

THE UK'S BEST-SELLING UNOFFICIAL DREAMCAST MAGAZINE

TOTAL GAMES .net

Dreamcast Magazine

The world's most advanced console maga...

EXCLUSIVE!

CRAZY TAXI 2

The Big Apple of SEGA's eye – playtest inside!

BLACK & WHITE

EXCLUSIVE FEATURE

Are you ready for some animal magic?

PREVIEW!

ALONE IN THE DARK 4

In France, everyone can hear you scream!



FEATURING:

18WHEELER
VIRTUA FIGHTER 4
BLEEMCAST
CONFLICT ZONE

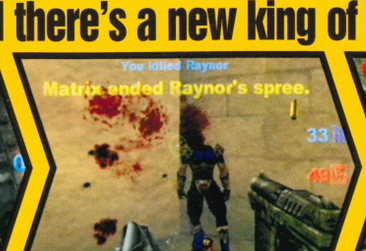
EXCLUSIVE SKIES OF ARCADIA GUIDE!

UNREAL TOURNAMENT

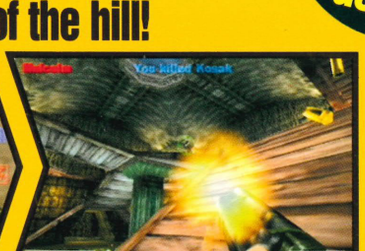
Move over Quake III there's a new king of the hill!



FLAGS A-FLYING...



HEADS A-ROLLING...



AND GUNS A-BLAZING!

WIN! EXCLUSIVE! AUTOGRAPHED MERCHANDISE!

PARAGON PUBLISHING

£2.99

No. 22

www.totalgames.net

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



The *Cheatmistress* Presents

CHEATS UNLIMITED

TIPS, CHEATS & WALKTHROUGHS

THE WORLD'S NUMBER ONE CHOICE FOR GAMING HELP

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

A - 01
Aerowings 2
Aerowings
Army Men Sarge's Heroes
A Bug's Life
Armageddon (Worms)
Air Force Delta
Armada
Aero Dancing
All Japan Pro Wrestling 2
Attitude (WWF)

B - 02
Blue Stinger
Buzz Lightyear of Star Command
Bangaio
Bio Hazard: Code Veronica
Buggy Heat
Bust A Move 4
Bio Hazard 2
Bio Hazard 3: Last Escape

C - 03
Crazy Taxi
Code Veronica (Res. Evil)
Capcom vs SNK
Chronicles (Tomb Raider 5)
Chu Chu Rocket
Chicken Run
Chao Adventure
Carrier
Climax Landers
Cueball (Jimmy White's 2)
Cool Boarders Burrrn

D - 04
Dino Crisis
Dave Mirra Freestyle BMX
Dead or Alive 2
Dragon's Blood
Deadly Skies
Disney's Dinosaur
Daytona USA 2
Dynamite Cop
Daytona USA 2001
Disney's 102 Dalmations
Demolition (Star Wars)

E - 05
Ecco the Dolphin
ECW Hardcore Revolution
Four x Four Evolution
Evil Dead: Hail to the King
Evolution
ESPN Int. Track & Field
Elemental Gimmick Gear
Evolution 2
Expendable
Episode One: Racer
Extreme Sports

F - 06
Fighting Force 2
Fur Fighters
F355 Challenge
Four Wheel Thunder
Four by Four Evolution
Flag to Flag

G - 07
Grandia 2
GTA 2
Gauntlet Legends
Giga Wing
Gunbird 2
Godzilla Generations
Giant Gram Pro Wrestling 2
Generator Volume 1
Get Bass

H - 08
Hidden & Dangerous
House of the Dead 2
Hydro Thunder
Half Life
Hardcore Heat
Hardcore Revolution (ECW)

I - 09
Incoming
International Track & Field
In the Demon's Hand

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

K - 11
Kao The Kangeroo
King of the Fighters 99

L - 12
Legacy of Kain: Soul Reaver
Last Revelation
Loony Tunes Space Race

M - 13
Metropolis Street Racer
MDK 2
Marvel vs Capcom 2
Mortal Kombat Gold
Max Steel
Millennium Soldier: Expend.
Maken X
Ms Pacman
Marvel vs Capcom
MTV Sports Skateboarding
Monaco Grand Prix
Marine Fishing
Metro. Highway Battle
Magforce Racing
MoHo

N - 14
Nomad Soul
Nightmare Creatures 2
NFL Q'terback Club 2000
NBA 2K1
NBA 2K
NFL Blitz 2000
Nemesis (Resident Evil 3)
NFL 2K
NBA Showtime

O - 15
Omikron: The Nomad Soul

P - 16
Phantasy Star Online
Powerstone 2
Powerstone
Psychic Force 2012
Pop 'N Music
Pen Pen Trilcelon
Plasma Sword
Puppies to the Rescue
Puyo Puyo

Q - 17
Quake 3

R - 18
Resident Evil: Code Veronica
Resident Evil 3: Nemesis
Ready 2 Rumble Round 2
Revolt
Ready 2 Rumble Boxing
Royal Rumble (WWF)
Racer (Star Wars)
Red Dog
Rainbow 6
Rayman 2
Resident Evil 2
Roadsters
Record of Lodoss War
Racing Sim.:Monaco GP
Redline Racer
Rippin Riders
Rush 2049 (San Francisco)

S - 19
Shenmue
Sonic Adventure
Starlancer
Shadowman
Super Runabout
Silent Scope
Sega GT
Silver
Sega Rally 2
Sega Bass Fishing
Sydney 2000
Soul Calibur
Star Wars: Jedi Power Battle
Soul Reaver (Legacy of Kain)
South Park Rally
Sarge's Heroes (Army Men)
Suzuki Alstare Ext. Racing
Slave Zero
Speed Devils
Star Wars Demolition
Spawn
Sega Extreme Sports
Space Channel 5
Sword of the Berserk
Star Wars Episode 1: Racer
Sega Marine Fishing
Samba de Amigo
Soul Fighter
Star Command (Buzz Lightyear)
Soldier Of Fortune
Skies of Arcadia
Sonic Shuffle
San Francisco Rush 2049
Seaman
Street Fighter 3: 3rd Strike
Seventh Cross
Speed Devils 2
Street Fighter Alpha 3
South Park
Star Gladiator 2
Street Fighter 3 W Impact
Street Fighter 3: D. Impact
Shotuko Highway Battle
Super Speed Racing

T - 20
Tomb Raider 4
Tomb Raider 5 (Chronicles)
Tony Hawk's Pro Skater 2
The Nomad Soul
Tony Hawk's Skateboarding
Toy Commander
Tokyo Xtreme Racer 2
Tee Off Golf
Tokyo Extreme Racer
Trickstyle
Time Stalkers
Tech Romancer
Toy Story 2
Test Drive 6
TNN M'sports H'core Heat
Toukon Retsuden 4

U - 21
Ultimate Fighting Champ.
Urban Chaos
UEFA Striker
Unreal Tournament

V - 22
Virtua Tennis
Vanishing Point
V-Rally 2
Vigilante 8 - 2nd Offense
Virtua Striker 2
Virtua Fighter 3TB
Virtual On
Virtua Athlete 2000

W - 23
Wacky Races
WWF Royal Rumble
WWF Attitude
Who Wants To Be A Million.
Worms Armageddon
Wild Metal

Z - 26
Zombie Revenge

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

LATEST RELEASES ADDED DAILY

GET HELP FASTER THAN EVER BEFORE

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER

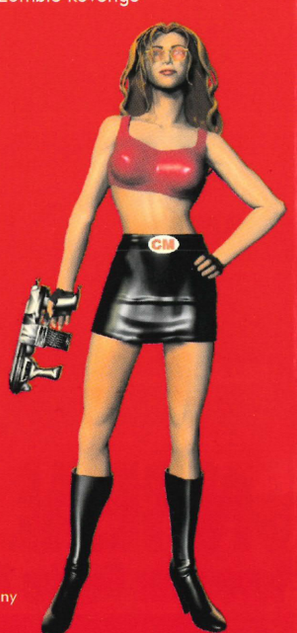
09066 095 477

PERSONS AGED UNDER 16 MAY CALL THIS NUMBER

09066 095 776

CALLS TO THE ABOVE NUMBERS COST ONLY 60p PER MINUTE

NON-UK CALLERS: +44 (0)700 5900 020



TO SAVE TIME DURING YOUR CALL YOU MAY PRESS * TO RESTART THE SERVICE OR # TO MOVE BACK A STEP

Dreamcast. PlayStation GAME BOY COLOR SEGA SATURN PlayStation2 NINTENDO 64 PC

All logos are trademarks of their respective companies

Interactive Telcom

Please ensure you have permission from the bill payer before calling. Each call to the under 16's number will cost no more than £3.00, and will end at 5 minutes. Please put any comments or questions in writing to Interactive Telcom Ltd, 8 Grants Walk, PI25 5AA, or call our

Customer Service: 08700 885 656 (BT National Rate applies)

VISIT THE UK'S MOST EXTENSIVE VIDEO GAMES WEBSITE

COLLECT YOUR FREE WEEKLY E-MAG PLUS CHEATS, TIPS, GUIDES & ONLINE SHOP AT

WWW.CHEATSUNLIMITED.COM

ISSUE TWENTY-TWO LAUNCHING IN THE UK ON 17 MAY 2001

contents

issue 22

Welcome to your dreams



Editorial

The sun has finally decided to make an appearance and despite a few fitful attempts to prove otherwise, it looks like that old spring/summer thing is happening. Unfortunately, any chance that we might have had to gain some extra Vitamin D has been thwarted by an asthmatic month, when games have appeared in fitful dribs and drabs.

It appears that the pre-E3 lull has kicked into gear and some of the third-party hand-washing of the Dreamcast has done its worst to try to stop us from completing the magazine. However, after removing large clumps of hair, sweating pints of blood and wearing out our vocal chords thanks to the numerous (and mainly pleading) phone calls to the videogame fraternity, we've managed to fill your favourite gaming tome.

That said, it would seem that the odd bit of stress strengthens the sinews because in spite of all the obvious opposing forces that have come to play this month, we have somehow got our hands on some top Dreamcast games.

For starters, the oft-delayed and highly anticipated *Unreal Tournament* (p50) managed to make an appearance in time to get the full review treatment. What we hoped to be another crowning moment in the Dreamcast calendar was tinged with a small amount of sadness, though, due to the fact that once again, a key title has had its online functions removed at the eleventh hour, which is nice... This trend, which started with *Daytona*, looks set to become common, so the best policy is to enjoy those online games while you still can...

Elsewhere, you'll find that *Spider-Man* (p56) has crept in for review, along with some SEGA games, *18Wheeler* (p66) and the rather splendid lightgun game, *Confidential Mission* (p62).

Whilst many of these games have much to offer Dreamcasters, there can be little doubt that in many respects they act as the hors d'oeuvre to the main event. *Crazy Taxi 2* paid a visit and reminded us all why we love SEGA games so much. Here is a game that is so bright, chirpy and fun that it almost (but not quite) made up for the lack of real daylight that has encumbered us this month. Though it might not overly deviate from the first game, there are just enough tweaks to ensure that the spirit of the original is evoked whilst offering a bona fide reason to part with some cash and embark on yet more craziness.

As always, enjoy the mag, keep playing those top games and take it easy on the stairs.

Simon Phillips
Editor

the big game

Black & White

38 Playing God has never been so divine. We show you why...

Newscast

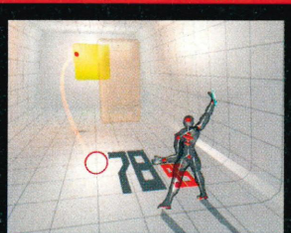
06 For gratuitous gore, horror and blood, look no further...

IllBleed

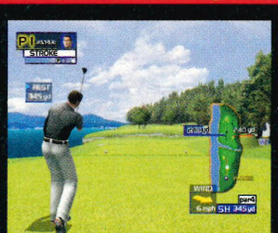
PLUS! SEGA keeps on trucking and in spite of it all, the news is good!



10 Sega Sports Jam



12 Cosmic Smash



18 Virtua Golf

Forecast

> You see, there are more than enough great Dreamcast games on the way, and here's the proof...



20 Conflict Zone



24 Crazy Taxi 2



30 Commandos 2

Arcade Special

> SEGA's latest arcade offering hits the streets in a flurry of colour. But is it any good?



44 Wild Riders

STUPID INVADERS

www.stupid-invaders.com

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

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



Marketing Highlights

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

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

Invasion

- 8th December, 2000

www.ubisoft.co.uk

© 2000 UBI SOFT Entertainment. © XILAM - 2000

PC CD ROM

Dreamcast.

ign.com "Best PC Adventure Game at E3"

xilam

Ubi Soft ENTERTAINMENT

contents

issue 22 — Welcome to your dreams



the big review

UNREAL TOURNAMENT

50 It's time to polish those weapons as the killer first-person shooter finally makes its appearance on the Dreamcast!

48 Reviews The latest reviews of the latest games from here and around the world!

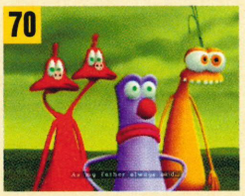




WIN! Mad Catz Peripherals Page 78

All the latest releases, including *Spider-Man*, *Confidential Mission*, *18Wheeler*, *Stupid Invaders* and *Mars Matrix*.









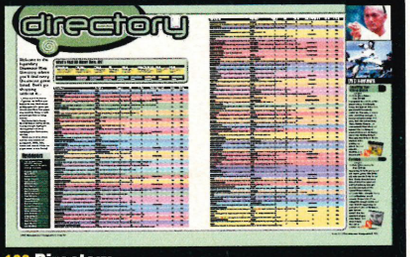
77 Interact All the sevens and it's double lucky for you, as it's packed with gaming loveliness!



78 Mailbox



84 Dreamcast Solutions



100 Directory

This Issue...

Newscast

Illbleed	06
Microsoft & SEGA	08
DC>TV	09
SEGA Sports Jam	10
Tokyo Game Jam	10
WWF Royal Rumble Compo	11
Our Man In The Pub	11
Cosmic Smash	12
Virtua Fighter 4	12
EB Charts	14
Bleemcast Update	15
Around The World	16
Virtua Golf	18
SNK Mark Of Wolves	18
Mat Hoffman's Pro BMX	18

Forecast

Conflict Zone	20
Crazy Taxi 2	24
Commandos 2	30
Alone In The Dark	34
Black & White	38

FEATURE

Wild Riders At The Arcade	44

Reviews Intro	48
Unreal Tournament	50
Spider-Man	56
Confidential Mission	62
18Wheeler	66
Stupid Invaders	70
Mars Matrix	72
Last Blade	74

Interact Intro	77
Mailbox	78
Reader Reviews	80
DC Online	82
Dreamcast Solutions	84
Questions and Answers	86
Skies of Arcadia	88
Directory	100
Stuff & Nonsense	106
Dream On...	108
Subscriptions	110
Dream Moment	114

newscast

News Editorial



> Well thank God that month's over, banished to the annals of history as one of the worst ever. Not only were we kept sweating, waiting for games to arrive, and looking for any kind of news was like stepping into the shoes of Indiana Jones and searching for the lost Ark. Talk about sweating blood. Still, everything was alright in the end, and once again we've managed to pack the magazine full of exclusives – just check out our massive previews of *Crazy Taxi 2*, *Commandos 2* and *Alone In The Dark: The New Nightmare* if you don't believe us. Then of course there's always the prospects of *Cosmic Smash*, *Virtua Golf*, the delirious *Monkey Ball* (more on that next month) *and* the now imminent arrival of Bleemcast to look forward to. Worried? Not us.

Alex Warren
News Editor

BIG ISSUES



12 Cosmic Smash
Retro gaming coming to Dreamcast



20 Conflict Zone
Getting ready for war



30 Commandos 2
Are you tough enough?

the big story



IIIBleed

It's finally arrived, and it's the nastiest game we've ever seen!

It's not often that a game catches our attention simply because of one short movie clip but for some reason, *IIIBleed* did just that late last year. Maybe it was the thought of another rather good horror adventure to play around with, or the fact that it looked rather snazzy ... oh, or it could have been because the game promised to make us 'puke with pleasure' and 's*@t with fear'. Yeah, it was probably that. Anyway, after months of impatient waiting we've finally been lucky enough to play the finished game and while we've managed to keep control of our rectal functions, some of you might need a change of underwear after giving it the once over... well, we are made of strong stuff.

Set in the horror theme park known as IIIBleed, you assume the role of Eriko Christy (to begin with, anyway) as she ventures into the park to find her three missing friends who thought that they had what it took to make it through alive. Because of the lack of winners and build-up in the number of dead visitors, the prize money still stands – the cool sum of $5billion awaits



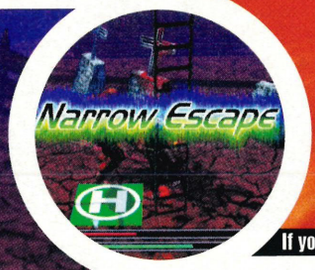
Take the money or get your head lopped off when you open the box? Hmm...



If you don't believe us about the gore levels in the game, this should change your mind!



If your heart rate rises too quickly, you'll be too scared to move... aargh!!

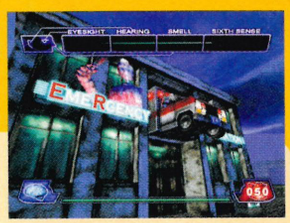


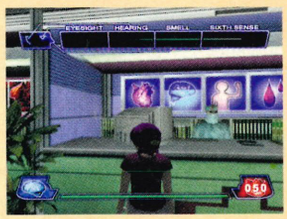




Nurse, The Screens!

Searching high and low through each of *IIIBleed's* stages will reward you with a whole host of body parts – Iron Hearts, BioBodies and Raw Plasma are all par for the course around this theme park. Pick them up and you can drop them into the local ER centre for a bit of a tune-up... if you've got the cash, that is. Just slap yourself down on the operating table and get ready for a bit of slice 'n' dice action, courtesy of the nice house doctor. Forceps at the ready!







These wooden puppets aren't quite as innocent as they seem. Scary, eh? Well, no – not really...

anyone who can explore the whole park and not get hacked into bite-sized chunks. Hmm, nice.

Bleed For Me

In truth, *IIIBleed* doesn't quite live up to the promises it made in the trailer we saw some time back. Yes, it has quite a few jumpy moments but it's certainly not what we'd call wet-your-pants scary (think less *Friday The 13th* and more *Weekend At Bernies*). However, that doesn't mean that it is totally scare-free – in fact, they've managed to pack more gore and other gross-out things into the game than we've ever seen before. For example, simply scratching an enemy produces enough blood to make you think you've struck a main vein, and many of the traps are ridiculously off the chart when it comes to dishing out pain... yep, it's *that* kind of nasty.

All in all, *IIIBleed* has managed to find a place in our hearts as a ridiculously over-the-top (and flippin' frustrating) shlock horror romp. Sadly, while the game is already available in Japan and is on the verge of appearing in the US very soon, there still isn't a concrete release date for *IIIBleed* here in the UK – heck, we haven't even heard if a publisher has picked up the rights to release it over here yet. Nevertheless, we're expecting to hear something soon and if you're very lucky, we might even bring you a full-on review of the whole game in our very next issue... but only if you say 'please'. Understand?

"It's certainly not what we'd call wet-your-pants scary... think less Friday The 13th and more Weekend At Bernies"

TOTAL GAMES .net

Advanced Phantasies

> One of the more interesting rumours to emerge from the Spring Tokyo Games Show was that Sonic Team had already begun work on an all-new *Phantasy Star Online* for the Game Boy Advance. However, no-one at Sonic Team, SEGA or even Nintendo was willing to confirm the rumour.

X-Concepts

> In a report coming out of America, SEGA has apparently confirmed that the folk at Visual Concepts – the team responsible for *NBA2K* and *NFl2K* – would be developing games for the Xbox once work on current Dreamcast games had finished. Oh, those lucky people at Microsoft.

SNK Sinks

> It's been a sad month for 2D beat-'em-up fans in Japan as SNK, the company behind the King Of Fighters series, filed for bankruptcy, with debts mounting to a massive 38 billion Yen.

Half-Life Shifts On

> With the Dreamcast release of Havas Interactive's much touted first-person-shooter *Half-Life* now only a matter of weeks away (better late than never), we've discovered that the game's Blue Shift mode will no longer be Dreamcast exclusive. In an abrupt turn around, Havas has revealed that the game will now be available for PC users as well.

Soul On Film

> With every other game under the sun seemingly being given the silver screen makeover, the rumours that a film based on Namco's *Soul Calibur* is in the works should come as no surprise. Apparently the film has just been given the go-ahead, with a $50 million budget to help it along – let's just hope that it's no *Mortal Kombat*...

Island Hopping

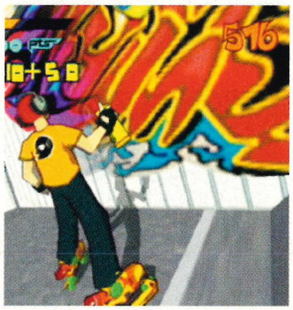
> Rather unsurprisingly, since we hadn't heard anything on it for over six months, the Dreamcast version of Gathering Of Developers' *Tropico* has officially been certified dead and buried. Ho-hum... another one bites the dust.



PETER MOORE



Those lucky Xbox gamers will get the sequel to JSR, one of the best DC games.



Jet Grind Radio Future

(Tentative title)

Gamers should get ready to skate, grind and trick to a new beat. *Jet Grind Radio Future* is a next-generation street action game for Xbox that delivers fast-paced action, new awesome tunes and an artistic look that's truly ground-breaking.



The Power Of X

SEGA Confirms 11 Xbox Titles

After months of speculation about whether SEGA would or would not be developing games for Microsoft's Xbox, an official statement has at last confirmed that the two companies will indeed be working together.

Safe X

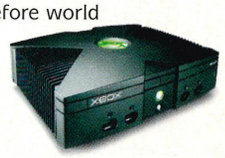
The announcement came at last month's Tokyo Games Show and represents a huge boost for Microsoft, as some doubts had been cast about the company's ability to recruit enough top game developers to the project. After all, if you're going to get companies developing for your system, you might as well get the best. Speaking at the show Robbie Bach, Chief Xbox Officer at Microsoft, remarked: " Having SEGA on board with Xbox is a huge win for gamers around the world. The creative artists at SEGA not only are going to deliver great Xbox games, they will help us establish the benchmark for great Xbox gaming experiences both on and offline."

So far 11 SEGA games have been announced for the console including *Jet Grind Radio Future* (tentative) the follow up to last year's smash title, plus an updated version of *SEGA GT* and space age game *Gun Valkyrie*, previously a Dreamcast exclusive title.

Most exciting of all, though, is the announcement of an all-new *Panzer Dragoon* game, something which Dreamcast and SEGA fans have been clamouring for ever since the Dreamcast was launched. The identity of the other seven titles is, as yet, unknown, but we wouldn't bet against the likes of *Crazy Taxi 2*, *Shenmue 2* and *Virtua Fighter 4* being amongst them.

Box Of Dreams

Talking of the collaboration with Microsoft, President and C.O.O. of SEGA America, Peter Moore, commented: "We believe that Microsoft will be very successful with Xbox, which is why we have such a close, strategic relationship with them. Our world-renowned development studios have been very impressed with the Xbox hardware, and they are excited to bring new gaming experiences to consumers by utilising the platform's power and network capabilities. We share Microsoft's commitment to broadband online gaming and will work with the company to deliver the best content possible to gamers." All of which leaves SEGA with just one more console to infiltrate before world domination sets in... Nintendo's GameCube.



HOT bytes

> We were beginning to get a bit of a sweat on this month as the arrival of both *Crazy Taxi 2* and *Sonic Adventure 2* kept on being postponed, to the point that we didn't think we'd get them in time. However, our fears were averted as PR guru Stuart Ledger pulled out his magic wand and cast a spell, producing preview copies out of nowhere. Now that's what we call magic!

> As you can see from our rather full review section we've been having a load of fun playing some top games. Martin is now a fully-fledged member of the Confidential Mission Forces while Alex is a paid up member of the Truckers Union. As for Simon, well he's still sat on his arse.

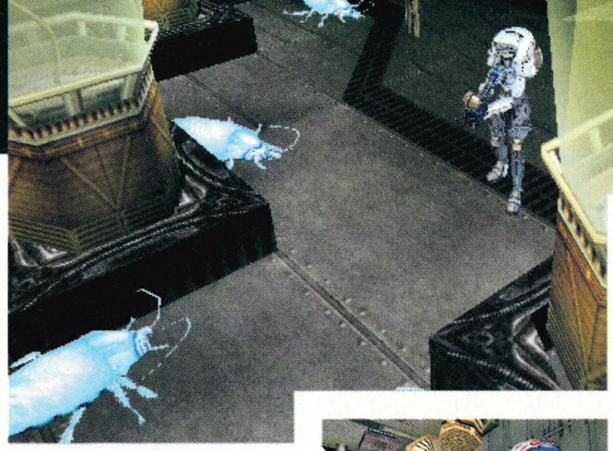
> With the summer fast approaching the pretty ladies are already starting to flock to sunny Bournemouth which, surprise, surprise, has brought Alex out in a hot sweat. Calm down fella!

COLD cuts

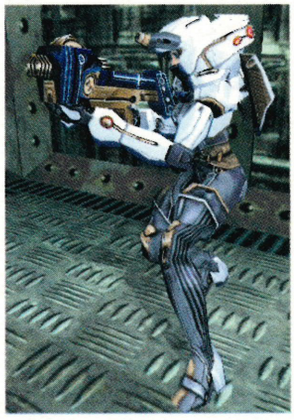
> Sitting twiddling your thumbs all day and getting bored out of your mind isn't the most fun experience in the world ever, but that's exactly what the Dreamcast Mag team has been doing for the greater part of the month. Oh yes, it's been very, very quiet on the Dreamcast front this month, leaving us all comatosed for hours on end. Please put us out of misery!

> Simon's never-ending ranting about his trip to the E3 show in LA has driven Martin and Alex virtually insane. When not shouting about the show, he's been raving about his plans to see his all-time favourite blues hero, John Lee Hooker, while he's over there, as well as treating the team to his harmonica skills... or not, as the case might be.

> This year's CTW Awards took place this month. There we were rooting for SEGA PR guru, Stu Ledger, only to see Eidos' Steve Starvis sneak up from behind him and nick the award for Best PR on the line.

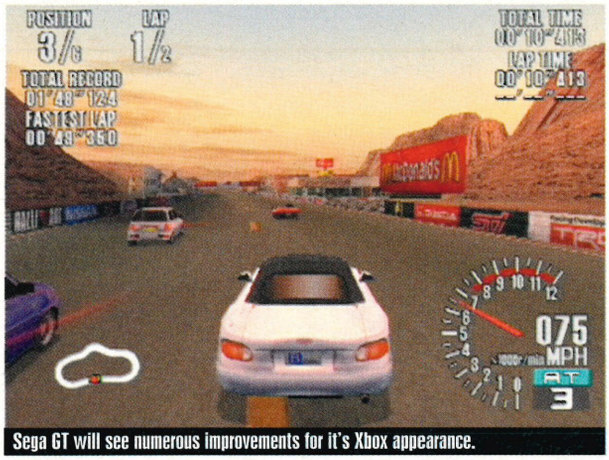






Gun Valkyrie

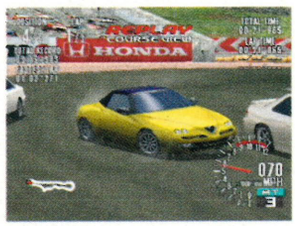
Gun Valkyrie, the next-generation shooter for Xbox, takes players to war to ignite the battlefields by joining an elite force of mercenaries who battle it out for ultimate control of the universe.

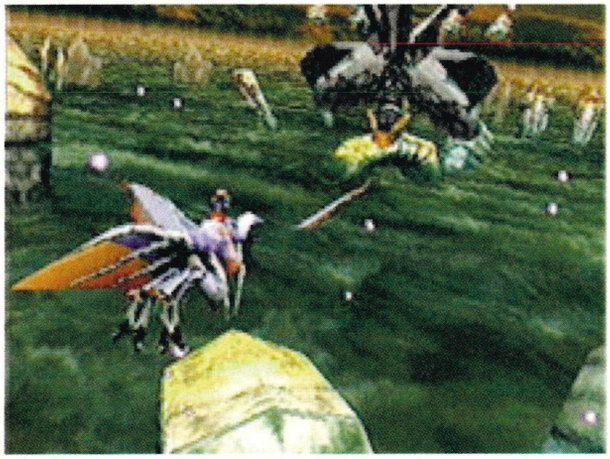


Sega GT will see numerous improvements for it's Xbox appearance.

SEGA GT (Latest version)

The most recent version of *SEGA GT* delivers adrenaline-filled, full-contact auto racing that allows gamers to design, build and customise the world's hottest cars, and capture all the heated thrills found in high-performance driving.





Panzer Dragoon (Latest version)

Xbox owners will be the first to return to the stunning world of *Panzer Dragoon*. They can take flight to explore the lush beauty, fierce technology and mysterious dragon-breeding culture of one of SEGA's most sought-after franchises.



SEGA Thinks BigBen

New Dreamcast Distributor For Europe

> SEGA Europe announced an all-new agreement with distributor BigBen Interactive this month which will ensure the continued availability of Dreamcast hardware and software across Europe.

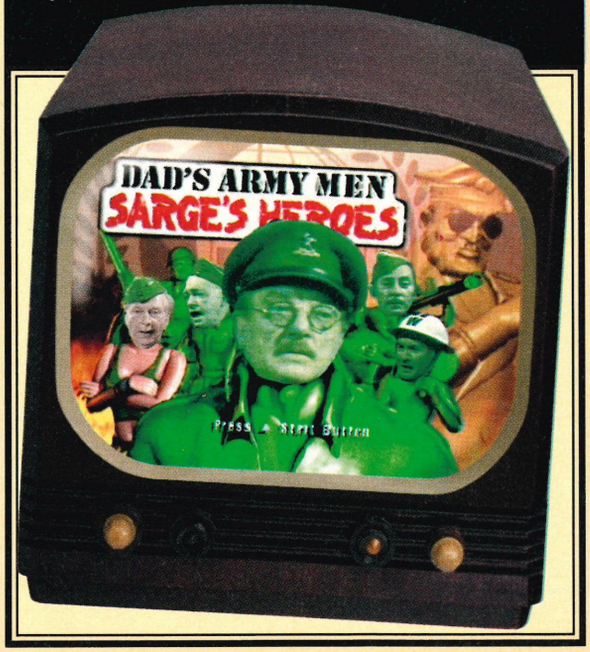
Ding Dong

Speaking of the new partnership, SEGA Europe C.O.O. Kazutoshi Miyake said: "SEGA is committed to ensuring that Dreamcast continues to be in full distribution to ensure consumers can enjoy the AAA software line-up already under way for this year. We are delighted to be working with BBI as a proven European Partner." Equally pleased with the deal was BBI's Chairman Alain Falc who said that: "It is an honour to have been chosen by SEGA and we hope that this will be the start of a long-standing partnership with one of the world's leading publishers." Quite what this means for GEM, SEGA's official UK distributor, is not known as of yet, although it is thought the company will not be affected by the new agreement. What it does mean, though, is that the whole of Europe will be able to get to grips with some quality games, which sounds good to us.

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

Number 005 **Dad's Army Men – Sarge's Heroes**

> With nearly a million games under their belt, *Dad's Army Men* has become the longest running games franchise... despite the fact that most of them are dead.



ALSO AVAILABLE FROM PARAGON PUBLISHING

DVD Review ISSUE>25
ISSN: 1466-593X £3.99

The girls are kicking ass in DVD Review this month as we review *Charlie's Angels* and season two of *Buffy The Vampire Slayer*! Giving the boys their turn are *Romeo Must Die*, the uncut *Fist Of Fury* and, from the US, the new two-disc special edition of *The Rock*!



Total Game Boy ISSUE>18
ISSN: 1464-5909 £2.99

Talk about EXCLUSIVE! This issue contains the very first UK reviews of the Japanese GBA titles *Mario Advance*, *F-Zero* and loads more! That's not to mention reviews of (among many) *Alone In The Dark* and *Alice In Wonderland*, plus the chance to win a cool BMX!



P2 ISSUE>8
ISSN: 1471-1192 £3.50

This month, we've got the world exclusive of Reflection's *Stuntman* and Infogrames' all day brake-fast, *Le Mans 24 Hour*. Reviews include the phenomenal *Star Wars: Starfighter*, the thrilling *Extermination* and the loveable *Jungle Book: Groove Party*. Simply the best!



newscast



Tuck In Folks

SEGA In Promotional Whirlwind Shocker

With a summer line-up of games so hot we're burning our fingers on them, SEGA Europe is hot on the promotional trail to make sure these top titles get the attention they deserve, thanks to new partnerships with The Sports Café and Wacky Warehouse.

From the end of April, all three Sports Cafés in London, Birmingham and Cardiff will be used as launch venues for all SEGA titles, with Dreamcast pods, posters and banners adorning the stores. On top of that, each venue will host the weekly SEGA Challenge, giving gamers the chance to compete for some exclusive prizes every Monday night... sounds pretty good to us.

That's not all, though. SEGA has also teamed up with Wacky Warehouse, with each of the 96 fun pubs housing Dreamcast pods for kids to get to grips with all the top summer titles that are headed our way. Now if only SEGA had done all this last year before it was too late...













And who said that no one cared about what Sega had to offer any more?

MOST WANTED

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

Sonic Adventure 2

23 June is just around the corner and as we all know, that can only mean one thing... Sonic's back! We've all played the demo that came with *Phantasy Star Online* (and if you didn't, what's wrong with you?!) but now the last few days before the finished game arrives are upon us. Woo, and indeed, hoo!



Black & White

Now that we've had a serious taste of the PC version (and by that, we mean we've played it non-stop since it came out) we're getting more and more excited about *Black & White* coming to the Dreamcast. But what if it doesn't? What if SEGA decides to can the whole project? We can't bear it... aaaaargh!



Commandos 2

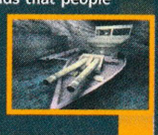
Having taken a little jaunt over to Spain and watched the game in action, we can honestly say that *Commandos 2* is looking pretty darn fine. In fact, it's looking so fine that we might even be able to forgive Eidos for canning *Soul Reaver 2* if the game turns out as good as we hope it will. Honest.



TIMELINE 1 MONTHS

Unreal Tournament

The Dreamcast version of Infogrames' *Quake III Arena* trouncer is just around the corner. Having played the game to death there's no doubt in our minds that people up and down the country will be fragging each other online for months...



TIMELINE 2 MONTHS

Crazy Taxi 2

Hands up who loved the original *Crazy Taxi*? And hands up who can't wait any longer for the sequel to arrive? If you haven't got your hand in the air now, you really should get your priorities straight. More cars, more mini-games and more passengers... it's ace!



TIMELINE 3 MONTHS

Headhunter

Although we're being a bit optimistic about *Headhunter* making an appearance in the next three months, there's nothing wrong with keeping your fingers crossed. *Metal Gear Solid* meets bike-riding badass action? Hey, we love it to pieces already!



Jammy Dod

SEGA Pushes DC In Tokyo

The world at large might be against SEGA and its off-white box of wonders, but it seems that someone forgot to let SEGA in on the gag if last month's GameJam in Tokyo was anything to go by.

This Is Jam Hot

Taking place over the Easter weekend, SEGA took over the Zepp Exhibition Centre and filled it to bursting with a whole bunch of games that would make any developer green with envy... and who said that the Dreamcast was dead? Among the highlights of the two-day show were the presentations by Sonic Team's Yuji Naka and AM2's Yu Suzuki, along with playable demos of a variety of other AAA SEGA titles.

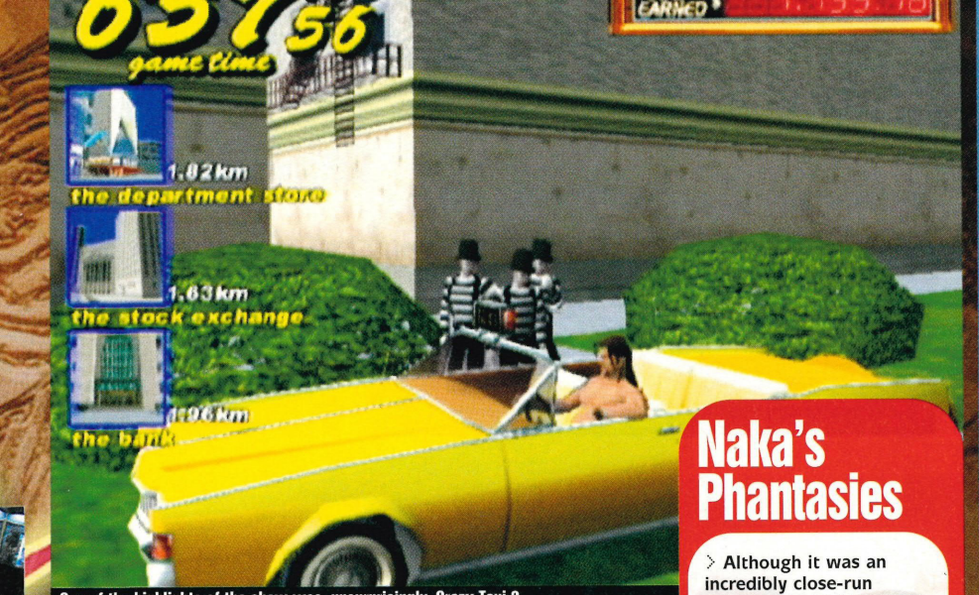
As well as talking about the imminent arrival of *Phantasy Star Online Version 2.0* and

"Once again SEGA has confounded all the critics with a great show"









One of the highlights of the show was, unsurprisingly, Crazy Taxi 2.



Naka's Phantasies

> Although it was an incredibly close-run contest, the highlight of the show was Yuji Naka and Sonic Team's presentation of *PSO Version 2.0* and *Sonic Adventure 2*. As well as revealing the new levels of *PSO Version 2.0* he also showed off the three new modes of play – the deathmatch-styled Battle mode, the hard-as-nuts Ultimate mode for those with levels exceeding 100 and the hilarious Soccer mode, which even incorporates some chu chus and cats. Quality. We love you, Yuji!



gers

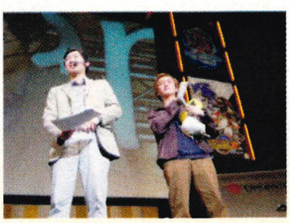
the all-new modes (see boxout) Yuji Naka revealed all concerning his other masterpiece, something called *Sonic Adventure 2*... you might have heard of it. Needless to say the crowd were left begging for more by what Naka had to say, and if you want the full lowdown on Sonic's latest outing, just head on over to page 30. Not to be outdone, however, Yu Suzuki demonstrated some of the all-new features of *Shenmue II*, including the map system, as well as some of the new mini-games, with gambling being very much the order of the day. Of course, seeing the game in motion was pleasure enough as it's looking better than ever, and at 80% complete it's not going to be long before we're all traipsing around the streets of Hong Kong.

The Dream Lives On

Aside from the presentations, there were plenty of games to play, and the odd bit of video footage of forthcoming titles thrown into the mixer too. Whether you fancied some lightgun action with *Confidential Mission* or plain crazy action with *Crazy Taxi 2*, the chances were that SEGA had it covered.

Apart from all the Dreamcast goodies on show, SEGA also had playable demos of the Game Boy Advance version of *Chu Chu Rocket!*, as well as a short video clip of everyone's favourite blue hedgehog giving it his all on the same system. Apart from that, and a number of i-mode mobile games including *Space Harrier*, the event leaned strongly towards the Dreamcast, which might explain the omission of any of the upcoming PlayStation2 games – *Virtua Fighter 4*, anyone? Not that anyone particularly missed it though, as the plethora of Dreamcast games was plenty for us, thank you very much. What surprises SEGA might spring at next month's E3 in Los Angeles remain up in the air, but as far as final blowouts go, the GameJam certainly did SEGA proud. Long live the Dreamcast!






That'll be the new bloke from Shenmue II then.

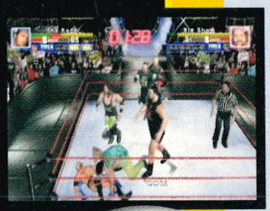
competition

Rumble In The Jungle

> Wrestling – we know you love it. In fact, we know you love it so much, we've talked our good buddies at THQ into giving us some copies of *WWF Royal Rumble* and some lovely WWF T-shirts... all signed by the gorgeous Trish Status, no less! They're incredibly rare items, so if you want to get your hands on a pair (the prizes, that is – not Trish's) all you have to do is give us the answer to this rather simple question:

Q. Which of these Tag Teams has a little brother named Spike?

a) The Dudley Boyz
b) The Hardy Boyz
c) The Monkey Boyz



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 July.

Taking It In The Ring
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 THQ 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.

WIN! Signed copies of WWF Royal Rumble and T-shirts!

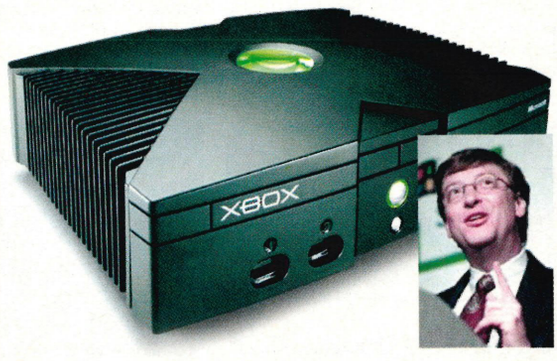
MAN IN THE PUB



He's been working in the games industry for 30 years, man and boy – it's the hardest job in the world, you know.

This month – Bill Gates, Spawny Git

If yoo asks me (and yoo shood, seein' as ow I'm the leadin' awfority on these fings, like), Bill Gates is a bit ov a spawny git. Why? Becoz despite not havin' shown much of 'is new Xbox machine, ee's only gone and got SEGA to sign up to make games for the bleedin' fing, that's why! Just fink of it – while we're all sittin' on arr arses rememberin' the best ov the Dreamcast, anyone hoo buys an Xbox will get ta play upcomin' SEGA classics like *Jet Set Radio Futcha*, *Sega GT 2 and Panza-bloody-Dragoon!* Lucky barstards! Mind yous, that ain't gonna stop it from bein' an overpriced PC disguised as a console now, is it? Don't listen to Gates – ee's like the devil, I tells ya. If the devil had loads ov money, that is...



Bargain Basement

Once again we've been out and about bargain-hunting on your behalf!

ON THE INTERNET

www.dreamcast-europe.com

> If there's one place worth checking out every time you're surfing, it's the DreamArena shop. Why? Because there are things there which you can't get anywhere else, and some minty deals to boot. How does *House Of The Dead 2* and a lightgun for £39.99 sound? Oh, yeah and there are no delivery charges either. Needless to say you can get your mitts on all the latest games too and better still, you can buy coloured controllers there, as well as some funky Dreamcast bags and other cool merchandise exclusive to the site. Go on, you know you want to.

ON THE HIGH STREET

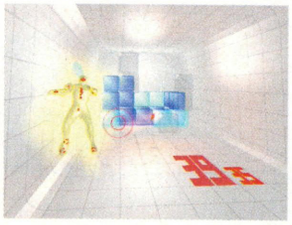
Electronics Boutique

> We've been up and down the high street a hundred times and we've yet to find a better deal than EB's. For just £119.99 you get a DC, *Sonic Adventure*, *Shadow Man*, *Jeremy McGrath Supercross 2000*, *Spirit Of Speed 1937* and *Fighting Force 2*. Okay, so they're not all great games but you also get *Chu Chu Rocket!* too, and for that price you can't complain. Of course, there are also plenty of games, like *Mr Driller*, for as low as £9.99, plus a keyboard and mouse for just £14.99 each. Bargain!

All prices are correct at time of going to press.



It might not look great, but believe us when we say that this is great fun to play.





It's A Smash!

Cosmic Smash DC Bound

Over the last year and a half Dreamcast owners have had a number of arcade-perfect ports from SEGA, including the likes of *Crazy Taxi*, *Virtua Tennis* and *House Of The Dead* to name but a few. Now, yet another game is set to join that list.

SEGA confirmed this month that a home version of the SEGA Rosso-developed *Cosmic Smash* would be making its merry way to the Dreamcast in Japan some time this summer, although no European release has been announced. The game, which hit UK shores this year in arcade form, is particularly retro in its graphical style and as such, harks back to the likes of *Pong* and *Arkanoid*, relying on its compelling gameplay rather than anything else.

Smashing Job

In the game you control a player who must smash his way through literally

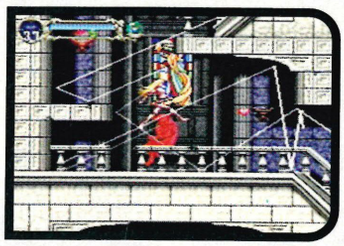
In Your Dreams...

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...

Castlevania

> Yes, we're well aware that there's more than one *Castlevania* game – in fact, the rather amazing vampire-hunting series is in double figures with the number of titles it spans! We're also fully aware that before Konami canned it, the company was developing a *Castlevania* game specifically for the Dreamcast but as we all know, it never appeared. Still, that shouldn't stop someone from resurrecting the series one more time on SEGA's console; what with the recent Game Boy Advance version having held our attention for the past few weeks, we're all vamped up with nowhere to go on the Dreamcast. The question is: which direction should the series take? Should they bring us a 3D game in the style of the slightly lacklustre N64 version, or stick to the classic and revered 2D style that the incredibly-hard-to-find PlayStation version used? Our vote goes to 2D... now snap to it Konami, and make us happy!





Monkeying

UPDATE

New VF4 Chara

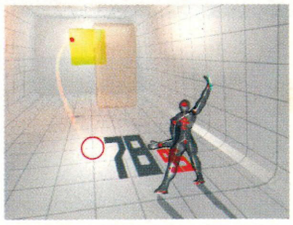
In an update to the *Virtua Fighter 4* Web site this month, AM2, the game's developer, revealed one of the new characters to the game – the first new

"With more characters and moves, VF4 will be a great game"



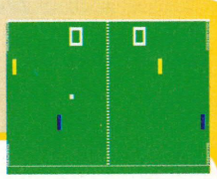
Tapped Out

Last month we brought you the joyous news of a follow-up to Crave's *UFC* in the form of *UFC Tapout*, but it seems now that the game's future isn't quite so clear cut. According to one report the developers are concentrating on the Xbox version of the game, resulting in the Dreamcast version being put on hold. Now call us paranoid, but how many games have we seen 'put on hold' and then never released... too many.



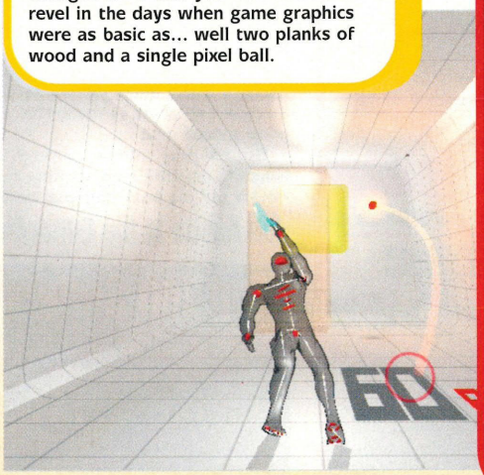
hundreds of levels (well, 50) by destroying various numbers of blocks in a certain amount of time. And that's about it. Simple, yet utterly effective. Okay, so it might just be futuristic squash – call it what you like – but as anyone who's played it in the arcades will tell you, it's as addictive as chocolate covered pretzels... if you're Martin, that is. Nothing has been said about any bonus modes of play yet but being a SEGA port and all, chances are it'll ship with a whole bunch of impressive extras. Needless to say we'll keep you posted on any developments over the next couple of months, so for now get down the arcade and get practising.

Back In The Day





> As anyone who's had the pleasure of playing *Cosmic Smash* will tell you, the game is really a cross between *Pong* and *Arkanoid*. So in homage to those games we thought we'd take you back in time to revel in the days when game graphics were as basic as... well two planks of wood and a single pixel ball.



It's A Sell-Out





PSO Sells By The Bucketload

> When Sonic Team and SEGA said that they wanted *Phantasy Star Online* to revolutionise online gaming, we didn't realise just how great an effect the game would have on the online community.

Get It On!

Word from SEGA this month revealed just how many gamers had taken to the Internet super-highway with the game, leading one member of the SEGA PR team to declare that the game brings more people together than Cilla Black, and that Yuji Naka should win a Nobel Peace Prize. Call him mad, but the figures speak for themselves. So far 235,000 gamers have registered online with the game – 130,000 from Japan, 70,000 from America and 35,000 more Europeans taking the plunge. More figures from SEGA reveal that a massive 26,000 gamers have been logged on concurrently which, as far as we can make out, is a bit of a record. So, if you're sat there reading this and haven't played the game online, the only question you should be asking yourself is why not? After all, 235,000 people can't be wrong.







Around

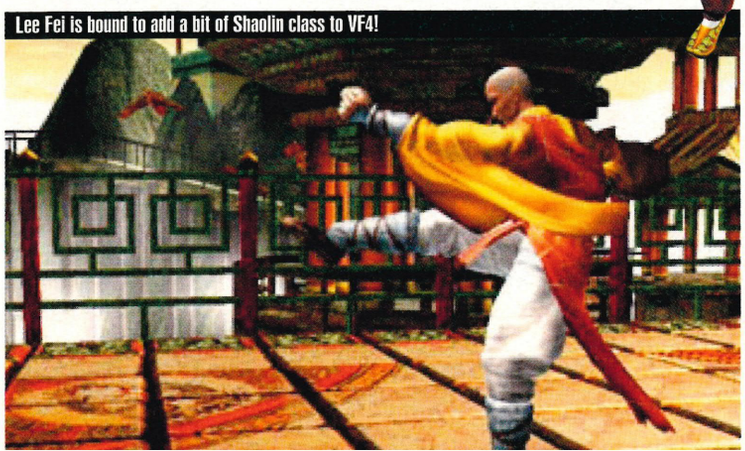
cter Revealed



character to the series since Aoi Umenokogi and Taka-Arashi were introduced four years ago in *Virtua Fighter 3*.

As you can see from these screenshot he's a Shaolin monk, so he's bound to have some funky moves tucked up his sleeve. Although AM2 had initially declined from releasing the name of the monk along with the screenshots, weeks of harassment led the company to reveal his name as... wait for it... Lee Fei. His background still remains shrouded in mystery, however, so for now satisfy yourselves with these stunning new screens and be sure to check out our massive arcade feature coming up in the next few months.





Lee Fei is bound to add a bit of Shaolin class to VF4!



PLAYSTATION UNCOVERED

PLAY MAGAZINE

ONSALE NOW

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

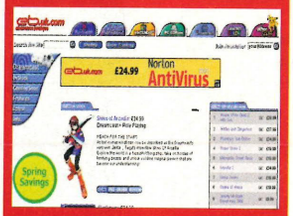
Game	Publisher	Price	Release
Confidential Mission	SEGA	25/05/01	£39.99*
Evil Dead: Hail to the King	THQ	25/05/01	£39.99*
Exhibition Of Speed	Virgin	25/05/01	£34.99*
Championship Surfer	Ubi Soft	01/06/01	£34.99*
Dragon Riders	Ubi Soft	01/06/01	£34.99*
Soldier of Fortune	Ubi Soft	01/06/01	£TBC*
Spider-Man	Activision	01/06/01	£TBC*
Alone In The Dark	Infogrames	22/06/01	£TBC*
Unreal Tournament	Infogrames	22/06/01	£TBC*
Sonic Adventure 2	SEGA	23/06/01	£34.99*
Black & White	SEGA	01/06/01	£34.99*
Conflict Zone	Ubi Soft	01/06/01	£TBC*
Half-Life	Havas	01/06/01	£34.99*
Half-Life DC Strategy Guide	Prima	01/06/01	£9.99*
Heroes III Of Might & Magic	Ubi Soft	01/06/01	£34.99*
Viva Rock Vegas	Virgin	01/06/01	£34.99*
Crazy Taxi 2	SEGA	06/07/01	£39.99*
Out Trigger	SEGA	20/07/01	£TBC*



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... RPG Heaven



If you were a gamer in the 16-bit era, maybe you lament the demise of the classic console RPG. Colourful, epic affairs that were easy to pick up and hard to put down, for many they represented gaming's golden age. Games like *The Secret Of Mana* resulted in many a day off school for myself, and wrapped me in a comfortable yet terrifying world of demons and magic.

Since then, Square appear to have gone nuts, subscribing to the theory that lavish cut-scenes and ropy dialogue are there to replace, rather than enhance, gameplay. Luckily, SEGA has finally got its act together, hi-jacked the RPG ship and steered it back towards salvation with *Skies Of Arcadia*, probably the best game this writer has played for years.

Incredible visuals, a mind-blowing story line that doesn't intrude, a massive world and a deeply satisfying exploration and battle mechanic combine to make this a stunner that no-one in their right mind should miss.

But I'm only halfway through and need time to finish it! Hmmm...actually I am starting to feel a touch of the flu coming on. Better tell my boss I need a week off...

Jon Austin is the Editor/Producer of EB Online

Top Ten Sellers On EB.uk.com

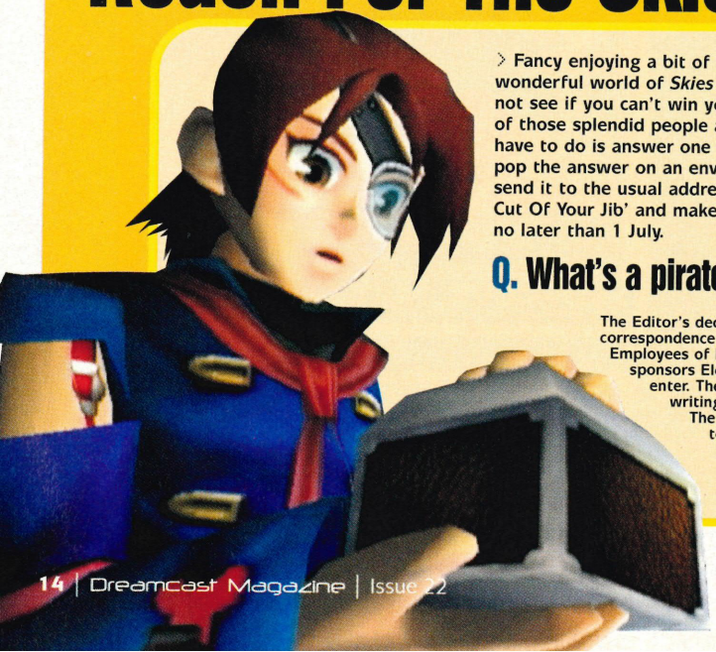
Looks like the lure of the lightgun has been tempting Dreamcasters, pre-*Confidential Mission*...

Position	Game	Price	DM Rating	Issue
1	House Of The Dead 2 (with gun)	£29.99*	91%	1
2	Hidden And Dangerous	£17.99*	92%	12
3	Phantasy Star Online	£34.99*	90%	19
4	Power Stone 2	£19.99*	92%	13
5	Metropolis Street Racer	£19.99*	96%	15
6	Grandia 2	£34.99*	91%	19
7	Virtua Tennis	£19.99*	94%	12
8	Quake III Arena	£19.99*	90%	16
9	Jeremy McGrath Supercross 2000	£9.99*	29%	14
10	StarLancer	£34.99*	93%	18





Reach For The Skies competition



Fancy enjoying a bit of adventuring in the wonderful world of *Skies of Arcadia*? If so, why not see if you can't win yourself a copy, courtesy of those splendid people at EB.uk.com? All you have to do is answer one very easy question, pop the answer on an envelope or postcard and send it to the usual address. Mark it 'I Like The Cut Of Your Jib' and make sure that it gets to us no later than 1 July.

Q. What's a pirate's flag called?

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.





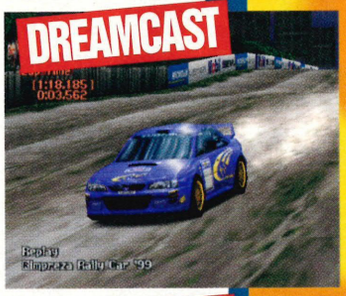




The Ultimate Emulator

Isn't It Grand?

