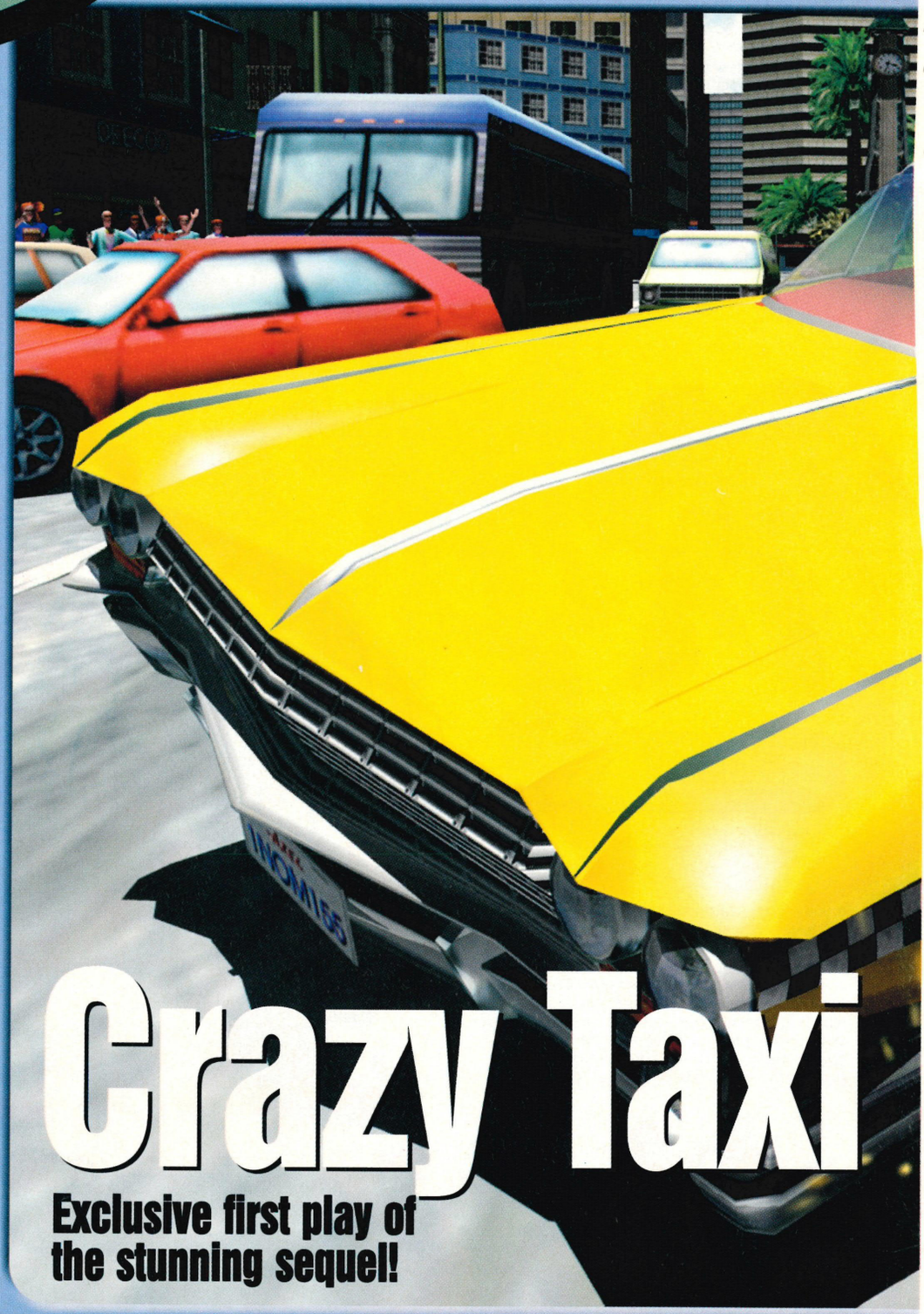
With a multi-million-summer box office smash behind it, it was inevitable that the X-Men franchise would take off big time before long. Low and behold here it is. With a cartoon TV series in full swing, the merchandising juggernaut is kicking off good and proper so it'll come as no surprise that there are some really cool toys hitting the shelves too. Characters, weapons, vehicles – you name it, it's here... not that we're complaining, of course.



