Dreamcast Magazine > Issue 23
Crazy Taxi 2 > Headhunter > Alone In The Dark > Soldier of Fortune > Outtrigger > Virtua Tennis 2 > Evil Dead



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SEGA keeps the meter running!

PREVIEW!

SONIC ADVENTURE 2

Feel the need for hedgehog speed!

PREVIEW!

HEADHUNTER

Hit the road Jack and don't ya come back!

PART TWO SKIES OF ARCADIA GUIDE!

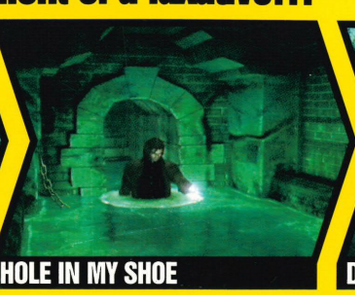
FEATURING:
OUTTRIGGER
SOLDIER OF FORTUNE
EVIL DEAD
THE NEXT TETRIS

EXCLUSIVE REVIEW!

ALONE IN THE DARK

The videogame equivalent of a laxative...


WHO LET THE DOGS OUT?


HOLE IN MY SHOE


DANCING IN THE DARK


BRING ON THE PANE!

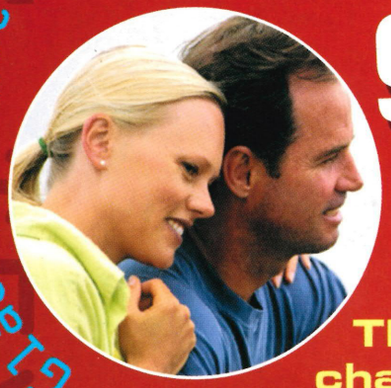
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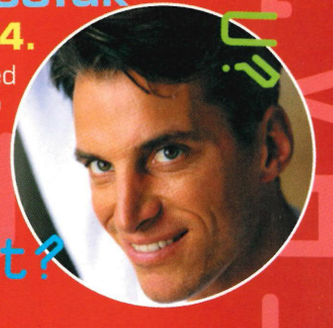
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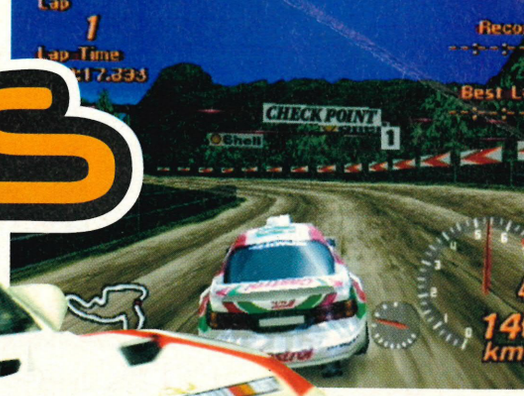
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ISSUE TWENTY-THREE LAUNCHING IN THE UK ON 14 JUNE 2001

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issue 23





Editorial

> Another month, another packed-to-the-brim issue of the only monthly Dreamcast magazine! Oh yes, each month Martin sighs and not unlike a plumber or mechanic in one of those 'you're about to be stung for a massive amount of cash' moments, he sucks in some air between his teeth and shakes his head... However, in spite of his concerns, you have a magazine in your hands, one that covers just about all your Dreamcast gaming needs. Martin had extra problems to contend with this issue, namely that for most of the time he was left in charge with neither the broad, but posh shoulders of Wozza to cry upon, nor my own (ahem) slightly-less-broad shoulders and torso to take lumps out of. However, in true testament to his commitment to all things Dreamcast and in spite of his dour countenance, somehow the pages of this magazine have been filled!

So what delights has Mather's diligence uncovered I hear you ask? Well, there's the exclusive *Crazy Taxi 2* review for you to enjoy returning once more like an old friend to entertain and delight in equal measure. First-person shooter fans will rejoice at yet another shooter heading our way (and no, it's not *Half-Life*). This month whilst we've been fragging away with near-finished *Outtrigger* code we've also been hacking and slashing our way through the gratuitously violent *Soldier of Fortune*, a game that we had previously suspected had quietly been put to rest (or at the very least wouldn't make a PAL release). How wrong we were and you can see the results of our carnage on page 30!

Whilst all of this has been going on I've been Stateside checking out what SEGA has been up to since its decision to become 'platform-agnostic'. Behind the walls of SEGA's stand at E3 were games for all formats in either playable or video form and though compared to last year's all-conquering Dreamcast showing SEGA were definitely a lot less vocal – I certainly came away thinking that SEGA is definitely a developer to be reckoned with...

However, that's the future and we're still enjoying the Dreamcast. Just make sure you do the same!

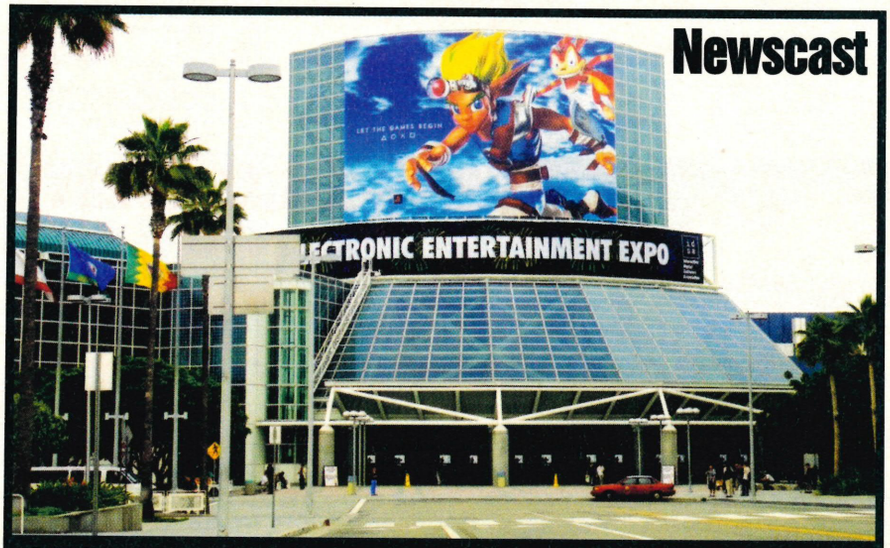
As always, enjoy the mag and take it easy on the stairs.

Simon Phillips
Editor



Bleemcast

18 The DC shifts a gear and shows the PS2 how it's done!

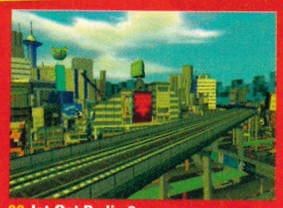


Newscast

SEGA in the City of Angels

06 SEGA reveals its plans for videogame domination!

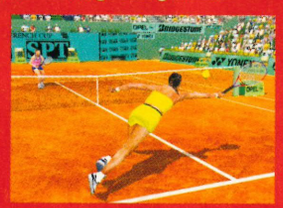
PLUS! The Dreamcast is still the console to own if you want great games!



08 Jet Set Radio 2



10 Propeller Arena



12 Tennis 2K2

Forecast

> Hmmm, can you smell those tasty morsels that are just around the corner?



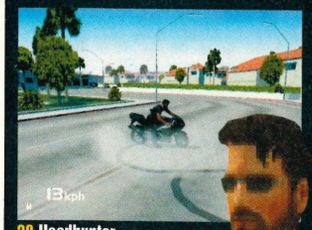
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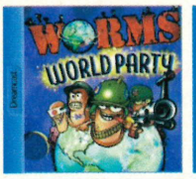


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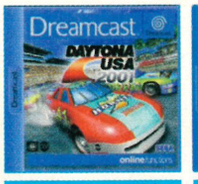
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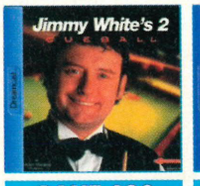
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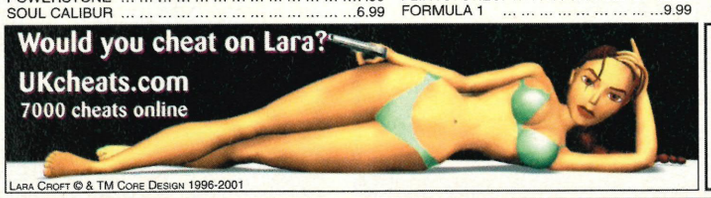
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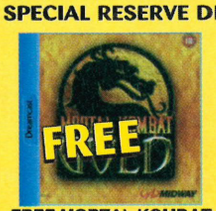
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Welcome to your dreams



the big review

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WIN! Mad Catz Peripherals Page 78

All the latest releases, including: *Alone in the Dark IV, Evil Dead: All Hail to the King, The Next Tetris* and *IIIbleed*.









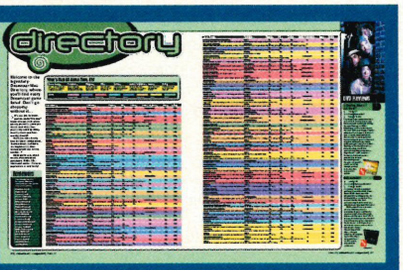
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News Editorial



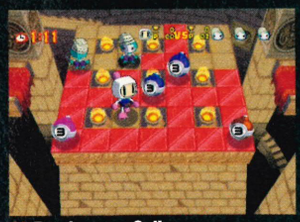
> Well, thank God for E3. Just as we were becoming bereft of games to fill the news section, along came everyone's favourite videogames show to save the day. Whereas at the Tokyo Games Show back in February Sega had nothing to show for itself, it was out in force at E3 with playable demos and movies galore on the next crop of stunning Dreamcast titles. Just one quick look over the next few pages will tell you that Sega has been a very busy little bee over the last few months, the rewards of which are just around the metaphorical corner. *Tennis 2K2*, *Bomberman Online*, *Outtrigger* – what more could you possibly ask for?

Alex Warren
News Editor

BIG ISSUES



8 Jet Set Radio Future
Get those inline skates on!



14 Bomberman Online
Multi-player mayhem is almost here



18 Bleemcast
Do things get any better than this?

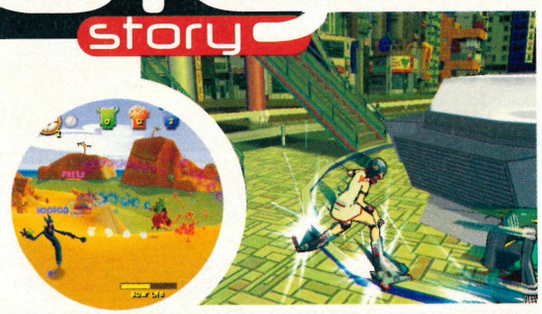
SHOW REPORT!

Where Angels

Prepare to take to the skies in AM2's Propeller Arena.



the big story



The Sega Sports 2K2 range, including NFL2K2, looked absolutely stunning.



SEGA's Brave New World partially uncovered at E3

New platforms, new danger was very much the order of the day at E3 as far as SEGA was concerned. Its booth was shrouded in mystery and one of few that was totally inaccessible to all but the lucky few with bona fide appointments to allow access to the guarded entrance to the inner sanctum. Naturally, DREAMCAST MAGAZINE was there in force to see just what SEGA has in store now that it has become 'platform agnostic'.

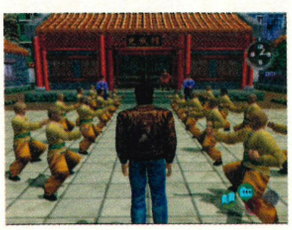
A Good Sport

Certainly the Dreamcast was well represented with a brace of stellar sports titles, namely *NBA 2K2*, *SEGA Bass Fishing 2*, *NFL 2K2*, *NHL 2K2* and *Tennis 2K2* (that'll be *Virtua Tennis 2* to you and me). However, aside from *Tennis 2K2* many of the sports titles on offer probably won't make the journey across the pond as the games are tailored more specifically to US audiences.

Moreover, SEGA did have more to offer the Dreamcast than its brand of admittedly fine sports titles. For starters, *Shenmue 2* finally made an appearance and it certainly looked not only stunning but also not too far from completion – insiders at SEGA were keen to point out that Yu Suzuki's sequel is on course to arrive in the UK before Christmas which was an unexpected boon.

Elsewhere, *Bomberman Online* promised to deliver the kind of online joy that the console has been home to, as did *Alien Front Online* along with *Propeller Arena*. Again, SEGA was unable to comment on which games would make









After a trip to the biggest videogames show in the world there's no wonder we have great big smiles all over our faces!

Fear To Tread

it to the UK, but was quick to point out that all could find shelf space in the near future. This is partly to do with the fact that SEGA is constantly monitoring its products to ensure that there will be a demand for them but also, we suspect, because of the downsizing of its online presence here in the UK.

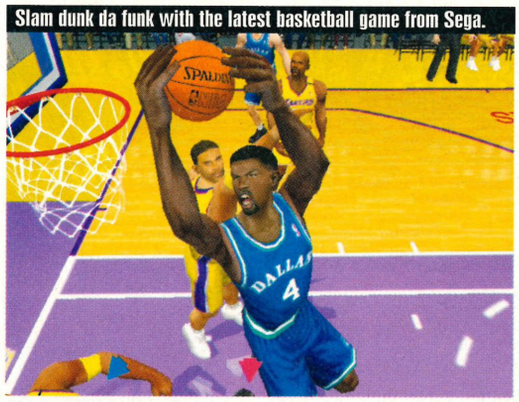
Console-ation

However, what most people were hoping to see was the much-touted foray onto other consoles. Though hardly comparable to the *tour de force* showing last year, when SEGA stole the show with its massive presence, a much more conservative display, even away from the public, was more in evidence. GameCube support was demonstrated in the form of *Monkey Ball, Virtua Striker 3* and *Phantasy Star Online*. Whilst Xbox gamers can look forward to what looks ostensibly like a straight DC-port of *Gun Valkyrie* and what was arguably one of the few games that made the Xbox look like a contender, *Jet Set Radio Future*. PlayStation2 gamers were not catered for, at least there were no PS2s on the stand – SEGA was however happy to show a video of *Virtua Fighter 4* and assure us that its range of sports titles will make it to Sony's machine.

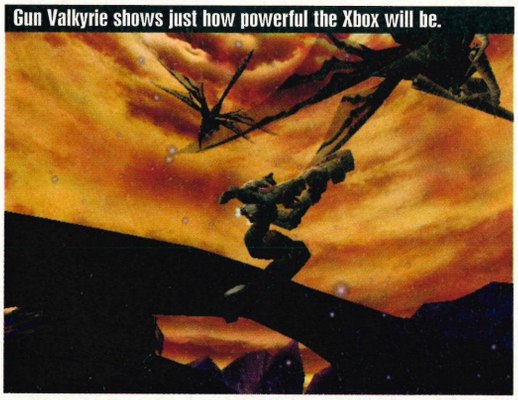
Despite this, SEGA's showing at E3 was something of a disappointment, keen to show no real allegiance to any console, it would seem that SEGA was keeping quite a lot of information to itself having been stung so painfully over the last 12 months. Most frustratingly of all, its strategy (if indeed there is one) for the future of the Dreamcast remains clouded in uncertainty. Our hope is that over the coming months SEGA will not only show other developers how to create entertaining software, but most importantly we hope that SEGA doesn't forget all the many DC owners out there who are still awaiting the next batch of great games...

"SEGA was keeping quite a lot of information to itself having been stung so painfully over the last 12 months"

Slam dunk da funk with the latest basketball game from Sega.



Gun Valkyrie shows just how powerful the Xbox will be.



Monkey Ball looked like another stunner on the GameCube.

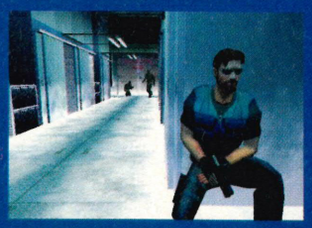


Que?

> By and large, more questions were raised than answered at SEGA's stand at E3.



Will *Bomberman Online* actually be online if it is ever released in the UK?



Where was *Headhunter*?



Will *Virtua Fighter 4* find a home on the Dreamcast?



If SEGA plans to release software for the Dreamcast for the next 2 years, where was it?

newscast

TOTAL GAMES .net

You Are The Weakest Link!

> Everyone else might be saying goodbye to Sega from the hardware market, but the company certainly hasn't been forgotten. In the American version of the ever popular *The Weakest Link*, one of questions was: "What company was responsible for the Genesis and Dreamcast game consoles?" Well it might be an easy answer for us, but the middle-aged man faced with the question was flummoxed and answered Atari. The fool!

Sonic Comic

> It seems there's no stopping the phenomena that is *Phantasy Star Online* at the moment as Sonic Team have now released a comic book of the game. But as ever there's a catch and that is you can only get it in Japan, although if you ask your friendly local importer nicely he might get it for you.

It's Charity Mate

> Sega Europe handed a whopping great big cheque for £50,000 to ELSPA Entertainment Software Charity this month, as a result of sales from *Toy Racer*. The game had retailed at £4.99 with a pound from each sale going straight to the charity. Nice one Sega!

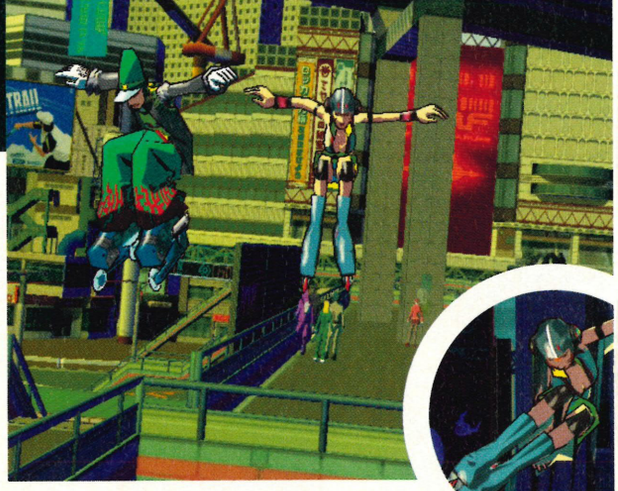
K-Projects Little Secret

> It's been some months now since we heard anything about UGA's 'musical shooter' *K-Project*, and there wasn't even anything new on it at E3. One detail that did emerge, however, is that the game will support a "secret device to promote the new experience" – words which came straight from the games producer, Tetsuya Mizuguchi. Guesses on a postcard to the usual address.

Blacked Out

> After what seems like months and months of speculation Sega has revealed that it won't be publishing the highly anticipated *Black & White*. However, all is not lost as Lionhead is now looking for a new publisher for the game and we can't think of any publisher that wouldn't want such a stunning game on its release schedule. Well, we can hope...







Back To The Future

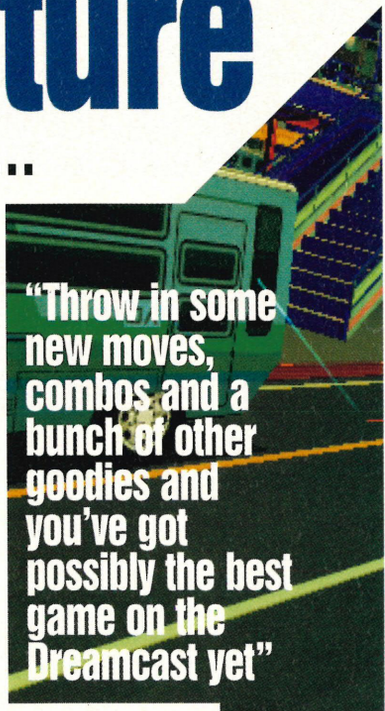
First glimpse of what Jet Set Radio 2 has to offer...

Like *Jet Set Radio*? Yep, so do we. The first game was a huge success with us here at DREAMCAST MAGAZINE, so naturally we were more than a bit excited when we saw that *Jet Set Radio 2* had appeared on the SEGA Dreamcast release schedule. After a distinct lack of *Jet Set Radio 2* anywhere on the SEGA stand at the show though, we did a bit of digging around and discovered that the Xbox 'exclusive' game known currently as *Jet Set Radio Future* is, in fact, the same game that'll be landing on the Dreamcast in September... take that, Microsoft!

Skate Or Die!

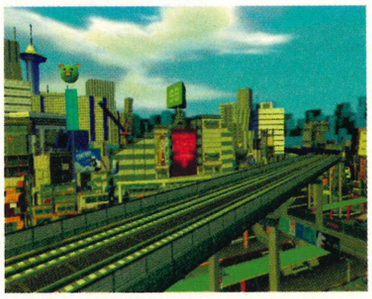
The game sticks to its Tokyo-based roots, only this time around we're launched into the year 2024 – a time when freedom is a valuable commodity and freedom of expression is even more so. Despite this rather foreboding premise, the idea remains the same; venture around the many areas of the city, dealing with the local gangs and daubing the walls with your own graffiti 'tags'. As always, the cops are hot on your tail and the soundtrack is pumping, so there's plenty of reason to get moving. What we're interested in seeing, though, is the multiplayer option – with a choice of either co-operative or competitive play, you can either help each other reach those impossible tagging spots or toss a spanner in the works of your cohort's plans.

Throw in some new moves, combos and a bunch of other goodies that we can't talk about just yet and you've got possibly the best game on the Dreamcast yet. More details when we get them...



"Throw in some new moves, combos and a bunch of other goodies and you've got possibly the best game on the Dreamcast yet"







HOT bytes

> **Well we couldn't exactly go without mentioning E3 as one of this month's Hot Bytes seeing as it produced a whole slew of new screenshots and information on games hereto only known by name. *Tennis 2K2*, *Bomberman Online*, *Ooga Booga* and *Propeller Arena*, to name but a few, all had us wetting ourselves.**

> **The other advantage that came from E3 was that Simon was out of the office for a week, leaving Martin and Alex to get on with the business of writing a magazine on their own... so no change there then. Ooh, the truth hurts [not nearly as much as fist in the mouth – Ed]**

> **Even though Sega confirmed that *Monkey Ball* would be heading the way of the GameCube it hasn't stopped us heading down the local Sega Park and playing the arcade version every lunchtime. Just don't call us addicts.**

COLD cuts

> Although E3 was an undoubted highlight of the month we didn't get to see all that we might have hoped to. For starters there was nothing on *House of the Dead 3*, *Floigan Brothers* or even UGA's musical shooter *K-Project*. But then you can't have everything... can you?

> Despite all of the great news coming from Sega at E3, the news that it would no longer be publishing *Black & White* has left a rather bad taste in our mouths. After our cover feature last month, all we can do now is sit back and pray that some other publisher picks the game up...

> Once again it was another of those months where we had to sit tight and twiddle our thumbs in-between the gaps when there were no games to play. Martin suffered most as Simon popped off to LA for a week while Alex tried to jump ship onto another magazine... leaving Martin all alone in the world of Dreamcast.
All together now, Ahhhh...



competition

Angel Delight



Angel just refuses to get out of our lives at the moment, following us around like the dark, but good, vampire that he is. With the release of the first half of Season 2 on video this month (11 June) we've joined forces with Twentieth Century Fox Home Entertainment to battle against the powers of evil and give you lovely lot the chance to win one of five boxsets. You the know the score by now – just answer the following question and pop it on a postcard to the address below, making sure that it gets to us no later than 1 August.

Q. What's the name of the actor who plays Angel in the series?

a) David Boreanez
b) David Hasselhoff
c) David Bellamy

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.

Angels Of The Morning
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! Season 2 Angel Boxsets

From time to time you may be sent news about exciting new products and opportunities that might be of interest to you. If you do not wish to receive such information, please tick this box. ☐
Alternatively please state clearly that you do not wish to receive this information on your postal entry.

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

Number 06 Beavis And ButtHeadhunter

Jack Wade gives up trying to find out who killed his boss and instead spends all day watching pointless music television and talking about boobs. Hur-hur.



ALSO AVAILABLE FROM PARAGON PUBLISHING

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Britain's best DVD magazine goes from strength to strength! This month boasts ace features on Tinseltown's uber producer Jerry Bruckheimer, a spotlight on Spielberg's classic *Close Encounters Of The Third Kind*, plus in-depth reviews of all the best DVDs!



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Make no mistake this is a bumper issue! We've got tons of exclusive Game Boy Advance reviews the biggest of which comes in the form of rail-hopping pro skater Mr Tony Hawk! Plus *Konami's Krazy Racers*, *Ready 2 Rumble 2* and a sneak preview of *Rayman 2*.



P2 ISSUE 9
ISSN: 1471-1192 £3.50
Talk about exclusives, this month P2 have got over 50 screenshots of the PS2 *Tekken*-beater, *Virtua Fighter 4*! Plus we've got in-depth features on Capcom's *Devil May Cry* and the new *Final Fantasy* film, and reviews on *Crazy Taxi*, *Winning Eleven 5* and the amazingly fast *Rumble Racing*.







Prepare To Dog Fight

Propeller Arena Revealed!

EXCLUSIVE

Over the last few months SEGA has bandied around the name of a game known only as *Propellerhead*, although any details of what it actually was remained top secret... until now. Welcome to *Propeller Arena* – a dog-fighting flying-sim with a difference.



Multiplayer online dog-fighting has never looked so good!

Out Of Control

If you're not a naturally talented fighter pilot (well, we can't all be) then don't worry, as the game has a whole handful of outrageous mini-games which will help teach you the finer points of the job so you can become king of the skies. We're not sure exactly what these are yet, but SEGA has assured us that they're going to be anything but boring – did you hear that, *AeroWings*? Not boring!



Top Gun

Set in the year 2045, the game plumps you in the cockpit of a retro-fitted prop plane, before asking you to fly like a maniac and shout such obscenities as: "There's bogies all over me!" Well maybe not, but you get the picture. In any case, you get to fly like a madman in the Aviation Battle Championship which is a series of nostalgic contests set within futuristic settings. So, not only do you get to dog-fight with other pilots high up in the sky, but you also have the chance to perform some outrageous manoeuvres before crashing down to earth in a trail of smoke... although, of course, that depends entirely on your flying skills.

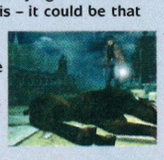
This might all sound great, but the real fun comes when you get some crazy mates around for a game or, better still, jump online for some serious multiplayer action. With Internet support for up to six players, along with some thrilling, fast-paced arcade gameplay, *Propeller Arena* is set to be a flying-sim that is actually really bloody good. That's all we know for now, but make sure you check back next month for even more details on the game. For now, just revel in these tantalising screenshots.

MOST WANTED

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

Monkey Ball

After disappearing into our local SEGA Park once again this month, old Wozza now has his heart firmly set on playing *Monkey Ball* all day long. Of course, we're still trying to work out exactly why this is – it could be that the game is incredibly great to play, or maybe it's the fact that he finally gets to feel like the chimp he is...



Space Channel 5 2

Have we seen anything about it? Nope. All we know is that Ulala's second game is destined for both the PlayStation2 AND the Dreamcast in the not-too-distant future. We can hardly wait to get our dancing shoes on again... if only because it's sure to get Mart even more angry than he was when the first game came out.



Even More Bleem!

With *Gran Turismo 2* being the first game to receive the Bleem! treatment on the Dreamcast, we're now looking further down the road at what treats lie in store for us. Rumours are rife about *Tekken 3* and *Metal Gear Solid* both getting released, as well as a certain *Final Fantasy IX*, which we're all itching to get our hands on...



TIMELINE

1 MONTHS

Out Trigger

Bloomin' heck – it's another contender for the title of 'Best Dreamcast Shoot-'em-up'. So far, *Quake III Arena* has beaten off all the competition but its time could very well be up when SEGA's own attempt at the genre hits the shelves. And on Mart's birthday too...



2 MONTHS

Headhunter

The Dreamcast's answer to *Metal Gear Solid* – at least, that's what everyone else has been saying – is getting closer, and we're already salivating. After all, there's nothing we like more than sneaking around warehouses and riding our massive Harleys now, is there?



3 MONTHS

Jet Set Radio 2

We haven't actually seen anything of it but the SEGA release list has the sequel to this top graffiti game down for arrival in September. Do we believe it? Well, maybe – there's still a while to wait and as we know, anything can happen in just a few months...

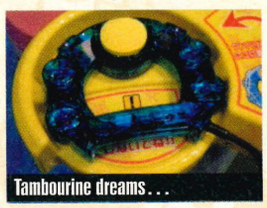


Shakkattack




Tambourine Man II Unleashed

One of the big hits at last year's JAMMA Show over in Japan was SEGA's *Shakka To Tambourine* – a game similar in style to Sonic Team's *Samba De Amigo*, only the maracas are replaced by – you guessed it – a tambourine. However, much to our disappointment the game failed to make it over here to European shores but it looks as if we might be getting a second bite at the cherry. That's right, SEGA is releasing an updated version of the game with a whole batch of new songs to shake that tambourine along to. Now all we need to do is persuade SEGA to ship the game over here or, better still, port it over to the Dreamcast.


Tambourine dreams...




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Tetris madness comes to the next generation of gaming, the Sega Dreamcast, but this is no simple port to a new console.





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Chronicles of Pern DRAGON RIDERS

Based on Anne McCaffrey's worldwide bestseller,

DRAGONRIDERS OF PERN

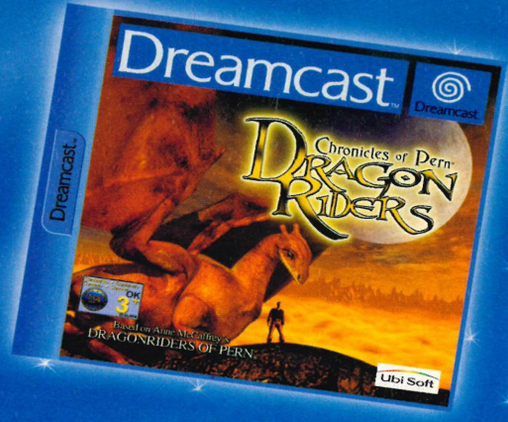




Dr Sakarine and his hired henchman, Bolok, have plans for Etno and his friends, which includes a comprehensive study of alien physiology.





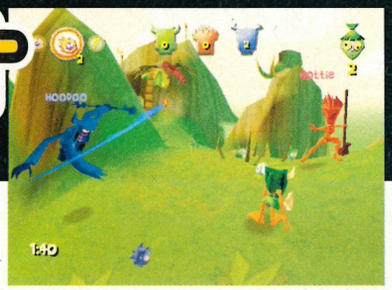


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Beach Bums

Beach Spikers Unveiled

So, there we were plodding along quite happily, minding our own business when all of a sudden we get sent some rather tantalising images of AM2's latest offering, *Beach Spikers: Virtua Beach Volleyball*. Yes, you heard us right – beach volleyball.

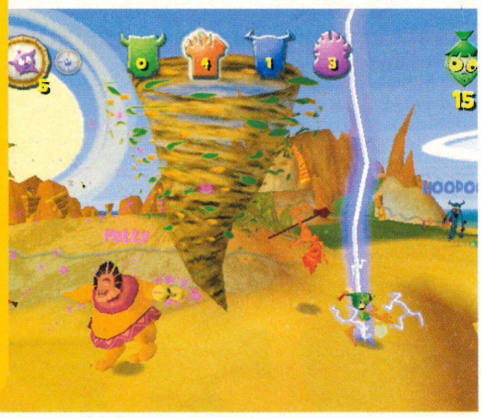
Okay, so it might not be quite as big as AM2's other projects – *Shenmue II* and *Virtua Fighter 4* – but that doesn't mean that it isn't going to be any good, does it? After all, who doesn't fancy playing with some bikini-clad ladies? As yet no gameplay details have been revealed, but we're guessing that it's not going to be too dissimilar to *Virtua Tennis*. Likewise, we don't yet know when we will actually see the game in the arcades or on the Dreamcast, although we're sure it's only a matter of time before all is revealed.



Mad As A Ha

UPDATE

Ooga Booga Secrets Revealed



It's been a while since we reported on Visual Concepts' latest offering, the utterly wacky *Ooga Booga*, but now we're back with a load of new information and a slew of new screenshots for you to ogle over straight from the E3 Expo.

You only need glance at the screenshots to realise that *Ooga Booga* is not your average game – let's face it, how often do you see witch doctors running around with their asses on fire? "So," you're asking yourselves, "what the hell is it all about?" Well, Visual Concepts is describing the game as an online strategy title, but don't let that put you off because

In Your Dreams...

No looking back this month – we're looking forwards to check out something that we wish was coming to the Dreamcast...

This month we've been dreaming about...

Gran Turismo 3

Earlier last month, Mart did something rather out of character – he spent £100 on a PlayStation2 game. No, he wasn't betraying us; he was simply picking up a copy of *Gran Turismo 3* for our 'friends' on *Play* magazine (and believe us, he made sure he claimed the money back before he handed it over). Needless to say, there was quite a buzz when he got back and after playing it for a while, our hearts sank. They sank because although it pains us greatly to say it, the truth is that *Gran Turismo 3* is... well, rather good. Actually, it's very good. In fact it's so good that Simon immediately felt the urge to get a PlayStation2, which for him (considering it took him over a year of working on this mag to buy a Dreamcast) is saying something. Yes, we're jealous of the PlayStation2 for having *Gran Turismo 3*. Still, that's one single game against our *Crazy Taxi 2*, *Sonic Adventure 2*, *Virtua Tennis 2*, *Jet Set Radio 2*, *Shenmue 2*, *Headhunter*, *Out Trigger*... need we go on?





The Girls Are Back



Who's On Court?

The wait is over – here's a list of who you can expect to see in *Tennis 2K2* later this year.

Carlos Moya
Tim Henman
Cedric Pioline
Tommy Haas
Magnus Norman
Patrick Rafter
Yevgeny Kafelnikov
Thomas Enqvist

Venus Williams
Serena Williams
Lindsay Davenport
Mary Pierce
Jelena Dokic
Arantxa Sanchez-Vicario
Alexandra Stevenson

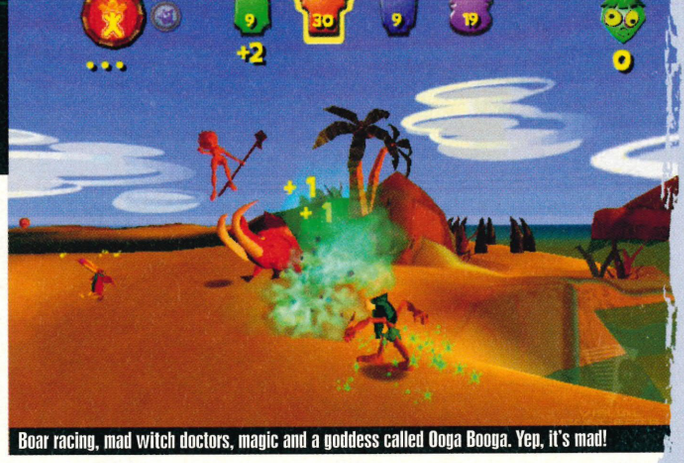
Exclusive Screenshots

The likes of *Crazy Taxi 2*, *Shenmue II* and *Sonic Adventure 2* might have stolen the limelight at SEGA's E3 booth this year, but it was the unveiling of another sequel that had us salivating at the mouth. The game? *Sega Sports Tennis 2K2*, of course.

Having spent the majority of last summer indulging in the near heavenly delights of *Virtua Tennis* we've long been anticipating seeing anything on the sequel.







tter

Boar racing, mad witch doctors, magic and a goddess called Ooga Booga. Yep, it's mad!

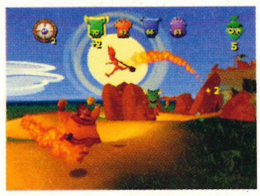
Ooga Booga is set to be like nothing you've seen before.

It's Bonkers!

Set on a volcanic island named after the Goddess Ooga Booga, the game looks set to be a fun-filled treat. You see, this isn't any ordinary island, as it only rises from the depth of the sea every full moon, during which time the four Kahuna clans of the island – Twitchy, Hottie, Fattie and Hoodoo – fight it out to win the 'Heart Of Ooga Booga'. The importance of this is paramount, as whoever wins the heart, gained by competing in various games – Smackdown, Tiki Wars, Golden Tiki, Rodeo and Boar Polo – will save themselves from the wrath of the goddess... and you don't want to suffer that!

To reign supreme you'll have to do battle with shrunken heads, flaming fireballs and swirling tornadoes, as well as summoning the power of earthquakes and meteor showers to throw the enemy into disarray. Oh, and did we mention jumping on the back of boars and birds and riding around like a crazy fool? If all that wasn't enticing enough for you, then you can always head online with your chosen tribe and take on anyone willing to suffer under the hands of your witch doctor. Like we said, totally bonkers.