> The first lucky PlayStation game to get the 128-bit Dreamcast make-over is arguably the greatest racing game of them all, the superlative *Gran Turismo 2*, and as you can see from these screenshots it looks stunning compared to the PlayStation version. Although no announcements have been made regarding other games that will be getting the Bleemcast treatment, it's strongly rumoured that the next two games will be *Tekken 3* and, more importantly, *Metal Gear Solid*. Oh joy!





Bleemcast Is Here!

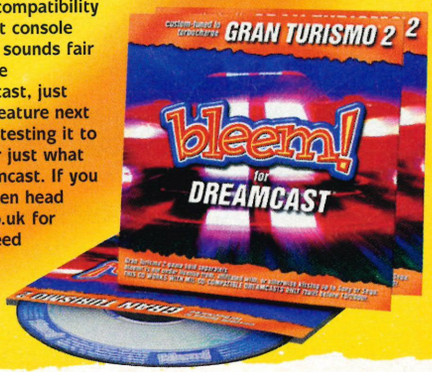
> It was around about this time last year that Bleem! spectacularly revealed it would be creating a new Bleem! product for Dreamcast, the so-called Bleemcast. A September release was first touted and since then any public airing has been put back and back. So is the darn thing still being made, and more importantly, do we still care?

Bleeming 'Eck

Well, the answer to both questions is a resounding 'Yes' and unless you've been wandering around with your eyes shut you'll already have seen it nestling on the shelves in games shops up and down the country. Released on 1 May for a miserly £5.95, the first ever Bleemcast game is that old classic *Gran Turismo 2* and, yes, it really is even better than ever before. "But", you're asking, "weren't the games supposed to be released in packs of 100?" Well, yes they were, but due to a number of factors the decision was made to release the games individually. In an announcement David Herpolsheimer, President and CEO of Bleem.inc, stated that: "Our decision to change our strategy and the format of Bleemcast was necessary in order to ensure the quality, compatibility and enhancements that console users demand." Which sounds fair enough to us. For more information on Bleemcast, just wait for our massive feature next month where we'll be testing it to the ground to discover just what it means for the Dreamcast. If you can't wait that long then head over to www.bleem.co.uk for everything that you need to know.

UPDATE

"Due to a number of factors, the decision has been made to release all the games individually"





Ever wondered what happened to all those games that we rambled on about like harpies way back in the day? Here we look back on all those games that went missing in action and never made it to SEGA's box of wonders.

MISSING

If there was one game Dreamcasters the world over were wetting their pants in anticipation over when the console first launched it was Konami's Castlevania: Resurrection. Over a year and a half later and here we are wondering whatever did happen to the game. No official explanation was ever given by Konami on the game's mysterious disappearance form every release schedule under the sun, but believe us it was mourned heavily. Way back in issue 03 we were looking forward to what was undoubtedly going to be the jewel in the crown of the Castlevania series as not only was it another classic adventure in the making but it was looking absolutely stunning too. Oh, how we mourned you.

NO FLASHY SLOGANS...



TOTAL GAMES .net


Spider-Man

Import Charts

> *Sakura Wars 3* continues its dominance of the Japanese charts (why, oh why?) while our favourite web-slinger swings into first place Stateside... hoorah!

Japanese Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	1	Sakura Wars 3	SEGA	–
2	3	Phantasy Star Online	SEGA	90%
3	–	IIIBleed	Crazy Games	–
4	2	Fire Pro Wrestling D	Spike	87%
5	–	SEGA Sports Jam	SEGA	–

US Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	–	Spider-Man	Activision	79%
2	–	18Wheeler AmPro Trucker	SEGA	71%
3	5	Phantasy Star Online	SEGA	90%
4	1	Daytona USA 2001	SEGA	90%
5	2	Unreal Tournament	Infogrames	–

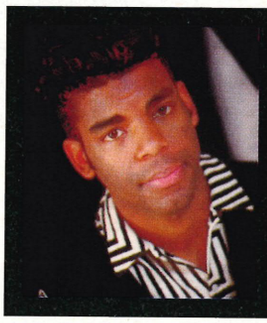
Import Release Schedules

JAP Release Schedule

Title	Publisher	Date
Canvas	NEC	May 2001
Happy Lesson First	Datam	May 2001
Marie And Elle's Ateliers	Gust	May 2001
Ring Age	Takuyo	May 2001
Romance of 3 Kingdoms VI	Koei	May 2001
El Dorado Gate Chapter 5	Capcom	6 June
Cleopatra's Fortune	TBA	7 June
The Virgin On Megiddo	TBA	14 June
Confidential Mission	Sega	14 June
Super Runabout	TBA	21 June
Princess Maker Collection	TBA	21 June
Canvas	NEC	May 2001
Happy Lesson First	Datam	May 2001

US Release Schedule

Dreamcast Broadband Adapter	Sega	10 May
Soldier Of Fortune	Crave	May 2001
Stunt GP	Infogrames	May 2001
Alien Front Online	WOW	May 2001
Half-Life	Sierra	May 2001
Boarder Zone	Infogrames	Q1 2001
Evil Twin: Cyprien's Chronicles	Ubi Soft	Q1 2001
HydroSport Racing	Mattel Interactive	Q1 2001
Virtual Pool 3	Interplay	Q1 2001
Sonic Adventure 2	Sega	23 June
Crazy Taxi 2	Sega	6 July
Legacy Of Kain: Soul Reaver 2	Eidos	August 2001
AITD: The New Nightmare	Infogrames	Sept 2001
Commandos 2	Eidos	Sept 2001
Out Trigger	Sega	Sept 2001
Floigan Brothers	Sega	Sept 2001
Buffy The Vampire Slayer	Fox Interactive	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...

Girl On Top

Dreamcast Championship's A Winner



> Last month saw the culmination of the second annual SEGA Dreamcast Championships at the rather hip Bimbo's 365 Club in San Francisco, and man was it an event not to be missed.

The final brought together the top ten *Crazy Taxi* drivers from across America, all of whom had competed in the Mobile Assault Tour, to take part in the ultimate challenge. With a top prize of $15,000, plus a trip to Jamaica up for grabs for the winner, and cheques for $10,000 and $5,000 for the second and third places respectively, it was always going to be a heated, tight-run affair.

Craaaa-zy Money

Entering into the final round with three contestants left – Lindsay Gall (Illinois), Roger Mogle (Illinois) and Michael Pirring (San Francisco) – there was all to play for. But just as Michael looked like he was going to run away with the top prize up popped 19-year-old Business Administrator Lindsay to steal it from under his nose, claiming a victory for the girls.

The fun and games didn't stop there though, as there were a number of Dreamcast pods with playable code of *Crazy Taxi 2* – although getting anywhere near them was like doing battle with a bunch of untamed animals. To round the night off, rockers MXPX took to the stage to bang a few tunes out, much to the delight of the gathered crowd... and who said that SEGA doesn't know how to throw a good party?

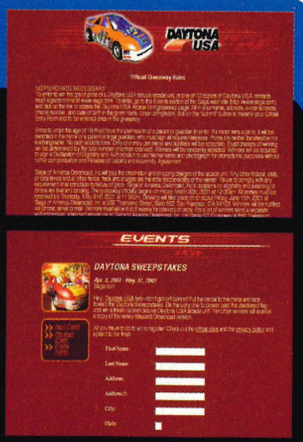






SEGA & Sweep

Daytona Sweepstake Launched



> It's all stations go over at SEGA of America at the moment, as the company attempts to give the Dreamcast one final push over here before it's too late. And what's the best way to get publicity? Competitions of course.

Taking it's lead from the What's Your Handle? sweepstake that was launched last month, SEGA has now launched an all-new sweepstake via its online portal, Sega.com, which gives gamers the chance to win copies of *Daytona USA 2001*, as well as a grand prize of a deluxe linked *Daytona USA* cabinet. Yep, you heard us right – a *Daytona USA* cabinet. Not bad huh? Best of all is that all you have to do to stand a chance of winning is head over to the *Daytona* sweepstakes page over at Sega.com and fill out a registration form. Pure and simple.

"The all-new Sega.com sweepstake gives gamers the chance to win a deluxe linked Daytona USA cabinet"





Are You The Weakest Link?

Having seen the phenomenal success of Eidos' *Who Wants To Be A Millionaire*, Activision has picked up the rights to develop and publish games based on the BBC's hit quiz show, *The Weakest Link*. However, as it stands no Dreamcast version if planned, although it is though every other system should get the game sometime early next year.



news Jap

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

SEGA Cleans Up

PSO Swipes Top Award

It was almost inevitable. After winning the Best Programmer prize at the AMD Awards earlier in the year for *Phantasy Star Online*, Yuji Naka's online masterpiece has now gone and wiped the board at the annual Japan Entertainment Software Awards.



Naka'd

As well as winning awards for best game design and programming, and New Wave (a prize for originality in a game), *PSO* also managed to scoop the top prize of the night, the Grand Award for Excellence. Up against the likes of *Legend of Zelda: Majora's Mask*, *Dragonquest VII*, and *Final Fantasy IX* it was far from being an easy contest, making the game's win even sweeter for Sonic Team. On collecting the award, Yuji Naka commented that: "I wanted to make an RPG where the world and players were able to become one, and where everything was to scale. I'm very proud of how the game turned out." So, time to work on the sequel then...





It's All In The Wrist

New Phone Deal Is Announced

With SEGA already in alliance with Japanese mobile phone firm DoCoMo, producing games for its i-mode 503 series cell phones, the company has now gone and signed a deal with the J-Phone Group. So with *Chu Chu Rocket!*, *NiGHTS* and *Samba De Amigo* already in cell-phone size, what new games can we expect to see from this deal?

Hold On!

Well, it looks as if all of SEGA's developing studios are getting in on the act this time, with WOW Entertainment working on a *Typing Of The Dead* game as well as a new versions of *Columns*. Meanwhile, United Game Artists (UGA) is busy working on a scaled down version of *Space Channel 5*, so expect even more annoying ring tones blasting through the airwaves. Most intriguing of all, though, is a version of *Jet Set Radio*, although quite how that will work is anybody's guess.



Traveller's Checks

SEGA Strikes

With a certain amount of restructuring still going on over at SEGA of Japan, employees are still being 'laid off' – although being 'laid off' doesn't really exist in Japan, rather people are asked to voluntarily retire. However, a problem arises with this when the employees don't wish to voluntarily retire, leaving the company to put the troublesome employees in an empty room with nothing to do, in the vain hope that it'll drive them mad and force them to retire. According to reports from Japan, this fate befell 12 SEGA employees who were left to sweat it out in an 'isolation room'... and no, we're not talking about *Segagaga*.

Games Blasted

It looks like the old 'videogames are bad for you' argument has reared its ugly head once again over in the States, this time in a speech from US Attorney General John Ashcroft. Speaking at the American Society of Newspaper Editors convention, Ashcroft took a pop at videogames and their effect on children in the US. According to reports from the Associated Press news service, he remarked: "What does it do to children who see thousands of acts of violence on television, who are conditioned in videogames to do things that are abhorrent to the human spirit? I'm not here to say we shouldn't have videogames, I'm here to say we are poorly situated to deny that these kinds of setting have an impact on what we do." Yawn, yawn – heard it all before. First it was grafitti with *Jet Grind Radio*, then it was the violence in *Quake III Arena* and now this. So, what are they going to complain about next?

NO EMPTY PROMISES...

TOTAL GAMES .net



If you watch carefully you can see her knickers when she swings her club. Honest!

King Of The Swingers

As you'd expect from a game like this, it's the usual fare when it comes to the different players you can choose from – two guys and two girls, each with their own special skills based around power, technique and control. Needless to say, they've all got crap names and none are real players, although we can only hope that SEGA adds some more for the Dreamcast version.



Swinging Into Town

Virtua Golf Confirmed

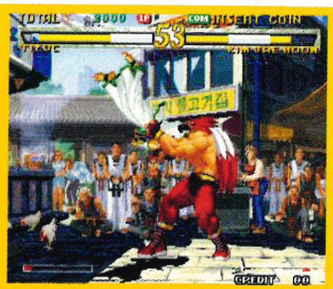
Last month we brought you a story regarding WOW Entertainment's latest arcade offering *Dynamic Golf*, speculating as to whether or not it was the same game as the recently announced Dreamcast game, *Virtua Golf*. We can now put you out of your misery and confirm that they are indeed one and the same. Better still, though, we've managed to squeeze a rough release date out of SEGA, so if you're a golfing fanatic you'd better pencil October in as the month to take off sick, because you're going to be pretty busy...

Fore-play!

Actually we can go even better than that, as we've actually had a chance to play the game, albeit in arcade form, and we can confirm that it's absolutely blinding. With photo-realistic backdrops and greens harder to judge than an OJ Simpson trial, plus some thoroughly addictive gameplay, *Virtua Golf* is another fine addition to the growing SEGA sports range. With four players to choose from (see boxout) and two modes of play, the game is by no means your typical arcade title, and from what we've seen of it we reckon it's far better suited to a life at home on the Dreamcast. As we said, you'll have to wait until October for the home version but if you can't hang on that long, head down the arcade and you might just be lucky enough to find it there.



Hungry Like The Wolf...



SNK Set To Bring Garou: Mark Of The Wolves To The Dreamcast

In a move that has surprised those who believed SNK had pulled out of developing Dreamcast games, the company behind the epic *Fatal Fury* and *King Of The Fighters* series is to release another of its arcade smash hits on SEGA's ailing console.

Despite being two years old, *Garou: Mark Of The Wolves* is a step forwards for SNK as it represents a total overhaul in the company's beat-'em-up development. In the same way that Capcom tried to reinvent the *StreetFighter* series by bringing in a whole new cast of characters for *StreetFighter III*, SNK has revamped the *Fatal Fury* series by introducing a total of 14 unique fighters such as Tizoc the wrestler and Rock Howard the martial-arts expert, as well as cranking up the graphics a notch or two. Not surprisingly, Terry Bogard also makes an appearance in there as well...

Garou: Mark Of The Wolves is expected to appear on Japanese shelves in early June, although a US and European release has not been announced yet.





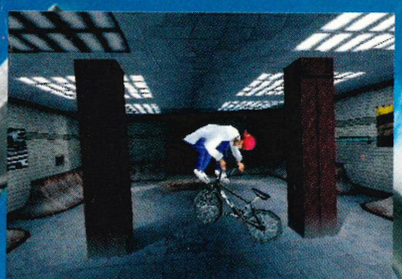
It's Wheelie Time

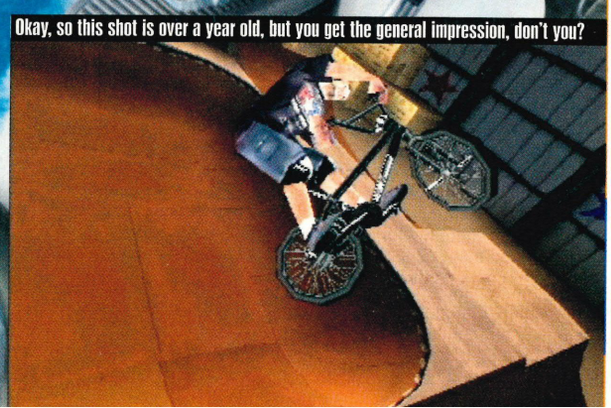
Mat Hoffman's Back On Course

With every developer under the sun seemingly dumping production on their Dreamcast games it's amazing to find a company that is keeping faith with SEGA and its console, but one publisher in particular that isn't giving up on SEGA just yet is Activision.

BMX-cellent

With *Spider-Man* out this month we thought that it would be the last Dreamcast game from the Activision stable, but the company confirmed this month that a Dreamcast version of *Mat Hoffman's Pro BMX* would still be making an appearance. This news is all the more surprising considering we'd all but given up on the title since the folks at Activision had been particularly coy about it... not that we're complaining. According to our sources at Activision the game is currently slated for a September release, although whether that will actually be the case remains to be seen.





Okay, so this shot is over a year old, but you get the general impression, don't you?

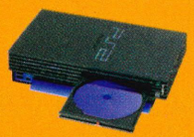
JUST 100% GAMES

TOTAL GAMES .net

THE UK'S PREMIER VIDEOGAMES WEBSITE


Dreamcast


PSone

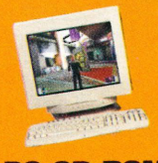

PlayStation2


GameCube


Nintendo64


Game Boy


Xbox


PC CD-ROM

WWW.TOTALGAMES.NET

Web site: www.ubi-soft.co.uk









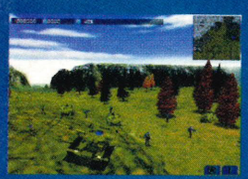




Enemy Intelligence

> One of the most remarkable features of the game is the incredible level of the AI, which is provided courtesy of MASA's revolutionary Direct IA technology. For example, your troops will act without instruction from you if they deem the enemy to be in a position that poses a significant threat, and will react accordingly by either retreating or engaging them in battle. Pretty impressive stuff if you ask us.







Conflict Zone

18 months down the line, over 200 games later and the Dreamcast is about to get its first real-time strategy game... about bloody time!

Why is it that ever since the Dreamcast was launched, a ridiculous amount of the games released have been either racing games or beat-'em-ups? It's boring! Okay, so there have been a few adventure games, sports titles and platformers thrown in for good measure but not nearly enough to balance the rather uneven keel. As for real-time strategy games... not even a sniff – and there was us thinking that variety was the spice of life. So here we are a year and a half since D-day and it looks as if the Dreamcast is finally going to get its first real taste of strategy gaming in the rather shapely form of *Conflict Zone*. Better late then never...

In The Zone!

It's 2010 and the world is in a never-ending spiral of war and peace, thanks in no small part to a mysterious organisation known only as GHOST. While the rest of the world is happy to be enveloped by the ICP (that's International Corps for Peace to us) and pursue peace for the world at large, the members of GHOST have a very different agenda – to destabilise the world-wide equilibrium through the means of war. Nasty...

So that's the story, what about the game? Well, depending on your own personal morals you can choose to play as either the self-righteous ICP or the nihilistic GHOST. However, whichever side you choose to take, you're going to need to put your thinking cap on as *Conflict Zone* is all about strategy and getting those tactics right, and it sure ain't easy. It isn't just about pummelling the enemy into the ground with your ten inch mortars, tanks and bombs either, as there's more to consider than just winning – you need to do it with the public behind you too.

Stop Press!

The role of the media is paramount to your success as either the ICP or GHOST, and it's this more than anything else which makes *Conflict Zone* a genuinely fascinating prospect. The ability to exploit the media to your advantage is vital to both

"The variety and novel concept mean that even if you're averse to the genre, it might be well worth checking out"



Out-Gunned

> As anyone who's played games will tell you, war games are more often than not all about who has the biggest weapon... oh yeah, and who has the most of them. Even though *Conflict Zone* isn't entirely concerned with the size of your arsenal, it still has a mighty large stockpile to pick and choose from, providing you have the resources and money for them. With a massive 65 different units to choose from, including tanks, helicopters, fighter planes, bombers and warships to name but a few, you're going to be spoilt for choice.



sides – for the ICP because its funding is directly linked to its media image and for GHOST because by manipulating the media, it can make the ICP look weak and gain supporters. Basically the better your media image, the more supporters you have, which in turn means more money and even bigger weapons – and let's face it, that's what it's all about.

There's a fair amount to do before the war is won too, with 17 missions for each side set over a variety of locations – from deserts to the snow-capped mountains and beyond. Add to that a huge array of weapons, vehicles and military units at your disposal and all of a sudden you have a game of impressive depth on your hands. Of course, it might only appeal to those strategy fans among you, but *Conflict Zone's* variety and novel concept mean that even if you're averse to the genre, it might be well worth checking out... you never know, you might just like it.







essential information
Dreamcast magazine

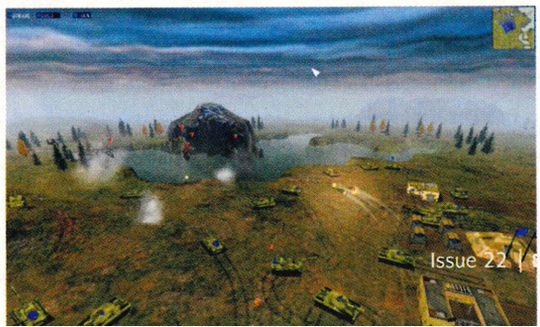
PUBLISHER	UBI SOFT
DEVELOPER	MASA
PLAYERS	1
% COMPLETE	80%
RELEASE	JUNE

ANTICIPATION RATING 70%

THEY SAY: A realistic simulation of modern day warfare which will have you gripped.

WE SAY: *Conflict Zone's* shaping into an impressive-looking game... for a real-time strategy title, that is.







gameplay™
THE GATEWAY TO GAMES

SALES HOTLINE CALL NOW! LOCAL RATE

0845 20 10 444

SALES LINES OPEN MON-FRI 9AM-8PM, SAT & SUN 10AM-6PM

QUOTE REF: DM(22)

Dreamcast



Skies of Arcadia

Product Code: DC2221



Another corking RPG for the DC, this baby offers unrivalled gameplay, a gripping storyline, and some surprising twists on the usual dungeons and dragons fare.

SAVE £5.00 | FULL PRICE ~~£29.99~~ | GAMEPLAY PRICE £24.99



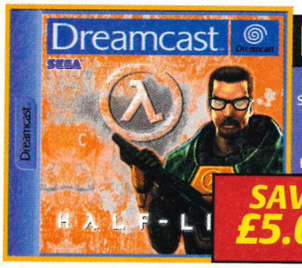
Worms World Party

Product Code: DC2200



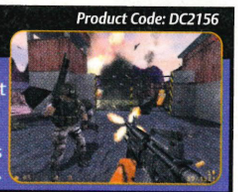
The Worms games are only any fun when playing with friends - at which point they become the best thing ever. This Dreamcast version is great, with tons of invertebrate violence.

SAVE £5.00 | FULL PRICE ~~£29.99~~ | GAMEPLAY PRICE £24.99



Half Life

Product Code: DC2156



The PC's other number one shooter is also on the Dreamcast and looking mighty fine. The super cinematic one-player mode even has exclusive levels not seen on the PC. Yet.

SAVE £5.00 | FULL PRICE ~~£39.99~~ | GAMEPLAY PRICE £34.99



Phantasy Star Online

Product Code: DC2083



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

SAVE £7.00 | FULL PRICE ~~£39.99~~ | GAMEPLAY PRICE £32.99

>> DREAMCAST PRE-ORDERS <<

DC2085	BLACK & WHITE £29.99	DC2236	HEADHUNTER £29.99
DC2226	CRAZY TAXI 2 ..... £29.99	DC2227	OUTRIGGER £29.99
DC2164	EVIL DEAD: HAIL TO THE KING £29.99	DC2225	SONIC ADVENTURE 2 ..... £29.99

>> CALL TO PRE-ORDER NOW <<

>> DREAMCAST NEW RELEASES <<

DC2224	18 WHEELER £29.99	DC2217	EXHIBITION OF SPEED £29.99
DC2223	CONFIDENTIAL MISSION £29.99	DC2216	PROJECT JUSTICE £29.99
DC2222	DAYTONA USA £29.99	DC2243	SPIDERMAN £29.99

>> DREAMCAST GAMES A - Z <<
NOW EVEN LOWER PRICES!!!

DC2187	102 DALMATIONS PUPPIES TO THE RESCUE	£19.99
DC1092	4 WHEEL THUNDER	£14.99
DC2133	BANGAI-O	£29.99
DC1000	BLUE STINGER	£9.99
DC1067	CAESARS PALACE 2000	£17.99
DC2179	CAPCOM VS SNK	£29.99
DC2183	CHICKEN RUN	£19.99
DC1059	CRAZY TAXI	£36.99
DC2123	DAVE MIRRA FREESTYLE BMX	£19.99
DC1064	DEAD OR ALIVE 2	£34.99
DC2181	DINO CRISIS	£29.99
DC2192	DISNEY'S DINOSAUR	£14.99
DC1037	DRAGON'S BLOOD	£9.99
DC1017	ECCO THE DOLPHIN	£29.99
DC1080	ECW HARDCORE REVOLUTION	£14.99
DC2079	EXTREME SPORTS	£19.99
DC2063	F1 RACING CHAMPIONSHIP	£32.99
DC2138	F1 WORLD GRAND PRIX 2	£19.99
DC2114	F355 CHALLENGE - PASSIONE ROSSA	£9.99
DC1074	FUR FIGHTERS	£34.99
DC2049	GIGA WING	£27.99
DC2077	GRAND THEFT AUTO 2	£27.99
DC2228	GRANDIA 2 — SAVE £7.00 — FULL PRICE £39.99 — NOW ONLY £32.99	
DC2135	GUNBIRD 2	£32.99
DC2076	HIDDEN AND DANGEROUS	£28.99
DC1010	HOUSE OF THE DEAD 2	£29.99
DC1043	HOUSE OF THE DEAD 2+LIGHT GUN	£47.99
DC1040	HYDRO THUNDER	£14.99
DC2146	INTERNATIONAL TRACK & FIELD	£27.99
DC1032	JIMMY WHITE'S 2 - CUEBALL	£14.99
DC2051	JO JO'S BIZARRE ADVENTURE	£29.99
DC2194	KAO THE KANGAROO	£34.99
DC2178	KISS PSYCHO CIRCUS	£29.99
DC1083	LEGACY OF KAIN : SOUL REAVER	£34.99
DC2140	LOONEY TUNES SPACE RACE	32.99
DC2116	MAG FORCE RACING	£9.99
DC1036	MARVEL VS CAPCOM	£14.99
DC1045	MDK 2	£9.99
DM1019	METROPOILIS STREET RACER — SAVE £20.00 — FULL PRICE £39.99 — NOW ONLY £19.99	
DC1029	MONACO GRAND PRIX RACING SIM 2	£9.99
DC2195	MR DRILLER	£19.99
DC2196	MTV SPORTS: SKATEBOARDING	£19.99
DC1081	N.B.A. SHOWTIME	£12.99
DC1058	NFL BLITZ 2000	£17.99
DC1004	NFL QUARTERBACK CLUB 2000	£14.99
DC1090	NOMAD SOUL	£14.99
DC1035	PLASMA SWORD	£9.99
DC2131	POD 2: ONLINE	£24.99
DC2124	POWERSTONE 2	£24.99
DC1052	PSYCHIC FORCE 2012	£9.99
DC2119	QUAKE III ARENA — SAVE £7.00 — FULL PRICE £34.99 — NOW ONLY £27.99	
DC2112	RAINBOW SIX	£29.99
DC2060	RAYMAN 2	£14.99
DC1044	READY 2 RUMBLE BOXING	£24.99
DC2172	READY 2 RUMBLE BOXING: ROUND 2	£29.99
DC2197	RECORD OF LODOSS WAR	£29.99
DC1021	RED DOG	£32.99
DC1069	RESIDENT EVIL 2	£12.99
DC2213	RESIDENT EVIL 3 NEMISIS	£24.99
DC1034	RESIDENT EVIL: CODE VERONICA	£34.99
DC1056	RE-VOLT	£9.99
DC2191	SEGA BASS FISHING	£19.99
DC1046	SEGA BASS FISHING + FISHING ROD	£39.99
DC2084	SEGA GT	£22.99
DC1066	SEGA WORLDWIDE SOCCER 2000	£24.99
DC1057	SHADOWMAN	£14.99
DC1062	SHENMUE — SAVE £10.00 — FULL PRICE £34.99 — NOW ONLY £24.99	
DC1088	SILVER	£22.99
DC1075	SLAVE ZERO	£9.99
DC1065	SNOW SURFERS	£19.99
DC1007	SONIC ADVENTURE	£19.99
DC2219	SONIC SHUFFLE — SAVE £7.00 — FULL PRICE £39.99 — NOW ONLY £32.99	
DC1024	SOUL CALIBUR	£34.99
DC1078	SOUL FIGHTER	£24.99
DC1051	SOUTH PARK CHEFS LUV SHACK	£9.99
DC1006	SOUTH PARK RALLY	£29.99
DC2068	SPACE CHANNEL 5	£9.99
DC1028	SPEED DEVILS	£32.99
DC2175	STAR WARS DEMOLITION	£19.99
DC2128	STAR WARS EPISODE 1: JEDI POWER BATTLES	£34.99
DC1033	STREET FIGHTER ALPHA 3	£14.99
DC2143	STREET FIGHTER III 3RD STRIKE	£19.99
DC2132	STREETFIGHTER 3 - DOUBLE IMPACT	£14.99
DC2059	SUPER MAGNETIC NEO	£9.99
DC2144	SUPER RUNABOUT	£14.99
DC1031	SUZUKI ALSTARE RACING	£29.99
DC2087	SWORD OF THE BERSERK: GUTS RAGE	£29.99
DC2127	SYDNEY 2000	£19.99
DC2050	TECH ROMANCER	£9.99
DC2185	THE GRINCH	£19.99
DC2047	TIMESTALKERS	£34.99
DC1048	TOKYO HIGHWAY CHALLENGE	£14.99
DC2157	TOKYO HIGHWAY CHALLENGE 2	£34.99
DC1234	TOMB RAIDER 4 — SAVE £25.00 — FULL PRICE £34.99 — NOW ONLY £9.99	
DC2176	TOMB RAIDER CHRONICLES	£24.99
DC2147	TONY HAWK'S PRO SKATER 2 — SAVE £10.00 — FULL PRICE £34.99 — NOW ONLY £24.99	
DC1084	TONY HAWKS SKATEBOARDING	£14.99
DC2212	TOY RACER	£4.99
DC2071	TOY STORY 2	£14.99
DC1005	TRICKSTYLE	£14.99
DC2082	UEFA DREAM SOCCER	£27.99
DC1003	UEFA STRIKER	£32.99
DC2130	ULTIMATE FIGHTING CHAMPIONSHIP	£32.99
DC2125	URBAN CHAOS	£19.99
DC1087	V RALLY 2	£19.99
DC2057	VANISHING POINT	£34.99
DC2118	VIRTUA ATHLETE	£9.99
DC1009	VIRTUA FIGHTER 3TB	£9.99
DC1026	VIRTUA STRIKER 2	£12.99
DC2080	VIRTUA TENNIS	£34.99
DC1089	WACKY RACES	£19.99
DC2088	WALT DISNEY WORLD QUEST: MAGICAL RACING TOUR	£14.99
DC2065	WETRIX	£9.99
DC1018	WORLD GRAND PRIX	£14.99
DC2067	WORLDWIDE SOCCER EURO EDITION	£27.99
DC1038	WORMS ARMAGEDDON	£14.99
DC1055	WWF ATTITUDE	£9.99
DC2149	WWF ROYAL RUMBLE	£24.99

PRE-ORDER TODAY FOR FREE DELIVERY ON DAY OF RELEASE

1000's MORE GAMES IN STOCK NOW

>> OPEN AN ONLINE ACCOUNT AT WWW.GAMEPLAY.CO.UK AND >> >> GET £5 OFF YOUR NEXT ONLINE ORDER!!! << << <<

£5 E-MAIL VOUCHER ONLY APPLIES TO ORDERS OF £35 OR MORE. SEE WEBSITE FOR DETAILS.

>> DREAMCAST PERIPHERALS <<

JOY PADS



DC0101 OFFICIAL DREAMCAST CONTROLLER — NOW ONLY £19.99



DC2099 JOYTECH DREAMCAST CONTROLLER PLUS — SAVE £3.00 FULL PRICE ~~£19.99~~ NOW ONLY £16.99

DC2100 JOYTECH DREAMCAST CONTROLLER PLUS – CLEAR ORANGE/SMOKE WHITE £16.99

DC2101 JOYTECH DREAMCAST CONTROLLER PLUS – CHARCOAL/BLACK £16.99

KEYBOARDS



DC0103 OFFICIAL DREAMCAST KEYBOARD — NOW ONLY £19.99

MICE



DC2177 OFFICIAL DREAMCAST MOUSE — NOW ONLY £19.99

ARCADE STICK



DC0104 OFFICIAL DREAMCAST ARCADE STICK — SAVE £3.00 FULL PRICE ~~£39.99~~ NOW ONLY £36.99

WHEELS



DC0102 OFFICIAL DREAMCAST RACE CONTROLLER WHEEL — SAVE £2.00 FULL PRICE ~~£44.99~~ NOW ONLY £42.99



DC2237 MADCATZ MC2 WHEEL & PEDALS — SAVE £17.00 FULL PRICE ~~£59.99~~ NOW ONLY £42.99

CABLES

DC1042 OFFICIAL SCART LEAD £17.99

DC0200 DREAMCAST SCART CABLE £6.99

DC0108 S-VIDEO CABLE £7.99

MEMORY



DC0100 OFFICIAL DREAMCAST VM UNIT — NOW ONLY £19.99



DC2089 JOYTECH 1MB DREAMCAST MEMORY CARTRIDGE – CLEAR BLUE/SMOKE WHITE — SAVE £1.00 FULL PRICE ~~£12.99~~ NOW ONLY £11.99

DC2090 JOYTECH 1MB DREAMCAST MEMORY CARTRIDGE – CLEAR ORANGE/SMOKE WHITE £11.99

DC2091 JOYTECH 1MB DREAMCAST MEMORY CARTRIDGE – CHARCOAL/BLACK £11.99



DC2092 JOYTECH 4MB DREAMCAST MEMORY CARTRIDGE – CLEAR BLUE/SMOKE WHITE — SAVE £1.00 FULL PRICE ~~£17.99~~ NOW ONLY £16.99

DC2093 JOYTECH 4MB DREAMCAST MEMORY CARTRIDGE – CLEAR ORANGE/SMOKE WHITE £16.99

DC2094 JOYTECH 4MB DREAMCAST MEMORY CARTRIDGE – CHARCOAL/BLACK £16.99

DC2097 ADVANCED JUMP PACK + 1MB MEMORY – CLEAR BLACK/SMOKE WHITE £16.99

DC2099 ADVANCED JUMP PACK + 1MB MEMORY – CHARCOAL/SMOKE WHITE £16.99

JUMP PACKS



DC0105 OFFICIAL DREAMCAST JUMP PACK — NOW ONLY £15.99



DC2203 JOYTECH DREAMCAST JOLT PACK (CLEAR BLUE/SMOKE WHITE) — NOW ONLY £9.99

DC2244 JOYTECH DREAMCAST JOLT PACK – CLEAR BLACK/SMOKE WHITE £9.99

DC2097 ADVANCED JUMP PACK + 1MB MEMORY – CLEAR BLACK/SMOKE WHITE £16.99

DC2099 ADVANCED JUMP PACK + 1MB MEMORY – CHARCOAL/SMOKE WHITE £16.99

CHEATS

AC5046 DATEL DREAMCAST ACTION REPLAY £24.99

DC2245 XPLODER DC £16.99

SPEAKERS



AC1031 LOGIC 3 SOUNDSTATION IMAC - BLUE, (ALSO AVAILABLE IN PURPLE) — SAVE £5.00 FULL PRICE ~~£39.99~~ NOW ONLY £34.99

AC1030 LOGIC 3 SOUNDSTATION – PURPLE, (ALSO AVAILABLE IN IMAC BLUE) £34.99

STORAGE



DC0202 LOGIC 3 DREAMSTATION — SAVE £5.00 FULL PRICE ~~£19.99~~ NOW ONLY £14.99

GUNS

AC5044 MADCATZ DREAM BLASTER £20.99

FISHING RODS

AC5089 MADCATZ DREAM ROD £20.99

>> DREAMCAST ESSENTIALS <<



DC2099 Joytech Dreamcast Controller Plus

SAVE £3.00 — ONLY £16.99

Playing on your own is good, but playing against your mates is the most fun you can have with your Dreamcast. Just remember, you'll need extra controllers to do it!



DC0102 Official Dreamcast Race Controller Wheel

SAVE £2.00 — ONLY £42.99

It's a wheel, it's official, it's for your Dreamcast - if you want an official Dreamcast Wheel, you can't get officialler or indeed Dreamcastier than this here wheel - it' really, really great.



DC0100 Official Dreamcast VM Unit

ONLY £19.99

I know what you're thinking, hotshot. "I want to save my progress, but how, how?" Fret no longer - buy this and your no save option dilemma will be remedied in an instant.



DC2092 Joytech 4MB Dreamcast Memory Cartridge

SAVE £1.00 — ONLY £16.99

A huge memory card for the Dreamcast? Such a simple idea, yet a fiendishly brilliant one - what would we do without one? Thankfully you need never contemplate such an upsetting scenario, with this - the Joytech 4MB Dreamcast Memory Cartridge!



ONLY £9.99 DC2203 **Joytech Dreamcast Jolt Pack**

If money is too tight to mention try this unofficial vibration pack. It works just the same as the Sega branded one but is just that little bit cheaper.

Game Boy ADVANCE



RELEASED 22nd June

The greatest next-generation console is here!!

The Game Boy Advance has more 2D power than a PlayStation, a giant widescreen display, stunning stereo music and sound, plus you get the chance to play four-player games using just one games cartridge.

The games are the perfect balance between 21st century updates of classics like Mario Kart and Doom, newer titles like Tony Hawk's Pro Skater 2 and Chu Chu Rocket!, and totally original games like real-time strategy title Napoleon and RPG Golden Sun.



The future is within your grasp!!

ORDER NOW! GAMEPLAY PRICE ONLY **£79.99**

DISCOUNTED GAMES *DELIVERED FREE* THROUGH YOUR DOOR!

>>POSTAGE & PACKAGING<<

We offer FREE 2nd Class delivery on ALL ORDERS! These should arrive within 5 working days of despatch. Alternatively you can upgrade to 1st Class delivery for just 99p! This should get your order to you within 2 working days from despatch. If you're really in a hurry we can do a "Next Day Delivery" (Monday - Friday) for just £4.99 for the first item plus £1 for each extra item. Please note that your order will have to be placed by 3.00pm and that someone will have to be home to receive the delivery. If you order on-line we'll even send you an e-mail to let you know when we've sent your order.

PLEASE CALL TO CONFIRM PRICES AND AVAILABILITY BEFORE ORDERING AS SOME ITEMS MAY BE LIMITED STOCK AND PRICES ARE SUBJECT TO FLUCTUATION

gameplay THE GATEWAY TO GAMES — Cut out this order form and post to: gameplay, PO Box 264, Tingley, Wakefield, WF3 1YB

NAME: .....

HAVE YOU ORDERED BEFORE? YES / NO

ADDRESS: .....

.....

.....

POSTCODE: ..... SIGNATURE: .....

TEL: ..... EMAIL: .....

PRODUCT CODE	NAME	PRICE
		£
		£
		£
		£
OPTIONAL EXPRESS CHEQUE CLEARANCE: * ADD £1.00 HERE		£
Gift Vouchers (multiples of £5)		£
	P&P	£
	TOTAL	£

Thank you for your order!

☐ Please tick here if you do not wish to receive promotional materials from us or third parties which you may find interesting.

CASH ☐ CHEQUE ☐ POSTAL ORDER ☐ CARD ☐

CARD NO. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ EXPIRY DATE ☐☐/☐☐ ISSUE NO. ☐☐ SWITCH ONLY

Unfortunately we cannot take Amex or Electron. Prices correct at time of going to press. E & OE. Sent to press 23/4/2001 DM(22)

Cheques/Postal Orders made payable to Gameplay *Please note - express cheque clearance cannot be used for bank drafts or building society cheques.

FREE 2ND CLASS DELIVERY ALLOW 7-8 DAYS

1ST CLASS DELIVERY NORMALLY 2 WORKING DAYS **99p**

"Britain's Leading Mail Order Games Retailer"

visit www.gameplay.co.uk

gameplay™ THE GATEWAY TO GAMES

Web site: www.hitmaker.co.jp





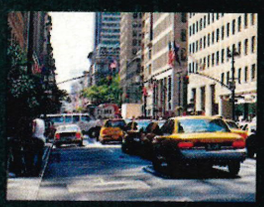
It's not often that you'll see a road as empty as this.

Crazy

New York, New York

Just as the original game was loosely based on San Francisco, *Crazy Taxi 2* is loosely based on New York, although the developers never actually went to the city itself to seek inspiration. Even so, we reckon they've done a pretty good job of re-creating those high-rise tower blocks and taxi-crammed streets... not that we've ever been there either, mind.









The craziest game ever is back in town and it sure means business. Can the best possibly get any better? Oh yes...

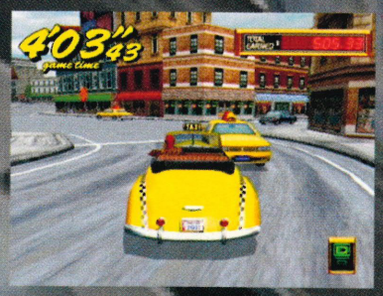
A long time ago in a galaxy far, far away (well, the moth-eaten tail-end of the 20th Century), the gaming world at large was introduced to a weird, wonderful and utterly mad world... the world of *Crazy Taxi*. Since then, there's been no looking back, but even then, it could have been a hit or miss affair. After all, who'd want to play a game where all you do is drive around a San Francisco-esque city in a banana yellow cab all day, picking up passengers and dropping them off again? Not us, that's for sure. But then no one bargained on the team at Hitmaker adding its own special ingredients to the mix – a pinch of mayhem, a spoonful of speed and several handfuls of unadulterated craziness. So, the perfect catalysts to make one of the most unforgettable gaming experiences ever, and arguably one of the Dreamcast's defining moments. Actually make that *the* defining moment.

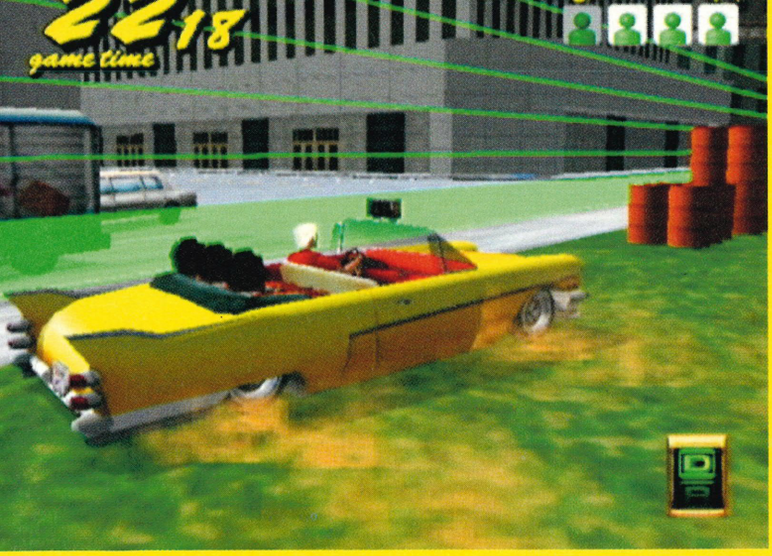
I ♥ NY

In other words the game was, and still is, pure genius and if you thought that it couldn't get any better... well prepare to have your socks knocked off for a second time. So here











Taxi 2

"What Crazy Taxi 2 does is take all the loveable features of the first game and plonk them in an all-new city"

we go again: a new city, new drivers, new passengers, new moves and a whole bunch of all-new mini-games. If you're ready, it's time to make some more craaaaaa-zy money.

The first and most obvious thing that you'll notice about *Crazy Taxi 2* is that the game has switched from the sun-drenched west coast city of San Francisco to the east coast, and the sky-scraper clad, smog-filled city of New York. The streets might well be even more rammed full of cars, taxis, vans and lorries than before but one thing hasn't changed, and that's the adrenaline pumping gameplay, which will leave you with more than just blisters on your thumbs. Similarly, the actual graphics of the game haven't changed much, if at all. This might seem a little disappointing, but it's no bad thing – after all, why fix something if it ain't broke? What *Crazy Taxi 2* does do is take all the loveable features of the first game and plonk them in an all-new city... and, well, that's about it. There *are* some funky new features in the game, but as long as it has the same engine under the hood, it's never going to be vastly different from its gaming forebear.

Taxi, Taxi!

As good as any game might look, in the end what the appeal and success of a title comes down to is



Getting those afro dudes to their destination on time isn't easy.





continued

forecast

Web site: www.hitmaker.co.jp

softography

previous works>

- Crazy Taxi
- Virtua Tennis

Hitmaker

The Usual Suspects

1



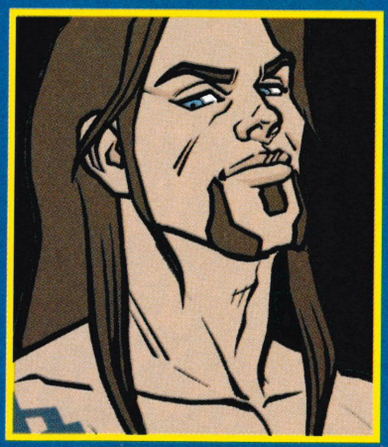
Slash

AGE	25
SEX	MALE
HEIGHT	5'9"
WEIGHT	69KG
BLOOD TYPE	AB

BACKGROUND

> Slash has a double personality, nihilistic & cool, yet crazy. Generally, he's very cool but he snaps very easily and once he does, 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. 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 that it just happened.

2



Iceman

AGE	28
SEX	MALE
HEIGHT	6'1"
WEIGHT	83KG
BLOOD TYPE	B

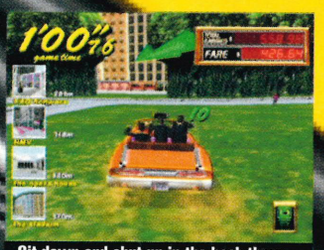
BACKGROUND

> Iceman, the cool and crazy guy. While on duty he never tries to be friendly with his customers, even if a customer compliments him. However, if a customer dares to criticise him he'll give them a cold glance and say: "What's your problem?". He believes that there is nothing he can't handle in this world – if he makes a mistake he never believes it has anything to do with him. Because of his personality he had never been able to hold down a job until the day he picked up an old hitchhiker, who gave him loads of tips... and the rest, as they say, is history.









Sit down and shut up in the back there.



Errrr... mind the tram there, love.

"Crazy Taxi 2 has pure, honest damn fine gameplay oozing from every pore"

pure, honest, damn fine gameplay... which is what *Crazy Taxi 2* has oozing out of it from every pore. No surprises there, but what might impress you is that the gameplay is far more advanced and, dare we say it, technical, than its predecessor. Of course, the essence of the game is still the same – to make as much money as possible – only this time around it's been refined, tweaked and improved upon, to make an arguably better game. The reason for this is simple – *Crazy Taxi* was first and foremost an arcade game and was designed as such, whilst on the other hand, *Crazy Taxi 2* has been specifically designed for the home market. The most notable consequence of this is that it's a lot, lot harder to get to grips with, thanks in no small part to the incredibly intricate streets of New York which will leave you very (and we mean *very*) lost. Put it this way – if you're a lousy map reader you'd better brush up on your skills, or any gaming credentials that you might have will go straight out of the window, never to be seen again. Comprendez? No? Then let us put it another way. If London's taxi drivers found The Knowledge next to impossible to get to grips with, they should try this on for size... it's that confusing.







In the Replay mode of the game you can put together some incredibly cool-looking scenes... just like this one we prepared earlier.

Hopping Mad

Don't think that it's just a simple location change that makes the game that much more demanding than its predecessor, though, because that simply isn't the case. The gameplay has also been enhanced by the inclusion of multiple fares, which only add to the overall addictive and utterly manic concoction that is *Crazy Taxi 2*. As for making seriously big bucks (and let's face it, that's what the game is all about) there's only one way to do it... and that's by picking up as many passengers as possible, be they in twos, threes or fours.

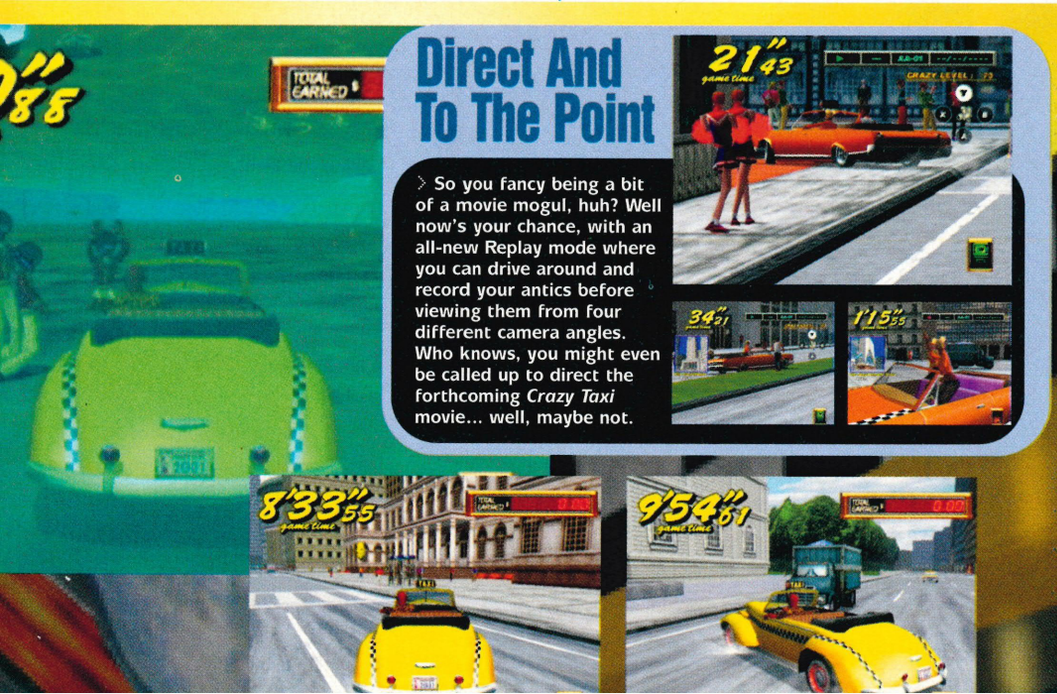
But there's a catch. High stakes mean high risk, and that means that you really have to know exactly where you're going, because there's no time to beat around the bush. If you don't deliver every one of your passengers in the given time, you don't get any money whatsoever... not even a sniff. Of course, the rewards are greater if you do decide to take the extra passengers, but therein lies the risk and beauty of the game.

The final piece of the all-new *Crazy Taxi 2* jigsaw lies with the addition of a new move in the form of the Crazy Hop, courtesy of the low ride suspension of the new taxis. However, whereas before you could get away, to an extent at least, with not using the special skills, the Crazy Hop is vital to your continued career as a cabby in New York – how else do you expect to jump from skyscraper to skyscraper without falling 1000ft? Well, maybe not quite that extreme, but you'll need the Hop to exploit all the short cuts that the city has lurking within its innards, and if you don't find them... well, there's no hope for you.

Sky High

All of which leaves only the small matter of a pyramid to be climbed and conquered.

"The essence of the game is still the same, only this time around it's been refined, tweaked and improved upon to make an arguably better game"



Direct And To The Point

> So you fancy being a bit of a movie mogul, huh? Well now's your chance, with an all-new Replay mode where you can drive around and record your antics before viewing them from four different camera angles. Who knows, you might even be called up to direct the forthcoming *Crazy Taxi* movie... well, maybe not.



3

Cinnamon

AGE	18
SEX	FEMALE
HEIGHT	5'5"
WEIGHT	52KG
BLOOD TYPE	O

BACKGROUND

> Cinnamon's an outgoing person with a principle to be optimistic at all times. However, she sometimes confuses being positive with recklessness. She tends to forget mistakes she's made, as well as advice she was given in the past. Despite all this, nobody hates her because of her earnest attitude, her ability to listen to other people's advice and her cheerful personality. The reason why she became a taxi driver is so she can meet many people, then it's up to her to make them happy.



4

Hot-d

AGE	78
SEX	MALE
HEIGHT	5'3"
WEIGHT	48KG
BLOOD TYPE	B

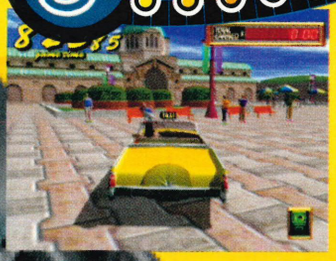
BACKGROUND

> Hot-D, the guy who is incredibly cheerful and has a large physique – you wouldn't believe that he is over 70 years old. When he was young he was a stunt driver and the only thing on his mind was money. When he visited the west coast for his stunt work a yellow taxi caught his attention, so as soon as he got home 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.

continued>

forecast

Web site: www.hitmaker.co.jp





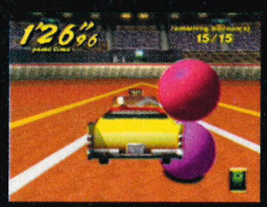


As in the original, the city of Crazy Taxi 2 is full of instantly recognisable sites from around New York, like the Brooklyn Bridge.



The Great Pyramid

Considering that it was the Crazy Box mode of the original which, more than anything else, took the game to an altogether higher echelon, it'll come as no surprise that one of the major features of *Crazy Taxi 2* is the all-singing, all-dancing (well, nearly) Crazy Pyramid. So here we go again – 16 more crazy mini-games to get your teeth into and they're even madder than before. As well as a new version of the Crazy Jump, there's the Crazy 3 Jump which, as you can probably guess, takes inspiration from the triple jump. Also on offer for you sporting types are a spot of Crazy Golf and a little bit of Crazy Hurdling, plus a whole bunch of wacky games that will test you to the limit... but we're not allowed to tell you about those yet. Suffice to say, they're ace!









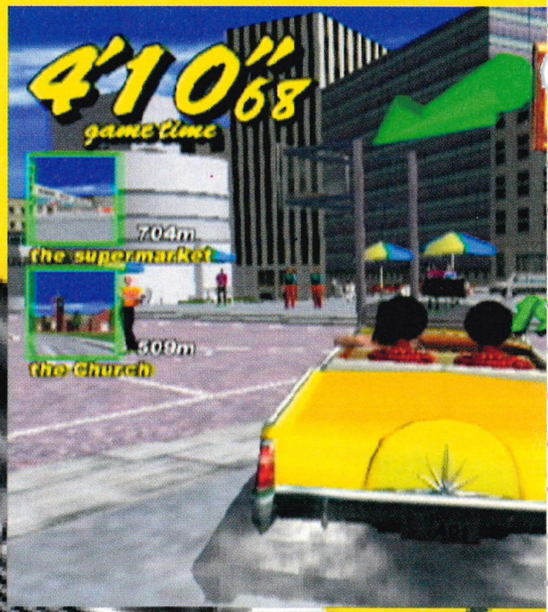














It might be an outdoor theatre, but no one's going to stop Cinnamon driving right through the middle of it.

"Once again Hitmaker has come up with some ingenious ways to abuse the cars"

Off Your Rocker





> The rock riffs of The Offspring helped make the original *Crazy Taxi* such a manic experience, and the band will be starring on the soundtrack of the sequel too. Songs included in the game are *Americana*, *No Brakes*, *Walla Walla*, *Come Out Swinging* and *One Fine Day*, which come from the band's new album, *Conspiracy Of One*.

Oh yes, the much-loved mini-games are back in the form of the Crazy Pyramid, where you'll have more fun than a chocoholic in a chocolate factory. Once again Hitmaker has come up with some ingenious ways to abuse the cars, most of them incorporating the Crazy Hop, while simultaneously teaching some essential new skills for the wannabe crazy driver, and it's all great, great fun. Addictive wouldn't do it justice, because you really won't know the true meaning of sore thumbs until you've played this.

And, well, that's about it really. Unfortunately the oft-rumoured multiplayer mode of the game hasn't made it into the final build, which is a bit of a shame. Not that it matters greatly though, as there's plenty more to keep you busy, like trying to find your way around the damn cities, and perfecting that all-important Crazy Hop. One other noteworthy feature that *has* made it into the game is an Internet ranking board, so that you can upload all your best outings to the *Crazy Taxi 2* Web site, just to show-off how good you really are... or not, as the case might be.

Of course, we'd love to tell you more about all the little secrets that the game has lurking beneath its shiny exterior, but we wouldn't want to spoil the fun for you, would we now? Suffice to say that when *Crazy Taxi 2* finally hits the shelves in time for the start of the school holidays, you lucky people are going to have an absolutely blinding time...

"The Crazy Hop is vital to your survival and continued career as a cabby in New York"







The all-new Crazy Hop adds a whole different element to the gameplay, as you speed your way around the bustling city.



essential information

Dreamcast Magazine

PUBLISHER	SEGA
DEVELOPER	HITMAKER
PLAYERS	1
% COMPLETE	80%
RELEASE	JULY

ANTICIPATION RATING 95%

THEY SAY: More crazy antics, more crazy stunts and even more addictive than before.

WE SAY: The sequel to the Dreamcast's defining game – it's going to be awesome.

Web site: www.pyrostudios.com





Tanks can be fairly intimidating... until you get your hands on one, that is!

Commandos 2

Pyro Studios proves that there is such a thing as an original war strategy game...