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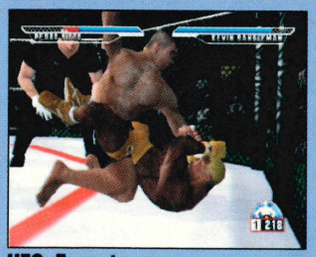
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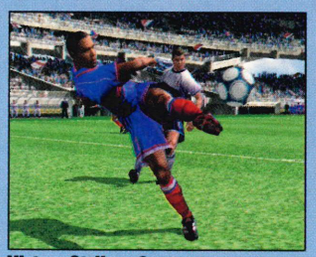
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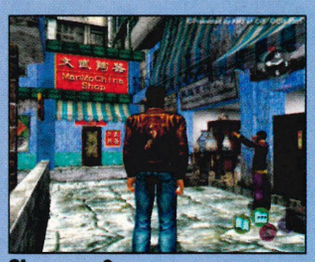
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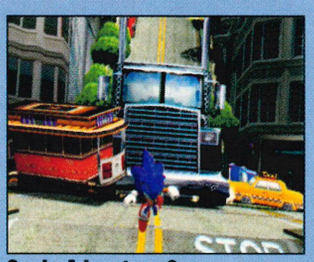


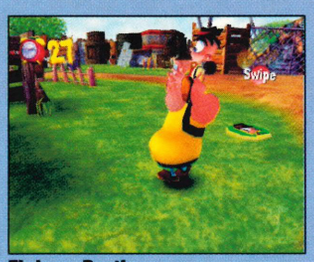
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2

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Everyone's favourite web-slinger is put under the magnifying glass!



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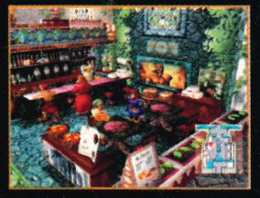


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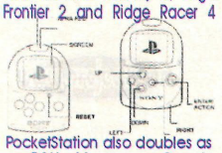
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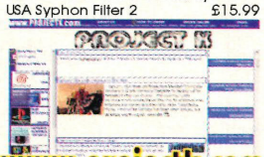








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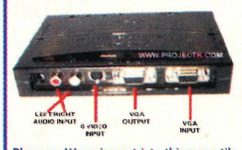
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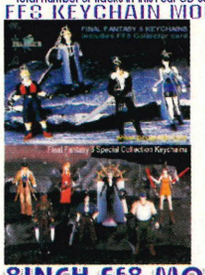


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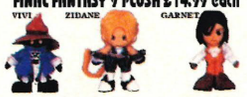
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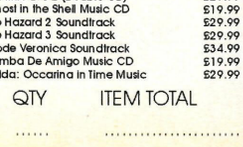
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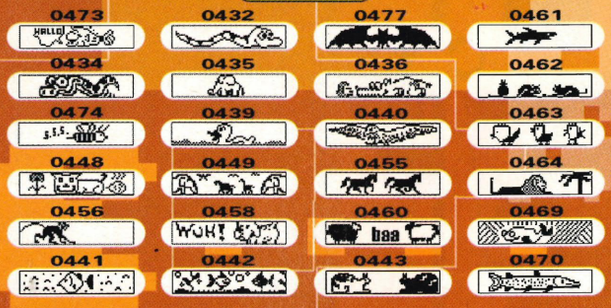
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GAME



Top 10



WORD



SPORT



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
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0395 Thong Song - Sisqo
0404 Travis - Why does it rain on me



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dream moment

Number 018

Samba De Amigo

Tequila - it makes you happy





"Shake you ass and swing those hips... there's a party going on!"

It could only ever have been Sega and its premier developing studio Sonic Team that could come up with a game as wacky as *Samba De Amigo*. Okay, so previous dancing games had already proven that there was a market for videogame exercise routines, but who else would think of adding some Spanish spice, a pair of maracas and a little monkey into the mixer? And the result? The most fun that you're going to ever have with a console.

You see, every moment spent playing *Samba De Amigo* with a maraca in each hand is a dream moment. The music starts up, the balls start flying and you start shaking – genius. Okay, so the music on offer might not be your usual cup of tea, but it's to Sonic Team's credit that it gets you dancing to such classics as *La Bamba*, *Take On Me* and *Tequila* without making you feel like you're making a complete idiot of yourself. Well... maybe not. Suffice to say that if you haven't played this game then you haven't lived.

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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Paragon Publishing Ltd, Paragon House
St Peter's Road, Bournemouth
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Tel: +44 (0) 1202 299900
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MAGAZINE TEAM
Editor **Simon 'Antisocial Drinker' Phillips**
Lips@paragon.co.uk
01202 200245
Managing Editor **Nick 'Cableguy' Roberts**
TotalGames.Net Editor **Saul Trewern**
Saul@paragon.co.uk
01202 209336
News Editor **Alex 'Music-man' Warren**
Games Editor **Martin 'GBA/H' Mathers**
Group Art Editor **Nick 'Oracle' Trent**
Snr Sub Editor **Karen 'éé' Hollocks**
Contributors **Chandra Nair, Will Johnston, Mike O'Sullivan, Simon Griffin, Gaz Adams**

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Beer, beer, beer, beer and that Sidekick stuff. Si and Lee for keeping the British end up!