"As far as originality goes Ooga Booga just can't be beaten"

In Town

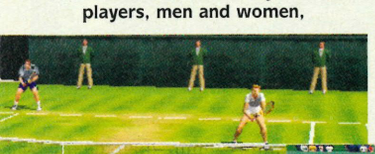
EXCLUSIVE

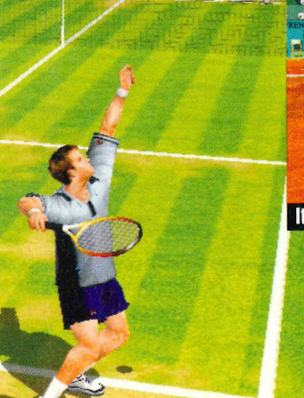
But now, after what seems like aeons, we finally have, and we've not been left disappointed. Okay, so we might only have three screenshots and some video footage to go by but we reckon that *Tennis 2K2* is going to smash its predecessor into the netting... and that's saying something.

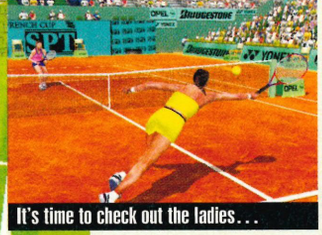
Loved Up

"So," we hear you ask, "what've they done to make it even better?" Well, for starters SEGA's only gone and served up sixteen internationally ranked players, men and women, headed up by the all-conquering Williams' sisters. On top of that you have revamped Arcade and Exhibition modes, where you can even play mixed doubles, plus an all-new, improved World Circuit option. The most notable addition here is the chance to create your own tennis star before training him up to your own particular style of play and taking on the best in the world.

That's not all though. The gameplay has been improved, giving you greater control on cross court smashes, diving saves and those evil drop shots your mate gets you with every time. Sounds great to us. When exactly we'll get to grips with it remains to be seen, as only a speculative date of autumn has been stated so far. The sooner the better we say!

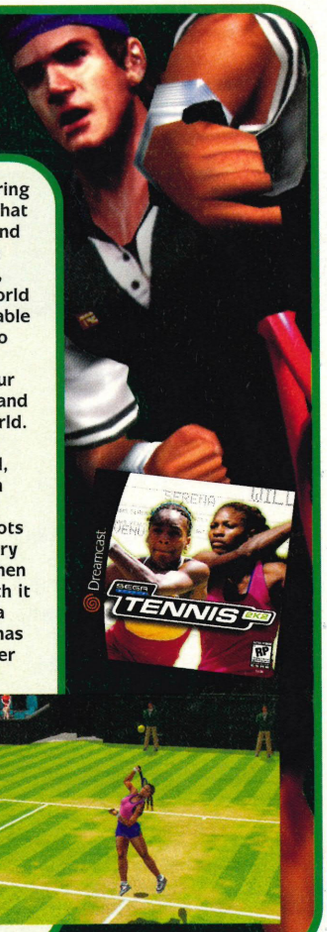






It's time to check out the ladies...





competition

Say Your Prayers

To celebrate the release of the *Omen* trilogy on DVD this month we've hooked up with Twentieth Century Fox Home Entertainment to give you lucky, lucky readers the chance to scare yourselves silly. Yep, that's right – Dreamcast Magazine has boxsets to give away to whichever five lucky readers can answer the following question:

Q. Which demonic figure was Damien said to be the son of?

a) Bob Monkhouse
b) The Devil
c) Sonic The Hedgehog

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 August

Say Your Prayers
Dreamcast Magazine,
Paragon Publishing Ltd,
Paragon House,
St Peter's Road,
Bournemouth
BH1 2JS



WIN! Omen Boxsets Up For Grabs

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.

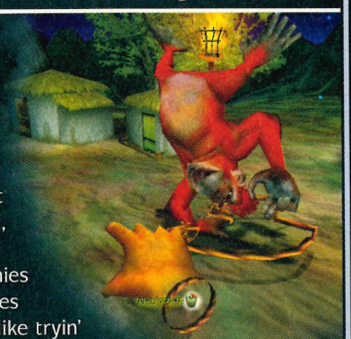
From time to time you may be sent news about exciting new products and opportunities that might be of interest to you. If you do not wish to receive such information, please tick this box. ☐
Alternatively please state clearly that you do not wish to receive this information on your postal entry.

MAN IN THE PUB



Angry, bitter and twisted – that's The Man's view of the games industry... even before his early morning bowl of Ready Brek.

This month – Where's The Light Switch?



Ya know, if there one fing I pride myself on it's onisty. Tellin' the troof is the only way you can earn people's respect... uverwise, you ain't got nuffin. At the moment, though, tryin' to get anyfing out of companies like SEGA or Infogrames (troof or uverwise) is like tryin' to get claret out ov a stone. Wot does I mean? *Unreal Tournament* loozes the online play – why? They coodn't comment. The possibility that *Black & White* mite get canned – the response? They woodn't comment. The rumour that none ov SEGA's games are gonna 'ave any kind ov online play wotsoeva – not even a murmur. If they keeps leavin' us in the dark for much longa, I'll go spare, I tells ya... bloomin' spare!





As far as classic multiplayer games go you just can't beat Bomberman.

Bombs Away!

First exclusive screenshots of Bomberman Online!

If you've been playing games as long as we have, there's no doubt that you'll have played a *Bomberman* game at one time or another. Although not much to look at, the intense level of playability makes the game one of our favourite multiplayer titles of all time. We told you several issues ago that a version of the game was in development for the Dreamcast, but now we can finally show you how it's all coming together. What's more, we've got all the details on what you'll get for your money... so let's get to it!

As well as the regular one-player game where you progress through the levels to meet the nasty bosses, there are also a bunch of other multiplayer modes such as Hyper Bomber, Panel Attack and Battle Royale. The most interesting feature, though, has to be the online play – although we're a bit worried about it coming to the UK (check out the boxout below), it certainly sounds appealing.

Boom! Shake the Room

Not only will you be able to battle up to nine other players from all over the globe, but you'll also be able to collect special items only available online which can then be used to create your own personal Bomberman in the Edit mode. Found an item you've already got? Don't worry – you now have the option to trade them with your friends, all online.

With the game set to arrive in September, we can't wait to sit down and play it properly... a quick blast on it at SEGA's E3 booth is all we've had so far. Fingers crossed, we'll have more hands-on details for you next issue!

"You can battle up to nine other players from all over the globe"

Show Us Your Balls!

EXCLUSIVE

Monkey Ball On A Roll

A couple of months ago, back in issue 20, Tomomi Yu brought us an exclusive report from this year's AOU Show in Japan, which claimed that one game in particular had stolen the show. That game was *Monkey Ball* and now, having played it for ourselves in the arcade, we have to agree with her – it's utterly brilliant.

Monkeying Around

Coming from the mind of Amusement Vision, *Monkey Ball* is your classic arcade game. It's incredibly easy to pick up, it's great fun to play and is instantly addictive. Believe us when we say that one go on it will have you and your friends completely and utterly addicted.

So what's it all about then? Well, it's pretty simple really – as one of three cuter-than-cute monkies – Aiai, Meemee and Baby – you have to collect as many Dole bananas as is humanly possible (or should that be monkeyly?) in the set time. But there's a catch. You're stuck in a perspex ball – you know, the type of thing that you cruelly made your gerbil run around in when you were a kid. It makes things more than just a little bit tricky, especially when you consider that there are no barriers on the levels and it's a long way down.

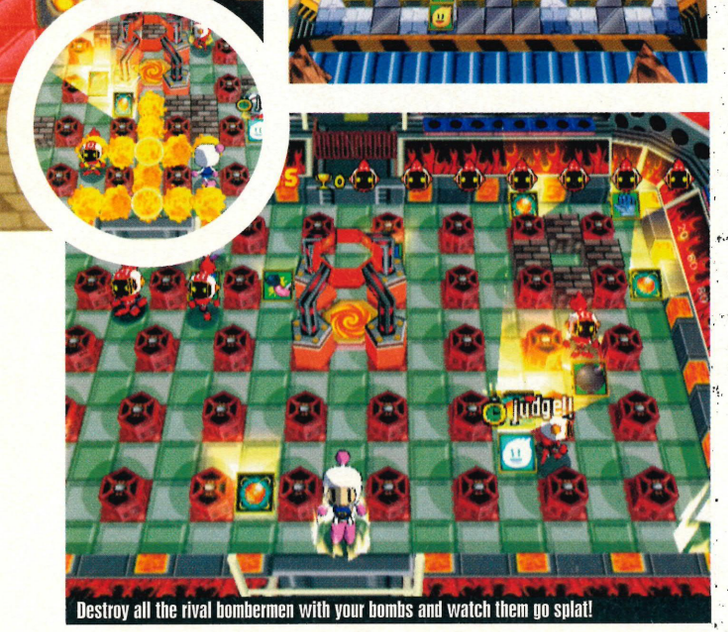
So far the game has only been confirmed for Nintendo's GameCube, a version of which was on show at E3 complete with multiplayer mode, but a Dreamcast version isn't out of the question. We can hope...

"It's incredibly easy to pick up, great fun to play and instantly addictive!"



It might just be a monkey in a ball, but it's the most fun we've had in ages.





Destroy all the rival bombermen with your bombs and watch them go splat!

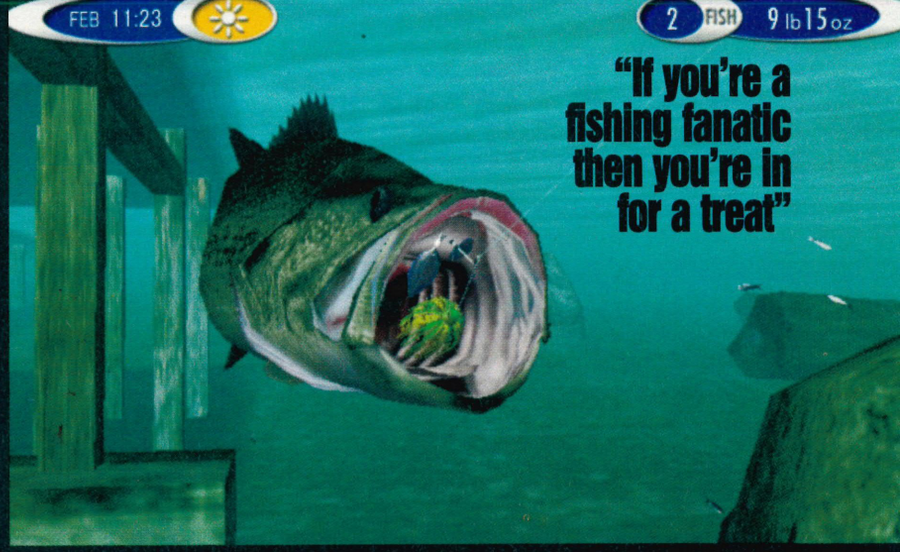
To Be Online... Or Not To Be?

> We have to admit it – *Bomberman Online* looks to be one sweet little game, falling into the same category as *Chu Chu Rocket!* for sheer playability. Of course, the fly in the rather creamy ointment lies in the title of the game... because it's called *Bomberman Online*. That would suggest that no matter what, the game would HAVE to include the online play when it finally arrives in the UK. As we all know, though, none of the recent Dreamcast releases that promised online play (*Daytona USA 2001* and *Unreal Tournament* being two obvious examples) have come up with the goods. Should we be expecting a big turnaround here... or a game called simply *Bomberman*? We'll have to wait and see...









"If you're a fishing fanatic then you're in for a treat"

Feel The Bass

1st LOOK

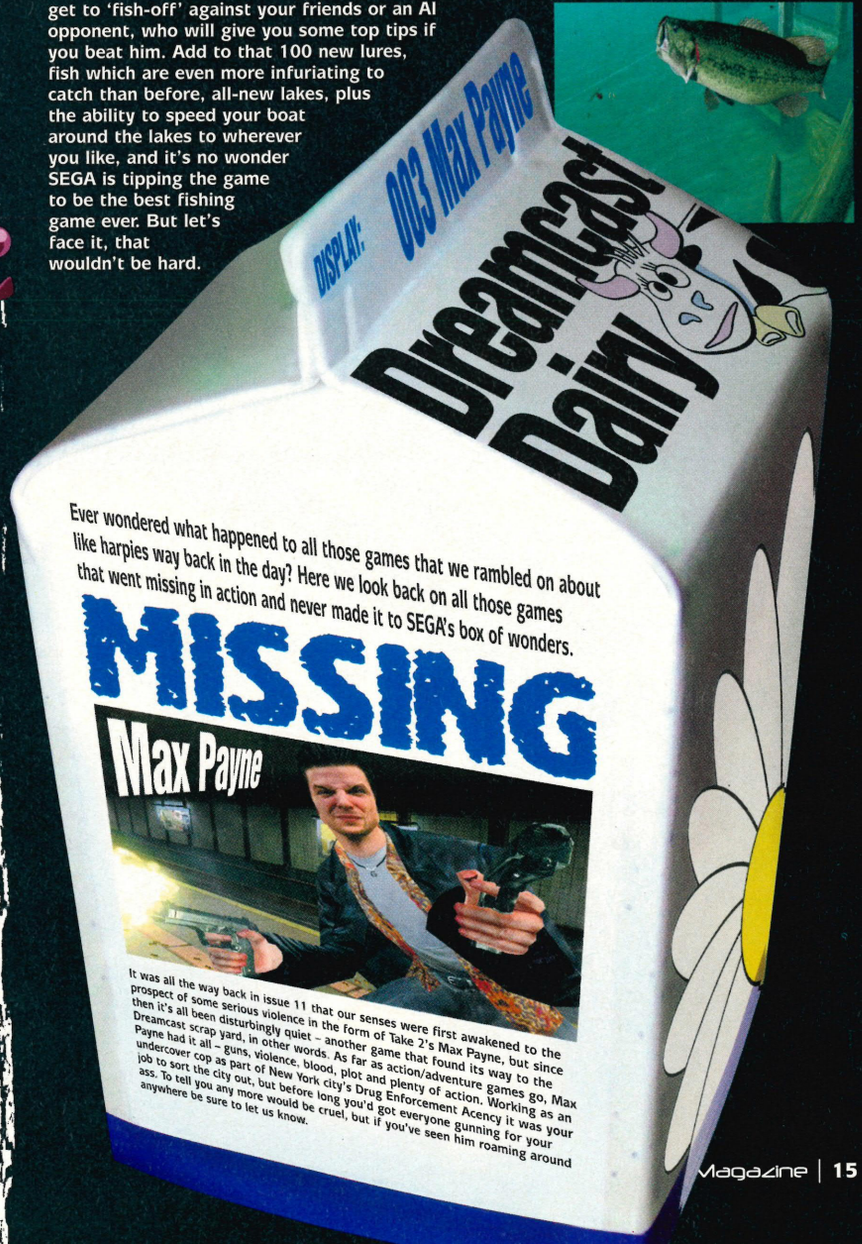
Bass Fishing 2 Netted



> Another sequel that was revealed by SEGA at E3 was the highly anticipated (well, by the fishing fraternity, at least) *Sega Bass Fishing 2* – a bigger and better version of everyone's favourite fishing game.

A Bit Fishy!

New features include a two-player mode where you get to 'fish-off' against your friends or an AI opponent, who will give you some top tips if you beat him. Add to that 100 new lures, fish which are even more infuriating to catch than before, all-new lakes, plus the ability to speed your boat around the lakes to wherever you like, and it's no wonder SEGA is tipping the game to be the best fishing game ever. But let's face it, that wouldn't be hard.



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

Max Payne

It was all the way back in issue 11 that our senses were first awakened to the prospect of some serious violence in the form of Take 2's Max Payne, but since then it's all been disturbingly quiet – another game that found its way to the Dreamcast scrap yard, in other words. As far as action/adventure games go, Max Payne had it all – guns, violence, blood, plot and plenty of action. Working as an undercover cop as part of New York city's Drug Enforcement Acency it was your job to sort the city out, but before long you'd got everyone gunning for your ass. To tell you any more would be cruel, but if you've seen him roaming around anywhere be sure to let us know.

UK Charts Update

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



Confidential Mission

UK Release Schedule

Game	Publisher	Price	Release
Confidential Mission	SEGA	£24.99*	25/05/2001
18 Wheeler	SEGA	£24.99*	01/06/2001
Championship Surfer	Ubisoft	£14.99*	01/06/2001
Half Life DC Strategy Guide	Prima	£9.99*	01/06/2001
Dragon Riders	Ubisoft	£14.99*	15/06/2001
Evil Dead:Hail to the King	THQ	£24.99*	15/06/2001
Pro-Pinball	Empire	£TBC*	15/06/2001
Spider-Man	Activision	£24.99*	15/06/2001
Alone In The Dark	Infogrames	£TBC*	22/06/2001
Soldier of Fortune	Ubisoft	£14.99*	22/06/2001
Sonic Adventure 2	SEGA	£24.99*	23/06/2001
Unreal Tournament	Infogrames	£TBC*	29/06/2001
Viva Rock Vegas	Virgin	£24.99*	29/06/2001
Black & White	TBC	£24.99*	01/06/2001
Carrier	THQ	£24.99*	Jun 01
Charge N Blast	Xicat	£24.99*	01/06/2001
Coaster Works	Xicat	£24.99*	01/06/2001
Half-Life	SEGA	£24.99*	01/06/2001
Iron Aces	Xicat	£24.99*	01/06/2001
Stunt GP	Eon	£14.99*	01/06/2001

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.

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E3 Guide To...

The City Of Angels

E3 2001 was the first E3 where Sega were not pushing a piece of hardware. Yet to my mind, Sega were the second most important company there (after Nintendo), demoing dozens of Triple A titles across numerous formats.

There was Sonic tearing up the pavement on Game Boy Advance, and a group of rollerblade-wearing ruffians marking their territory in the fabulous *Jet Set Radio Future* for XBox, while monsters were slain on *Phantasy Star Online* for GameCube.

Bar the PC, every format's software range was seriously bolstered by Sega's support, and seeing Sega's games running next to Nintendo's on GameCube hardware was enough to make me weep. Oh, and let's not forget Dreamcast, which was also looking very strong despite recent developments.

Sega had to make an impression this year, and boy they did. Maybe we won't get to play on Sega branded hardware in the future, but we will be able to play Sega games on whatever console we choose, and that's what matters.

Jon Austin is the Editor/Producer of EB Online

Top Ten Sellers On EB.uk.com

Just look at the calibre of games you lot have been buying!

Position	Game	Price	DM Rating	Issue
1	Skies of Arcadia	£24.99*	94%	20
2	House of the Dead 2 with Gun	£26.99*	91%	01
3	Virtua Tennis	£19.99*	94%	12
4	Grandia 2	£34.99*	91%	19
5	Phantasy Star Online	£34.99*	90%	19
6	Metropolis Street Racer	£19.99*	96%	15
7	Quake III Arena	£19.99*	90%	16
8	Hidden and Dangerous	£17.99*	92%	12
9	Worms World Party	£24.99*	85%	16
10	Power Stone 2	£19.99*	92%	13







competition

Lethal weapon!

Have you got a Lightgun? Then you'll be needing this! Thanks to those fine fellas at EB Online and SEGA respectively, we've got 5 copies of the rather splendid Confidential Mission to give away for you lucky lot! So if you think that you are up for some Bondian escapades then why not enter? All you have to do is answer this simple question:

Q. Who played the first ever James Bond? (clue: the first ever appearance of Meester Bond was actually on the radio).

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.

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Alternatively please state clearly that you do not wish to receive this information on your postal entry.

Top 20 Tones

1	It's Raining Men	Geri Halliwell	4455
2	Don't Stop Movin'	S Club 7	3764
3	Ride Wit Me	Nelly feat. City Spud	4459
4	You Are Alive	Fragma	4458
5	Cold As Ice	MOP	4453
6	Who's That Girl	Eve	4457
7	Out Of Reach	Gabrielle	3763
8	Play	Jennifer Lopez	4454
9	Survivor	Destiny's Child	4280
10	One Wild Night	Bon Jovi	4456
11	Lovin' Each Day	Ronan Keating	4281
12	Get UR Freak On	Missy Elliott	4283
13	It Wasn't Me	Shaggy	3705
14	Clint Eastwood	Gorillaz	3721
15	Imitation Of Life	REM	4452
16	Butterfly	Crazy Town	3744
17	Liquid Dreams	O-Town	4282
18	Teenage Dirtbag	Wheatus	3690
19	Whole Again	Atomic Kitten	3670
20	What Took You So Long	Emma Bunton	3751

Top Tones

0001 TAKE ON ME - AHA
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 - BACKSTREET 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 GIRLS
0182 CHILDREN - ROBERT MILES
0197 I SWEAR - BOYZIIMEN
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 - SISCO
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
0309 FALL APART - SUGAR RAY
0268 ANGELS - R WILLIAMS
0259 I 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 - 2 PAC
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-WIRED - ARTFUL DODGER
0368 RIGHT HERE RIGHT NOW - FATBOY SLIM
0372 SCAR TISSUE - RED HOT CHILLI PEPPERS
0376 SHES 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 HIL
0392 THEN THE MORNING COMES - SMASH MOUTH
0393 THERE SHE GOES - THE LAS
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 EASTENDERS - 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

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SIMPLY THE BEST
1898



Films/TV

	STUART LITTLE 1671	THE ROCK 1835	POOH 0609	
The Godfather 1716	X-MEN 1717	MATRIX 1719	AUSTIN POWERS 1720	YNK 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	0681	SPEED 0707	Buffy 1552

Music

		EMINEM 1555	HEAR'SAY 4117	ATOMIC KITTEN 4151
BACKSTREET BOYS 4152	toploader 4171	METALLICA 0845	Shaggy 4110	CRAIG DAVID 4155
limp bizkit 4164	ARTFUL DODGER 4173	BAHA MEN 4153	BOOMKRASH 4002	W.BOON 1674
westlife 1728	S CLUB 7 1564	vengaboys 1668	STEPS 1669	Stereophonics 1670
OASIS 1672	MOLOKO 1673	Robbie 4111	ALICE 1675	IRON MAIDEN 1676
boyzone 1677	blur 1678	ABBA 1679	Spice GIRLS 1680	Atlantis 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	ASTON VILLA 3930	SOUTHAMPTON 1659
COVENTRY 1653	CHELSEA 4240	UNITED 3501	PORTSMOUTH 3945	THE CHAMPIONS 1897
THE REDS 1895	KEANO is god 1571	CARDIFF CITY 3934	Millwall F.C 1546	FA CUP 2000 WINNERS 4270
BOLTON WANDERERS 3932	BURNLEY F.C. 3933	GILLINGHAM 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
CITY 4271	RANGERS 4272	SHEFFIELD UNITED F.C. 3947	GUNNERS 3514	Wolves 1489

Cars

MERCEDES BENZ 0500	Ferrari 0502			
Volkswagen 0507	Alfa Romeo 0517			
VIPER 0525	quattro 0533			
BMW 0543	0510			

Star Signs

		AQUARIUS 1687	ARIES 1688	CANCER 1689
		CAPRICORN 1690	GEMINI 1691	LEO 1692
		LIBRA 1693	PISCES 1694	SAGITTARIUS 1695
		SCORPIO 1696	TAURUS 1697	VIRGO 1698

Plus

	TYNK 0635	0569	CARTOON NETWORK 1715	0436
1662	1712	0452	1714	0438
JOHNNY BRAVO 1713	RAINBOW SIX 4098	ELDA 4100	Pit Bull 4060	LOAD 4090
GARFIELD 0457	I'm sorry 2872	0471	1665	0432
		Neighbours 1563	0430	1479
		EastEnders 1554	4024	SIMPLY THE BEST 1898

Lovers

my angel	2754
I ♥ YOU	2762
EX-♥	2770
Lover	2764
	2789

Celtic Symbols

	4020
	4031
	4022
	4023
	4043

Drinks

VODKA	4341
TEQUILA	4340
I ♥ BEER	4329
Budweiser	4322
BACARDI	4321

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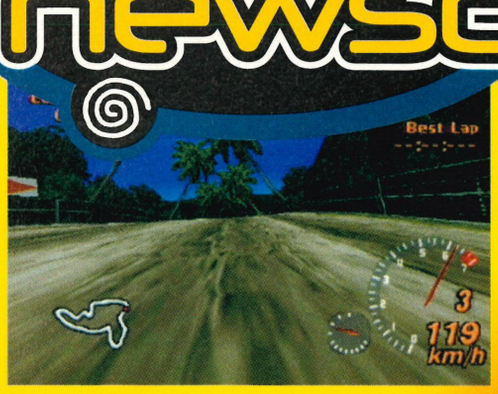
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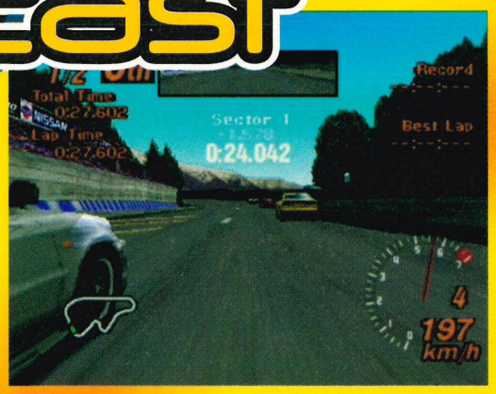


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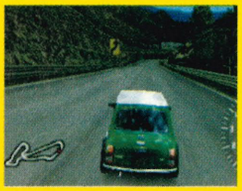
*The following Nokia handsets can receive both tones and graphics- Nokia 3210, Nokia 61xx series, Nokia 71xx series, Nokia 81xx series, Nokia 8210 series, Nokia 88xx series Nokia 9000/9110. The Nokia 51xx series can only receive graphics. This is a service from Teleworld, CY-1087, Nicosia, Cyprus. Landline Calls cost £1.50 per minute, average call time 2.5 min (£3.75). Make sure you have the bill payers 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.

















Living In A Bleem



With the release of the Bleemcast now upon us, can SEGA expect to sit back and laugh at Sony's misfortune? Alex Warren dons his deer stalker hat and puts the phenomena that is Bleem! under investigation.

When Bleem! Announced at last year's E3 that it would be manufacturing a product, known as Bleemcast, which would allow the Dreamcast to play up to 400 PlayStation games, jaws dropped. Sony ran to its lawyers and within 24 hours had filed a lawsuit for patent infringement six times over. SEGA representatives, meanwhile, were probably smiling smugly to themselves whilst cracking open a bottle of champagne.

Cast No Shadow

But then things went quiet. Very quiet. Release dates were given and then promptly missed, resulting in Bleem! keeping schtum. Until now, that is. Sweeping in under the cover of night and dropping in behind enemy lines almost unnoticed, the first Bleem! emulated game for the Dreamcast was released last month in the form of *Gran Turismo 2* – well if you're going to emulate a game you might as well do it to the best. "But," you're asking yourselves, "weren't they supposed to be coming in packs of 100?" Well yes, but even more pertinently, do we actually care about the arrival of Bleemcast any more considering SEGA's recent change of direction? Is it too little too late?

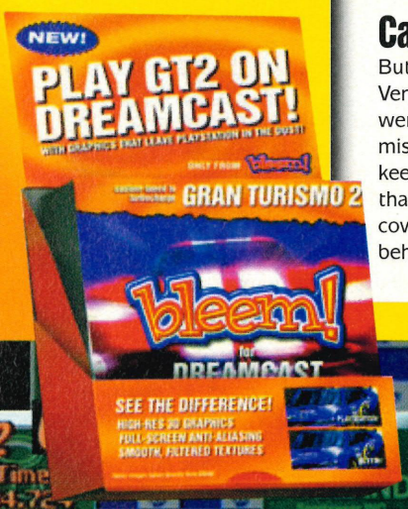
It was back in the summer of 1999 that the whole Bleem! phenomena first kicked off, when the company released a programme that allowed PC users to play PlayStation games on their home computers. Sony, understandably, was far from impressed, so took Bleem! to court for patent infringement – and lost. A year later, and the company revealed plans for its latest product, the so-called Bleemcast, sending Sony back into the nightmare from which it was only just recovering. But why the nightmares? Well, to cut a long story short, the Bleem emulator not only allows you to play PlayStation games on a Dreamcast but also makes them look better than you've ever seen. Cue the present, and the first Bleemcast pak has just hit the shelves, only it's six months too late and there's only one game on it. So where did it all go wrong?

Emulation Made Easy

It seems that the shift in emphasis is as a result of two separate factors – SEGA's withdrawal from the hardware market and the difficulty in actually being able to emulate 100 games perfectly on one pak.

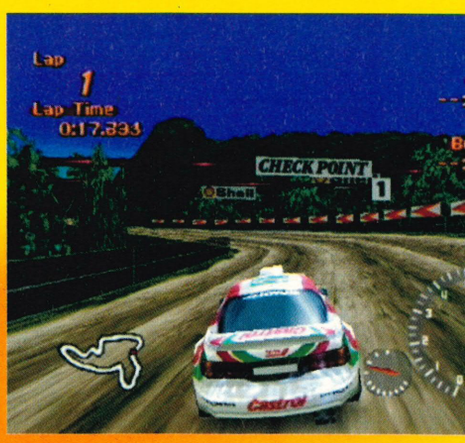
Talking about the change in direction David Herpolsheimer, President and CEO of Bleem! had this to say: "We arrived at the single-game approach as a result of a response to a combination of customer input, some unexpected technical stumbling blocks, and a healthy dose of financial reality." So there you go.

But enough of such trivialities, let's get to the question you all want answering – is it actually any good? Does Martin love McDonalds? Okay, so we've only had a chance to play *Gran Turismo 2* so far but from that experience alone











we can assure you that it's well worth it. It might not be up to the graphical standards of *F355 Challenge* or *M-SR*, but that's not the point because you'll never see the game looking any better than it does using Bleemcast. If you don't believe us, just have a look around and you'll see our point. If you still don't believe us then check back next month to see our full review of the game... gotta dash now, there's some licences to pass.

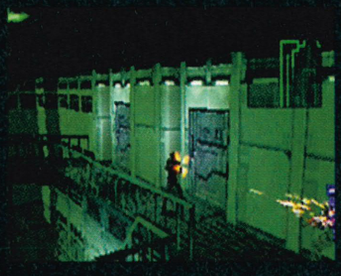
"You'll never see the game looking any better than it does using Bleemcast"

Final Fantasy IX





Metal Gear Solid







Tekken 3





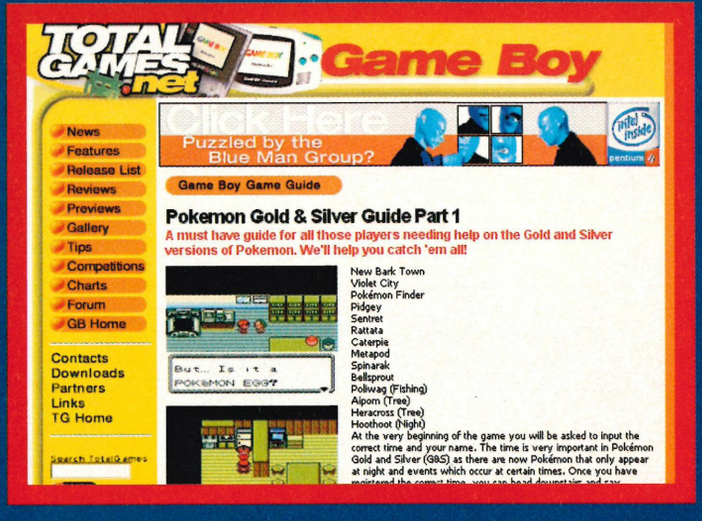
In The Pipeline

> So what other top-rated PlayStation games can we expect to see appearing on Bleemcast over the coming months? Although nothing has been confirmed by Bleem! itself, we've learnt that amongst the games coming out will be gems like *Tekken 3*, *Final Fantasy IX* and, best of all, *Metal Gear Solid*. Let's face it, you can't get better than that. We're wetting our pants already!

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UPDATE

To Me, To You

Brand New Shenmue II Screens

Unsurprisingly one of the big attractions at Sega's E3 stand was the follow-up to Yu Suzuki's epic masterpiece, *Shenmue II*, despite the fact that it was only shown in video form and no new details were revealed. That said, SEGA did release a massive slew of new screenshots of the game and, as you'd expect, they look as stunning as ever, if not more so.

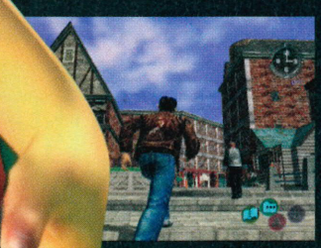
In A Shenmue'd

For those who might have been living with their head shoved down the toilet for the last six months, *Shenmue II* continues where the first game left off (funny that), as Ryo heads to Hong Kong in search of Lan-Di and to unravel the mystery surrounding the Phoenix mirror. The game takes place over three main areas – Hong Kong, Kowloon and Guilin – each with their own stunning landscapes and hidden secrets which you must help Ryo get to the bottom of.

In regards to gameplay advancement, *Shenmue II* is also set to have several new features not seen in the first game, including the ability to fast forward time so you don't have to wait hours for people to turn up or for shops to open. The game also introduces navigational maps to help guide Ryo around, as well as an action button which gives you the opportunity to ask people specific questions. All you *Shenmue* fans out there can now rest assured, the sequel is going to be even better.







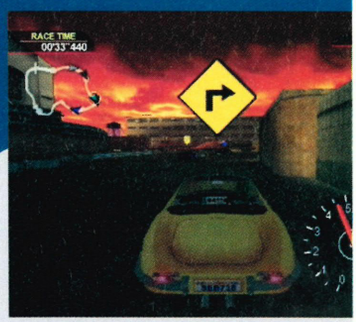




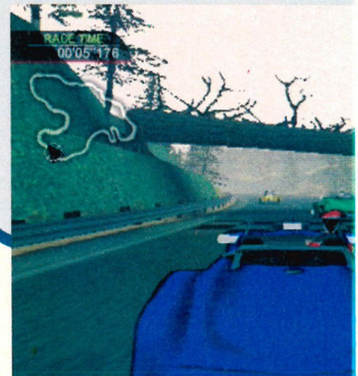
He Ain't

Heavy Metal: Geomatrix set to appear on the Dreamcast

Hands up those of you who liked *Spawn:* *In The Demon's Hand*? Hmm, quite a few, by the looks of things. Okay, hands up if you've heard of the adult sci-fi/fantasy 'comic' called *Heavy Metal*? Not so many of you. Still, that doesn't matter, because Capcom is planning to educate all of you in the world of sci-fi fantasy with its upcoming Dreamcast blast-'em-up, *Heavy Metal: Geomatrix*.



Exhibition Of Speed attempts to sneak onto the shelves unnoticed...







It looks like Capcom has done it again with this one.



Heavy (Metal)

UPDATE



Combining the non-stop shooting frenzy of *Spawn: ITDH* and the gun-toting characters of the *Heavy Metal* series, *Heavy Metal: Geomatrix* is a weapon-heavy deathmatch extravaganza for up to four players simultaneously.

Converted from the arcade game of the same name, it features 12 of the characters created by top *Heavy Metal* comic artist Simon Bisley including Hound and his girlfriend Slash, Phantom, Sarge and Duke... no, we've never heard of them either.

Naturally, all of your favourite weapons will be on hand for you to toast your enemy with – stock favourites such as flaming swords, rocket-launchers and huge machine guns will all no doubt show up in one way or another. Even better, there's a top-notch rock soundtrack featuring 'legends' such as Megadeth and (good lord, no!) Iron Maiden, so at least the mad metal nuts amongst you will be kept happy.

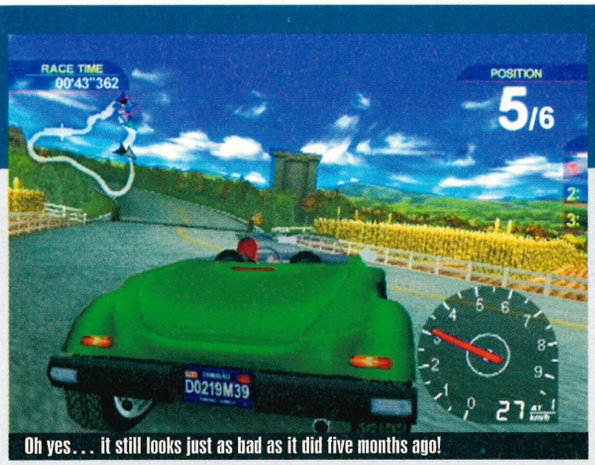
There's no word on a European release for the game as yet but as always, DREAMCAST MAGAZINE will be sure to bring you the news first when it finally emerges. Here's hoping, eh?