It's been a huge hit on the PC market, and now the Commandos have got their beady eyes on the defences of the Dreamcast too. If you haven't played the first game before, describing just what to expect of *Commandos 2* is nearly an impossible mission. A strategy game with a twist, the closest you could get to this is by playing the old Amiga classic *Cannon Fodder* and throwing in a load of tactical in depth gameplay.

This is also a game that relies heavily on stealth – something that cannot be emphasised enough. Running into any of the 12 missions with your finger on the trigger and grenades rolling from your hand is guaranteed to get you a one way ticket to a designer black sleeping bag. To get through the levels you need to use decoys, steal uniforms, hide bodies, stay out of view and generally avoid any loud, attention-attracting gunfights.

Of course, as this is set in the Second World War, there is going to be the odd fired gun or two, and the obligatory explosion here and there, to keep all you action lovers smiling. You just need to remember that this game is realistically difficult, and shooting your load next to a military base is not a good idea unless the odds are in your favour – a good point to keep in mind in real life too! One of the nice new additions to this game, however, are the resistance fighters, who come in handy when you need some cheap cannon fodder. These can be controlled just like your own men, and used as ambush parties – but best of all, they're expendable!

One luxury you don't have in *Commandos 2* is a limited number of lives. If you loose a member of your elite team in this game, you have to restart the mission. A selection of 12 missions may not sound like a lot to start with, but once you

"This really is one of the most in-depth strategy style games that you're ever likely to play"

Sarge's Heroes

Here's the entire *Commandos 2* team in all their glory. You'll need every single one of them to get out of that hellhole called war...



1

Jack Butcher

> The leader of the group, Jack is a Green Beret who knows how to use his knife! He also has a rather funky electronic decoy that can be used to distract the German soldiers.



2

Rene Duchamp

> A French resistance fighter, Rene is one of the more important members of the team as he can speak German, making him the perfect spy for infiltrating heavily guarded areas.



3

Thomas Hancock

> A sapper by trade, Hancock is the man you turn to when you need something blown up. With a bag packed full of explosives, he doesn't know the meaning of subtle!



4

James Blackwood

> A Navy boy, James is most at home when in the water. The tools of the trade, including an inflatable raft, scuba gear, harpoon and fish food, can always be found by his side.

continued >



A lone soldier sneaks off for a quiet swim in the bay... uh-oh, spotted!



softography

previous works>

> Legacy Of Kain: Soul Reaver
> Tomb Raider Chronicles

Infogrames

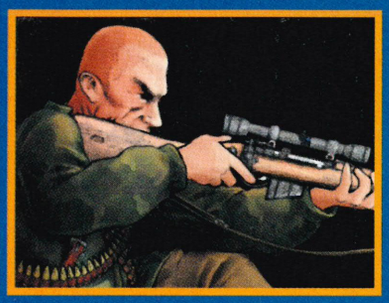
forecast



5

Samuel Brooklyn

> Any member of the team can drive a jeep or basic car, but if you want something done properly you need to call on the mechanic – he comes in especially handy with tanks!



6

Francis Wookridge

> This game is one of stealth, and any mission that requires discretion needs Francis on the team. His silenced long-range sniper rifle is a godsend on many a mission.



7

Natasha Nikochevski

> There are certain things that only a woman can do! A professional seductress with lipstick as her weapon, she can charm any soldier, which comes in pretty handy.



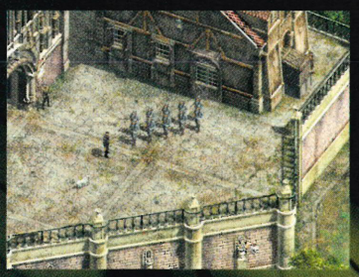
8

Paul Toledo

> Thieves may be bad but in times of war, it's good to have a light-fingered man on your side. A superb pickpocket, Paul also has the handy ability to climb walls.









Take a wild guess as to which film this level is ripping off... David Lean would be proud!

realise this game has some rock-solid gameplay, and consider that each mission can take days to crack, there's a lot of value for your money. Inspiration for the missions has been taken from movies such as *Bridge Over The River Kwai*, *The Guns Of Navarone* and *Das Boot*. The result is some great gameplay with scarily authentic locations and respectable story lines!

The difficulty level is certainly no bad thing, and the level of realism extends way beyond the enemy AI. The seriously impressive environments are fully interactive, and if you can imagine something, odds are you'll be able to do it – see a window at your level and you can peak through it before entering (thanks to a pop-up screen), come across a telegraph pole and you can climb it, jump in a vehicle and it can be driven, reach a river and you can dive down under the running water. There is no set way to finish each mission, and half the fun comes with discovering new ways to complete the various objectives with your full team still intact.

Of course, there are some limitations but these only come when you start to mess around with the characters' specific abilities. For example, the spy is the only one who can wear stolen uniforms, the thief is the only team member who can scale buildings, the

Grrrrrr

> He may be a ball of fur on legs but he is a valued member of the team. As well as all the highly trained Commandos in this game you also get a four-legged bulldog going by the name of Whisky – wonder how they thought that one up! You can't physically control the canine but he does come at the call of a whistle and can be used to carry important goods from one commando to another. To think strapping grenades to a dog could be so much fun!



You get to travel to exotic locations in a World War!

And On Your Left You Can See...

> The buildings and environments in this game may look stunning but anyone who played *Syndicate Wars* will know that this style of game can be a serious pain the arse. The reason? You simply cannot see behind the buildings. However, developer Pyro certainly seems to have thought of everything, because you can rotate the camera through four different views.





"Half the fun of this game comes with discovering new ways to complete the various objectives"

sapper is needed to fire any tank's turret and the diver is the only man who can make use of the scuba gear. Amusingly, the diver also carries fish food that can be released to attract local schools of wildlife which surround you to provide cover whilst underwater!

This really is one of the most in-depth strategy style games you're likely to ever play – the number of things you can do is genuinely amazing. On the first level, for example, you have to take out a patrolling enemy who is guarding a house. To do this you can tempt him out with a thrown pack of cigarettes, then quickly run up, knock him out with ether before he gets the chance to stand up and get him bound and gagged, before stashing the body out of sight. To add insult to injury, you can even strip him butt-naked of weapons and clothes!

Impressively, all the actions like these can also be performed with ease on the Dreamcast pad, and there is no need for a keyboard and mouse – something the PC version makes every use of. On this version of the game you don't use a pointer to move the men around, you actually take control of them yourself, and everything you need to do is easily accessible from the pad, thanks to some fairly intuitive controls. But you can find out just how it handles for yourself when the game is released later in the year.

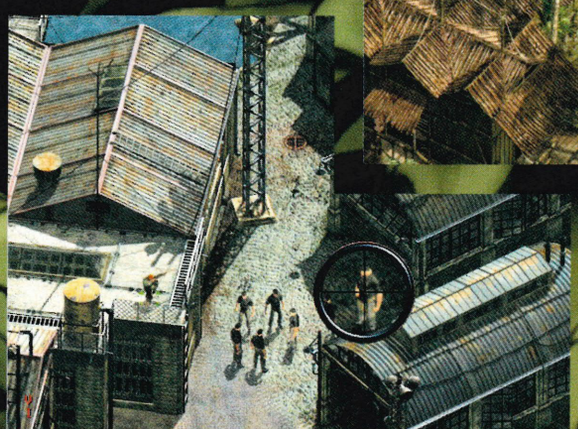


"This game is realistically difficult – shooting your load next to a military base is not a good idea"











essential information

Dreamcast magazine

PUBLISHER	EIDOS
DEVELOPER	PYRO STUDIOS
PLAYERS	1-2
% COMPLETE	89%
RELEASE	LATE 2001

ANTICIPATION RATING 89%



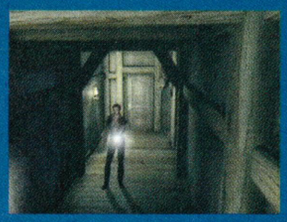
THEY SAY: An original and intriguing strategy game that is full of detail and fun.

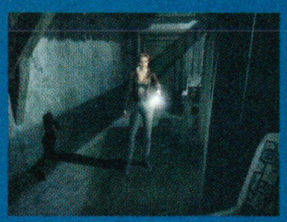
WE SAY: The sequel to the best-selling Spanish game of all time is shaping up pretty well for DC.

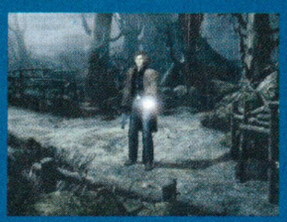
Web site: www.infogrames.com

Ray of Light

One of the most impressive features in *Alone In The Dark: The New Nightmare* is the incredible beam effect generated when Edward or Aline use their torches. Sadly, these static screenshots simply cannot convey just how impressive the torchlight effect looks when it's in motion. Take our word for it, this is one of the most attractive Dreamcast titles you're likely to see this year.










This scene sees Edward being spied on by somebody in the mansion, but who could it be?

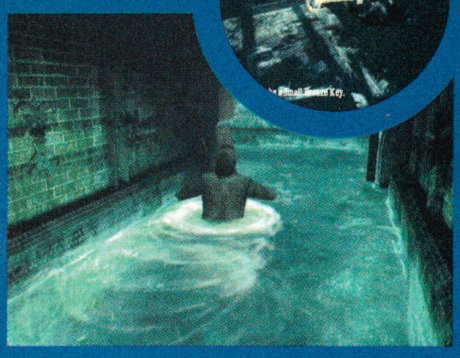



Alone In The Dark

The New Nightmare

Don those brown trousers and get ready for the fright of your life – the granddaddy of survival horror is about to visit the Dreamcast...






Imagine being at the Ambassador's party, the great and good are out in full force, the conversation is flowing like fine wine and to top it all, you've just met the girl of your dreams. Things are going swimmingly, you've complemented her on the stylish off-the-shoulder number she's sporting and she's reciprocated your praise with a wry but sincere display of approbation for the cut of your trousers. Having returned from the bar (free, of course) with two pints of woodpecker cider you find your new lady friend engaged in deep conversation with a tall, dark and handsome stranger. You try to get back into the situation but your love rival calmly enquires of the young lady: "Excuse me, but is this man boring you?", to which she replies: "Yes". [For God's sake, man, tell us about the game – Ed].

Okay, so the metaphor may be somewhat convoluted, but it loosely mimics the fashion

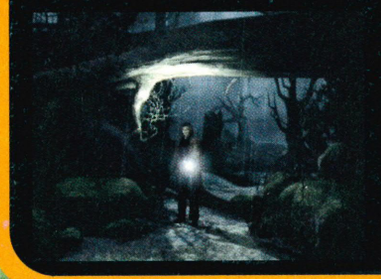


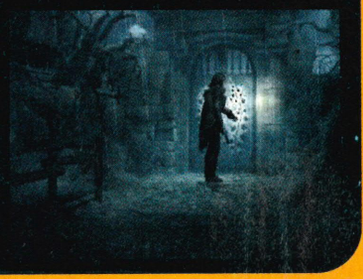
Yes, this is actually an in-game screenshot. Pretty impressive we think you'll agree.

You're Not Alone

Whilst you may well be in the dark, the title's suggestion that you're alone could not be further from the truth. When playing as Carnaby one of the first characters you encounter is an unfortunate soul who's had one of his arms ripped off – what could have inflicted such an injury? Don't worry, you'll find out soon enough...







"Some incredible real-time lighting effects are in evidence, with the beam from your torch illuminating the darkness-engulfed locales"

in which Capcom muscled in on (and claimed to have invented) the survival horror genre, when in reality Infogrames kick-started the whole shebang with its seminal 1992 release *Alone In The Dark*. The Infogrames game contained all the staples that make up the genre (namely a heady mix of exploration, puzzle solving and shotgun-based zombie mauling) yet somehow it wasn't until the debut of Chris Redfield and Jill Valentine that survival horror really gained the public's attention.

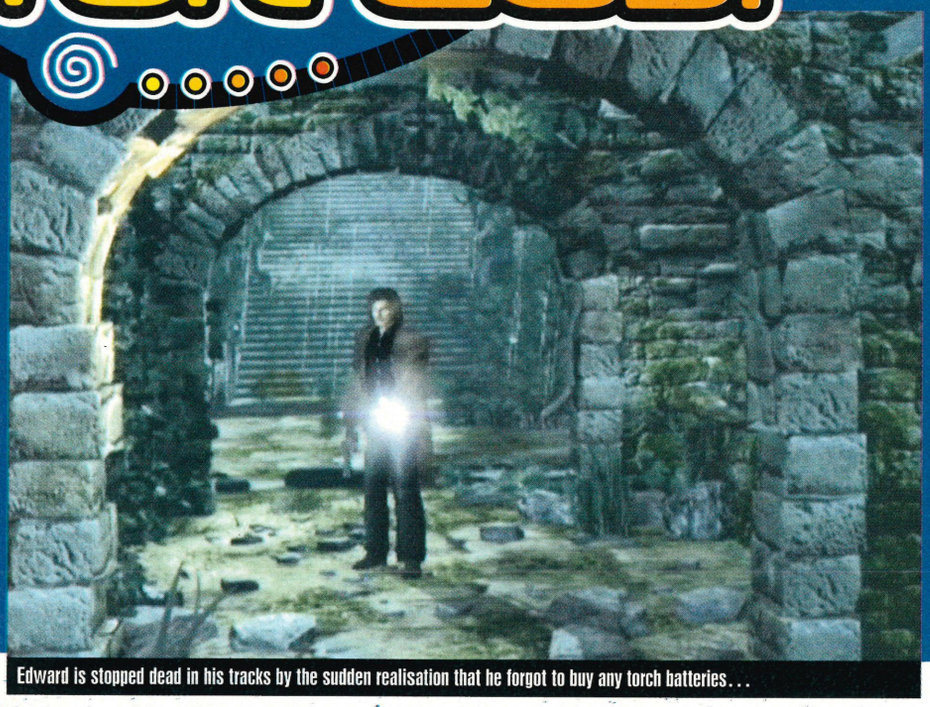
Lights Out

However, with the imminent arrival of *Alone In The Dark: The New Nightmare* (the fourth title in the series incidentally) the prolific French publisher looks set to step back into the survival horror limelight. Once again you assume the role of hard-boiled private dick Edward Carnaby as he picks up the threads of a case that saw the untimely demise of his old buddy Charles Fiske (Fiske met his maker whilst searching for three ancient stone tablets on the ominously named Shadow Island). Fuelled by the desire to avenge his friend's death, our man Carnaby sets off on an adventure that will take him into the world of the mad and macabre. In addition to Mr Carnaby, players can also choose to



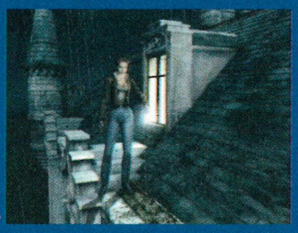
continued

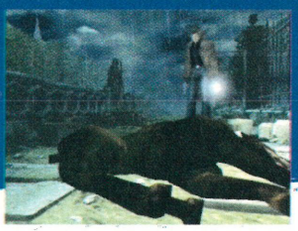
forecast



Edward is stopped dead in his tracks by the sudden realisation that he forgot to buy any torch batteries...







play as Aline Cedrac, a young university professor seeking out the aforementioned stone tablets for research purposes. Whilst en route to the island the two are separated after their plane crash lands, which in terms of gameplay means you get two different adventures depending on the character you select.

House Of Horrors

Carnaby's segment begins with him stumbling around in the woods outside the mansion of the eccentric Professor Obed Morton. Your first task is to gain entry to the mansion so that you can regroup with Aline and continue the investigation. However, things – as always – are not quite that simple. The main entrance to the mansion is locked, so access must be gained by an alternative route – in this instance an underground network of sewers. Suffice to say that by the time you actually enter the mansion you'll already have encountered a selection of the bizarre creatures that have overrun the island. To begin with you'll simply be attacked by a few rabid hellhounds, but before long the beasts you encounter become far more disturbing. Fortunately, these can be taken out with a few well placed shots from your trusty pistol, with the game's combat system working much like that of most other survival horror titles. Aline's section is a somewhat more cerebral affair, as she doesn't start the game with a weapon. Consequently any enemies you encounter must be evaded or dispatched in a more creative fashion.

Torch The Place

This may sound like pretty standard survival horror territory so far, and to an extent it is, but with that said, the game is by no means without its innovations. As the title suggests, this is a very dark game (you've probably noticed this from the screenshots on these pages). Luckily, both characters had the foresight to pack torches, which allow them to see (in a limited capacity) what is going on around them. This has allowed the developer DarkWorks to create some incredible real-time lighting effects, with the beam from your torch illuminating the darkness-engulfed locales you must traverse. Not only does this lend the game an unrivalled feeling of tension and claustrophobia, but it also acts as a crucial gameplay element. Many of the items in the game can only be seen with the torchlight on them, so a thorough search of each area must be made. What's more, your torch also doubles up as a weapon, as many of the game's smaller creatures are afraid of light.

With its engrossing plot, luscious visuals and tried and tested gameplay, *Alone In The Dark: The New Nightmare* looks set to be a far more interesting title than Capcom's lazy ports of *Dino Crisis* and *Resident Evil 2*. The real test, however, will be whether the game can usurp the current benchmark title in the genre, *Resident Evil Code: Veronica*. Rest assured we'll let you know in our comprehensive review of the game next month. Until then, don't have nightmares...

"It may all sound like pretty standard survival horror territory, and to an extent it is, but the game is by no means without its innovations"

Dark intentions

Carnaby's reasons for travelling to the mysterious Shadow Island are based purely on revenge for his murdered colleague Charles Fiske. However, Aline's motives for investigating Professor Morten's mansion are slightly less straightforward. She's been hired by a shady corporation to find out about the mysterious powers of three stone tablets located on the island. For reasons known only to her she's extremely reluctant to let Carnaby know anything about these stones. What could she be hiding?





essential information

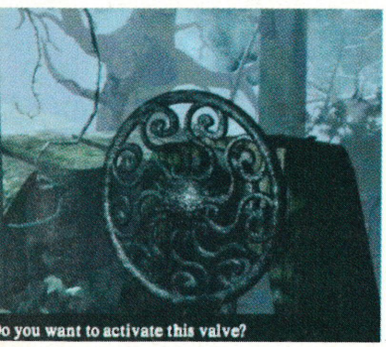
Dreamcast magazine

PUBLISHER	INFOGRAMES
DEVELOPER	DARKWORKS
PLAYERS	1 PLAYER
% COMPLETE	90%
RELEASE	JUNE 2001

ANTICIPATION RATING 85%

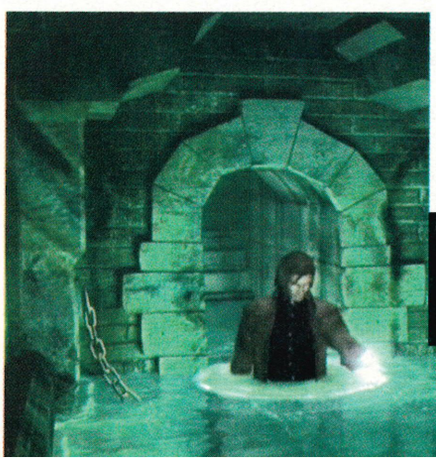
THEY SAY: Ever been scared? Ever jumped out of your seat? Ever been worried?

WE SAY: Yes we have, we're working on a Dreamcast magazine.



o you want to activate this valve?





All new

BOOM

PriZe Explosion!



Mobile Phones
0906 960 1893



Music CDs + Posters + Videos
0906 960 1894



Mini Disc Players
0906 960 1895



Laptop Apple iBook
0906 960 1896



Digital Hi-Fi System
0906 960 1897



PlayStation2
0906 960 1898



Pokémon
Trading cards and watches
0906 960 1899



PSone
0906 960 1900



Wide-screen TV
0906 960 1901



Buffy
Season 3
Episodes 12-22
0906 960 1902



Gameboys
Gameboy + Printer + Camera
0906 960 1903



Digital Camera
0906 960 1915



WIN-iMac
with iTunes & CDRW
0906 960 1904



TVs
TV / Video combination
0906 960 1905



Pocket TV 0906 960 1914



WWF Prizes
Videos, Poster, Games & Tickets 0906 960 1906



PlayStation
WIN - P1 & P2 games 0906 960 1907

Guess Who and WIN!
WIN £200 worth of jewlery
0906 960 1908



Make-Up worth £100
0906 960 1909



Guess Who and WIN!
WIN this Baby-G watch
0906 960 1910



Guess Who and WIN!
Robbie Williams concert tickets
0906 960 1911



scooter
0906 960 1912



Guess Who and WIN!
WIN this amazing Dreamcast
0906 960 1913



Call charged at £1.00 per min. Maximum cost of call £3.00. Ask permission from the person responsible for paying the phone bill before making a call to this service. Competition closes 30/06/2001 after which time they may be replaced by similar on the same numbers. Winners will be picked randomly from correct entrants. For rules or winners names send a SAE to Boom, PO Box 144 Stockport, Cheshire, SK4 3FT.





Whether you're a snotty-nosed goody-goody or an evil criminal mastermind, this is the game that'll prove who you really are once and for all!

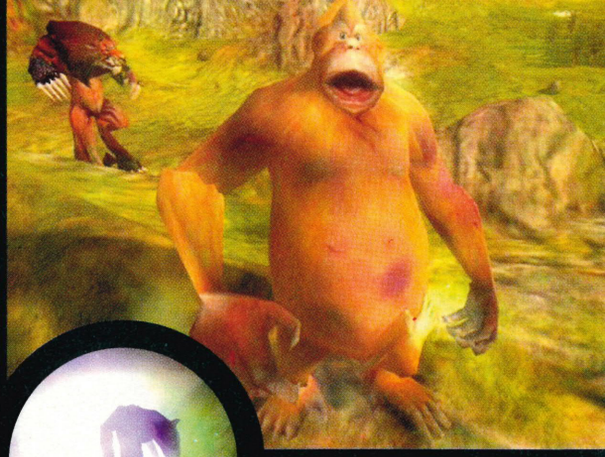
Black &

You can't just do anything you want in the real world – that's what we have rules and laws for. In the world of games though, where anything and everything can (and usually does) happen, you'd have thought this situation might be different. Strangely though, it isn't; ninety per cent of the time, you're saddled with the role of 'the good guy', trying to overcome evil, and the other ten per cent are sport and puzzle games. So what would you do if a game came along that put no restrictions on whether you were sweetness and light or downright nasty and malevolent... could you cope with the pressure of having to make that choice? What if you had the chance to choose what you did, when you did it and who you did it to, without the fear of retribution? Making the decision to be either good or evil might be tough, but it isn't impossible. After all, as Michael Jackson once said, "It don't matter if you're black or white"... but then his best





Bad cow! Naughty cow! In your bed! Punishing your creature is fun...





softography

previous works

> First Dreamcast Game

Lionhead



Once your creature gets bigger, he'll tower over everything, including your followers... don't step on them, will you?





friends are Elizabeth Taylor and a monkey.

Black & White has been on the cards for ages – we've seen more than enough screenshots and information about the game to last us a lifetime, but what we haven't had the chance to do is actually play the damn thing... until now, anyway. Those gamers lucky enough to own a decent enough PC can pick up a copy of the game right now, but sadly the Dreamcast version is still a little way off – despite regular pestering, the best release date we could squeeze out of SEGA's PR bods is 'sometime in August'. Of course, you know how impatient us DREAMCAST MAGAZINE-types are when it comes to telling you about the best games around. That's why we talked our friends on *Strategy Gamer* into letting us take the finished PC version for a thorough test-drive instead, just so we could give you the complete lowdown on how amazing *Black & White* really is. Honestly, the things we do for you people...

In The Garden Of Eden, Honey

If you haven't been paying much attention to the games buzz, you may not know that the biggest thing about *Black & White* isn't that it's taken more than three years to develop, or the fact that it comes from one of the gurus of the gaming industry, Peter Molyneux... oh no. It's the fact that compared to other similar-styled games, *Black & White* lets you get away with pretty much anything you care to do. Usually, god games consist of doing the right kind of thing to keep your people happy, while doing the 'wrong thing' and

"What would you do if a game came along that put no restrictions on good or evil... could you cope?"

White

Talk To The Hand

> Normally with games of this magnitude you'd expect to see a whole stack of buttons, icons and other things dotted around the screen. Thankfully, this isn't the case with *Black & White* because everything you need to do has been squeezed into one all-powerful cursor known (not surprisingly) as the Hand of God. The Hand adapts itself to your every need, depending on the situation at hand (boom boom). Throwing, giving, stroking, slapping... it can all be done when the action is called for. Of course, you can do things just for the hell of it too, such is the will of a god – whether you feel like knocking down a whole forest or seeing how far you can throw a villager, there's nothing stopping you here!

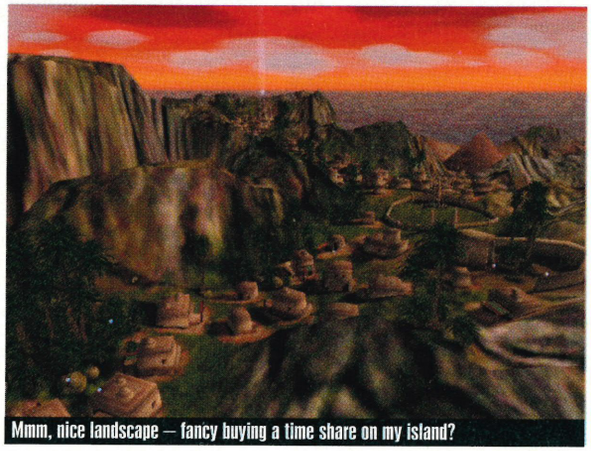




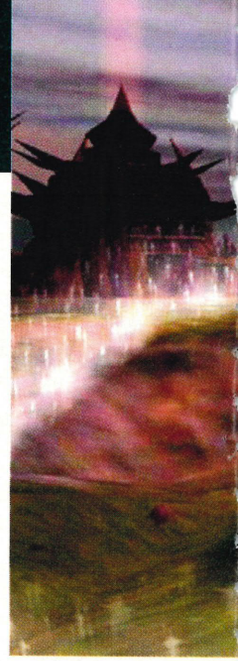
continued >

Web site: www.bwgame.com





Mmm, nice landscape – fancy buying a time share on my island?



losing their faith is constituted as failure. Indeed, there is a structure of missions and quests that need to be completed in order to progress through *Black & White*, but only when you feel ready to do so. The lack of time restriction gives you the opportunity to develop your villages and creature as you see fit – although some aspects of the game won't be revealed until you do so, the amount of freedom you have is totally unbounded. Also, there's no such thing as failing to complete a quest correctly – as long as things go the way you've planned, you can consider yourself successful. Was the destruction of half the village, coupled with setting most of the natives on fire your aim in the first place? Then you're a success... well done.

Saying that though, this new-found freedom takes us back to the question we considered before – given the choice, would you take the side of good or evil? As you might have noticed there are indeed many different ways to complete each quest, representing good, evil and a mixture of the two. The way you treat your followers outside of the set quests also affects your moral allegiance... while choosing to shower your disciples with food and water would win them over for sure and make you seem good, squishing those who fail to come round to your way of thinking could most certainly be perceived as evil. Of course, there's no higher power to prevent you acting in these ways – sure, your in-game conscience (played by a beard-toting angel and a devil complete with rough Brooklyn accent) might try to push you in one direction or the other but for the most part, there's no arguing with you. You are 'god', after all.

Praise The Lawd!

Still a bit sceptical on how far you can take the whole 'should I be good or should I be bad?' thing? Then let us give you an example. Shortly after acquiring your creature you'll come across a group of sailors who, rather than take up residence in the village, would rather set sail across the wide-open sea to lands afar. Now, the options available would be pretty obvious to a good and just god – simply bring them everything they need in order to prepare for the voyage (such as wood to build the boat and food to feed them during the journey). Of course, all this means that you'll have to say goodbye to some of your villagers and the last thing you want is to lose believers... since they don't seem to want to change their minds, you might feel like teaching them the hard way. Suggestions? Well, heating up some boulders in the nearby

"The detail in Black & White is so intense, you'll think that someone had a serious obsession about it"



The more your followers pray, the more power you'll have for miracles.



Creature Comforts



> Play around on the first island for a bit and eventually you'll get the opportunity to pick your own creature – a godly being that'll come in handy when you need some help convincing the natives to believe in you. You'll only get a small selection of creatures to begin with (that being a cow, an ape and a tiger) but as you complete certain tasks around each island, you'll open up the chance to transfer the personality of your creature into another body – turtles, sheep or polar bears, the opportunity is there if you can find it...

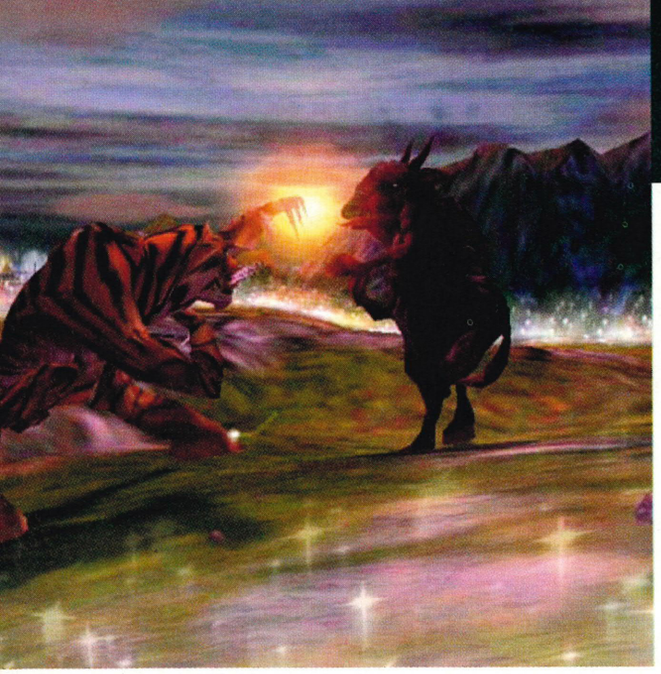
Naturally, your creature evolves over time and as long as you keep it fit and healthy with the right food and regular exercise, he (or she, if you feel that way inclined) will soon grow up to be big and strong. Of course, there's no guarantee that it'll turn out to have the same allegiances as you – while you might be doing your best to keep your followers sweet, a lack of training might lead to your creature being nastier than Hitler himself. Good use of the different leashes might help push it in the right direction, but even you can't keep your eyes on it all the time...











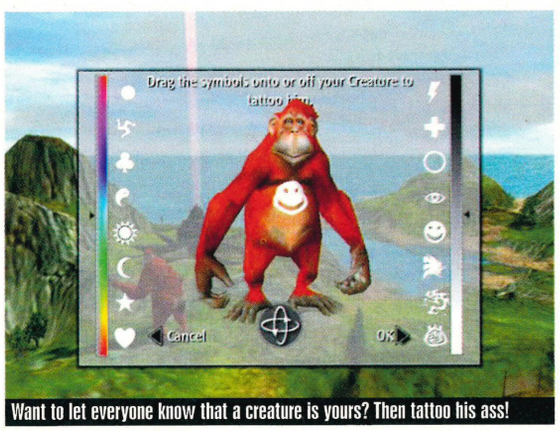
campfire and then chucking them at the half-built boat might be a good place to start. Then you could give the sailors a first-hand taste of what it's like to cross the ocean... by picking them up and tossing them over the horizon, before feeding the remaining traitors to your creature. Nasty, eh? Well, we did say you could do whatever you felt like – the only thing stopping you is how creative you can be in your good or evil ways (though coming up with original evil deeds is much more fun). The decision, as that annoying bloke from *Blind Date* says, is yours.

God Almighty!

However, although running amok through the land might sound like a nice idea, you might be too busy noticing all the little things that happen without your intervention to keep your mind on the task at hand. Normally, talking about how much attention to detail a developer has paid towards a game is something we'd only mention in passing, but *Black & White* is so intense, you get the impression that someone at Lionhead had a serious obsession for detail. Your followers are incredibly detailed and act according to their role in the village, the weather changes constantly from sun and rain to snow and even intense storms, fires are lit when night-time comes... the list goes on and on and what's more, you can zoom right into the heart of any village and watch it all take place. And the best thing of all is that we've had firm assurances that everything from the PC version will be included in the Dreamcast game. Ace!

It should be pretty obvious by now that *Black & White* is a very special game indeed... having taken so long to finally arrive, it's not surprising really. Short of something totally catastrophic happening between now and August though, it's a dead cert that this will be THE game to own on the Dreamcast when it hits the shelves. Guess we'll all have to just wait it out until then...





Want to let everyone know that a creature is yours? Then tattoo his ass!







All I Need Is A Miracle

Being a god, you'd be right to expect that you've got a bit more power than just the ability to pick up rocks and throw them over the heads of your villagers. Although not apparent from the very beginning, you also have the potential to cast a wide variety of Miracles... however, you'll need to be in possession of enough Prayer Power to cast one, so make sure you've got a constant supply of worshippers in your temple. It takes great skill to use Miracles properly – sure, you won't have much trouble picking up a One-Shot Miracle from any nearby Miracle Dispensers you come across but as the name suggests, you can only use these once. For repeated use, you'll need to master the art of gesturing; by drawing one of many magical symbols on the ground, you can summon up any of the Miracles you've learnt in an instant. Need some extra trees rather quickly? Just wave your hand and cast a Nature Miracle. Fancy hurling flaming boulders into the nearest non-believing village? Then a Fireball Miracle it is. Even if it's not called for, you'll have a wealth of godly power at your fingertips... how you use it is entirely up to you.



And it burns, burns, burns – the ring of fire... the ring of fire. Except this one is a Spiritual Shield Miracle... d'oh!



forecast

Several Days In The Life Of Black & White

› Saying how great *Black & White* is might be all very well, but we're sure you want more. That's why we kept a diary of our adventures during the opening few 'days' of the game...



Hmm, nice!



Day One

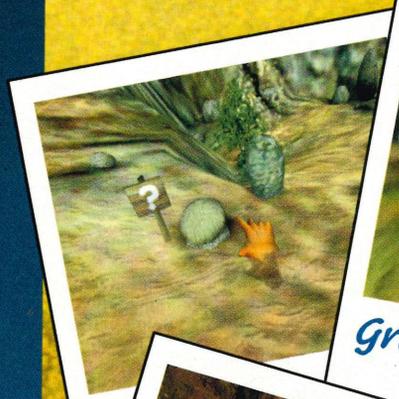
Now that we've arrived on the island, the first thing we really want to do is check everything out. By dragging ourselves around the island, we can take a good look at what's going on and where everything is – as well as the main village where all of our followers live, there appear to be several other huts and buildings dotted around the edge of the island that we'll have to come back to later, once our influence has spread. There's also the highlight of the island just outside the village – our sacred temple. Unfortunately, it's not quite finished yet, but that's nothing that dropping a few planks of wood outside it won't solve. With that out of the way, we can set about opening those huge wooden gates at the far end of the village. Three gate stones are needed here, but we've already seen the first one... some believers were dancing around it earlier. The second one isn't so easy though – a woman wants us to help her lost brother before she'll hand it over. To be honest, we haven't got time for this... so what do we do? Waste precious time looking for some bloke who wandered too far into the woods? Help the woman find him herself? Why not just drop a rock on her head, then use the same rock to smash her house down and nick the stone from inside? Hmm, a bit harsh we think... let's go for the second option. Voila! The second stone!







Serves him right!





Great carving!





Monkey see...

Day Two

The sun appears over the horizon and it's time to go looking for that third gate stone. What? It was destroyed years ago? Bugger. Oh well... we'd better get someone to carve another one. One trip to the local quarry later and the village sculptor can get to work; with the final stone in hand, we can finally go through the gates and pick ourselves a godly creature to serve and protect our people. We could have picked the tiger (just because he's fierce and looks cool) or the cow (because... well, it's a cow) but simply for the comedy value, we plumped for the ape. What's more, we're going to call him Spanky. Here, Spanky! Come and let daddy put this lovely little collar on you...

Just as soon as we've got Spanky leashed though, there's already a problem for him to help out with – some fishermen are drowning in the ocean after their boat capsized and only our creature is big enough to wade in and rescue them. We think this'll be easy; all we have to do is click on the fishermen as they float in the water and Spanky will rush to the rescue... we hope. One fisherman back to the shore, two fishermen – so far, so good. Sadly though, Spanky decides that there's a quicker way to get the other two without having to trudge back and forth... by promptly throwing the third all the way back to the beach and then eating the fourth one. Spaaaaan-keeeeey!

Day Three

After giving Spanky a hearty breakfast of grain and fish (to add to the handful of rocks that he ate early and then vomited back up... dumbass), it's time for some basic training. Nothing too taxing to begin with – using the Leash of Learning to lead him over to the ocean, we thought we'd give him a lesson in rock throwing. Pick up a small boulder... take aim... and toss it into the sea! Easy. Unfortunately, Spanky wasn't so keen on the idea and after kicking down a few trees nearby, he decided to take a dump on the beach instead. Typical.

Anyway, it's time he had a bit of interaction with some non-believers... as long as he doesn't eat any of them like he did yesterday, that is. By leading Spanky into the non-worshipping village on the other side of the mountain, we can convince them to 'believe' in us and thus spread our influence. We tied Spanky to the Village Centre, gained a great deal of belief points... and then he decided to take another, somewhat larger dump right on top of the Village Store. Needless to say, the villagers weren't happy. Spaaaaan-keeeeey!



Tickle, tickle!













Stupid monkey...





Nice or nasty?

Day Four

Things are going better for the village and our little Spanky – not only has he learnt that crapping on people is 'a bad thing', but he's also mastered the art of casting Food Miracles, thus leading to the Village Store being stocked with grain. Unfortunately, he also seems to have finally picked up on our throwing lesson and now seems content to pick up anything close to hand (rocks, trees... even villagers) before flinging them as far across the landscape as he can. Grrr.

Once again though, the cries for help from the followers catch our attention, so we rush to see what the problem is. Apparently, someone has been kidnapping the children and locking them away in a secret place – time to bring Spanky in on the action. Of course, the trick here is to get Spanky to catch the culprit but not to let the naughty beast eat him; otherwise, we'll never find out where the children are. Thankfully, Spanky seems to be listening to us today and after a few clicks around the landscape, the children are back in the crèche safe and sound. Hoorah! Well done Spanky! You know, we might be able to train the little critter after all...

essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	Lionhead
PLAYERS	1-4
% COMPLETE	85%
RELEASE	August 2001

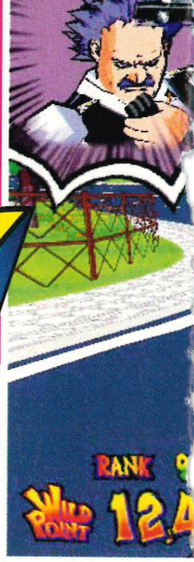
ANTICIPATION RATING 95%

THEY SAY: Every action has a reaction. It's your chance to find out who you really are...

WE SAY: Finally, an incredibly hyped game that really could live up to our expectations!

WILD RIDERS











NOTHING CA





Jump on your bike, rev that engine and get speeding... there's something wild going on in arcades up and down the country. Arcade guru Alex Warren investigates.

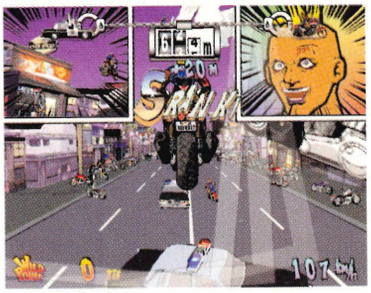
You always know when SEGA has a new arcade game in town – the fanfares start blazing, the red carpet comes out and you can't get anywhere near the double doors to get into the arcade, let alone close to the machine itself. Well, maybe not the first two... oh okay, maybe none of them, but you get the point.

Ride On

Arriving as one of the first games to harness every last drop of the mega-powerful Naomi 2 arcade board, *Wild Riders* is an arcade treat in every respect. It looks awesome, it's great fun to play, is easy to pick up and instantly addictive – what more could you possibly want from an arcade game? First displayed at this year's ATEI Show back in January, the game has been on test in various arcades around the country for a while now and, by all reports, it's been going down an absolute storm.

Best described as the bastard offspring of *Crazy Taxi*, *Harley Davidson* (remember that one?) and *Jet Set Radio*, *Wild Riders* plumps you on the back of a throbbing motorbike and demands that you race along at mind-numbingly high speeds, breaking every road law in the book whilst avoiding the cops. After all, you don't fancy spending a night in the nick, do you? So anyway, drive as fast as you can, keep ahead of the police and get to the end of the level without breaking sweat – nothing could be simpler, could it? Well yes, actually. To add an extra dimension to the gameplay, there's a rather large number of obstacles that you have to either jump over by pulling up on the handlebars or slide under by pushing down on them. It might not be the most original idea ever, but the way in which it has been done is rather novel, and more importantly helps make *Wild Riders* a genuinely enjoyable game to play.

The entertaining, if not sparkling, gameplay is complimented by some of the most stunning graphics you're ever likely to have seen, thanks in no small part to the Naomi 2's ability to deliver 16.77 million colours, 10 million









"By all reports it's been going down an absolute storm in the arcades"

WOW!

Would You Look At That

Wild Riders joins an ever-increasing list of grade A arcade titles spurting forth from the loins of stalwart SEGA developers WOW Entertainment. Wow, they really are arcade experts!

Virtua Golf
Sega Sports Jam
Sega Striker Fighter
Emergency Call Ambulance
Brave Firefighters
Sega Bass Fishing
Airline Pilots
Zombie Revenge
Sega Marine Fishing
The House Of The Dead 2







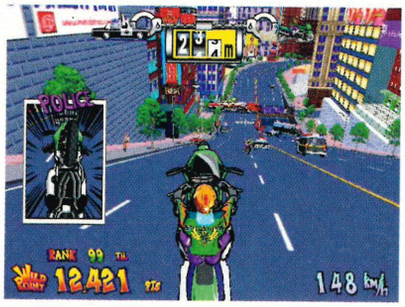








continued >



polygons and 2,000 M pixels per second. If that's not enough to blow you away, nothing will! The obvious *Jet Set Radio* comparisons will be made, but the artistic style of *Wild Riders* is far more heavily influenced by the comic book than its predecessor.

Wild, Wild West

However, nothing's perfect, and *Wild Riders* is no exception to the rule. Since the dawn of time, all of SEGA's motorcycle titles – from *Super Hang On* all the way to *Harley Davidson* – have been the real deal in terms of simulation, with sit on bike *ét al*, yet for some reason any such experience is denied with *Wild Riders*. Instead all we get is a standard cabinet with fancy handlebars which doesn't quite give the experience you might want. We might be picking holes but it's a valid point and the only explanation for this oversight can be that it would have cost too much... and we all know how strapped for cash SEGA is at the moment. Apart from that though, there's not much that we can hold against SEGA and the game's developer, WOW Entertainment, as they clearly have another winner on their hands.

Wild Riding

With *Wild Riders* currently on test in our very own SEGA Park in Bournemouth, we went to meet the throngs of people to find out what they thought of SEGA's latest arcade offering.





Phil Kennedy

Age: 17

Occupation: Chef

Thoughts On *Wild Riders*: It's a good laugh. Obviously it's not gone for the realistic vote but that's not a bad thing as it looks really stunning, really crisp. The vague story line kind of helps as it adds something to it, but I'm not too sure about the control system. It's good but not great.



George Shaw

Age: 17

Occupation: Unemployed

Thoughts On *Wild Riders*: It's good, much better than I thought it would be. It looked a bit dodgy but when I played it I thought it was actually really good fun. The control was a bit slidey but not enough of a problem to make it too hard to play. Graphically, it's gone for the *Jet Set Radio* look, and mixed with the *Crazy Taxi* style of gameplay, it makes for a pretty decent game.



Adam Raveney

Age: 20

Occupation: Chef

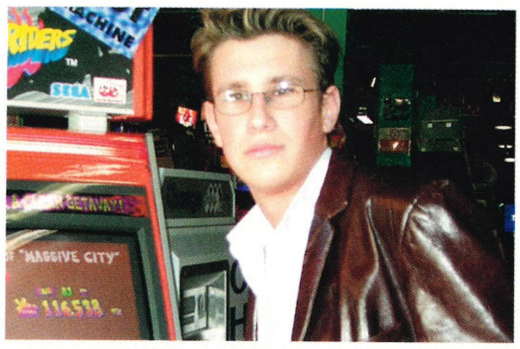
Thoughts On *Wild Riders*: I didn't like it much at all. It was quite fun to watch and I was looking forward to having a go myself but it just wasn't any fun to play. It's quite hard to get to grips with as the control's a bit weird and unresponsive, especially when you pull up to jump. Visually it's just about average, but it's not really my sort of game.

Chris Barnard

Age: 19

Occupation: Salesman

Thoughts On *Wild Riders*: It's a bit like *Crazy Taxi*, isn't it? It's all right, I guess. It's action-packed and keeps moving all the time so it never really gets boring. The graphics are pretty basic, although what there is is pretty colourful and solid. I didn't think much of the control system – it would probably be better if it was a sit on machine rather than just a stand up one.





Jon Smith

Age: 18

Occupation: Deliveries

Thoughts On *Wild Riders*: It's all right, but it's a bit slow. The graphics are okay and stuff, but it's not the sort of game I'd usually play. It might be the kind of thing I'd play every now and again if a mate had it but I don't think I'd pay any money to play it.

Matt Johnson

Age: 18

Occupation: Roofer

Thoughts On Wild Riders: I thought it was good actually – pretty fast too. The controls were a bit too unresponsive though – it didn't always jump when you wanted it to so you'd end up getting caught really quickly. Otherwise it's a good, fun game and the sort of thing I'd definitely come and play again. It looks as sweet as a nut too – it's not at all sketchy or blobby – and is really smooth, which helps make it really enjoyable.

Thanks to all the guys down at SEGA Park, Bournemouth available for bookings on 01202 316 396.

UNIQUE LOGOS & TONES FOR YOUR NOKIA, SAGEM OR MOTOROLA



Just choose a ring tone or graphic from this page, call the order line and your selection will be sent - instantly!

CALL **090-77-87-06-82** (from Ireland call 1580-927-240)

OR, use the Fax-Back line- **090-77-87-05-49** (Ireland 1580-927-241)



NEW TONES FOR SIEMENS & ERICSSON PHONES

Now available ONLY*on the Website! *See base of ad for details

LISTEN TO THE CHART TOP 20 ON THE PREVIEW LINE 0905-028-131

Calls on this No. are only 25p per min.



POPULAR RINGTONES

0257 2 Times - Anna Lee
0260 Absolutely Everybody - Vanessa Amorosi
0001 A-ha - Take On Me
3707 Always Come Back To Your Love - Samantha Mumba
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.. - Fragma/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

WRESTLING

THE ROCK 1835 | HARDY BOYS 3040
APA PROTECTION 3042 | BUH-BUH RAY DUDLEY 3043
CHYNA 3044 | RAVEN DUDLEY 3045
COOL 3046 | KANE 3047
KA KURT ANGLE 3048 | STONE COLD STEVE AUSTIN 3049
DEADMAN THE UNDERTAKER 3050 | TRIPPLE H 3051
Y2J 3052 | RIKISHI 3053
TEST 3054 | BIG SHOW 3055
HARDCORE 3056 | WRESTLEMANIA 3057
RAW IS WAR 3058 | SMACKDOWN 3059

MUSIC

XZIBIT 4150 | ATOMIC KITTEN 4151
BACKSTREET BOYS 4152 | BAHA MEN 4153
COLDPLAY 4154 | CRAIG DAVID 4155
FATBOY SLIM 1682 | Dido here with me 4158
DRDRE 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

Spice Girls 1547 | EMINEM 1555
SCLUB7 1564 | vengaboys 1668
Stereophonics 1670 | OASIS 1672
ABBA 1679 | BOOMKASHA 4002
Staines 4011 | Shaggy 4110
Robbie 4111 | Britney 4113
ELVIS IS THE KING 4114 | Madonna 4115
Liberty 4117 | destiny's child 4157
RONAN 4169 | samantha mumba 4170
U2 4172 | METALLICA 0845

FILMS/TV

007 1550 | Buffy 1552
STUART LITTLE 1671 | THE MUMMY 1716
1719 | AUSTIN POWERS 1720
JEDI 1721 | SCREAM 1730
STAR WARS EPISODE I 0693 | 0566
POOH 0609 | 0635
0655 | X-MEN 1717
THE BLUES BROTHERS 0677 | 0681
MIB 0686 | AMERICAN PIE 0699
SPEED 0707 | TITANIC 0710

FOOTBALL

ROVERS 1469 | Charlton 1652
COVENTRY 1653 | IPSWICH TOWN 1654
LEICESTER CITY 1655 | I ♥ BECKHAM 1832
UNITED 3501 | the blues 3503
BARNSLEY F.C. 3930 | FOREST 3937
FULHAM F.C. 3938 | GRIMSBY 3940
NORWICH CITY F.C. 3942 | POMPEY 3944
SHEFFIELD WEDNESDAY 3948 | THE BLADES 3950
MILLWALL 3954 | TOBY TYKE 3956
TRANMERE ROVERS F.C. 3957 | THE HORNETS 3958

FOOTBALL

Arsenal 1461 | CHELSEA 1462
DERBY 1463 | EVERTON 1464
LIVERPOOL 1466 | Newcastle Utd. 1468
1475 | HEARTS 1481
SCOTLAND 1485 | Wolves 1489
Millwall F.C. 1546 | 1650
SUNDERLAND 1660 | TOTTENHAM HOTSPUR 1661
RED DEVILS 3511 | BOLTON WANDERERS FC 3932
CARDIFF CITY 3934 | CRYSTAL PALACE 3936
QPR QUEENS PARK RANGERS 3946 | DERBY COUNTY 3960

For 1,000s more, go to the website: www.uniquelogos.co.uk

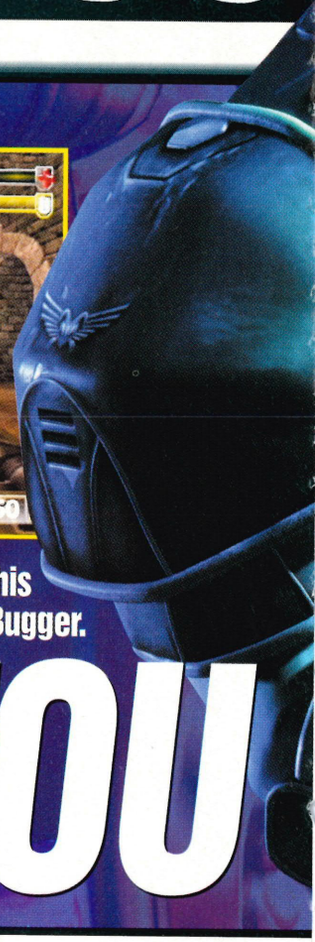
The following Nokia handsets can receive both tones and graphics- Nokia 3210, Nokia 61xx series, Nokia 71xx series, Nokia 81xx series, Nokia 8210 series, Nokia 88xx series Nokia 9000/9110. The Nokia 51xx series can only receive graphics. Tones are compatible with Sagem Models are MC930, MC/MW932, MC936, MC/MW939, MC940, MC942, MC946, MC949, MC950, MC952, MC956, MC959(R) and Motorola T250, V50, V100 & V8088 (2001 models). Tones for Siemens and Ericsson cannot be sent over the order lines. See the Website for details. Calls to 0905 No costs 25p per min. Order line & fax cost £1.50 per minute, average call time 2.5 min. Calls from mobiles may cost more. A service of TAP, Borehamwood WD6 4PJ. Callers must be over 16 and get permission from the bill payer. Customer Support UK 0870-046-0047 (Ireland: 1850 927222) or write to Furi Tones, PO Box 9107, Birmingham B7.

the game

Guide to Dreamcast gaming







48 After playing the finished game to death, we can honestly say that this is the best damn first-person... oh, wait – it hasn't got online play. Bugger.

UNREAL TOU

Reviews Editorial



Despite the stereotype of games fanatics being sad, lonely blokes who lock themselves in their rooms and don't even know what a real girl looks like, some of us are quite lucky to escape it. Mind you, that doesn't mean we're any better off – speaking as one of the only people on Dreamcast Magazine who actually lives with his girlfriend (or even has one... poor, poor Wozza), going against the stereotype is sometimes a pain in the arse. Why? Because hours that could be spent enjoying the new wave of ace Dreamcast titles like *Crazy Taxi 2* or *Confidential Mission* has to be used as 'quality time' with the missus instead... unless you've got a lady who either goes out a lot or is incredibly understanding, that is. It's not all bad, of course – there are plenty of perks to the situation but to be honest, it comes down to a simple choice; enjoy games as you have done in the past or seriously cut down. It's all part of growing up, you see... many of you will know exactly what I'm talking about and if you haven't got there yet, you'd better be prepared for it. A life without games? Good God, noooooo!

Martin Mathers
Games Editor
(but only in work time)

DREAM TEAM

Now that our old colouring-in chimpy Trenty has passed on, the rest of the team have been adjusting to life without the old codger...



SIMON PHILLIPS

Since Trenty's passing, Editor Lips has been feeling deeply moved... though that could just be the curry he had last night.

Game Of The Month: Crazy Taxi 2



CHANDRA NAIR

Having written another huge solution for an RPG, Chandra handed it in only five days late, rather than the usual eight, as a mark of respect.

Game Of The Month: Skies Of Arcadia



ALEX WARREN

Poor old Wozza has been hit hardest by the loss. Who will he cuddle up against when the nights are cold and lonely now?

Game Of The Month: Crazy Taxi 2 (again)



WILL JOHNSTON

Why should Will care what happens to Trenty? Will don't care about nobody... nobody, I tells ya! At least, that's what his mum says.

Game Of The Month: Hit The Deadline



GAZ 'DONT CALL ME GARY' ADAMS

New boy Gaz has coping under the strain of taking over... by doing Trenty's job even better than he ever could. D'oh!

Game Of The Month: Speed Designing



SIMON GRIFFIN

The wolfman didn't know Trenty all that well – of course, that hasn't stopped him helping us throw things at Trenty's new desk.

Game Of The Month: Evil Dead (haha!)



KAREN HOLLOCKS

Brave Karen was so distraught, she even donated some of her boyfriend's personal school crayons to the Design Chimp Appeal.

Game Of The Month: Spider-Man



NICK TRENT

As for the man himself... well, he's at peace now. Mind you, he's still within shouting distance of our desks so he's not out of danger yet...

Game Of The Month: Free At Last!

All the latest Dreamcast ...es reviewed and rated!



EXCLUSIVE REVIEW

...RNAMENT



And The Rest...

Spider-Man 56
Spins a web – any size, catches enemies just like flies. Presumably though, he doesn't eat them... that would just be plain nasty.

Confidential Mission 62
Dust off that treasured Dreamcast lightgun – it's time for some spy-related non-stop blasting action. James Bond, eat your heart out!

18Wheeler: American Pro Trucker 66
It looked great in the arcades, but has SEGA forgotten to offer Dreamcast users anything extra? That's a big ten-four, good buddy...

Stupid Invaders 70
Bet you never thought you'd see a point 'n' click adventure on the Dreamcast... especially one full of pig-thick aliens. Well, think again!

Import Review Extravaganza!

Mars Matrix 72
What's that? A scrolling shoot-'em-up from Capcom that lasts more than five minutes? Pull the other one, it's got bells on!

Last Blade 2: Final Edition 74
Alas, poor SNK... we knew them well. Still, we wish that we didn't after playing this poor excuse for a beat-'em-up...



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 more? 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 crème de la crème 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.

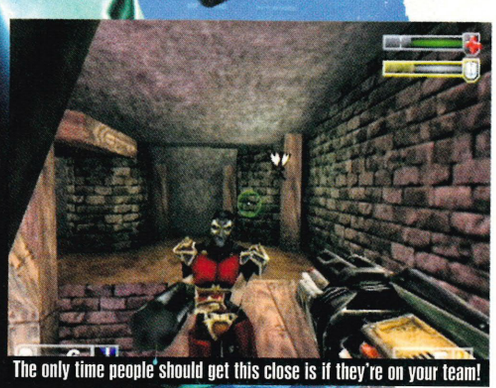
25% – 49% – Games this low are a bit like those girls that you meet in your local nightclub... they look okay until you actually get them home.