ADVERTISING
Advertising Manager **Felicity Mead**
01202 200224
felicity@paragon.co.uk

Ad Sales Executives **Marcus Reeves**
01202 209366
marcus@paragon.co.uk

Display Advertising **Leylah Honeyborne**
01202 200223
leylahh@paragon.co.uk

Copy Controllers **Jo Dieppe, Rob Barker, Lorraine Troughton**

PRODUCTION & DISTRIBUTION
Production Manager **Dave Osbourne**
Bureau Manager **Chris Rees**
Scanning/prepress **Liam O'Hara**
Circulation Manager **Tim Harris**
Tel: +44 (0) 1202 200200
Fax: +44 (0) 1202 200217

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For details, please contact:
International Manager **Cathy Blackman**
Tel: +44 (0) 1202 200205
Fax: + 44 (0) 1202 200235
Email: cathb@paragon.co.uk

DIRECTORS
Editorial Director **Damian Butt**
Production Director **Jane Hawkins**
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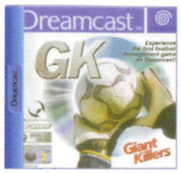
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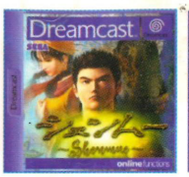
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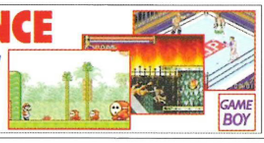
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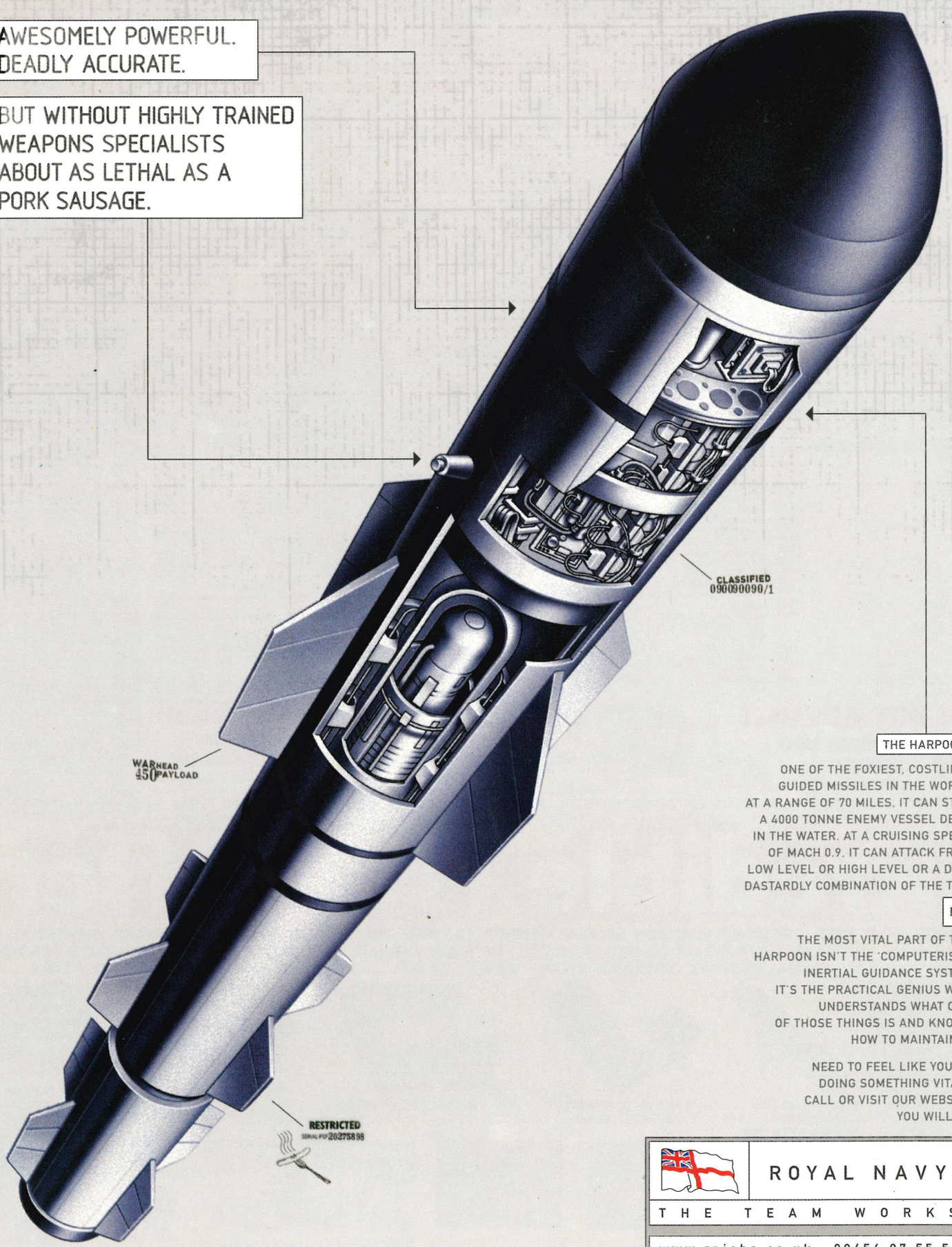
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