"A weapon-heavy deathmatch extravaganza for up to four players"

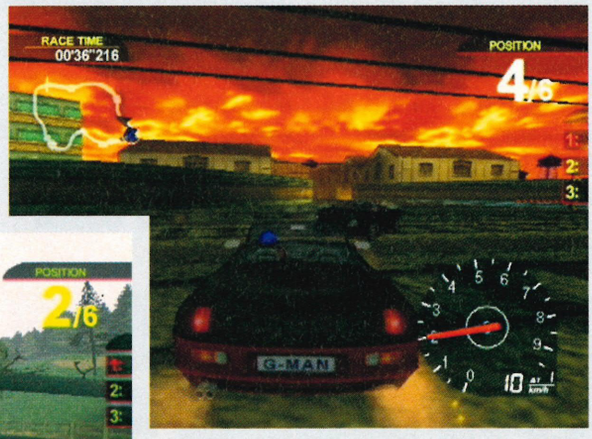
Paperback Writer

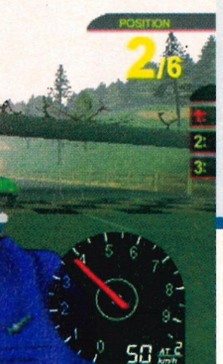
Considering this is probably the first time some of you will have heard of the *Heavy Metal* series, you might be surprised to know that the magazine itself has been running for over 24 years. Founded in 1977 by Len Mogel, *Heavy Metal* was designed to appeal to the more mature comic fan (though the last thing you could refer to *Heavy Metal* as is a comic) and features plenty of the things that blokes are supposed to like – hot chicks, guns and... err, more hot chicks. Needless to say, the popularity speaks for itself – if you want to find out more, you should point your Dreamcast browser at www.heavymetal.com





Oh yes... it still looks just as bad as it did five months ago!





We Told You So!

UPDATE

Five issues ago, we reviewed *Exhibition Of Speed*, a souped-up version of the game *Roadsters* which was panned in many magazines. Needless to say, we weren't too complimentary in our review... but sadly, neither was Virgin (the publisher) who gave us a right royal rollicking for reviewing what it claimed was an unfinished game. What's more, it said that the final product would be much, much better than the one we played, with improvements made across the board. Five months later and the game is finally on the shelves... so is it the mighty improvement that Virgin said it would be? Yeah, right – of course it is... oh, and that's sarcasm, in case you didn't pick up on it.

So given that the game hasn't changed, we're pretty content to stand by our original review score of 35%... right? Well, no actually, we're not. Having now played a boxed copy of the game (yes, the same one as those that'll appear on the shelves of your local videogames shop), we think that's being a bit generous – it belongs in the 'Any game with a score in this bracket should have been put down at birth, along with anyone that buys it' category of our scoring system instead, which immediately wins it a score of 24% or lower. To be honest, it doesn't matter exactly what percentage *Exhibition Of Speed* deserves... it just belongs in that category. If you think about it, as long as everyone understands just how bad the game really is then we've more than done our jobs... shame on you, Virgin. Shame on you.

We've Said It Before...

Still in two minds as whether to buy a copy of *Exhibition Of Speed*? Didn't see our review the first time around? Well, if you need a reminder (or simply a good kick to knock some sense into you) here's a few choice quotes from Alex's original review of the game...

"Frankly, there's absolutely nothing to recommend this game to anyone other than those who have a penchant for the finer art of torture."

"You might find that pouring boiling water over yourself and sticking pins in your eyes is more pleasurable than playing this game..."

"Burning four crispy tenners would be a better use of your money. Just avoid it, okay?"



Crazy Taxi 2

Import Charts

> Both the US and Jap charts finally get some new blood, with the arrival of both *Crazy Taxi 2* and *Confidential Mission*. There's no stopping Bleem! though...

Japanese Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	–	Crazy Taxi 2	Sega	93%
2	–	Confidential Mission	Sega	89%
3	1	Sakura Wars 3	Sega	–
4	–	El Dorados Gate 5	Capcom	–
5	–	Phantasy Star Online	Sega	90%

US Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	–	Bleem!: Gran Turismo 2	Bleem!	–
2	–	Crazy Taxi 2	Sega	93%
3	–	Confidential Mission	Sega	89%
4	–	Project Justice	Capcom	91%
5	1	Spider-Man	Activision	79%

Import Release Schedules

JAP Release Schedule

Title	Publisher	Date
El Dorado Gate Chapter 5	Capcom	June 6
Cleopatra's Fortune	TBA	June 7
The Virgin On Megiddo	TBA	June 14
Confidential Mission	Sega	June 14
Super Runabout	TBA	June 21
Princess Maker Collection	TBA	June 21
Miss MoonLight	TBA	June 21
Sonic Adventure 2	Sega	June 23
Magic: The Gathering	TBA	June 28
Roomate – Ryouko Inoue	Sega	June 2001
Gundam Battle Online	TBA	June 2001
Net Gimmick: Capcom & Psykio	Capcom	June 2001
Crazy Taxi 2	Sega	July 6

US Release Schedule

Sonic Adventure 2	Sega	June 23
Soldier of Fortune	Crave	June 2001
Out Trigger	Sega	June 2001
Half-Life	Sierra	June 2001
Crazy Taxi 2	Sega	July 6
Alien Front Online	WOW	July 2001
Evil Twin: Cyprien's Chronicles	UbiSoft	Q3 2001
Commandos 2	Eidos	Sept 2001
Floigan Brothers	Sega	Sept 2001
ESPN Baseball 2night	Konami	2001
Advanced Daisenkyaku	Sega	TBA
Anima Star	Aki / Sega	TBA
Atari Arcade Hits	Midway	TBA
Ball Breakers	Take 2 Interactive	TBA
Blue Submarine #6	Sega	TBA
Bomberman Online	Sega	TBA
Chakan	AndNow	TBA



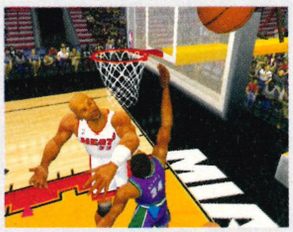
US news

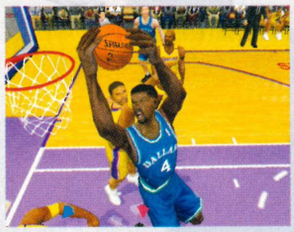
Dan Francisco, the man with the plan, tears himself away from his burger to bring us all the latest gossip from across the pond...

Dot Commed Out

More Lay Offs For SEGA

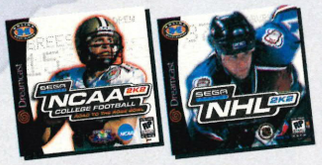
> It won't come as much of a surprise to anyone this month to see that more people have lost their jobs as a result of SEGA's new change in focus from hardware to software publishing. This time the casualties have hit Sega.com Inc, not the same company as SEGA although it is affiliated, and some estimates have been put at around 120 people losing their jobs. The official statement read as such. "Sega.com Inc. today announced that the company would be reducing their work force effective immediately as it focuses its business in accordance with previously announced plans by SEGA Corporation. SEGA continues to remain committed to SegaNet, the world's first high-speed online console gaming network and ISP, and there will not be any interruption of the SegaNet service as a result of this head counter reduction.







Game On



Latest Sports Titles Unveiled

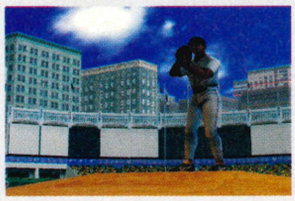
The announcement of five new American sports titles might not mean much to you guys over there in Europe, but over here it's big news. And when we say big, we mean real big.

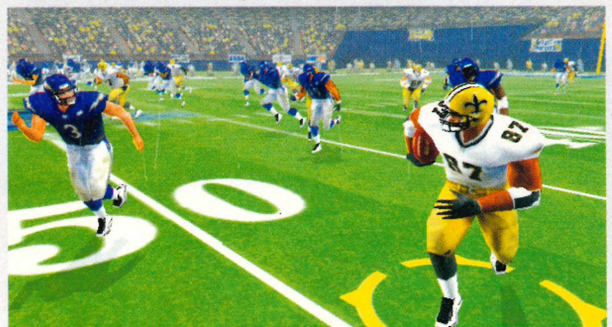
Getting Down

The *2K* series of games have been a real phenomenon here over the last few years, so the announcement that there is going to be a *2K3* on multi-platforms was just too much for some sports loving fans. But for now there's the *2K2* series to wait with baited breath for – not only are there new basketball (*NBA 2K2*), American Football (*NFL 2K2*) and ice-hockey (*NHL 2K2*) games to look forward to, but there's also a new baseball game in the form of *WSB 2K2* and more importantly, a brand new addition to the family in the form of *NCAA 2K2* – a college football game.

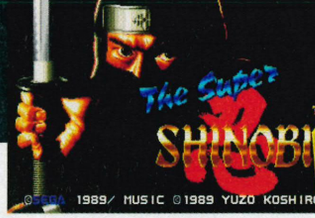
All of the games are currently penned in for a Fall release, not only on Dreamcast but on other formats too, and have been improved upon in every way to make them even better than the *2K1* series – and we all know how good they were. No wonder EA is running scared.

"More sports games than you could possibly have time to play"













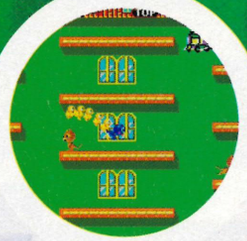
Jap news

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









It's A Hand Job

MegaDrive Gets A Makeover

People might not freely admit to enjoying a spot of retro gaming, but believe us, everyone indulges now and again. With the GameGear recently relaunched in America it seems there's a whole culture of retro gamers around the world, and the latest revival is happening right here in Japan.

In Control

That's right, this month saw the release of the latest incarnation of the fabled MegaDrive in the form of the MegaDrive 21, only it looks nothing like the old system.

Oh no, this time around the system has been compacted into a see-through green controller and has been pre-loaded with 21 games for your handheld pleasure. Just plug it into any television, choose your game and you're away. Among the 21 games are classics such as *Sonic The Hedgehog*, *Super Shinobi*, *Flicky*, *Columns* and *Super Monaco GP*. However, rather unfortunately, the controller doesn't have space for cartridges so you can't use other games you might have stored away with it.

Oh well, you can't have everything you know.

"Can you believe it? A MegaDrive in a controller!"

Get Outta Here!

New Out Run Game Revealed

The rumours that an all-new version of SEGA's classic arcade racer, the legendary *Out Run*, would be appearing on Dreamcast have been around for a fair old while now and may or may not be true. However, what is true is that there is a new version of the game available now. Okay, so you might only be able to get your hands on this latest addition to the Sonic Café range of mobile phone games here in Japan for 300 Yen a month, but it's well worth it. That's not the only new game for the J-Phones this month either, as dancing diva Ulala from *Space Channel 5* has just made her portable debut too. What next? *Shenmue*?





Traveller's Checks

Sega's Own Show

As well as having quite a presence at E3 in Los Angeles, SEGA also held its own mini-show back in Japan, where it showcased some of its upcoming arcade games as well as VF.NET, the I-mode cellphone network that it's working on. Games on show included *Beach Spiker*, *Club Kart European Session*, *Web Runner GP* and *Crackin' DJ Part 2*.

Sonic's Special Deal

To coincide with the release of *Sonic Adventure 2* and Sonic's tenth birthday SEGA is releasing a very special limited edition game pack. The *Sonic Adventure 2* Birthday Pack will include a Sonic medallion, a Sonic history book, a gold music CD and, of course, a copy of the game, all of which will come in a fancy Sonic-blue box. Unfortunately, though, you'll only be able to pick it up in Japan.



Brazil Keeps DC Alive

So you thought that no more Dreamcasts were going to be produced? Well you'll be just as surprised as us to discover that the Dreamcast is still being manufactured in Brazil of all places, then. Yep, you heard us right – the Dreamcast lives on. According to a report in a Brazilian newspaper a company called TecToy will continue to produce the console in the country, with the components being supplied by SEGA. This, of course, begs the question 'Why?'. Well, according to the Director of Marketing at TecToy, Franc Consonni, the market is more diversified than it is in Japan and America.



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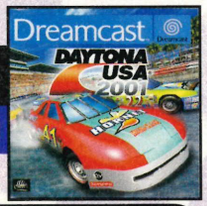
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softography
previous works
> Sonic Adventure
> Phantasy Star Online
SEGA

Sonic's a big boy now – he's made it into double figures and looks set to celebrate his tenth birthday in serious style...

Let's face facts – if you've got a Dreamcast, you'll have played *Sonic Adventure*. It was one of the first games to appear when the machine came out and if you've only just picked up your console, you probably got the game free with it. Nevertheless, Sonic's first Dreamcast outing was great fun, if a tad disappointing, thanks to the repetitive nature of the levels across each of the six characters on offer. We've always felt that the Dreamcast version was missing that special element that made the originals so great to play, particularly after having the opportunity to play the very first Sonic games on our Dreamcasts (thanks to those slightly dodgy MegaDrive emulators). With the sequel now imminent though, there's hope that we might get something more akin to the Sonic games of old...

Much like the previous game, *Sonic Adventure 2* has six characters for you to choose from. Now though, they're split between the Hero group (consisting of Sonic, Tails and Knuckles) and the Dark group (featuring Dr Eggman, plus newcomers Shadow and Rouge). Each character has their own levels and their own style of play, so there's no chance of anyone complaining about repetition this time around. Sonic Team has obviously been working like mad to bring the best Sonic game possible to the Dreamcast, and from what we've seen so far, they might have just pulled it off... but enough of us ranting on – you want the lowdown on the game, right? Fair enough – here's a look at how the game breaks down depending on which character you choose...



The fastest route through each level usually involves grinding along rails at some point...





Don't just stand there gawping, Shadow – you've got a whole world to conquer!



Sonic And Shadow

> Unless you've abstained from buying Sonic Team's immensely popular *Phantasy Star Online* (and therefore not played the *Sonic Adventure 2* demo... shame on you!), you'll already know that the levels featuring Sonic are all about one thing – speed. The same goes for Sonic's new nemesis, Shadow, an evil black hedgehog with his own plans for the world, who sides with Dr Eggman as a means to an end. Both characters move faster than we've ever seen Sonic go before – everyone's favourite blue hedgehog still legs it like there's no tomorrow, while Shadow is given a helping hand thanks to his rocket-powered shoes. On the face of things, the Sonic/Shadow stages are quite straight-forward but there's more to them than you might think – although there's an obvious path through each level, the curious gamer will look everywhere to find all the hidden items and routes. Once you know the layout of the level it's possible to use all the obscure rails, ramps and horizontal bars to whizz through in half the time for that elusive 'A' ranking! Then there's the small matter of finding your animal friends who need saving along the way (although they're often hidden), grabbing all the rings and finding the key to the sacred Chao garden... it's not like you'll have a lack of things to do now, is it?













As you'd expect from any Sonic game, you'll see some crazy loops as you run hell for leather!

continued >

forecast

Web site: www.sega.com



Tails And Dr Eggman





That laser cannon on the front of your walker isn't just there for decoration...

> It's likely that many of you are expecting a rehash of Sonic's levels when playing as either Tails or Dr Eggman... after all, that's what happened in the original *Sonic Adventure* with Tails' part of the game. Thankfully, this isn't the case – in fact, the way the game plays now couldn't be more different. If you enjoyed getting to grips with E-102 in the original *Sonic Adventure*, you'll be in slightly familiar territory; rather than running around on their own, both Tails and Dr Eggman ride around in robotic walkers with laser-guided cannons on board. By aiming the laser at the enemies around each level, you can target them and take out whole swarms in one go for a massive bonus. Opening up new paths or doorways through the levels is also done with your cannon, so it's not just about killing! Believe us, the difference in pace from the Sonic/Shadow levels makes for a refreshing change...







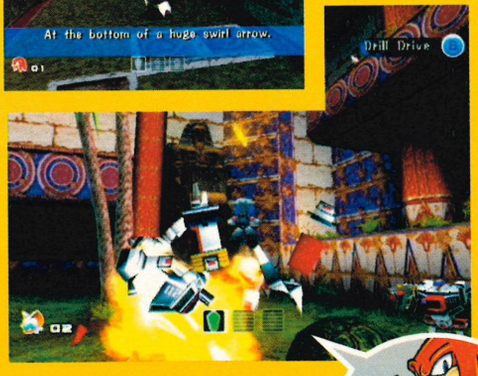




Knuckles And Rouge

> Once again, the style of the game changes to introduce the final two characters – Knuckles and Rouge. While everyone should know Knuckles the Echidna, Rouge is totally new to the world of Sonic. She's a bat with an eye for jewels, who happily sides with Shadow and Dr Eggman in their quest for world domination... as long as she can keep any shiny gems that they find along the way. Both her and Knuckles are determined to gain control of the Master Emerald, which is where their section of *Sonic Adventure 2* begins – much like Knuckles' stages in the original game, the aim is to track down the missing shards of the Emerald using the 'Hot/Cold' meter at the bottom of the screen. It's not quite as easy as before though, so there are also hint-giving monitors around each level to point you in the right direction. Again, it's different, but still quite fun to play!









Two-player Tails and Eggman battles let you run rampant on the back of an aircraft carrier...









Going Head To Head

The split-screen two-player mode gives you the chance to pit the mortal enemies of the game against each other and as you'd expect, the characters you pick define the type of game you'll play. If you choose Sonic Vs Shadow, you'll naturally find yourself in a break-neck dash through the level of your choice as each player races for the finish – however, you can also use a variety of stopping tactics at various points through the stage (used by hitting the B button at the right time) to hinder your opponent's progress. Picking Tails Vs Dr Eggman sets up a *Power Stone*-style battle arena featuring each character's mech, with the aim being to wipe out your opponent by any means necessary! The final option of Knuckles Vs Rouge is a straightforward race to find the Emerald Shards first – essentially, it's just a split-screen version of the one-player levels. All three games are great to play, if only because you can rub your mate's nose in it after you thrash them!









Some of the effects and stunts you'll encounter on your travels will take your breath away!





After playing the preview version of the game to death, we can assure all the non-believers out there that *Sonic Adventure 2* appears to live up to much of the hype surrounding it. Everything you'd want from a Sonic game is in there – huge levels, lots of rings and other items to grab, mind-boggling speed and of course, some rather glorious Dreamcast visuals surrounding it all. Unfortunately, the fact that we're still playing the preview version so close to the release date (the game will be out in less than two weeks by the time you read this) gives us a bit of an uneasy feeling – with SEGA seemingly intent on keeping the finished product under wraps until the big day, we're curious to find out exactly what the company is hiding. So far, we've seen nothing of the Story mode or how the Chao creatures play a part in the game (we've found the keys to the Chao garden, even though it doesn't exist in our version of the game!) and normally, we get a bit suspicious when information is held from us until the last minute. Naturally, we're just a bit wary of what's in store when the game finally arrives – still, this is SEGA we're talking about so there's probably nothing to worry about... is there? See you next issue for our complete and totally honest review...

essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	Sonic Team
PLAYERS	1-2
% COMPLETE	70%
RELEASE	23 June

ANTICIPATION RATING 90%

THEY SAY: Sonic makes his best (and last) appearance on the Dreamcast.

WE SAY: If it's only half as good as the bits that we've played so far, it'll be the greatest Sonic game the world has ever seen!



Soldier Of

Listen up, troops – we've got a nasty situation and there's only one man that can save the day. Any ideas who that might be?

'Mercenary for hire'... not exactly a run-of-the-mill job, is it, although there's no doubt that people would probably be impressed if you put it on your CV – either incredibly impressed or scared that you'd shoot them in the head, anyway. Of course, there *are* people that actually do that sort of thing for a living and given that there's a lot of life-risking and probably some covert-maiming involved, they most likely make a very good living as well – it certainly beats what you get paid for playing games all day, at least. If you've ever fancied having a crack at being a top mercenary, though, but don't much like the fact that you might only get one go at it before winding up in a body bag, you probably haven't had

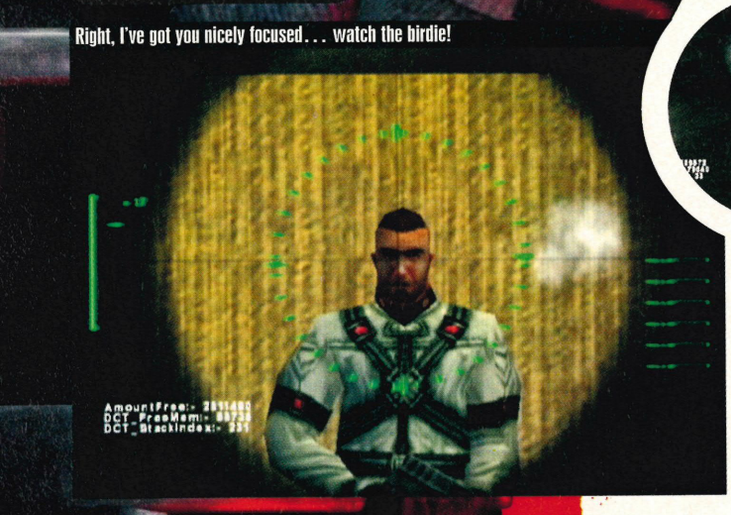
"If you've ever fancied being a top mercenary but don't like the thought of winding up in a body bag, you haven't had much of a chance until now"

softography

previous works

- Rayman 2: The Great Escape
- StarLancer

Ubi Soft



Right, I've got you nicely focused... watch the birdie!





So, how do you like your dead bodies then... filleted or skinned like a cat?





Oh no – we're out of milk! Everyone down to Safeway... move, move, move!



Fortune

much of a chance up until now... so it's a good job that *Soldier Of Fortune* is here then, isn't it?

So after making an impressive appearance on the PC many moons ago, *Soldier Of Fortune* is finally nearing completion on the Dreamcast. It's been a bit of a bumpy road since the game was first announced (the original publisher being bought out by Ubi Soft, the removal of the online play mode and so on) but now that we've had the chance to sit down with the preview code, we're more than pleased with the results. Although the disc we were sent was only a pre-Alpha version of the game (that's rather early, if you don't speak the industry lingo), it's obvious that the Dreamcast version of *Soldier Of Fortune* has plenty going for it and once the fine tuning is all done and dusted, we're pretty sure that the final article will be something very special indeed.

Lock And Load

Anyone who's ever seen the *Soldier Of Fortune* television series (it turns up on Bravo from time to time) will know what the fuss is all about – a crack team of specialist ex-military mercenaries go around 'solving' problems for important people, usually involving plenty of guns and a wee bit of killing along the way. It's pretty much the same in the game, except you only get to take control of one character, John F Mullins, the baddest hired gun this side of

All Around The World

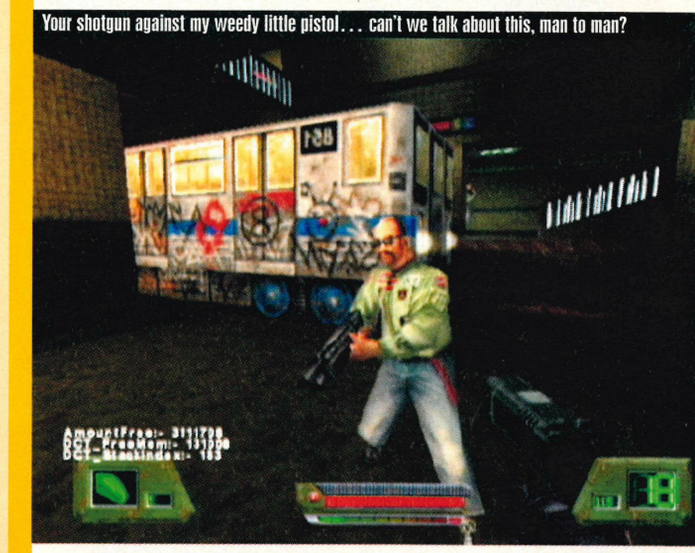
> You know, being a mercenary for hire doesn't sound like a bad job. Okay, so you might have to be a dab hand at slaughtering evil-doers without remorse and trying to avoid getting your brains splattered all over the floor, but at least the travel perks are good. After all, how many other jobs take you from the suburbs of New York to the rubble-filled streets of Kosovo, the sandy deserts of Iraq or the cold heart of eastern Germany? Hmm, on second thoughts we might have to pass – we're pretty sure that Bournemouth beach is nicer than all those places combined, plus there's less chance of getting your head blown off. Probably.





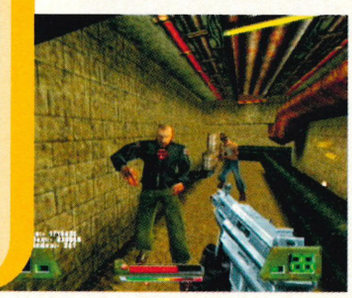






Your shotgun against my weedy little pistol... can't we talk about this, man to man?





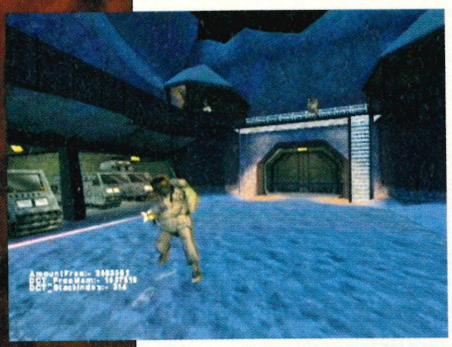


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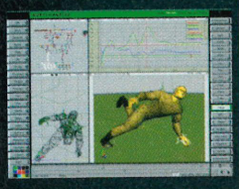




In The Zone, Baby

Like all the other first-person shoot-'em-ups out there, *Soldier Of Fortune* manages to dish out blood and exploding body parts by the bucketfull. Whereas games like *Quake III Arena* and *Unreal Tournament* took the more obvious route of splatter (get hit with powerful weapon, explode in a shower of guts), *Soldier Of Fortune* is far more subtle and cunning. How? Well instead of being one giant target, each enemy – or ally, if you're feeling sadistic – is split into 26 different 'gore zones' that can be shot for the obvious result. Shoot them in the leg and they'll be hopping around in agony, shoot them in the arm and they'll drop their weapon before recoiling from the pain. Of course, you could just keep doing this until you feel you've tortured them enough... or their limbs start falling off, at which point you really should pop a cap in their asses. It's the humane thing to do, really it is.













the pacos... and by 'bad', we mean good, obviously. Working as an undercover operative for 'The Shop' (an secret branch of the UN dealing with terrorists... hush hush), it's your job to take on high-risk assignments in order to save the day. If you get slaughtered though, don't expect Uncle Sam to come and clean up your mess...

Fire And Forget

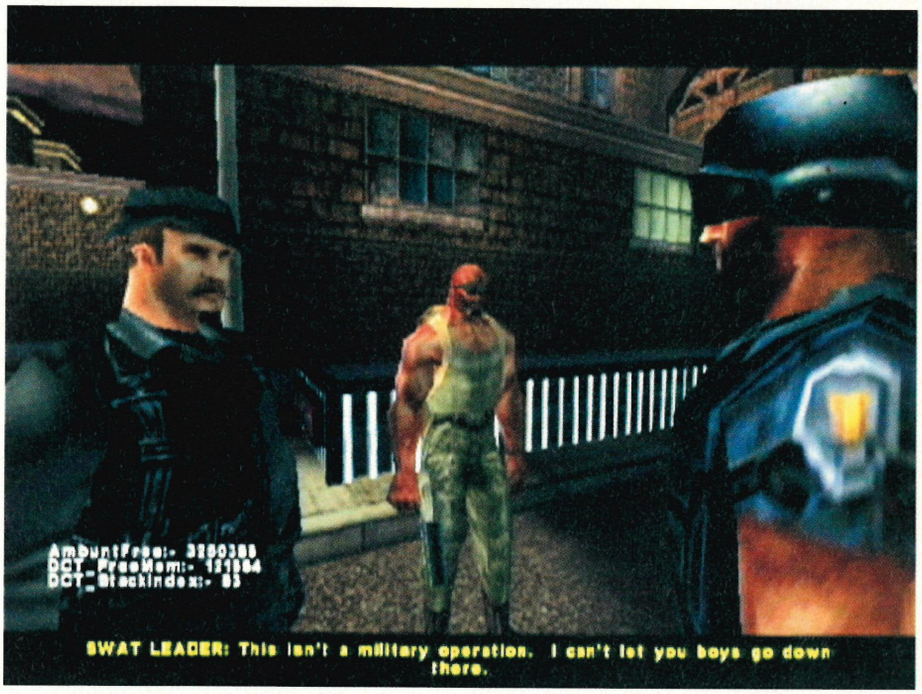
Although it starts off pretty straightforward – there's a terrorist situation in the subway and the police can't handle things on their own – *Soldier Of Fortune* is a far cry from other first-person shoot-'em-ups such as *Quake III Arena* and *Unreal Tournament*. Rather than just being the rather old-hat 'shoot anything in sight, first to a set number of kills wins' scenario that we've been used to up until now, *Soldier Of Fortune* takes the *Half-Life* route of having a consistent story line running through the entire game. It's pretty basic plot territory – a gang of terrorists have infiltrated a military base near Kazan, hijacking three nuclear warheads and obviously, the US government can't just let people wander round with nuclear weapons in their pockets. After getting a quick briefing and being given the chance to pick up your weapons of choice (the guns just get bigger and better as you progress through the game), you and your good buddy Aaron 'Hawk' Parsons are shipped out to try and recover the warheads before it's too late. Piece of cake...

As you'd expect from a game where the whole concept is taking out evil

"If you get slaughtered during the mission, don't expect Uncle Sam to come and clean up your mess"







terrorist-types, there's plenty of killing to be done. All manner of enemies will try to stop you from foiling their plans, but you're more than equipped to deal with them thanks to your handy arsenal of guns and other deadly goodies. Saying that though, you'll need to keep an eye on your friendly fire because being the typical war zones that they are, each stage is rife with innocent civilians that just don't understand how to keep out of your way. The bad guys, on the other hand, are pretty damn clever – they have an annoying habit of hiding behind walls in order to ambush you, chasing you down corridors and even blowing down doors and other obstacles just to get you. Even worse, they'll come running if they hear their comrades in trouble; making your target scream in pain and emptying a handful of machine-gun rounds into them might be good for your anger-management, but you won't be alone for long if you keep doing it. Still, you've always got your trusty old bowie knife to help you keep the noise down to a minimum – stealth is just as important as force, you know...

Health And Efficiency

As we said earlier, the version of *Soldier Of Fortune* that we were lucky enough to play was still relatively early – the loading times were hideously long, many of the sound effects didn't work and some of the levels didn't even exist. What *was* present, however, was really, really good; so much so, in fact, that we ended up having to fend off other people in the office while we were playing it. With the release date quickly approaching, we're already salivating at the thought of being able to get hold of what is clearly a very special (and very violent) game indeed. Hey, we're so excited that we'll even bring you a full review of the game in our very next issue... how does that sound, eh?



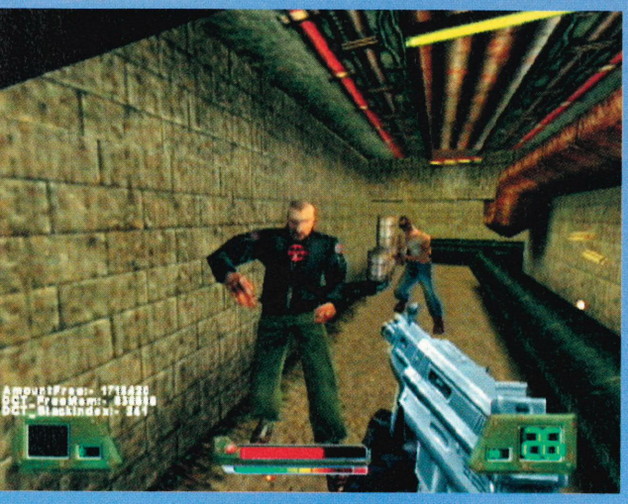


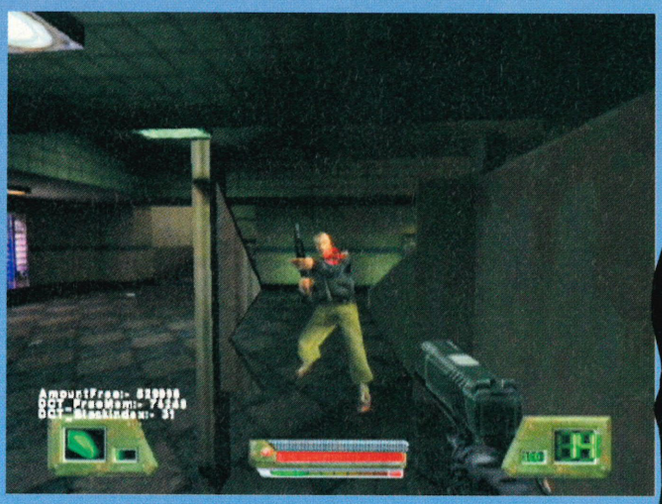
The Real Deal

Think that games never cross over into real life? Well, think again – rather than being a fictional character, John Mullins (the mercenary you control in *Soldier Of Fortune*) is actually a real person. What's more, he genuinely is a mercenary... though he prefers to be called a consultant. John served 21 years in the army (19 of those in the Green Berets) during which time he went to Vietnam several times and ran training and operational missions in Europe, Central and South America, Africa and the Middle East. After retiring in 1981, he began offering his services to government and civilian customers, performing services such as hostage negotiation and rescue, VIP protection, asset recovery, advising and even leading foreign military personnel in high-risk operations all over the globe. These days John owns an munitions company, runs a company responsible for building tactical firing ranges, speaks four languages and has had numerous novels published and developed into episodes of (not surprisingly) *Soldier Of Fortune*, the TV series. Blimey... what a guy, eh?









essential information

Dreamcast magazine

PUBLISHER	UBI SOFT
DEVELOPER	RAVEN SOFTWARE
PLAYERS	1
% COMPLETE	60%
RELEASE	29 JUNE 2001

ANTICIPATION RATING 85%

THEY SAY: Become the ultimate mercenary and help save the world from the threat of terrorism.

WE SAY: Any game where you can torture your enemies before killing them is bound to cause controversy!

forecast

Web site: www.sega-rd2.com/outtrigger













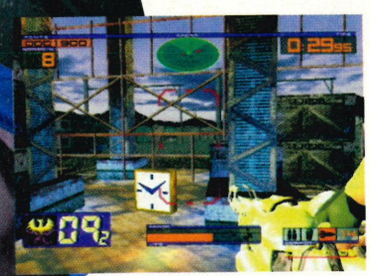
















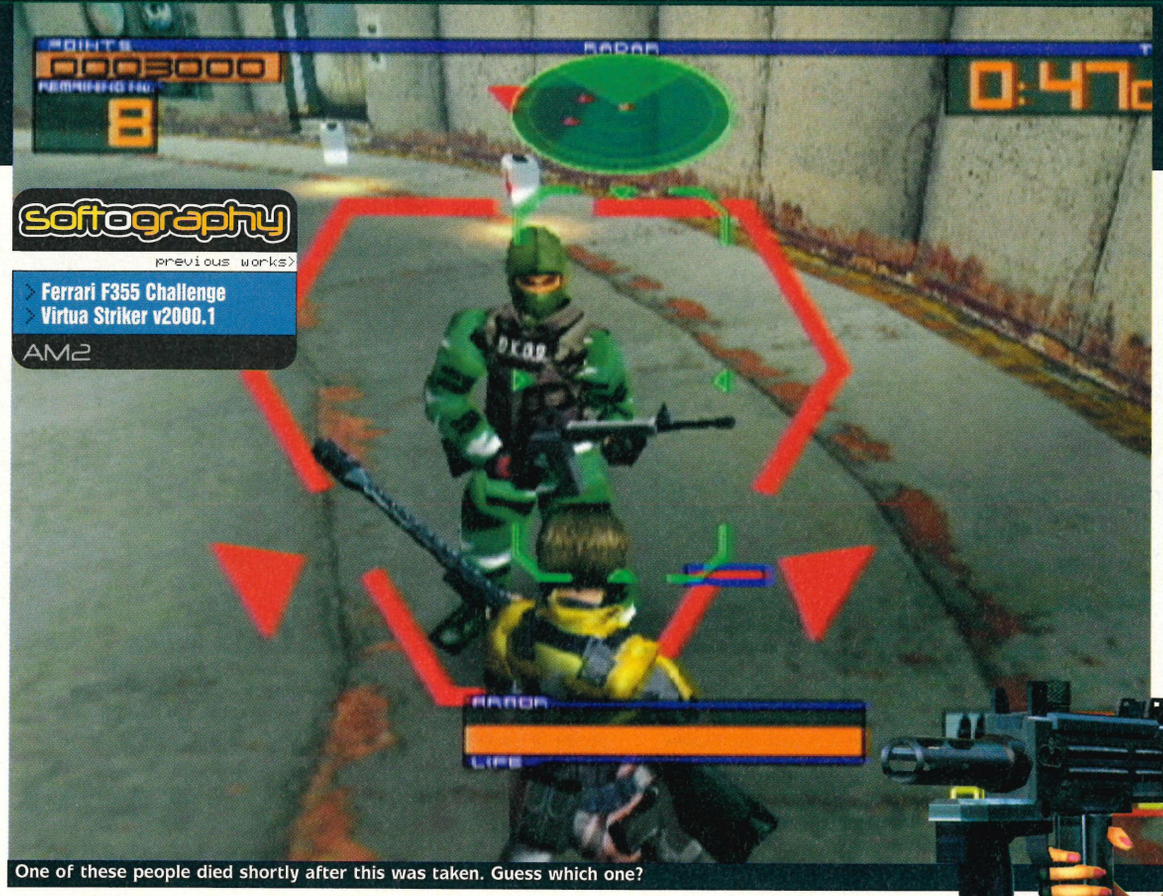


Guns, Guns, Guns

As you might expect (what with this being a first-person shooter and all), *OutTrigger* contains more than its fair share of state-of-art weaponry. From your common or garden Uzis to huge assault cannons there's a weapon here that's bound to suit your own particular brand of death-dealing violence. In addition to these weapons of mass destruction other useful items have been scattered around the place. For example, heat-detecting goggles can be collected allowing you to make out the position of the enemy through solid brick walls; it almost goes without saying that these prove to be more than a bit useful when dealing with a slippery human opponent.