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.

b site: www.infogrames.co.uk





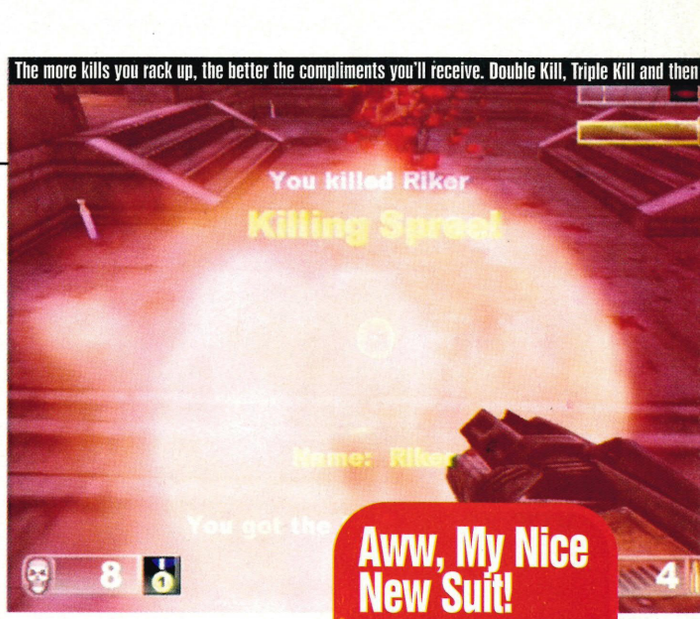


The only time people should get this close is if they're on your team!

Dreamcast magazine

PUBLISHER	INFOGRAMES
DEVELOPER	SECRET LEVEL
RELEASE	JUNE 1, 2001
PRICE	£29.99
GENRE	SHOOT-'EM-UP
PLAYERS	4 PLAYERS
VM UNIT	SAVES GAME
PERIPHERALS	VIBRATION PACK, KEYBOARD MOUSE





Unreal Tournament

Big warriors with even bigger guns and more frags than you can shake a stick at – the war of the first-person shoot-'em-ups just got even better...

Much like many other great oppositions in life, be it in gender (lads or lasses), politics (Labour or Conservative) or soap operas (*Eastenders* or *Coronation Street*, obviously), the battle for domination in the world of first-person shoot-'em-ups comes down to two giants – *Quake III Arena* or *Unreal Tournament*. Either you go mad for *Quake* or prefer the action of *Unreal*... for some reason, there seem to be very few people who go for both in this crazy mixed-up world that we live in. While the pair have clashed several times in the past on other platforms, it's been pretty much a one-horse race over on the Dreamcast, so the petty squabbling has been kept down to a bare minimum. However, now that *Unreal Tournament* is finally being unleashed onto the Dreamcast, it's no longer necessary for gamers to side with one game just because it's the only one available. Believe us, this is going to cause some serious arguments before the day is out...

The Un-Real World

Of course, Dreamcast owners have spent a fair old while waiting (as well as watching the game appear on both the PC and the PlayStation2 before it) to get the chance to play *Unreal Tournament* on their own consoles. Still, we can assure you that the wait has most certainly been worth it... people wanting some serious bloodshed, heavy artillery and even more bloodshed will be in heaven. For the record though, it's worth saying that if you're expecting a PC-perfect conversion then you might as well give up hope now – unless you're some kind of delusional freak, it was pretty clear from the day Infogrames announced it that the Dreamcast version of *Unreal Tournament* would never live up to its bigger and more powerful PC brother's standards. Mind you, it's a damn sight better to play than the sluggish monstrosity that appeared on the PlayStation2 recently...

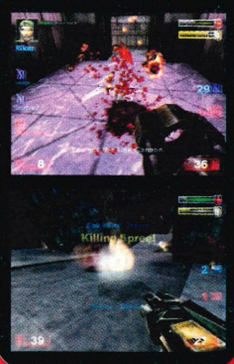
"It was pretty clear from the day Infogrames announced it that the Dreamcast version would never live up to its bigger PC brother's standards"





Aww, My Nice New Suit!

There's nothing quite like really laying into your opponent to get some of that frustration out of you – more often than not, it's never quite enough to just frag them and let the game continue. That's why most of the weapons in *Unreal Tournament* come with secondary firing modes that offer slightly more powerful (yet harder to use) ways of fragging/eviscerating/splattering your opponent all over the wall. Whether you prefer the Pulse Gun's Energy Beam, the Shock Gun's Plasma Ball or even the Flak Cannon's Deadly Impact, you'll probably need to have a long shower before you can wash the remains of your opponent out of your hair – unless you use the Redeemer's Nuclear Strike, in which case you probably won't have any hair left after the blast!



Online Information



www.unrealtournament.com

Well, good gravy – if it isn't an official Web site that doesn't just restrict itself to information about the PC version, but includes DC info too! Hallelujah!

review

Web site: www.infogrames.co.uk







haven't we always told you that Sony machines are bad for your health?

Frag-gle Rock

Aside from a few really irritating omissions that we'll get to in a minute, *Unreal Tournament* really does seem to be a contender to the title of 'Best First-Person Shoot-'Em-Up'. To the casual observer, there might appear to be little difference between it and *Quake III Arena* – after all, you just run around an enclosed arena, shooting people like crazy until someone reaches the frag limit and wins the game. Unfortunately, that's the nature of the beast that is the first-person shoot-'em-up genre, but to make *Unreal Tournament* stand out from the rest of the crowd, Infogrames has done its best to keep things fresh by throwing in a mix of game styles. Along with the obligatory Deathmatch mode (and also Team Deathmatch, which is the regular Deathmatch but in teams... duh), there's also the classic Capture The Flag mode, where stealth and cunning are just as important as using your gun, and the rather special Domination mode – we love it so much, we've dedicated a whole boxout to it over on page 54. All of these modes offer a different type of game to prevent you from tiring of simply blasting enemies to pieces... not that we get tired of that, you understand.

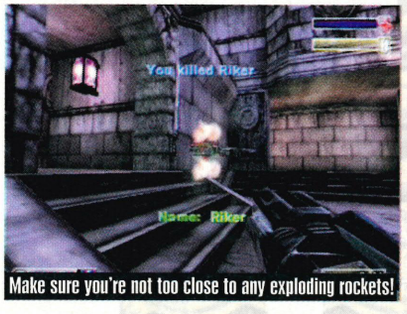
To accommodate the varied styles of gameplay, there's also a huge selection of stages to play on, totalling well over 60 once you've unlocked them all. They're not all selectable within each mode – some are specifically Capture The Flag or Domination levels, while the rest are pure Deathmatch arenas – but there's still a lot of arenas on offer, set across a wide variety of locations such as space stations, medieval castles and even the mean streets of the ghetto. Sure, it's true that *Quake III Arena* also had a good variety of levels within which to blast each other, but where it fell down was in the multiplayer mode – the more players you had, the less levels you got to choose from. Clearly, this is a mistake

"Despite assurances that Unreal Tournament would definitely be playable over the Net, Infogrames has removed the option completely"



These days, fighting to get a sun-lounger by the swimming pool is a lot rougher than it used to be...





Make sure you're not too close to any exploding rockets!

awesome moment

Grab the Sniper Rifle, then perform the always-wonderful head shot.







If you ever get the chance to pick off enemies while they're fighting amongst themselves, use it! Hey, it's not like we're aiming to get a fair play award here now, is it?

that Infogrames has decided not to make, because *Unreal Tournament* offers all of the levels, all of the time... which is great considering that you don't get bored of the same old levels time and time again.

Who's The Daddy?

However, whilst all this information is good to know, what you're probably concerned with isn't the size of the levels or the different characters available – it's what the weapons are like. After all, the most important thing about any game like this is how big the guns are, because you'll be spending most of your time using them to the extreme. Well, don't panic; in comparison to the weedy weapons in *Quake III Arena*, *Unreal Tournament* offers some rather meaty (and in some cases, totally overboard) devices of destruction for you to play around with. From the basic Enforcer Handgun – although these become more useful once you pick up two of them – and the impossible-to-use but very messy Impact Hammer to very cool guns like the Pulse Gun and the Flak Cannon, there's plenty of choice and you're bound to find one that you're entirely happy with using 99 per cent of the time. Throw in some total overkill with devices like the Ripper (spinning razorblades thrown at high velocity) or the over-the-top Redeemer (basically a handheld nuclear device) and the whole thing leaves us feeling incredibly happy with the game indeed.

We are, however, just a bit angry at the omission of one of the best parts of the original PC game – the Assault mode. In contrast to the 'lone gunman' style demonstrated in the regular Deathmatch mode, Assault managed to transform a straightforward blasting frenzy into a more strategic and cerebral game. The crux of the game was a number of mission-based levels, with the goal being to go up against a team of opposing warriors and come out on top, either by achieving your goal (rescue the prisoner, stop the train, capture the boat and so on) or preventing the enemy from doing so, depending on the team that you were on. It was, in our opinion, a damn fine addition to the rest of the game, and enhanced its appeal significantly – so naturally, it's been removed for the Dreamcast version. Why? We'll probably never know... or if we do, it'll be some lame excuse about not being able to either do it justice or squeeze it onto the disc. In any case, it has been left out and

infoburst

Extra information>

- The PlayStation2 version of *Unreal Tournament* has the advantage over the Dreamcast, because it still has the Assault mode in it.
- However, the PlayStation2 version also has an immense amount of slowdown, so the Dreamcast still manages to come out on top. Ha!
- Of all the weapons in the game, our favourite by far still has to be the Ripper. Being able to slice the heads off your enemies from afar? Excellent!







continued>

Web site: www.infogrames.co.uk

continued

Domination, That's What You Need

> Unlike the rather repetitive modes in *Quake III Arena* (where the goal was always to kill as many people as you could... oh, and that's it), *Unreal Tournament* brings something a little different to the shoot-'em-up table – Domination. For once, the aim of the game isn't to rack up the highest number of frags (although obviously, killing your enemies isn't exactly frowned upon); instead, players are split into two teams of red and blue with a score for each, rather than individual player scores. The goal is to 'dominate' the level by keeping control of certain areas – there are a number of checkpoints dotted around each level that either team can take control of, although control can change at any time by a rival team-member touching the checkpoint. The more checkpoints you control at any one time, the faster your team's score increases, and the first team to reach the target score is the winner. Although blowing people to smithereens is always nice, it's good to get your teeth into something a bit more strategic for once...

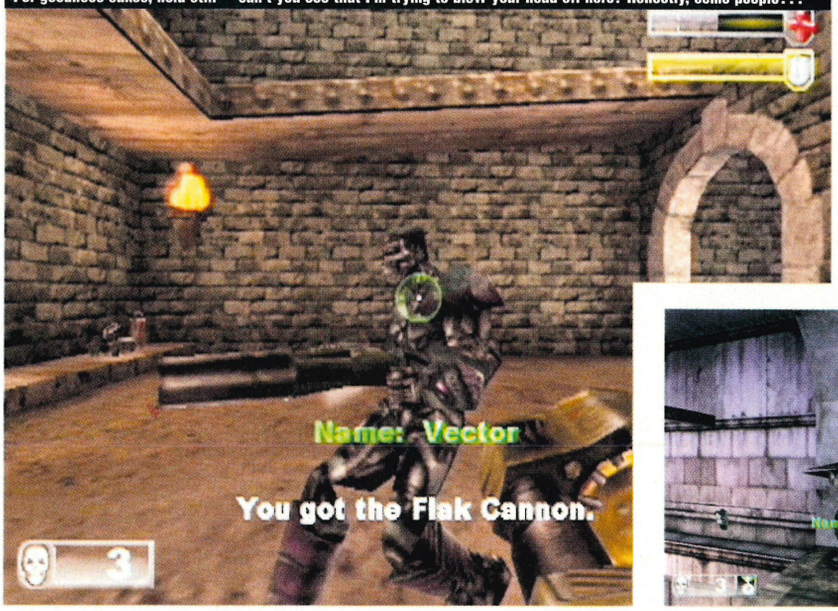








For goodness sakes, hold still – can't you see that I'm trying to blow your head off here? Honestly, some people...





"Unreal Tournament offers some rather meaty (and totally overboard) devices of destruction for you to play around with"



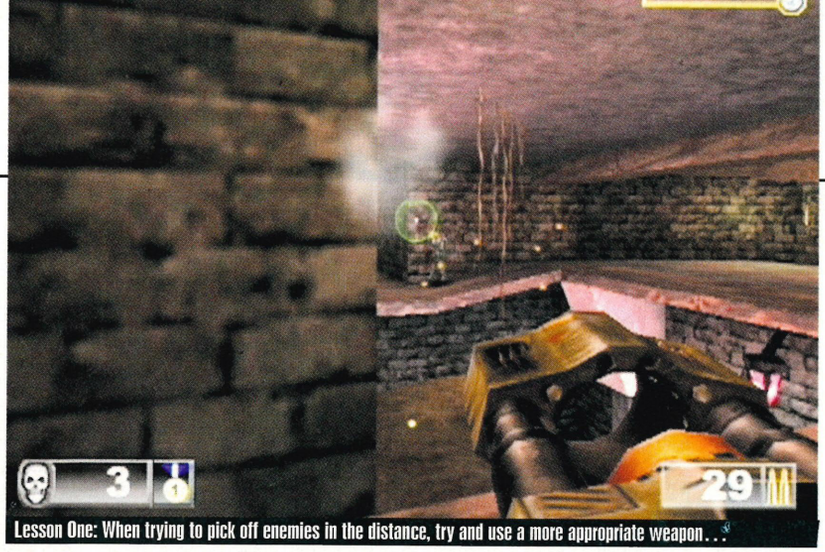


that's something that really makes us feel just the tiniest bit disappointed.

Quake III, My Arse!

Other gripes that should be brought up are those that seem to come around simply because of trade-offs made against keeping the game running smoothly. The graphics, while consistently decent, aren't quite as hot as they could be (after all, we've all seen what *Out Trigger* is looking like on the Dreamcast and that's only preview code) but this was most likely done out of necessity rather than sheer laziness. What's more, playing the game with multiple players on one machine seems to restrict the number of bots you can bring into an arena at the same time – anything from four against two human players to only two when four people are playing at





Lesson One: When trying to pick off enemies in the distance, try and use a more appropriate weapon...





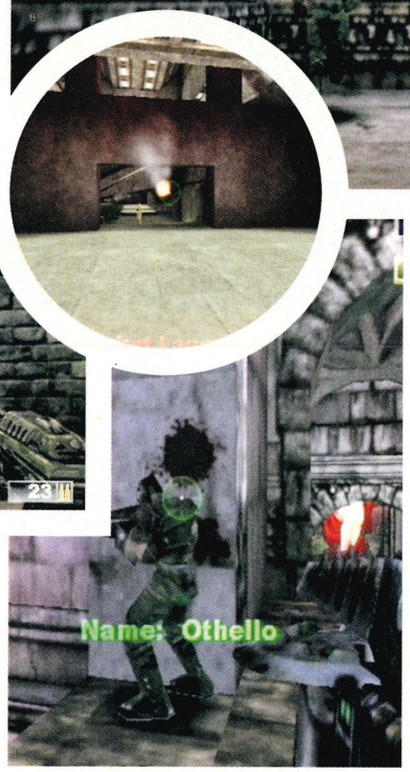


once. This seems weird considering you can have up to seven other bots running around the place during the single-player game, but we can understand the necessary sacrifice if it was to keep the speed of the game up... although there's still a noticeable drop in speed when you've got six people all sprinting around the same level together.

The one thing we can't possibly understand, though, is the decision to drop the online play option. Despite assurances that *Unreal Tournament* would definitely be playable online throughout its development, Infogrames has performed a complete U-turn and removed it completely. The reason? They wouldn't say – rather than trying to make excuses, the Infogrames folk simply said that they couldn't talk about it. We sense a major SEGA conspiracy afoot...

And this, dear friends, is the one reason why we just can't bring ourselves to recommend *Unreal Tournament* over *Quake III Arena*. In truth, we actually feel that the wide selection of weapons, varied game modes and massive selection of levels gives Infogrames' offering the edge. However, without the option to play the game against people on the Net as it was originally meant to be... well, it's only half the game it could have been. It's a sad fact and one we can't really ignore, hence the 'three per cent lower' mark. Basically, you need to ask yourself what you want – if you're looking for an incredibly good first-person shoot-'em-up to play with your mates, get *Unreal Tournament*. If, however, you're looking for a spot of online play, you've only really got one option...

Martin Mathers





You've Got To Accessorise...

> Don't be fooled into thinking that brute strength is the key to being the best in *Unreal Tournament* – it's not just about picking up the biggest gun and going for broke, you know. The smart *Unreal Tournament* player takes the time to grab as many other useful items as they can, making sure that they've got at least one backup plan should things go awry. Example? Well, it's only common sense to make sure you get your hands on any Body Armour that's lying around – anything from Thigh Pads to the full-on Shield Belt provide resistance to enemy bullets – and it also goes without saying that Health items of any kind should always be collected. If you're *really* good though, you'll find yourself some Anti-Grav Boots (useful for up to three huge leaps through the air) or even the TransLocator... perfect for when you need to get out of an area immediately.









Dreamcast magazine

pinion



THE JUDGEMENT

FRAG	SLAG
⊕ Blasting action of the highest calibre	⊖ Doesn't look quite as nice as it could
⊕ Plenty of variety in game modes	⊖ Not as much fun on your own
⊕ More of... well, everything!	⊖ No online play? Why, why, why?

2ND OPINION

> Bugger! There we were getting all excited about another stunning online shooter and *Unreal* looked to be the puppy. Alas, just like *Daytona*, the online play option was dropped at the eleventh hour. Given that the average amount of time Dreamcasters play *Quake* online is a mere 30 minutes, this shouldn't be too much of a problem, but it's a shame nonetheless. However, it *is* a top first-person shooter and much more enjoyable/playable than *Quake*, so I would heartily recommend that you get yourself a copy so you and your mates can enjoy a nice spot of fragging...

Simon Phillips

ALTERNATIVELY

Quake III Arena

Still the best first-person shoot-'em-up on the Dreamcast, but only just.



Reviewed: Issue 16
Dreamcast Rating: 90%

Half-Life

Never mind not being online... they haven't even released it yet!



Reviewed: Issue 15
Dreamcast Rating: 81%

DREAMCAST RATING

VISUALS	89%
SOUNDS	86%
GAMEPLAY	95%
VALUE	82%

87%

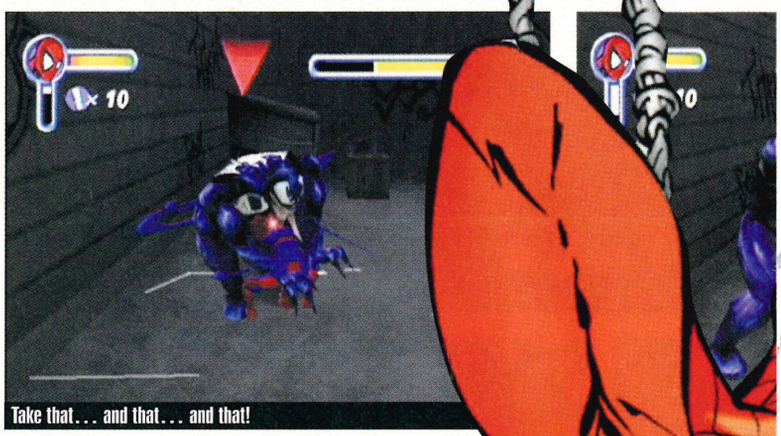
SUMMING UP

> Loses out on beating *Quake III Arena* simply because they dropped the online play. Why?

review

Web site: www.activision.com





Take that... and that... and that!

infoburst

Extra information

- Apollo 440 re-mixed the cartoon's Seventies soundtrack for the game .
- James Cameron was to direct the new *Spider-Man* movie. Yay!
- Sam Raimi has taken over the project – anyone remember *Darkman*? Boo!
- Trying to get yourself bitten by a freshly microwaved (and thus dead) spider will not give you super-powers, as Alex will testify.

Spider-Man

The king of the swingers fires his white sticky stuff all over the Dreamcast, while being heavily disguised as a direct PlayStation port. Call the cops!

essential information

Dreamcast magazine

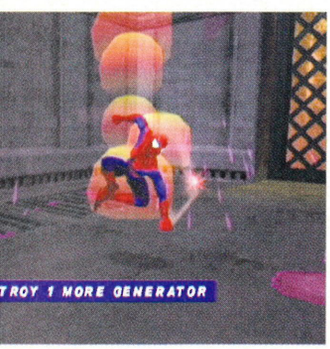
PUBLISHER	ACTIVISION
DEVELOPER	NEVERSOFT
RELEASE	1 JUNE
PRICE	OLD ROPE OR £29.99
GENRE	ACTION
PLAYERS	1 PLAYER
VM UNIT	SAVE GAMES
PERIPHERALS	ARCADE STICK VIBRATION PACK

Transposing a well-loved super-hero from comic to screen is fraught with danger – after all, Hollywood has been trying for decades, from the 1930s *Flash Gordon* to the special effect tour de force that was last year's *X-Men*. The trouble is that to separate a super-hero from its printed medium is to remove it from the environment that made it so appealing in the first place. It's like someone producing a photograph that mimics the Mona Lisa; it's just missing the point (and yes, Denise 'Chipmunk' Richards in that shampoo commercial... we mean you). The same could be said for videogames. Super-heroes rarely die and even when they do, they're invariably brought back by some mystical power, or their adventures just continue in an alternate universe. Take the ever-present threat of death away from a game character and you take away the game. So, is it really possible to capture the feel of the comic on a Dreamcast? Well, the PlayStation managed to do it brilliantly, so why not just translate that 32-bit code directly onto the 128-bit Dreamcast, eh?

Carbon Copies

To talk about Dreamcast *Spider-Man* is to discuss the PlayStation version – trouble is, what was exceptionally good for the goose comes across as shoddy for the gander. Plot devices that the PlayStation game used to disguise graphical failings in the hardware are still evident, even through we all know the Dreamcast could perform superior operations while (virtually) urinating up a wooden post. This total disregard for the Dreamcast's talents is never more evident than at the beginning of the game when Dr 'Face me coward, face a worthy foe!' Octopus floods the streets of New York with a green gas. Now, are we to believe that such an action is really to be the backbone for an amazing story, or is it just so the game's graphics engine can run with that most dreaded of visual cons – fogging? With seventy per cent of a building being disguised by this most heinous of crimes and therefore not having to be drawn, the Dreamcast should enter top gear and provide the silkiest of screen rates. Nope, though it's not slow in the turtle sense of the word, *Spider-Man* is by no means *Jet Set Radio* fast.

So, true believers, from the outset we have established that we are being sold a piece of old rope for our money – those of you who already have a PlayStation



"To talk about Dreamcast Spider-Man is to discuss the PlayStation version – trouble is, what was good for the goose is shoddy for the gander"

information



While Activision's site features information on the game and exclusive Spidey desktop image, a more in-depth look into the character awaits at www.spiderman.com.





Never mind this shot, look at Black Cat's arse!



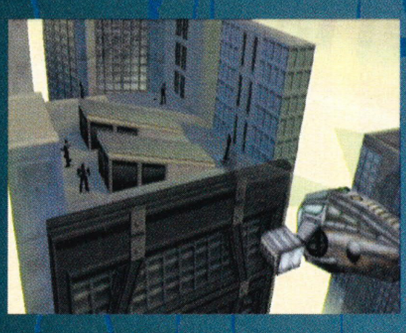


Spidey sticks to your TV screen in a vain attempt at beating Doctor Octopus via the over-the-top use of adhesive acrobatics.









Lights, Camera, Bug Spray!

Filming is currently underway in New York for the latest Sam Raimi helmed *Spider-Man* film. Tobey Maquire will play Peter Parker/Spider-Man while Mary Jane will take the form of the sweet, sweet Kirsten 'I want more' Dunst. Details on the story are scarce, but we do know that it involves Spidey's origins and his first encounter with his arch-nemesis, the Green Goblin, played by Willem 'Teeth' Dafoe. But you don't have to wait till 2002 to catch some Spider-Man action. Oh no. Just log onto www.localorigination.com and watch independent filmmaker Dan Poole's movie, *The Green Goblin's Last Stand*. It's a fifty-minute movie that streams directly into your browser, so don't expect brilliant image quality. Or set design. Or acting. Or special effects. But it does have a nice *Bold And The Beautiful* feel to it – so it's more than worth a look for the cheese factor alone.



Dunst and Maguire in Raimi's Spider-Man









Off the Net and in a web, it's tacky, cheap fun!

review

Web site: www.activision.com

Looks like Spider-Man's Spidey Sense is tingling. Better find a toilet fast, before it's too late.



Scorpian was less than impressed by Spidey's muscle man poses

and a copy of the game can stop reading right now. Those who don't know their Spider-Arse from their Spider-Elbow, read on, because we've only just begun.

Arachnophobia

Your friendly neighbourhood *Spider-Man* has already appeared in many games on many platforms, from the Megadrive and Amiga through to the Game Boy. Many hopefuls have tried to capture the character's energy and few have succeeded. Against this backdrop of previous passable efforts strides Neversoft with what has to be said to be the most 'Marvel'ous (sorry) videogame rendition of the character ever seen. Everything you could hope for from the game is here, and all embossed with a level of Marvel comic styling that tells you it was created by people who understand the obscure world view of Stan Lee.

The game starts off as Peter Parker is on a standard photographic assignment at a New York science expo. A reformed Dr Octavious is on stage crooning about how brilliant he is, while explaining his latest safe energy device. Just as he reaches the height of his lecture, Spider-Man leaps in and steals the gadget. You can imagine how concerning this is for Peter, since not only does he know that he's Spider-Man and that the theft was perpetrated by an impostor – he now has the New York police department after him with big guns at the ready.

From then on in, it's action all the way as you swing, stick, crawl and fight your way through a series of well thought out levels, starting off on the skyscrapers of New York, through buildings and even into the sewers. As you swing from building to building (don't ask what the webs actually stick to, just go with it) you'll encounter armed thugs and police who are in severe need of a good Spider-kicking. Combat is a fast affair, with Spidey being able to perform a series of attacks and combos including punches, kicks and a show-stopping manoeuvre where our boy leaps on the shoulders of an enemy, then proceeds to deliver rapid Spidey-punches to their head.

Ka-Pow! Ka-ching!

As everyone knows, Spider-Man can spin a web any size and catch crooks – just like flies. Since this is a power synonymous with the character, you'd expect it to feature heavily in the game and... well, it does. Spidey can web-up an opponent at a great distance which, depending on the enemy's strength, can

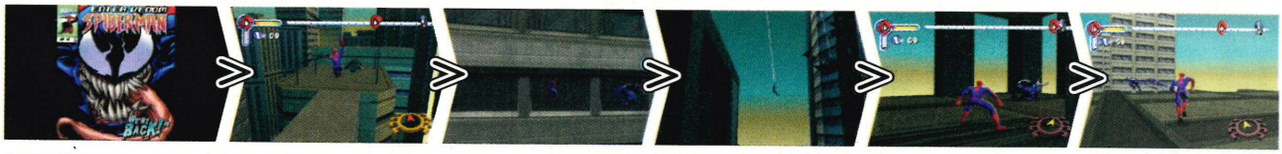






awesome moment

Chasing Venom across the skyscrapers leads to some great cartoon-like set-pieces.







cause temporary paralysis or what can only be described as death. Now, we remember Spider-Man as the guy who ties up the crooks and leaves them hanging from a ceiling for the cops to find, so just why Neversoft decided to turn his web into this death string is a mystery. Oh hang on, in all the excitement about having a playable *Spider-Man* game we've forgotten that this is a straight port of the PlayStation version. On the PlayStation, you can almost forgive the fact that a severe webbing will cause a crook to vanish into thin air and therefore free up processing power, but on the Dreamcast? Oh well.

Tirade into the nonsense of disappearing baddies over and it's time to consider what else a wrist full of white sticky fluid can do for you. It can be squirted all over Spider-Man's hands in order to form kevlar-hard boxing gloves and thus increase Spider-Man's punching power. If can be formed into small hard balls and fired at an enemy, and it can be used to form a protective dome around our hero. This web-igloo type structure is impervious to bullets for a short while and can be detonated by a spider-punch to cause a smart-bomb effect. And, of course, web can be used to fire a zip line up to a ceiling allowing you to fly across rooms and adhere to the architecture. And yes, Spider-Man's Spider Sense is implemented too. If you're crawling up a building and your pad vibrates while the classic halo appears over Spidey's head, your Spider Sense is tingling, so be prepared for danger.

Sticky Moments

Spider-Man's story is broken up across a variety of similar yet subtly different playing styles, ranging from plain fisticuff battles to high-speed chases across the skyline of New York. As you progress, you will meet a veritable 'Who's Who' of the Marvel universe. Lining up for the side of truth, justice and the American way are obvious characters like Mary-Jane Watson and J Jonah Jameson, as well as Black Cat (who starts the game by explaining the controls), Captain America, The Punisher, Daredevil (a personal

"Everything you could hope for is here, embossed with an impressive level of Marvel comic styling"







Spider-Man gets aroused by a metal grate, yesterday.

Spin A Web, Any Size

Spidey can use his fluid in many ways.



Web slinging through the city. Don't ask how he can do this without attaching his line to a flagpole or whatever, he just can.



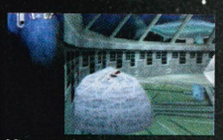
He can use it to web-up a foe.



He can lob a ball of web fluid and use it like a projectile weapon. The ladies love this one.



He can make web boxing gloves to add more impact to his punch. You'd think this was a bit unnecessary considering that he can already bench lift ten tons, but there you go.



He can form a protective cocoon that will shield him from attacks. When broken it acts like a smart bomb.



He can catch a felon with a web and then pull said crook onto his fist, much like Scorpion could in *Mortal Kombat*.

continued

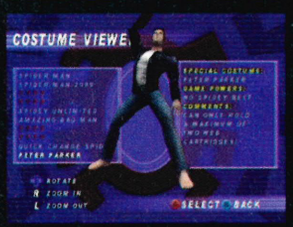
ontinued

Web site: www.activision.com

A Dedicated Follower Of Spider-Fashion

Open the game's hidden bonuses and you can play in a variety of Spidey-Outfits. There's the traditional red and blue, the Secret Wars black costume (that's a living organism that leaves Spidey and becomes the parasitic Venom) and you can even play as plain old Peter Parker.





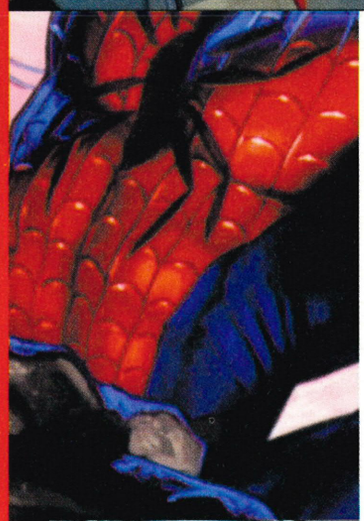


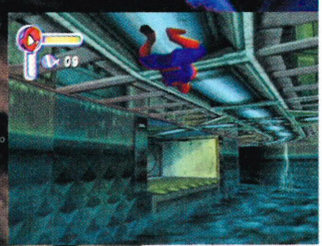












favourite) and The Human Torch. Flame on! In opposition you'll find yourself in some extremely frantic battles with a whole Spider-Spectrum of evil. First up come Scorpion, Rhino, Doctor Octopus, Carnage, the insidious Venom, Lizardman and Mystero – who controls perception and therefore can appear as an end-of-level baddie who is four stories high. Each of these boss characters is set up in the classical manner, with attack patterns to learn, weak points to exploit and a whole load of 'I will destroy you' style mocking to put up with. All the action flows together well, if in a slightly easy manner. Any player with any modicum of gaming clout can expect to finish the entire game during a rainy weekend.

Neversoft has re-used the *Tony Hawk's* graphics engine for the game, which can be seen as a mixed blessing. On the one hand, the animation in *Spider-Man* is spot on – he looks as sleek as you could hope for and he always moves in a suitably sticky manner. Again, this implementation of an old engine is fine for Sony's ageing console, but you can't help but feel that the Dreamcast is just running an emulation rather than an innovation. *Tony Hawk's* washed out colour palette worked well for the grimy world of street skating, but this is Marvel comics we're talking about here and bright gaudy hues are their trademark, so where are they?

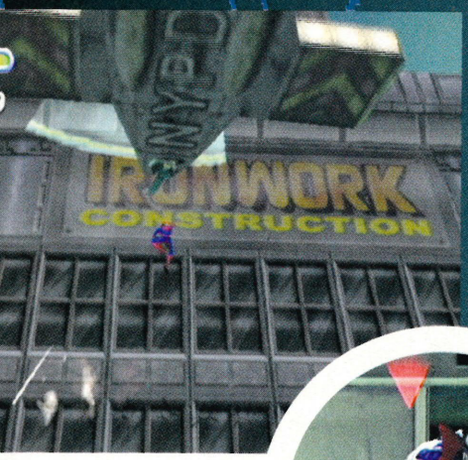
"As you progress, you will meet a veritable 'Who's Who' of the Marvel universe"

Heads Up

Spider-Man is a must for fans of the character and excellent action games alike. From beginning to end, this is a high-class product whose few problems are easily overshadowed by the game's control and style. As hammered on about throughout this review, the game's main failing is that it's not really a Dreamcast game in the strictest sense of the word which causes problems for the score. Yes, this is the best super-hero game out



That target means a missile is on its way so bug-ger off... (ho-ho)









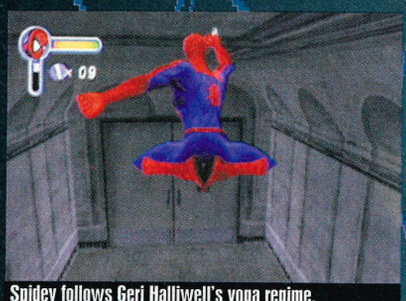
there – of that there is no doubt. But surly questions have to be raised concerning the fact that there are no improvements over the original PlayStation version. We bought our Dreamcasts for a reason, and it sure as hell wasn't to ape an inferior machine. So with this in mind, you have to ask yourself what you want to gleam from the twilight months of SEGA's last console. Play games that show the machine off for the miracle it is, or play a game that takes any dignity away from the Dreamcast's inevitable demise. *Spider-Man* is a great game on the right platform, but here it's akin to watching a once-great performer being forced to appear at the end of Bournemouth Pier. It shouldn't end this way.

Will Johnston







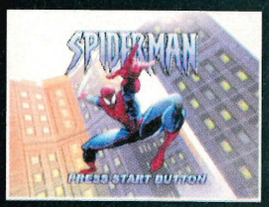


Spidey follows Geri Halliwell's yoga regime.





Dreamcast magazine Opinion



THE JUDGEMENT

SWINGING	HANGING
⊕ The best Spider-Man game yet	⊖ It's an average PlayStation port
⊕ Reminds you how duff the PlayStation is	⊖ Oh no, it's a PlayStation port
⊕ We love our super-heroes, we do…	⊖ Christ, it's a PlayStation port

2ND OPINION

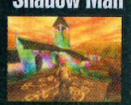
› We so wanted *Spider-Man* to be brilliant. However, the sad fact is that despite a few graphical enhancements (and not especially good ones at that) this IS just a direct port of the PlayStation game. This isn't so bad, except for the fact that in doing this, all the shortcomings of the PlayStation version have been brought across as well – mainly the problem that it was far too easy and over too soon. If you're looking for a rather good platform game, this is perfect for you… but don't say we didn't warn you when you finish it in less than a week.

Martin Mathers

ALTERNATIVELY

Shadow Man

A great comic-to-game translation, that actually uses the DC's power.



Reviewed: Issue 03
Dreamcast Rating: 90%

Marvel Vs Capcom 2

Marvel super-heroes against Capcom champions… top stuff!



Reviewed: Issue 11
Dreamcast Rating: 89%

DREAMCAST RATING

VISUALS	70%
SOUNDS	74%
GAMEPLAY	85%
VALUE	71%

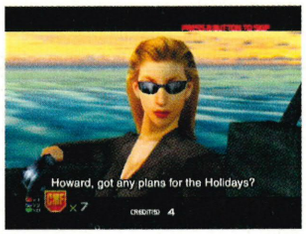
78%

SUMMING UP

› A great PlayStation game that should have been tuned up for the more discerning DC audience.

Web site: www.sega.com





Body armour stops you getting hurt... pretty obvious when you think about it, eh?

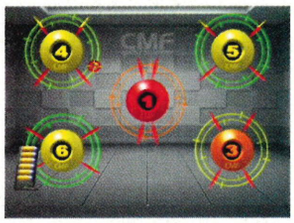
essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	HITMAKER
RELEASE	20 MAY
PRICE	£29.99
GENRE	SHOOT-'EM-UP
PLAYERS	2 PLAYERS
VM UNIT	SAVE GAMES
PERIPHERALS	LIGHTGUN, VIBRATION PACK MODEM

Confidential Mission

Tuxedos, vodka martinis and a handful of suave chat-up lines at the ready... it's time to become the ultimate gun-toting spy!

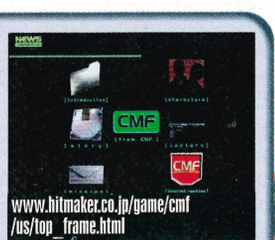


Think back to when you were young (if you're as old as us, that's a whole lot of thinking) and try to remember what you wanted to be when you grew up. A train driver? A fireman? An astronaut? Maybe. For us though, we were raised in the days of black tuxedos, the odd trip to Russia to save the world from nuclear war and men with a licence to kill... you see, back when we were nippers, everyone wanted to be James Bond. The women, the cars, the excitement and the women – we wanted it all... especially the women. As we got older, though, we had to make do with what we could get – watching the films on video, playing *GoldenEye* on the N64 and mixing vodka martini in a tupperware jug was about as close as we ever got. Now, however, we have the chance to get dressed up and act all secret agent-like once again... if only to play SEGA's latest shoot-'em-up conversion and escape our drab little lives for five minutes, anyway.

Do You Expect Me To Talk?

Converted from the arcade game of the same name (which we looked at back in issue 18), *Confidential Mission* is a game that'll bring a big smile to the faces of those of you that own *House Of The Dead 2*. Why? Because after aeons of waiting, you'll finally get the opportunity to dust off that Dreamcast lightgun and go blasting all over again. Of course, you

"Hitmaker has obviously put a lot of effort into providing enough incentive to keep gamers coming back for more"



Information

www.hitmaker.co.jp/game/cmf/us/top_frame.html

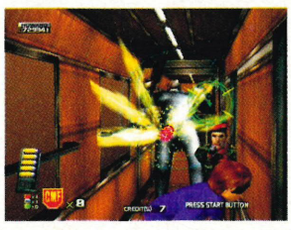
The official *Confidential Mission* site has all the background information you could ever need about the game.





Going up against three enemies at once isn't a problem for super-spies like us...





awesome moment



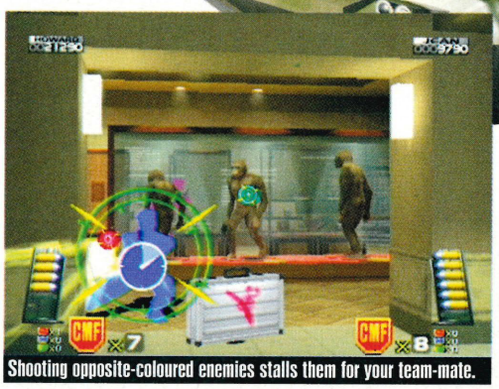
Take this, you... hey! No fair! Where's he disappeared to?



have to remember that arcade games are meant to be quick-fix action affairs that tempt you to shove in a few pound coins for ten minutes fun. If you intend to bring an arcade game to a home console where games cost £40 rather than just one, you need to provide enough incentive to keep gamers coming back for more... something that Hitmaker has obviously put a lot of effort into achieving in the time-honoured SEGA tradition. Ahh, bless 'em.

Harking back to the days of *Virtua Cop* (the original lightgun game from AM2) *Confidential Mission* switches back from the task of blasting undead zombies to taking care of evil super-criminals intent on ruling the world... along with their vast army of henchmen, of course. Featuring almost every James Bond cliché in the book – perhaps with the exception of driving around in an Aston Martin – you play the part of either Howard Gibson, the smooth tuxedo-wearing secret agent, or his rather foxy female counterpart Jean Clifford, as you attempt to track down





Shooting opposite-coloured enemies stalls them for your team-mate.



Goodbye, Mr Bond!

If you ask us, it's not just the whole Bond style that *Confidential Mission* has – they've even gone and nicked some of the famous Bond villains as well! The similarities between the ones in the game and the ones in the films are quite remarkable...



Goldfinger

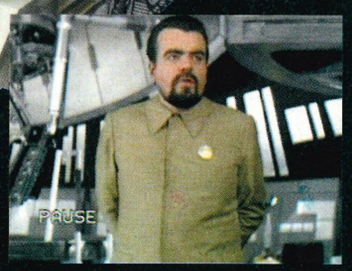
> The Fat Bloke In The Museum looks just like... Auric Goldfinger (from *Goldfinger*, obviously). Even an idiot could see the likeness here – they're both short, fat and incredibly ugly. Unfortunately, there isn't a hat-tossing Japanese butler anywhere in sight.





Hugo Drax

> The Russian Tank General looks just like... Hugo Drax (from *Moonraker*). Snappy dress sense, shifty-looking eyes and a rather bushy beard... the pair look so alike, they could have been separated at birth. Except for the Russian bit, of course.





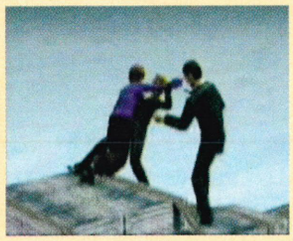
Largo

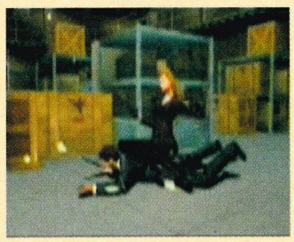
> The Agares Ringleader looks just like... Emilio Largo (from *Thunderball*). Well, a bit anyway... okay, so it's only because he's wearing an eyepatch. Other than that, he doesn't look much like him at all. Hey, what more do you want – blood?

continued

Take 35, And... Action!

Play through the whole of the main Arcade mode and you'll be in for a little treat once you manage to blow up the submarine of the Agares Ringleader... ever seen the end of Disney films like *Toy Story 2* or *A Bug's Life*? Then you might have an idea of what we're talking about – watch carefully as the end credits roll and you'll get the chance to see some specially-crafted 'out-takes' from the making of the game, including Gordon crashing into a window and a whole lot of falling over! Hey, they made us laugh when we first saw them...








infoburst

Extra information

Now that we've got *Confidential Mission*, our eyes turn to the next lightgun game on the list... *House Of The Dead 3*. We can't wait!

Of course, there is also *Take The Bullet* but sadly, we don't think that will ever, EVER appear. Not in our lifetimes, anyway...

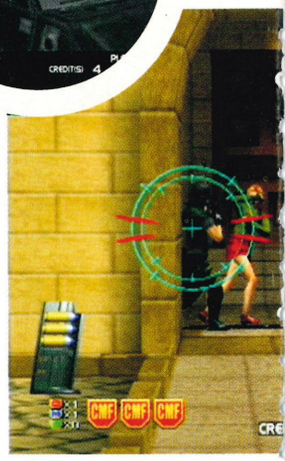
Not that SEGA has announced that the game has been canned – since we've only seen two screenshots in a year though, it seems pretty obvious.



Web site: www.sega.com







Mission: Totally Possible

Although there aren't exactly any alternate routes to take, you'll get the opportunity to fight your way out of tricky situations at various points during the game. Every now and then, you'll be set a task to complete within a strict time limit – if you succeed, the game will continue on as normal. Of course, failure results in some serious trouble... it could range from having to take on a whole swarm of snowmobiles to being unable to see your enemies properly or even failing the mission entirely and letting the bad guy escape! These make for a welcome break in the action... although we would have liked to see the chance to choose which way to go as well!



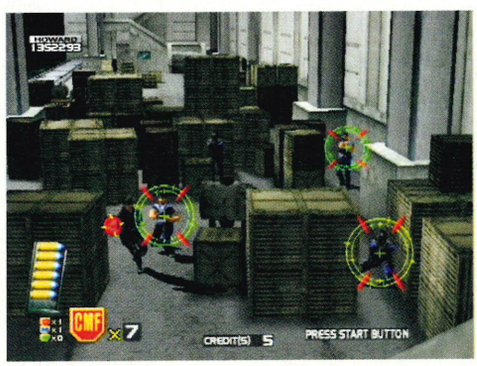


the leader of the evil Agares crime syndicate. Not surprisingly, this leads you through a number of locations such as the local museum (this week, featuring a display of Egyptian artefacts), a quick ride on what looks like the Orient Express and then finally winding up in the super-secret 'bad guy hideout hidden on a remote island'. Crikey, it feels like all the movies rolled into one...

Shaken, Not Stirred

Having played through other SEGA arcade conversions like *House Of The Dead 2* and *Crazy Taxi* though, you're probably wondering what sort of extra incentive SEGA has provided to prevent you from getting tired of the same old shooting. Well, don't panic – what there is on offer is quite cool, even if some of it is a little on the predictable side. First up is an all-new Training mode, featuring a variety of tasks that test your skills; everything from timing your shots and scoring Justice Shots to hitting enemies with Combo Shots and keeping the innocent people alive. You'll get the chance to try your hand at these tasks in both training and 'live-action' (or in-game, if you want to be picky) situations, so there's quite a bit to it.

Complete all of the training sections and you'll unlock the Another World mode. This is a variant of the Arcade mode where the enemies appear in different places, and the camera takes you on a slightly different route around









each level. While this isn't that big a deal, it's still enough to inject some variety into the game. Then there's the Partner mode, where two players have to work together in order to beat the bad guys; you can only shoot enemies of your own colour (red or blue respectively) so being alert is essential. There's even an option on the main menu that allows you to connect to the official Confidential Mission Web site and download new missions... once you've managed to complete the original ones, of course.

The Spy Who Loved Me

Considering how many good things there are to say about *Confidential Mission*, you're probably wondering why it didn't manage to scrape into the 90 per cent category. The reason is that despite being great fun and looking wonderful, there is a major gripe. What is it, you ask? Well, it's that the main Arcade mode is over a bit too quickly for our liking. Yes, the levels are reasonably big but when you consider the fact that you don't get the opportunity to change the route that you take through each stage, the basic game really is rather short. Only three stages? *House Of The Dead 2* had six, and even then most of the levels had at least two different routes to take through them which adds up to... ooh, quite a few we reckon. Needless to say, you'll see pretty much all the original arcade game has to offer (along with those wacky out-takes during the credits) in the space of a few days.

Still, there is plenty more besides the Arcade mode to keep you busy (even if that does appear to end a bit quickly as well) and it's this fact alone that keeps us from coming down like a ton of bricks on *Confidential Mission*. If SEGA had taken the route that so many other developers seem to be going down with arcade conversions these days (yes Capcom, we're looking at you) and not made any improvements to the original arcade game, *Confidential Mission* would be an incredibly shallow and disappointing experience. But hey... this is SEGA we're talking about, isn't it? Exactly. That's why we'd recommend *Confidential Mission* as another of those games that are worth considering if you're looking for some blasting fun – especially if you've got a lightgun. In fact, why aren't you already on the way to the shop, eh? What's wrong with you?

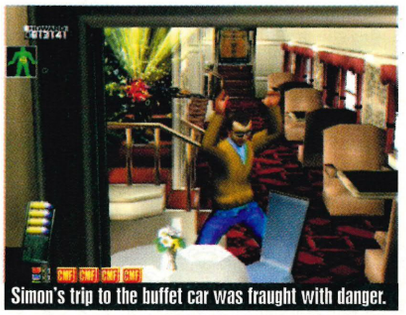
Martin Mathers

"The fact that you don't get to change the route that you take through each stage means that the basic game is rather short"



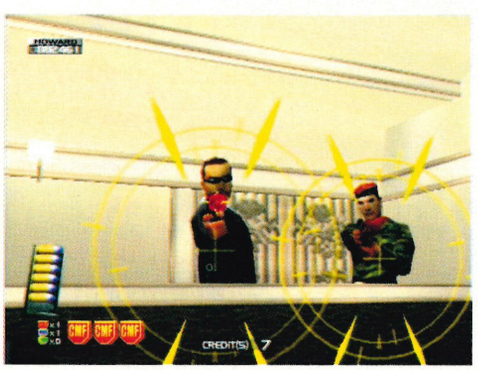
Hmm, nice sunglasses... mind if we borrow them?



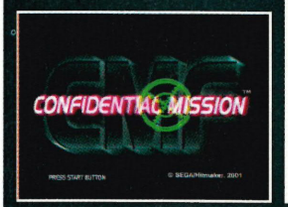


Simon's trip to the buffet car was fraught with danger.





Dreamcast Magazine Opinion



THE JUDGEMENT

JAMES	BASILDON
⊕ At last, another lightgun game!	⊖ It's a bit too short for our liking
⊕ Really, really good fun to play	⊖ No 'proper' alternate routes in the game
⊕ Plenty of extras to keep you entertained	⊖ The acting's absolutely awful!

2ND OPINION

› It was way back in October last year that we first got to the grips with *Confidential Mission* in the arcades, and ever since then we've been wetting ourselves in anticipation of its Dreamcast debut. So does it live up to our hopes? Hell yeah! As far as any lightgun game goes, regardless of the system, this is really bloody good. Okay, so it may not quite have the replay value that you might expect, but it's such fun to play you don't really care. It's non-stop action all the way and you can't argue with that. Plus it looks great, of course. Spies like us indeed.

Alex Warren

ALTERNATIVELY

House Of The Dead 2

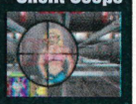
The only other lightgun game worth owning on the Dreamcast.



Reviewed: Issue 01
Dreamcast Rating: 91%

Silent Scope

Shoot-'em-up action, only minus the fancy gun. Bugger.



Reviewed: Issue 15
Dreamcast Rating: 85%

DREAMCAST RATING

VISUALS	93%
SOUNDS	86%
GAMEPLAY	88%
VALUE	81%

89%

SUMMING UP

› A worthy companion to (but not quite better than) *House Of The Dead 2*. Get shooting now!

review

Web site: www.sega-rd2.com/18wheeler

18Wheeler
:American Pro Trucker

essential information

Dreamcast magazine

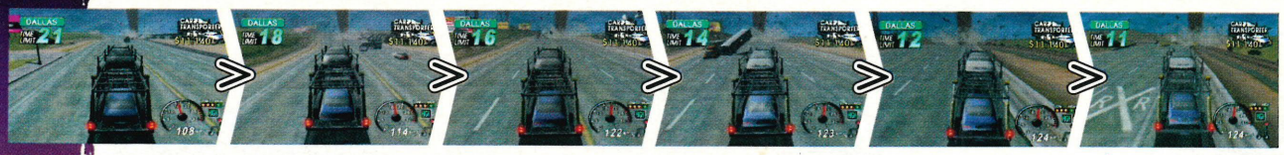
PUBLISHER	SEGA
DEVELOPER	AM2
RELEASE	18 MAY
PRICE	£29.99
GENRE	DRIVING
PLAYERS	2 PLAYERS
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK RACE CONTROLLER

"Without the online play any staying power that the game might have had is instantly wiped off the face of the earth"



awesome moment

When the tornado strikes you'd better be prepared!



Whatever way you go make sure you put your foot down.

Fear and loathing in Las Vegas this sure isn't.





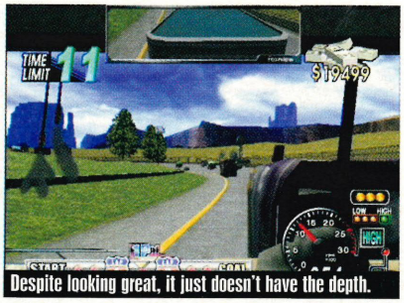
Breaker, breaker. That's a ten-four, good buddy. Turn your CBs on... there's some truckin' to be done.

You just have to love SEGA, don't you? Not only does it come up with some of the most ingenious and innovative arcade games but it then goes and puts them in all their glory onto our beloved Dreamcast. So ladies, gentleman and truckers alike, welcome to arcade perfect port number twelve, *18Wheeler: American Pro Trucker*.

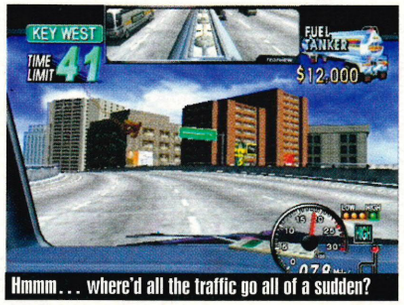
Truck That

As you'd expect from a SEGA arcade title *18Wheeler* both looks the business and plays like a dream... and who said that driving a 30 ton monster truck wasn't going to be any fun? With five funky trucks and even funkier drivers to choose from, as well as a variety of different cargoes to haul across the country – including a cable car, big rig and petrol tanker – there's a decent selection of variables to at least make sure that you play the game more than once, irrespective of how quickly you finish it.

With truck and cargo chosen it's time to hit the highway and get steaming across the good ol' US of A, taking in the sights along the way, trouncing your rival, ramming cars off the road, blowing your ear-drum bursting horn, but most importantly making sure your cargo reaches its destination on time and in one piece. Still think you can handle life on the road? It's certainly a blast for as long as it lasts, although it isn't quite as much fun to play as in the arcades... but then you could hardly expect SEGA to manufacture a 48cm steering wheel and



Despite looking great, it just doesn't have the depth.



Hmmm... where'd all the traffic go all of a sudden?

"It both looks the business and plays like a dream"

infoburst

Extra information

- If you fancy buying one of the arcade cabinets it's going to set you back around £12,000.
- You can choose different trailers to lug around which gives you the chance to earn more points.
- Each of the game's five trucks have different stats, meaning no drive is quite the same... although you could have fooled us.
- Believe it or not, you need certain qualifications to be a truck driver. No really, you do.

online information



So how much do you really love *18Wheeler*? If you're interested in trucking across America for real, here's where to go... but why would you ever do that?

continued











Parking Mad

The main extra feature that the game has over its arcade counterpart is the Parking mode where you get to test out your precision driving skills rather than your madman ones. Spread over six stages, you have to negotiate various tricky situations to get your truck parked. Hit any objects along the way and you'll lose time rapidly, but on the other hand pick up the green balls and you'll get a little bit of extra time.

a sub-woofer peripheral especially for it. But then again...

What The Truck?

However, as much fun as *18Wheeler* is to play, and it really is ace fun, there isn't nearly enough of it. Whereas, say, *Crazy Taxi* and *Ferrari 355 Challenge* had a whole new city and new courses respectively, all you get with *18Wheeler* in terms of the main part of the one-player game are the four stages from the arcade version of the game. Nothing more, nothing less – and let's face it, that ain't much, especially when you consider that it'll take you a matter of minutes, rather than hours, let alone days, to finish it off. Hardly satisfying stuff. Add to that the enjoyable but all too repetitive Score Attack mode and you start to get the picture that this is a game which won't be keeping you busy for too long. As for the Parking mode... well, let's not go there, shall we? It's not that it's particularly bad, it just isn't nearly as much fun as you'd want it to be and by the time you reach stage number four (of six), it's become somewhat tedious and boring. Everything that a SEGA title shouldn't be, in other words.

But wait... it gets worse. A lot worse. The real crime that *18Wheeler* commits, and the one that virtually kills it stone dead in the water, is that like *Daytona USA 2001* before it, it's had the promised online play ripped out of its intestines, leaving nothing but an empty carcass behind. Without the online play any staying power that it might have had, considering the brevity of the one-player game, is instantly wiped off the face of the earth. All of which is a bit of shame really, as the multiplayer mode is arguably the best facet of the game, but even that becomes obsolete relatively quickly when you don't have the option of playing against people from around the globe.

Feeling The Horn

On the upside though, the game does look a real treat – as good an arcade-perfect port as all the other games that have made the journey from Naomi to Dreamcast. In fact, the only blemish on the otherwise gorgeous backdrops and heaving roads is the occasional spot of pop-up, although you'll hardly notice it as all your concentration is focused on the road ahead... obviously. More annoying, though, is the constant hurling of abuse that you get over the radio from your rival, mixed with the usual trad-rock soundtrack that you usually find with SEGA titles. That said, it's not quite as bad as the Van Halen riffs of *F355 Challenge* – could it be that Yu Suzuki is trying to tell us something about his musical tastes?

In the end, what we have with *18Wheeler* is a game which, though immensely fun in the arcades, just doesn't make the cut in the home market, and as such it represents what is arguably SEGA's first failed arcade-to-Dreamcast port. The full experience simply isn't there, leaving what could have been another magical SEGA experience gathering dust in the corner.