Some of the visual effects are stunning, witness this peculiar explosion for example. Nice



One of these people died shortly after this was taken. Guess which one?





Outtrigger

Step aside, *Unreal Tournament* and *Quake III* – there's a new guy in town and he's come to take the hotly contested FPS throne...

The specialist press may have drawn the knives (prematurely, we might add) on the Dreamcast, but that doesn't change the fact that the console is set to play host to some of the year's finest software – case in point, AM2's stunning first-person shooter *Outtrigger*. The Japanese softco's name may not be strongly associated with the first-person shoot-'em-u p genre but when AM2 announces a game, you tend to sit up and take notice regardless. Chances are if you've wandered into a Japanese arcade of late (so that's lots of you, eh?), you may well have sampled the delights of *OutTrigger* already, in which case you'll be aware of the quality of the title.

Suffice to say the translation from coin-op to console appears to have been effortless, with the Dreamcast version of the title actually looking to be superior to its arcade-based parent. Given that the coin-op version sported a trackball/joystick combination, doubts concerning the feasibility of a home conversion were naturally in evidence. Fortunately, the boffins at AM2 have not only included the option to play with Mouse and Keyboard (the FPS connoisseurs choice of preference), but also crammed in a plethora of joypad set-ups. Consequently, even the most challenged of gamers will be able to get into the action with relative ease.

Admittedly, the latter control method does initially prove a tad on the awkward side but take a quick flick through the various settings in the options screen and you'll find something you can

"Make no mistake, even by AM2's impossibly high standards OutTrigger is an exceptionally impressive looking piece of software"





A vast amount of lethal weapons are on offer.



Never look directly into the sun with binoculars.





Character Building

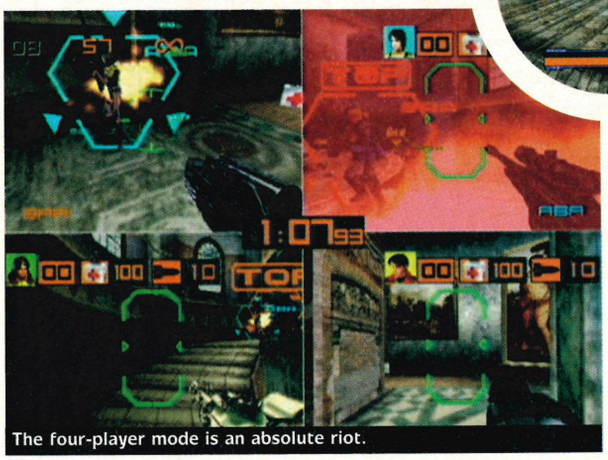
If for some reason you're not content with the initial batch of characters on offer, then why not dip into the game's Character Edit, where you can tailor make your very own gun-wielding, homicidal manic. The more fashion conscious gamers among you can even choose what colour overalls you wish to wear during the ensuing melee. We recommend Red as it doesn't show up the stains too much, although Alex prefers a lighter shade of Pink...





The Third Place

No, we're not talking about Sony's horrendously stupid ad-campaign for the PS2. Unusually for this type of game, it's possible to play *Outtrigger* from an external third-person perspective allowing you to see exactly what it is your character is up to. To be honest it doesn't really have a major bearing on gameplay, but in certain situations it can make it easier to dodge enemy attacks. With that said, the traditional first-person perspective provides a slightly more immersive gaming experience.



The four-player mode is an absolute riot.



work with – we personally favour the D1 setting, because it is just like *Quake III Arena*.

Lock And Load

In terms of play options, *Outtrigger* is packed to the gills with different modes and unlike many of its contemporaries, the game contains a substantial challenge for solo gamers. In Arcade mode you select one of four all-action heroes (although a 'create your own character' option exists as well) seeking to join the ranks of the International Terrorism Special Forces, or ITSF to its friends. The main bulk of the game lies here and sees you embarking on a variety of different training missions ranging from the simplistic novice levels to the exceptionally tricky advanced stages. Once you've completed these then it's into the Story mode proper.

What's The Story?

Surprisingly for a FPS, *Outtrigger* has a fairly engrossing plot (okay, so we're not talking Shakespeare here), which unfolds across a series of varied locations including a Blast Furnace, Library and even a busy Train Station. Next up you have the Versus Mode, which allows up to four players to compete in a selection of events, including of course all-out Deathmatch although Co-operative team battles are also available. The quality of the four-player mode really can't be overstated – the game still runs along at an incredibly quick pace and somehow the team at AM2 has been able to keep the level of detail up to an almost identical quality to that of the one-player game.

In addition to this, a Mission Mode has also been included; here you can select from a vast range of missions, each of which tests a different skill. One minute you'll be collecting a set number of medals within a strict time limit, the next you'll be protecting a hostage from terrorists attacks. It's this variety of tasks that sets *Outtrigger* apart from its more conventional rivals... indeed, the imagination lavished on some of the stages is particularly unique in what has become a somewhat formulaic genre of late.

Bright And Breezy

Visually, as the screenshots on these pages testify, the game looks rather tasty... very tasty in fact. In sharp contrast to the dark, dank environments that typically feature in FPS games, the locations in *Outtrigger* look positively vibrant. The huge multi-layered stages all have that distinctive SEGA look about them – pin sharp, full of colour and richly detailed. Likewise, the characters are also brightly coloured with both the enemy and your own agents sporting a nice line in the latest military designer fashions. Sadly, static screenshots simply can't convey just how impressive everything looks when the game is in motion. Even when the screen is crawling with enemies and filled with explosions (which is most of the time), the game engine





Boom Boom Boom Boom

When you consider the fact that many of the game's weapons would look quite at home on the deck of your average battleship, it comes as little surprise to discover that a typical session on *Outtrigger* proves to be a fairly explosive affair. Some of the game's weapons are ludicrously powerful and firing a few rounds off with them typically results in a retina-burning display of pyrotechnics. Excellent stuff.



never displays any signs of slowing down. Make no mistake, even by AM2's impossibly high standards *Outtrigger* is an amazingly impressive looking piece of software, which truly appears to have squeezed every last drop of power out of SEGA's 128-bit console.

The Art Of Noise

It's difficult to pin down one element that makes *Outtrigger* so appealing – it's just one of those rare titles that seems to be doing everything right. Fast-paced blasting action, together with knock-out audio/visuals combine to make what will (short of an eleventh hour disaster) be the premier FPS title when it finally arrives on these shores in July – no small boast when you consider the quality of the opposition. The only fly in the ointment concerns the option to compete in a Network Battle... because it won't be included in the PAL release. We've pretty much come to expect the loss of online play with all of the upcoming Dreamcast titles, so this discovery only goes to strengthen the fact that SEGA has given up on online gaming completely which is a damn shame.

What with this, *Crazy Taxi 2* and *Shenmue Chapter 2* on the horizon, Dreamcast owners look set to enjoy one of the best years for videogaming on record. Keep reading these hallowed pages to find out our definitive opinion on this potential blinder – if you haven't already got the message we think it could be one of the games of the year.



Firing guns in busy places can often lead to bad feelings.

"The quality of the four-player mode really can't be overstated – the game still runs along at an incredibly quick pace"





Medical kits and power-ups are strewn around each stage.



essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	AM2
PLAYERS	1-4
% COMPLETE	95%
RELEASE	20 July

ANTICIPATION RATING 95%

THEY SAY: Step up to the plate and join the greatest anti-terrorist organisation in the world.

WE SAY: Probably the Dreamcast's finest first-person shooter ever. No, really.

Web site: www.sega-europe.com

Headhunter

It's been touted by all and sundry as Sega's answer to *Metal Gear Solid*, but does Headhunter really have what it takes?

softography

previous works>

> First Dreamcast Game

Amuze

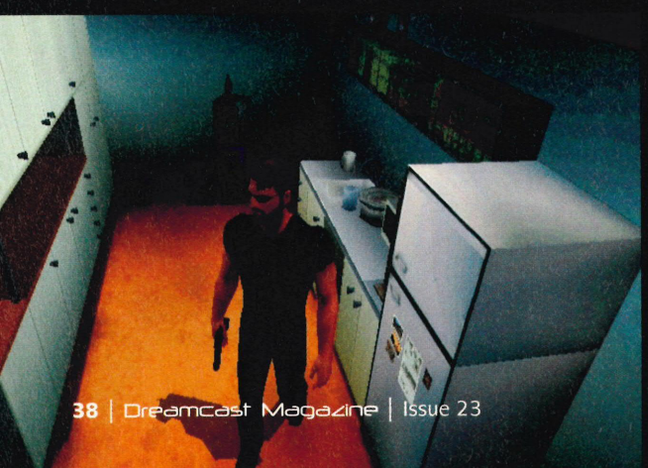
It's the year 2019. The time: 1600 hours. The place: California. The future is here and it's not a pretty place. Gang warfare is rife, crime is at an all-time high courtesy of an organisation known only as the Syndicate, and in an attempt to curb the violence a near-Fascist regime has been installed. New laws measure everything and everyone by their value to the state, censorship has reached an all-new level while so-called 'headhunters' roam the darkened streets in search of the city's most wanted. Put a foot wrong and you'll be dead... or perhaps worse.

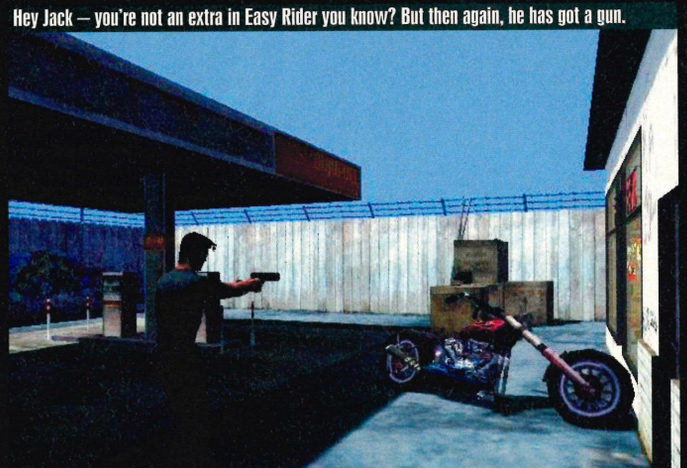
The Hunter...

But that's not even half the story – it gets much darker and even more sinister than that. Tracked down by headhunters employed by the Anti-Crime Network, anyone foolish enough to dare err from the right side of the law faces a punishment arguably worse than death – 'chipping' with experimental implants and compulsory organ donation. As they say, criminals never prosper...

But if you thought things were bad already, they're about to get a whole lot worse. Millionaire businessman and founder of the ACN, Mr Stern has just been found lying in a pool of blood, ruthlessly murdered. The question is by whom? Cue entrance from stage left of Jack Wade (that'll be you then), headhunter extraordinaire. Once the top dog at the ACN you've been approached by Angela Stern, the daughter of the assassinated ACN boss, to track down and kill her

"Just look around these pages and you'll see all you need to be convinced of it's inevitable greatness"

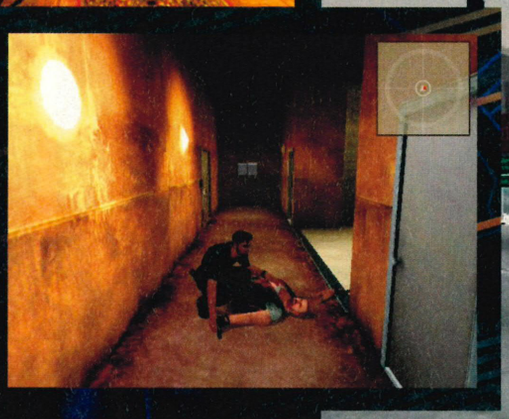




Hey Jack – you're not an extra in Easy Rider you know? But then again, he has got a gun.









The opportunity to get on your bike and hit the Internet superhighway for a spot of online racing is just too good to refuse.

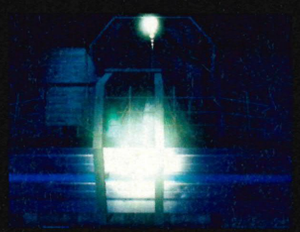
father's murderer. But there's a bit of a problem – you're suffering from a nasty case of amnesia, courtesy of an unknown assailant, leaving you with more questions than answers and without any of your headhunter skills. All this in a world where technology is king, organs are currency and man's best friend is, as ever, his gun. Well, no one ever said it was going to be easy. And so begins the malevolent story behind Sega's latest adventure, aided and abetted by Sweden-based developers Amuze.

Becomes The Hunted

Unfortunately that's still about all we know about one of the most talked about games of the year. Not wanting to let the cat out of the bag entirely, developer Amuze is still being particularly coy about revealing any exact details about the gameplay, preferring to keep us all guessing and gagging for more. From what snippets of information that we've been able to get together we can safely say that the gameplay will be an appetising mix of *Shenmue*-styled adventuring and *Resident Evil* action – sound good to you? Thought so. So, as well as going around scouring the city for clues, blasting the crap out of anyone stupid enough to stand in your way, there's going to be a whole load of character interaction as you set about discovering who's good, who's bad and all the while trying to piece together the little mystery behind the bigger picture. Somewhat more importantly though, you need to rediscover exactly who *you* are...

But that's not all as another feature of the gameplay will involve you riding around the city on your trusty stead – a high powered motorbike – hunting down those who might hold the key



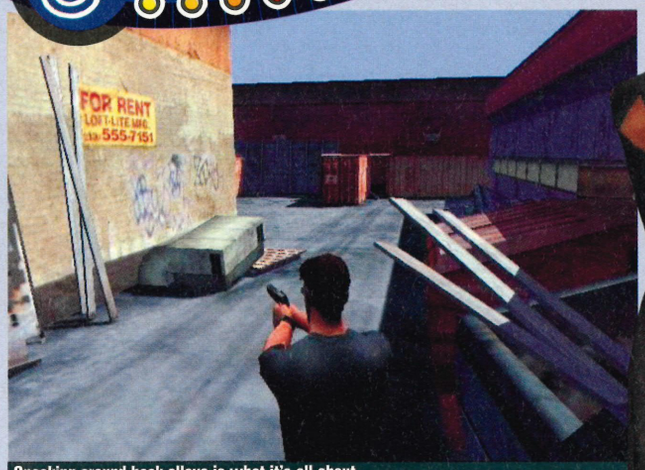








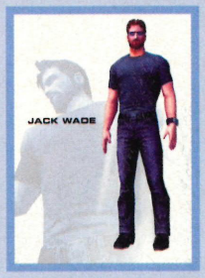
forecast



Sneaking around back alleys is what it's all about...

Headhunter's Who's Who

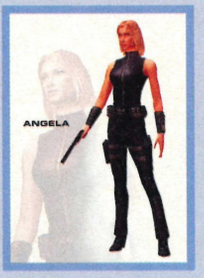
> If you're to become a headhunter extraordinaire then you'd better get to know who you're dealing with as otherwise you could end up in the gutter... and we wouldn't want that.



1

Jack Wade

> Career cop turned professional headhunter – best of the best. Mentally resourceful and physically unmatched. Tough and independently-minded, he's a man of few words with a dry line of wit. Finds himself at the start of the story with no memory, few friends and a revoked licence. In other words, the hero.



2

Angela Stern

> Bright and resourceful with an MIT education and plenty of attitude. More than capable of fighting her corner with a keyboard, fist or a gun. Only daughter of murdered ACN boss Christopher Stern. Burns with hatred for the man responsible, the Syndicate's mysterious criminal boss.



3

Mr Stern

> Despite being dead by the time our story begins, Stern's presence looms large over the game's characters. Ex-Harvard, ex-military, wealthy industrialist turned political heavyweight, he was responsible for founding the ACN and its success, although it made him enemies on both sides of the law.

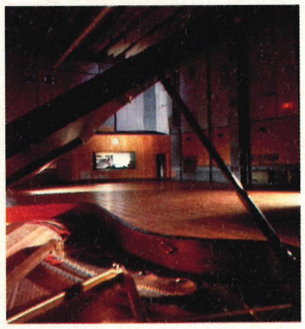


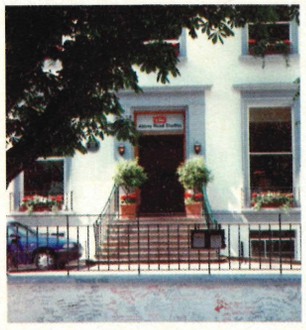
4

Greywolf

> Old-school criminal and leader of the Wolfpack biker-gang who finds himself beholden to the Syndicate. A formidable adversary, his brutal reputation precedes him, but following a rooftop stand-off he owes Jack a debt of honour and comes to realise how little love he has for the Syndicate.

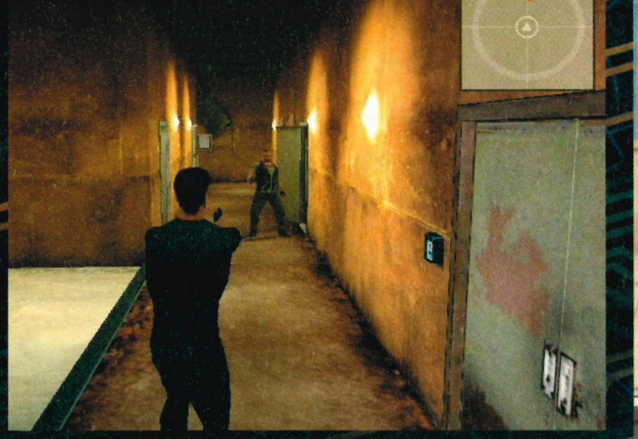
A Musical Interlude

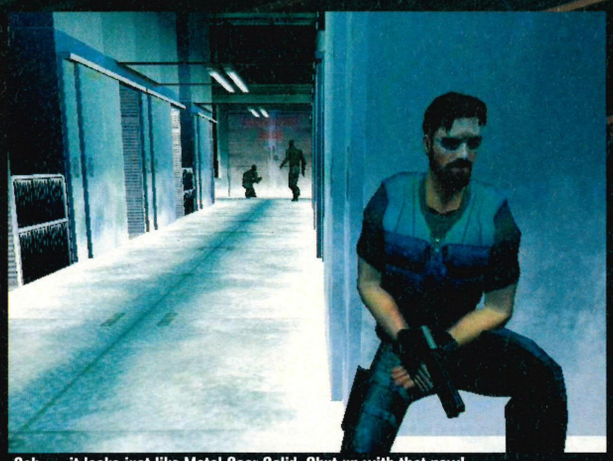




> Crap music – it's a common problem that games have. Just listen to the derivative rock rifts of *Virtua Tennis* or *Ferrari 355 Challenge* and you'll know what we mean. But not *Headhunter*. Since the start of the project the musical score for *Headhunter* has received as much attention as all the other features of the game, culminating with a 67-piece orchestra recording the score in the world famous Abbey Road Studios. With the help of Sega Europe's Richard Jacques, who's CV boasts work on *MSR*, *Daytona CCE* and *Jet Set Radio*, the soundtrack has become as big as the game itself. Such is its scope that each character even has their own theme – Jack's is based around a bold French horn motif while Angela's revolves around a delicate oboe and string setting. Who said music wasn't important?







Ooh... it looks just like Metal Gear Solid. Shut up with that now!



Somehow, and we're really not sure how, Jack manages to pull off looking hard even with a camp beard.

to the answers that you yearn for. Picture it now – speeding through the Californian streets, wind in your hair, sun in your face, gun at your side – it could almost be Hollywood. Talking of which, rumour has it that you'll also be able to engage in online races with up to seven other players in a bid to earn greater respect as well as some serious bucks, but whether this feature makes it into the final game remains to be seen.

If Looks Could Kill

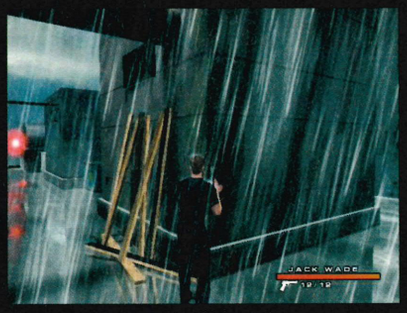
If all that wasn't enough for you, then maybe the games graphics will be enough to satiate your appetite. You don't need us to tell you that the game is looking impressive, both in its scope and its visuals – just look around these pages and you'll see all you need to be convinced of its inevitable greatness. In this respect the game has gone for a very cinematic approach (something that goes for the entire development of the game), with the use of dynamic camera angles throughout, à la *Resident Evil*, thus creating the sort of thrilling atmosphere and drama befitting such a game. Great story, great characters, great graphics – what more could you possibly want? Oh, did you say, "A musical score to match the rest of the game"? Well, this must be your lucky day as Amuze have only gone and done exactly that. Having drafted in music maestro Richard Jacques and taken in the delights of the Abbey Road recording studios along the way, the musical score for *Headhunter* is set to be another aspect of the game that'll leave you in a gibbering state.

Don't be fooled or persuaded otherwise – this is going to be a game of gargantuan proportions in every respect which is rather fitting seeing as it's set to be one of the biggest games of the year. Now, do you really still need to ask if it's going to be a *Metal Gear Solid* beater? Didn't think so.

"Headhunters roam the darkened alleyways and streets in search of the city's most wanted"











essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	AMUZE
PLAYERS	1
% COMPLETE	65%
RELEASE	OCTOBER

ANTICIPATION RATING 90%

THEY SAY: A thrilling and darkly ironic adventure that will keep you begging for more.

WE SAY: Undoubtedly one of the hottest and most eagerly anticipated games of the year.

the game

Guide to Dreamcast gaming



Reviews Editorial



Ahh, what a month. After the past depression that has been April and May, the wonderful month of June heralds the beginning of 'good things'. Examples? Well naturally, living right next to the beach means that I'll be trying to get out in the sunshine a bit more for an all-over burn, while Wozza attempts to wax his bikini line to impress the lay-dees. Then there's those lazy summer nights of drinking, barbecues, drinking, sleeping and drinking for Simon, Gaz finally gets to go out in the evening because it won't be getting dark until much later... oh, and we actually get to review some rather great Dreamcast games for you guys as well. Yeah, almost forgot about those. Mind you, we're going to need a bloody long extension cord to get our Dreamcast and TV from the office all the way down to the beach. Personally, I intend to lie back and relax in the glorious sunshine while everyone else digs into some serious gameplaying – I just hope one of the team remembers to wake me up when I'm done on one side...

Martin Mathers
Games Editor
(Lobster-boy to his friends)

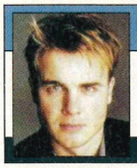
44 Hey, hey, hey – come and have some fun with Craaaaa-zy Taxi! Oh, you will... and if you don't, we'll come round and slap your legs!

EXCLUSIVE REVIEW

CRAZY TAXI 2

DREAM TEAM

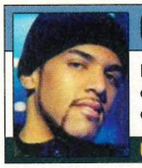
Just to make you feel like one of our pals, we asked the Dreamcast Mag team to reveal one thing about themselves that you didn't know...



SIMON PHILLIPS

Having contacted his local psychic therapist Simon firmly believes that in a past life, he was a slug. What does he mean, in a past life? (Cheers – Ed)

Game Of The Month: Crazy Taxi 2 (again? Blimey...)



CHANDRA NAIR

Being the popstar that he is, Chandra is finally coming out and admitting the truth... he's modelled his beard on Craig David.

Game Of The Month: Skies Of Arcadia



ALEX WARREN

Although he puts himself across as an international playboy, Wozza actually has a wife and three kids on a council estate in Chelmsford.

Game Of The Month: Monkey Ball



WILL JOHNSTON

It's obvious that Will has a dark past, but even we didn't know that he used to work in the field of 'adult entertainment' under the name Hugh Jass...

Game Of The Month: Naked Twister



GAZ 'TOP' ADAMS

Our new designer's constant complaints for us not to call him Gary are totally justified... mainly because his real name is Marjorie.

Game Of The Month: IIIBleed



SIMON GRIFFIN

Similarly, the wolfman of Dreamcast Mag used to make money when he was a student by working in For Your Eyes Only as a hairy stripper. Eww.

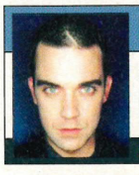
Game Of The Month: The Next Tetris



KAREN HOLLOCKS

In view of what we've said in the past, Karen would like it known that she's not a paedophile – her boyfriend is just very, very, VERY small.

Game Of The Month: Deadline Dodging



SIMON CANN

Although he looks human, Simon is proud to admit that his ancestors include a pint of Guinness, two bottles of Jack Daniels and a crate of Stella Artois.

Game Of The Month: Alone In The Dark: The New Nightmare

All the latest Dreamcast games reviewed and rated!



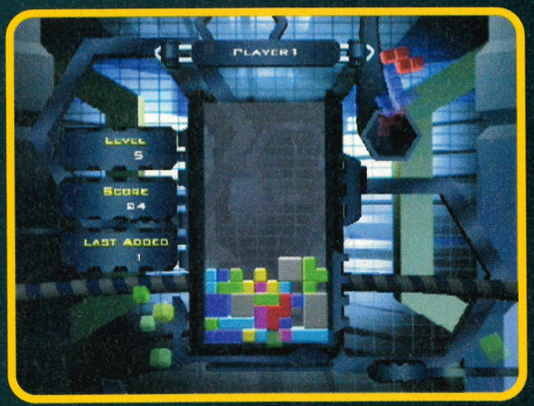
And The Rest...



Alone In The Dark: The New Nightmare 48
The game that created the phrase 'Survival Horror' is back – of course, that doesn't mean you should get all excited just yet...

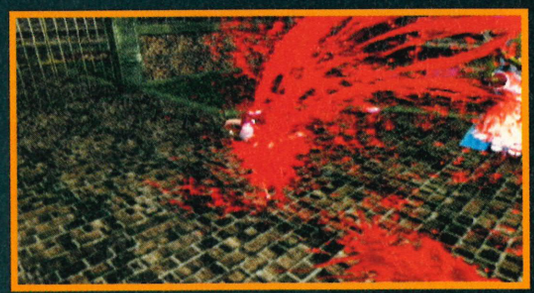
Evil Dead: Hail To The King 52
Does THQ's big-name movie licence fill the shoes sufficiently or should it have been left in the ground to rot? Err, well...

The Next Tetris 54
Take one incredibly old game concept, make it look a lot prettier and then remove all the online play... not exactly a clever idea, eh?



Import Review

IIIBleed 56
It promised to make us 'puke with pleasure and s**t with fear', but it should have been 'wet ourselves with laughter' instead.



DREAMCAST OPINION

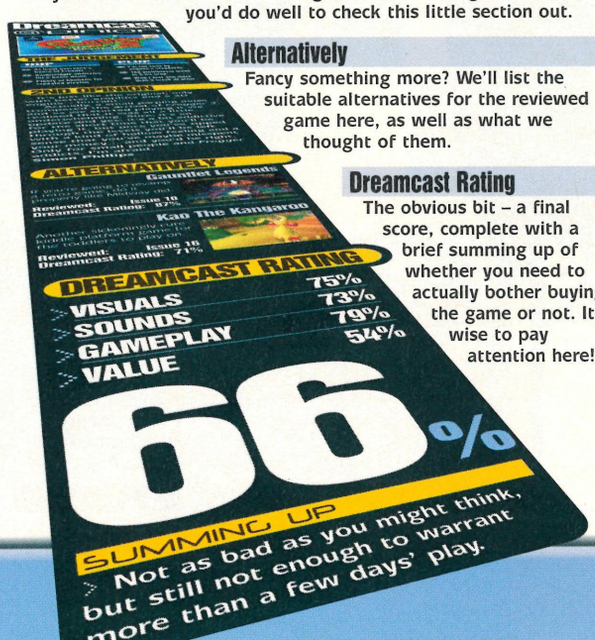
> Yes, it's the only reviews summary worth reading! It's not that hard to understand though... really, it isn't.

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

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

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

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

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

review

infoburst

Extra information

- The office record on the original *Crazy Taxi* was playing the game for nearly an hour straight and collecting 119 passengers on the trot. Yikes!
- However, we could only muster a pathetic 11 passengers and a B ranking on the sequel... see how much harder it is this time around?
- On the other hand, we managed to complete the whole Crazy Pyramid in around three hours. We are the kings of games... really, we are.

online information



www.hitmaker.co.jp/top/game/coming/come_e_01.html

Once you think you've done especially well in either of the levels, you can visit the official *Crazy Taxi 2* Web site and enter the Hall Of Fame!

Right Up Your Back Alley







These days, getting your passengers where they want to go isn't just about weaving through traffic and using those clever Crazy Drifts... oh no. When you're racing around a city as condensed as the Small Apple, you'll need more than just speed – you'll also need to know the roads like the back of your hand. Thanks to the addition of the Crazy Hop though, you don't always need to go the long way round to your destination; instead, you can simply leap over low rooftops and nip through open subways to get there as quickly as possible. Knowing these all-important short cuts is the key to getting the higher rankings... especially since they've bumped the difficulty of the game up considerably. Better get that A-to-Z out...

essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	HITMAKER
RELEASE	6 JULY
PRICE	£29.99
GENRE	RACING
PLAYERS	1
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK MODEM

awesome moment

Of all the new things in the game, we love those Crazy Pyramid games the most!



CRAZY TAXI 2

EXCLUSIVE REVIEW!

New city, new taxi drivers... same old game? Well, maybe – but that doesn't stop us from loving it all over again...

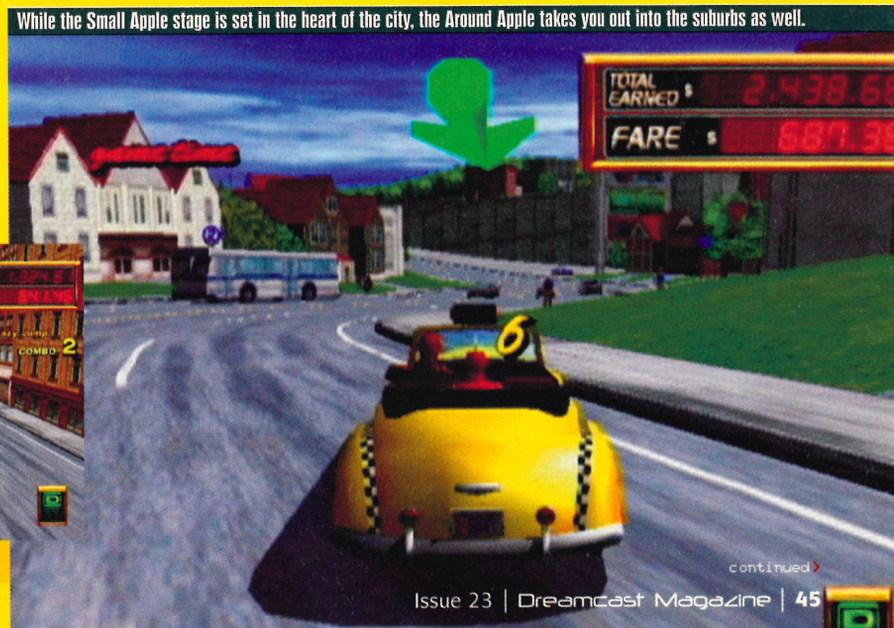
It's the nature of the beast – wherever a popular movie, book or game reigns supreme, there lurks a hastily bashed-together sequel on the horizon. *The Mummy* had *The Mummy Returns* (nowhere near as good, even if The Rock was in it), the Harry Potter series has the words 'flog' and 'horse' engraved on its arse and there are countless examples of games with one good idea being run into the ground for the sake of profit... *Army Men*, anyone? Mind you, every so often a sequel arrives that harbours all the traits of a cash cow – for those of you who didn't go to business school, that's a low-quality product that can be milked for profit... oh, the value of a college education – but turns out to be quite snazzy. And then there's *Crazy Taxi 2*...

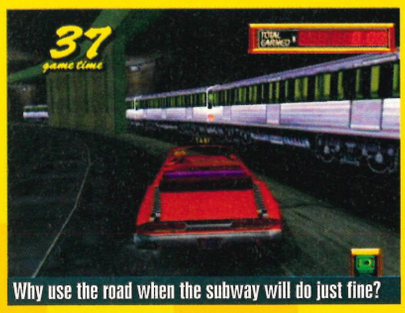
Where To, Guv'nor?

In the true nature of sequels, *Crazy Taxi 2* brings all your favourite features from the first game across (fast cars, rich passengers and... err... incredibly obvious advertising) and then slaps a whole bunch of new 'twists' and additions on top of it. Out go the rolling hills and sandy beaches of San Francisco; in come the enclosed back streets and tree-filled parkland of New York. The four familiar taxi drivers are replaced with another bunch of would-be misfits and mayhem-makers (although the originals are still hanging around if you look hard enough). Your car can now 'hop' at the press of a button... yep, these are the things that apparently pass for improvement in this day and age. Great...

However, while these various additions might not appear to add up to much, the good news is that the gameplay that made the first game oh-so-playable is back with a vengeance. Considering that *Crazy Taxi* was, to all intents and purposes, a pure arcade game with a

While the Small Apple stage is set in the heart of the city, the Around Apple takes you out into the suburbs as well.





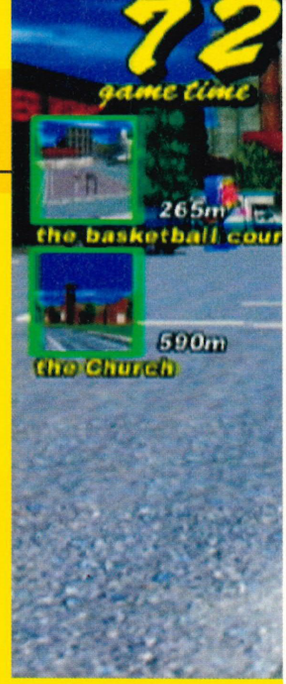
Why use the road when the subway will do just fine?



continued







continued>

The Secret Of The Pyramids

If you've read any of our previews of this rather splendid game in the past, you'll have seen that the Crazy Box has been replaced by the Crazy Pyramid... not that the shape makes much difference. The concept is still the same – play through the various mini-games on offer, unlocking more of them along the way until you make it to the end (or in this case, the top). The closer to the top you get, the harder the challenges become... if you can finish them all though, you might meet some familiar faces and even unlock some new modes of transport. Mmm, baby carriage...



3-2 – CRAZY DROP
The drop-off point might seem really close, but you'll have to negotiate some really horrible platforms to reach it in time...



2-2 – CRAZY ARCHES
Looks easy? Well, it isn't – time that Crazy Hop carefully or you'll drop off the arch and into the water below. Splash!



1-1 – CRAZY TOUR
Last time you only had one passenger to drop off after a tour of the city... now there are 29 of the buggers to deal with!



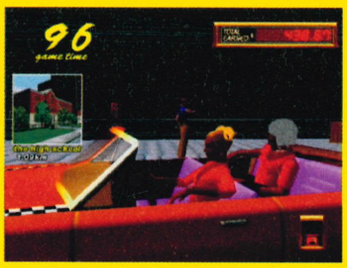
S-S – CRAZY SPECIAL
The toughest one of all. Visit ALL the drop-off points in the city, in any order, before the time runs out. If you work out the fastest route, it's totally possible...



Face facts – this is probably the closest you'll ever get to a cheerleader. Really.

"As much as we love the game to pieces, we can't shrug off the feeling that many of the changes are simply tacked on for the sake of the sequel"





number of improvements made for the home market, it's no surprise that the sequel manages to capture the same frantic arcade feel. In fact, *Crazy Taxi 2* feels somewhat faster than the original, with cars flying by in the opposite direction at a blinding rate and passengers hailing you left, right and centre – if it hadn't have done, we'd all be left feeling just a tad disappointed.

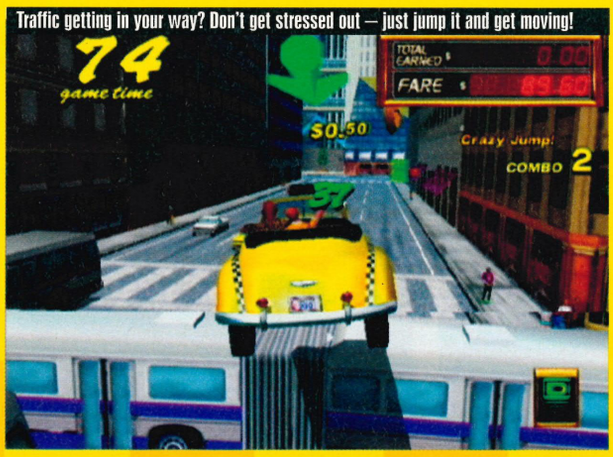
Saaaf Ov The River

If there's one thing that should be pointed out from the start, though, it's that *Crazy Taxi 2* isn't the walk in the park that the first game was. Although it's relatively easy to get to grips with, even the most seasoned taxi driver (so that's us then) will have trouble getting into double figures on their passenger count for the first few runs. It could be down to the complicated maze of back streets and alleys that the visually impressive New York setting offers (all with no slowdown, naturally), the increased distance between drop-offs or the surprising lack of passengers... we just don't know. However, SEGA's decision to remove the time/traffic difficulty option – all in the name of online ranking fairness, we hasten to add – along with the heightened challenge gives the game an extra toughness that we applaud on one hand for longevity, but scorn on the other simply because it'll dissuade easily frustrated gamers from playing it.

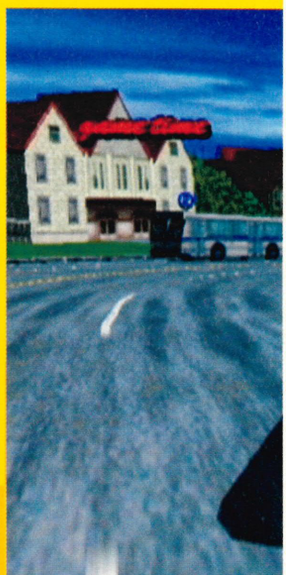
Don't get us wrong – we're not suggesting for a second that this latest instalment in the *Crazy Taxi* series is reserved solely for those who've torn the first one to pieces. There are certainly enough differences to prevent fans from getting bored, but the game sticks to the original formula to give first-time players an idea of what they might have missed. Of course, there will always be people who find something to complain about – even with a game such as this. Okay, so it's not exactly much of an improvement over the first game as far as sheer mechanics go. It doesn't look much different, even though it's set in a totally different location, and the music – while head-bangingly enjoyable to our ears – sounds the same because... well, it's Offspring and all their songs pretty much sound the same. Certainly, the lack of a multiplayer game in any form (despite plenty of rumours saying that one was going to be included), as well as no chance to play the game online, puts a severe dent in our expectations of what *Crazy Taxi 2* would offer. Even then, though, our enjoyment was barely phased.



Believe us, getting two or more passengers to their destinations on time is a hell of a tricky task...



Traffic getting in your way? Don't get stressed out – just jump it and get moving!





£14.90 To You, Mate

But as much as we love the game to pieces, we still can't shrug off the feeling that many of the changes made to the gameplay are simply tacked on for the sake of the sequel. For example, mini-games aside, do we really need a car that jumps on command... especially when a ramp would do the job just as well? Aren't the four new drivers just the same as the old ones, only with different names? Does anyone really care about being able to put their score online when what we really wanted was online play? The list goes on – for a little bit, at least. It's just another example of having to weigh up the pros of an incredibly fun game against the admittedly rather annoying cons and sadly, the cons come out on top this time around... but only just. You see this is the reason why we've given *Crazy Taxi 2* a whole two per cent lower than the first game. It's not that there's anything massively wrong with it, because it is a really great game and well deserving of a score over 90per cent – we just still prefer the original. Call us old-fashioned, but there you go...

Martin Mathers

Are You Gonna Go My Way?

> Given that New York is one of the most densely populated cities in the world, it's not surprising that people have taken to sharing taxis in order to save both time and money. In reflection of this wonderful idea (yeah right – there's nothing better than sitting in a car next to a complete stranger), *Crazy Taxi 2* gives you the opportunity to pick up multiple passengers. Drive around and you'll see groups of people clustered together under a giant '2' or '4' (if there are two or four of them... obviously) for you to pick up. Now you'll need to visit a number of drop-off points in order to collect the fare; it's certainly not easy to make it in time, but doing so means double or even quadruple what the fare would normally be. Of course, failure means a whole heap of wasted time...







Dreamcast Magazine Opinion

THE JUDGEMENT

CRAZY	SWAYZE
⊕ Hey, it's Crazy Taxi... it's great!	⊖ Not exactly revolutionary, is it?
⊕ The original game, but with 'improvements'	⊖ Main game is much harder than the original
⊕ Rockin' music that we love to bits	⊖ Additions don't really 'do it' for us

2ND OPINION

> Like a well-worn pair of shoes, *Crazy Taxi 2* fits as comfortably as its younger sibling, but unlike before, when *Crazy Taxi* stole our lives, interest for the sequel was, in the broadest sense, slight. Sure, a few tweaks and additions have breathed new life into it but other than that there's little new here which, to some degree, is no bad thing – after all, the original is still a classic. So it's more of the same, a few fripperies to ease the pain of the missing four-player game, but not quite the return we were expecting. A great game, yes, as good as it should have been, no...

Simon Phillips

ALTERNATIVELY

Crazy Taxi

Well, the original had to be here... didn't it?



Reviewed: Issue 05
Dreamcast Rating: 94%

Super Runabout

Just like Crazy Taxi, except nowhere near as good.



Reviewed: Issue 15
Dreamcast Rating: 52%

DREAMCAST RATING

VISUALS	95%
SOUNDS	91%
GAMEPLAY	89%
VALUE	94%

92%

SUMMING UP

> Top visuals, top music and top gameplay... but as good as the original? Err, well...

Web site: www.infogrames.com

Alone

Hey! You there! Stay the hell away from the old Morton place – there's nothing there that concerns y'all and definitely no Resident Evil. Really.

There was a time when games didn't have to look like oil paintings to scare the living brown coil out of you. There was also a time when you'd be so drawn in by what we smug bottom feeders of the industry refer to as 'game mechanics' that the sudden death of your green square would be enough to fill a pristine Armitage Shanks to the brim with fiercely spat gack in a millisecond. But times, they have been a-changing. You no longer have to imagine the amount of gore the sixteen-pixel zombie pulls from your stomach because you're shown in glorious hi-res, sixteen squillion triangles

essential information

Dreamcast magazine

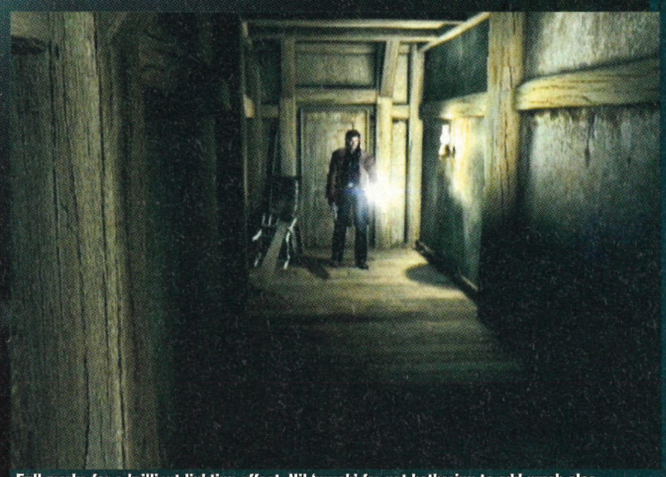
PUBLISHER	INFOGRAMES
DEVELOPER	DARKWORKS
RELEASE	OUT NOW
PRICE	£29.99
GENRE	SURVIVAL HORROR
PLAYERS	1 PLAYER
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK

online information



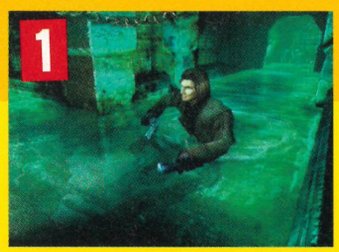
www.aloneinthedark.com

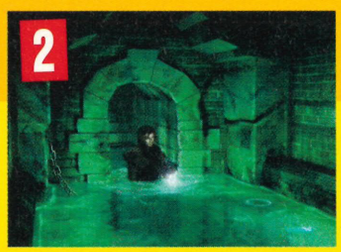
From here you have the option to download trailers, look at pretty pictures and see exactly where the game's development budget went.



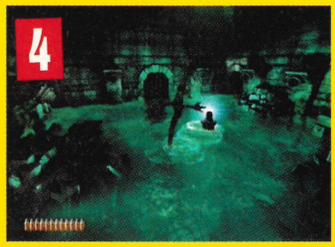
Full marks for a brilliant lighting effect. Nil 'pwah' for not bothering to add much else.

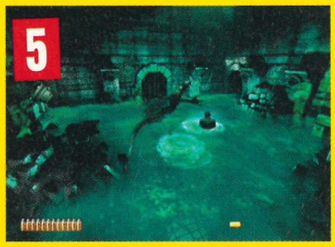
Harrison Forged

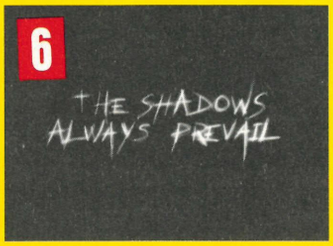




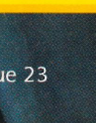








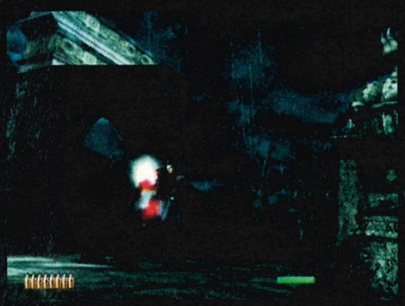
› Water refracts light, right? It bends and distorts it. What it doesn't do is act like some form of bloomin' Romulan cloaking device and hide objects. So imagine our surprise when we took our hero for a walk in some transparent green water. Could we see his legs? Nope. We just ended up with a floating torso and some duff ripple effect. As a counterpoint to this major mistake, Carnaby then enters a room where he is attacked by the same sort of water snake seen in the garbage disposal scene in *Star Wars*. The lizard leaps out of the water and drags the long-haired one into the deep only for him to reappear, minus some energy. A very cool touch indeed... shame the bastard is so hard to kill though. Another case of this game almost being brilliant, then dropping a left nut. Bah!



awesome moment

A humanoid hell thing attacks you and your torch flays about lighting the room. Nice!











You unlocked the door.

In The Dark

The New Nightmare

per second Technicolor. But what happens when modern processing power is so obsessed with trying to impress your peepers with images worthy of a finely rendered graphic novel, it totally forgets to add an actual game? No amount of randomly sloshed claret can save it from becoming nothing but a visual curiosity...

Funny that we should have considered this point so deeply really because, almost coincidentally, there's this game we've been paid to tell you about. A game about a man with big hair, leather trench coat and enormously powerful weapon. His name's Edward Carnaby and if you think you've got problems...

Last One...

Contrary to popular belief, working for the double secret organisation known as Bureau 713 isn't all just about drinking Maxipac coffee, faxing photocopies of your genitals to the fresh 17-year old bint in Accounts and surfing for ape porn – no, you have to investigate cases that would out-weird Mulder instead. Indeed, things for Carnaby (the long haired and well-armed cliché of French cool) are usually quite complex. But when he finds that a dear friend has wound up dead after a visit to the ominously named 'Shadow Island', he must be in for an easy time. Go to the spooky holiday location, find the smoking gun and kick some severe arse. Easy... well, it should be. Too bad that while on route to this obvious island of woe, his plane gets ripped the hell into by some beast beyond nature and he finds himself wandering around with nothing bar his requisite large gun and a torch that resembles a tree trunk shunted into a small sun.

Please Turn...

Carnaby has the illumination device and he has the firepower... how can things possibly go wrong? Well, unfortunately he found himself in a game where he isn't the only hero – as the saying goes, 'There is another'. A women if you will (and surprisingly an attractive one at that) who has a tight bum, firm rack of chest puppies and a solid supply of ammunition. So straight from the off, *Alone In The Dark* gives you two gaming clichés to choose from with whom you can explore the obligatory spooky mansion, solve the odd puzzle and kill many unworldly creatures. Yes weary gamer, this is *Resident Evil* in demonic clothing. Gone are the recognisable zombies that we've loved from Caribbean lore to Hollywood schlock and in comes the sort of evil beast only known to fans







"What we have here is a game that tries to impress you with a single lighting effect that shines over on some very cheap pulp horror fiction"





The point of view switches to that of an unseen foe. Spooky...

And guess who has to traipse around looking for the combination?





review



Homage to Lovecraft







> The transdimensional baddies and gothic settings found in *Alone In The Dark* bare a certain likeness to the creatures and locations invented by cult horror novelist H.P Lovecraft (1890-1937). Lovecraft's novels have inspired other novelists and been turned into movies (John Carpenter' s *Into The Mouth of Madness*, anyone?), transformed into role-playing games and now it seems they have been taken by Frenchmen too. Lovecraft's unique style is perfect for translating to a horror game. Oh well...

as... well, we could be all clever about our knowledge of H.P Lovecraft and the Cthulu mythos or we could just say that they are just inhuman and generally leathery critters.

Out The...

To be fair to *Alone In The Dark*, it has surface tension as far as its main gimmick goes. You have a torch and you can use it to illuminate your beautifully drawn surroundings using the left shoulder button and the joystick. You will see gore, you will see things previously hidden and you do get to put bullets into attack dogs, leaving them fatally crippled before a last round causes them to utter their final whelp. Then you meet the first major foe and you wonder if the game's designers really know much about gothic horror beyond listening to industrial music (which features a lot in the game) and wandering around ruined gardens and 18th century buildings in need of a paint job. You may be startled by the first encounter, but the shock is quickly chilled by the fact that these gits need a ton of ammunition fired into their unrecognisable bodies before they blip out of reality in a burst of light. Quick reactions and a well-placed barrage of bullets should be enough to get rid of most of the enemies and you don't need to be killed one hell of a lot due to lack of ammunition to be scared – that only breeds disinterest. All you need is to care about who you are, what you are doing and that you really want to progress.

Unfortunately, *Alone In The Dark* doesn't get this point. It believes that darkness, heavy music and a rather sweet graphical routine is enough to illicit dread in the player. Not so – where as it does have style, it lacks substance. *Resident Evil* embedded the player with a haunting level of separation via the use of zombies. We know these fellows, they are our dead yet alive kin who want our flesh and are therefore the things of our common nightmares. But if you are going to deal with anything more obscure like, say sub-space daemons, you have to work that little bit harder to cause dread... and by harder we do mean more than just jumping out of the shadows.

Lights Please

Alone In The Dark has many problems. As mentioned, its difficulty only seems to come from the hardiness of its foes. Its problems only arise from the banality and total obscurity of its puzzles. Then there

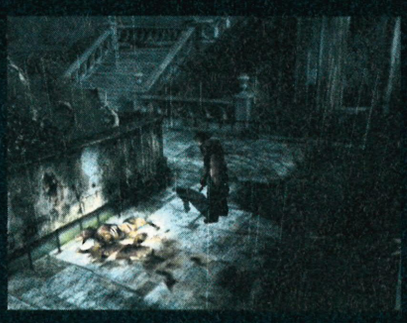


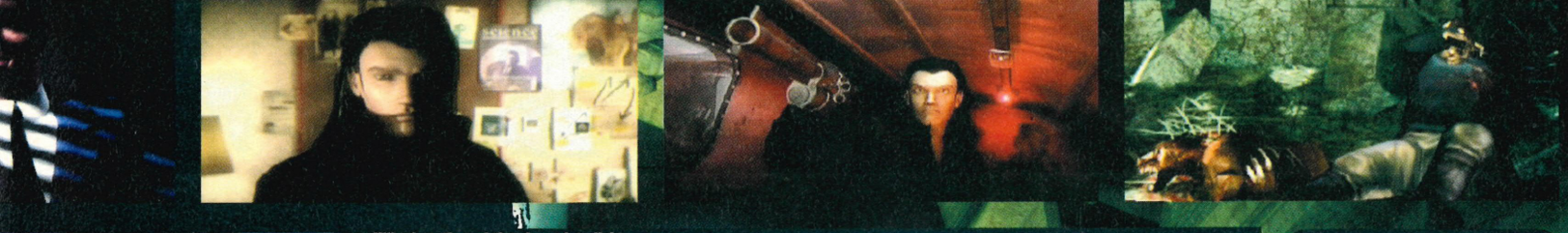
This is one of the games brighter rooms. Pretty, non?



Do you want to activate this valve?

When do valves get activated? Language people!





Kill a beastie and they burst into light.





is the language problem. *Resident Evil* built up its slim story through the blood-soaked diaries found round every level – you read about people's encounters and understood their dread. Here we have a game which understanding of English allows you to 'activate' levers to drain water. Then you encounter appallingly animated Non-Player Characters who either just tell you that you are better off dead or that you must go to a location and perform an action.

Beauty is only skin deep and there must always be something to keep up your interest after all. What we have here is a game that tries to impress you with a single lighting effect that shines over on some very cheap pulp horror fiction. Shameful, very shameful.

Will Johnston

"You do get to put bullets into attack dogs leaving them fatally crippled before a last round causes them to utter their final whelp"

review

Web site: www.thq.co.uk



Ash in hard-man action pose, ready to kick Deadite butt.





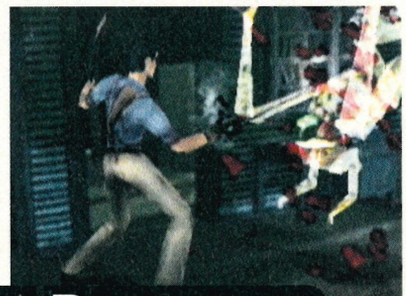
infoburst

Extra information

- Ash's boomstick is actually a 12 gauge, double-barrelled Remington and retails for about $109.95.
- There won't be any more *Evil Dead* films for a while – if ever – as the director Sam Raimi is now working on *Spider-Man*.
- Sam Raimi also directed *The Gift*, which is actually a cracking supernatural thriller, if you didn't get the opportunity to watch it.



Evil

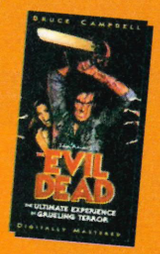




The History of Evil Dead

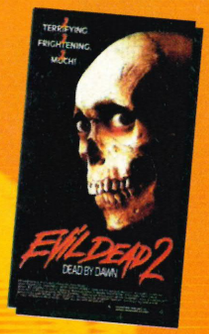
Evil Dead (1982)

Four kids go to a cabin in the woods and find the Necronomicon, which is inked in blood and bound in human flesh. They play a tape recording of its translation and unwittingly awaken an evil force. They are then possessed by it one by one.



Evil Dead II: Dead by Dawn (1985)

Ash goes back to the cabin with the daughter of the professor who translated the Necronomicon. The evil is once again unleashed with terrifying results. The evil gets into Ash's hand and it goes 'bad'... so he lops it off at the wrist.



Army of Darkness (1992)

Ash is sent back to 14th Century England through a vortex, gets thrown in a pit, quests for the Necronomicon and battles an army of Deadites. This film also has two endings, one in which Ash is sent back to this time (which is the ending the game follows) and another in which he is sent 100 years into the future.





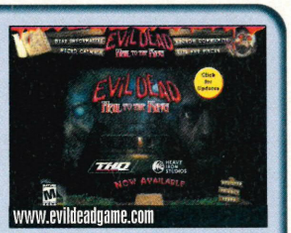


essential information

Dreamcast magazine

PUBLISHER	THQ
DEVELOPER	HEAVY IRON STUDIOS
RELEASE	APRIL
PRICE	£39.99
GENRE	ACTION/ADVENTURE
PLAYERS	1 PLAYER
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK

online information



www.evildeadgame.com

For everything evil go to the official *Hail to the King* Web site to find out more about the game. It's dead informative and features trivia stills and sounds from the films.

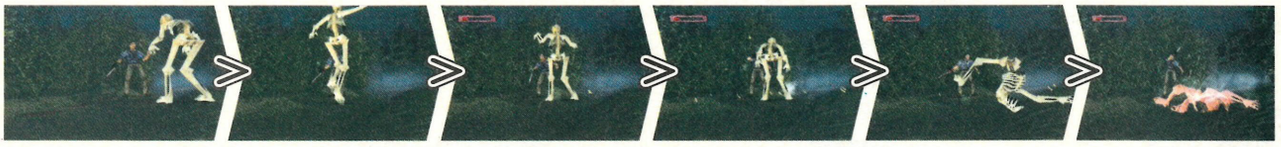
The evil is back and Ash needs your help to rid the world of those damned Deadites and get back his girl. Groovy!

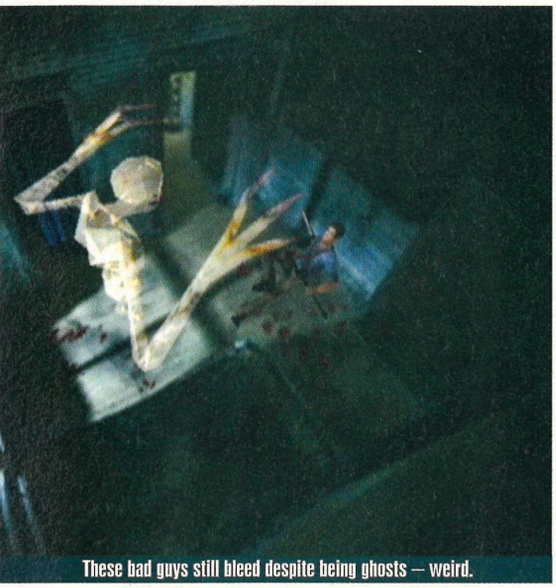
The *Evil Dead* films began back in 1982 with a low budget zombie flick that spawned two sequels, but if you've never heard of *Evil Dead* here's your chance to get acquainted with Ash and his Deadite-choppin' chainsaw. *Hail To The King* begins with our hero returning to the cabin where the whole thing started. Of course, things go bad as soon as he arrives. Ash's girlfriend is kidnapped by the Deadites and the pages of the Necronomicon (The Book of the



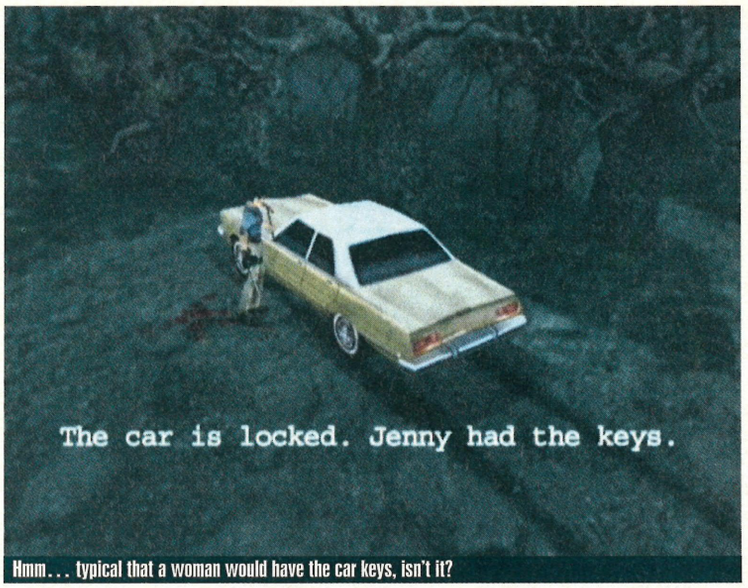
awesome moment

One of the more satisfying moments is eviscerating a Deadite with your chainsaw.





These bad guys still bleed despite being ghosts – weird.



Hmm... typical that a woman would have the car keys, isn't it?

Dead Hail to the King

"The fact that Bruce Campbell provides the voice is great... it feels like you really are taking part in the movie"

Dead, and the only thing able to stop the evil) go missing. Fortunately, Ash has a chainsaw attached to his arm, an axe hanging on the wall and a bunch of red hot one-liners to help him in his quest, so it's time to come get some.

The King Is Dead

The best way to describe the style of the game, however, is as a *Resident Evil* clone that has taken all the good things from that classic series and made them bad. The controls are similar, but moving around can be quite frustrating. The enemies move much faster than zombies and escaping them can be a bit hit-and-miss because of this. If you do stop to fight any bad guys it's a pretty lacklustre affair, with you and the Deadite trading hits until one of you dies. You also have to be standing perfectly still to open a door or pick something up, so if you're being chased and want to go through a doorway, you must come to a complete standstill, leaving plenty of time for the Deadite to take a swipe at you.

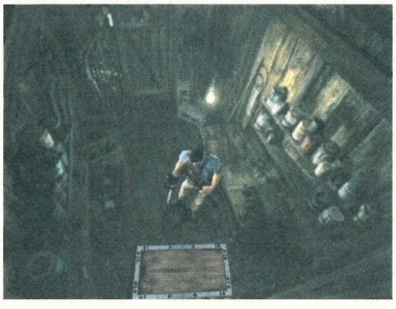
The visuals aren't up to much either, and it looks like the game has been ported from the PlayStation version. As such, the pre-rendered backgrounds look washed out and indistinct. They aren't lifeless, however – there's lots of movement going on, with curtains moving and tree branches swaying in the breeze. Sadly, with the exception of Ash, the other characters are badly animated and don't move fluidly enough at all. In some areas the camera angles also leave a lot to be desired.

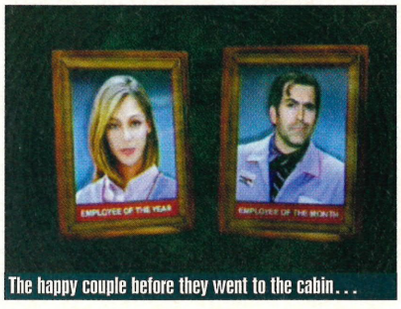
This Is My Boomstick

After all that, you may be wondering if there is actually anything good about *Evil Dead: Hail To The King*. Well, it's not completely without merit; the fact that Bruce Campbell provides the voice is great – it almost feels like you really are taking part in the movie! The music and sound effects are all pretty good too, with Ash's chainsaw roaring into action when called upon. The one-liner button is also a nice touch but with only three lines on offer, they soon get pretty repetitive.

Unfortunately, none of this is enough to stop *Evil Dead* from being anything more than a mediocre *Resident Evil* clone or a slightly-better-than-average movie licence. It's a real shame, since the *Evil Dead* trilogy probably influenced *Resident Evil* in the first place. We really wanted to be impressed by this game, as the films are so great but unfortunately, at the end of the day it just doesn't cut it.

Simon Griffin





The happy couple before they went to the cabin...



Dreamcast Magazine Opinion



THE JUDGEMENT

DEAD	INBRED
⊕ Keeps the tone of the movies	⊖ Annoying camera angles
⊕ Good music and sound effects	⊖ Some frustrating controls
⊕ Bruce Campbell is in it!	⊖ Poor visuals for a DC game

2ND OPINION

> Software of this quality simply beggars belief. *Evil Dead: Hail to the King* should and could have been one of the finest examples of the survival horror genre on the market. Instead THQ and developer Heavy Iron have released one of the most turgid, wretched titles to have darkened the merry world of the Dreamcast in recent memory. Dull locations, poor character animation, unwieldy controls and a distinct lack of humour are just a handful of the problems. Five minutes of this and you'll wish you were one of the Deadites Ash is hacking through. Avoid.

Simon Cann

ALTERNATIVELY

Resident Evil: Code Veronica

The definitive *Resident Evil* game that will set your pulse racing



Reviewed: Issue 10
Dreamcast Rating: 94%

Blue Stinger

A below-par game that pretty much fails to excite at any moment



Reviewed: Issue 02
Dreamcast Rating: 65%

DREAMCAST RATING

VISUALS	63%
SOUNDS	80%
GAMEPLAY	45%
VALUE	37%

42%

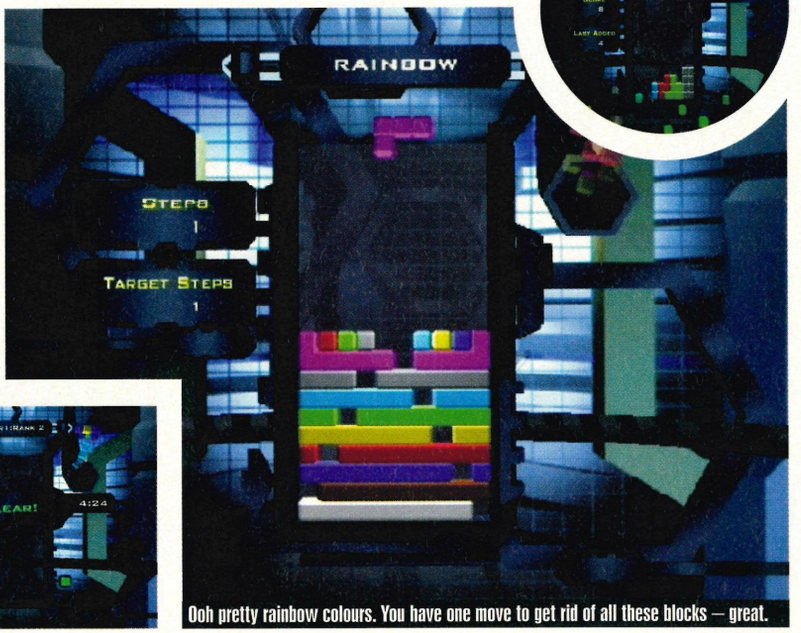
SUMMING UP

> Fans of the films may enjoy it for a while but others would do better to play *Code Veronica* again!

review

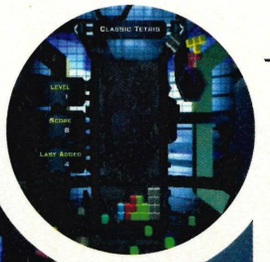
Web site: www.ubisoft.co.uk







Ooh pretty rainbow colours. You have one move to get rid of all these blocks – great.



essential information

Dreamcast magazine

PUBLISHER	UBI SOFT
DEVELOPER	BLUE PLANET
RELEASE	OUT NOW
PRICE	£19.99
GENRE	PUZZLE
PLAYERS	2 PLAYERS
VM UNIT	SAVE GAMES
PERIPHERALS	VM UNIT

infoburst

Extra information

- *Tetris* was created by Russian Alexey Pajitnov in 1985.
- There were many disputes over the rights, including some that involved big cheeses such as Robert Maxwell.
- About 30 million Game Boy *Tetris* carts have been made.
- Alexey Pajitnov made nearly no money from *Tetris* itself. What a gip, eh?

The Next Tetris

The daddy of all puzzle games finally arrives without the much talked about online mode... so is there even a reason to buy it now?

When anyone mentions *Tetris*, the first thing you're likely to think of is the Game Boy. Over a decade ago, every man and his dog was addicted to the little grey brick and the game of, er... little grey bricks. Then a couple of years ago, someone had the brainwave of bringing out PlayStation and N64 versions... needless to say people didn't go out and buy it in droves, and these days you can pick it up on either system for about a tenner.

Now, in the Dreamcast's twilight months, some genius has decided that we really need an up-to-date version on a console that can handle so much more. Great.

What's A Tetris?

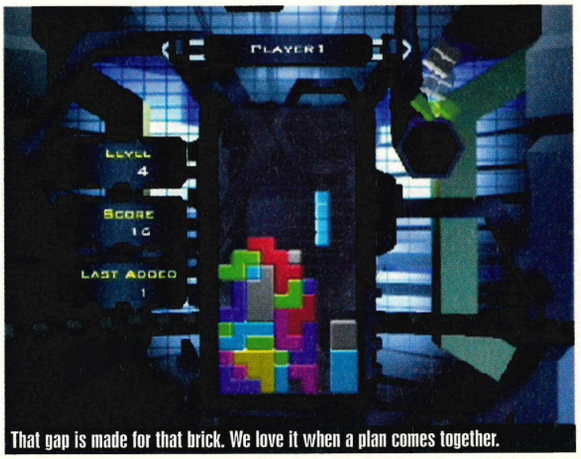
For those of you not much older than the Game Boy itself, or those who've been living in a cave, we'll explain the main premise. Different shaped blocks fall down from the top of the screen and your aim is to connect them to form a line, which will then disappear and give you points. The longer you play for, the faster the blocks fall, which forces you to decide quickly where you place each block, invariably ending up with you making a mistake. When the blocks reach the top of the screen, it's game over. The twist that this new version brings to the plate is a knock-on effect of placing blocks called 'cascading' (see the boxout for more details), making for a slightly more interesting game involving the colours of the blocks, although this just gives you even more to think about... not exactly what you want on the harder levels. One of the most innovative aspects is the Practice mode – it offers puzzles which must be completed with only a certain amount of blocks... think of the Puzzle mode in



www.atarihq.com/tsr/special/tetrishist.html

Want to know where *Tetris* hails? This is where to come. It's not pretty but it has details of all the legal wrangling involved.





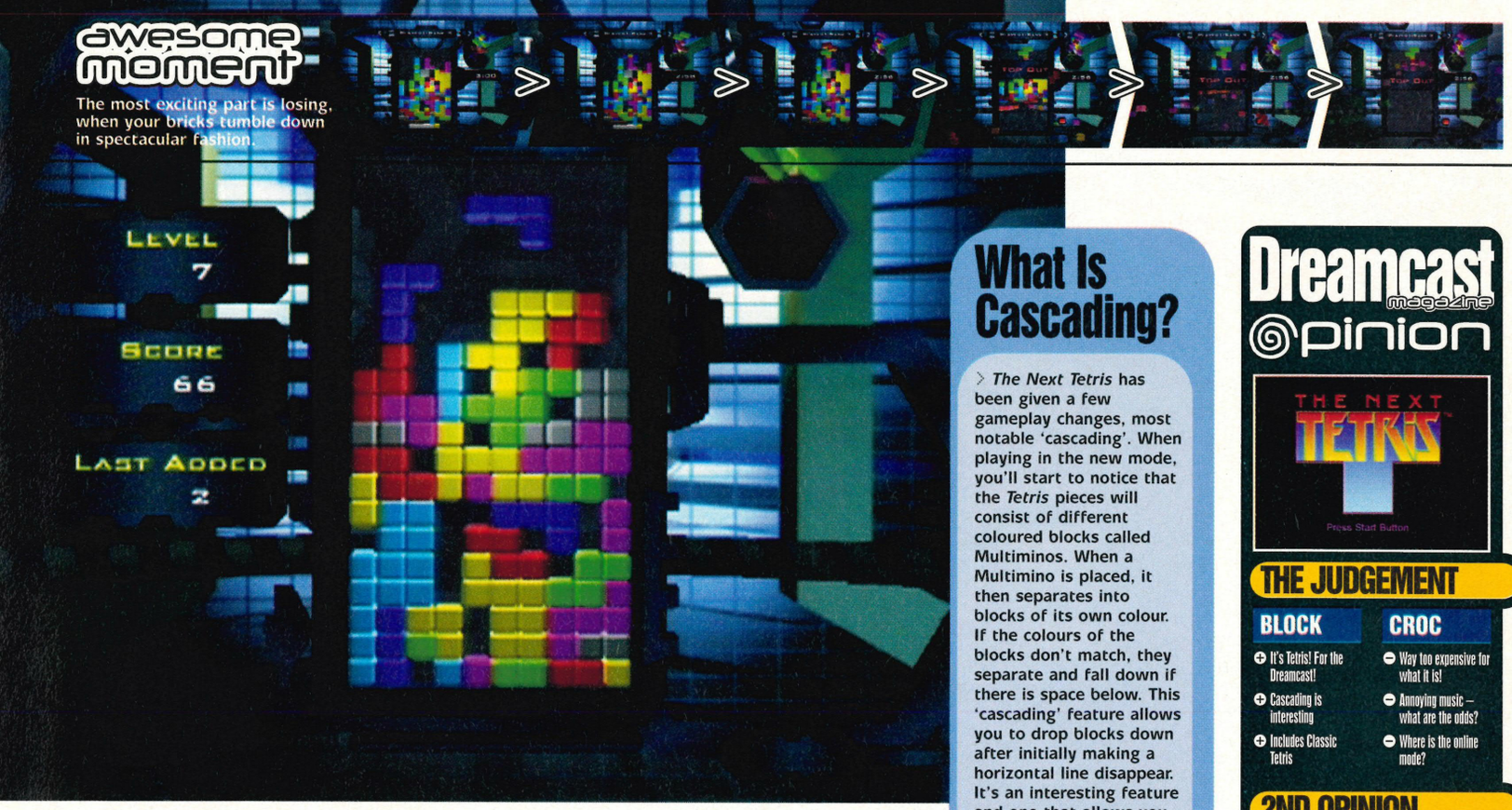
That gap is made for that brick. We love it when a plan comes together.





awesome moment

The most exciting part is losing, when your bricks tumble down in spectacular fashion.