Alex Warren

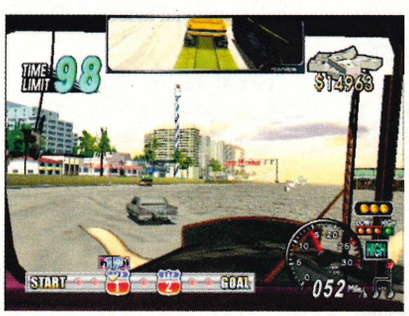
"In the end, what we have is a game which, though immensely fun in the arcades, just doesn't make the cut in the home market"

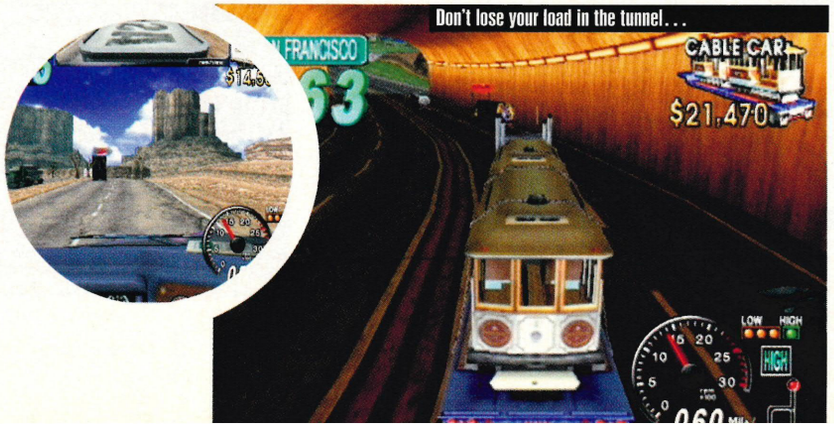
Trailer Park Trash

In an attempt to give the main one-player game an extra little bit of replayability once you've finished it within the first half an hour of owning it, the game gives you the chance of towing different trailers. The heavier the trailer, the slower your truck will go, thus creating even more of a challenge and demanding the most of your driving skills. Oh... and you get some extra cash too.



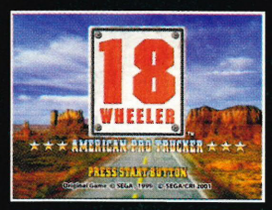








Opinion



THE JUDGEMENT

TRUCK	SCHMUCK
⊕ Another arcade-perfect conversion	⊖ ... for about quarter of an hour
⊕ Looks an absolute treat... mmmm	⊖ The Parking mode's a bit dull
⊕ Really ace fun to play...	⊖ Where's the online play gone?

2ND OPINION

When it first appeared in the arcade, 18Wheeler was ace – sitting in a giant truck cab, pushing the huge button that sounded the horn and using the equally huge wheel was a laugh. Now that it's arrived on the Dreamcast though... well, it doesn't seem nearly as great as we thought it would. The main bulk of the game is incredibly easy to complete (heck, even Alex managed to do it) and the Parking Mode, while quite fun, isn't exactly the kind of added extra we were hoping for. And where's the online play, eh? Disappointing.
Martin Mathers

ALTERNATIVELY

Crazy Taxi

As far as arcade conversions go this is the bee's knees.



Reviewed: Issue 05
Dreamcast Rating: 94%

Daytona USA 2001

Although lacking online racing it's a fantastic arcade experience.



Reviewed: Issue 20
Dreamcast Rating: 91%

DREAMCAST RATING

VISUALS	88%
SOUNDS	76%
GAMEPLAY	81%
VALUE	43%

71%

SUMMING UP

If only there was more to the game it would be another instant SEGA classic, but it's not.

P2

The ultimate magazine for the ultimate games machine

The PlayStation2 is here...

Can you handle it?



P2 is the only magazine you need. The eighth issue hits the shelves on 26 April 2001 and guarantees...

- In-depth PS2 reviews, previews, news, solutions and features every month
- Not just a games magazine, P2 features reviews of the latest DVDs from the UK's best selling DVD magazine, *DVD Review*
- 100% unbiased and unofficial – informative views and opinions from well-respected writers you can trust
- Sony's stylish new console deserves a quality magazine – accept no substitute!

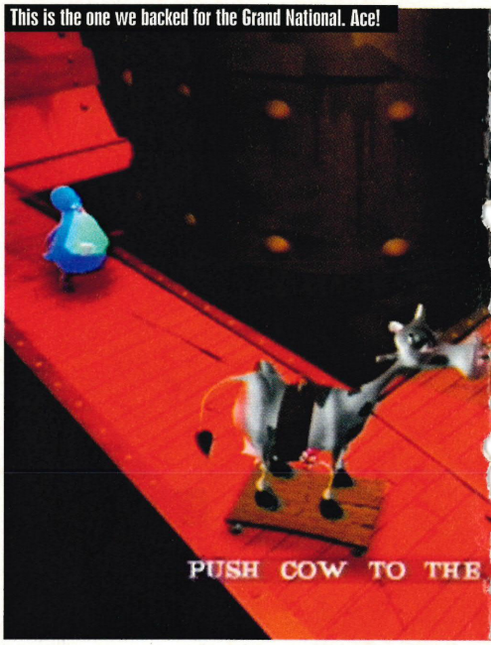
ON SALE

OUT NOW!

available from all good newsagents



Web site: www.ubisoft.co.uk



This is the one we backed for the Grand National. Ace!

Stupid Invaders

Always the pioneer, Ubi Soft has decided that you're worthy of a new genre on the Dreamcast... a point 'n' click adventure! Err, hoorah!

If the truth be told, you can be nothing but sceptical when a game comes along that represents the first of its kind on any format. After all, while many might herald this as a revolutionary thing, the more pessimistic people out there (so that's us then) are most likely to be asking questions like 'Why hasn't it been done before?' and 'What's wrong with it?'. In the case of *Stupid Invaders*, the answers to these questions seem pretty obvious – for the most part, comedy point 'n' click adventures like this have always been restricted to appearing on the PC. Why? Because console gamers want non-stop in-your-face action, that's why. Still, there's always a first time...

So defying convention, *Stupid Invaders* brings point 'n' click adventuring to the Dreamcast. It's pretty self-explanatory, really – you point at something with the cursor (a place to walk, an object to pick up and so on) and then you click to do it. In this way, you need to help a group of five hopeless aliens return to their home planet. Aside from escaping the clutches of the evil Dr Sacarin and his bounty hunter friend Bolox (yes, Bolox), you'll need to find your spaceship and solve a whole bundle of puzzles along the way. The game flicks between each alien as the story progresses, so you'll get the chance to experience each one... along with their twisted senses of humour, of course.

Close Encounters Of The Stupid Kind

What you must have noticed by now is how much *Stupid Invaders* looks like a cartoon. Don't think that this is only an

Parental Advisory



> Given that *Stupid Invaders* is based on a cartoon series and features lots of cute alien creatures mixed with rather funny humour, you might think that it's ideal for your kids to play. But you'd be wrong. Leave children alone in a room with this game and their tiny minds will be warped as they learn about grown men dressed in bunny costumes with a taste for people doing jumping jacks, factories that produce cow dung for profit and bi-gender aliens intent on having a sex change. Believe us, it's warped... and that can only be a good thing. You have been warned!



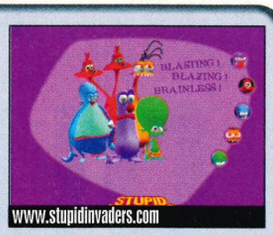
Hmm, a big button that you can push... any ideas?

essential information >

Dreamcast magazine

PUBLISHER	UBI SOFT
DEVELOPER	XILAM
RELEASE	OUT NOW
PRICE	£19.99
GENRE	ADVENTURE
PLAYERS	1 PLAYER
VM UNIT	SAVE GAMES
PERIPHERALS	MOUSE

online information



www.stupidinvaders.com

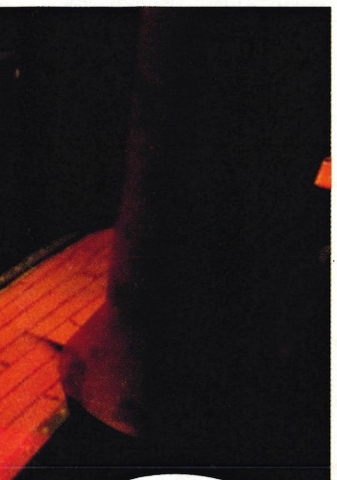
Not surprisingly, the official *Stupid Invaders* Web site has got plenty of game information, a bunch of screenshots... and not much else really.



awesome moment

It's obvious – heated chilli + constipated cow = lots of mess...









occasional thing – they really do look this great all the way through and what's more, the loading time is kept to a bare minimum with only a second or two to wait between each scene that you move through. Unfortunately, you'll need all the time you can get as you play the game, as some of the puzzles are so obscure and off-beat you'll spend ages working out what to do next. Of the more obvious ones, it's just a case of running the cursor over the screen until you find something to pick up before using it nearby... not quite the challenge we were hoping for. Combine this with the incredibly slow pace of the whole game (you click, then wait until you can click again) and you'll find that unless you're really into this style of game or have patience of steel, doing something else will suddenly seem a lot more appealing.

To its credit, *Stupid Invaders* is certainly a good example of this genre – if you wanted to push us for a comparison, we'd certainly rank it up there with the likes of *Full Throttle*, *Grim Fandango* and the *Monkey Island* series (all on the PC, naturally). Unfortunately, the one major hurdle that it probably won't manage to leap is that it just won't appeal to anyone who isn't remotely interested in the genre. Whereas some games have an appeal that makes people give them a whirl before making their minds up, you know exactly what you're getting with *Stupid Invaders* – a funny but ultimately slow-paced adventure game. It's a shame, because it's really a rather good one... we just doubt that people will be willing to forgive it for that.

Martin Mathers

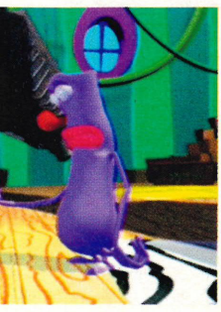
infoburst

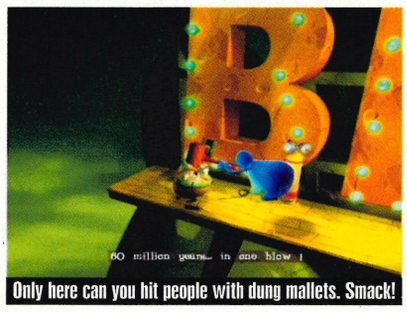
Extra information

- The whole game is actually based on a French cartoon series called *Space Goofs*. They've pretty much nicked the entire thing!
- Thanks to all the voice acting and FMV, *Stupid Invaders* manages to come on two GD-Roms. That's a lot of disc space for such a small game...
- Other point 'n' click adventures to appear on home consoles include the *Discworld* series and *Broken Sword*... but they weren't all that hot.



Don't get cocky – these chicks aren't so lovely...

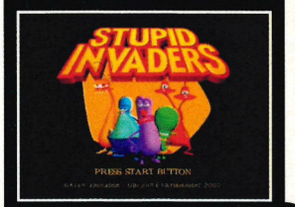




Only here can you hit people with dung mallets. Smack!



Dreamcast magazine Opinion



THE JUDGEMENT

DUMB	DUMBER
⊕ The first DC point 'n' click RPG!	⊖ Very, VERY slow gameplay
⊕ Genuine laugh-out-loud moments	⊖ Talk about obscure puzzles...
⊕ Absolutely gorgeous to look at	⊖ Finish once, never play again

2ND OPINION

> *Stupid Invaders* is basically a PC-style point 'n' click adventure with gorgeous graphics and genuine witty moments which will make even the most straight-laced gamers smile – and laugh out loud at times. The puzzles are quite complicated, which is a new thing for Dreamcast adventures, but the gameplay is a little on the slow side, making it fairly laborious. The humorous moments do keep it alive but this alone does not make *Stupid Invaders* a great game. This is not going to be a brilliant addition to your collection, but is definitely worth playing through – ONCE!

Russell Murray

ALTERNATIVELY

The Nomad Soul

Another rather slow and incredibly tough adventure game.



Reviewed: Issue 08
Dreamcast Rating: 84%

Rayman 2: The Great Escape

Ubi Soft's cartoon crusader in his very own Dreamcast adventure.



Reviewed: Issue 07
Dreamcast Rating: 92%

DREAMCAST RATING

VISUALS	94%
SOUNDS	88%
GAMEPLAY	63%
VALUE	65%

74%

SUMMING UP

> Ideal for adventure lovers, but if you've only got a five-minute attention span, you'll hate it.

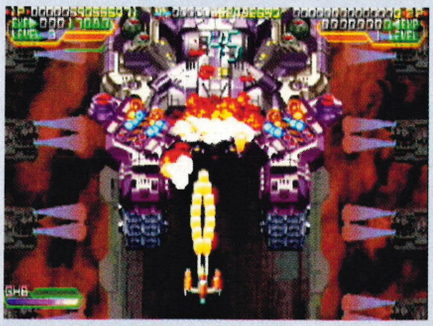
import review

Web site: www.capcom.com



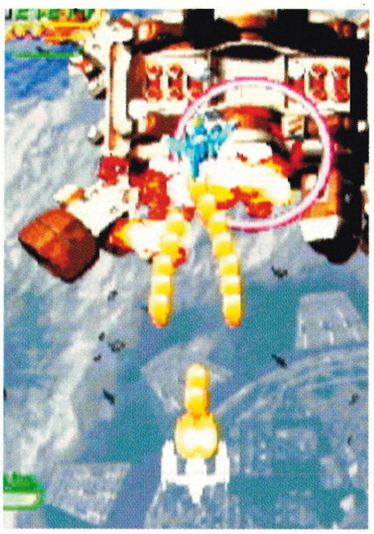
If you're to have a hope in hell of finishing this you're going to need some seriously quick reactions.





"It demands that you come back to play it again and again"







Mars

Old-skool shoot-'em-up action hits the final frontier and man, is it a damn messy business...

essential information

Dreamcast Magazine

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

infoburst

Extra information

- As far as we can make out you can't save the game which is a major bummer.
- No, Keanu Reaves does not feature in the game... nor does Carrie-Anne Moss, for that matter.
- The 'Mosquito' suction system is patented to the Russian military... honest!
- Collect as much gold as possible to unlock stuff.

If there's one company that knows how to flog a dead horse, and we mean *really* flog, then it's Capcom. Just look how many games it's managed to squeeze out of the *StreetFighter* series – more than we care to remember. The same goes for its take on the old-school 2D shoot-'em-up. It all started back in the Eighties with *1942*, but more recently we've been bombarded with the likes of *GigaWing*, *Gunbird 2*, *Bangai-O* and now this. Yawn, yawn. But then again...

Mars Bars

As far as 2D shooters go you simply don't get any better than *Mars Matrix*, standing, as it does, head and shoulders above any of its peers. There's many a

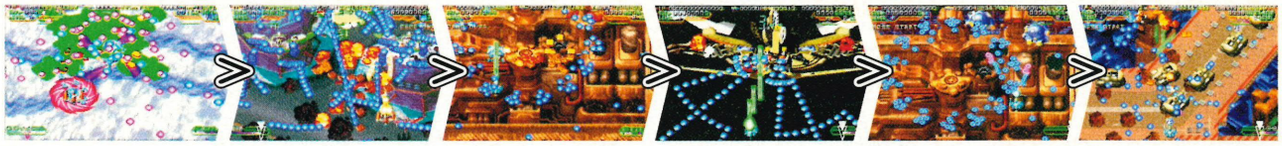


The Real Mars Matrix

If you think that Capcom has got the story and design of *Mars Matrix* all wrong, then join the club. Where's Keanu, that's what we want to know. Just for you we've recreated *Mars Matrix* how we think it should have been.

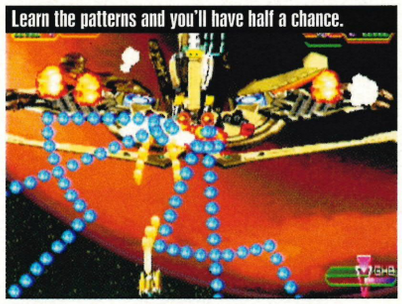
awesome moment

When there's no room to run, just sit and take it like a man.








Learn the patterns and you'll have half a chance.

Matrix

"As far as 2D shooters go you simply don't get any better than Mars Matrix"

reason for this, but primarily it's because it actually offers a challenge, demanding without question that you come back to play it again and again... and then a little bit more. Whereas, say, *GigaWing* took nothing more than 10 minutes to finish, *Mars Matrix* takes a great deal longer. In part this is because it's so goddamn hard – *you* try getting away with some lives intact from a screen as littered with bullets as Kings Cross is with used condoms. Rest assured it's not an easy business, as the seemingly never-ending flow of enemies and their combined firepower leave you within an inch of your life. The other reason why *Mars Matrix* will take you so long to complete, unless you're some kind of super-man that is, is because you only get a limited about of continues – one of the reasons why *GigaWing* was so short-lived.

He Is The One

And that's the real beauty of the game. It has the infuriating knack of enticing you back for more precisely because it's the sort of game you think you should be able to knock on the head with relative ease. Subsequently the need to buy enough extra credits (which don't come cheap) to be able to finish it is paramount and replayability is thus guaranteed, meaning that for once Capcom has got it right. Whoopie-doo!

However, not only is *Mars Matrix* unique to play, it also incorporates some new elements into the gameplay... well, one new element. As well as having a normal fire button the game also features the incredibly cool Mosquito system which acts as both a defence and an attack mechanism. If you're having particular trouble dodging the mini-arsenal of shots fired at you, simply start up the Mosquito and a glowing ring will appear around you. Not only will this protect you from all the shots but it'll suck them in and then, when it runs out, fire all the bullets back at the enemy, thus wiping them all out in one fell swoop. Minty! All this *and* incredibly fast paced gameplay – it could almost be 2D shoot-'em-up heaven... almost.

Alex Warren

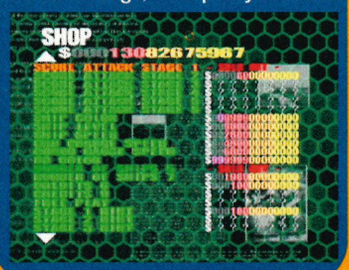
online information



If you want to find out more about Mars and the landings there a few years ago, this is the one and only place to go. Well it is a NASA site after all.

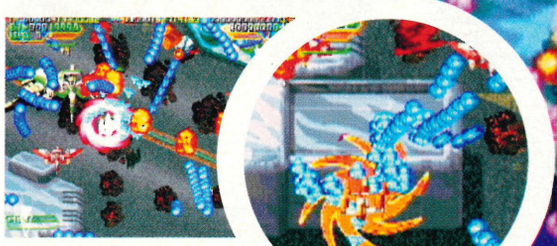
Shops To The Stars

Sunset Boulevard might well be where all the Hollywood superstars go to shop, but *Mars Matrix* has its very own little shop too. Here you can spend all that gold that you picked up in the game to unlock some cool little items and extra bonuses. You can buy more credits, ships, unlock new colours, hints and a whole host of other things. Be warned though, it's a pricey business.

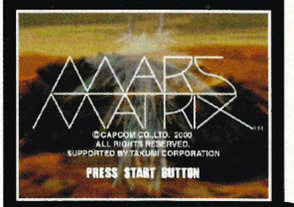





Don't ask what's going on here – we haven't a clue.



Dreamcast Magazine Opinion



THE JUDGEMENT

MATRIX	MATRON
⊕ Instantly addictive whoever you are	⊖ Graphics aren't the hottest ever
⊕ Ace fun to play... for a while	⊖ Repetitive, simplistic gameplay
⊕ Replayability is surprisingly good	⊖ There's no way to save... ahhhh!

2ND OPINION

It might look like every other bog-standard vertical scrolling shoot-'em-up that's ever existed, but thankfully *Mars Matrix* manages to offer something slightly different. How? Because unlike all the others we can think of (like *Gunbird*) you can't finish it in less than ten minutes. What's more, the opportunity to use your points to buy all manner of other goodies in the shop is pretty cool... why hasn't someone thought of it before? This is ideal for quick-fix gamers, while offering enough replay value to make it worth the money for a change.

Martin Mathers

ALTERNATIVELY

Gunbird 2

If you're a retro kind of man, you'll lap it up like a dog.



Reviewed: Issue 15
Dreamcast Rating: 51%

Millennium Soldier: Expendable

A quality launch title for anyone who likes a big explosions or two.



Reviewed: Issue 01
Dreamcast Rating: 80%

DREAMCAST RATING

VISUALS	57%
SOUNDS	61%
GAMEPLAY	85%
VALUE	72%

74%

SUMMING UP

As far as 2D shoot-'em-ups go, you really can't get any better than this.

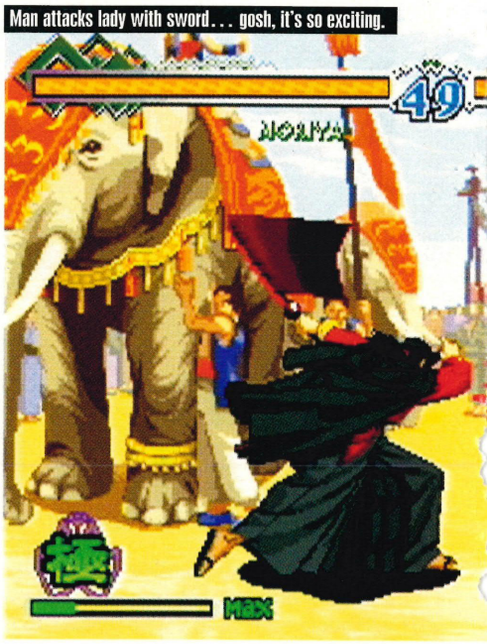
import review



infoburst
Extra information

- SNK is also the company behind games like *Fatal Fury*, *Samurai Showdown* and the rather drawn-out *King Of The Fighters* series.
- To be honest, we've never really been all that keen on *King Of The Fighters*... but it was certainly a damn sight better than this piece of arse.
- Face facts – for a Dreamcast game, this looks bloody awful. No wonder the Dreamcast is doing so badly in Japan, eh?

Man attacks lady with sword... gosh, it's so exciting.



Last Blade 2 Final Edition

You should know by now that if you expect good things, something crap is going to come along instead... eh, SNK?

Today, Amano is wearing a genuine Jean Paul Gaultier...



Hey, you know us – we're fair and just people, especially when it comes to reviewing Dreamcast beat-'em-ups... Lord knows there's been enough of them. While 3D fighters like *Soul Calibur* and *Dead Or Alive 2* are all very well, we're the kind of guys that have our roots firmly stuck in the realm of 2D; after all, we were raised on *StreetFighter 2* (well, that and breast milk obviously). Therefore, we've always been of the opinion that there's nothing quite like a decent 2D beat-'em-up and thankfully, *Last Blade 2* fits right into that category... mainly because it really is nothing like a decent 2-D beat-'em-up.

Think we're being harsh? Well, tough – if you actually sat down and played *Last Blade 2* for more than ten minutes, you'd understand where we're coming from. Fair enough, the premise of the game is sound; set in 19th Century Japan and filled with flappy skirt-wearing warriors wielding all manner of sticks, blades and other weapons. It bears more than a passing resemblance to games like *Soul Calibur* and *Guilty Gear X*... only without the incredibly smart visuals or fast-paced action that both games possess. Go figure.

Slash And Burn

The problem we've got with *Last Blade 2* isn't the fact that it's godawful to look at, even though it is – heck, even older SNK beat-'em-ups like *King Of The Fighters '99 Evolution* looks better than this. It isn't even the fact that the soundtrack is particularly lacklustre and totally unsuited to the style of a beat-'em-up... no, siree. What bothers us most about the game is that in this day



Yuki knew her Fame-style dance would do the trick.



essential information

Dreamcast magazine

PUBLISHER	SNK
DEVELOPER	IN-HOUSE
RELEASE	OUT NOW (JAP)
PRICE	£54.99
GENRE	BEAT-'EM-UP
PLAYERS	2 PLAYERS
VM UNIT	SAVE GAMES
PERIPHERALS	ARCADE STICK VIBRATION PACK

online information



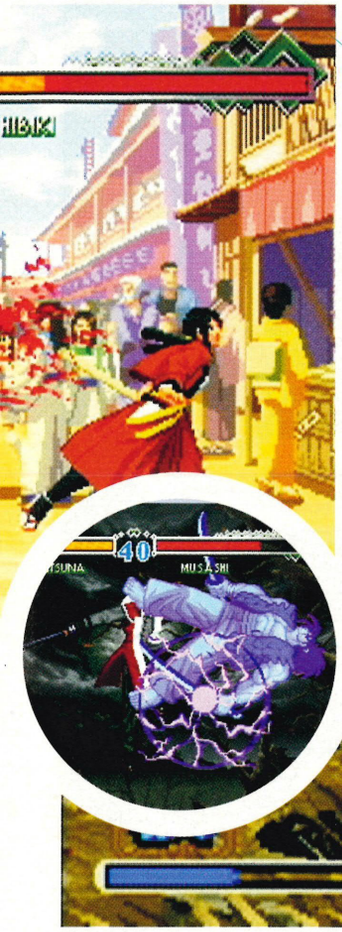
www.neogeo.co.jp/cons/soft/for-dc/gekka/dc_gekka.htm

It's the official (and entirely Japanese) Web site for *Last Blade 2*, featuring 'Hot! Hot! Information!'. Wowzers.

awesome moment

Check out some of these 'awesome' special moves. Woo, exciting.







Sticks and stones may break my bones, but you can sod off with your big yellow moon thing.

and age when beat-'em-ups are a dime a dozen and need that extra spark to make people sit up and take notice of it, *Last Blade 2* just shrugs its shoulders and mutters 'I can't be arsed'. Absolutely nothing about the game is even remotely new or revolutionary – the characters are all bland and easily disregarded, the fact that you can choose from a variety of fighting styles has been done before and the whole Power Bar/Super Move thing is really, REALLY crap... especially as most of the Super Moves looks as weak as a slap on the wrist with a wet flannel. In fact, we can hardly think of anything good to say about the game at all... not a good sign, eh?

When there are tons of other far-superior fighting games on offer in the PAL market, even the most hardened SNK fan would find it tough to feel the urge to pick up an import copy of *Last Blade 2*. To be honest we'd much rather sit back and wait for SNK's next effort, *Garou: Mark Of The Wolves*... despite being based upon an arcade game that's over two years old, at least that's looking rather tasty compared to this pile of old tat.

Martin Mathers

"In this day and age when beat-'em-ups need that extra spark to get noticed, Last Blade 2 just shrugs its shoulders and mutters 'I can't be arsed'"



Mukuro's 'light my farts' party piece went a bit too far.



Art For Art's Sake

You know things are getting desperate when, of all the extras they choose to include on the disc, the best thing on offer is a gallery filled with artwork based on the game characters. There's nothing we like more than looking at videogame-based art in our spare time... after all, it's not like we ever go outside or anything is it?





Dreamcast Magazine Opinion



THE JUDGEMENT

SWORD	BORED
⊕ Quite a few characters to choose from	⊖ What the bloody hell is this, eh?
⊕ At least we didn't have to pay for it	⊖ Looks like a dog, plays even worse
⊕ We tried to burn the disc afterwards...	⊖ GD-Roms don't catch fire easily

2ND OPINION

When it comes to trying to think of something positive to say about *Last Blade 2*, it's not just Martin who's bereft of anything to say. Why? Because it's the biggest pile of arse we've ever played. It looks absolutely atrocious for starters (worse even than the SNES version of *Street Fighter 3*), something which is totally unforgivable on the DC. It doesn't play any better either, and is a painful experience to say the least. No gamesplayer should be made to suffer something as poor as this, even if they are a die hard 2D beat-'em-up fan.

Alex Warren

ALTERNATIVELY

Marvel Vs Capcom 2

Now this is how 2-D beat-'em-ups are supposed to be...



Reviewed: Issue 11
Dreamcast Rating: 89%

Capcom Vs SNK

See? The SNK folk can do it well if they put their minds to it!



Reviewed: Issue 17
Dreamcast Rating: 91%

DREAMCAST RATING

VISUALS	54%
SOUNDS	51%
GAMEPLAY	36%
VALUE	33%

39%

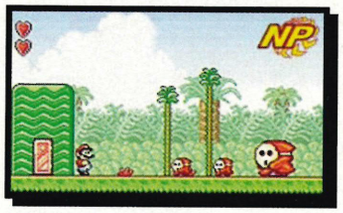
SUMMING UP

We're not surprised that SNK is going under if this was the best it could come up with. Urgh.

GAMETRON EXCHANGE

GAME BOY ADVANCE





ORDER GAMEBOY ADVANCE NOW!!!

AVAILABLE TO BUY

TRADE IN YOUR COLOUR GAMEBOY TO GET MONEY OFF, OR PUT DOWN A DEPOSIT FOR YOUR NEW MACHINE NOW!



www.gametron-exchange.co.uk

Mail-Order Hotline: 01223 462825

43 Burleigh Street, Cambridge, CB1 1DJ

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

To Advertise In

Dreamcast magazine

Call

Marcus Reeves On

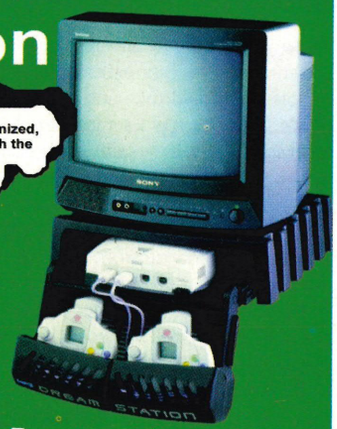
01202 209366

Or

Nick Welch On

01202 209308

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.

Check out our website at

www.logic3.com

or call us on (020) 8902 2211

Logic 3 for Dreamcast

interact

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 When your eyes have turned square you'll need these...



Skies of Arcadia

88 If you're not cut out to be a pirate, don't walk the plank – read this!



Regulars

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

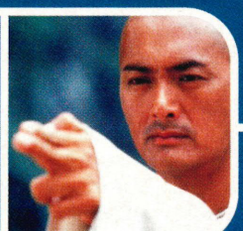
78 MAILBOX



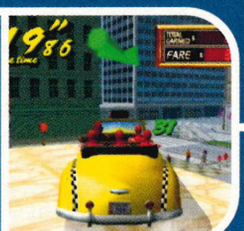
80 READER REVIEWS



100 DIRECTORY



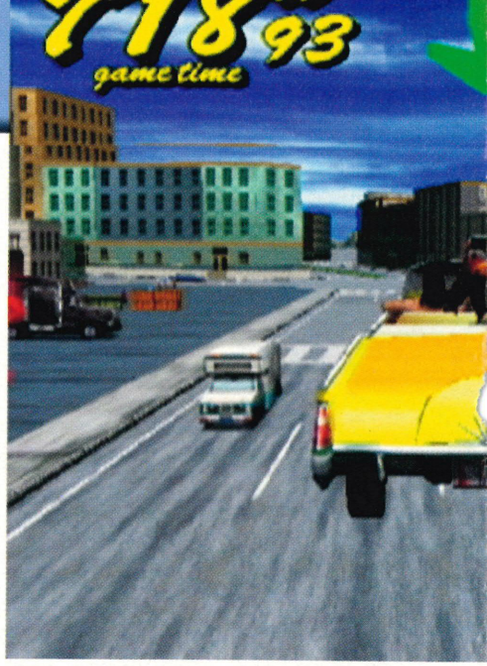
108 DREAM ON



114 DREAM MOMENT



interact Mailbox



Not unlike a stuck record, the worries about SEGA continue. Hey, we're still here and you are still here and the games are still coming... what more could you possible want?

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.

Going Dutch?

The Dreamcast is not, and wasn't from launch, that popular in Holland. Sales have been bad and gamers have had to wait for more than a year for the DreamKey. But now we can surf, email and chat with people from around the world. We all cry about the news that the Dreamcast is dead but we have to play on, because there are still some great games coming for the best machine in the world, and in Holland the games cost almost nothing as nobody buys them. Games like *Crazy Taxi*, *Fur Fighters*, *Silver* and *Virtua Striker* for less than eight pounds and M-SR, *Jet Set Radio* and *Virtua Tennis* for about twenty pounds. I buy these games at my local games shop – so why the complaining? See the sunny side of the Dreamcast debacle! I've got the best machine and the best games for almost nothing. Holland is Dreamcast paradise.

Greetings from
Ruud(boebka) Panne

DM: Well, that's certainly one way of looking at it! We tend to think that although there are less games about to be released than we'd like, what is coming out seems to be top-notch stuff. Bring on Crazy Taxi 2, Virtua Tennis 2, Confidential Mission, Spider-Man, Soldier of Fortune... and that's before, as you rightly point out, you take yourself shopping for some extremely tasty bargains.

Poorly Dreamcast

I was wondering if you use your DC to go online? If so, is their any way of other people getting viruses from other DC Internet users? If this is possible, will anti-virus programs be available for the DC, since I don't want my prized possession completely trashed by some idiot geek gone evil.

Chris, via email

DM: Have you been listening to schoolyard nonsense? Well, you can rest easy my Web-friend, as you obviously know little about computer viruses. For starters they live in hard drives and as your Dreamcast is bereft of said large storage device, you have no problem as there's no place for a virus to 'live' on the Dreamcast. So you can surf away...

Like the Murphys...

Hello there, I just wanted to say: its simply not fair, SEGA. Okay, Okay, I know the Dreamcast has great games and online functions but what's the point when our sworn rivals are now getting our great games. God help me the day *Crazy Taxi* or *Sonic* are released on the Nintendo or PS2. My PS2-owning friends will have a field day after I spent months showing off our amazing games. I read your (great) mag last month and nearly cried. But it hit me even harder – what if they get the great games this year... I will be the laughing stock of the school, having spread the good news. Just when I thought I was on top, SEGA goes and stops production and makes games for other consoles. What is the world coming to?

Conor Griffiths, via email

DM: We hear you buddy, but it's happening and you'd better brace yourself as Crazy Taxi is coming to PS2 at the of April. Whilst we don't like the fact that the Dreamcast has ceased production (after all, it's our livelihood as well), Dreamcast Magazine

Don't Leave Me This Way...

First of all, great mag! I got a Dreamcast for Christmas and I am really, really concerned with the news that Sega is stopping production of the console!

I know that you have published an article about how SEGA will continue to make games for the console, but what about the other companies – will this news just deter them from making games for the Dreamcast? Will they give up on us die-hards as well? Surely eventually they will have to when the GameCube, PS2 and Xbox are all on the market, as I am sure they will attract better profits. Lets face it, SEGA has pulled off some pretty good games, but also some real crap ones, and if it is the only one making the games for the console, I am going to be pretty cheesed off! Companies are only interested in profits at the end of the day, and they are not going to continue developing games for a console that even developers have lost all faith in! Why did SEGA stop advertising the console? How is it ever going to gain ground on its arch-rival the PS2, despite its hardware problems? Also, where is the money going to come from to develop games like *Shenmue* or *Virtua Tennis*!

Help! Is my Christmas present destined to sit in a museum cabinet collecting dust under the title of 'World's Most Crappy Console', as I am sure there is not much time left before games start to disappear off the shelves as well. What's more, SEGA desperately needs to slash the cost of its games as it is fast becoming the old N64 story – you have to go out and pay £40 for a game when PlayStation titles are usually at £25 or £30 now! What is going on at SEGA HQ? My Dreamcast is brilliant, but others are not going to share this view unless SEGA does something about it...

Adam Turner, via email

DM: Easy tiger! That's a whole mixed bag of points you got yourself there. Certainly SEGA has ditched production of the Dreamcast, but the company is also committed to ensuring that games will be coming out for it until at least March 2001. This has obviously impacted on third-party developers, who are still releasing software for the console but are unlikely to continue much new development for the console. However, what is coming out for the Dreamcast does look pretty special – and we're honestly not just saying that. There are more than enough SEGA games alone to keep Dreamcasters happy, and then there's the rather tasty back catalogue of cheap, older games to keep you happy.

Contact

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

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





grudgingly accepts that SEGA's games have to survive. I am sure that when you think about it, seeing Sonic on the GameCube is better than never playing another Sonic game again...

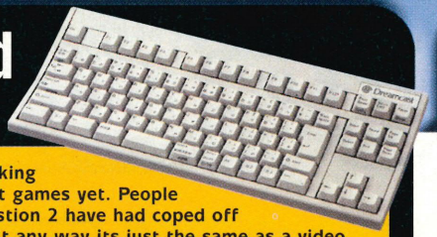
Voice Of The Common (Sense) Man

Last week I decided it was time to invest in a next-generation console. My PlayStation and N64 were coming to the end of their gaming life, so I decided to act. I had for a while wanted to buy a Dreamcast, but due to the demands of a mortgage, wedding, car, etc it had been put off time and time again. However, I received a bonus from work so I decided that I had waited long enough; I had made up my mind – it was next-gen time. I thought to myself, a PS2 is £300, when am I going to get another chance to buy one, so I decided against getting a Dreamcast (I hear your readers booing and whistling right now). I headed to Electronics Boutique ready to splash out on a next-gen console, a PS2. I got into the shop, found a PS2 and looked for a game... about half an hour later I strolled over to the DC section, and my eyes popped out as I saw game after game of hot titles that I had always wanted. After some quick mathematics, I realised that I could buy a DC, *Shenmue*, *M-SR* and *PSO*, and get *Sonic* and *Chu Chu Rocket!* free, as well as a VMU and a controller, for just £229. Well, I was sold – I had spent ages trying to find a game to justify the £300 a PS2 would warrant, but couldn't. I was amazed when I returned to work to find the exact same thing happened to a colleague. So to anyone that thinks that the Dreamcast is dead, go to a shop and count the games, the quality on offer. The Dreamcast will be around for a long time. My only problem now is to decide what to buy my wife with the money that I saved... wonder if she will like *Grandia 2*?

Andrew McGovern, via email

DM: This is what happens when you put your brain in gear. Here at DREAMCAST MAGAZINE, we try not to wade into the anti-PS2 war but we do feel that sometimes gamers don't think enough when it comes to buying consoles. We are genuinely hard-pressed to think of any games that make us want to go out and buy a PlayStation2. Short of* Metal Gear Solid 2, *little has actually impressed us at all – in fact, many of the games that have appeared on both formats look and play much better on the Dreamcast. Undoubtedly, in time the PS2 will be home to some great games, thanks to the law of averages. Until then though, there's little reason to shell out huge amounts of money when the Dreamcast has an amazing (and in some cases cheap) back catalogue of games, some great titles on the way and all running on a bargain price console! Interestingly, now that the the Dreamcast is cheap, a good many gamers out there have drawn the same conclusion... we welcome you all!

Desperately In Need Of A Keyboard

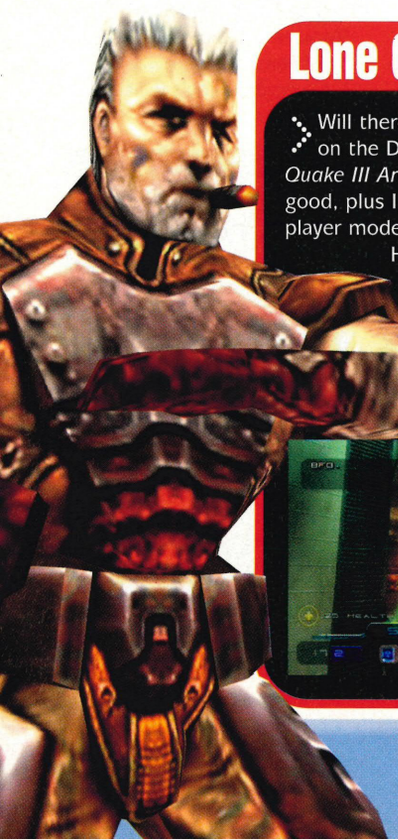


> I don't no way there have stopped making Dreamcast's.There have some of the best games yet. People at my school have been saying that Playstion 2 have had coped off Dreamcast but added a DVD which is s**t any way its just the same as a video but you can recorded.But it doesn't matter because you can now buy a Dreamcast with a DVD player. Now what i mean buy some of the best games yet is some like : Shemue,Dead or Alive 2,NBA 2K and Sonic Adventure.All these games i think are amazing

Ross Wallace, via email

DM: So not only do they let you out but they also allow you access to a computer...

"God help me the day Crazy Taxi or Sonic is released on the Nintendo or PS2"



Lone Gunman

Will there ever be a *Quake 4* on the Dreamcast? I have *Quake III Arena* and it is SO good, plus I completed it in one-player mode only today!

Here are some more questions:

1. When is *House of the Dead 3* due to be released?



2. In Issue 20 someone complained that there was no picture of Chris Tarrant in *Who Wants To Be A Millionaire?* You said 'The less pictures of Chris Tarrant there are in the world, the better'. Do you have something against him or were you just being funny?
3. Will there be any more lightgun games for the Dreamcast? I get bored of only playing *House of the Dead 2*.
4. Why don't you guys rate the games at 100%?
5. Just out of curiosity, how did you guys get the jobs you have?

Richard Jennings, via email

DM: Bit keen on Quake *are you? Blimeys... Sorry to say this but it is very unlikely that we'll see another* Quake *on the Dreamcast. However, with* Unreal Tournament, Out Trigger *and* Soldier of Fortune *on the way, your first-person shooter desires will nonetheless be sated! Here are your answers...*

1. November, apparently.

2. There are more than enough pictures of 'The Tarrant' and that's all there is to say. It's not that we dislike him in any way, it's just that he's everywhere!

3. Confidential Mission *and* House of the Dead 3 *are on the way...*

4. Because nothing is ever perfect!

5. We were rescued from Monkey World!

Short Cuts

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

> I'm the Scatman, ski bop bop bop de bop, doobie oobie oobie meoldy!
raymond.dennis, via email
DM: Of course you are!

> THE PLAYSTATION 2 IS A LOAD OF #@$*! BUT I AM VERY ODD YOU SEE BECAUSE I DONT HAVE ONE! FWAHAHAHAHA!!!
Ps. i am a very lonely person
Thomas Morgan, via email
DM: Let's hope you stay that way...

> I am Raymond Johnathan Dennis. In case you were wondering who this person is, let me put it this way, I was that cabin boy...
Raymond Dennis, via email
DM: Really! How very exciting for you!

> Please can you answer a quick question for me: Is it possible to hook up the Dreamcast to a printer, and if not are there any plans to?
Tom Hindley, via email
DM: Quick answer? No, sorry!

> I have a friend called john harvey but we all call him tyrone i also have a friend called david douglas but we all call him maurice. MY name is steve but every1 calls me winston!
Steven Kennedy, via email
DM: I think that you are all having identity crises!

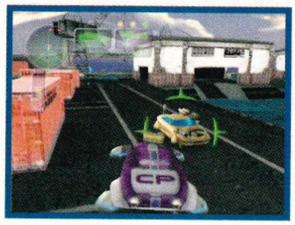
> Have you met my friend
Jock Strap
Or even

ERIC
MUDIEEEEEEEEEEEEEEEEEE
EEEEEEEEEEEEEEEEEEEEE
EEEEEEEEEEEEEEEEEEEEE
EEE

interact Reader Reviews

At last, someone that agrees with us. At least we are not alone...









Jet Set Radio

Publisher	SEGA
Developer	In-house
Origin	Japan
Genre	Sports
Reviewed by	Oliver Scott



As soon as I'd played through the first level I just knew that this game wasn't appealing to me at all. You just spray graffiti and skate along to rubbish music. The cops that come after you are way too hard and you can't even knock them down (being able to spray the main cop with graffiti doesn't count). The graphics are impressive and the idea is quite exciting, but it's ruined by awful handling and cheating cops! I suppose this game would have been better with multiplayer, but without it I'm glad that I rented and saved £37.





Vigilante 8 Second Offense

Publisher	Activision
Developer	Luxoflux
Origin	USA
Genre	Shoot-'em-up
Reviewed by	Steven Shepherd



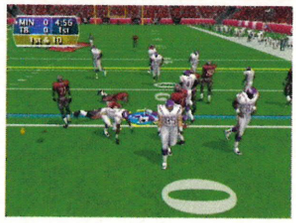
Vigilante 8: Second Offense hasn't received a fraction of the praise it deserves. With a mammoth amount of futuristic vehicles and eight fantastic new levels that are fully destructible, where could it possibly go wrong? Hey, they've even stuffed in all of the fantastic levels from the original with crisp new graphics! Anyway, about the game... Players must battle it out in weapon-packed vehicles amongst vast interactive arenas. It has excellent single-player options, but provides the most fun when played against a friend or three. A joy!





NFL2K1 (US Import)

Publisher	SEGA
Developer	In-house
Origin	USA
Genre	Sports
Reviewed by	Shaun Reynolds



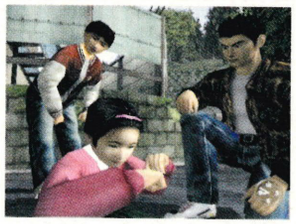
One word sums up *NF2K1* perfectly – WOW! All the NFL teams, their playbooks, players and stadia are here and they look superb. You can chose from the usual range of matches, and even create your own franchise. As for the gameplay, the dodgy running game of its predecessor has been sorted, the AI is brilliant, the difficulty levels are well set and the addition of the 'maximum passing' feature makes this a joy (and a challenge) to play. Visually stunning, with great commentary and gameplay to die for – sports games just don't get any better than this.





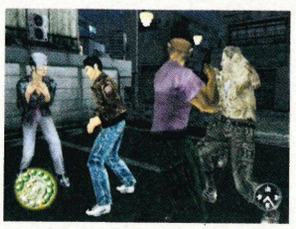
Shenmue

Publisher	SEGA
Developer	In-house
Origin	Japan
Genre	Adventure
Reviewed by	Gareth Wilkes



***Shenmue* may be gorgeous to look at, but** I'd rather watch an Aston Villa match than play this dross again. Who in their right mind would want to pay £40 for a game, only to act out a 9-till-5 job and watch rendered cut-scenes for hours on end. Don't be fooled by the fact that the game has three disks; it's as short as Dennis Wise. I completed it in under a week. I am a fan of role-playing games – *Final Fantasy VII* was quality – but DREAMCAST MAGAZINE hit the nail on the head here: this game is not for everyone. Can't wait for the sequel...



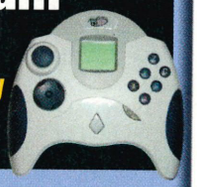


FREE!

MAD CATZ

Dream Pad

For Every Reader Review



Got something to say about a game, have you? Then stop messing about and send us a reader review – you know it makes sense. There's a Mad Catz Dream Pad controller for every one we print – not bad for a paltry 100 words...

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

contact

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

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

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

Inspector Cheats

UK's No1 CHEAT SERVICE

OVER 4000 CHEATS

if you've got the game ... WE'VE GOT THE CHEAT!

MANY MORE GAMES AVAILABLE

A
Aero Wings
Air Force Delta
Alien V Predator
Alpha Centuri
Alundra
Alundra 2
Armada
Armored Core 2

B
Battlezone 2
Berserk
Biohazard 2
Black/Matrix AD
Blue Stinger

C
Carrier
Ceasar III
Champ Manager 2
Chef's Luv Shack
Chu Chu Rocket
Civilization
Colonization
Command and Conquer 2
Cool Boarders
Cool World
Crazy Taxi
Cutthroats
Cyberia

D
Dark Forces 2
Dark Seed
Darksun
Daytona USA 2
Dead or Alive 2
Dead Or Alive 2
Deathtrap Dungeon
Descent 2
Descent 3
Diablo
Die hard Trilogy
Discworld
Discworld 2
DrumMania
Dynamite Cop
Dynasty Warriors 2

E
EA Sports Cricket
Earthworm Jim 2
Earthworm Jim 3D
Ecco the Dolphin
ECW Hardcore Revolution
Eternal Ring
Evolution
Evolution: The World Of Sacred Device
Expendable
Extreme G2

F
F355 Challenge
Fighting Force 2
Flag to Flag
Flight Unlimited 2
Four Wheel Thunder
Fox College Hoops 99
Full Throttle
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

I
Ishar 3

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

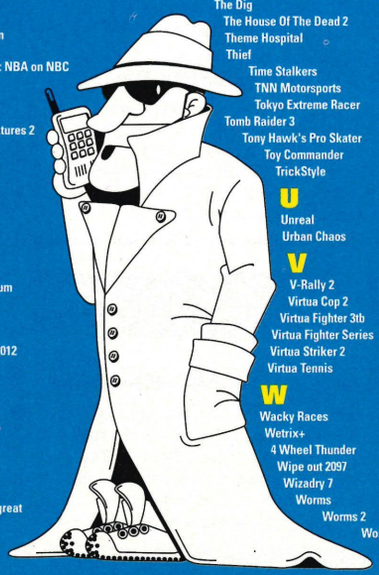
U
Unreal
Urban Chaos

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
Yoshis Story

Z
Zelda
Zombie Revenge
Zork III



UNDER 16s RING:
0905 072 0015

OVER 16s RING:
0905 072 0020

OVERSEAS +44 (0)702 167 0002
CUSTOMER SERVICE NBR 0702 160 0010

SEE OUR COMPETITION PAGE AND WIN GREAT PRIZES ON:
www.dialandwin.co.uk

SEE OUR WEB PAGE ON: www.cheatnetwork.co.uk

PLAYSTATION, PLAYSTATION 2, NINTENDO, DREAMCAST, GAMEBOY, PC, SAGA, SATURN

This service should only be used with the agreement of the person responsible for paying the bill. Calls to the number for persons aged under 16 years have a maximum cost of £3.00, the call will be terminated by forced release after 5 minutes. Calls to the number for persons aged 16 years and over have no maximum cost and call time restrictions. Ensure you are calling from a touch tone phone. Please put comments or queries in writing to: I.L.N. SERVICES, PO BOX 107, KNUTSFORD, CHESHIRE, WA16 6AG

WE BUY, WE SELL WE EXCHANGE
TRADING BY POST IS EASY

GAMESTATION

THE UK'S LARGEST INDEPENDENT VIDEO GAMES RETAILER

WHERE IT'S NEVER GAME OVER

OFFERING YOU THE LARGEST SELECTION OF NEW & USED GAMES IN THE UK

BIRMINGHAM, BOLTON, BRADFORD, BRISTOL, BROMLEY, CAMDEN, COLCHESTER, COVENTRY, CROYDON, DERBY, HULL, IPSWICH, LEEDS, LEICESTER, LUTON, MANCHESTER, NEWPORT, NORTHAMPTON, NOTTINGHAM, PETERBOROUGH, PLYMOUTH, PORTSMOUTH, READING, SOUTHEND, SUTTON, TAMWORTH, WAKEFIELD, WALSALL, WATFORD, WEMBLEY, WOLVERHAMPTON, YORK.

Want **cash** for your old games?
Want to **exchange** your old games?
Looking for the best price on **new & pre-owned** games?

CALL..0870 876 1444

OPENING HOURS: MON-FRI 9am-6.30pm SAT 9am-5pm

pre-owned 100% Guaranteed



Want cash for your old games? We will pay you

cash for the following

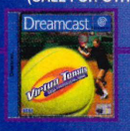
FIGHTING VIPERS 2	£10
GRANDIA	£15
JET SET RADIO	£10
LE MANS 24 HR	£10
NBA 2000	£9
NHL 2K	£10
SEGA EXTREME SPORTS	£7
SPAWN	£10
STAR WARS DEMOLITION	£7
METROPOLIS STREET RACER	£14
STREET FIGHTER ALPHA 3	£8
SUPER RUNABOUT	£10
TIMESTALKERS	£8
THE GRINCH	£8
TOY STORY 2	£8
VIGILANTE 8 2nd OFFENSIVE	£5
STREET FIGHTER 3 DOUBLE IMPACT	£8
VIRTUA TENNIS	£10
WWF ROYAL RUMBLE	£10
MILLIONAIRE	£10

(CALL FOR OTHER TITLES)











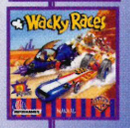
Got games you don't want?

trade them

against other games and receive the following value

4x4 EVOLUTION	£9
AEROWINGS 2	£10
WWF ROYAL RUMBLE	£12
FUR FIGHTERS	£9
INT. TRACK & FIELD	£12
JEREMY McGRATH 2000	£9
JO JO'S BIZARRE ADVENTURE	£5
RAYMAN 2	£5
REVOLT	£14
SPEED DEVILS	£5
STAR WARS POD RACER	£12
TEE OFF	£5
TRICKSTYLE	£4
WACKY RACERS	£10
WORMS ARMAGEDDON	£7
ZOMBIES REVENGE	£5
TOY COMMANDER	£5
TOY STORY 2	£10
WORLDWIDE SOCCER 2000 (EURO EDIT)	£9
DONALD DUCK: QUACK ATTACK	£9







ONLY £18.99 & £4.95 P&P



ONLY £18.99 & £4.95 P&P



ONLY £89.99 & £4.95 P&P

GAMEBOY COLOR

GAMESTATION SPECIALISE IN NEW & PRE-OWNED GAMES

PLEASE NOTE WE UPDATE OUR PRICE LISTS DAILY
THIS LIST IS CORRECT AT TIME OF GOING TO PRESS
PLEASE PHONE FOR CURRENT PRICES AND AVAILABILITY

DC07

GAMESTATION
PO BOX 47
YORK
YO30 4YF

Name .....
Address .....
.....
Postcode .....
Tel .....
email .....

THANK YOU

If you wish to place an order by post please fill out details below

GAME TITLE	PRICE
P&P	
TOTAL	

☐ Cheque ☐ Postal-order ☐ Card
Card no ..... Issue no ..... /.....
Expiry date ...../.....
cheques payable to GAMESTATION

☐ Please tick this box if you do not wish to receive any further mailings

PROOF OF POSTAGE IS NOT PROOF OF RECEIPT.
PRICES CORRECT AT TIME OF GOING TO PRESS.
PRICES SHOWN APPLY TO MAIL ORDER SHOPPING ONLY AND ARE NOT ALWAYS THE SAME IN STORE.
TO AVOID DISAPPOINTMENT PLEASE CALL TO CHECK STOCK AVAILABILITY.
ALL CASH AND TRADE-IN PRICES ARE FOR GAMES WITH BOXES AND INSTRUCTIONS AND IN REASONABLE CONDITION

TRADING PRICES MAY VARY DEPENDING ON THE CONDITION OF THE GAME.
ALL OFFERS ARE SUBJECT TO AVAILABILITY WHILE STOCKS LAST
THESE OFFERS MAYBE WITHDRAWN WITHOUT NOTICE
ORDERS UNDER THE VALUE OF £30 P&P £1 PER ORDER
FOR FULL TERMS AND CONDITIONS APPLY TO:
GAMESTATION PO BOX 47 YORK YO30 4YF.

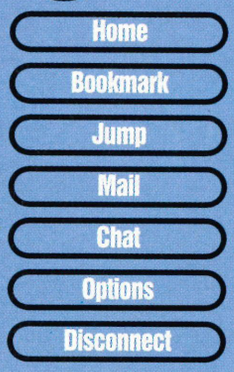
19/04 17/05

interact DC-Online

Yet more exciting Web sites for you to point your Dreamcast at. This issue, we look into the world of politics, delve into TV comedy and discover a site that turns out to be rather sad. Ahh.

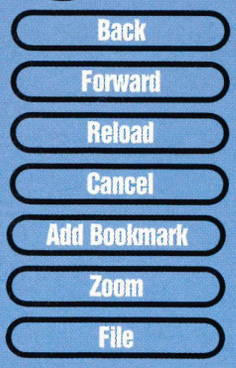
1. **Plug your Dreamcast modem into the phone line.**
2. **Place the Dream Key disc into your Dreamcast and press start. This is your passport to infinite knowledge.**
3. **If it's your first time logging on you will have to register, but if not, you will arrive at the DreamArena, a site only accessible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

Spend A Penny

www.penny-arcade.com

Dreamcast magazine WEB SITE OF THE MONTH

> Being the cynical old hacks that we are (well, Mart is anyway) there's nothing that we enjoy more than a good old laugh to lighten the ever-darkening mood of the office. That's why we often nip on over to Penny Arcade – a rather warped (but often funny and generally games related) comic strip page run simply for the purpose of making us chuckle. It's updated with scary regularity (something of a first for our favourite sites) and always gives us a new angle on our own world. Just have a scan through the archive for some genuine giggles...