Chu Chu Rocket! but with blocks instead of mice and you'll get the picture.

No Online, No Fun?

We may make it sound a bit tedious, but honestly, *Tetris* can be very compelling, and has that 'just one more go' factor...on the Game Boy. On the Dreamcast, however, there's just not enough to it, especially for the £20 asking price. "What's this about an online mode?" you ask. Well, yet again our lucky Yank cousins have software companies who care about their customers, so the US version of *The Next Tetris* includes an Online mode.

Not surprisingly, though, all this is missing from the PAL release – we realise that online *Tetris* isn't the most exciting thing to happen to the Internet but it would have been nice to have a choice anyway.

On the technical side, the graphics are fine but pretty uninspired (even puzzle games these days usually have impressive graphics – just look at *Wetrix*) and the music is so irritating it just adds to the monotony of the whole thing. Ultimately, if you've never played *Tetris*, love puzzle games and don't own a Game Boy or PlayStation then this game will probably be just what your looking for. If, however, you do own one of those consoles then we suggest you pick it up on one of them for less. The Game Boy version was good for relieving boredom on long journeys, but this version just brings on boredom very, very quickly.

Simon Griffin

"The Game Boy version was good for relieving boredom on long journeys, but this version just brings on boredom very, very quickly"

The two-player game is slightly more exciting than playing by yourself, just like many other things – wink wink.

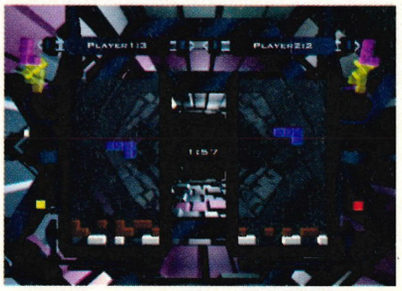


What Is Cascading?

> *The Next Tetris* has been given a few gameplay changes, most notable 'cascading'. When playing in the new mode, you'll start to notice that the *Tetris* pieces will consist of different coloured blocks called Multiminos. When a Multimino is placed, it then separates into blocks of its own colour. If the colours of the blocks don't match, they separate and fall down if there is space below. This 'cascading' feature allows you to drop blocks down after initially making a horizontal line disappear. It's an interesting feature and one that allows you to clear five or more lines in one combo.









Dreamcast magazine Opinion

THE JUDGEMENT

BLOCK	CROC
⊕ It's Tetris! For the Dreamcast!	⊖ Way too expensive for what it is!
⊕ Cascading is interesting	⊖ Annoying music – what are the odds?
⊕ Includes Classic Tetris	⊖ Where is the online mode?

2ND OPINION

> Right, I've got this really good idea – let's take an incredibly old (but quite addictive) game, spruce up the graphics a bit and chuck in one of those new fangled 'online gameplay' things that the kids are raving about these days. Then, just when it starts to sound good... well, we'll take it out again and release a game that no-one wants because it's the same thing that everyone's seen before. Sounds great... eh? What's that? Someone's already done it with *Tetris* and it's a pile of arse? Oh, bugger.

Martin Mathers

ALTERNATIVELY

Wetrix

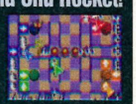
Puzzle fans will be in heaven with this new twist on the genre.



Reviewed: Issue 08
Dreamcast Rating: 80%

Chu Chu Rocket!

Miles better than most puzzle games – one of the most addictive ever.



Reviewed: Issue 10
Dreamcast Rating: 92%

DREAMCAST RATING

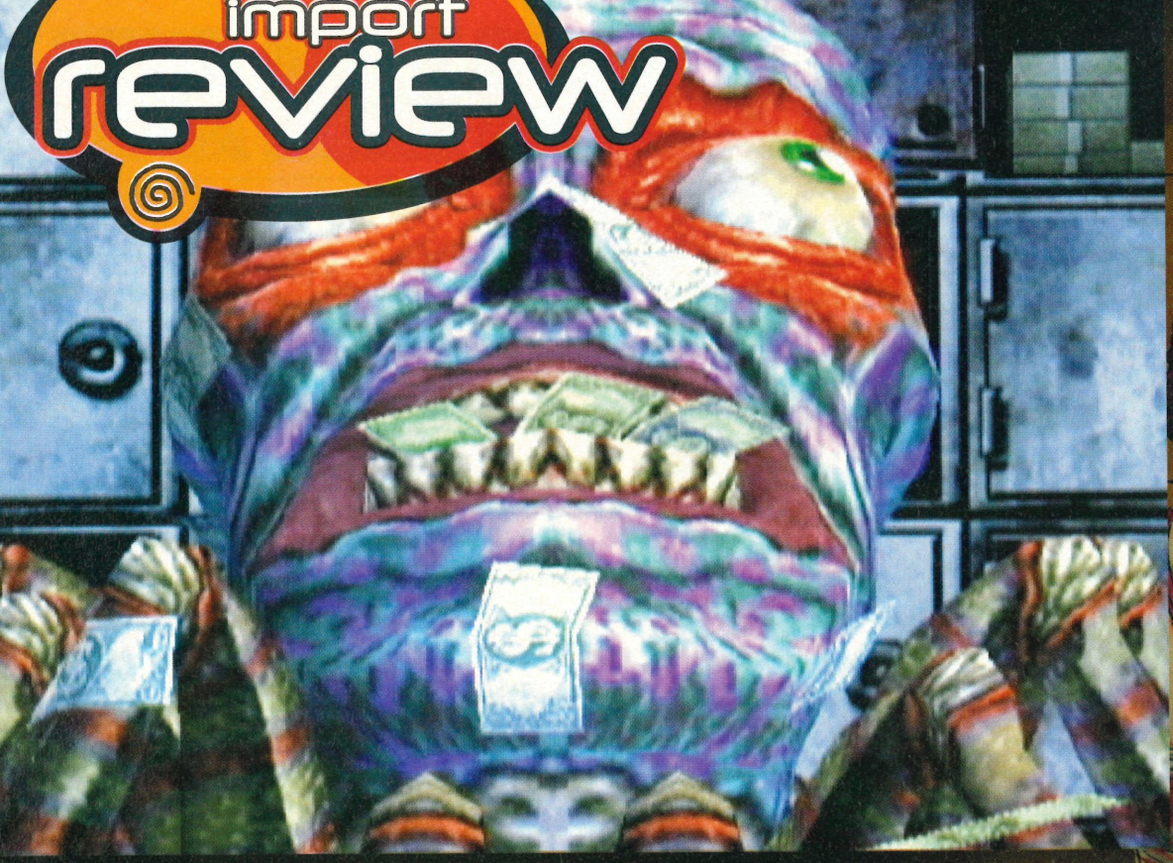
VISUALS	60%
SOUNDS	37%
GAMEPLAY	65%
VALUE	52%

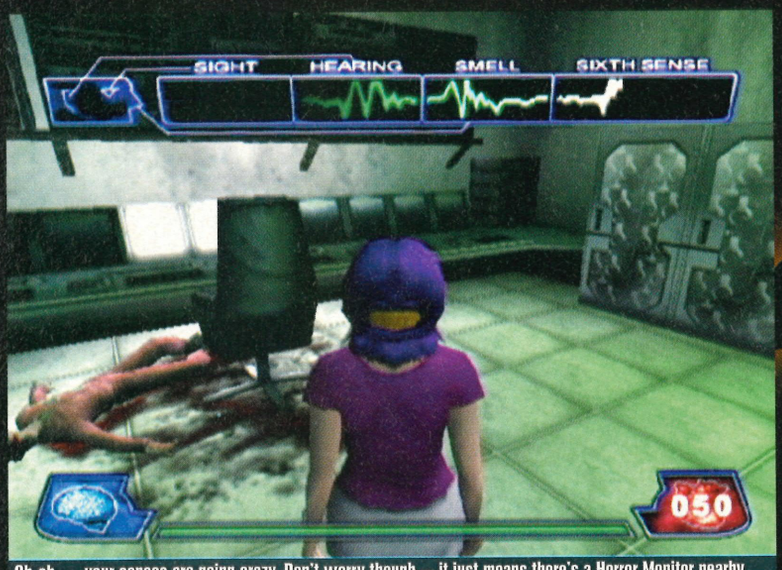
57%

SUMMING UP

> Not really the kind of thing we expect after paying up to £200 for a machine that can do much more.

import review





Oh-oh... your senses are going crazy. Don't worry though – it just means there's a Horror Monitor nearby...



This fella is the Oh No Man – one of the four final bosses in the game. You'll get a choice of who to fight.

infoburst

Extra information

- Before Crazy Games was known as Crazy Games, the company went by the name of Climax Graphics and developed one of the first ever Dreamcast games – *Blue Stinger*.
- Needless to say, we were just the tiniest bit shocked when we discovered that *IIIBleed* was actually a damn fine game and not a plodding adventure with dodgy camera angles...
- Make it to the final level of the game and you'll be in for a surprise. Why? Because the boss you've got to defeat is... Sonic the evil Hedgehog! Aargh!

essential information

Dreamcast magazine

PUBLISHER	CRAZY GAMES
DEVELOPER	IN-HOUSE
RELEASE	OUT NOW (US)
PRICE	£54.99
GOT IT FROM	VID GAMES CENTRE (01202 527314)
GENRE	SURVIVAL HORROR
PLAYERS	1 PLAYER
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK MODEM

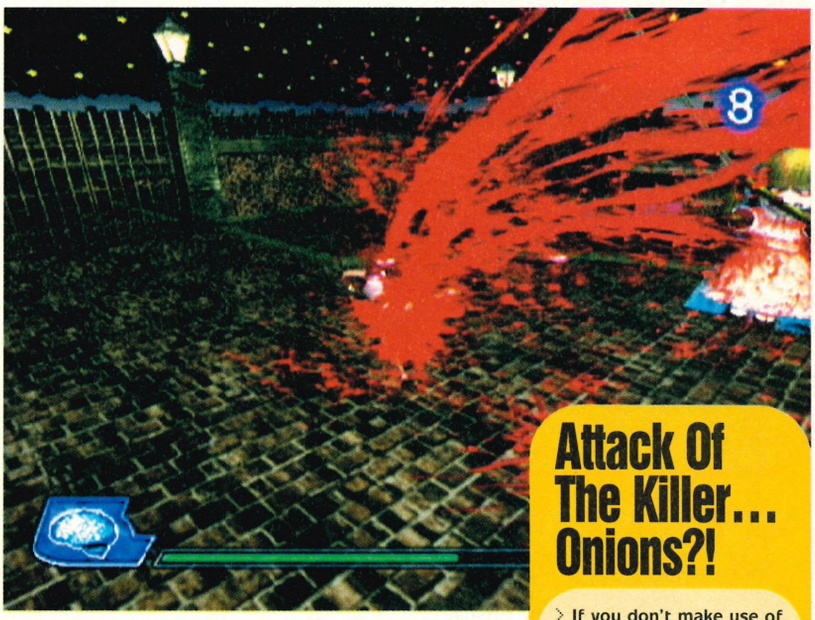


awesome moment

Mutilated fathers and man-eating trees... not your average theme park, is it?







IIIBleed

There's no turning your Dreamcast off with this one – the only way out of this theme park is to escape... or die! Not exactly Alton Towers, is it?

If you're going to make anything horror-based, you can go one of two ways – either make it all serious and moody like *Friday The 13th*, or camp it up big time like *Scary Movie*. However, while we know that the first category works with games most of the time (*Resident Evil Code: Veronica* rocks, but *Evil Dead: Hail To The King* really sucks), we've never seen a truly comical horror game... not one that was meant to be comical, anyway. That was before we got *IIIBleed*.

Okay, so we'll admit that the plot in *IIIBleed* is a bit thin on the ground as well as being recycled from God knows how many movies (*The House On Haunted Hill*, anyone?). It goes a bit like this: A renowned horror film director invites people into his gore-filled theme park called IIIBleed, with the aim of staying alive long enough to collect a cool (little fingers up in a Dr Evil pose here, chaps) $100million. Needless to say, no one's managed to escape yet... and this bloke gets away with killing all these innocent people? Pah. Anyway, after some of Eriko Christy's friends decide to try for the prize before promptly disappearing for three days, you get to lead poor old Eriko inside the park to try and find them... as well as trying to get your hands on the dough, of course.

Bleed For Me

In order to win some serious prize money, you need to work your way through each area of the park. Running off from the centre of *IIIBleed* are six different stages, each based around one of the banned horror films produced by the owner of the park – though they've probably been banned because they're so stupid, rather than for their content. From *The Home Run Of Death* (a baseball-mad mutant intent on revenge for the death of his son) or *Wood Puppets* (man gets eaten by tree, creates wooden dolls with skinned humans inside... eww) to the incredibly dumb *Killer Department Store* (err... it's a department store where people get killed, obviously), you'll be too busy laughing your head off to get scared. Not that this is a bad thing, of course – in fact, it's the farce factor that actually makes *IIIBleed* a whole bundle of fun to play.

If you need a single word to sum *IIIBleed* up, it'd have to be 'excess'. Everything about the game is so over-the-top, it's insane; the plot for each level is excessively ridiculous, the acting is excessively bad (but then you'd expect

Attack Of The Killer... Onions?!

If you don't make use of your Horror Monitor (as well as paying attention to your senses that appear at the top of the screen), you'll no doubt fall foul of some of the traps that lurk throughout each level. Some of them are rather obvious – falling guillotine blades, flying knives and whirling chainsaws are all par for the course. Get a bit further into the game though and you might just run into something a little more unexpected like... killer onions? Flesh-eating bread? A skipping rope with poisoned spikes on it? Hey, they're all here – just don't say that we didn't warn you...













Stop looking at us. Check out the arse on that girlie!

Web site: www.crazygames.co.jp

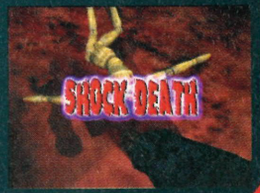
continued>

Under (Blood) Pressure

> As well as being able to die from running out of energy or literally bleeding to death (mmm, nice), you also need to watch your character's heart rate as they encounter traps and enemies. The more you get 'shocked' (either by falling into a trap or being ambushed by a monster) then the higher your heart rate gets. If it gets above 170bpm, you run the risk of fainting when you're next attacked; let it get higher than 200bpm and you're in serious trouble of being scared to death – literally. Shock Death is pretty rare but if you don't keep an eye on your heart, you might just experience it first hand!







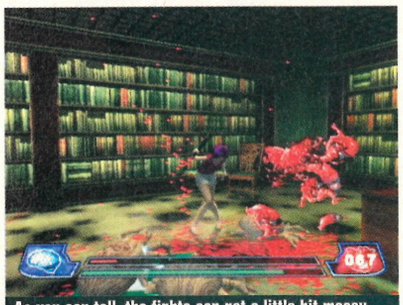
online information



The official *IIIBleed* Web site has a message board that can be used to ask for help if you get stuck in the game. Great idea!



Careful... you never know what's around the corner!



As you can tell, the fights can get a little bit messy.

that from an actual schlock horror movie, so why not here?) and the gore... well, the gore goes without saying.

Simply rubbing yourself up against an enemy gives the effect of severing a main vein, while constant hacking with your axe/cleaver/metal pipe/anything-else-you-can-lay-your-hands-on results in more blood flowing than in an entire series of *ER*. The fact that there really is so much blood here, added to the ham-fisted attempts to scare you, only goes to make *IIIBleed* even more enjoyable... if only because it's so bad, it's good. Even though it's not bad, because it's actually quite good. Oh bugger – now we're all confused.

The Pain, The Pain!

Whichever character you're playing as (more become available as you begin to clear each stage), the idea is the same; work your way through the plot of each 'film', solving puzzles and avoiding traps until you reach the climax and a major boss fight. Of course, staying out of harm's way isn't as easy as you might initially think.

Although one of your four senses – Sight, Hearing, Smell and Sixth Sense, all displayed at the top of the screen – might pick up the presence of a trap nearby, you won't be able to 'disarm' it unless you've found a Horror Monitor within each level. This lets you continue safely once you've spotted a trap but using it consumes Adrenaline, of which you've got a limited supply. Naturally, not all trap points have traps inside them, so it's a case of working out when to use the Horror Monitor and when not to... hmm, cunning.

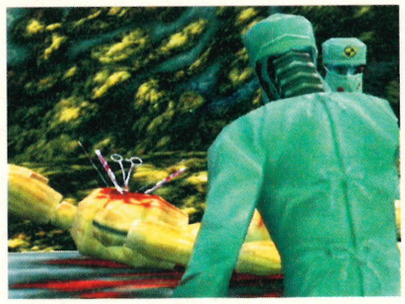
Anything else? Well, the bosses are huge and often make surprise comebacks when you least expect it, the weapons are suitably meaty (flame-thrower, anyone?), the visuals are suitably dark and nasty... it's all so good that there isn't much negative stuff we can find to say about *IIIBleed*. Yes, the camera can be a little annoying at times (although this is easily fixed by pressing L occasionally), but all the other little niggles like the acting and the ridiculous over-kill only serve to make the game even better. Add to this the fact that there's an added replay value touch – there are three different endings, with only the third being the 'true' conclusion to the game – and we're only more than happy to recommend *IIIBleed*.

It's not often that we feel compelled to play through an entire game repeatedly before reviewing it but for some reason, we just couldn't put *IIIBleed* to rest until we'd done everything. Doesn't that tell you something – besides the fact that we've obviously got nothing better to do...

Martin Mathers





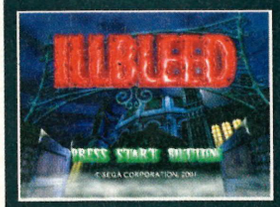






On level three, you get changed into a wooden doll...

Dreamcast magazine opinion



THE JUDGEMENT

SHOCK	HORROR
⊕ Ace tongue-in-cheek horror action	⊖ It's not what we'd call 'scary'
⊕ It really looks the business	⊖ Puzzles aren't exactly difficult
⊕ The bloodiest game EVER!	⊖ Hammiest acting EVER!

2ND OPINION

> The man's some kind of freak! Okay, so he ploughed through this, mincing around all wooden-like (well, it ceratainly seemed that way to me), but despite Martin's love of the game, some of us found it dull and uninspiring. Personally speaking, wading around in a sea of blood didn't do much for me, as my head isn't turned by gratuitous violence. No doubt there'll be many of you out there who'll revel in this sort of schlock horror nonsense but the rest of us will be simply bored or unimpressed by it all...

Simon Phillips

ALTERNATIVELY

Resident Evil – Code: Veronica

A serious (and rather unsettling) stab at the survival horror genre



Reviewed: Issue 10
Dreamcast Rating: 94%

Blue Stinger

Hey, it's *IIIBleed*'s older and rather uninteresting brother!



Reviewed: Issue 02
Dreamcast Rating: 65%

DREAMCAST RATING

VISUALS	91%
SOUNDS	79%
GAMEPLAY	88%
VALUE	82%

87%

SUMMING UP

> Ignore the cynics, *IIIBleed* is a top adventure with plenty of messy fun to be had. We love it!

All new

Boom

PriZe Explosion!



Mobile Phones
0906 960 1893



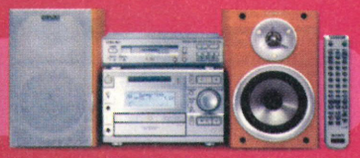
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PlayStation2
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Pokémon
Trading cards and watches
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PSone
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Episodes 12-22
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with iTunes & CDRW
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scooter
0906 960 1914



Guess Who and WIN!
WIN this amazing Dreamcast
0906 960 1915



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interact

This be the bit that we call Interact. It's full of great stuff that every Dreamcaster needs to know!

Stuff & Nonsense

92 Even more cool gizmos to spend your money on!





Skies of Arcadia

72 Part 2 of our extensive guide to the RPG that lives in the clouds!

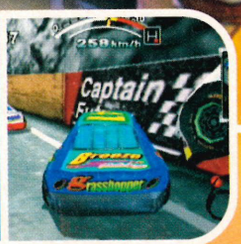
WIN! Joytech Peripherals Page 71

WIN! Mad Catz Peripherals Page 62

Regulars

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

62 MAILBOX



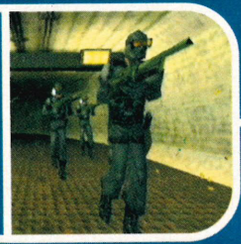
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86 DIRECTORY



94 DREAM ON



98 DREAM MOMENT



new! gear

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MAN CLAIMS

THE MAGAZINE THAT TAKES NO SH*T!

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ON SALE

28 JUNE 2001

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Inside issue one you'll find...

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interact Mailbox



A few upbeat mails this month echoing what we've been saying for months. Still, at least these ones make sense...

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 a SAE.

Feel My Pain!

I knew when I bought my DC two months ago that things were gonna fizzle out but I had hoped that SEGA would leave us with some amazing benchmark games that my future children would still want to play. But I'm gutted that developers are already dropping the online gaming facilities from titles like *Daytona* and now *Unreal Tournament*. Do they know something we don't? It's starting to feel like a nasty warehouse clearance – stuff the gamers who spent their hard-earned cash on the consoles! I only pray that they leave *Out Trigger* in one piece. I'm sure if they could set up a Dreamkey with unlimited access options, online gaming in the UK would be massive. That's the only thing that stops me playing to my trigger finger's content.

Neil, via email

DM: Easy tiger, clearly you are a bit emotional about your beloved Dreamcast and we can understand that. However, the harsh reality is that SEGA didn't quite pull the online gaming thing off. We wanted it, we tried it but many of you all were, quite understandably, wary of spending oodles of cash on partaking in a bit of online fragging. A monthly charge might have helped, but that's a bit academic now as SEGA looks set to pull out of online gaming altogether which does suggest that Out Trigger will ship without online play (boo!) as the company repositions itself as a software developer.

It is at times frustrating to imagine what could have been, but unfortunately it seems that to some extent the Dreamcast won't fulfil its potential. That said, the games that we have got, the online games released thus far and the future releases should bring a smile back to your face and keep those fingers twitching...

SEGA Magazine?

Will you be reviewing *Crazy Taxi*, *Virtua fighter 4*, *18Wheeler* on PS2 and *Chu Chu Rocket!* and *Sonic* on the Game Boy Advance. I just want to get a load of Sega games on other consoles to see how Sega is doing. Please do. I can review it if you want.

Colin Scott, via email

DM: Well, we are supposed to be a Dreamcast magazine so that kind of means that our focus is supposed to be singularly on Dreamcast games. However, we have had a number of letters asking the same thing... so, we'll think about it. If you guys want to see how SEGA is fairing on rival consoles then drop us an email and if the consensus wants it, we'll do it.

It Doesn't Matter If You're...

I read in issue 21 (page14) that *Black & White* was coming out on 1 May. Great I thought, and ran down to my local Electronics Boutique, only to find it isn't coming out until 1 June! What's going on? Are you wrong? Has it been delayed? Is my EB behind the rest of the UK by a month? Was it a typo? I'm confused now, please help. PLEEEEEEEAAAAAASSE!

David McKay, via email

DM: It's just been delayed again, fella. In truth no-one really knows when the bugger will appear...

Haven't We heard This Some Place Else?

Far away in America, I bought your marvellous mag on a hot day in California. You had printed my 'silly' in the corner, and I sent it to you as 'The Lunchbox of Justice'.

My point is, it's nice to see the best console mag reaching all four corners of the world (I did think the Earth was round though), and reading state-of-the-art material written by... well, it seems that you lot are a bunch of monkey and baby cross-breeds according to your photos! Nevertheless, the mag is quite good, so keep up the good work until the Dreamcast dies.

This new issue that needs to be addressed. Are all these companies that suddenly pull out of making quality games for the Dreamcast and instead converting their work to the non-quality Poostation 2? Why is it happening? Let the fanatics be satisfied with a few games of *Metal Gear Solid 2*, and realise that the PS2 was a mistake. Remember: if Sega didn't close down, we would be sitting on top of the world! Unfortunately, we Dreamcasters had a shock a few issues back, when we read that the end of Sega is nigh! Looks like we'll just have to take the advice of this mag further on in the issue, and buy the top rated games of its genre. So my message to anybody upset with the things happening with Sega etc is to just make the most of it, because there's a lot to make the most of! There are good sides to this all though! Keep your knickers/pants/*****s/kilts on! Even the stingiest, pedantic people who hate Dreamcast can't disagree with this. Have you noticed that the prices have gone down dramatically? Who cares how Sega and the others feel if they're losing money! They still make millions! Also, the games have become much more affordable.

Keeping things simple, the Dreamcast rules the console craze, and will continue to do so. Everybody, all together now: one...two...three...

There was a small company called Sega,
Who started the main console era.
Its end is a shame,
Fear not, it has Godly games!
Now the best of them all has become clearer!

Thanks for listening to me, remind yourself of this letter when you EVER doubt the power of the Dreamcast, and keep well, one and all.

Sega Saviour, via email.

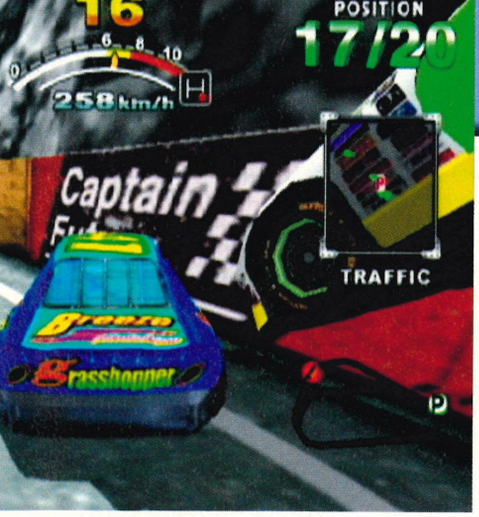
DM: You glad that you got that off your chest?

contact

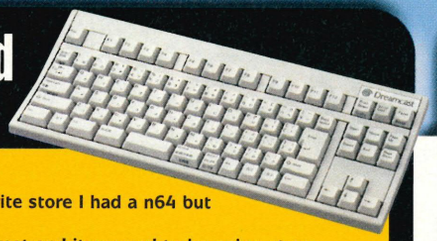
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Desperately In Need Of A Keyboard



> THIS IS A POEM:
As I walked pass the windows of my favorite store I had a n64 but
i wanted more.
I wanted a thing that was expensive yet great and it seemed to be going at an
extremely fast rate.
I walked in the store and what did I see? i saw a dreamcast box stareing at me.
It was a good price £50. I bought it right there and then i did
It was preowned i think with a 100% garentee and i bought a game called crazy taxi.
I got what i wanted in a good deal I thaught to myself is this realy real.
Dramcasts are cool and how could anybody dis them maybey it was there were to
slow and missed them.
I hope they keep on selling the games or i will start caling al of you rude names
Colin Hendry, Scotland

DM: This brought a tear to our eyes for all the wrong reasons...

Short Cuts

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

> Sega rocks, Sony – chicken Pox!
Adam O'niell has a Mullet!
Peaboy, via email
DM: Stop it...

> Skies of Arcadia is the best thing ever!
Lilman', Hastings.
DM: It is good...

> I'm the best chu chu player to land on this planet
Ross, via email
DM: And who are we to disagree?

> PS2 IS CRAP! why? because it only has two control ports thats why. DREAMCAST RULES BABY YEAH!!
Joe, via email
DM: A well thought out argument. Well done!

> I am a banchi boy. Iam banchi with my mum and dad. Iwould like to know if you are banchi so you can join in too
Aaron Broadwell, via email
DM: I pity your parents...

> shenmue rools! 85%?kiss my yellow, hairy ass!
willie.mcewan, via email
DM: You should see a Doctor about that...

> HELLO I GOT 3 DREAMCASTS AND 67 GAMES. AM I A DC FAN OR NOT?{I REALLY DO}
JACKY FROM HOLAND.
DM: We think it's likely...

We Will Fight Them!

I was on the Internet today and I came across a site called PSO World. On it there was a news item featuring a link to a petition site. The petition is to Sega Europe urging it to release *PSO* version 2 in Europe. The link is: www.petitiononline.com/psoeuro/ There are already 2132 signatures and I hope that you could publish this information in the next edition of your fine publication. I'm sure that a lot of people will be very interested in signing it as we always seem to get the worst deal living in Europe, especially now as they have cancelled the online play in *Daytona* and *Unreal Tournament*. I know that SEGA is short of money at the moment but we have supported them over the years and now it's time for them to return our support by giving us what we so rightly deserve.
RAVEN T.4 (PSO Name), via email

DM: We are always up for a bit of petitioning action! If you guys care about* Phantasy Star Online 2 *then you'd better do as he says...

"So my message to anybody upset with the things happening with Sega etc is to just make the most of it, because there's a lot to make the most of!"

Monkey See, Monkey Do!

Hi. Remember issue 19 where it shows the Dream Team Writers changed to monkeys. I think they go in this order for the one that most looks like the *Samba De Amigo* monkey.
In first place comes: Patrick
In second place comes: Alex
In third places comes: Nick
Beau, via email

DM: You got it spot on! It's like you know the DM mag team personally. You're not Martin's stalker, are you?

Shall I Do It?

I have recently been interested in buying a Dreamcast after I saw the price cut to a mere £99.99. Could you tell me how long you think the Dreamcast will still be in the shops for because I will have to save up for one?
Jordan Donaldson, via email

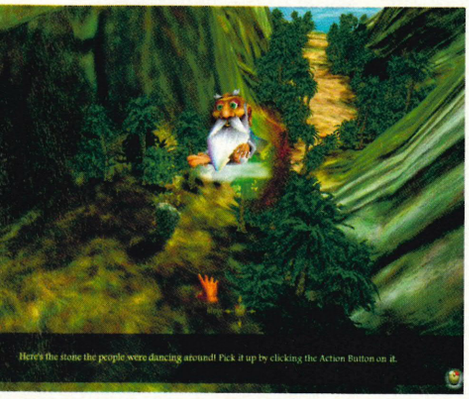
DM: We reckon it'll be around for a while yet. SEGA is keen to ensure that the console (and therefore the games) continue to sell for some time.

Blaggerthon...

I'm 28 years old and have every issue of your mag. Until now I never thought of writing in to it, but my car insurance just gave me a reduction off my payments due to me staying with their company – I suppose it's a loyalty reward. I understand that you cannot do this for me with regards to my dedication to your magazine, so thought I would write in to see if I can get some free stuff. Cheers.
Alex, via email

DM: Berk...





Silver Lining

> With the PS2 now out and doing reasonably well (despite its lack of top quality games) SEGA has realised that the Dreamcast has had its time in the limelight. Is it because the PS2 if a far superior machine? No. Is it because the PS2's games wipe the floor with anything on SEGA's little grey box? No. Then why is it? The answer is simple: PS2s are believed to be 'cooler' than the Dreamcasts. Now with SEGA stopping its production and making games for other companies, it would seem on the surface that we would all be best to sell our little grey box of tricks and all get PS2s, but in fact nothing like this is happening. The Dreamcast is outselling the PS2 and still has some fantastic games on the way. But this is not the best reason that our beloved console is the greatest one to own... flicking through your mag I came across an advert for Gameplay and I was amazed by the things I saw – top quality games at under 20 quid! Then I saw the sales charts and noticed that many top quality games like *F355* and *M-SR* were again at this price.

With the Dreamcast still going strong and games available for a tenner, surely we should be relishing the opportunity to buy into a big piece of gaming history at such cheap prices instead of mourning the half death of the greatest games company ever to use silicon!

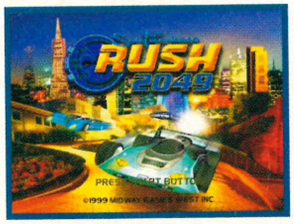
Anthony Harper, via email

DM: Wise words fella and you are right, the Dreamcast is a veritable bargain right now thanks to its recent price drop and the very fact that you can get loads of fantastic games at bargainous prices. We should all make merry while the sun shines and it is good to see that many other people are taking advantage of the situation. It makes you wonder whether SEGA might still be in the console war had it decided to drop the price sooner...

interact Reader Reviews

Let's play spot the idiot! Can you tell who he is yet?









Sega GT

Publisher	SEGA
Developer	In-house
Origin	Japan
Genre	Racing
Reviewed by	Thomas Latham

San Francisco Rush

Publisher	Midway
Developer	In-house
Origin	US
Genre	Racing
Reviewed by	Steven Shepherd

Shenmue

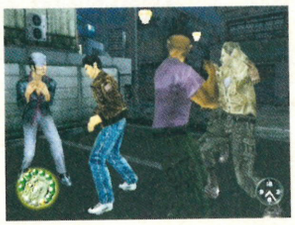
Publisher	SEGA
Developer	In-house
Origin	Japan
Genre	Adventure
Reviewed by	James Hickey

Hail To The King (Import)

Publisher	THQ
Developer	In-house
Origin	US
Genre	Adventure
Reviewed by	Paul Rodgers







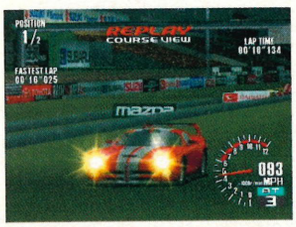


I am a fan of both computer games and cars. *Sega GT*, then, appears to be an ideal mix. However, initially this game seems anything but ideal. The handling of the cars is tricky at first, and the licence tests are a real pain. Once you get into the game, however, it is impossible to leave it alone! There are a huge number of different tournaments to win and this, coupled with the ability to build your own cars, makes *Sega GT* an incredibly absorbing and long-lasting experience. The best racing game on Dreamcast (and yes, I have played *M-SR*!)

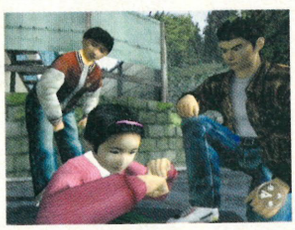
This is one of the greatest but most overlooked racing games on Dreamcast. To put it bluntly, it's bloody fantastic! Crammed onto one tiny disc are a barrel-load of cars, levels, options and darn-right superb gameplay. Whether you're racing on one of the incredibly detailed tracks, battling with a stash of weapons against three mates, or just going crazy in the stunt modes, there's never a dull moment in *Rush 2049*. The graphics are smooth, the gameplay is fast and I managed to pick it up for just £7.99. Bargain!

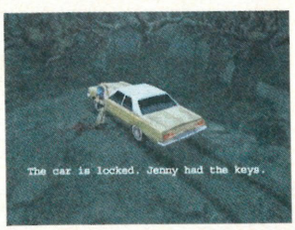
At the start *Shenmue* was a great game, but I was destined to hate it. One week and a half and I had completed it. I was shocked – three discs of total rubbish! It has the worst opening scenes I've ever seen! Most of the characters' names end in San and then all of a sudden, some Japanese guy named Charlie pops up! The game was also too simple – the three hardest parts are finding the Mad Angels, the motorcycle bit and turning the blasted thing on! This is definitely one for RPG fans only – it's your choice.

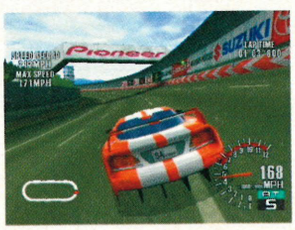
I had high hopes for this game, as Ash makes his return to the woods, slicing up deadites with his trusty old chainsaw and one liners. However, this game is more survival than horror, so if you are thinking *Resident Evil*, forget it, otherwise you might be disappointed. By Dreamcast standards, the graphics are a bit lame, as this seems to be a PlayStation port. The feel of the game and the action are fun, however, as you slice and dice your way through the two levels – yes, two levels... which you will complete in about three hours.















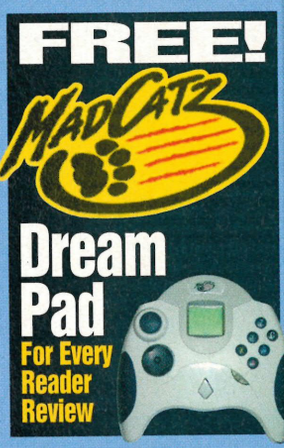


Overall 93%

Overall 93%

Overall 83%

Overall 75%



If you fancy trying your hand at this reviewing lark, send in your 100 words to the address below. Every review we print earns its author a Mad Catz Dream Pad controller – and, of course, an enormous amount of respect from the team. Or not, as the case might be...

● The views expressed in these reviews are those of the reader and not Dreamcast Magazine.

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9.5/10 - Consolers - Dreamcast

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4.5/5 Official US PlayStation Magazine

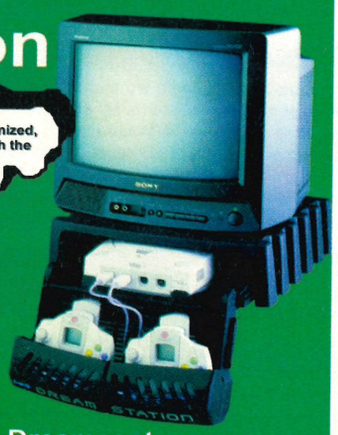
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4/5 MP3 Magazine

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Dark Forces 2
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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 Bizarre 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 vs 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

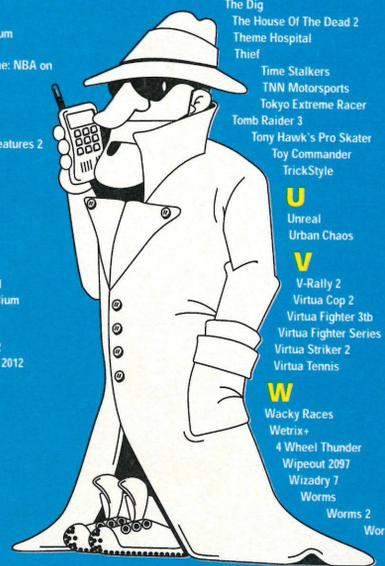
S
Samba de Amigo
Seaman
Sega Rally 2
Settlers 3
Shadow Tower
Shadowman
Shutoko Battle
Shutoko Battle 2
Silent Hill
Silver
Sin
Sky Surfer
Slave Zero
Sonic & Knuckles
Sonic Adventure
Soul Edge
Soul Fighter
Soul Reaver
Soul Reaver
South Park Rally
Space Channel 5
Space Quest 2
Speed Devils
Street Fighter 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
Wipeout 2097
Wizadry 7
Worms
Worms 2
Worms Armageddon
WWF Attitude
WWF: Royal Rumble



Y
Yoshi's Story

Z
Zelda
Zombie Revenge
Zork III

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interact DC-Online

We've hunted high and low – mostly low – to try and find the best sites out there. This month, we show you how to be loved by George W Bush, and look back to our childhoods. Aah...

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
Bookmark
Jump
Mail
Chat
Options
Disconnect

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
Forward
Reload
Cancel
Add Bookmark
Zoom
File

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.

The Germans Are Coming!

www.uboot.com

Dreamcast Magazine Web Site of the Month

> No, you idiot – it's Uboot, not U-boat. Here at DREAMCAST MAG, we're down with the kids and we all know how much you love your mobile phones; whether it's downloading ringtones or running up monster bills sending ridiculous text messages to your mates, you're never without the flippin' things. Still, we've found a solution to your problems... just log onto Uboot and not only can you download any number of new noises for your phone but you can even send messages without having to pay ten pence every time! Don't say we never help you...



FILM



Eww, Gross!

tomgreen.com/freddy

Gaz's Pick

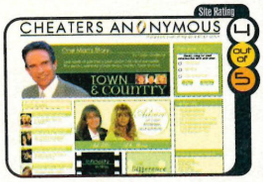
> He might not look it, but Tom Green's a pretty lucky guy. Not only is he the boyfriend of Drew Barrymore and has his own TV show where he can freak out his parents and do really disgusting things, but now he's starring in his own movie too. *Freddy Got Fingered* has apparently offended a fair few people in the States... so you know it's worth watching.



Cheaters Anonymous

www.townandcountrymovie.com

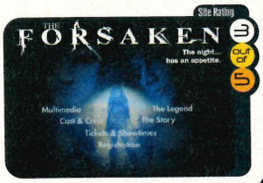
> Warren Beatty is old – still, that doesn't seem to stop him coming back to the silver screen time and time again with his own brand of 'sly old man' film-making. This time around, he's appearing in *Town And Country*, a comedy about marriage and infidelity. No, it doesn't sound that interesting but the Web site is actually packed with good stuff... it's well worth a look.



Hmm, Tasty

www.spe.sony.com/movies/forsaken/index2.html

> How many times are they going to try and rehash the concept of vampires, eh? At least once more, that's for certain – *The Forsaken* takes the vampire idea and tosses it around with much Hollywood bravado. Teenage vampires, disease-carrying hunters and an innocent man... it's pretty by-the-book, but at least the Web site makes interesting reading. Goth fans, this is the place to be...



MUSIC



Reach For The Stars

www.starsailor.net/mainframeset.html

Alex's Pick

> Anyone who's got their finger on the pulse of the music industry won't have failed to spot the rise of this year's Coldplay, Starsailor. Already with two top 20 hits under their belts (*Fever* and *Good Souls*), great things are beckoning the boys from Wigan, and with festival dates this summer, along with an album later in the year, you really should make the effort...



Not So Crowded House

www.nilfun.net

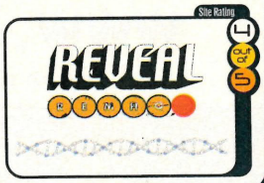
> It was with great pain that we watched the band Crowded House split up and go their separate ways... but then lead singer Neil Finn came back to do it all on his own, so we smiled again. Neil's latest album, *One-Nil*, is a perfect example of why we love him so much – he's a natural musician with obvious talent, unlike much of the pop trash you have to wade through these days. Excellent!



They're Back

remhq.com/html/index.html

> Ageing rock stars don't die – they just keep coming back for 'one more album'. In REM's case, it appears they've gone and come up with the best thing they've done since *Automatic For The People* (Alex's words, not ours); an eclectic mix of top tunes to nod your head to under your headphones. We'd recommend you not only pick up a copy of *Reveal*, but also check out their Web site too.



FADS

Gotta Catch 'Em All
www.pokemon.com

> Okay, so this might not have exactly been during 'our time' but sadly, working in the games industry means that things like Pokémon tend to rub off on you. Mart, for example, has written countless solutions for Pokémon games and can name all 151 of the original critters. Sad man. For the rest of us, there's the official Nintendo Pokémon site, with all the info you'll ever need.



Plastic On A String
yomania.com

> Back when we were young, the toy to own (besides a bag of marbles and the odd Transformer or two) was the yo-yo – a stupid piece of plastic with string wrapped around it. Naturally, we were crap at doing tricks, so it's a shame we didn't have Yo-Mania. It's got tons of tricks for you to learn, as well as actually selling professional yo-yos and plenty more besides. Lovely.



Got Any Swapsies?
www.panini.co.uk

Mart's Pick

> It wasn't all hoops and sticks back in our day – no siree. We also spent plenty of time with our Panini football sticker albums, trying to find someone with that elusive Ian Rush shiny one to swap with. Now, though, it's a whole lot easier; just visit the Panini Web site and you can order your sitckers online. You can even buy classic sticker albums... *Mask*? Oh yeah!



COMEDY

Yeah, Yeah, Yeah
www.georgebushlovesyou.com

> He might be the 43rd President of the United States of America, but that doesn't mean he doesn't have the time to love each and every one of you. Just to prove it, we found this site – all you have to do is enter your name, then hit the button to find out just how much ol' Dubb-ya loves you. If you hit the magical 99% rating, you can even enter the site's contest. Yay!



Damn Fools
www.brunching.com/toys/mrtname.html

Simon's Pick

> Despite the fact that Mr T has had to sell off all his gold chains and stop building tanks out of used toilet rolls and a sheet of stickyback plastic, he's still the best. That's why we found this Mr T Name Generator so damn funny... even though it's the same joke, recycled over and over. Go Mr T!



They 'Do' Comics
offlineonline.keenspace.com

> Online comics are ten a-penny these days – in the process of looking around the Web, we found over a dozen in less than five minutes. Unfortunately, finding one that's actually funny is another matter... only Penny Arcade managed to make us laugh, until we ran into Offline Online. It's sharp, off-the-wall and always manages to bring a smile to our cynical faces.



WEIRD

The Only Way Is Down
www.jumpingtheshark.com

> Ever watched a television show and realised that it just isn't as good as it used to be? Think *Friends* is past its sell-by date? Bored rigid of *ER*? Then you'll probably find out what went wrong, and when, on Jumping The Shark – a site dedicated to keeping track of when good TV shows go bad. There's a massive list here and what's more, you can even contribute your own 'bad show' ideas!



Stationary, Anyone?
www.virtualstapler.com

> Finding things to fill our time here on DREAMCAST MAG is an endless experience – it's not all playing games and hurling abuse at Alex, you know. Thankfully, we're experts at wasting time and here's an example of how good we are... it's the Virtual Stapler. Just point the cursor and staple away – hours of pointless stapler fun! It's so great, we never get bored of it. No, really we don't.



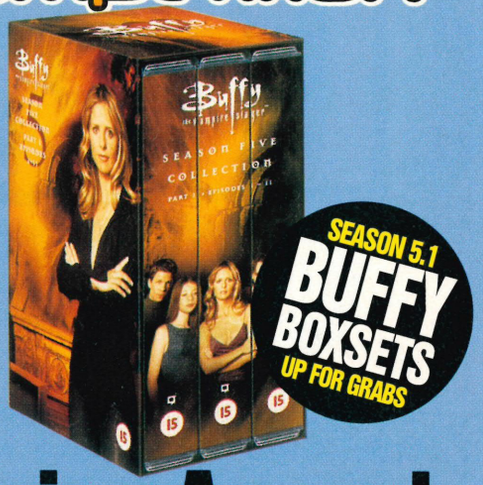
Uh, Thank Ya Very Much
www.extremeelvis.com

> There are plenty of Elvis impersonators out there that'll perform at birthday parties, weddings and other bashes. Mind you, we doubt they'll go as far as getting totally drunk, hitting on women in the audience and then actually hitting the blokes. As you might have guessed, though, this one does. Be warned – there are some pictures of this Elvis as he goes through his 'act' here. Nice.



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



Slaying Around

Let's face it – who wouldn't want to get to grips with Buffy Summers? After all, she's a very attractive young lady and she know's how to kick some serious butt. Well, we can't offer her to you, but we can do the next best thing. In conjunction with Twentieth Century Fox Home Entertainment we have five copies of the recently released (11 June) *Buffy The Vampire Slayer* boxset (Season 5.1) up for grabs to whoever can answer the following ridiculously easy question.

Q. Name the actress who plays the part of Buffy in the TV series...

A Sara Cox
B Sarah Ferguson
C Sarah Michelle Gellar

Slayed Again? Dreamcast Magazine, Paragon Publishing Ltd, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS

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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

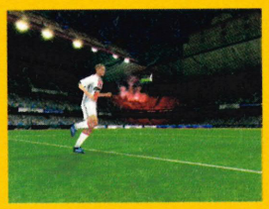
Want to spice up your games a little? Need a bit of help? You'll be wanting some cheats then!



UEFA Dream Soccer

> As you'd expect from a footy game there's a bunch of secrets hiding away in the depths of *UEFA Dream Soccer*, and here they are. Enter all these cheats at the Arcade mode menu screen.

Access To Stadiums 1, 2, 5, 11
B, Up, Y, Left, A, Right, Down



Access To Stadiums 3, 7, 10, 15
B, A, Left, Left, Start, B, A, Left, Left, Start

Access To Stadiums 8, 13, 16
B, A, Right, Start, B, A, Right, Start



Access To Allstar Teams
Start, A, Y, Up, Right, B, A, Down

Access To Silicon Dream Teams
Y, A, B, B, A, Down, A, B, B, A, Down, Up



Small Player Cheat
Down, Up, Left, Left, A, Right, Down, Start





Sega Marine Fishing

> Spending hours out on the open sea is a great way to pass an afternoon, but we can help make it even greater...





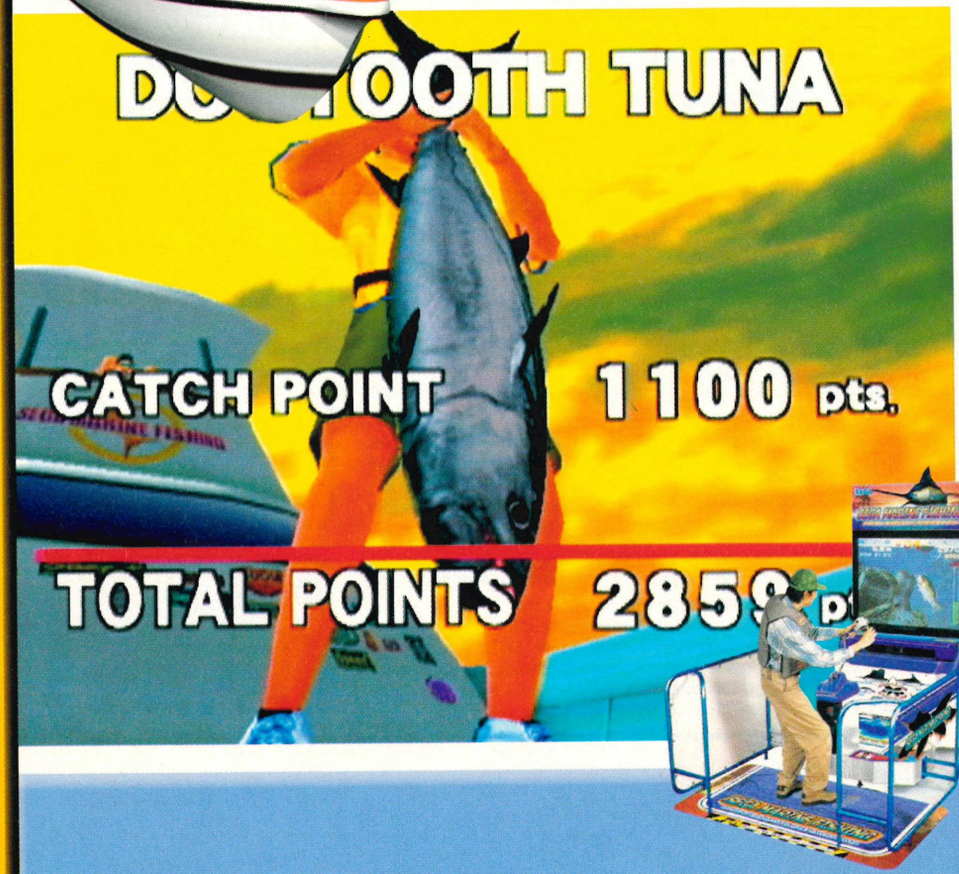
Unlock Hideaway Of Big Fish Stage
Complete Arcade mode once.

Unlock Fishing Port Stage
Complete Arcade mode twice.

Catchable Dogtooth Tunas
Complete Arcade mode three times.



Catchable Napoleon Fish
Complete Arcade mode four times.



Charge'N Blast







> Another game that doesn't take long to finish, but hopefully these extras will help make it last a little longer...

Fast Weapon Recharge
Press X, B, Y, A, X, B, Y, A, X, B, Y, A, X, B, Y at the title screen.

Unlock Bonus Characters
Complete the game on Easy and Normal to unlock two extra characters.





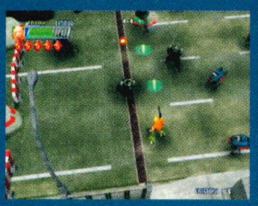
Cannon Spike

> It might not take you long to finish, but if you want to make *Cannon Spike* last a little longer these hidden secrets might just do the job.

Play As Mega Man & B.B Hood
Complete the game with any character and then at the Character Select screen press Left or Right to access Mega Man and B B Hood.

Unlock Gallery Art
Complete the game with any character.



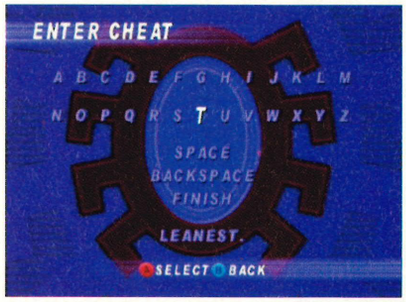




Spider-Man

> Having trouble being the biggest swinger in town? Then check out this lot and there'll be no stopping you!

For the following cheats select 'Special' at the main menu, choose 'Cheats' and then input the code.





CHEAT	CODE
Unlock Everything	LEANEST
Level Select	MME WEB
Invincibility	ADMNTIUM
Infinite Webbing	GLANDS
All Game Covers	KIRBYFAN
All Comic Books	FANBOY
All Movies	CINEMA
All Characters In Gallery	RGSGLLRY
Storyboard Viewer	ROBRTSON
What If Contest Mode	UATUSEES
Symbiote Spidey Costume	SECRTWAR
Spidey 2099 Costume	MIGUELOH
Captain Universe Costume	TRISNTNL
Spidey Unlimited Costume	SYPNOPTIC
Scarlet Spider Costume	XILRTRNS
Amazing Bagman Costume	KICK ME
Peter Parker Costume	MRWATSON
Ben Reilly Costume	CLUBNOIR
Quick Change Spidey Costume	SM LVIII
Full Health	WEAKNESS
Pulsating Head Mode	EGOTRIP
Stickman Mode	STICKMAN

Xploder DC Codes

Chu Chu Rocket!

Stage challenge Timer Frozen
0D1BC060
00022820
011BC060
0002282A

Battle *P1 Starts With Loads Of Points
0D1BCC80
00000001
011BCC80
0000022B

P1 Never Scores
0D1BCC80
00030000
011BCC80
00000000

P2 Starts With Loads Of Points
0D1BCC84
00000001
011BCC84
0000022B

P2 Never Scores
0D1BCC84
00030000
011BCC84
00000000

P3 Starts With Loads Of Points
0D1BCC88
00000001
011BCC88
0000022B

P3 Never Scores
0D1BCC88
00030000
011BCC88
00000000

P4 Starts With Loads Of Points
0D1BCC8C
00000001
011BCC8C
0000022B

P4 Never Scores
0D1BCC8C
00030000
011BCC8C
00000000

Grandia II

Start With Loads Of Money
0DE2DCE0
000000C8
02E2DCE0
0160D02C

Start With Loads Of Special Coins
0DE2DCE8
00000064
02E2DCE8
0160D02C

Ryudo Level 99
01E2E372
00000063

Experience Modifier
01E2E374
0000????

High EXP
02E2E374
0160D02C

Next Level Always 1
01E2E378
00000001

Max HP
01E2E37C
0000270F

Infinite HP
01E2E37E
0000270F

Max MP
01E2E380
000003E7

Infinite MP
01E2E382
000003E7

Max SP
01E2E384
000003E7

Infinite SP
01E2E386
000003E7

Max Attack / Strength
01E2E388
000003E7

Questions and Answers



Well, it had to happen sooner or later – after months of promoting some savoury titles from across the waters of Japan, we've finally had a few letters asking for help with them. Naturally, the chimps are fluent in Japanese so they're only too happy to help, but they're still up for queries about regular PAL games as well. If you've got a question, drop them a line at:

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

Or send an email to dreamcast@paragon.co.uk – hey, we don't keep them in captivity for nothing, you know.

Buy It By The (Giant) Gram



Q Dear Dreamcast Magazine,
I managed to get my hands on a copy of *Giant Gram 2000*, albeit without the instructions. I've figured out most of the moves myself, but I need some help with the rest – how do you perform double-team moves, submission holds or unlock the secret characters? Please help me, because you guys are the only people I know who have heard of this fabulous game.
Cheers,
Neil Lewis, Wolverhampton

A ***Not surprisingly we've had a few letters about this one, as working out the moves without any knowledge of Japanese can be a real pain. We can't print an entire moves list here (there just isn't the room) but here are some pointers – double-team moves are performed by controlling a grapple, then hitting Y to tag and holding either A and B or X and Y as your team mate enters the ring. Submission moves depend on where you're standing while your opponent is on the mat, as well as performing the right button combination obviously. Alternatively, if you're just looking to unlock all the secret wrestlers without having to do it all yourself, head for www.booyaka.com; there's a VM download available with all of them unlocked already!***

Bleeding 'Eck

Q Dear Dreamcast Magazine,
I picked up a Japanese copy of *IllBleed* after reading the preview in your mag and I love it, but I'm stuck on the WoodPuppets level. Halfway through the level, there's a numbered keypad that requires you to enter a four-digit code so that the panel in the machine opens... but I can't find the code anywhere! All I've got is a piece of paper with 'Murder' written on it and my friend Randy's brain – what's the code and where do I get it?
Yours hopefully,
Alfie Burden, via email

A ***Yep, this is a nasty one – we got totally stuck on this one as well, until one of the chimps had a miracle breakthrough in the thought department. The code to unlock the panel is 1564... what? How did we come up with that? Well, we're not really at liberty to say because... well, we're not sure ourselves. All we do know is that it's got something to do with the word 'Murder' being broken down into the two Japanese words 'Ma' and 'Da', which somehow link to the numbers 15 and 64... yeah, we're as confused as you are. Still, you've got the code now so you can stop asking questions...***







Who Ya Gonna Call?

Q Dear Dreamcast Magazine,
I have been playing *Phantasy Star Online* quite a lot recently and have come across a few players with double sabres or busters. Whenever I ask them where they got them, they answer that they found them or got them in a trade. I've completed the game on Normal and didn't see a double sabre anywhere... where can I find one?
Thanks,
Malcolm Wilkie, Scotland

A ***Those special weapons are a bit of a pain to find, aren't they? Still, we know exactly what to do... unfortunately, it's to do with the offline missions so you'll have to plough through the whole game again! To get your hands on the best double sabre (known as the Delsaber Buster), complete the quest called 'Doc's Secret Plan' and talk to Dr Montague on the Pioneer 2 BEFORE you collect your reward. Now play through the game until you reach the Ruins – fight your way through, killing all the Delsabers that you can until you find an item called Delsaber's Right Arm. Return to the Pioneer 2 and give the item to Dr Montague... voila! A nice new weapon!***

Blue, Blue Skies

Q Dear Dreamcast Magazine,
I bought *Skies Of Arcadia* on your recommendation and I have to say, you were right! It's really good, but I can't seem to get past the first Gigas that you fight outside the Temple Of Pyrnn. He always hits me for massive damage, but I can't seem to even scratch him... am I doing something wrong? How can I finish him once and for all?
Thanks for your time,
Sam Bucknall, Nottingham



A ***We've already gone through this in the first part of our complete guide last issue, but we're nice people here, so we'll go through it again. You can't kill the Red Gigas; he's practically invincible. However, you can hold him off until you get a chance to retreat. The trick is to hit Recumen with everything you've got – main and secondary cannons – in the same round as he tries to attack you. If you do this successfully, you'll knock his aim off and send his Red Ray attack away from your ship. If you haven't got enough Spirit points to do this, the only thing you can do is Guard... along with keeping your fingers crossed that you don't get blown up, that is!***

It's The Beat Yourself Challenge!

Win A Set of Joytech Goodies!

Blimey – we've got another winner. A few issues back, we ran a *Samba De Amigo challenge* and after waiting for ages, we've finally got a champ. Ready for it? Well, everyone say well done to **Dominic Hall from West Sussex!** Nice one Dom – your prizes should be on the way soon, so just be patient. As for the rest of you, it's time to set some more tasks...

As ever, the rules haven't changed – three challenges, each with a set of prizes available to win. The only way to come out on top is to send us photographic or video proof of your gaming talents, so get those cameras going. As before, anyone trying to pull a fast one be using cheat codes or Action Replay devices will be made to look like fools in front of the other readers. You have been warned...

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!

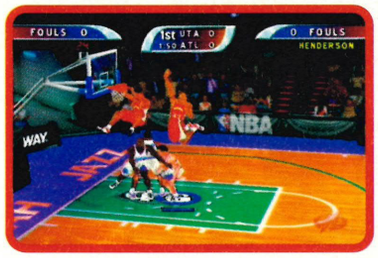
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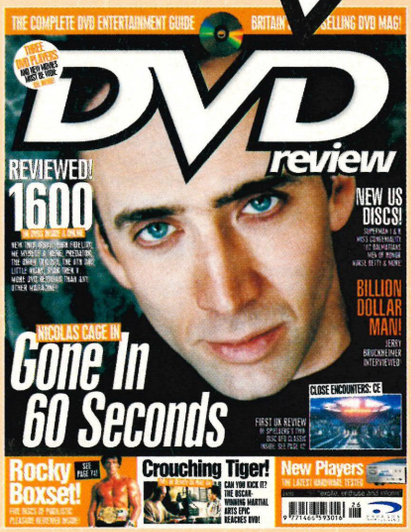
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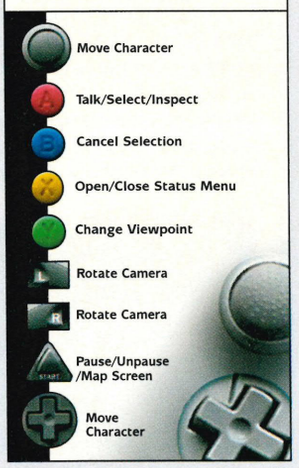
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continued

SKIES OF ARCADIA PART 2

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

It might have seemed like the longest four weeks of your life, but the waiting is over – part 2 of our Skies of Arcadia guide is here!

Pinta's Quest

If you're looking to net yourself some handy items really easily, you might consider playing Pinta's Quest – it's a VM mini-game that can be downloaded by talking to Pinta in the Weapon's Store on Sailor's Island. When playing the game Pinta will fly around in his own ship, looking for treasure; when he finds some, just press A to carry on. You can send him to any area of the map (which gets bigger as you explore more of it in the main game) but be warned – some areas are harder than others, so you might want to build up some experience in easier locations before searching elsewhere... There are three stages to the quest that you'll encounter as Pinta flies around:

DODGE THE ROCKS!

Using the D-Pad, move Pinta's ship left and right through the rocks. Getting hit by rocks not only reduces your Hit Points but also reduces your reward when you reach the end of the straight.

INTO THE WIND!

An easy one – just rapidly press the A and B buttons alternately (NOT at the same time) to power through the wind. The higher the gauge on the right is when the time is up, the better your reward will be.

SHIP BATTLE!

Press the A button when your target is over the enemy ship to fire at it – when the meter on the right is empty (or you miss with a shot of your own), the ship will fire at you. Score a direct hit at the base of the mast for double damage!

When your energy runs out, Pinta will repair the ship – however, this reduces

Aye-Aye, Captain!

Once you've captured the Delphinius as your own ship, you can start finding crewmen to join you – there are 22 in total, with two for each position on the crew. Although you don't need to recruit them all, it's always nice to have a choice!

Name: Lawrence
Position: Helmsman
Recruitment: He's next to the Sailor's Guild on Sailor's Island – pay him 10,000 gold pieces to sign him up.
Abilities: Increases the Quick rating of your ship.

Name: Don
Position: Helmsman
Recruitment: Once you've sailed around the world, go to Esperanza and talk to him in the bar.
Abilities: Increases the Dodge rating of your ship.

Name: Brabham
Position: Engineer
Recruitment: Joins when you build you base on Crescent Island.
Abilities: Increases the Defence rating of your ship.

Name: Hans
Position: Engineer
Recruitment: Return to Horteka on disc two on two occasions, talking to him each time on the wrecked ship at the back of the area.
Abilities: Increases the Magic rating of your ship.

Name: Khazim
Position: Gunner
Recruitment: After Nasrad has been destroyed, talk to him on top of the wall outside.
Abilities: Increases power of Main Cannons.

Name: Belle
Position: Gunner
Recruitment: Joins after meeting Clara on disc two.
Abilities: Increases power of Secondary Cannons.

Name: Tikatika
Position: Lookout
Recruitment: Discover the Ixa'ness Village near Horteka, then talk to him at his lookout post.
Abilities: Increases Torpedo accuracy.

Name: Domingo
Position: Lookout
Recruitment: Find over 30 Discoveries and then talk to him in Gordo's bistro (south-west of Valuan airspace)
Abilities: Improves chances of scoring a Critical Hit.

Name: Osman
Position: Merchant
Recruitment: After Nasrad has been destroyed, return there and talk to her.
Abilities: Improves chances of discovering valuable items.

Name: Kalifa
Position: Merchant
Recruitment: Once you've bought Vyse a Suiran Blade in Yafutoma, go to Maramba and talk to her.
Abilities: Improves chances of discovering rare items.

Name: Izmael
Position: Builder
Recruitment: Joins when you build your base on Crescent Island.
Abilities: Increases power of Moonstone Cannon.

Name: Kirala
Position: Builder
Recruitment: Tell her that you love her work after meeting her in Yafutoma.
Abilities: Repairs your ship completely (using Crew command during battle).

Name: Urala
Position: Cook
Recruitment: After convincing her sister Kirala to join, talk to her in the tavern of Yafutoma.
Abilities: Increases Spirit Meter by 50 points (using Crew command during battle).

Name: Polly
Position: Cook
Recruitment: Talk to her in her tavern on Sailor's Island.
Abilities: Refills Magic of one character (using Crew command during battle).

Name: Ilchymis
Position: Artisan
Recruitment: After you learn the Riselem spell, visit his island in the sky twice and talk to him.
Abilities: Increases all attributes of your ship.

Name: Ryu-kan
Position: Artisan
Recruitment: Find his island near Yafutoma and talk to him once you've reached the reputation of Vyse the Hero.
Abilities: Increases Attack and Defence ratings of your ship.

Name: Marco
Position: Sailor
Recruitment: Find him hiding inside a locker on the bridge of your ship.
Abilities: Increases the rate of your Spirit Meter filling.

Name: Robinson
Position: Sailor
Recruitment: He's in the second part of the Dark Rift – talk to him after convincing Polly (his wife) to join.
Abilities: Reduces amount of Spirit needed to attack.

Name: Pow
Position: Jester
Recruitment: Talk to the children on Pirate's Island when you have captured the Delphinius.
Abilities: Increases chances of being first to attack in a turn.

Name: Merida
Position: Jester
Recruitment: Find her note in the lighthouse on Sailor's Island, then visit Horteka and show it to her.
Abilities: Increases the value of your ship.

Name: Pinta
Position: Delegate
Recruitment: Talk to him on Sailor's Island when you have the Dephinius.
Abilities: Protects your ship from Cannon attacks (using Crew command during battle).

Name: Moegi
Position: Delegate
Recruitment: Joins when you save Yafutoma from the Blue Gigas.
Abilities: Protects your ship from Magic attacks (using Crew command during battle).

Foe every character that you miss, you will lose a small part of the ending. If you want to see the full ending you'll have to catch 'em all (sorry).









the amount of Gold you have. To collect your items, just choose the 'Return' function in the menu screen; Pinta will also get experience for his adventure which increases the chances of finding better items. These are ranked from C up to A... you'll get the chance to trade with other ships during Pinta's Quest, so make sure you only accept good deals!

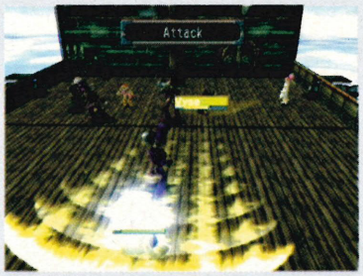
Pedigree Cham!

> Just in case you don't want to go through the entire guide searching for the Cham locations, here they all are;

1) Fight with Gordo
2) Duccat's Island, Aika's Entrance
3) Duccat's Island, Aika's Caverns
4) Deck of the Delphinus
5) Nasrad Market (after attack)
6) Esparanza, bottom of the ladder
7) Yafutoma, near the two fighting sisters
8) Mt. Kazai, passageway following the big drop
9) Exile Island, walkway
10) Crescent Island, behind the engineering room.
11) Flagpost on Crescent Island
12) Entrance to the Glacia Temple
13) Shrine Island
14) Shrine Island (ring system)
15) Soltis

Chapter 7: Daccat's Island

It's now time to move on to the Valuan Empire, where the Yellow Stone awaits! Head north from Horteka and fly through the now broken barrier. To your northeast and northwest are two islands. In both locations you will find Discoveries – Roc's Nest, Will 'o Wisps and Mysterious Rings. Travel southeast and you'll come across the Spell Pirates. Don't be too complacent about this battle, as their Dark Torpedo can hit you for as much as 6,000HP! Use Increm to protect yourself while you hit the enemy with Cannons and Magic Cannons. As you travel into Valuan air space you will encounter a Black Pirate.





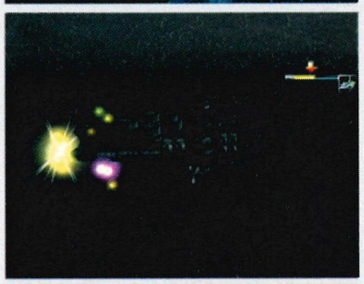
BOSS: GORDO
HP: 2,000
ATTACKS: LOQUA SPRAY
ITEMS WON: CHAM, SKY SARDIS X 60

> You'll have three rounds to kill Gordo before he uses his Loqua Spray move. This move will hit your entire party for a maximum of 700HP, so make sure they're all above that level. Use Aika's Delta Shield to nullify the Chef's Pyres attacks. Cast Increm on Drachma, and get him to use his Tackle move on Gordo. This will hit for 1,300HP! Once Gordo is down, you can relax a bit while you take out the Mad Chefs.

Keep travelling into the desolate region of Valua until you come to the Maw of Tartus. Once there, some Valuan Enforcers will attack you. Defeat them and pick up the three Choms. Do not use them! Now it's time to look for Rhaknam. Fly south and search around until you find him. A fleet of Valuan Battle Cruisers are attacking him, so you'll need to get through them first.







SHIP BATTLE: VALUAN BATTLE CRUISER
ITEMS WON: NONE

> The usual tactics will get you through this one. Cast Driln and Increm, then attack with Cannons and Wevles. When you get the option, choose to keep your distance from the enemy.

When Vyse comes to, search the tunnels to find the Moonberry and Gonzales's Map. Then go into the cavern and have a rest. As Aika, go to the Inn and stay the night. As Vyse, get into a couple of fights with the native animals. When you have enough meat, Vyse will sit down and cook a meal. Next you'll have to explore the island and collect all the firewood. Finally, you'll have to collect all the MoonStones that were uncovered by the rain. An air pirate will pick you up from the island. His name is Gilder. Once you have control of the ship, fly north-northwest to the mountains, and search for the Skull Rock Discovery on the very edge of Valuan territory. With this found, fly south to Nasrad.

Climb up the ladder and warn the gunner about the attack. Now go to the Guild and sort out your Discoveries. Head over to the bar and have a chat to the people there. Now go to the Inn and stay the night.

As Aika, go to the bar in order to collect your wages. Now go back to the Inn and get Daccat's Map from the old man.

As Vyse, visit the Weapons Store and the Items Store. Then go to the palace gates and tell the guards that you have important information for the Nasultan.

As Aika, travel back to the Skull Rock, then travel in the direction in which it is facing. One of the small islands is Daccat's Island. Land on it and find the Cham before you enter.

Fly the Claudia to Daccat's Island. Vyse will land on a different side of the island, thus solving the puzzle. Once inside, explore and find the treasure chests. Use the team-switch logo to switch to Vyse's team. One of the chests will be guarded by Zivilyn Bane, although he won't pose much of a threat. How he got in here is anyone's guess! Defeat him to receive a Zaal Seed and the Soul Crystal. Hit the switch to open the door on Aika's side. As Aika, open the chest and hit the switch to open the door on Vyse's side. Grab the Gold and step on the slab to open the doors on both sides. Switch back to Aika's team and grab the Maiden's Armour. Switch to Vyse and turn the wheel. Climb up to the chest. Keep switching and turning until you have found all the treasures. Eventually, both teams will end up on a slab by a doorway.

continued>

continued





As Aika, grab the Vidal Seed, Moonberry and the Cham, then stand on the slab in the far corner. Switch back to Vyse. Find the Risan Crystals, the Moonberry and the Electrum Box before moving on. The next room will take a lot of switching and turning before you finally get to the slabs at the end of it.