FILM

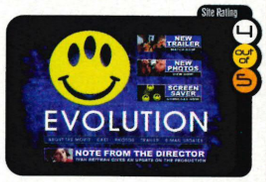


Once Upon A Time... www.shrek.com/home/index.html



> You should know very well by now that we've always had a soft spot for animated movies – films like *Toy Story 2* and *Antz* have had us rolling in the aisles, despite being aimed at kids. The next movie from Dreamworks looks set to continue the trend – in *Shrek*, Mike Myers plays a troll looking for love, while Eddie Murphy and Cameron Diaz back him up. Funny in the extreme.

The End Is Nigh www.countingdown.com/evolution/index2.html



> As far as we can make out from the Web site, Evolution looks to be *Ghostbusters* with aliens... which isn't all that bad, when you come to think about it. David Duchovny manages to play against type by being quite funny, while everyone else (including the stock 'dumb teenager' from *American Pie*) manages to run around screaming about the end of the world. Top stuff, if a little weird.

Captain Caveman! www.cavemansvalentine.com



> Serious drama isn't usually our bag, baby – however, we're always up for a flick that's got Samuel L Jackson in it (except for *Shaft*... that was rubbish). *The Caveman's Valentine* might not look like the best movie ever, but it's certainly got all the ingredients to be a stayer at the box office; plenty of depth and plot twists, plus one bad-ass actor in the lead. Keep an eye out for it...

MUSIC



CD Player, Player, Player www.feederweb.com



> Declared by many as the second coming of Brit Pop (crikey, what a horrible prospect), Feeder have taken the charts by storm with both *Buck Rogers* and their last single, *Seven Days In The Sun*. Personally, we loved their album to pieces – as you can tell by reading our music reviews in this issue – so we'd heartily recommend you give their Web site a good going over as well.

Damon's Mates www.gorillaz.co.uk



> They ain't happy, feeling bad because they've got sunshine in a bag... oh, and one of them is supposedly a practicing Satanist. The Gorillaz aren't exactly what you'd call your regular band, which is probably why we like them so much – after having *Clint Eastwood* played to us repeatedly for the past month or so, it's hard not to. Plus, they've got Damon Albarn on their side... so it's all good.

They're Welsh, You Know www.stereophonics.com



> Their latest album, *Just Enough Education To Perform* (or *JEEP* for short, if you want to be picky) went down a storm here in the office – therefore, we felt obliged to nip over to their Web site. If you're even remotely interested in reading about Will Johnston-lookalike Kelly and his band, this is the place to be. Just don't get it confused with the rather similar-looking unofficial site...

POLITICS

Tony And Friends
www.labour.org.uk

> If you're over 18 and vaguely interested in the way our country is run, you'll probably be thinking about who to vote for in the next general election. Obviously, we can't express any kind of opinion here (hey, it's not as if we really care either way anyhow) so here's the first Web site you should be thinking about visiting – the Labour Party. Gosh, ain't Mr Prescott just the prettiest thing?



Tory Tory Hallelujah
www.conservatives.com

Alex's Pick

> On the other side of the political coin, you've got those Conservative types – you know, blokes in suits wearing blue ribbons and talking about Maggie Thatcher. Just like the Labour Party Web site, there's the usual opportunity to read about the party policies, sign up as a Conservative and even donate some cash... yeah, right. As if we earn enough to give it away...



Get Your Fax Straight
www.faxyourmp.com

Simon's Pick

> Of course, the real reason why we decided to include a politics section this month is so we could show you this – a site that lets you fax your local MP without having to actually find out who he or she is. Just type in your postcode, write the letter you want to send them (making sure it's literate, obviously) and then volia... one MP, totally faxed!



COMEDY

Eh-duh-duh-eee!
www.baracuda.demon.co.uk/bottom/bottom-index.html

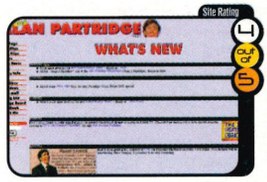
Mart's Pick

> Ahhh, British TV comedy, we love it. Especially if it's violent comedy, like the kind offered by Richard Richard and his good friend Eddie Hitler. Bottom has to be one of the best laugh-out-loud comedy shows EVER, which is why you simply must visit the Bottom Archives; a shrine to everything that is Bottom. Scripts, pictures and info on a new series... it's all here!



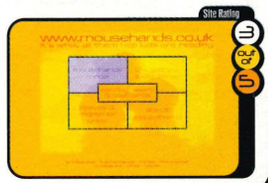
Spine In A Bap
www.alan-partridge.co.uk/index2.htm

> One of the other great British comedy institutions has to be Alan Partridge – after starting out as a lowly sports presenter on *The Day Today*, he's been to the top of the BBC mountain and back again. If you're not a fan of the man, this is the place to be converted; with scripts from all his shows plus pictures and other goodies, you'll find everything you ever need right here.



Bang Bang
www.mousehands.co.uk

> We know what you're saying... "How could you forget about Vic and Bob?" Well, we haven't – right here at the rather strangely named Mousehands Web site, you'll find all manner of Reeves and Mortimer materials including pictures, information about the duo and most of all, the lyrics to those songs that they always sing during their shows... yes, even the really stupid ones.



WEIRD

No Stamp Required
www.tackymail.com

> If you've ever been on holiday to a coastal town that has the potential to create its own postcards, you'll know there's some really bad ones out there. Whether they're weird, offensive or just plain dull, you'd never think of sending them to your friends... so they wind up here instead. There's an entire archive of bizarre postcards, so feel free to look and be amazed.



Weird? Err... No
www.weirdweb.com

> Let's face facts – a lot of sites out there are hastily put together pieces of tat created by some sad bloke to try and impress his mates. While weirdweb.com is actually quite impressive to look at, digging around for a little while reveals it to indeed be just another example of some lonely people trying to be clever but failing miserably. It's weird, but not for the reasons you'd think...



To Infinity And Beyond
www.xprize.org

Gaz's Pick

> Fancy winning a monster pile of cash? Then you'll want to head over to X-Prize... there's a competition there that's just up your street. There's only one catch though – you need to build a spacecraft capable of taking people into space and back again on a regular basis, without the help of your mum or any sticky-back plastic. Hmm, might take a bit of work...



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



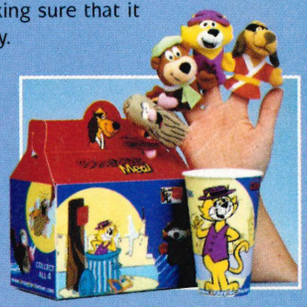
Finger Lickin' Good!



Being in a charitable kind of mood this month we've teamed up with Colonel Sanders and folks at KFC to give you the chance of winning some finger lickin' good chicken and top Cartoon Network videos. Four lucky winners can win Top Cat and Yogi Bear videos as well as one a choice of delicious new meals from KFC – the perfect food to eat while you choose which video you're gonna watch first. *And* you get a free Cartoon Network finger puppet with each meal – what more could you possible want?

Q. What do the initials KFC stand for?

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.



Who's A Chicken?
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?

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

0906 466 4492

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



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

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

Dreamcast solutions

Hints, Tips, Cheats and Guides

Forget what you've been told – cheats always prosper. And we're here to help you do just that...



Army Men

Sarge's Heroes

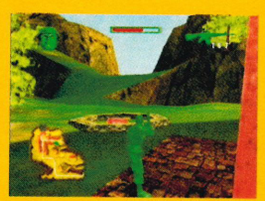
> So it might not be the hardest game in the world, or even the best for that matter, but here are some cheats just in case...

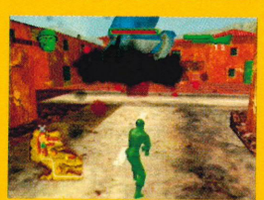
Unlock All Characters	BTTLN
Unlock Pink Bunny	PNKBNN
Unlock Skeleton	SKLL
Unlock Mini Mode	DRVLLVSMM
Unlock Test Info	THDTST

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











SnoCross

Championship Racing





> **Crave's skidoo racer isn't the easiest racer to get to grips with, so hopefully these cheats will sort you out.**

Unlock All Tracks, Leagues & Skidoos
Hold R and press Up, Y, Up, Y, Up, Y whilst you are at the main menu screen.

Unlock Cartoon Track
Hold R and press Right, Up, Left, B, Y, X at the main menu screen and then select the Kiruna track.

Unlock Summer Track
Hold R and press X, A, B x2, A, X whilst at the main menu screen. and then select the Calgary track.

Unlock ATV
Hold R and press Up, Right, Down, Up, Right, Down at the main menu screen.



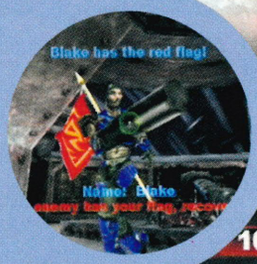


Unlock Go-Cart
Hold R and press Right x2, Left x2, Right x2 at the main menu screen.

Unlock Demo Mode
Hold R and press Up x3, Down x3 whilst at the main menu screen.

Unreal Tournament

> It might well be the best first-person-shooter ever, but that doesn't mean that it's an easy business, so maybe these cheats will help.





Skip Level
Pause the game and press Up, Down, Left, Right x2 and then Left.

Become Invincible
Pause the game and press Left x2, Right x2, Down and then Up.

Maximum Ammo
Pause the game and press Left, Right, Left, Right x2 and then Left.





Fighting Vipers 2

> You know those secret characters are there but how the hell do you unlock the buggers? Like this...

Unlock Bonus Stage
Complete Stage 07 in Arcade mode in less than 5.50 mins with a Super K.O or with at least half your energy intact.

Unlock Kuhn
Beat Mahler in Arcade mode in less than 5.50 mins with a Super K.O and then beat Kuhn in the bonus stage.

Unlock Mayor BM
Beat BM in Arcade mode with a Super K.O.

Unlock Del Sol
Beat Del Sol in Random mode and then complete the game.

Access Alternate Costumes
Highlight a character at the Selection screen and press Up or Down for other outfits.

Daytona USA 2001

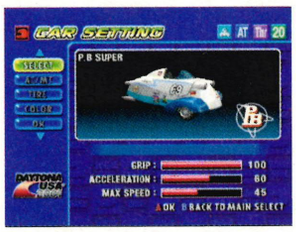
> No one ever said that it was going to be easy unlocking all the cool cars in SEGA's arcade classic, but at least we tell you how to do it.



Unlock Pywackett Barchetta
Finish any course with each of the four cars you get at the start to unlock this three-wheeled beast.

GRIP	85
ACCEL	80
TOP SPEED	40





Unlock Pywackett Barchetta Super
Select the Pywackett Barchetta and race around any of the tracks backwards with the lap setting at two.

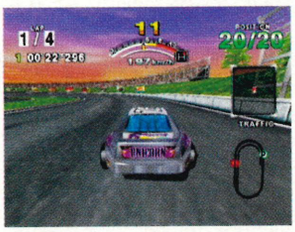
GRIP	100
ACCEL	60
TOP SPEED	45





Unlock Unicorn
Come first in the final stage of the Daytona Championship mode. Easy...

GRIP	35
ACCEL	90
TOP SPEED	90





Unlock Rule Of The 9th
Set first place record times on every track in each of its variations – normal, mirror, reverse and mirror reverse.

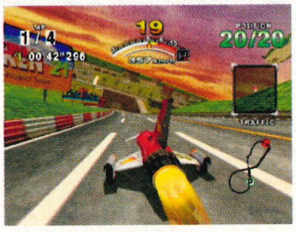
GRIP	50
ACCEL	85
TOP SPEED	85





Unlock The Javelin
Clock up over 100 hours of playing the game and you'll be rewarded for your efforts with this beauty.

GRIP	20
ACCEL	100
TOP SPEED	100



Xploder DC Codes

Dead Or Alive 2

***P1**
Infinite Health
0121F764
0000012C

75% Health
0D21F764
0000012C
0121F764
000000B4

50% Health
0D21F764
0000012C
0121F764
00000078

25% Health
0D21F764
0000012C
0121F764
0000003C

Sudden Death
0D21F764
0000012C
0121F764
00000001

Instant Death
0121F764
00000000

Sudden Death When Hitting P2
0D21F7CC
0002012C
0121F764
00000000

***P2**
Infinite Health
0121F7CC
0000012C

75% Health
0D21F7CC
0000012C
0121F7CC
000000B4

50% Health
0D21F7CC
0000012C
0121F7CC
00000078

25% Health
0D21F7CC
0000012C
0121F7CC
0000003C

Sudden Death
0D21F7CC
0000012C
0121F7CC
00000001

Sega GT

Start With Loads Of Money
0D138FB8
00002710
02138FB8
0160D02C

Always Pole
01257A84
00000000
01257A88
00000000

Total Time 00'00'00
012B6518
00000000

AeroWings 2 Airstrike PAL

Unlock Planes
T-2
00010650
00000001

T-4
0001066C
00000001

F-1
00010688
00000001

F-2A
000106A4
00000001

F-2B
000106C0
00000001

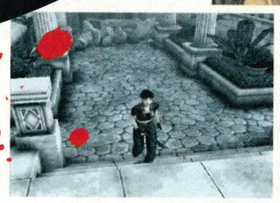
F-4J
000106DC
00000001

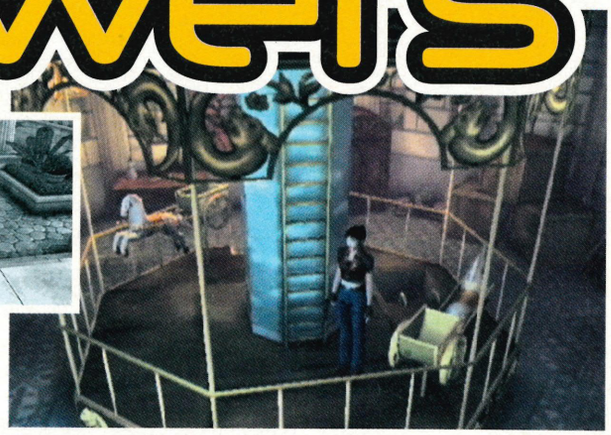
F-4EJ
000106F8
00000001

F-4EJ+
00010714
00000001

F-15J
00010730
00000001

Questions and Answers





It's been a hard month for the chimps, what with having to hose down the Gaming Porpoise *and* answer your questions at the same time. Still, at least you've eased their pain by providing some relatively easy problems... if you've got something tougher to ask them, just write 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 – ... unless you want us to send the boys round, of course.



Stop Asking This!

Q Dear Dreamcast Magazine,
I read your answer to the anonymous email in issue 20 about *Resident Evil Code: Veronica* and noticed it mentioned the Tyrant on the plane... well, that's where I'm stuck. I have no weapons to fight it with apart from 48 normal arrows for the bow gun – I do realise there is a Storage Box on the plane but I didn't keep anything in it. I don't have any Herbs or First Aid Sprays either. What should I do? Please HELP!
Yours sincerely,
Some anonymous bloke, via email

A ***Right, for the last time... stop asking how to do this! You wouldn't believe how many people ask about this part of the game – what's more, it's not even that difficult. Even if you haven't got any weapons, you can still win the battle; just lure the Tyrant to the open ramp at the rear of the plane, then run back and hit the button by the door to send the crate hurtling towards him. You have to do this more if you aren't hurting him with weapons (making him bleed means you'll only have to do it once) but eventually he'll be sent flying out of the cargo bay doors to his death. It's easy enough, so don't ask us how to do this any more!***



And Still They Come...

Q Dear Dreamcast Magazine,
HELP ME! In *Resident Evil Code: Veronica*, I've been wandering around aimlessly in the palace for a week looking for the three Proofs. I already have one of them and I've been to Alexia's house but to no avail. I can't get any further! Also, could you help me out with a health code please?
Thank you so much,
Sash, via email

A ***Hey, at least it's an original problem... although you couldn't have asked a more sweeping question. The three Proofs are scattered around the palace area – it takes a fair old while to find them all. The Navy Proof is outside the palace (this is probably the one you've already got), the Army Proof is in the room on the second floor above the garage where Steve kills his zombified dad and the Air Force Proof is hidden on top of the bookshelf on the upper floor of the Carousel Playroom in the private residence. You'll have to play through most of Claire's adventure to get them all... oh, and there's no infinite health code. Bugger, eh?***

Ahh, He's Only Eight!

Q Dear Dreamcast Magazine,
My name is Alden Doble, I am eight years old and I'm stuck on *Sonic Adventure*. Playing as Amy, I've made my way up to Twinkle Park. I've got past most of it, but when I got to the second garden, I listened to the hint ball and it said to hide in the metal can that is in front of you. I've hidden in it and moved to the safest place, but then Zero kills me because the garden is a complete dead end. Please help,
Alden Doble (obviously), via email

A ***Alden, Alden, Alden... just because the hint says that you can hide in the can, that doesn't mean you have to do it. What's more, you're right near the end of the level – so close and yet so far! Basically, you're not thinking big enough... see that fence blocking off the ramp ahead? There's actually an opening on the right of it filled with explosive barrels. All you have to do is jump over the barrels and leg it up the slope (avoiding the Spiked Balls, obviously) to reach the balloon that carries you out of the level. Hope that helps!***





We're Right For Once!

Q Dear Dreamcast Magazine,
In the second part of your walkthrough for *Phantasy star Online*, you said that in the Unsealed Door mission it wouldn't matter if your companion was killed during the fight with De Rol Le. When I played, he was killed and I was transported back to base as if I'd failed the mission... so what's going on?
Yours confusingly,
Ollie Scott, via email



A ***Hey, don't shoot the messenger, Ollie – we just tell you what to do in the game. In truth though, we probed our Phantasy Star Online chimp fully and he's actually right for once; we played that mission a number of times and each time, the scientist with us bit the dust but we didn't fail. Why? We're not sure. Still, surely you would have thought to try and stop him from getting killed in the first place... that IS the whole point of the mission, after all. At the end of the day though, we're right – hooray for us!***

It's The Beat Yourself Challenge!

Win A Set of Joytech Goodies!

Finally, we have another lucky prize winner! Thanks to the wonders of modern photography, someone has actually managed to prove their fastest time on *Ferrari 355 Challenge*! Ready for the announcement? And the winner is...

Ron Whittaker from Gwynedd, Wales!

Nice one, Ron – your prizes should be winging their way to you as we speak. As for the rest of you, it's time for three brand new challenges...

The rules haven't changed – three challenges, three sets of prizes. The only way to win is to send us photographic or video proof of your gaming talents. As before, anyone trying to pull a fast one will be humiliated

Daytona USA 2001

A nice easy one to get the ball rolling – just send us a photo or video that shows us your fastest lap around the Three Seven Speedway. Only races completed using the Hornet car will be accepted, so start your engines!

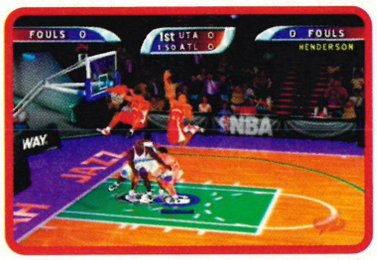
NBA Hoopz

Take on the computer in a basic three-on-three match and then send us proof of your highest score over an entire game. Use any team you like – you'll want to be looking for a score of 90 points or higher to win!

Fighting Vipers 2

The idea's not hard, but being the fastest might be – just get through to the last boss of the game in the fastest time possible. Any character can be used and you can continue as often as you like... just be as quick as you can!







sponsored by JOYTECH EUROPE



WIN! A set of Joytech goodies!

contact

Proving your worth as a gaming guru couldn't be easier. Just write to us at:

Beat Yourself
Dreamcast Magazine
Paragon Publishing
St Peter's Road
Bournemouth
BH1 2JS

Alternatively...
Email: dreamcast@paragon.co.uk



DVD review



ON SALE NOW

- NEW UK DVDS REVIEWED
- THE BEST PLAYERS TESTED TO THE LIMIT
- YOUR COMPLETE GUIDE TO DVD ENTERTAINMENT!

the future is here...

DVD Review is available from all good newsagents, please ask for your copy now

CHEATS UNLIMITED
THE WORLD'S NUMBER ONE CHOICE FOR GAMING HELP

YOU'VE TRIED
YOU'VE DIED
YOU NEED A GUIDE!

EXIT LEVEL

OVER 150 WALKTHROUGH GUIDES AVAILABLE TO YOU, INSTANTLY

PERSONS AGED UNDER 16 MAY CALL THIS NUMBER
09066 095 954
CALLS COST ONLY 60P PER MIN. TO THIS NUMBER

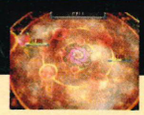
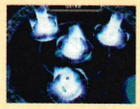
PERSONS AGED OVER 16 MAY CALL THIS NUMBER
09066 095 629
CALLS COST ONLY 60P PER MIN. TO THIS NUMBER

Please ensure you have permission from the bill payer before calling. Each call to the under 16's number will cost no more than £3.00, and will end at 5 minutes. Please put any comments or questions in writing to Interactive Telecom Ltd, 8 Grants Walk, PL25 5AA, or call our
Customer Service: 08700 885 656 (BT National Rate applies)

COLLECT YOUR FREE WEEKLY E-MAG PLUS CHEATS, TIPS, GUIDES & ONLINE SHOP AT WWW.CHEATSUNLIMITED.COM

Web site: www.sega.com

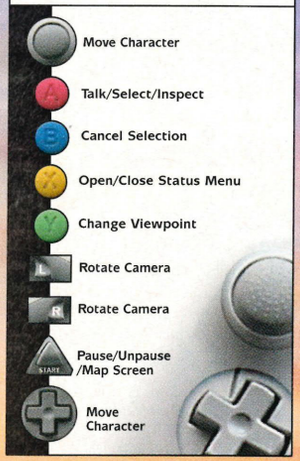
It's A Kind Of Magic


Anyone can cast magic in *Skies Of Arcadia*, as long as they have a Moon Stone. These magical stones come in six different colours; red, yellow, blue, green, purple and silver. Each stone allows the holder to learn a number of different spells, which are only obtainable by experiencing battles first-hand. You can only hold one stone at a time, so it'll be up to you whether you specialise in one colour or spread your experience evenly.

CONTROLS

All the controls you need to take to the skies...



essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	OVERWORKS
RELEASE	OUT NOW
PRICE	£34.99
GENRE	RPG
PLAYERS	1
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK

SKIES OF ARCADIA

Finally, an RPG that can stand up to Final Fantasy – you'll certainly need part one of our walkthrough to get through Arcadia unharmed!





Especially For You

› As a fight progresses, your party will build up Spirit Points (SP). After each round, the SP gauge will go up by one point for each member of the party. It is also possible to raise your spirits by Focusing. Once you have enough SP, you will be able to pull off a Special Move. These moves can only be learnt by eating Moonberries, an extremely rare delicacy on Arcadia.







Chapter 1: Back To Base

The adventure begins with a young girl sailing alone in a strange ship. An enormous battleship, headed by Alfonso, is chasing her for an as-yet unknown reason. They knock her out with Concussion Shells, and are just about to take her back to their Queen when the Blue Rogues attack.

- Attack the Valuan Soldiers using the standard attack command. They won't last very long. After the first battle you will become surrounded by soldiers, at which point Dyne will turn up.
- It's your job to find Alfonso. There's a crate immediately in front of you. Open it to find a Sacri Crystal. Run along the corridor and into the large room. Alfonso will be waiting for you with a group of guards. Take them out with standard attacks.
- Explore the first floor of this room and keep fighting until both Vyse and Aika have learnt a magic spell each. When this happens, go to the Status screen and change their colour allocations.
- Head upstairs and face Alfonso. As expected, he'll run off with the girl. Open the chest, then follow him and use the Save Point in the next room.
- After the battle, Alfonso will make a run for it, leaving the strange girl behind. You will now be on the Blue Rogues' ship, The Albatross. Fina seems to be okay, but you'll have leave her until later. Go outside and climb the ladder up to the bridge. Talk to Dyne, then talk to Briggs to gain control of



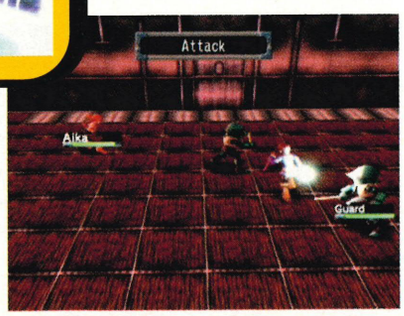
the ship. Fly south-east until you get to Pirate Isle. You will be attacked by Ghastlings, Loopers and Marocca along the way. Ghastlings are easy enough to kill. Marocca have a large number of HP and will take a couple of rounds to kill. Loopers are very wary and will often run away before you get to attack them. If you get to them in time, use magic as opposed to physical attacks.

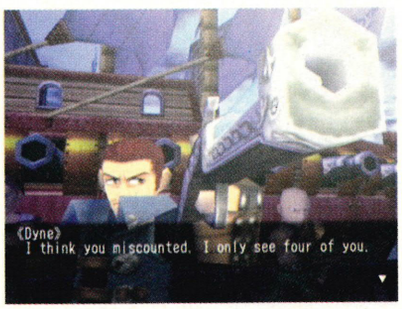
- Once you are on Pirate Isle, explore the docking cavern. Be sure to save your progress at the Save Point. There is a Tavern and two shops to go to, but don't buy anything just yet. Instead, go straight up to Dyne's office, and let him talk to Fina. Choose the 'sit quietly and listen' option. After the chat, examine the bookcase in the corner. It will slide open, revealing a ladder, which will lead to 150 Gold. Luke the Raider will now let you exit the cavern.
- Find the stone doorway next to Vyse's house. It will lead you to another Moonberry. Search the vegetable patch to find a chest. Talk to Vyse's mum, then go to the training area and find out all that you can about battle. Offer to play hide-

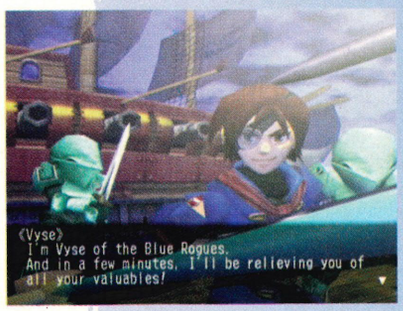


BOSS: ANTONIO
HP: 550
ATTACKS: THUNDER OF FURY
ITEMS WON: MOONBERRY

› Antonio is Alfonso's pet war-beast. You shouldn't have any problems as long as you keep your HP above 200. Use Vyse's Pyri three times, then stick to the standard attacks. Use Aika to heal when necessary. The only move that really hurts is Thunder Of Fury, which will hit for around 190.







continued›

Web site: www.sega.com













BOSS: SENTINEL
HP: 1200
ATTACKS: : TARGET SEARCH
ITEMS WON: RAW MOON STONE

This guy is really quite easy. The Blaster is an annoying move to say the least, but keep your HP high and you'll be fine. Blue magic hurts him the most, closely followed by Alpha Storm and Cutlass Fury. The Moon Stone will be yours in no time at all.

and-seek with the kids. Jimmy can be found behind the washing, near the vegetable patch. Pow is by the well. Lindsi is to the left of Vyse's house, and Alan is behind Aika's house. In return, Jimmy will tell you about the hidden ladder. Great...

Head back to the Weapons Shop and purchase a Pirate Cutlass and a Leather Crescent. Equip them, then sell the old weapons. Go outside and climb the ladder up to the viewpoint.

Chapter 2: Retrieve The Moon Stone

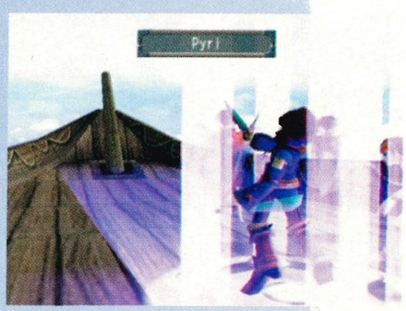
After seeing the Moon Stone land on the nearby Shrine Island, Vyse and Aika decide to go off and find it. Vyse will get some sleep before he goes.

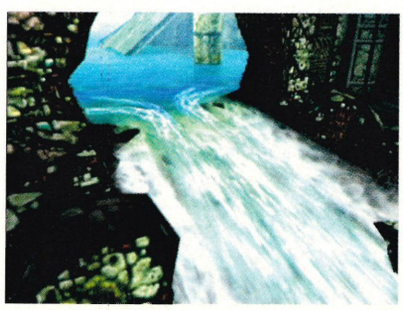
- Talk to Vyse's parent before you leave. You will receive two Sacred Crystals and a Purple Moon Stone. Go outside and talk to Fina. Equip the Purple Moon Stone with both characters so that you learn the relevant spells as soon as possible.
- Head up to the ship (the floating island) and cast off. Fly around the immediate area and get into as many fights as possible. Groups of Ghastlings should be taken out with a Pyri attack. Your new weapons will be enough to take out the others. Once you have about 600 Gold, head back to the Weapons Shop and buy some armour and rings. Now head south, towards Shrine Island.
- The Moon Stone has blasted into the side of the shrine, allowing water to flood the dome. Whilst inside the dome, you will encounter the normal enemies as well as Flisticks. These strange creatures can put you to sleep for one round, so take them out as a priority. You'll have to drain the water out. Follow the pathway until you end up outside. Touch the crystal to lower the entire shrine. Head right and open the chest. The entrance to the shrine will now take you to a different place. Follow the pathway back down to the entrance – make sure that you activate all the rings as you pass them. As soon as you walk outside, you'll be attacked by a Grouder. Use Special Moves to kill it quickly. There is only one way to go – just follow the path until you are back inside the dome. Turn left and activate all the rings. Be careful as there are Seekers in this area. Their Lasers can cause problems. Go through the doorway to find another Moonberry. Run back inside and go up the stairs. Activate the two rings and go through the door. The path will take you to the next level down, where there are yet more rings and a chest. Go through the door and down to the next level. Be sure to save your game before opening the floodgates.

Chapter 3: The Journey To Valua

While you were away on your treasure hunt, the Valuan forces attacked Pirate Isle. They've taken all the men hostage!

- Get back to Pirate Isle, and make your way into the cavern. Vyse's mum is in Dyne's office – it looks like you're going to have to save everyone. In the morning, head up to the floating island and speak to the kids. Promise Lindsi that you'll come back, then leave.
- Head north and go past Shrine Island. Soon you will come to a large island with a mountain on top. There are flying fish in this area. Catch them by flying into them. Change to a north-easterly direction until the fog becomes too thick to carry on. There's absolutely no way that you can attack Rhaknam – retreat and hold on to something.
- You'll wake up on the deck of another



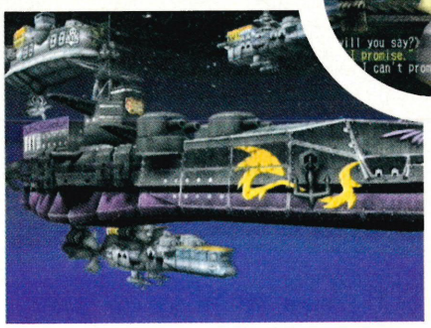














ship. Although you can explore the ship, there's nothing to find. Go down the stairs and grab the crates. Drachma will ask you to take the Little Jack to Sailor's Island. You now have use of a Blue Moon Stone, so be sure to equip it. Fly through the tunnel – the island will be on the other side.

- Your first stop should be the Sailor's Guild. Talk to the Guildmaster and purchase the Ancient Guidepost information. Now go to the Items Shop and grab some Curia Crystals. Talk to the Ship Parts Merchant – he'll tell you about a new Harpoon Cannon. Captain Drachma might be interested in that. Find the Weapons Store – there are a load of new weapons and armour to be found here. It's worth buying the Hook Hand, as you'll need it later on.
- Pinta is standing in the Weapons Store. Talk to him about the Pinta Quest, then go to the Options screen and send him off.
- Go back to the pub and beat around the bush with your information. Drachma will agree to take you to your destination. Now you need a Valuan Passport. Talk to the Guildmaster. A Nasr Merchant will overhear you. He'll give you his passport as long as you escort him to Nasr.
- Equip Drachma and go back to the Little Jack. When the merchant ship leaves, go back to Sailor's Island, then head north-east until you get to a small island. The spinning compass will mean that this is a Discovery Area. Press A to reveal it.
- Fly east from the Guidepost, with the reef on your right-hand side. There are two new enemies here: the Thorkryn and the Scornfly. Thorkryns are easy to kill, but Scornflies will require magic/Special Moves if you are to avoid long battles.
- Escort the merchant ship through the Dannel Straight, then head into Valua, which can be found to the north of Sailor's Island.

Chapter 4: Finding Fina

Finally you've made it into the formidable fortress that is the Valuan City. Now all you have to do is get into the palace.

- Explore the immediate area. There are some shops and a bar. The Barkeeper will tell you that the Air Pirates are to be executed at the











SHIP BATTLE: BLACKBEARD
ITEMS WON: CAPTAIN'S STRIPE, BOMB

> For the first two rounds, only use one gun attack. Where you place it is up to you. Just make sure that you guard for the other two rounds. When Blackbeard changes tactics, try to get behind him. Attack him with your main cannons for big damage. Attack him in the second round as well, but guard for the third round. Keep this up until he cries himself to sleep.

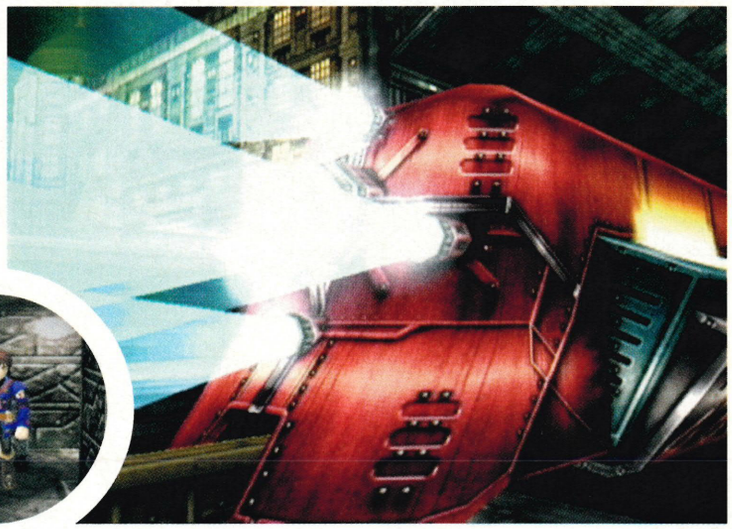
continued>

solution

Hints, Tips, Cheats and Guides

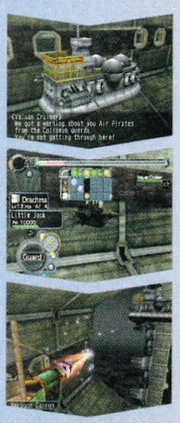
Web site: www.sega.com





BOSS: EXECUTIONER
HP: 1,750
ATTACKS: SONIC WAVE, TACKLE
ITEMS WON: ELECTRI BOX, SACRED CRYSTAL

› This fight will occur when you climb the ladder and attempt to save the Air Pirates. If you're not careful, this guy will wipe you out with his devastating Tackle attack. This attack can hit for up to 1,000HP. If your characters are guarding, this will be halved. The only attack to use is Drachma's Tackle. This will hit for around 550HP. Three of these will be enough to finish him. Constantly guard with Aika, as she is likely to be killed in one hit. Use Vyse to heal and Focus. Keep your concentration and you won't have a problem.



SHIP BATTLE: VALUAN PATROL SHIP
ITEMS WON: REPAIR KIT

› Now that you have the Harpoon Cannon, this won't be too hard. The only problem is that firing it requires 15SP! The best strategy is to Guard when in the green/yellow, fire when you have the advantage, and use the Harpoon Cannon when you have enough SP. Simple when you know how!

Collosseum on the following day. Use the lift to go down to the next level. Don't stay at the Inn just yet. Instead, keep exploring. Behind some barrels you will find a secret passageway, leading to a Moonberry. Go back to the Inn and stay the night.

- Drachma will turn up. It looks like you're going to have to sneak into the Colloseum. Marco will overhear your plans. Chase him, but follow the arrows that point away from him. This will help you to catch up with him and will also gain you a Sacri Crystal.
- In the morning you will wake up to find that all the inhabitants have gone to the Collosseum. Jump down into the Catacoombs. Tsirats, Basallish, Crylhounds and Mind-Stealers inhabit this area. The first three can be wiped out with a Pyri attack. The Mind-Stealers are more vulnerable to physical attacks.

When you get to your first junction, turn left and collect the items. At the second junction, go straight ahead to collect the Assassin's Blade and the Heavy Armour.

- Marco will show you a secret room. Talk to everyone and grab the items.

You're going to have to save Fina while the guards are still in a state of confusion. Get the Yellow Moon Stone from Dyne and head down the corridor.

You'll soon end up in the Upper City. Save your progress, then try to cross the bridge. Fina is just about to be put on the train. You'll jump on the train in a cut-scene. Before you know it, two Patrol Guards will be upon you. Change your weapons to red – this will ensure that you suck the life out of them. With them defeated, the big man himself will challenge you. Whatever you do, don't let him catch up with you, as he is ridiculously hard. Nothing that you can muster will even touch his energy bar. Keep running until you get to the end of the train.

- Fina is being guarded by two Royal Guards. They are a lot stronger than the previous guards, and it will take a number of Special Moves to kill them.

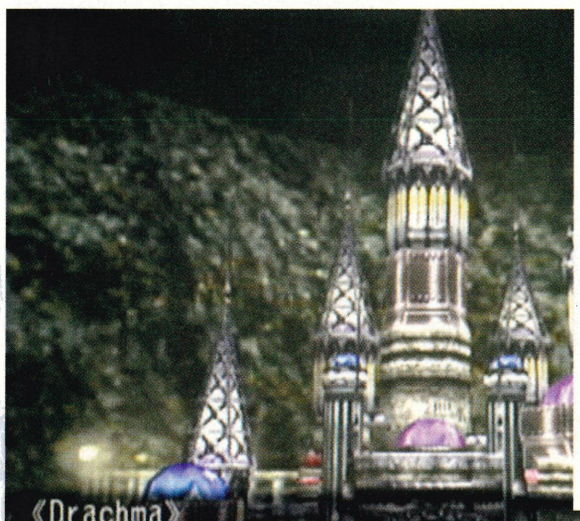
Chapter 5: The Temple Of Pyrynn

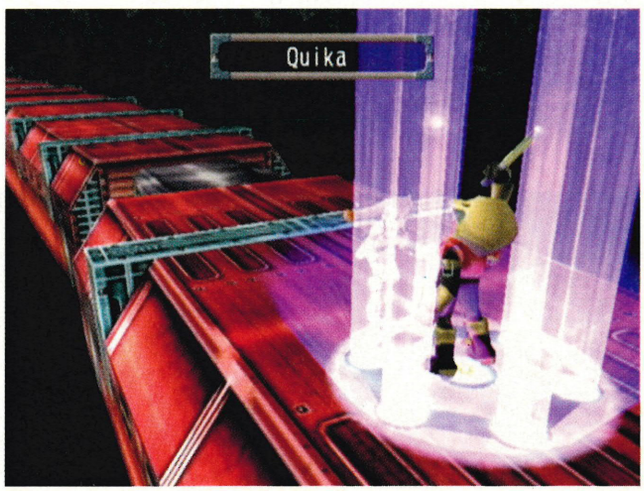
When you get back to the island, Fina will tell you about her mission. It looks like you're going to have to help her out.

- Search the chest on the Lookout Point, then go into the cavern. As you go in, Cupil will start to beep at you. Search the walkway to find a Cham. You can feed this to Cupil to make it stronger. Jump onto the Little Jack and sail north-west to the area in which you started the game. The Pirate's Grave Discovery can be found here. Now go to Sailor's Island and sell your Discoveries. There should be a new one for you to buy.

The Weapons Store and the Ship Parts Shop have restocked on new equipment, so be sure to visit them before you leave.

- Break through the reef and head east until you get to Maramba. If you head still further east, you will find the next Discovery in the form of a floating lake. Once you have found it, go back to Maramba and have a rest. There are some new items to buy, and the Ship Merchant has a new weapon – you don't have a ship right now, so it won't be any use to you.
- Pick up the Cham, which is located on the balcony of the Inn. Explore the other buildings in the compound. There is a walled off structure in the far-left corner – you can't get to it just yet. Go over to









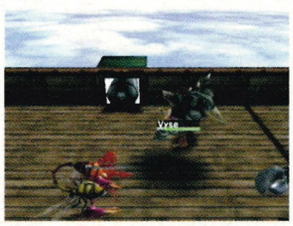
the Dhabu Stand and jump onto it. You can use the Dhabu to get onto some of the rooftops. The rooftop of the Weapons Store has a Slipara Box. The rooftop with the exercising man will allow you to get inside the building, and so get to the Nasr Combat Mail.

- Go out of the gate next to the Dhabu Stand and make your way over to the other part of town. Pick up the 300 Gold from the rooftop, then dismount and go into the Tavern. Talk to the dancer and she'll ask you to stay. Relax for a while – the dancer will come over to you and offer you the use of her ship. You have until the morning to explore. Jump down into the tunnel system that runs between the two parts of town. Use the switches to open the gates. This will allow you to find all the treasures (just like the Weapons Store owner said), including a Moonberry and a Gem of Fluidity. Get back to the Inn and stay the night.
- Go to the dock and fly south-east. There is an island high above you. Go up to it to find another Discovery. Continue east until you get to the Temple Of Pyrynn. Go inside, and run down the slope. Use the







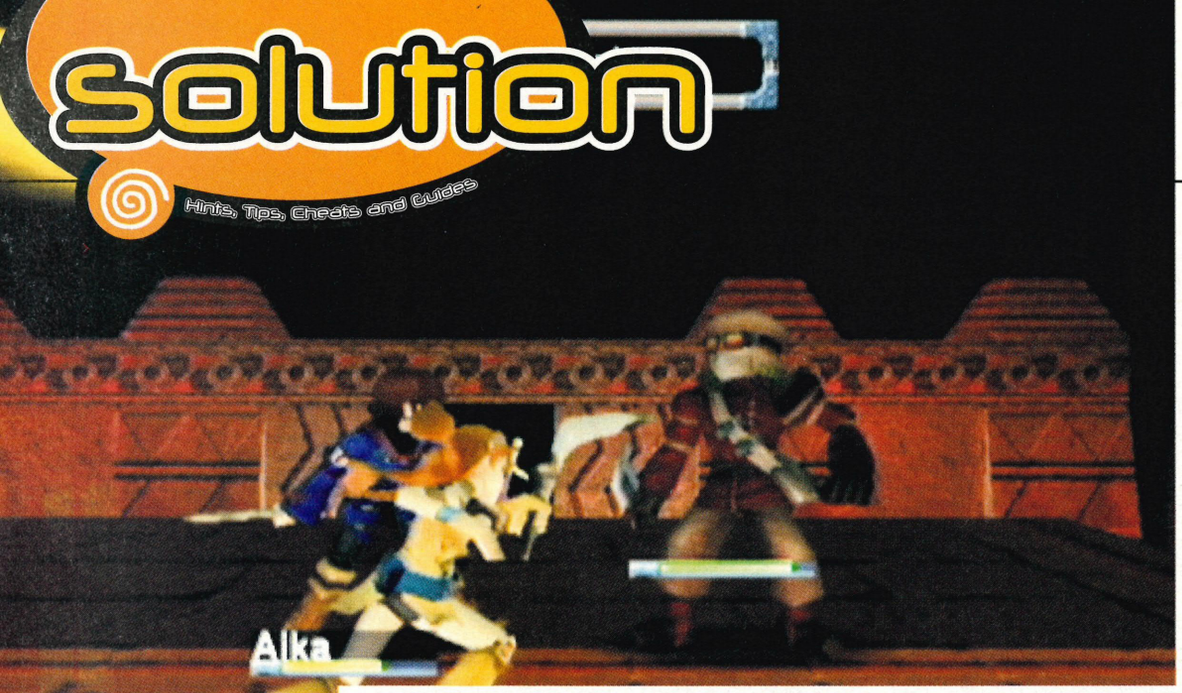




BOSS: BLEIGOCK
HP: 4,600
ATTACKS: POISONOUS BILE, FROST BREATH
ITEMS WON: VIDAL SEED

› This is going to be one long battle! Poisonous Bile will cast poison on one/two/three members of your party. Use Curia Crystals to overcome this. Frost Breath doesn't have any status effects, but it'll hit for up to 250HP. Switch all your weapons to red. Use Vyse and Aika to Focus and Heal. As soon as you get 10SP, use Drachma's Tackle. This will hit the oversized Basallish for around 800HP. Keep doing this, and as you get towards the end, just hit him with a barrage of red attacks.

continued ›













BOSS: ROKWYRM
HP: 4,200
ATTACKS: CINDER STORM, VOLCANIC BLAST
ITEMS WON: RISELEM BOX

› The key to defeating this boss lies in several areas. Firstly, one of your characters should have the Gem Of Fluidity equipped. This will stop them getting petrified. Rokwyrm's main attacks are Cinder Storm and Volcanic Blast. The latter will only be used when the boss is low on HP, and will hit for up to 400HP. Cinder Blast will petrify whoever it hits (unless they are wearing the Gem Of Fluidity). This effect will wear off after a few rounds, but is annoying nevertheless. Use Curia or Curia Crystals to reverse the effect.

Hit the boss with Crystalles and Cutlass Fury. Strangely enough, Rain Of Swords actually does less damage than Cutlass Fury. Once defeated, the boss will fall to form a bridge. Cross over him and then grab the Moon Crystal.

The Rolling Stones

› This puzzle is really simple. All you have to do is get the four coloured stones in the matching slots. Use the pictures below to get it right. With the puzzle solved, the entire floor will sink to a lower level, and the door will open.









rolling rocks to get over to the passageway on the left. There is a chest in here which will probably be guarded by Magnum Tikis. Ice and water will seriously hurt them, so change your weapon colour if you come across them. Note that Crystales will take them out in one go. Attack with Vyse and cast the relevant spells with Fina and Aika. Go down the next slope and climb down the ladders. Soon you will come to an *Indiana Jones*-style corridor. Wait for the boulder to fall, then run down the slope and into the right-hand opening. Follow this opening to receive the Ancient Robe. This robe will be protected by another group of Magnum Tikis.

- Go back to the boulder corridor and run down the slope. You will emerge in a large room. Arrange the rolling stones so that they all fall into the right slots. The left and right-hand stones should be moved first so that you can roll the third stone over them.
- Run down the slope to yet another protected chest. The left-hand path will lead to a locked door. The right-hand path will lead to two protected treasure chests – one containing a Dancing Arc, one containing some Gold. The central path will lead to another puzzle room. Check out the boxout below on how to solve it.
- You will now be in the second boulder corridor. Run down the slope and nip into the left-hand opening. There is a Cham in here. Run over to the opposite opening. At the top of the slope is a protected chest containing a Moonberry. Grab it, and then run down



the final slope of this corridor.

• You will now be in the depths of the temple. Salamanders patrol this area, though they can be taken out easily using physical attacks. Follow the path into the next room. The switch will allow water to flow into the room, but you'll have to find a way of keeping it there. Follow the walkway to the protected chest on the far side. Zivilyn Bane will challenge you. Standard attacks and Crystalles will finish him in no time at all. He does have one dangerous move – well, it's more annoying than dangerous. His Burst will hit you for around 400HP. Your prize will be a Zaal Seed and the Rune Of Ill Omen.

Run down the steps to the third puzzle room. Use the boxout below to help you.

• Head back to the switch. The water will now fall onto the lava and solidify it.

Chapter 6: The Search for Isapa

The Valuan Empire is already on its way to the land of the Green Moon. You'll have to hurry if you're to get the stone before they do.

• Head back to Sailor's Island. Sell your Discoveries and buy the handful of new ones. Get the Cham from the lighthouse before you leave. You'll have to go back past Maramba to get to the South Ocean – find the Topple Stones on your way through. They're on the same island as Maramba.

• Crossing the South Ocean is quite hard. The wind is very strong, and you'll have to battle many enemies before you get to the other side. Your main problem will come from the Gravers. These guys use an HP Absorb move, which hits for around 400HP. Along the way, you'll be able to find the Sky Anemone. It is on one of the floating rocks and is directly south of Pirate Isle's position.

• You will find the tree-top town of Horteka on your right as you enter the Ixa' Taka kingdom. Horteka is huge. To make it easier, it has three main areas. One of the routes will take you to a Blue Rogue crash site. One of the survivors will give you a supply of Moon Stones. There are also a bunch of Sacri Crystals to collect. Be sure to pick up the Cham at the entrance to this area. The next route will take you up some ladders to a number of huts. There are some chests to find (including one behind a shrine) and a couple of slides to go down. The final route will take you to the Elder's hut. He will tell you why everyone is being so hostile. Stay the night, then climb to the area above the hut. Tikatika will be up here. He'll use his super-sight to spy a 'Golden Man' in the northern sky...yeah, whatever.

Now that you have the Elder's trust, the shopkeepers will sell you whatever you want. There are some great new weapons to buy. Lastly, there is a Moonberry at the top of one of the two poles in the village.

• Fly north from the village, and you will come across a Valuan battle ship. It's the Chameleon!

• The King will be waiting for you inside the hut. It appears that there is only one person who may know where the Green Moon Crystal is, and he has been kidnapped by the Valuans. You're going









GIGAS BATTLE: RECUMEN

> There's nothing much that you can do at the moment. You can't beat this thing – it's just too strong. The only way to avoid its laser is to use the 3mm Cannon on the round that precedes the red round. Tie it over to the red round, and have the Main Cannon firing in this round as well. Guard or Focus in every other round. When you get the option, choose to concentrate your fire on its heads. As soon as you are able to retreat, do so.



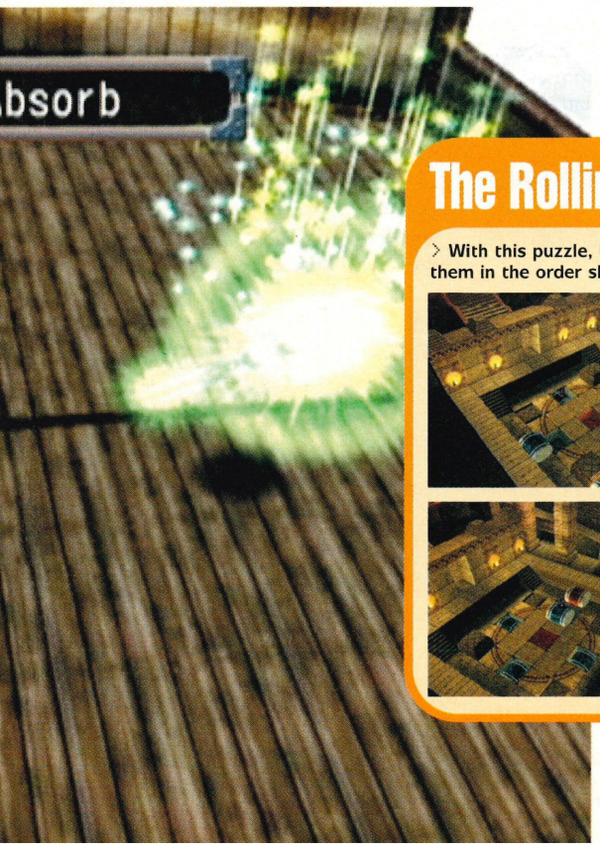
SHIP BATTLE: LYNX

ITEMS WON: CAPTAIN'S STRIPE, MAGIC CANNON, 3" BLASTER

> In order to win this battle, you're going to have to last for a few rounds, which is a lot harder than it sounds. The Lynx is armed with Magic Cannons, which means that it can blast you with spells such as Wevli and Pyri. It also has torpedoes and sub-cannons – don't be surprised if all three of these attacks hit you in the same round. When this happens, you'll incur something in the region of 5,000HP!

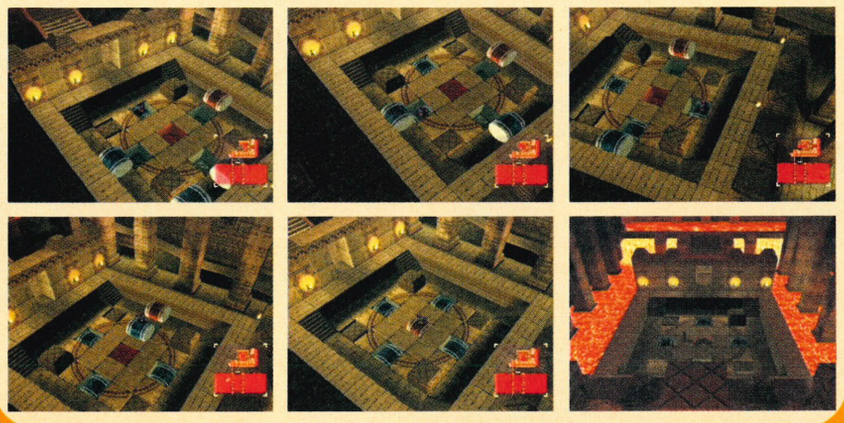
The key lies in sitting back and being patient. You'll have to turn sharply to confuse her, then come to a complete stop in order to get a decent shot with the Harpoon Cannon. In the meantime, cast Sacri, Incrum and Focus/Guard at all other times. You'll need to make sure that when you get that all-important chance with the Harpoon Cannon, you have enough SP. It will take you two shots to floor this beast.

continued >



The Rolling Stones II

> With this puzzle, blocks will rise and fall, depending on what order you roll them in. Do them in the order shown below. With this done, the larva level will rise.



continued



SHIP BATTLE: CHAMELEON
ITEMS WON: CAPTAIN'S STRIPE, B-TYPE CANNON

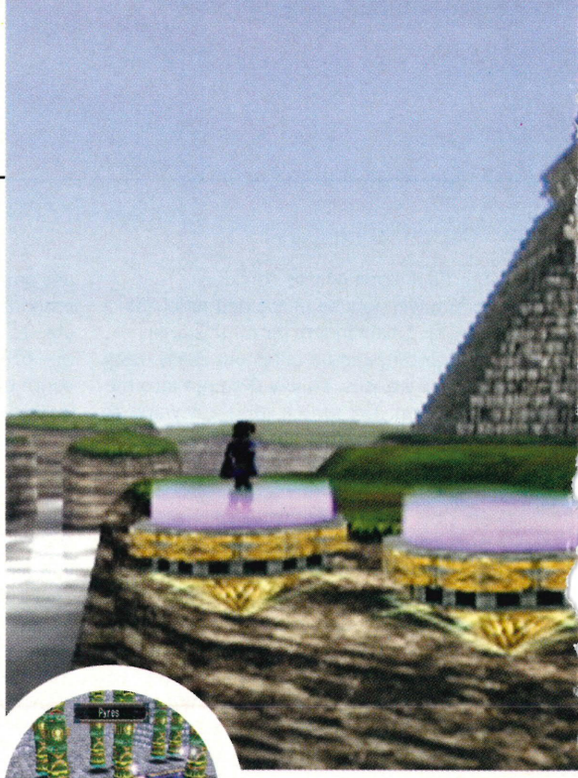
This battle is relatively simple. It is only made hazardous due to the huge flame-thrower which fronts the ship. Cast Driln and Wevles to weaken the Chameleon's defences and cause major damage. As with the Gigas battle, concentrate your 3" Cannon/Blaster fire and your Standard Cannon fire in the round preceding the one in which the enemy will attack. This will knock the flame-thrower off target. Keep your SP high, and use the Harpoon Cannon when you get the chance. Two shots will be enough to send them fleeing.



BOSS: ANTONIO 2
HP: 4,800
ATTACKS: THUNDER OF FURY
ITEMS WON: MOONBERRY

Antonio is back, only this time his attacks do a lot more damage. Thunder Of Fury will hit for around 800HP, so make sure that you stay above that level. Magic attacks won't have much effect, so stick to physical attacks and Special Moves. Tackle is an especially good move to use, taking off up to 999HP!







to have to break into their camp. Grab the Cham before you leave.

- The Valuan's hideout is south east of Horteka. You will probably run into a Valuan Phantom Ship on your way. You shouldn't have any problems in taking her out. A Big Bomb and a Frost Bomb will be your reward.
- Find the Moon Stone Mine and land. This mine is full of traps. Explore until you come to the noughts and crosses. Step on the cross symbol to pass unharmed. From now on, you should always follow the crosses. Soon you will come to a walkway, which passes a huge dragon emblem. There is a Cham in the vicinity, but three triangle symbols block your way. Cross on the far left to avoid the traps. The lift in this room doesn't work, so follow the path that leads under the emblem. A room on the left contains some crystals. Keep going until you get to the room containing three searchlights. Crossing a searchlight will result in a battle with a Mine Patrol. You'll have to use the first-person perspective to look below you. The only way forwards is to drop through one of the trap doors. The left-hand trap door will drop you down to a treasure chest. You will now have to go back to the start of the level, but the De Loco's Mail was worth it. The right-hand trap door will drop you to another platform with two trap doors. The central one will drop you safely to the platform below.
- Follow the path to the room containing Centime. He'll activate the lifts for you. Jump into the lift, then continue down the path. When you come to the junction, go down the slope. There are various rooms to ransack, as well as the prized De Loco Drill at the end of the corridor. Now go back to the junction and take the other route. By following this path, it is possible to get another Moonberry. Use one of the trap doors to drop down onto the searchlight walkway. Now make your way back to the first lift that wouldn't work. This will take you down to the Moonberry chest.

Start the long trek back to where you dropped down, and follow the walkway. You'll end up in a corridor with four doors. Search each room to find some items and Isapa.

Chapter 7: The Green Moon Stone

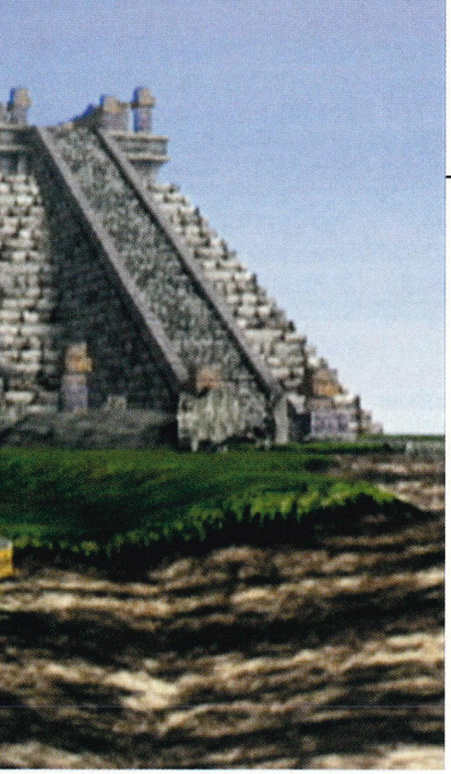
Now that you have found the High Priest Isapa, you should be able to locate the Lost City Of Rixis.

- Go back to the King's hut and speak to him. Isapa will tell you the riddle for finding the Lost City. You'll have to find the Golden Man and the Great Bird. In fact there are three secrets to find in this area. The ancient Ixa' Taka Palace can be found in a forest near the King's hut. The Golden Man is high atop one of the rock-columns by the hut. The Great Bird is carved into a clearing near the hut. From the bird, fly in the direction in which its beak is pointing, until you come to the entrance to Rixis. Now that you know where it is, go back to the Blue Rogue crash site and talk to Centime. As a token of his gratitude, he'll give you a Twin Propeller. Now return to Rixis.
- Find the Cham on the left-hand side, then put the gems in the statues' eyes. Explore every nook and cranny of the first area. There are two chests to be found, containing Risen Crystals and a Stonecutter. The enemies shouldn't cause any problems – most are vulnerable to fire. The only exception is the Slothstra. It has a huge number of HP, and will counter any physical attacks, so use Special Moves (Tackle especially) and magic only. After you have come across











the mysterious person for the second time, go up to where he was. A transporter is up here, and it will take you back to the start of the level if needs be. Use the other transporter to cross over to the ruins. There is a chest in this room, which is protected by none other than...

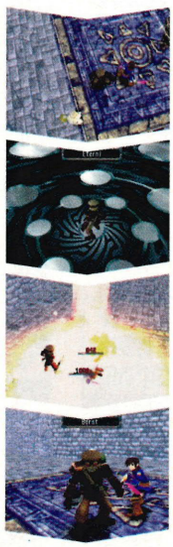
- There are two sets of stairs in the Zivilyn Bane room. One set leads up to a Cham, the other leads down to a transporter. This will take you to a room with multiple levels, and a number of items, including a Moonberry and a Light Coat. A couple of rooms later, you'll come across the mysterious person again. It seems like he wants you to follow him. It's probably a trap, but you don't have much choice. Eventually, you will be transported above the clouds, to a temple.





BOSS: RIK'TALISH
HP: 6,900
ATTACKS: RING OF SLEEP, CIRCLE OF PANIC, FEATHER SLASH
ITEMS WON: SYLPH SEED

› This boss is extremely easy, as long as you follow the correct procedure. Casting Lunar Glyph will petrify the boss nearly every time. It will stay petrifies for a couple of rounds, in which time you can cast Tackle, Cutlass Fury and Lambda Burst. The boss's attacks will inflict Sleep of Confuse, so use Curia Crystals if you need to.

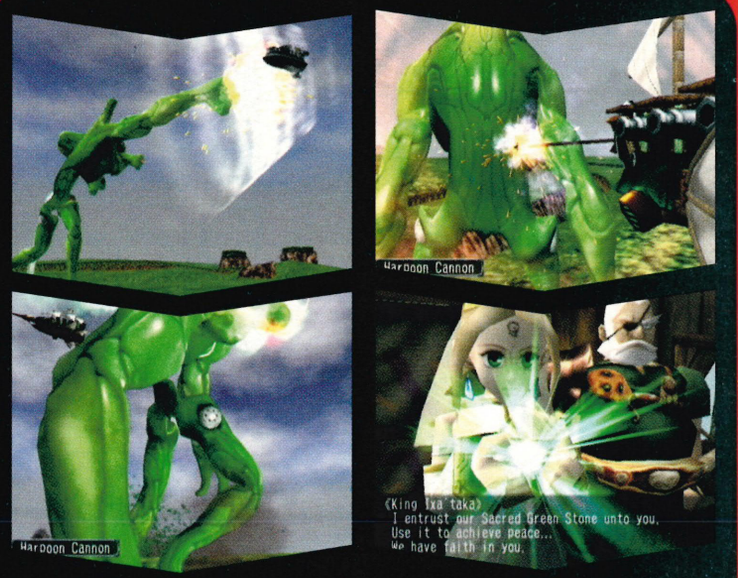


BOSS: ZIVILYN BANE
HP: 3,200
ATTACKS: BURST
ITEMS WON: SYLPH SEED

› He's back again! This time round, he deserves his own boxout, as he's getting quite hard. Cast any protective magic that you have. Then, cast the defensive Special Moves, such as Skull Shield and Delta Shield. Physical attacks will be countered, so hit him with Special Moves, such as Tackle, Cutlass Fury and Lambda Burst.

The boss's only move, Burst, will hit for over 1,000HP, so be on your guard. Search the chest afterwards to find the Golden Mask.

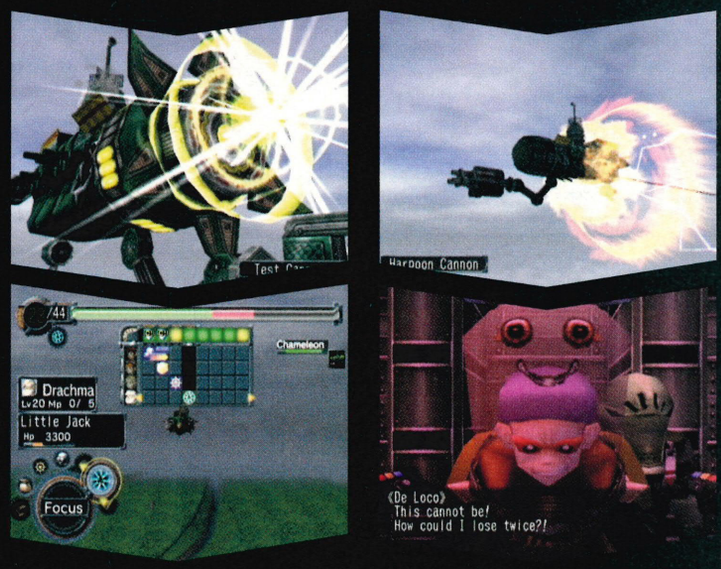
Double Trouble!



GIGAS BATTLE: GRENDEL
ITEMS WON: CAPTAIN'S STRIPE, GRENDEL WING, COMPLETE KIT

› If Grendel isn't stopped, it'll stroll around this continent destroying everything in its path forever. As soon as you start, cast Increm and Driln. Use the same tactics as you would normally use in a Ship Battle. Don't bother casting magic – just stick to the cannons. Guard and Focus on red and yellow squares respectively. When you get the option, go for the head. Don't attack the feet – Grendel's Stomp move is absolutely devastating.

Eventually, the Gigas will momentarily lose control and will stroll towards the river with its head in its hands. Now is your chance to hit it with the Harpoon Cannon and knock it into the river!



SHIP BATTLE: CHAMELEON II
ITEMS WON: NONE

› You know the score by now. Cast Increm and Driln straight away. Wevles and the B-Type Cannon will do a lot of damage, but at the end of the day, you'll just have to wait until you get the opportunity to launch the Harpoon Cannon. When you get the option, choose to attack. Retreating will make no difference – simply Guard on a red square to avoid big damage from the Moon Stone Cannon.

dream on...

Be sure to check out the next issue of Dreamcast Mag for part two of our mammoth guide. For all you need to know about boss tactics, Moonberry locations and Discoveries, look no further than these very pages!

Top 20 Tones

1	What Took You So Long	Emma Bunton	3751
2	It Wasn't Me	Shaggy	3705
3	All For You	Janet Jackson	3741
4	Out Of Reach	Gabrielle	3763
5	Pure & Simple	Hear Say	3729
6	Clint Eastwood	Gorillaz	3721
7	Butterfly	Crazy Town	3744
8	Whole Again	Atomic Kitten	3670
9	Uptown Girl	Westlife	3719
10	Let Love Be Your Energy	Robbie Williams	3762
11	Teenage Dirtbag	Wheatus	3690
12	Bow Wow	Lil Bow Wow	3752
13	Run For Cover	Sugar Babes	3761
14	I'm Like A Bird	Nelly Furtado	3713
15	The Way You Love Me	Faith Hill	3760
16	Crawling	Lincoln Park	3759
17	How You Like Bass	Norman Bass	3758
18	Salsoul Nugget	M&S/Girl Next Door	3742
19	Only For A While	Toploader	3757
20	Straight Up	Chante Moore	3745

NEW! HEAR THE TOP 20 CHART TONES BEFORE YOU ORDER - PHONE 090-50-28-01-30 (For this line only calls cost 25p per min)

Top Tones

0001 TAKE ON ME - A-HA
0005 WALK THIS WAY - AEROSMITH
0010 DON'T CRY FOR ME ARGENTINA - MADONNA
0017 BARBIE GIRL - AQUA
0033 THE FINAL COUNTDOWN - EUROPE
0055 KILLING ME SOFTLY - FUGEES
0054 FRIENDS - GARY NEWMAN
0057 FUNKYTOWN - FUNKY TOWN
0058 GET DOWN - BACK STREET BOYS
0086 LIGHT MY FIRE - THE DOORS
0087 THE LION SLEEPS TONIGHT - TIGHT FIT
0075 ITCHY AND SCRATCHY - THE SIMPSONS
0076 BLACK OR WHITE - MICHAEL JACKSON
0095 MONEY MONEY MONEY - ABBA
0108 PRETTY FLY FOR A WHITE GUY - OFFSPRING
0109 ONE LOVE - BOB MARLEY
0159 TUBULAR BELLS - MIKE OLDFIELD
0167 YMCA - THE VILLAGE PEOPLE
0146 WANNABE - SPICE GIRL
0182 CHILDREN - ROBERT MILES
0197 I SWEAR - BOYZ II MEN
0201 I WILL SURVIVE - GLORIA GAYNOR
0219 BEAUTIFUL STRANGER - MADONNA
0221 MATCH OF THE DAY - THEME
0250 GOING TO IBIZA - VENGABOYS
0200 IT'S NOT RIGHT - WHITNEY HOUSTON
0211 LET IT BE - BEATLES
0217 LOSING MY RELIGION - REM
0236 SHOOP SONG - SALT AND PEPA
0240 STARS AND STRIPES - NATIONAL ANTHEM
0243 TEARS IN HEAVEN - ERIC CLAPTON
0245 THOSE WERE THE DAYS - QUEEN
0248 UNDER THE SEA - LITTLE MERMAID
0395 THONG SONG - SISQO
0346 MILLENNIUM - R WILLIAMS
0402 WHAT A GIRL WANTS - CHRISTINA AGUILERA
0382 SWEET LIKE CHOCOLATE - SHANKS AND BIGFOOT
0299 DON'T CALL ME BABY - MADISON AVENUE
0296 CRAZY - BRITNEY SPEARS
0284 BOOM BOOM BOOM - VENGABOYS
0282 BITTERSWEET SYMPHONY - THE VERVE
0369 FALL APART - SUGAR RAY
0268 ANGELS - R WILLIAMS
0259 ONLY KISS WHEN THE SUN DON'T SHINE - VENGABOYS
0322 IF YOU HAD MY LOVE - JENNIFER LOPEZ
0335 KING OF MY CASTLE - WAMDUE PROJECT
0374 SEX BOMB - TOM JONES
0357 OOPS I DID IT AGAIN - BRITNEY SPEARS
0377 SHE'S THE ONE - ROBBIE WILLIAMS
0257 TWO TIMES - ANN LEE
0258 AMERICAN WOMAN - LENNY KRAVITZ
0260 ABSOLUTELY EVERYBODY - VANESSA AMOROSI
0265 ALL STAR - SMASH MOUTH
0267 AMERICAN PIE - MADONNA
0272 AROUND THE WORLD - RED HOT CHILLI PEPPERS
0273 AS LONG AS YOU LOVE ME - BACKSTREET BOYS
0275 BACK AT ONE - BRIAN MCKNIGHT
0277 BACKSTREET'S BACK - BACKSTREET BOYS
0279 BAILAMOS - ENRIQUE IGLESIAS
0280 BELIEVE - CHER
0281 BETTER OFF ALONE - ALICE DEEJAY
0283 BLUE - EIFFEL 65
0285 BORN TO MAKE YOU HAPPY - BRITNEY SPEARS
0287 BURNING DOWN THE HOUSE - TOM JONES
0292 CARTOON HERO - AQUA
0294 CHANGES - 2PAC
0308 FAITH - GEORGE MICHAEL
0312 FLYING WITHOUT WINGS - WESTLIFE
0316 FROM THE BOTTOM OF MY BROKEN HEART - BRITNEY SPEARS
0317 GENIE IN A BOTTLE - CHRISTINA AGUILERA
0320 I GOT A GIRL - LOU BEGA
0327 IT'S ALRIGHT - EAST 17
0328 I'VE BEEN HANGING AROUND THIS TOWN - COUNTING CROWS
0330 I WANT IT THAT WAY - BACKSTREET BOYS
0331 I WANT YOU BACK - N SYNC
0333 JUST CAN'T GET ENOUGH - DEPECHE MODE
0336 KISS ME - SIXPENCE NONE THE RICHER
0339 LEARN TO FLY - FOO FIGHTERS
0340 LIVIN' LA VIDA LOCA - RICKY MARTIN
0342 MAMBO NOS - LOU BEGA
0353 MY LOVE IS YOUR LOVE - WHITNEY HOUSTON
0356 NEVER BE THE SAME AGAIN - MEL C
0358 OTHERSIDE - RED HOT CHILLI PEPPERS
0359 OUT OF THIS WORLD - THE CURE
0360 PERMISSION TO SHINE - BACHELOR GIRL
0362 PRAY - TINA COUSINS
0363 PURE SHORES - ALL SAINTS
0364 PUT YOUR LIGHTS ON - SANTANA
0365 RE-WIND - ARTFUL DODGER
0368 RIGHT HERE RIGHT NOW - FATBOY SLIM
0372 SCAR TISSUE - RED HOT CHILLI PEPPERS
0376 SHE'S SO HIGH - TAL BACHMAN
0378 SHOW ME THE MEANING OF BEING LONELY - BACKSTREET BOYS
0379 SOMEDAY - SUGAR RAY
0381 STILL - MACY GRAY
0383 TAKE A PICTURE - FILTER
0385 THANK GOD I FOUND YOU - MARIAH CAREY
0386 THAT'S THE WAY IT IS - CELINE DION
0387 THE BAD TOUCH - THE BLOODHOUND GANG
0389 THE DOLPHINS CRY - LIVE
0390 THE GREAT BEYOND - REM
0391 THIS KISS - FAITH HILL
0392 THEN THE MORNING COMES - SMASH MOUTH
0393 THERE SHE GOES - THE LA'S
0394 TOCA'S MIRACLE - FRAGMA
0109 ONE LOVE - BOB MARLEY
0396 TOO FAST - ARTFUL DODGER
0397 TRAGEDY - STEPS
0398 UP AND DOWN - VENGABOYS
0399 WAITING FOR TONIGHT - JENNIFER LOPEZ
0400 WEIR - KILLING HEIDI
0401 WE THINK IT'S LOVE - LEAH HAYWOOD
0402 WHAT A GIRL WANTS - CHRISTINA AGUILERA
0403 WHERE I'M HEADED - LENE MARLIN
0404 WHY DOES IT ALWAYS RAIN ON ME - TRAVIS
0405 WHY DON'T YOU GET A JOB - OFFSPRING
0406 YOU DON'T KNOW ME - ARMAND VAN HELDEN
0407 YOU SAY IT BEST - RONAN KEATING
0408 YOU SANG TO ME - MARC ANTHONY
1500 HOLLER - SPICE GIRLS
1501 MUSIC - MADONNA
1502 HEY JUDE - BEATLES
1503 ESPECIALLY FOR YOU - KYLIE
1504 THE POWER OF LOVE - JENNIFER RUSH
1505 SEX MACHINE - JAMES BROWN
1506 SORRY - HARDEST WORD - ELTON JOHN
1507 DANCING QUEEN - ABBA
1508 I TURN TO YOU - MEL C
1512 ZOMBIENATION - KERNKRAFT 400
1513 STAN - EMINEM
1514 VINDALOO - FAT LES
1515 THE REAL SLIM SHADY - EMINEM
1517 SKY - SONIQUE
1518 I BELIEVE I CAN FLY - R KELLY
1519 KIDS - R WILLIAMS & KYLIE
1520 PARKLIFE - BLUR
1575 THE LONELY ONE - ALICE DEEJAY
1576 WHO LET THE DOGS OUT - BAHA MEN
1577 FEEL THE BEAT - DARUDE
1578 SILENCE - DELERIUM
1579 THE WAY I AM - EMINEM
1580 AFRAID OF STRANGERS - IRON MAIDEN
1581 THE MODEL - KRAFTWERK
1582 MONDAY MONDAY - MAMAS AND PAPAS
1583 BAT OUT OF HELL - MEATLOAF
1584 MISSING YOU - PUFF DADDY
1585 ROCK DJ - R WILLIAMS
1586 STOMP - STEPS
1587 NO SCRUBS - TLC
1588 HEART OF ASIA - WATERGATE
1589 IF I LET YOU GO - WESTLIFE
1590 MY LOVE - WESTLIFE

Films/TV

0025 JAMES BOND - THEME
0187 JAMES BOND DOCTOR NO - THEME
0043 EASTENDER - THEME
0052 THE FLINTSTONES - THEME
0065 HALLOWEEN - THEME
0076 BLACK OR WHITE - MICHAEL JACKSON
0094 MISSION IMPOSSIBLE - THEME
0101 HAVE I GOT NEWS FOR YOU - THEME
0132 THE SIMPSONS - THEME
0151 STAR WARS - THEME
0152 SUPERMAN - FILM - THEME
0155 THUNDERBIRDS - THEME
0156 TELETUBBIES - THEME
1516 CHARLIE'S ANGELS - THEME
0157 TITANIC - FILM - THEME
0013 BEVERLY HILLS COP - AXEL F
0088 LOONY TUNES - THEME
0098 MUNSTERS - THEME
0099 MUPPETS - THEME
0112 PEANUTS - SNOOPY - THEME
0117 POPCORN - THEME
0130 SESAME STREET - THEME
0148 STAR TREK - THEME
0008 AMERICA - (WEST SIDE STORY) THEME
0229 POSTMAN PAT - THEME
0015 BABYLON 5 - THEME
0085 MONTY PYTHON'S FLYING CIRCUS - THEME
0035 DALLAS - THEME
0044 THE ENTERTAINER (THE STING)
0047 EUROVISION - THEME
0166 BENNY HILL - THEME
0204 KNIGHT RIDER - THEME
0199 INDIANA JONES - THEME

Football Songs

4134	Glory, Glory	Man Utd, Spurs
3545	You'll Never Walk Alone	Liverpool
4140	Blue Is The Colour	Chelsea
4131	Coming Round The Mountain	Arsenal
3541	Marching On Together	Leeds Utd
3543	I'm Forever Blowing Bubbles	West Ham
3540	City Till I Die	City
3544	When The Saints Go Marching In	Southampton
3546	Z Cars	Everton/Watford
3547	Fields Of Athenray	Celtic
4137	Keep Right On	Birmingham City
4130	Blue Moon	Man City
4132	Daydream Believer	Sunderland
3133	Delilah	Stoke
4135	Here We Go Again	Any Team
0221	Match Of The Day	Theme
4138	Nay Nay Never	Burnley
4139	Play Up Pompey	Portsmouth
1514	Vindaloo	England
3548	The Great Escape	Shef Wednesday

ROCK YOUR NOKIA AND MOTOROLA & SAGEM

PHONE 090-77-87-08-16
24 HOURS A DAY, 7 DAYS A WEEK

NEW! NOW TONES WORK ON

Sagem: MC930, MC/MW932, MC936, MC/MW939, MC940, MC942, MC946, MC949, MC950, MC952, MC956 & MC959(R) MODELS

Motorola: T250, V50 & V100, V8088, & Timeport 260 MODELS

NEW! NOW AVAILABLE! TONES FOR SIEMENS & ERICSSON PHONES
Tones cannot be sent to Siemens & Ericsson via the telephone order line (Go to our website below to obtain tones for these phones)

1. Call the number below
2. Quote the 4-digit code
3. Receive your selection – immediately!!

TONE OF THE WEEK
WHAT TOOK YOU SO LONG
EMMA BUNTON
Code-3751

GRAPHIC OF THE WEEK
Nearly
4117



Films/TV

STUART LITTLE 1671 | THE ROCK 1835 | POSH 0609
The Godfather 1716 | X-MEN 1717 | Austin Powers 1719 | Austin Powers 1720 | Fatboy Slim 0635
SCREAM 1730 | Blade Runner 1725 | ALIEN 1727 | Jedi 1721 | American Pie 0699
STAR WARS 0675 | 007 0667 | BEETLEJUICE 1726 | The Blues Brothers 0677 | TITANIC 0710
The Mark of Zorro 0682 | MIB 0686 | Star Wars Episode I 0682 | SPEED 0707 | Buffy 1552

Music

EMINEM 1555 | Robbie 4111 | ATOMIC KITTEN 4151
Backstreet Boys 4152 | toploader 4171 | METALLICA 0845 | BAHA MEN 4153 | CRAIG DAVID 4155
limp bizkit 4164 | ARTFUL DODGER 4173 | Shaggy 4110 | BOOMKASHKA 4002 | S CLUB 7 1564
westlife 1728 | CLUB 1328 | vengaboys 1668 | STEPS 1669 | Stereophonics 1670
OASIS 1672 | MOLOKO 1673 | MADONNA 1674 | Fuse 1675 | IRON MAIDEN 1676
boyzone 1677 | blur 1678 | ABBA 1679 | Spice Girls 1680 | All Saints 1681
Fatboy Slim 1682 | PULP 1683 | smash!!hits 1684 | britney spears 1685 | the Corrs 1686

Football

BECKS 4254 | IPSWICH 4243 | LEEDS 4244
OWEN 4262 | SUNDERLAND 1660 | LIVERPOOL 4246 | MIDDLESBORO 1658 | Charlton 1652
CELTS 3509 | ROVERS 1469 | Newcastle 4247 | BARNSLEY 3930 | SOUTHAMPTON 1659
COVENTRY 1653 | CHELSEA 4240 | UNITED 3501 | PORTSMOUTH 3945 | THE CHAMPIONS 1897
SUNDERLAND 1660 | KEANO is god 1571 | CARDIFF CITY 3934 | Millwall F.C. 1546 | CRYSTAL PALACE 3936
BOLTON WANDERERS FC 3932 | BURNLEY F.C. 3933 | GILLINGHAM F.C. 3939 | WIMBLEDON F.C. 3961 | WEST BROM 3960
FOREST 3937 | STOCKPORT COUNTY 3949 | WEST HAM 1472 | QPR QUEENS PARK RANGERS 3946 | WATFORD F.C. 3959
NORWICH CITY F.C. 3942 | HOTTS FOREST 3943 | SHEFFIELD UNITED FC 3947 | GUNNERS 3514 | Wolves 1489

Cars

MERCEDES BENZ 0500 | Ferrari 0502
Volkswagen 0507 | Alfa Romeo 0517
VIPER 0525 | quattro 0533
BMW 0543 | 0510

Celtic Symbols

4020 | 4022 | 4024
4032 | 4023 | 4026
4031 | 4033 | 4042
4044 | 4043 | 4046

Toons & Games

CARTOON NETWORK 1715 | 0436
1662 | 1712 | 0452 | 1714 | 0438
JOHNNY BRAVO 1713 | RAINBOW SIX 4098 | ELDA 4100 | Pit Bull 4060 | LARA 4090

Plus...

0471 | 1665 | 0432
Neighbours 1563 | 0430 | 1479
EastEnders 1554 | 0567 | SIMPLY THE BEST 1898
PINK 0635 | 0569 | GARFIELD 0457

Lovers Corner

I'm sorry 2872
I MISS YOU 2732 | my angel 2754 | I LOVE 2800
EX-♥ 2770 | I ♥ YOU 2762 | 2789
LOVE YOU 2736 | 2797 | My Valentine 2794
Flirt me 2771 | Lover 2764 | love you 2841

090-77-87-08-16

24 Hours a day, 7 days a week
(from Ireland – 1580-927192)
Or for more information use the Fax-Back line - 090-77-87-08-36 (from Ireland - 1580-927-193)



www.findatone.co.uk

FOR 1,000s MORE TONES AND GRAPHICS

*The following Nokia handsets can receive both tones and graphics- Nokia 3210, Nokia 61xx series, Nokia 71xx series, Nokia 81xx series, Nokia 8210 series, Nokia 88xx series Nokia 9000/9110. The Nokia 51xx series can only receive graphics. This is a service from Teleworld, CY-1087, Nicosia, Cyprus. Landline Calls cost £1.50 per minute, average call time 2.5 min (£3.75). Make sure you have the bill payer's permission. Calls from mobiles may cost more. Orders are normally sent immediately. Customer Support UK 0870-046-0047 (Ireland: 1850 927222) or write to Fun Tones, PO Box 9107, Birmingham B7.

GIVE ME CONDOMS.COM

- Heavily discounted Mates & Durex condoms
- Save 30% - 40% off RRP/RSP
- Free delivery within 2 working days (UK orders)
- All transactions secure through BT
- Very discreet service

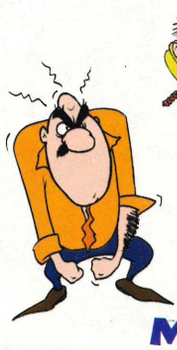


www.givemecondoms.com

THE FUNNIEST WAY TO WIND UP A FRIEND!

CALL ONE OF THE NUMBERS BELOW, PUT IT THROUGH TO A MATE...

...THEN WAIT FOR THE REACTION



IRATE DELIVERY DRIVER 09060 111663

MY DAUGHTER'S PREGNANT 09060 111664

THE DETECTIVE 09060 111661

MR. FURY 09060 111660

MR. STAMMER 09060 111662

Calls charged at £1/min at all times. Jokelines, P.O. Box 43, Warminster, BA12 7PP
PLEASE SEEK PERMISSION FROM THE PERSON PAYING THE BILL BEFORE CALLING

NOKIA -Ringtones & Graphics MOTOROLA & SAGEM -Ringtones Only

RINGTONES & GRAPHICS



TOP RINGTONES	Ref:	NOK	MOT	SAG
1. STAN	105859	✓	✓	✓
2. NEXT EPISODE	138444	✓	✓	✓
3. SAY MY NAME	102937	✓	✓	✓
4. YOU MAKE ME SICK	118263	✓		
5. I WANNA BE YOU	143149	✓		✓

ICONS



only 60p per min

There's 1000s more to choose from!

09065 899 977

www.iconaphone.com

Calls cost 60p/min from landline. Mobile operators may charge more. Ask bill payers permission before calling. Av. call 2 mins. Maximum cost £3.00, the call will be automatically terminated. Iconaphone Box1896 WC1N 3XX. Before ordering check phone compatibility with our service or with your manufacturer Customer service No 0870 121 9565.

Credit Card Billed

£2.99/min

GIRLS ARE READY FOR YOUR CALL
08704 541 053

FRIENDLY CHAT OR FUN STORIES
08704 556 316

TALK PRIVATELY OR JUST LISTEN IN
08704 556 711

LIVE CHAT WITH BEAUTIFUL LADIES
08704 541 050



Cheapest Games On-Line

We Are The Cheapest, Prices Checked Daily!

DREAMCAST GAMES

Soul Reaver: Legacy of Kain	£34.99	Army Men: Sarge's Heroes	£34.99
Plasma Sword	£32.99	Powerstone 2	£32.00
F355 Challenge	£32.98	Marvel vs Capcom	£32.99
Super Runabout	£31.99	Streetfighter Double Impact	£33.99
Starlancer	£34.99	Jet Set Radio	£34.99
Half Life	£25.10	Capcom vs Snk	£31.49
Sega GT	£35.99	Vanishing Point	£32.99
Ducati World	£34.99	Gunbird 2	£29.11

SPECIAL OFFER PLAYSTATION 2 PLUS 2 GAMES & MEMORY CARD.....£359.99

POKEMON GAMES... FROM £19.99

N64 GAMEBOY COLOR... FROM £57.99





Computers 2 Games

Call for lots more titles or visit our website: www.computers2games.co.uk
E-mail: sales@computers2games.co.uk
Sales Hotline: 01923 256060 - Fax: 01923 241913 Business Hours - 9am - 8pm
Free Delivery Anywhere In The UK

CHEATS UNLIMITED

THE WORLD'S NUMBER ONE CHOICE FOR GAMING HELP

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

PROBABLY THE BEST CHEATS & TIPS SERVICE IN THE WORLD



PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
09066 095 478

PERSONS AGED UNDER 16 MAY CALL THIS NUMBER
09066 095 777

CALLS TO THE ABOVE NUMBERS COST ONLY 60p PER MINUTE

NON-UK CALLERS: +44 (0)700 5900 020

TO SAVE TIME DURING YOUR CALL YOU MAY PRESS
* TO RESTART SERVICE OR # TO MOVE BACK A STEP

Please ensure you have permission from the bill payer before calling. Each call to the under 16's number will cost no more than £3.00, and will end at 5 minutes. Please put any comments or questions in writing to Interactive Telecom Ltd, 8 Grants Walk, PI25 5AA, or call our Customer Service: 08700 885 656 (BT National Rate applies)

Dreamcast PlayStation NINTENDO 64 PC GAME BOY COLOR PlayStation2

All logos are trademarks of their respective companies

VISIT THE UK'S MOST EXTENSIVE VIDEO GAMES WEBSITE

COLLECT YOUR FREE WEEKLY E-MAG PLUS CHEATS, TIPS, GUIDES & ONLINE SHOP AT WWW.CHEATSUNLIMITED.COM

FORBIDDEN KNOWLEDGE

Accession UK is proud to advertise the book of Forbidden Knowledge. The book boasts an up-to-date text of over 50,000 words and many detailed diagrams. Containing all manner of information you've been denied in the past, the book's fascinating topics include...

- insider fruit machine tricks
- [redacted]
- get-rich-quick schemes
- police interrogation techniques
- the art of [redacted]
- strange substances
- electronic surveillance
- creating a new identity
- hypnotism
- bypassing [redacted]
- encryption and concealment methods
- telephone and computer [redacted] ...plus many more not to be censored here!

nobody should be without - THE BOOK OF FORBIDDEN KNOWLEDGE - covers more than the rest!

For an express despatch of your copy, please send £10 (cash / cheque / postal order) to:
ACCESSION UK, FREEPOST 9, PO BOX 33, LONDON, SW3 1BR.

All orders are taken in strictest confidence and despatched under plain cover. Book tokens are accepted as full or part payment. Foreign orders welcome. The book is supplied for informational and entertainment purposes only.

accession

THIS ADVERTISEMENT HAS BEEN CENSORED BY THE ASA. THANKFULLY THE BOOK IS UNTOUCHABLE!

don't browse, don't surf, don't read, don't listen... discover the centre of forbidden knowledge on the internet, including free extracts and reader comments:

www.zel.com/bofk

directory

Welcome to the legendary DREAMCAST MAG Directory, where you'll find every Dreamcast game listed. Don't go shopping without it...

It's our job to know games, so before you bother to even think about getting yourself a game you should read these four pages *very* carefully. Doing so will prevent you from wasting money.

You'll also find a handy Best Of Genre section which, funnily enough, highlights the brightest and most spangly games that money can buy...

While you're at it, check out the mini-reviews of peripherals, DVDs, CDs, 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...

- Damian Butt
- Ryan Butt
- Simon Cann
- Nerys Coward
- Simon Hill
- Will Johnston
- Roy Kimber
- Kendall Lacey
- Ben Lawrence
- Martin Mathers
- Paul Morgan
- Russell Murray
- Chandra Nair
- Graeme Nicholson
- Snehal Noorani
- Simon Phillips
- Mike Richardson
- Jem Roberts
- Nick Roberts
- Tom Sargent
- Stuart Taylor
- Alex Warren
- Louise Wells

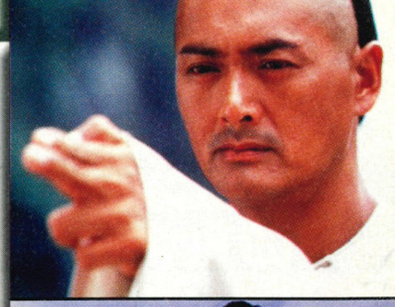
What's That All About Then, Eh?

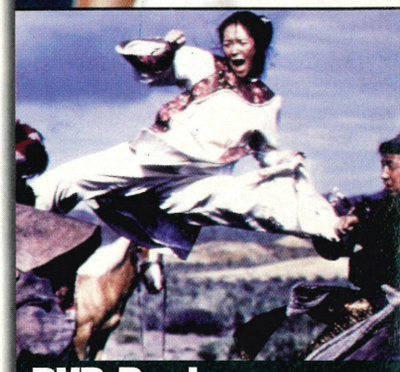
Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
If you can't work this one out, you're probably not going to get very far...	Which company is responsible for putting the game on the shelves.	How many people can actually play at any one time.	Does the game make use of the DC VM unit?	Does it have online capabilities? Still a tad short on ticks...	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	61%
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	55%
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							
Charge'N Blast	Xicat	2	✗	✗	ARCADE STICK	21	46%
We Say: "If you've ever needed an example of how great graphics don't make a decent game, this is it." 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							
Coaster Works	Xicat	1	✔	✔	✗	21	56%
We Say: "Good fun while it lasts but nowhere near enough to make you want to play all through the night." AW							
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							

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
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							
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%
We Say: "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							
Iron Aces	**Xicat**	2	✔	✗	✗	21	63%
We Say: "It isn't without its flaws, but the airbound combat is entertaining and at times in-depth. Not a must-buy, but worth a look." ST							
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

Crouching Tiger, Hidden Dragon

Cert | 15
Publisher | Sony Pictures
Price | £19.99

Every once in a while, a film comes along that, despite being the type of thing that you wouldn't normally watch, manages to sweep everyone away. This year, that film was *Crouching Tiger, Hidden Dragon* – a monumental love story featuring more arse-kicking kung-fu than you can shake a Kendo stick at. Despite not having that much to offer in the way of extras, we suggest... no, insist that you pick up a copy of it as soon as you possibly can. Ace!



5/5

Cast Away

Cert | 15
Publisher | 20th Century Fox
Price | £24.99

Appealing to both young and old movie goers alike, *Cast Away* was yet another example of the typical Oscar-winning schmaltz flick... despite losing out to *Gladiator* on all counts. Oops. Still, it's an enjoyable movie and now it's out as part of a two-disc DVD boxset. Not surprisingly, the set is packed to the rafters with extras, including no less than six featurettes and a host of other goodies, so there's absolutely no excuse for not buying it... well, unless you hate Tom Hanks, that is.



4/5

continued>

Action/Adventure | Beat-'em-up | Driving/Racing | Party/Puzzle | Platform | Shoot-'em-up | Sports | Strategy

continued

CD Reviews

Feeder Echo Park

Label: The Echo Label

After flying back onto the scene with the annoyingly-catchy *Buck Rogers* (he's got a CD player, don't you know), Feeder are back with their latest and also most listenable album to date. This being their third, it's not surprising to hear that Feeder seem to have finally found their niche for producing quality tunes – whereas their previous albums left us with a somewhat unsatisfied feeling, *Echo Park* manages to hit the spot with a combination of head-nodding guitar tracks (most noticeably, *Seven Days In The Sun*) and more relaxed songs such as *Satellite News*. If you've never been into Feeder then now's the perfect time to do so.



4/5

Neil Finn One Nil

Label: EMI

Neil Finn's been around a fair old while and it's to his credit that he's still producing quality songs. While Split Enz and Crowded House sit just over his shoulder, reminding him of days gone by, Finn's second solo album is a remarkably commendable affair. It's not revolutionary, but his ability to craft a delicate and beautiful song remains as strong as ever, a fact underpinned by the likes of *Wherever You Are* and Into *The Sunset*. It may not be as pop-filled as his earlier work, opting for a more intimate feel, but that's just fine by us.



4/5

Matthew Jay Draw

Label: Food/EMI

There aren't many people who are signed to a major label and have a self-written solo album out by the ripe old age of 22, but that's exactly what Welsh-born Matthew Jay has gone and done. As far as debuts go, *Draw* is an enchanting album and the comparisons to Elliott Smith are richly deserved, even if he doesn't quite manage to transcend the same heights of beauty that he tries so hard to achieve. With acoustic guitars very much the order of the day, and melodic to the last, *Draw* is certainly a good album, although there is no doubt still better to come.



3/5

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%
ProPinball Trilogy **We Say:** "Yes, it is only a pinball game – but it's a pinball game that we could happily sit and play all day long. Hoorah!" MM	Empire Interactive	4	✗	✗	✗	21	81%
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%
Rogue Spear **We Say:** "Much better than the last Rainbow Six outing, but still not quite up to the excellence that the PC version achieved." MS	Virgin	4	✔	✗	KEYBOARD	21	77%
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%

best of GENRE

You can't buy every game, so to stop wasteful purchases, here's the games you *have* to own!

Action/Adventure



94%

Resident Evil Code: Veronica

Certainly the definitive version of the timeless platform title and one that brings a smile to our faces whenever we give it just one more play...

Beat-'Em-Up

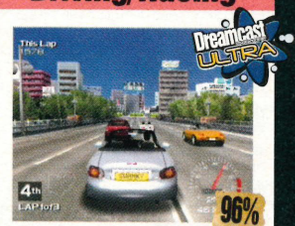


94%

Soul Calibur

The most gorgeous-looking game ever. With so much depth and a wealth of characters, this has to be the fighter of choice. And then there's the two-player mode...

Driving/Racing



96%

M-SR

The most comprehensive and original driving game on any console and the closest thing to driving perfection you are likely to ever see. So why haven't you bought it yet?

MOST PLAYED



Crazy Taxi 2

> Could one of the best Dreamcast games ever created get even better? Oh hell yeah! After managing to get our sweaty mitts on the preview code this month, we're chomping at the bit to do a full review... but we're not allowed to until next issue, all thanks to SEGA's PR guru. Damn that gorgeous Stuart Ledger... damn him to hell!

Confidential Mission

> Finally, something else that makes use of the Dreamcast lightgun – although not as long as *House Of The Dead*, *Confidential Mission* still manages to provide more than enough blasting mayhem to keep us grinning for weeks on end. Now, if only we could Alex to do some work instead of playing it...

Spider-Man

> The web-slinger makes it to the Dreamcast at long last! Despite not being able to do whatever a spider can or catch thieves just like flies, Mart's spent a huge amount of time filling Peter Parker's shoes by kicking super-villain arse and climbing walls like there's no tomorrow. Just don't ask him where he gets his sticky webbing from... ewwww!

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
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%
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 Worldwide 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!

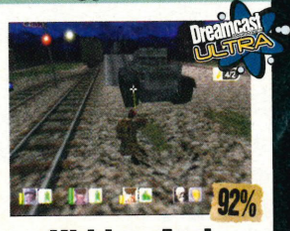
Sports



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

Crisis On Infinite Earths

Publisher | Titan Books
Price | £24.99

If ever the word 'epic' could be used to describe a graphic novel, it'd have to be in reference to this one. Standing at just under a whopping 400 pages, this is actually a reprint of the 12-part series that appeared way back in 1985 which turned out to be one of the biggest comic book cross-overs in DC history. The purpose of it all? To make DC comics accessible to the non-fan... rather than having hundreds of universes to follow, this series wiped out all but a few and brought the DC universe back to its roots. Certainly not for those with short attention spans, but it's a must-have for any would-be comic collector.



Preacher: Dead Or Alive

Publisher | Titan Books
Price | £11.99

Anybody who knows their stuff about graphic artists will already know all about Glenn Fabry and his work on the legendary Preacher series. If not, then you will when you get your teeth into this. Pulling together all the covers from the series, this collection is a work of art in every respect – it's absolutely stunning. As well as having the cover art images in all their glory, the book features the original artist sketches, as well as notes taking the reader through the whole design process. Otherwise, it's stunning in every respect. If you fancy becoming a comic book artist this is definitely the benchmark that you're going to have to go by.



Stars Wars: X-Wing Rogue Squadron: Mandatory Retirement

Publisher | Titan Books
Price | £10.99

Of all the *Star Wars* spin-offs, the *Rogue Squadron* series has to be one of the worst as, more often than not, the stories are dull, tired and obvious leaving the art to save it from embarrassment. While certainly not one of the best graphic novels you're ever going to read, *Mandatory Retirement* is definitely one of the better ones from the series, thanks in no small part to Stackpole's compelling story. That said, the art does let the novel down as it opts for more of a cartoony look, rather than the usual more detailed, hard edged look. Still, not bad.



continued >

directory

Action/Adventure | Beat-'em-up | Driving/Racing | Party/Puzzle | Platform | Shoot-'em-up | Sports | Strategy

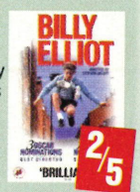
continued >

Videos

Billy Elliot

Publisher | Vision Video Ltd
Cert | TBC
Price | £15.99

If you believed everything that you saw at the movies then you could be forgiven for thinking Yorkshire and its surrounding counties were permanently stuck in 1984. Cue another take on the embittered people of the north during the miners' strike. Whilst it may well be grim up month, *Brassed Off* and even *The Full Monty* were more engaging, and adding a dancing boy to the proceedings really doesn't make this required viewing, nor does it bring anything new to the screen...



2/5

High Fidelity

Publisher | TBC
Cert | 15
Price | £14.99

Quirky, humorous and downright bloke-ish, John Cusack brings to life Nick Hornby's tale of the horror it is to be male. It might amount to ably demonstrating that all men are self-absorbed children who seek comfort in creating order in whatever they are passionate about in a desperate attempt to avert growing up, but, surprisingly, that doesn't make painful viewing. The characters, dialogue and eclectic soundtrack somehow bring to life what was thought to be a quintessentially British novel. Definitely worth a spin...



4/5

Never Say Never Again

Publisher | Mgm Home Ent
Cert | PG
Price | £9.99

If you ever need a reminder why you should always quit whilst you are ahead then Sean Connery's reprisal of the role that made him famous should serve well. On the face of it, it's a remake of *Thunderball*; it has the best Bond (albeit somewhat creakier than in *Diamonds are Forever*), it has a great villain and Kim Basinger has a turn at being the Scotsmen's love interest. Unfortunately, though, it all turns into a rather humdrum affair. Watching this won't leave you shaken or stirred – more likely it will probably turn you to drink.



2/5

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
StreetFighter Alpha 3	Virgin	X	✗	✗	ARCADE STICK	04	84%
We Say: "*StreetFighter Alpha 3* is coin-op perfect and practically devoid of the painful loading times that plagued the PlayStation version." RB							
StreetFighter III: 3rd Strike	Virgin	2	✗	✗	ARCADE STICK	14	71%
We Say: "As far as the *StreetFighter* series goes, you really couldn't do much better than this." MM							
StreetFighter III: Double Impact	Virgin Interactive	2	✗	✗	✗	08	74%
We Say: "We're not saying that it's bad... we're just saying it's *StreetFighter*. Again. You've seen it all before, so why bother." MM							
Stunt GP	Eon	4	✔	✗	STEERING WHEEL	21	80%
We Say: "Much more fun than *Re-Volt*, but still suffers from enough faults to stop it being totally perfect." MM							
Super Magnetic Neo	Crave	1	✗	✗	✗	13	85%
We Say: "If you can get past the frustrating difficulty level, this is actually a pretty damn smart game." MM							
Super Runabout	Interplay	1	✗	✗	✗	15	52%
We Say: "Great ideas, but completely arse in every other department." MM							
Surf Rocket Racers	Ubi Soft	2	✗	✗	✗	18	65%
We Say: "With its dodgy water effects and lack of difficulty, *Surf Rocket Racers* is too short-lived to hold your interest for more than a few days." MM							
Suzuki Alstare Extreme Racing	Ubi Soft	2	✔	✗	STEERING WHEEL	02	81%
We Say: "Suzuki has plenty for the racing enthusiast, including an individual best-times scoreboard per lap, but it's best to try before you buy." SN							
Sword Of The Berserk: Guts' Rage	Eidos	1	✗	✗	✗	09	73%
We Say: "As much fun as *Sword Of The Berserk* is, there just isn't enough of it. Too much time is spent on the cut-scenes and not enough on the action." AW							
Sydney 2000	Eidos	4	✗	✗	ARCADE STICK	13	65%
We Say: " As much as we'd like to enjoy this game, we just can't get over how poor it is." AW							
Tech Romancer	Virgin Interactive	2	✔	✗	ARCADE STICK	08	90%
We Say: "What *Tech Romancer* lacks in sheer beauty, it more than makes up for in playability and pure enjoyment." MM							
Tee Off Golf	Acclaim	2	✗	✗	✗	05	80%
We Say: "*Tee Off Golf* is the perfect way to fill in the gaps that punctuate the winter days." AW							
The Grinch	Konami	1	✗	✗	✗	18	57%
We Say: "As good as the film might have been, this is a really poor effort that could, and should, have been a whole lot better than it actually is." AW							
The Nomad Soul	Eidos	2	✗	✗	✗	08	84%
We Say: "*The Nomad Soul* is a rewarding experience for those who are willing to give it a chance." MM							
Time Stalkers	SEGA	1	✗	✗	✗	14	36%
We Say: "It plays in a way that makes spending an afternoon watching some fish fingers defrost sound interesting." WJ							
Tokyo Highway Challenge	Crave	2	✗	✗	STEERING WHEEL	03	64%
We Say: "*Tokyo Highway Challenge* isn't one of the best Dreamcast racing games but it does look fantastic." AW							
Tokyo Highway Challenge 2	Ubi Soft	2	✗	✗	STEERING WHEEL	17	75%
We Say: "Although significantly better than the original, this is a game that just doesn't seem to light the blue touch paper." AW							
Tomb Raider Chronicles	Eidos	1	✗	✗	✗	17	70%
We Say: "Looks like the Emperor is absolutely naked. Sorry Lara, but it's time to stop adventuring and start having babies." WJ							
Tomb Raider: The Last Revelation	Eidos	1	✗	✗	✗	07	88%
We Say: "Thanks to the power of the Dreamcast, every stage of *Last Revelation* looks jaw-droppingly amazing." MM							
Tony Hawk's Pro Skater 2	Activision	2	✗	✗	✗	17	96%
We Say: "Without a doubt the finest skateboarding game in existence – until *Tony Hawk's 3* comes out!" MM							
Tony Hawk's Skateboarding	Crave	4	✗	✗	✗	10	84%
We Say: "An essential purchase for any Dreamcast owner. We just can't emphasise how great this game is!" MM							
Toy Commander	SEGA	4	✗	✗	✗	02	86%
We Say: "The game is a dream to play, with very little slow-down and a graphics engine which is solid, producing few glitches." LW							
Toy Story 2	Activision	1	✗	✗	ARCADE STICK	16	70%
"Disney fans can rejoice, but everyone else should try before they buy." MM							
Trick Style	Acclaim	2	✗	✗	✗	02	79%
We Say: "*Trick Style* is a great visual and aural showcase for the Dreamcast, but as a game it's good but not great." ST							
UEFA Dream Soccer	SEGA	4	✗	✗	ARCADE STICK	16	91%
We Say: "It's third time lucky for Silicon Dreams as this is by far and away the best of the football games they've done." AW							
UEFA Striker	Infogrames	2	✗	✗	✗	02	67%
We Say: "It's very much from the old *FIFA* pick-up-and-play mould, but for die-hard enthusiasts, it all feels a bit too watered-down." RB							
UFC	Crave	2	✗	✗	✗	14	93%
We Say: "A near-perfect realistic fighting game, marred only by the fact that experts might find it a bit too easy." MM							
Urban Chaos	Eidos	1	✗	✗	✗	14	49%
We Say: "Quite clearly this is the worst game of its genre on the Dreamcast, not to mention an embarrassment." AW							
V-Rally 2: Expert Edition	Infogrames	4	✗	✗	STEERING WHEEL	09	86%
We Say: "*V-Rally 2* doesn't quite come up to the same standards as *Sega Rally 2*, meaning that although it's a very good game it's just not great." AW							
Vigilante 8: Second Offense	Activision	4	✗	✗	✗	04	78%
We Say: "This isn't your run of the mill racing game or your typical shoot-'em-up, but something completely inimitable and unique." AW							
Virtua Fighter 3tb	SEGA	2	✗	✗	✗	01	80%
We Say: "An arcade-perfect conversion of a great game. *VF3tb* isn't the best one-player game in the world, but with some mates it's awesome!" SH							
Virtua Striker 2	SEGA	2	✗	✗	✗	05	78%
We Say: "*Virtua Striker* is an excellent arcade-style footie game, it's great for a laugh and it certainly looks the part." SP							
Wacky Races	Infogrames	4	✗	✗	STEERING WHEEL	09	85%
We Say: "A top fun racer that makes a change from all the realistic 'driving' games around. It's wacky with a capital 'W'!" MM							
Walt Disney World Quest: Magical Racing Tour	Eidos	4	✗	✗	STEERING WHEEL	13	68%
We Say: "As much as *WDWQ: MRT* tries to replicate the fun and frolics of other kids' racing games it ultimately fails to do so." AW							
Wetrix+	Take 2 Interactive	2	✗	✗	✗	08	80%
We Say: "Puzzle fans will find themselves in cerebral cortex-munching nirvana." SP							
Wild Metal	Rockstar	2	✗	✗	✗	07	58%
We Say: "*Wild Metal* amounts to no more than a dull, unimaginative, shameful waste of GD-ROM technology." ST							
Worms Armageddon	Hasbro Interactive	4	✗	✗	✗	04	73%
We Say: "As ever, Team 17 has delivered the goods. *Worms Armageddon* is the finest and most enjoyable of the series." AW							
Worms World Party	Virgin	4	✗	✔	ARCADE STICK	16	85%
"If you are even slightly into online games at their best, you'll want to get hold of this right now." MM							
WWF Attitude	Acclaim	4	✗	✗	✗	03	41%
We Say: "If you want a game that you can use as a frisbee when you're away from your Dreamcast... this is it". AW							
WWF Royal Rumble	THQ	4	✗	✗	ARCADE STICK	13	91%
We Say: "*WWF Royal Rumble* is a great representation of the crazy world of the WWF and should find favour with fans everywhere." KL							
Vanishing Point	Acclaim	2	✔	✔	STEERING WHEEL	19	82%
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							
Virtua Athlete	SEGA	4	✗	✗	ARCADE STICK	14	54%
We Say: "It's good, but not great – we were hoping for so much more. We like our games to last more than a few days..."MM							
Virtua Tennis	SEGA	4	✗	✗	✗	12	94%
We Say: "An exceptional piece of programming that justifies the purchase of a Dreamcast." PM							
Who Wants To Be A Millionaire	Eidos	4	✗	✗	✗	14	59%
We Say: "Sheer popularity of the name will ensure its success, but in the long run, a lot of people are going to be disappointed." CN							
Zombie Revenge	SEGA	2	✔	✗	✗	05	81%
We Say: "*Zombie Revenge* proves once and for all that the Dreamcast really is just an arcade machine in disguise." AW							

> Not everyone gets everything right first time and we're no exception, experts though we are. Re-scored just for you...

2nd coming

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%
Cannon Spike	Capcom	2	✗	✗	ARCADE STICK	21	62%
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%
FirePro Wrestling	Spike	4	✗	✔	ARCADE STICK	21	87%
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%
Guilty Gear X	Spike	4	7	7	ARCADE STICK	21	80%
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%

Buggy Heat



> Back in issue 02, before the Dreamcast was flooded with quality driving games, *Buggy Heat* might well have been a good racing game... well, either that or Lou really didn't have a clue what she was writing about. Either way *Buggy Heat* really isn't deserving of such a high score, mainly because it's annoying difficult to drive the buggies, thus making it no fun at all.

Before 76%

Updated Score **61%**

Caesars Palace 2001



> Quite what Martin's reasons were for giving this such a high score in the first place we don't know – it is a gambling game after all, and the only reason gambling's fun is because real money is at stake, which is where the thrill comes from. Not that we're regulars at Gamblers Anonymous, of course. Yes, it has lots of games, but where's the fun in it?

Before 72%

Updated Score **55%**

Virtua Athlete



> When *Virtua Athlete* first came into the office we couldn't get Martin or Alex off the damn thing as they battled for the gold medal but just as an apple goes off with age, so too has *Virtua Athlete*. For a ten minute hit of button bashing mayhem it's really great but the fact that you'll be bored of it after about a week means it's really not that great after all.

Before 76%

Updated Score **54%**

stuff & nonsense

Bored? Well, don't be. Not when there's all this lovely stuff to spend your cash on...

Funn Ball

Manufacturer	Olop
Web site	01803 201 972
Cost	£9.99



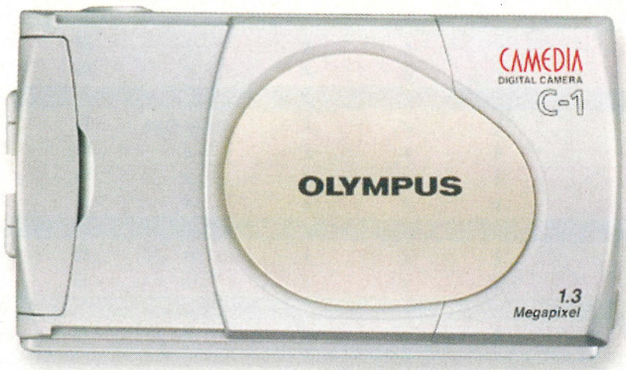
› As summer threatens to make an entrance so too do all the latest beach games. Not one to miss out on the fun and games, Olop is launching the Funn Ball. The latest incarnation of the common 'Catch' game, Funn Ball requires you to catch a ball using a suction aided rod with a small hole in it. Put your thumb over the hole and by the power of suction it'll hold onto the ball and refuse to let go, but the skill is all in the timing. Drop the ball and it'll explode... well, not really.



WWF Toys

Manufacturer	Kidz Biz
Tel	0208 393 3334
Cost	£9.99 - £34.99

› It continues to amaze us here at Dreamcast Magazine just how popular men in tight shorts running around a ring continues to be, but wrestling really is getting bigger and bigger by the day – hence the countless amount of toys that you can get in the shops nowadays. This new range of toys from Kldz Biz is no surprise... not that it's anything particularly new mind. Still it'll sell, as anything with the WWF moniker seems to, by the bucket-load.



CAMEDIA C-1 Digital Camera

Manufacturer	Olympus
Tel	0800 072 0070
Cost	£249.99

› With digital cameras taking off in such a big way over the last year (just check out *Digital Photography Made Easy* for evidence) it's small wonder that companies are bring new ones out every few months. So, the new Olympus C-1 – it's small, it's sexy, has 1.3 million pixels and it's damn fine. Oh yeah, and it's well easy to use (hell, even Martin managed to work it out). It also has the ability to store 146 pictures that can then easily be downloaded onto your Mac or PC for easy storage and viewing. Will wonders never cease?



DS 320 Digital Voice Recorder

Manufacturer	Olympus
Tel	0800 072 0070
Cost	£179.99

› Shorthand – believe us, it's a bloody waste of time, yet still they insist on teaching it at media colleges. Now it's even more of a waste, though – get one of these voice recorders and you'll be sorted for life. It's also ideal for recording those notes you're trying desperately to cram for those all-important exams, *and* it can all be beautifully filed for ease. You can even hook it up to your PC and email your recordings to whoever you want...

Zyrofoam

Manufacturer	Kidz Biz
Tel	0208 393 3334
Cost	£6.99

› You might remember seeing Kidz Biz last toy back in issue 16, the rather aptly named Gooze. Well now it's back again, in the form of Zyrofoam – Gooze with hundreds and hundreds of polystyrene balls packed into it. It's not nearly as gooey, which is a good thing, plus you can mould it into anything you like and it even bounces! It's actually pretty ace stuff... once you've managed to break into the packaging, that is.



Phenominator

Manufacturer	N/A
Web site	www.firebox.com
Cost	£19.95



> Here at DREAMCAST MAGAZINE we pride ourselves on getting our mitts on all the coolest gadgets and toys around and that's exactly what the Phenominator is... when you've sussed out how to get the damn thing going. So what is the Phenominator? Well, it's a magnetic spinning top that can levitate in mid-air for several minutes, defying all rules of gravity. Clever stuff really, and guaranteed to keep you and everyone else gawping for hours on end.



Polly Parrot

Manufacturer	Vivid Imaginations
Tel	01702 200 660
Cost	£40



> With its electronic dog bagging Toy of The Year award at this year's Toy Fair, it looks like Vivid Imaginations is on to a winning formula, so it'll come as no surprise to see another addition to the range, this time in the form of Polly Parrot. With various touch sensitive sensors and all the features of the others in the range, Polly is the ultimate interactive bird... and you won't even have to clean up any bird droppings.

Head To Head Racing

Manufacturer	Tiger Electronics
Web site	www.tigertoys.com
Cost	£34.99

> So you wanna be a Ferrari driver, do you? Well, you probably don't have a chance of ousting Michael Schumacher or Rubens Barrichello from their seats, so you might as well settle for the next best thing. Handheld videogames like this might be a little retro nowadays, but it doesn't stop *Head To Head Racing* being a barrel of laughs. The bonus is, of course, that it's a two-player game, thus ideal for making the screaming kids in the back of the car shut up once and for all.

Worst Case Scenario Handbook

Manufacturer	N/A
Web site	www.iwantoneofthose.com
Cost	£10

> Ever wanted to know how to land a plane just in case your pilot dies of a heart-attack mid-flight? Or how about how to wrestle free from an alligator? Well here's one for all you paranoid people out there as this book tells you everything you need to know for all those nightmare situations that you might find yourself in one day. Quality.

Poker Chips & Cards

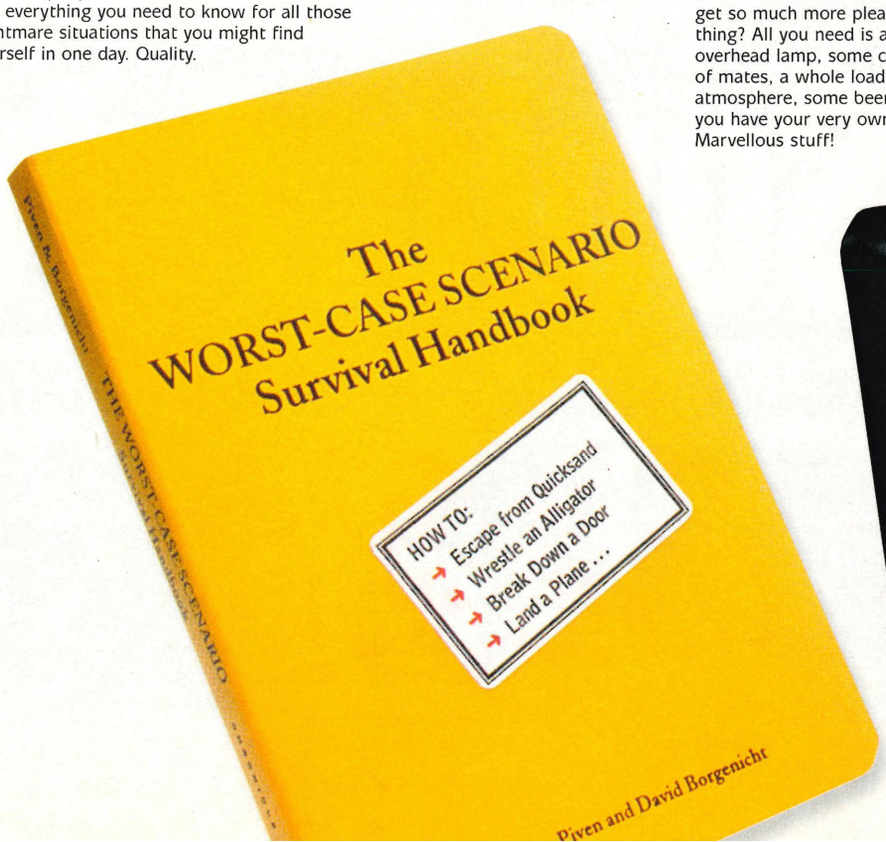
Manufacturer	N/A
Web site	www.iwantoneofthose.com
Cost	£54.95

> Who needs *Ceasars Palace* when you can get so much more pleasure from the real thing? All you need is a round table, an overhead lamp, some crappy visors, a bunch of mates, a whole load of money, a smokey atmosphere, some beer and low and behold you have your very own homemade casino. Marvellous stuff!

Talking Clock

Manufacturer	N/A
Web site	www.iwantoneofthose.com
Cost	£15.95

> Getting up in the morning – it's crap isn't it? You don't want to, but you have to do it, and there's nothing worse than having to do something you don't want to. No wonder you're always in a bad mood first thing. So anyway, here's the perfect remedy to getting rid of all that anger – a talking alarm clock that you just throw at the wall to shut it up. Genius, huh?

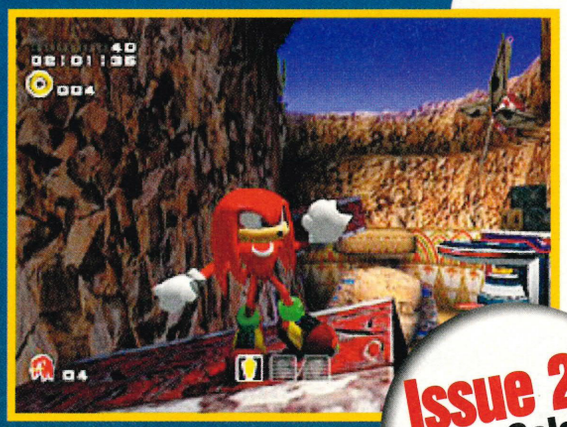




dream on...

The number one unofficial Dreamcast magazine. HERE'S WHY...

- Every UK, Japanese and American game reviewed
- New cheats, tips and solutions every month
- Tonnes of competitions and prizes to be won every month
- Our reviews are written by the best in the business
- We scour the globe to bring to you the latest news
- The ONLY Dreamcast magazine that you'll ever need!







Issue 23
On Sale 14 June 2001

Hey, Newsagent...

☐ **Please reserve me a copy of...**

Dreamcast Magazine

Name: .....

Address: .....

.....

.....

Postcode: .....

Tel: .....



Price: £2.99
ISSN: 1466-2388

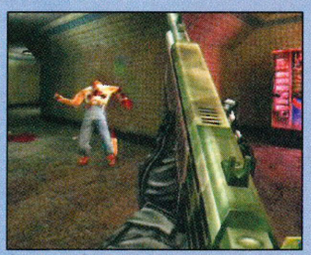
To ensure you receive a copy of the leading unofficial Dreamcast magazine fill in this coupon and hand it to your local newsagent.

Newsagent Information:
DREAMCAST MAGAZINE is published by Paragon Publishing Ltd [**Tel:** 01202 299900; **Fax:** 01202 299955; **www.paragon.co.uk**] and is available from your local wholesaler. DREAMCAST MAGAZINE and DREAMCAST SOLUTIONS are distributed by Seymour [**Tel:** 01202 200232] and are fully SOR.

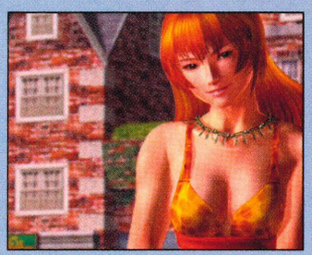
Sonic entertains the Dreamcast massive for the very last time...

Sonic Adv

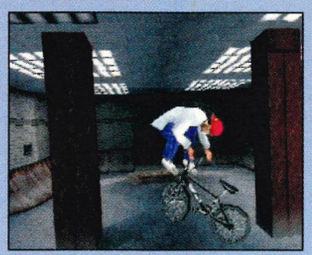
All The Latest Information And Screenshots On All



Soldier Of Fortune



Shenmue 2



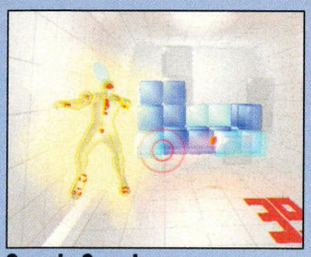
Mat Hoffman's Pro BMX



enture 2



These Great Games!



Cosmic Smash



Ooga Booga



Headhunter

REVIEWED NEXT ISSUE



Crazy Taxi 2

It's back for more crazy driving antics, and the sequel to the amazing arcade classic looks set for greatness!



Unreal Tournament

Packed with more firepower than your average scout group.



Alone In The Dark 4

After Edith Piaf, it's the scariest thing to come out of France in years...



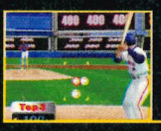
Dragon Riders

Hopefully, it's got nothing to do with Anne Widdecombe...



The New Tetris

Okay, we lied... but we'll try to fit it into next issue (honest).



Sega Jam

All the best bits from your favourite sports crammed onto one GD-Rom

SOLUTIONS NEXT ISSUE





Skies of Arcadia

Part 2 of our extensive walkthrough to SEGA's compelling airborne adventure...

Plus cheats, tips and hints for all these great games...
Spider-Man, Evil Dead, Confidential Mission, 18Wheeler, Crazy Taxi 2 and so much more!

Note: we reserve the right to alter the contents.

BACK ISSUES

To contact our back issues department:

Tel 01202 200200
Fax 01202 200217
Email subs@paragon.co.uk

Postal Address
Paragon Publishing Ltd
Freepost (BH1255)
BOURNEMOUTH
BH1 2ZZ

Missed an issue? Worry not – just fill in the voucher and it will soon be yours!

ISSUE 1



Featuring
Soul Calibur, Toy Commander, Shenmue, MK Gold, Sh[illegible]

SOLD OUT

Re
So[illegible] Rumble Boxing, The House Of The Dead 2, Sega Rally 2, Virtua Fighter 3tb

ISSUE 2



Featuring
Shadow Man, WWF Attitude, Furballs, F1 World Grand Prix

Reviews
Soul Calibur, TrickStyle, Suzuki Alstare Racing, Pen Pen, Buggy Heat, Blue Stinger, Incoming

ISSUE 3



Featuring
Resident Evil 2, Vigilante 8: Second Offense, Shenmue

Reviews
Shadow Man, F1 World Grand Prix, Sega Bass Fishing, NFL Blitz, WWF Attitude

ISSUE 4



Featuring
Hot games for the Millennium, Crazy Taxi, Shenmue

Reviews
Fighting Force 2, WWS 2000, Worms Armageddon, Marvel Vs Capcom, Chu Chu Rocket!

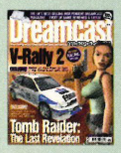
ISSUE 5



Featuring
Dead Or Alive 2, Jambo Safari, When Worlds Collide

Reviews
Crazy Taxi, Virtua Striker 2, Resident Evil 2, Armada, Evolution, Tee Off Golf

ISSUE 6



Featuring
Tomb Raider 4, MDK2, Sega GT, V-Rally 2, Daytona 2

Reviews
Soul Reaver, Slave Zero, NBA2K, Deadly Skies, Biohazard – Code: Veronica

ISSUE 7



Featuring
Ecco The Dolphin: Defender Of The Future, The Nomad Soul

Reviews
MDK2, Tomb Raider: The Last Revelation, Rayman 2, Sega GT

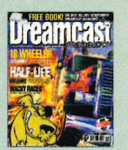
ISSUE 8



Featuring
Rush 2049, Wacky Races, Urban Chaos, Virtua Cop 2

Reviews
Dead Or Alive 2, The Nomad Soul, 4Wheel Thunder, Tech Romancer, Ecco The Dolphin, Wetrix+

ISSUE 9



Featuring
Black & White, 18Wheeler, Virtua Tennis, Quake III, Half-Life

Reviews
Wacky Races, Sword of the Berserk, Fur Fighters, GTA 2, V-Rally 2: Expert Edition

ISSUE 10



Featuring
Ferrari F355 Challenge, Colin McRae 2, WWF Royal Rumble

Reviews
Samba De Amigo, Resident Evil Code: Veronica, Tony Hawk's Skateboarding, Star Wars Racer

ISSUE 11



Featuring
Colin McRae Rally 2.0, Metropolis Street Racer

Reviews
Marvel Vs Capcom 2, South Park 2, NHL2K, Bust-A-Move 4, Super Runabout, Rainbow Six

ISSUE 12



Featuring
Silent Scope, Ferrari 355 Challenge, Star Lancer

Reviews
Virtua Tennis, Hidden & Dangerous, F1 World Grand Prix 2, Jet Set Radio, Mr Driller

ISSUE 13



Featuring
Half-Life, Phantasy Star Online, Vanishing Point

Reviews
Power Stone 2, Tony Hawk's 2, San Francisco Rush 2049, Sydney 2000, Giant Gram 2000

ISSUE 14



Featuring
Shenmue, Jet Set Radio, Le Mans 24 Hours, Ducati Life, Spawn: ITDH

Reviews
Ultimate Fighting Championship, Space Channel 5, Ferrari 355 Challenge, Virtua Athlete

ISSUE 15



Featuring
Phantasy Star Online, Quake III, Ready 2 Rumble: Round 2, Sonic 2

Reviews
Jet Set Radio, Silent Scope, Half-Life, Metropolis Street Racer, Sega Extreme Sports, Super Runabout

ISSUE 16



Featuring
Unreal Tournament, Driver 2, Resident Evil 3: Nemesis, Speed Devils Online

Reviews
Shenmue, Quake III: Arena,Ready 2 Rumble: Round 3, UEFA Dream Soccer, Le Mans 24 Hours, Sega GT

ISSUE 17



Featuring
AITD: The New Nightmare, Crazy Taxi 2, Soul Reaver: Legacy of Kain 2

Reviews
Tony Hawk's Pro Skater 2, Tokyo Highway Challenge 2, Tomb Raider: Chronicles, Capcom Vs SNK 2

ISSUE 18



Featuring
Phantasy Star Online, Sonic Adventure 2, Daytona USA 2001

Reviews
Sonic Shuffle, StarLancer, Aqua GT, Project Justice, The Grinch, Rainbow Six, Record of Lodoss War

ISSUE 19



Featuring
Spider-Man, Dragon Riders: Chronicles of Peril, Fighting Vipers 2

Reviews
Phantasy Star Online, Vanishing Point, F1 Racing Championship, 4X4 Evolution, Grandia 2

ISSUE 20



Featuring
Out Trigger, Headhunter, Crazy Taxi 2, Shenmue 2

Reviews
Skies of Arcadia, Daytona USA 2001, NBA Hoopz, Ducati World, Typing of the Dead

ISSUE 21



Featuring
Spider-Man, Confidential Mission, Unreal Tournament

Reviews
Stunt GP, Rogue Spear, Iron Aces, SEGA Smash Pack, Charge'N Blast, Cannon Spike



YOUR DETAILS

DCM0122

Dreamcast magazine
The world's most advanced console magazine!

Name .....

Signature .....

Address .....

.....

.....

.....

Postcode.....

Tel.....

PAYMENT METHOD

☐ Cheque/postal order made payable to Paragon Publishing Ltd.
Amount enclosed .....

☐ Credit card type .....
(ACCESS/VISA/MASTERCARD/SWITCH)

Issue No (Switch) .....

Expiry date .....

Card Number .....

>If you don't want to receive related material tick this box. ☐

1 SOLD OUT	2☐	3☐	4☐	5☐	6☐
7☐	8☐	9☐	10☐	11☐	12☐
13☐	14☐	15☐	16☐	17☐	18☐
19☐	20☐	21☐			



Back Issues order form

Please tick issues required
(£3.99 each inc. p+p)

SUBSCRIPTIONS

Pay By Direct Debit and save 10%



get a year's worth of DM>

Dreamcast magazine

cost details

SIX ISSUES OF DREAMCAST MAGAZINE		
UK	Europe	World
£17	£22	£30

Call the subscription hotline now on

01454 642442

Fax 01454 620080

Email dcm@cisubs.co.uk

Or fill in this form, cut it out and send it to: Paragon Publishing Ltd, Freepost (SWB1565), Patchway, Bristol BS32 0ZZ

SAVE CASH!

There's never been a better time to subscribe! Get 6 issues for only £17!

YES, I WOULD LIKE TO SUBSCRIBE TO DREAMCAST MAGAZINE FOR 6 ISSUES

DCM0122

PERSONAL DETAILS

Your name

Address

Post code Email

Phone number Date of Birth

SUBSCRIPTION AS A GIFT

Name

Address

Post code Email

Phone number Date of Birth

PAYMENT DETAILS

1. Direct Debit

☐ UK only £7.65 every 3 months – SAVE AN EXTRA 10%

Instruction to your Bank or Building society to pay by Direct Debit

DIRECT Debit

Please fill in the form and send it to: Paragon Publishing Ltd, Freepost (SWB1565), Patchway, Bristol, BS32 0ZZ

Name and full postal address of your Bank or Building Society

To: The manager Bank/Building Society

Address

Postcode

Originator's Identification Number: 8 5 1 4 1 2

Reference Number

Instructions to your Bank or Building society.
Please pay Paragon Publishing Ltd Direct Debits from the account detailed in this instruction subject to the safeguards assured by the Direct Debit guarantee. I understand that this instruction may remain with Paragon Publishing Ltd and, if so, details will be passed on electronically to my Bank/Building society

Name(s) of account holder(s)

Branch sort code

Bank/Building society account number

Signature(s)

Date

Banks and building societies may not accept Direct Debit instructions for some types of account

A6 instruction form

2. Cheque/credit/debit card

☐ UK £17 for 6 issues ☐ Europe £22 for 6 issues ☐ World £30 for 6 issues

☐ Cheque (£'s sterling made payable to Paragon Publishing Ltd)

☐ Visa ☐ Mastercard ☐ Amex ☐ Switch ☐ Delta

Card number:

Expiry date: – Issue No:

Signed: Date:

PARAGON PUBLISHING

Please return this order form or a photocopy of it together with your cheque/PO (if applicable) to the following address: Paragon Publishing Ltd, FREEPOST (SWB1565), Patchway, BRISTOL, BS32 0ZZ.

From time to time, Paragon sends out news about exciting new products and opportunities that are of interest to readers. If you do not wish to receive such information, please tick this box. ☐

For a free price list of imported games, accessories and merchandise send a Stamped Self Addressed Envelope

DELTA VISA MasterCard

SPECIALIST IN MAIL ORDER IMPORT VIDEO GAMES AND ACCESSORIES

www.projectk.com Email: info@projectk.com TEL: 020 8508 1328

Cheques and Postal Orders made payable to PROJECT K Add £2 per item for P+P

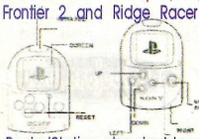
£15 for INSURED COURIER on Hardware

PROJECT K FAX: 020 8508 3845

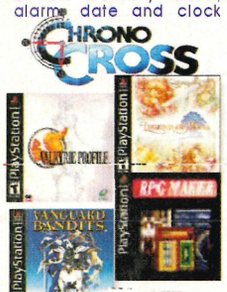
PROJECT K, The Seedbed Centre, Langston Road, Loughton, Essex, IG10 3TQ

POCKETSTATION

Download mini games from PocketStation compatible games such as Final Fantasy 8, Saga Frontier 2, and Ridge Racer 4



PocketStation also doubles as a PSX Memory Card, alarm, date and clock



DEXDRIVE

Transfer your saves to a friend on the internet £29.99

LUNAR 2 : ETERNAL BLUE



BEATMANIA POCKET 2

9 Arcade Tunes
5 Arcade Buttons
Scratch Deck
Funk Jazz Groove
DJ Battle
Reggae
Break Beats
Rave

£29.99



GBA IMPORTS



Gameboy Advnace Games please check online for prices and titles

PLAYSTATION IMPORTS

Pocketstation	£39.99
Guitar (for Guita Freaks)	£39.99
NTSC to PAL Booster	Call
Convertor Card	£19.99
Dex Drive	£29.99
Game Shark Pro CDX	£47.99

MP3 ADAPTOR £25.99

Play your own MP3 CD Album's on your PSX



£25.99

JAP Dragon Quest VII	£59.99
JAP Fist of Northstar	£59.99
JAP Dragon Valor (Namco)	£29.99
JAP Assaults Suit Valken 2	£19.99
JAP DDR 4th Mix	£54.99
JAP SD Gundamn	£49.99
JAP Microman	£24.99
JAP Cybernetic Empire	£24.99
JAP Dragon Ball Z Legends	£54.99
JAP Dragon Ball Z Final Bout	£54.99









USA Time Crisis Project Titan	JULY
USA Metal Slug X	£47.99
USA Point Blank 3	£44.99
USA Persona 2 (RPG)	£49.99
USA Valkyrie Profile (RPG)	£49.99
USA Megaman X5	CALL
USA Dracula Ressurection	CALL
USA Arc the Lad Collection	JUNE
USA Legend of Mana (RPG)	CALL
USA RPG Maker (RPG)	£49.99
USA Harvest Moon (RPG)	£49.99
USA Breath of Fire IV (RPG)	£49.99
USA Digimon World 2	CALL
USA Threads of Fate	£49.99
USA Lunar 2Eternal Blue (RPG)	CALL
USA Alundra 2 (RPG)	£29.99
USA Lunar Silversial Story (RPG)	CALL
USA Monster Rancher 2	£49.99
USA Vanguard Bandits (RPG)	£49.99
USA Tail Concerto	£49.99
USA Countdown Vampires	£49.99
USA Chrono Cross (RPG)	£49.99
USA Torneko Last Hope (RPG)	£49.99
USA Fear Effect	£15.99
USA Dino Crisis	£15.99
USA Granstream Saga	£19.99
USA Jade Cacoon	£19.99
USA Ready to Rumble	£15.99
USA Dino Crisis 2	£19.99
USA Thrasher Skate & Destroy	£15.99
USA Syphon Filter 2	£15.99





www.projectk.com

Latest products for the PSX, PS2, DREAMCAST, NINTENDO. Loads of the latest cool merchandise from see the latest news on Playstation 2, Dreamcast, Nintendo and Pokemon. Previews, news and updates for games, hardware, latest accessories, and convertors. Find the latest import release schedule, and order online or give us a call checkout www.projectk.com Updated 3 times a week with the latest gear.

PS 2 IMPORTS



USA PlayStation 2

1 x PS2 Dual Shock 2
1 x AV Cable
Call for price

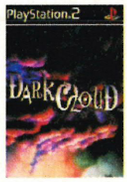
*optional Stepdown Transformer

Japanese Ps2	£399

Japanese PS2 currently only runs Japanese PS2 and Japanese PSX Software

USA Ps2 Console Call or check online	
USA Ps2 only runs USA Ps2 games & Region 1 movies	
Ps2 Stepdown Transformer	CALL
JAP Exterminator	£62.99
JAP Para Para Paradise	CALL
JAP Everytbody's Golf	£29.99
JAP Ace Combat 4	CALL
JAP Gran Turismo 3	APRIL 25th
JAP Guitar Freaks 3rd Mix	CALL
JAP Code Vernica 5th Anniversary	CALL
JAP Omnimusha	CALL
JAP Drum Mania	CALL
JAP J Phoenix	CALL
JAP Bloody Roar 3	CALL
JAP Gradius III + IV	£34.99





USA Summmoner (RPG)	£49.99
USA Eternal Ring (RPG)	£49.99
USA Twisted Metal Black	£54.99
USA Shadow of Destiny	£49.99
USA Omnimusha Warrior	£54.99
USA Bouncer	£49.99
USA Dark Cloud (RPG)	MAY
USA Project Eden	MAY
USA Code Veronica X	MAY
USA Commando's 2	MAY
USA Project Eden	MAY
USA Gundamn Journey	MAY
USA Gran Turismo 3	JUNE
USA Ephemeral Arcadia (RPG)	JUNE
USA World Is Not Enough	JUNE
USA Seven Blades	JUNE
free Devils May Cry demo)	JUNE

PS/PS2 VGA BOX

Use your Playstation 2 or PSone Console on your PC Monitor without unplugging your PC.



Built in switch between PC & your console

£49.99

£3 first class
£5 next day

Built in Manual Switch between PC & your console. Simply switch the button to change systems without having to unplug your PC or Playstation console. Share your monitor freely with your Playstation 2 Console





Capsule Corp Sew On Badge £12.99

20" x 14" Dragon Ball Z Poster £6.99

DREAMCAST IMPORTS

Use your PSX Dual Shock Joypad, or Dance Matt on your Dreamcast.



DREAMCAST JOYPAD ADAPTOR £24.99

Compatible with ALL Dreamcast Consoles...UK, USA or JAP. Button layout is the same as a DC Joypad!!! RUMBLE function WORKS TOO. Now comes with VMS slot

USA Dreamcast inc 56K modem	£CALL
JAP Dreamcast	£CALL
Universal Dreamcast	£CALL
Light Gun	CALL
PSX to DC Joypad Adaptor	£24.99
Universal Chip	£29.99
SVHS LEADS	£19.99
VGA Cable (plug your DC for into PC for Hi Resolution Graphics)	£19.99

DREAMCAST LINK CABLE



Link two Dreamcast up for two player battle two separate screens and two separate tv's for the ultimate home battle's against your friends. £29.99

VGA MANUAL SWITCHER

Plug both your PC & Dreamcast into your monitor at the same time. Also plug AV Cables directly into another TV or Speakers.



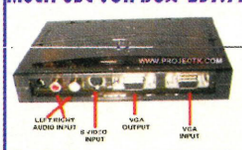
£29.99

No need to unplug your PC to Play your DC

JAP Rival Schools 2	£39.99
JAP Daytona USA	£49.99
JAP Sonic 2	JUNE
JAP Last Blade 2	£49.99
JAP De La Jet Set Radio	£CALL
JAP F355 Challenge	£34.99
JAP Hundred Swords	£49.99
JAP Fire Pro Wrestling D	CALL
JAP Guilty Gear X	CALL
JAP Virtua Fighter 3	£29.99
USA Unreal Tournament	£49.99
USA Phantasy Star Online	£49.99
USA Half Life	£47.99
USA Record of Lodoss War	£49.99
USA The Ring	£49.99
USA Dark Angel Vampire	£49.99
USA Gorka Morka	£47.99
USA NBA2K1	£49.99
USA World Series Baseball	£49.99
USA NFL 2K1	£49.99
USA Grandia 2	£49.99
USA Soldiers of Fortune	CALL
USA Dragon Riders	£47.99
USA Outrigger	JUNE
USA Evolution 2	£47.99

CHECK OUR WEBSITE FOR ALL THE LATEST RELEASES & LATEST RELEASE SCHEDULES ON IMPORTS.

MULTI USE VGA BOX £59.99



Plug any AV equipment into this versertile VGA Box. A total of 3 AV equipment can be plugged into this Multi Use VGA Box at the same time. Press a button to Select the item you want to use on the Monitor.

Example Setup Ps2, DC and Video Player

JAPANESE MERCHANDISE COLLECTIBLES IMPORTS

FINAL FANTASY 7



Final Fantasy 7 Four CD Collectors Soundtrack complete with Final Fantasy 7 artwork booklet and awesome Four CDs of music from Final Fantasy 7. Total number of tracks in this Four CD Set :- 85

Final Fantasy 7 Keychains
Yuffie £5.99
Tifa £5.99
Caith £5.99
Vincent £5.99
CID £5.99
Sephiroth £7.99



CLOUD ON BIKE POSTER + KEYCHAIN MODEL £19.99

FF8 KEYCHAIN MODELS



EACH £5.99
SQUALL
SEIFER
RINONA
ZELL
IRVINE
EDEA
KIROS
WARD
LAGUNA
SELPHIE
QUISTIS



SQUALL LEONHARTS GUNBLADE FINAL FANTASY VIII KEYCHAIN £6.99

10INCH SQUALL LEONHART



FINAL FANTASY 8 SPECIAL COLLECTION

10.5 inch Squall Leonhart Model

Complete with 8 inch Gunblade £39.99 (plus £4 P+P)

8INCH FF8 MODELS

FINAL FANTASY 8 SD Models. Choose from Seifer, Zell, Squall, Rinona on Chocobo £39.99 Each CALL BEFORE ORDERING £8P+P



FF8 SOUNDTRACK



One of the finest video game music soundtracks around especially for The Squaresoft's fans. £64.99 add £3 P+P

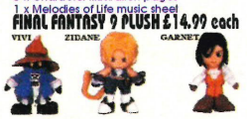
INCLUDES
1 x FF8 Outer Cover Box
4 x Music CD's
1 x Inlay Booklet
1 x FF8 Keychain model
1 X FF8 Collector Card

FINAL FANTASY 9 COLLECTORS SOUNDTRACK £65.99



INCLUDES
4 x Picture Presentation Music Cd's
1 x Inlay Booklet
[illegible] x Character Illustration pages
1 x Melodies of Life music sheet

FINAL FANTASY 9 PLUSH £14.99 each



VIVI ZIDANE GARNET

FINAL FANTASY OCTAGON COLLECTION



5 jam packed music cd's containing music from Final Fantasy 1 to 9

FINAL FANTASY 1 to 9 OCTAGON COLLECTION SOUNDTRACK £65.99 (£3p+p)
157 Tracks from Final Fantasy 1 to 9

5 x Limited Edition Picture Presentation Music CD's
1 x Octagon Silver Carry Case
1 x FF1X Character Booklet
1 x Outer Casing hold all



Final Fantasy Art Museum	£18.99
Collector Cards (2 Packs :- 10 cards per pack)	
20" x 14" Final Fantasy 7 Poster	£5.99
20" x 14" Dragon Ball Z Poster	£6.99
Chrono Cross Clock	£19.99
Chrono Cross Models (Two Models)	£21.99

FF8 TRIPLE SET 1 £21.99



FF8 TRIPLE SET 2 £21.99



FF8 DOUBLE SET 3 £15.99



JAPANESE SOUNDTRACKS

Shen Mue Orchestral Music CD	£19.99
Silent Hill Soundrack	£19.99
Star Ocean 2nd Story Soundtrack	£19.99
Soul Edge Soundtrack	£19.99
Konami Game Music Now	CALL
Tekken Tag Tournament Soundtrack	£19.99
Parrapa the Rappa Soundtrack	£19.99
Metal Gear Solid Soundtrack	£19.99
Chrono Trigger Music (3 CDS)	£35.99
Chrono Cross Music (3 CDS)	CALL
Dance Dance Revolution 3rd Mix	£29.99
Front Mission 3 Soundtrack	£29.99
Dragon Ball Z Music CD	£19.99
Parasite Eve 2 (Double CD)	£29.99
Ghost in the Shell Music CD	£19.99
Bio Hazard 2 Soundtrack	£29.99
Bio Hazard 3 Soundtrack	£29.99
Code Veronica Soundtrack	£34.99
Samba De Amigo Music CD	£19.99
Zelda: Occarina in Time Music	£29.99

Customer Name .....

Address .....

.....

.....

.....

POSTCODE .....

TELEPHONE .....

ITEM	QTY	ITEM TOTAL
.....	.....	.....
.....	.....	.....
.....	.....	.....
.....	.....	.....
.....	.....	.....
P+P		.....
TOTAL		.....

Final Fantasy Art Museum Collector Cards
2 x Packs (10 cards per pack) £16.99



PRICES SUBJECT TO CHANGE WITHOUT PRIOR NOTICE.
ALL VIDEO GAMES ARE IMPORT AND DO NOT WORK ON STANDARD UK CONSOLES

GOODS ARE NOT SUPPLIED ON TRIAL BASIS.
WE DO NOT OFFER A REFUND POLICY.
IMPORT VIDEO GAMES DO NOT WORK ON STANDARD UK CONSOLES.

INVADE your mobile Ringtones & Graphics 4

your NOKIA phone

Just choose a new ring tone or graphic from the selection below, or for more see the website...

www.mobile-tone.co.uk

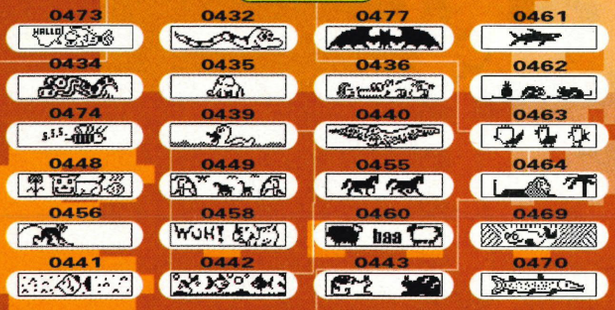
or ring our faxback service on: **0702-160-0680**

Then call the order line below & follow the instructions. calls last 2 minutes on average

0907-787-0180

Orange/Cellnet users call: **0905 062 0329**

ANIMAL



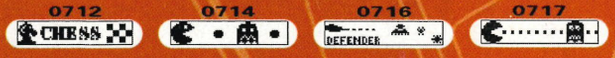
FILM



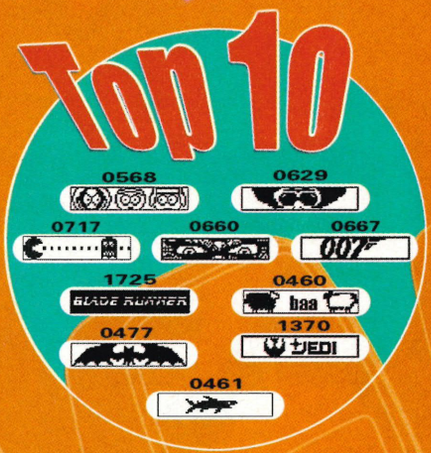
EYES



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
0374 Sex Bomb
0377 Robbie Williams - She's the one
0395 Thong Song - Sisqo
0404 Travis - Why does it rain on me



1000s more to choose from...!

The following Nokia handsets can receive both tones and graphics: Nokia 3310, 3210, Nokia 61xx series, Nokia 71xx series, Nokia 81xx series, Nokia 8210 series, Nokia 88xx series, Nokia 9000/9110. Nokia 51xx can only receive graphics. This service is available to Nokia users on the Vodafone, Orange and Cellnet networks. Vodafone calls cost £1.50 per minute. Orange and Cellnet calls cost 60p per minute. maximun cost is £3.00. SERVICES, PO BOX 144, STOCKPORT SK4 3FT.






dream moment

Number 019

Space Channel 5

Who said that kitsch was out?









"Swing those hips baby, swing those hips!"

When the folks at SEGA came up with the idea for *Space Channel 5* and it's sassy sex-symbol reporter Ulala, they must have known that they were on to a winner. For her to then spearhead SEGA's 2000 onslaught was an obvious move – after all, she oozes class and, better still, sex-appeal... lots of it. With her pink hair, full lips, fluorescent orange mini-skirt and knee length boots, who could possibly resist her charms?

The world's in crisis and there's only one way to save it – by dancing every multi-coloured, multi-tentacled alien into a hypnotic state and watching them implode. Be warned, this is one girl who knows how to move to the music, bop with the beat and wiggle her... well, she just wiggles, and it sure is a pretty sight. As she travels through space the pace picks up and still she dances away – is there no stopping this girl? We think not. Ulala, we bow down in awe of you!

If you would like to submit a Dream Moment to DREAMCAST MAGAZINE, please send in your suggestions to: 'Dream Moment' at DREAMCAST MAGAZINE, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS

Issue 23 On Sale 14 June 2001

Dreamcast magazine

Paragon Publishing Ltd, Paragon House
St Peter's Road, Bournemouth
Dorset BH1 2JS
Tel: +44 (0) 1202 299900
Fax: +44 (0) 1202 299955
Web site: www.paragon.co.uk

CUSTOMER SERVICES
If you have a problem with any aspect of this magazine, from competition enquiries to damaged copies or missing covermounts, please contact our Customer Services Manager, Karen Wyatt, on 01202 200225, or email karenw@paragon.co.uk

MAGAZINE TEAM
Editor **Simon 'Attention' Phillips**
Lips@paragon.co.uk
01202 200245
Managing Editor **Nick 'Scratch' Roberts**
TotalGames.Net Editor **Saul Trewern**
Saul@paragon.co.uk
01202 209336
News Editor **Alex 'Misery' Warren**
Games Editor **Martin 'Foot-in-mouth' Mathers**
Group Art Editor **Nick 'Evaporated' Trent**
Senior Art Editor **Gaz 'Gareth' Adams**
Snr Sub Editor **Karen 'Feel-my-pain' Hollocks**
Contributors **Chandra Nair, Will Johnston, Mike O'Sullivan.**

Thanks to
SEGA for making us all sweat this month... scared? Us? Nooooo...

ADVERTISING
Advertising Manager **Felicity Mead**
01202 200224
felicity@paragon.co.uk

Ad Sales Executive **Marcus Reeves**
01202 209366
marcus@paragon.co.uk

Display Advertising **Leylah Honeyborne**
01202 200223
leylahh@paragon.co.uk

Copy Controllers **Jo Dieppe, Lorraine Troughton**

PRODUCTION & DISTRIBUTION
Production Manager **Dave Osborne**
Bureau Manager **Chris Rees**
Scanning/prepress **Liam O'Hara**
Circulation Manager **Tim Harris**
Tel: +44 (0) 1202 200200
Fax: +44 (0) 1202 200217

INTERNATIONAL LICENSING
DREAMCAST MAGAZINE is available for licensing overseas.
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**
Circulation & Marketing Director **Kevin Petley**
Advertising Director **Peter Cleall**
Art Director **Mark Kendrick**
Finance Director **Steven Boyd**
Managing Director **Mark Simpson**

SUBSCRIPTIONS
Subscription rates (6 Issues) UK £17
Europe £22 World £30
Subscription Hotline 01454 642442

Printed by ET Heron & Co,
The Bentall Complex, Colchester,
Haybridge, Maldon, Essex
Distributed by Seymour Ltd, 1st Floor, 86
Newman Street, London W1P 3LD
Tel: 0207 3968000

DREAMCAST MAGAZINE is fully independent and is in no way an official SEGA licensed publication. The views expressed within are not necessarily the opinions of SEGA, its software partners or third party software publishers. All copyrights and trademarks are recognised. No part of this magazine may be reproduced without the written permission of the publisher. Paragon Publishing Ltd holds no responsibility for any purchases made from any companies advertising in our magazines.

© 2001 Paragon Publishing Ltd

DREAMCAST MAGAZINE
ISSN 1466-2388

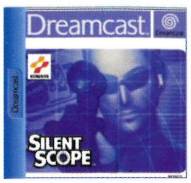
Cover image © 2001 SEGA

PARAGON PUBLISHING
ABC AUDIT BUREAU OF CIRCULATIONS 22,970



STAR BUY

TOY RACER
4.99



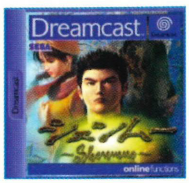
SAVE £7

SILENT SCOPE
32.99



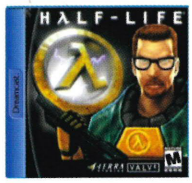
SAVE £7

QUAKE 3
32.99



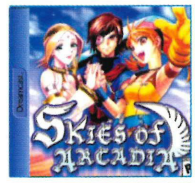
SAVE £7

SHENMUE
32.99



SAVE £7

HALF-LIFE
32.99



SAVE £6

SKIES OF ARCADIA
33.99



SAVE £6

PHANTASY STAR
33.99

Over 4000 discounted games, DVD films, computer supplies, peripherals, PCs and consoles
PLUS cheats, demos, clips, discussions, reviews and prizes. Visit UKgames.com or UKdreamcast.com NOW!



0% Pay in Six months available (See right for terms & conditions)

Dreamcast + 6 games ... 139.99

With Chu Chu Rocket, Sonic Adventure, Legacy of Kain 2: Soul Reaver, Tomb Raider 4, Sega Rally 2, WWF Attitude, Official Controller & BT Approved Modem

Games may vary - call for details

Dreamcast + 2 games ... 98.99

With Chu Chu Rocket, Sonic Adventure, Official Controller & BT Approved Modem

Dreamcast Essentials

OFFICIAL CONTROLLER	19.99
JOYTECH CONTROLLER CLEAR BLACK OR CLEAR BLUE	17.99
MAD CATZ CONTROLLER BLUE OR ORANGE	17.99
QUANTUM PAD	12.99
JORDAN GRAND PRIX WHEEL	42.99
OFFICIAL KEYBOARD	19.99
OFFICIAL MOUSE	19.99
MAD CATZ BLASTER LIGHT GUN	24.99
OFFICIAL VIBRATION PACK	16.99
MAD CATZ VIBRATION PACK	7.99
OFFICIAL VISUAL MEM SYSTEM	19.99
ACTION REPLAY CHEAT CART	34.99
DREAMCAST SCART LEAD	7.99

OFFICIAL GUIDE BOOKS:

EVIL DEAD	9.99
HALF-LIFE	9.99
POWERSTONE	7.99
SOUL CALIBUR	6.99
READY 2 RUMBLE	7.99

Dreamcast Top Games

Lots more at UKdreamcast.com or TVres.com

102 DALMATIANS: PUPPIES TO THE RESCUE	29.99
18 WHEELER	33.99
4 WHEEL THUNDER	12.99
4X4 EVOLUTION	32.99
ACCLAIM CLASSICS:	
- RE-VOLT	9.99
- SHADOWMAN	9.99
- S/PARK: CHEFS LUV SHACK (15)	9.99
- TEE OFF	9.99
- TRICKSTYLE	9.99
- WWF ATTITUDE	7.99
AEROWINGS	14.99
AEROWINGS 2: STRIKE FORCE	33.99
AGE OF EMPIRES 2	32.99
ALONE IN THE DARK 4	29.99
AQUA GT	33.99
ARCATERA	34.99
BLACK & WHITE	**33.99**
BUZZ LIGHTYEAR OF STAR COMMAND	32.99
CAESARS PALACE	19.99
CAPCOM VS SNK	32.99
COMBAT FLIGHT SIM	32.99
CONFIDENTIAL MISSION	33.99
CONFLICT ZONE	32.99
CRAZY TAXI	32.99
CRAZY TAXI 2	**33.99**
DAVE MIRRA FREESTYLE BMX	29.99
DAYTONA USA	33.99
DEAD OR ALIVE 2	29.99
DEEP FIGHTER	19.99
DISNEY'S DINOSAUR	27.99
DISNEY WORLD QUEST: MAGICAL RACING TOUR	29.99
DONALD DUCK: QUACK ATTACK	33.99
DRAGON RIDERS	32.99
DRAGONS BLOOD	12.99
DUCATI WORLD	31.99
ECW ANARCHY RULZ	26.99
EUROPEAN SUPER LEAGUE	32.99
EVIL TWIN	32.99
EVOLUTION	27.99
EXHIBITION OF SPEED	32.99
F1 RACING CHAMPIONSHIP	27.99
F355 CHALLENGE: PASSIONE ROSSA	19.99
FELONY PURSUIT	32.99
FIGHTING FORCE 2	26.99
FIGHTING VIPERS 2	24.99
FLINTSTONES: VIVA ROCK VEGAS	32.99
FORMULA 1	9.99
FUR FIGHTERS	24.99
GAUNTLET LEGENDS	14.99
GIANT KILLERS	32.99
GIGA WING	24.99
GRAND PRIX 3	33.99
GRAND THEFT AUTO 2	29.99
GRANDIA 2	32.99
GUNBIRD 2	29.99
HALF - LIFE	**32.99**
HEADHUNTER	33.99
HEAVY METAL FAKK 2	32.99
HEROES OF MIGHT & MAGIC 3	33.99
HIDDEN & DANGEROUS	28.99
HYDRO THUNDER	7.99
INCOMING	28.99
JET SET RADIO	32.99
JO JO'S BIZARRE ADVENTURE	19.99
KAO THE KANGAROO	32.99
KISS PSYCHO CIRCUS	32.99
LE MANS 24	29.99
LINKS GOLF	32.99
MAG FORCE RACING	17.99
MAKEN X	29.99
MARVEL VS CAPCOM 2	32.99
MAT HOFFMAN BMX	32.99
MDK 2	19.99
MIDWAYS GREATEST HITS VOL 1	18.99
MIDWAYS GREATEST HITS VOL 2	32.99
MORTAL KOMBAT GOLD	7.99
MOTOCROSS MADNESS	32.99
MR DRILLER	32.99
MSR	32.99
MTV SPORTS: SKATEBOARDING	24.99
NBA 2001	32.99
NOMAD SOUL	22.99
OUTTRIGGER	33.99
PHANTASY STAR ONLINE	**33.99**
PINBALL TRILOGY	24.99
PLASMA SWORD	17.99
POD 2	32.99
POWERSTONE 2	29.99
PROJECT JUSTICE	32.99
QUAKE 3 : ARENA ONLINE	**32.99**
RAINBOW SIX	32.99
RAINBOW SIX: ROGUE SPEAR	32.99
READY 2 RUMBLE	24.99
RECORD OF LODOSS WAR	29.99
RED DOG	24.99
RENEGADE RACERS	32.99
RESIDENT EVIL 3: NEMESIS	32.99
ROADSTERS	19.99
SAN FRANCISCO RUSH 2049	29.99
SEGA GT	29.99
SEGA MARINE FISHING	33.99
SEGA RALLY 2	29.99
SHENMUE	**32.99**
SILENT SCOPE	**32.99**
SILVER	7.99
SKIES OF ARCADIA	**33.99**
SLAVE ZERO	7.99
SNO-CROSS CHAMPIONSHIP RACING	33.99
SOLDIER OF FORTUNE	33.99
SONIC ADVENTURE 90%	32.99
SONIC ADVENTURE 2	33.99
SONIC SHUFFLE	33.99
SOUL CALIBUR	33.99
SOUTH PARK RALLY	29.99
SPACE CHANNEL 5	31.99
SPACE RACE	29.99
SPAWN	33.99
SPIDER-MAN	32.99
STAR WARS: EPISODE 1: JEDI POWER BATTLES	28.99
STARLANCER	33.99
STREET FIGHTER 3: DOUBLE IMPACT	17.99
STREET FIGHTER ALPHA 3	29.99
STREET FIGHTER 3: 3RD STRIKE	29.99
STUNT GP	32.99
STUPID INVADERS	33.99
SUPER MAGNETIC NEO	27.99
SUPER RUNABOUT	32.99
SURF ROCKET RACER	32.99
SWORD OF THE BERSERK: GUTS RAGE	14.99
SYDNEY OLYMPICS	29.99
TECH ROMANCER	19.99
TETRIS	32.99
THE EVIL DEAD: HAIL TO THE KING	32.99
THE MUMMY	32.99
TIME STALKERS	29.99
TOKYO HIGHWAY CHALLENGE 2	32.99
TOMB RAIDER 4: LAST REVELATION	32.99
TOMB RAIDER 5: CHRONICLES	27.99
TONY HAWK'S SKATEBOARDING	27.99
TONY HAWK'S PRO SKATER 2	32.99
TOY RACER	**4.99**
TOY STORY 2	24.99
UEFA 2001	32.99
UEFA DREAM SOCCER	33.99
ULTIMATE FIGHTING CHAMPIONSHIP	33.99
UNREAL TOURNAMENT	29.99
V - RALLY 2	27.99
VANISHING POINT	32.99
VIRTUA ATHLETE	29.99
VIRTUA TENNIS	32.99
VIRTUAL POOL 3	32.99
WACKY RACES	27.99
WETRIX	9.99
WHO WANTS TO BE A MILLIONAIRE	26.99
WILD METAL	9.99
WOODY EXTREME RACING	32.99
WORLDWIDE SOCCER EURO	29.99
WORMS WORLD PARTY	**27.99**
WWF ROYAL RUMBLE	29.99
ZOMBIE REVENGE	29.99

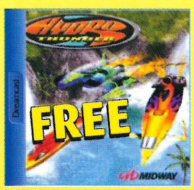


Lara Croft © & TM Core Design 1996-2001

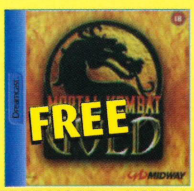
WIN A GAME EVERY DAY
GAMEADAY.CO.UK
INCREDIBLY TWO OF OUR CUSTOMERS HAVE WON 9 TIMES EACH!

Incredible Free Offer

CHOOSE ANY FREE GIFT WHEN YOU JOIN SPECIAL RESERVE (£6.99). THERE IS NO OBLIGATION TO BUY ANYTHING. OVER 50 GIFTS LISTED AT 1FREE.CO.UK OR UKGAMES.COM OR HEAR THE LIST AND ORDER BY PHONE ON 0870 725 9999. OR VISIT ANY SPECIAL RESERVE DISCOUNT STORE. SAVE JUST FIVE REDDIES TO CHOOSE ANOTHER FREE GIFT.



FREE HYDRO THUNDER FOR DREAMCAST



FREE MORTAL KOMBAT GOLD FOR DREAMCAST



FREE DREAMCAST SCART LEAD



FREE VERTICAL STAND FOR PS2



FREE DVD / CD REMOTE CONTROL FOR PS2



FREE GUYVER DARK HERO DVD



FREE SOUL BLADE FOR PLAYSTATION



FREE RIDGE RACER 4 FOR PLAYSTATION



FREE TUROK RAGE WARS FOR N64



FREE CARMAGEDDON FOR N64





FREE JOHNNY HERBERT'S GRAND PRIX & CASTROL SUPERBIKE 2000

SAVE = Saving off full recommended price. Some products listed may not yet be available and prices may change - please phone. FREE Gifts subject to availability and colour and design may vary. All prices include VAT and delivery is FREE to Members, Non-Members please add £1 postage and packing per item. Sent to press 20/04/01. E. & O. E. Inter-Mediates Ltd, The Maltings, Sawbridgeworth, Herts CM21 9JX

Special Reserve
Discount Network
Specialreserve.net

0870 725 9999
UKGAMES.com

7 BIG CLUB SHOPS OPEN 'TIL LATE

BASILDON
Festival Leisure Park, Basildon, Essex
☎ 01268 28 77 76

BRISTOL
351 Gloucester Road (A38), Bristol.
☎ 0117 924 5000

CHELMSFORD
43 Broomfield Road, Chelmsford, Essex.
☎ 01245 348 777

EGHAM
168 High Street, Egham, Surrey.
☎ 01784 473 444

NOTTINGHAM
164 Derby Road, Stapleford, Nottingham.
☎ 0115 949 1000

SAWBRIDGEWORTH
The Maltings, Station Road, Sawbridgeworth, Herts.
☎ 01279 322 399

UPMINSTER
209/213 St Mary's Lane, Upminster, Essex.
☎ 01708 22 55 44

WIN A PS2



£10 MILLION IN PRIZES AT WINACAR.CO.UK

GAME BOY ADVANCE & FREE CARRY CASE



ORDER NOW OR TRY INSTORE

0% FINANCE, PAY IN SIX MONTHS

10% DEPOSIT, NO MORE TO PAY FOR 6 MONTHS AND NO INTEREST, SUBJECT TO STATUS. AVAILABLE ON MAXX PCs, PS2s OR PURCHASES OVER £200 INCLUDING ONE ITEM OF HARDWARE. 0% APR IF THE BALANCE IS PAID IN FULL AFTER SIX MONTHS OR 29.8% APR EXTENDED LOAN. WRITTEN DETAILS IN THE CLUB MAGAZINE.

Experience the first football management game on Dreamcast!

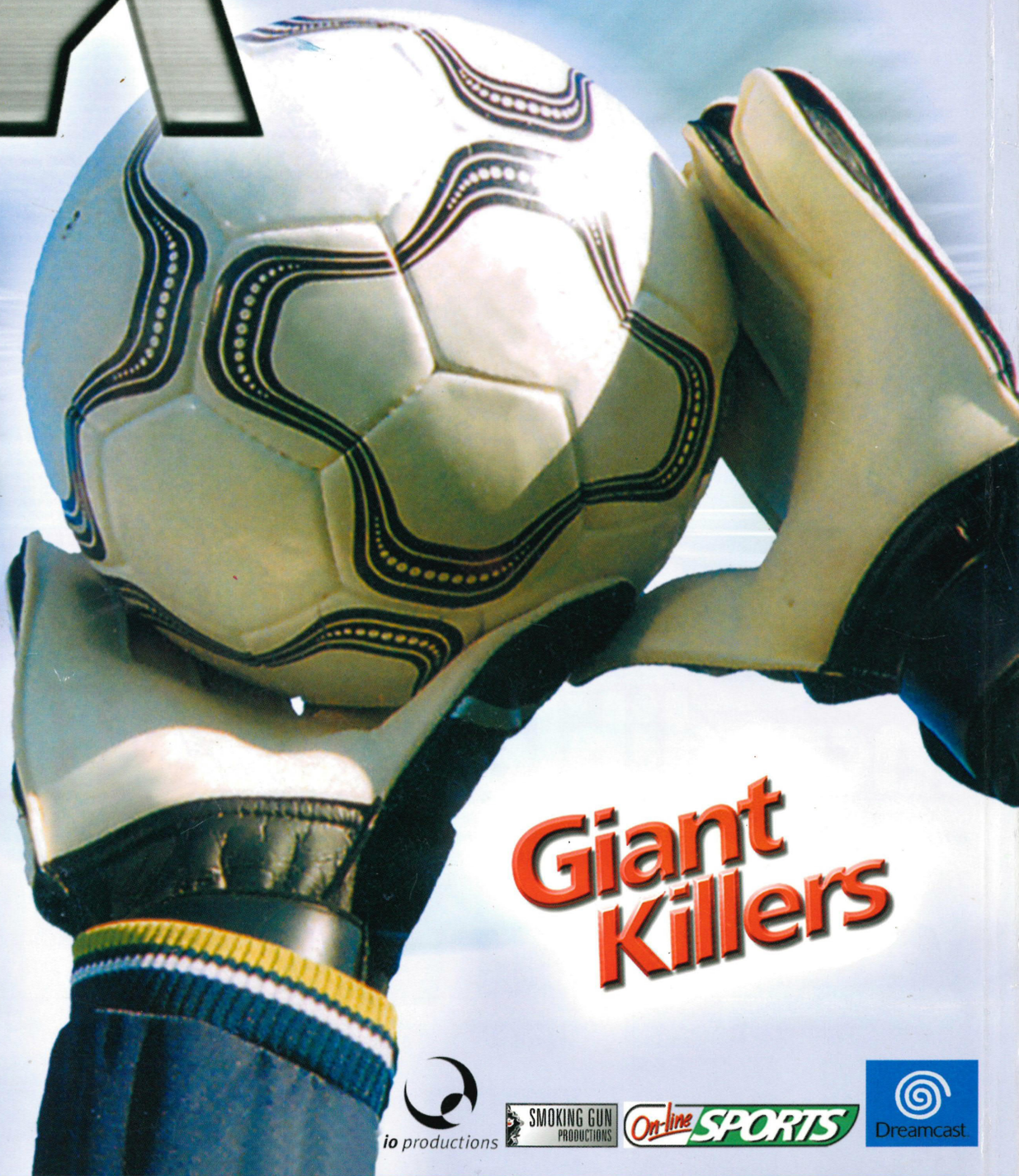
GK











Giant Killers

io productions

SMOKING GUN PRODUCTIONS

On-line SPORTS

Dreamcast

© AAA Game Ltd and Smoking Gun Productions Ltd 2000. Published by AAA Game Ltd. Developed by io productions ltd and Smoking Gun Productions Ltd. Giant Killers and On-line Sports are trademarks of AAA Game Ltd. Dreamcast is either a registered trademark or a trademark of Sega Corporation