BOSS: SINISTRA AND DESTRA
HP: 3,300 AND 4,500 RESPECTIVELY
ATTACKS: DEATH WALTZ, EXPLODE (SINSTRA)/DEATH WALTZ, TUNDRA BLAST (DESTRA)
ITEMS WON: ICYL SEED, MAGUS SEED

› To start with, this may seem like a complete nightmare, but there are ways to make it relatively simple. Cast Increm on Vyse, and defend until you have enough SP to cast Pirate's Wrath (you really should have this by now) on Sinistra. This move will hit it for 5,500HP, thus killing it in one move! Now cast Increm on the rest of the team. Death Waltz requires both enemies to cast it, so that move is no longer a problem. Tundra Blast will hit for a maximum of 600HP – just keep your health above 1,000 to be safe.
Destra is pretty much immune to all physical attacks – Pirate's Wrath will only hit it for around 500HP. For some reason, it is scared of Aika. Her physical attack and Lambda Burst will hit it for between 300 and 500HP. Pyrum will also hurt it, though there is no move that will cause any big damage. Just keep chipping away at it until it dies.

Chapter 8: The Grand Fortress

The Valuan Empire is attacking Nasrad! While you are there you will get captured and slammed into the Great Valuan Fortress. Make your way to the lifts and then go up to the 2nd Floor. Aika is up here with her new friend.





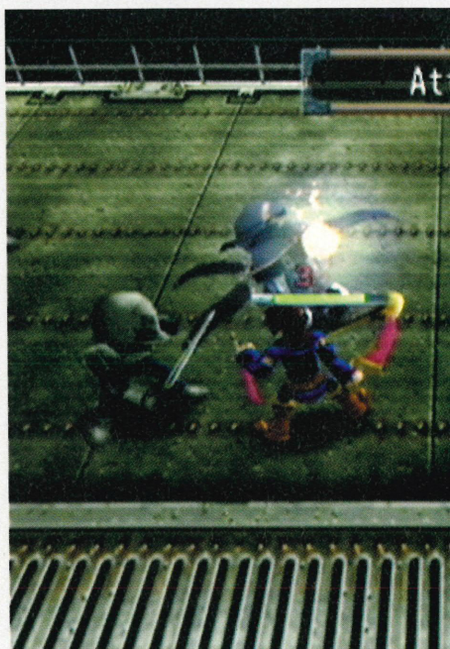




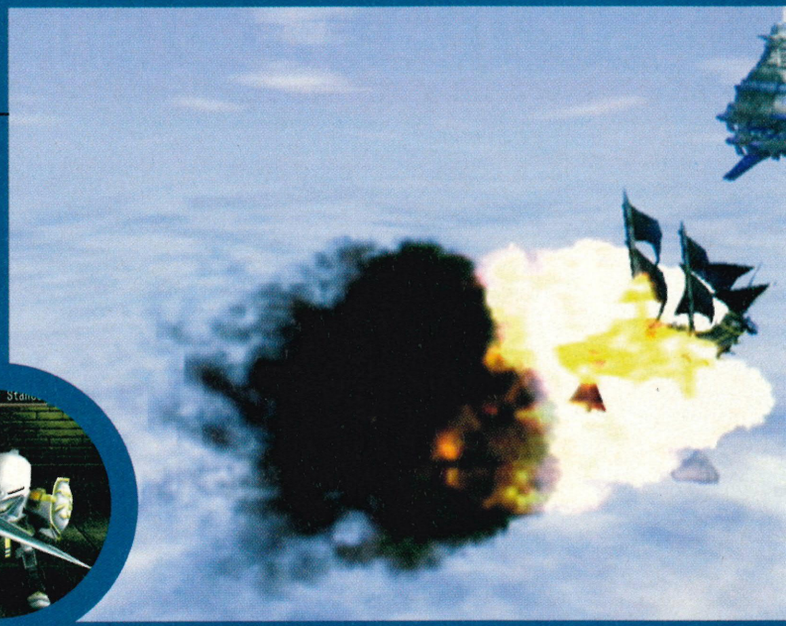
BOSS: VIGORO
HP: 4,500
ATTACKS: VIGORO'S CHARM
ITEMS WON: CANNON ROOM KEY

› This guy shouldn't cause any problems. Use standard attacks as well as Cutless Fury, Lambda Blast and Pirate's Wrath. If Vigoro casts Charm on Aika, don't worry about it. You could waste a Curia Crystal on her, but the effect will only last for two rounds at the most, so don't worry about it.

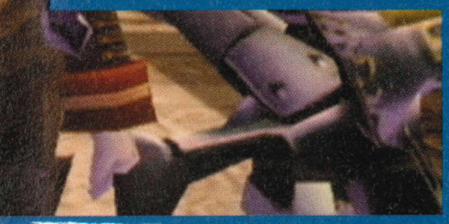
Ride the lift down to the Cannon Room. Go inside and use run through the tunnel. There are a few troops and Destroyers around. The door at the end is locked, so you'll have to use the elevator to get away from the explosions. Take out the two guards (who are guarding Fina) and then grab your friend. Now you can go back to that locked door and use the Harbour Room Key. Every time you get caught by a searchlight, you'll be attacked. Search the walkways, as there is a Moonberry and an encounter with Zivilyn Bane. This fight won't be a problem – just save up your SP and use a couple of Pirate's Wraths to see him off. You'll get a Sylph Seed and the Unholy Dagger for your troubles. Make your way to the doorway and save your progress.

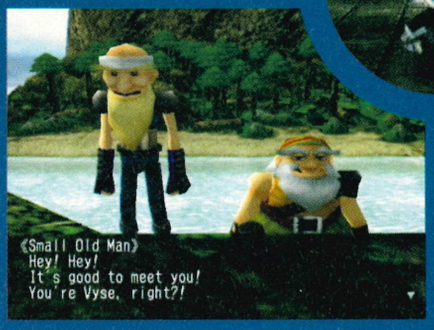






















BOSS: DRAIKOR TANK
HP: 7,900
ATTACKS: WHEEL BLAST
ITEMS WON: RISELEM CRYSTAL X 5

› This could be a hard battle. Cast Increm on everyone. Even this might not stop you from getting killed when the boss uses his Wheel Blast. Use Risan and Riselem Crystals if anyone gets killed. Try to keep everyone's HP as high as possible by using Sacrum. Don't attack without good reason. Use Special Moves only – obviously Pirate's Wrath is a great one to use, as well as Gunslinger. Vyse can inflict about 500HP damage when attacking with a silver blade. Keep this going and you'll slowly suck away at his health.



Somebody will tell you to get on the lift. Jump on, and when the prince asks you to take him with you, agree. You will now be on-board the prince's flagship. Simply Focus until you have enough SP to fire the Super Cannon. One shot will blast a hole in the weakened wall. You will get some Gear Grease for winning.

There are two compartments on the bridge. One contains a Moonberry and one contains Marco the stow-away! Explore the rest of the ship and find the Cham on the deck. Now it's time to set off. Sailor's Island is directly ahead, so you may as well pop in and stock up on supplies. Talk to Polly in the Tavern – she'll join your crew as a cook. The mysterious Lawrence will agree to join you in exchange for 10,000 Gold. Pay him in order to recruit him as your Helmsman.

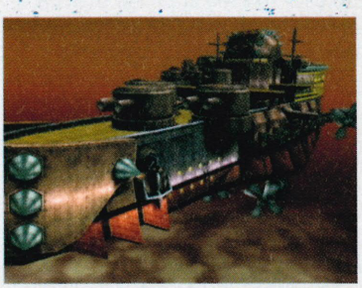
Head over to the Lighthouse and pick up the 'Message In A Bottle' from the window ledge. Now fly to Nasrad via the Dannel Straite. There you can recruit Khazim as your Gunner and Osman as your Merchant. There is also a Cham to pick up in the centre of town.

Now fly to Crescent Isle. Gilder has already sent two of hi\s men to meet you. One of them will fortify your ship for 25,000 Gold. The other will build you a base for 75,000 Gold. You should have enough to cover the ship costs, but you probably won't have enough for the base. Gain funds by selling Zivilyn Bane's treasures, finding the Balloon Flower (north-west of Daccat's Island) and battling in the area around Crescent Isle. Once you have paid for the base to be built, choose Fina's flag in order to give her some confidence.

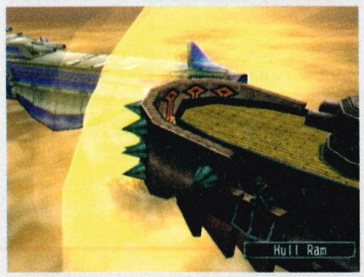
Chapter 9: Finding Yafutoma

Now that your ship has been reinforced, you can continue your search for the crystals. Find the Ruins of Rolana by flying southeast from Nasrad, down a narrow gully. Go to Sailor's Island and sell your Discovery. You should be able to buy a bunch of new ones as well. On your way to Victory Cape, challenge the Black Pirate that is hanging around the Temple Of Pyrynne area. One dose of Electrum should finish him off.

Fly around the cape and find Esparanza. There's a Cham at the bottom of the ladder, as well as a chest containing some Gold if you follow the corridors. One of the huts has a switch, which will lower a ladder for you to climb. Visit the Weapons Stall for some cool new weapons and ship parts. There's also a Moonberry to be found just around the corner. Visit the Tavern last of all – Fina will barge in and tell you that the Armada is on its way.





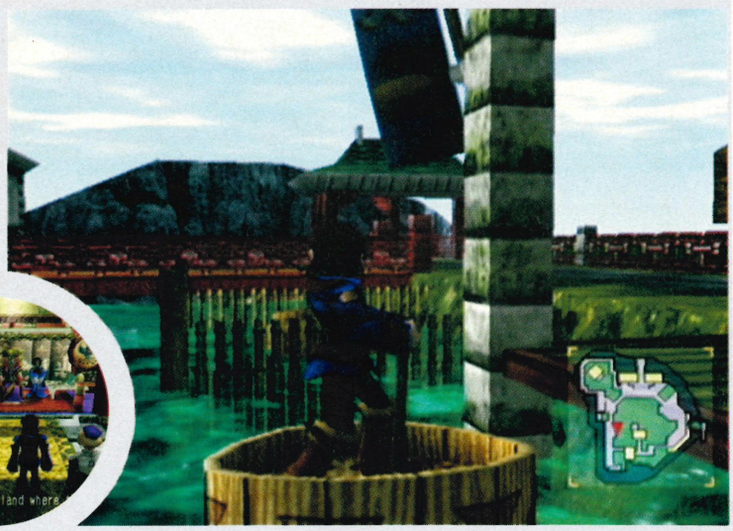


SHIP BATTLE: THE ARMADA
ITEMS WON: APA WAX, SHREDDER BOMB, CRYSTAL BALL, CAPTAIN'S STRIPE, HEAVY ARMOUR DECK, 12" CANNON

› The first two battles are simple enough. Cast Increm and Driln. Then attack with the Advanced Cannon or the MoonStone Cannon for devastating effect. If you get the option, choose to close in. The third and final battle won't be so easy. At first you won't be able to use your MoonStone Cannon. After being

continued ›



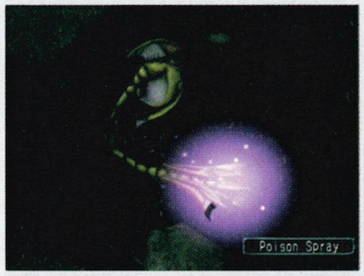


rammed by the enemy, you'll learn that you have to use Quika just before a red-square attack. By doing this, you can dodge the attack and use a MoonStone Cannon shot in the next round. Then, of course, it's all over!

Go back to Esparanza and soak up the praise from the locals. Now it's time to continue your search. Fly south through the normal rift, and into the Lands Of Ice. Search around to find the Aurora and a weird, flying enemy. You'll engage it in a ship battle. At first, you won't be able to hit it – get round the back of it, then hit it with your MoonStone Cannon, Advanced Cannon and Driln.

Head back to Esparanza and look for the vortex in the Dark Rift. Go inside and save your game at the save point. The first area has two glowing shipwrecks. Search them to find the Magus Seed and the Moss Armour. There is a vortex ahead of you – ignore it. Instead, go through the other vortex, which can be found by going through the hole in the cliff (collect the Dream Cutlass before you go through). Follow the wormhole through to the glowing rocks area. Treat this area as a central hub. It has four portals in it. One will lead you to an area with the Aura of Valour, a Moonberry and a battle with Zivilyn Bane (simply hit him with Pirate's Wrath to reduce him to nothing). One will lead you to some Sacres Crystals, 2,731 Gold and a ship, which contains none other than Polly's lost husband, Robinson! There is also a Moonberry on this ship.

The vortex next to Zivilyn Bane will take you through to a save point. Save your progress and try to leave through the final vortex.









SHIP BATTLE: ANGUILA
ITEMS WON: CONCUSSION BOMB, HEAVY TORPEDO, TIMING VALVE

› Cast Increm and Driln straight away. Keep focusing (unless it's a red square) until you get the option to keep firing. Fire off the MoonStone Cannon when you get the chance, otherwise stick to the Advanced Cannon/10" Cannon combination. When the beast finally comes out into the open, hit it with Pyrum for big damage.

Travel east and search for the Uguisu's Nest Discovery and the Guardian Walls Discovery. Now travel north through the rift until you are challenged by a ship





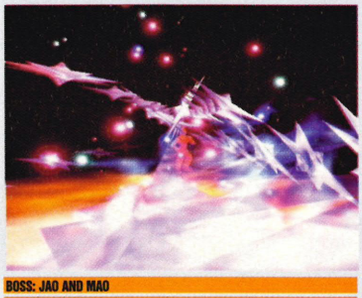
SHIP BATTLE: SPELLSHIP
ITEMS WON: PYRO BOMB, CRYSTAL BALL

› Yafutofan ships use the power of the blue MoonStones to fly at high altitudes, so most of the time, your cannons won't be able to hit them. You'll have to resort to your Heavy Torpedoes and Pyrum/Electrum. Sometimes the enemy will drop down, at which point you can hit them with your cannons.



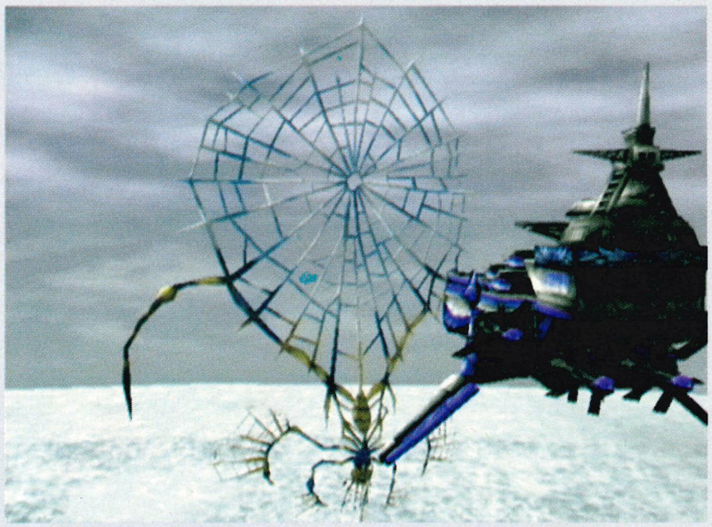


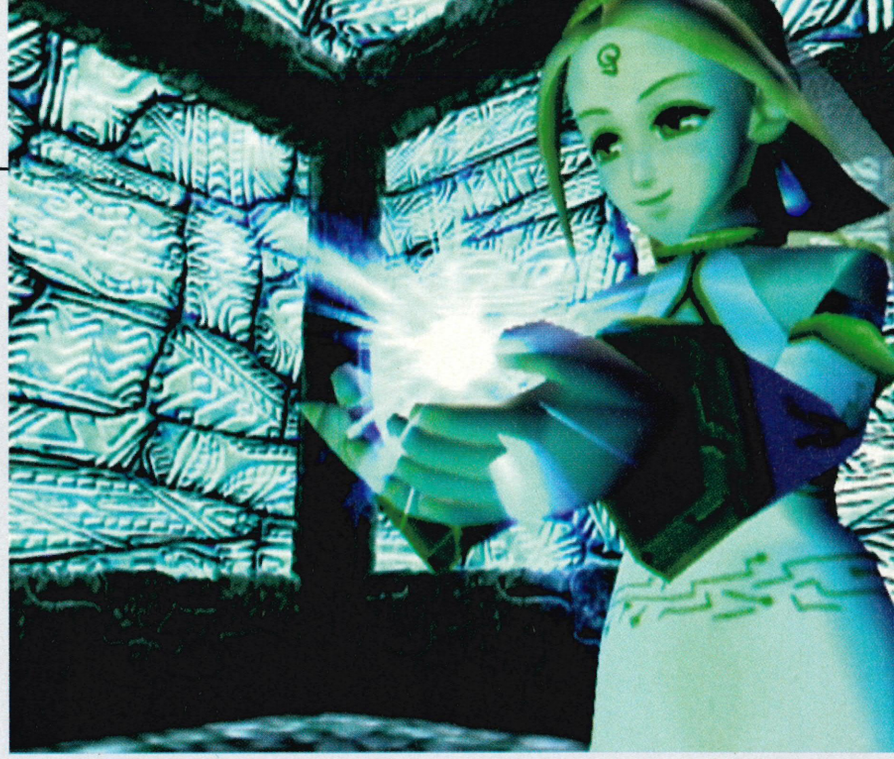




BOSS: JAO AND MAO
HP: 2,600 EACH
ATTACKS: IRNAGUN, TATATIMAROTU
ITEMS WON: MOONBERRY

› These guys specialise in an ancient eastern martial art, and as such, are not armed. Don't let this deceive you, as





their attacks will hit you for around 1,500HP. Status attacks will not touch them, so don't use them. Cast Increm on your party and Focus until you have enough SP for Pirate's Wrath. This will reduce them to sniffling fools! Use Sacrum to keep your HP up at all times.

Keep travelling north until you reach Yafutoma. Talk to Lord Mikado, then rest up in the guest house. Take the lift down to the lower levels. There's a Cham to find near where the sisters are squabbling. Jump into a tub boat and drop off the edge of the waterfall. Find Kirala. Treat her nicely and she'll join your crew. Make your way back up to the restaurant where Kirala's sister works. Urala will now join your crew. Explore the town and buy what you need from the Weapons and Items Stores. Go through the secret door in the Items Store to get the 3,000 Gold.

There's a Moonberry puzzle to be solved before you leave. Jump into a tub and ride it over to the opposite dock. Walk round to the wooden bridge (near the tub-boat man) and hit the switch. Go back to the tub and ride it through the open bridge.

Make your way down to the docks and save your progress. Lastly, visit the Ship Merchant and buy whatever you need from him. It would be a good idea to stock up on Deluxe Kits, as they are ridiculously cheap here. Now you can get him to escort you to the mountain.

Slide down the rope and walk through the underwater corridor. Hit the switch in the main room, then head left and hit both the switches in the next room. Go back to the main room and head for the opposite doorway. This will lead you to a room containing many pools of water. In the middle there are four in a row. Jump into the second one from the left. You will land on a walkway, from which you can get to another switch. Hit it and head back to the main room.

There is one more doorway in this room. Go through it and follow the corridor to the T-Junction. Turn right and drop into the water. Explore the submerged cavern until you find a slope leading to an encounter with Zivilyn Bane. You know what to expect. Hit him with two Pirate's Wraths to see him off. A Vidal Seed and a Windsong Orb will be your reward. Go back to the place where you dropped into the water. There is another passageway, leading to the final switch.

Now you can go back to the main room, and drop into the water. Follow the passageway. The rope will take you back to the main room. The passageway will take you to a Cham. At the junction, go straight on to find a Moonberry. By now, you should've learned all the Special Moves. Go back and take the alternative route.

Aluspheres inhabit the next area. Judgement is probably the only move that will hurt them to any degree, so save up your SP and use it whenever you can. In an up-coming corridor you will have to fight against four groups of these creatures! There is a way around it, but we suggest fighting them for the experience points. Follow the corridor and save your game.









BOSS: TORTIGAR
HP: 11,100
ATTACKS: STEELSKIN, SACRULEN, ICE, STORM, WEVLES
ITEMS WON: MOONLIGHT ROBE

> This is going to be one long battle. Cast Incremus, and change Vyse's and Enrique's weapons to yellow. Cast Sacrum whenever a character gets below 1,800HP. The only attacks that will really hurt it are Pirate's Wrath and Judgement, hitting for 4,000HP and 2,500HP respectively.

Once every couple of rounds, Tortigar will cast Steelskin, which will last for one round. During this period, it will shrug off all attacks. Occasionally it will cast Sacrulen, thus regaining all of its HP! This can be extremely annoying, but keep pummelling it. If you get the attacks in quickly enough, it won't get the chance to heal itself.





GIGAS

GIGAS BATTLE: BLUMEM
ATTACKS: BLUE LIGHTNING, PHOENIX RAY, BLUE WIND
ITEMS WON: CAPTAIN'S STRIPE

> It's going to take a hell of a lot of firepower to take this bird down. Immediately cast Increm and Driln. Top them up as soon as their effects fade. Your Yamoto Spirit will hit for around 12,000HP, and your MoonStone Cannon will hit for around 25,000HP. A torpedo-MoonStone Cannon combination will inflict an impressive 30,000+HP damage! All three of the Gigas's moves will hurt you for a maximum of 7,000HP, so don't worry too much.

Get around the Blue Wind by defending in the round before it attacks. This will take a bit of time, but eventually, Yafutoma will be saved and you'll get to finally change discs!

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Chapter 10: Save Yafutoma!

Now that the Blue Moon Crystal has been returned, you can rest up for the night – but even as you sleep, an intricate plot is being woven by the enemy! When you get to the docks, the Armada will be waiting for you. There's nothing you can do right now, so go back to your quarters while the talks take place. When the princess brings the bad news, you should run and hide.

Go into the secret passageway and grab the items at the end of the left-hand section. Go back the other way and jump into the transport pod. Make your way along the Exile Island walkway. There are Tenkou to fight and a Cham to find on the way up. Talk to Daigo, then make your way back to the transport pod. Once you get close enough, you can board the Delphinus. Make your way up to the bridge and take out the traitorous fool with Judgement.







SHIP BATTLE: DRACO
ITEMS WON: CAPTAIN'S STRIPE

Unless you're firing the MoonStone Cannon, always defend on a red square. Cast Increm and Driln. The MoonStone Cannon should hit for around 25,000HP – two shots should take him out. You won't need to heal, as the Draco's cannon only hits for 5,000HP.

Chapter 11: Glacia

It's time to get back to base and see what the guys have been up to while you were away. Fly east until you eventually arrive back at Crescent Isle. You will discover that the world is round! You now have a functional base. Visit Khazim and buy some new equipment. Grab the Cham from behind the Engineering Hut, then go up to the island surface. There is a Cham to be found near the flag-post. Talk to Kirala and Osman – give them the money they need to do the necessary renovations.

Use the lift to get up to the Meeting Room. In the morning, give Izmael enough money to do some renovations. Fly south to The Lands Of Ice. You've been there before, so you shouldn't have any problems finding it. Keep flying south so that you end up at the top of the map. Use the bird's eye view to spot the temple under the ice.

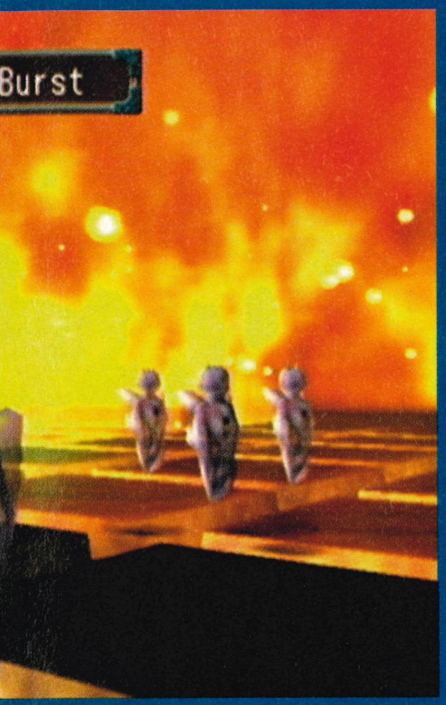
Grab the Cham from the entrance. Talk to the first Guardian Stone. The answer to the question is, of course, the 'Power Of Ice.' The answer to the second Guardian Stone is 'Two,' and the answer to the third Guardian Stone is 'Will and Spirit.' You will now be in Glacia. Follow the path until you come to the first T-Junction. Go left and find Aika's Ice Splitter. Now head back in the other direction. There are two enemies that will cause you problems: the Dolstra and the Frost Worms. Both will require big moves such as Judgement and Pirate's Wrath to even dent them. At the second T-Junction, head left for a confrontation with Zivilyn Bane. Cast Incremus, then use Pirate's Wrath and Judgement to make short work of him. Your reward will be an Icyl Seed and a Winter Orb. At the third junction, there are three possible routes. Turn right to get a Cham. Go straight ahead to find the Frostblade. Go left to find a Save Point.

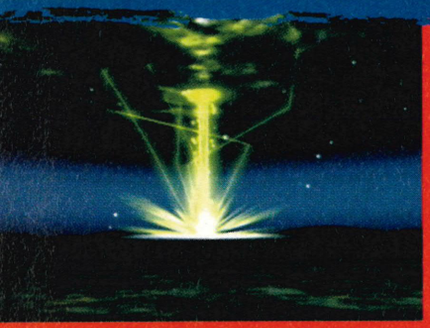




BOSS: VELTARN
HP: 10,500
ATTACKS: AVALAUNCHER, DEATH LASER
ITEMS WON: CRYSTALEN BOX

This boss can be a complete nightmare if you don't have the correct equipment. Before you challenge it, equip your party with Silvite Rings. If you don't have these, you're in for a very tough battle! Avalauncher will hit any party members in the way for just under 2,000HP. Death Laser will cause instant death UNLESS you have a Silvite Ring equipped, in which case it will hit you around 200HP. Cast Incremus, then keep Focusing and casting Judgement and Pirate's Wrath.







GIGAS

GIGAS BATTLE: YELIGAR
ITEMS WON: CAPTAIN'S STRIPE, THUNDER CUTLASS

This Gigas is relatively easy to defeat. You should have 50,000HP by now. When protected by Increm, Voltigar and the Photon Charge will only hit you for around 3,000HP. The Ancient Cannon will miss every time, so stick to the Torpedo and the MoonStone Cannon. This combination will hit for around 55,000HP!

Travel across to the temple. Grab the Moonberry from the far right, then go inside and talk to Drachma. When he tells you he's leaving, let him go. Now it's time to return to Crescent Isle.

Chapter 12: The Yellow Crystal

With the new engines fitted to the Delphinus, you'll be able to fly under Valua and get to the crystal! Have a look around the island and give money to anyone who needs it. Go up to the Meeting Room – there you will decide on your next destination. In the morning, visit Polly. She'll agree to make you a Polly Special in exchange for 10 Grules. These fish can be found near the Dark Rift.

Fly to Esparanza and chat to the locals. Don will join your crew as a Helmsman, the Tavern-keep will ask you to go on an errand for her, though you should think about this at some other time. Fly to Ixa'taka and search above the clouds for a hug red Roc. You can also find a giant squid flying around near the Squid's Nest Discovery. Both of these ship battles can be won quite easily by using standard tactics.

Now fly to the Valuan Capital. Above the clouds to the north, you will find Ilchymis's Island. Talk to him and try to get him to join your party. Leave, then return and ask him again. As long as you have learned 'Riselem' he will join you as an Artisan. Grab the Cham, then head over to Tenkou Island. There is an island nearby (above the clouds) which holds 'The Mother Tree' Discovery. Now travel to the south-east corner of the map. West of the rift, you will find Ryu-kan's house. He will join your party as an Artisan. Slightly north of here, you will find the 'Inverse Isle' Discovery. Return to base – Ryu-kan and Ilchymis will set up shops. Give money to whoever needs it and set off again.

Fly under the clouds along the east coast of Valua until you find the 'Dancing Lights' Discovery. This marks the entrance to the Maw of Tartus. Before you enter, fly due west, above the clouds until you get to Gordo's Bistro. Talk to Domingo. He will join you if have 30 or more Discoveries. Grab the Cham before you leave. Now you can head back to the underground entrance to the Maw of Tartus.

At the first fork, go right and grab the treasure. Then go back and take the left-hand route. At the second fork, go left and take the second treasure. Double back and take the right-hand route to the save point. **(see Gigas boxout)**.

Climb above the clouds and travel home to Crescent Isle. Talk to Ilchymis. He'll have a great new medicine for you called the Ilchymix, as well as a bunch of useful seeds to buy. Go up to the Meeting Room, where you'll find Gilder.

Now it's time to tie up a few loose ends. Travel south and search the skies above Nasrad for the 'Iron Star' Discovery. Travel to Maramba and talk to the old lady in the Kabal Skewer shop. Now go to Esparanza and talk to the young girl in the tavern. She'll give you a Kabal Skewer for her mum. Her mum won't like it so you'll have to go and find the right ingredients. They can be found in the following locations:

Gentum:	**The Items Merchant in Nasrad has some**
Khale:	**Travel southwest from Yafutoma and find the 'Spice Island' Discovery**
Kabal:	**Gordo has some**

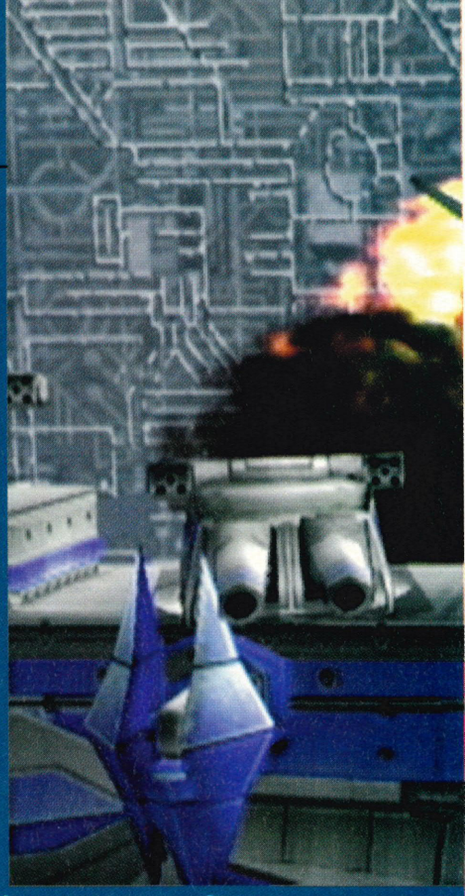
While you're doing this, you can find the Discovery from the end of the rainbow near the Iron Star. Once you have found all three ingredients, the Kabal Skewer lady will forgive her daughter (obviously you'll have to get her daughter to make it first). Your reward will be an Abirik Cham.

Chapter 13: Where Is The Final Crystal?

Galcian is preparing to overthrow the Empress. You'd better get to the secret construction site before Galcian gets too powerful! Dangral Island can be found north-east of Shrine Island. Break in, and go straight ahead at the fork. Check all of the grates to see what's inside them. Eventually you'll get to the power room, where you can switch off the fans. Now you can go back and take the alternative route through

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the fan area. You'll come to a corridor with several doorways. Take the first on the right, and follow it down some stairs to the Ship Schematics. Grab them and make your way back up the stairs. Take the opposite doorway – this will lead to a host of treasures. As you try to get back to the Delphinus, Galcian will stop you. Thankfully, Gregorio will hold him off. Use this chance to get back to your ship with the plans. Head back to Crescent Island and get Brabham to upgrade the ship. Give Ryu-kan some extra money so that he can upgrade his shop.

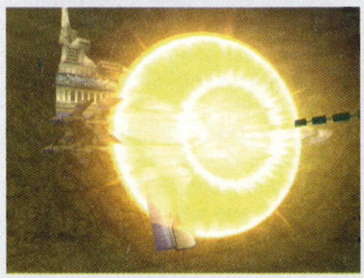
The Vortex can be found between Pirate Isle and Shrine Island. There is also the 'Flying Machine' Discovery to find before you go in. Once you have reached the ocean floor, use the B button to send out a sonar wave. Potential treasure sites will show up as '?'. You can double-check a square by moving to a nearby location and trying again. Sometimes the object will be a Raja, which is a giant fish. Visibility down here is poor, so a high percentage of your attacks will miss. Increm and the Ancient Cannon will kill Rajas in one hit if they make contact. There are three items to find down here – 2 x Velorium and Fina's Ship. They can be found at the following co-ordinates

Example: (6, 4) Six squares up, four squares across.

(6, 2)	Velorium
(6, 8)	Velorium
(3, 5)	Fina's Ship

Once you have found the ship, De Loco will turn up and challenge you.





SHIP BATTLE: THE CHAMELEON
ITEMS WON: CAPTAIN'S STRIPE, TWIN TURBO, MAGIC SHELL

› Remember that visibility is low, so a lot of your attacks will miss. It won't take much to knock him out, you just have to be patient and wait for one of your attacks to hit.

After being knocked out for the first time, De Loco will fire his Harpoon Cannon. Now that he is closer to you it won't be so difficult to hit him. An Increm/Torpedo/Ancient Cannon combination will knock him for six.

Visit Pirate Isle and get Pow to join your team as a Jester. Now take Enrique back to Sailor's Island.





SHIP BATTLE: BLACKBEARD II
ITEMS WON: TIMING VALVE, SPHERICAL FIGURE, HYBRID WAX

› As long as you prepare yourself, you can take this ship out with one attack. Use Increm and Driln – then use the Torpedo/Ancient Cannon combo for 15,000HP of damage!

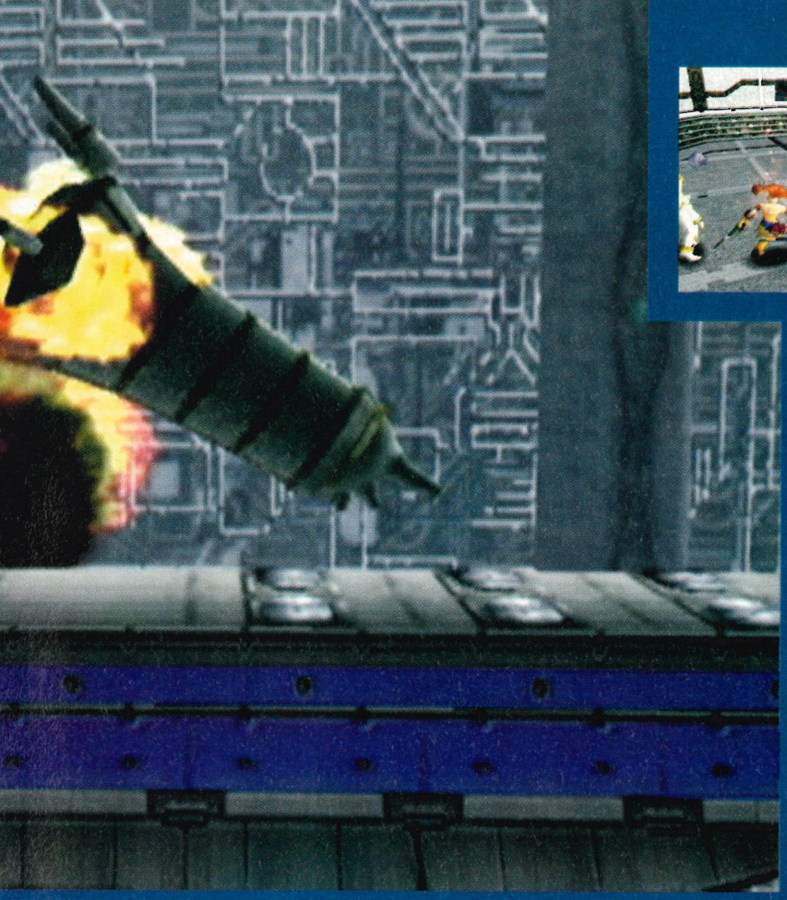
Visit the Weapons Store, the Ships Merchant and the Sailor's Guild before you leave. Now the Armada will attack Crescent Island. It's time to fight Ramirez – tell him that he'll have to kill you before he gets the crystals. This fight is pointless. Even if you manage to survive for a while, there's no way that you'll ever dent his energy bar.

After the fight, tell Aika that you won't give up. Then tell Fina that you understand and that you'll go anywhere with her. Before you leave, give Ryu-kan the items, which you found in Deep Sky. It's time to go to the Great Silver Shrine. It will take a couple of minutes to get used to the new controls. Make your way to the light in the centre and transport yourselves to the inner shrine. Make sure that you explore every avenue and find all the treasures. Teach Gilder his final two Special Moves as well. Once you have spoken to the elders, return to Crescent Island. By now, Ryu-kan will have the Vorlik Blade ready for you.

Chapter 14: Retrieve The Crystals

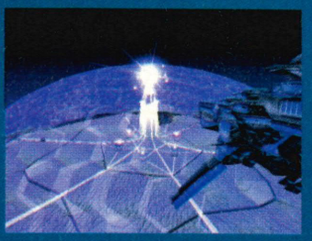
Galcian has all the crystals! You need to get them back before he destroys the world! Head back to Dangral Island, and jump onto the lift to fight Vigoro again.

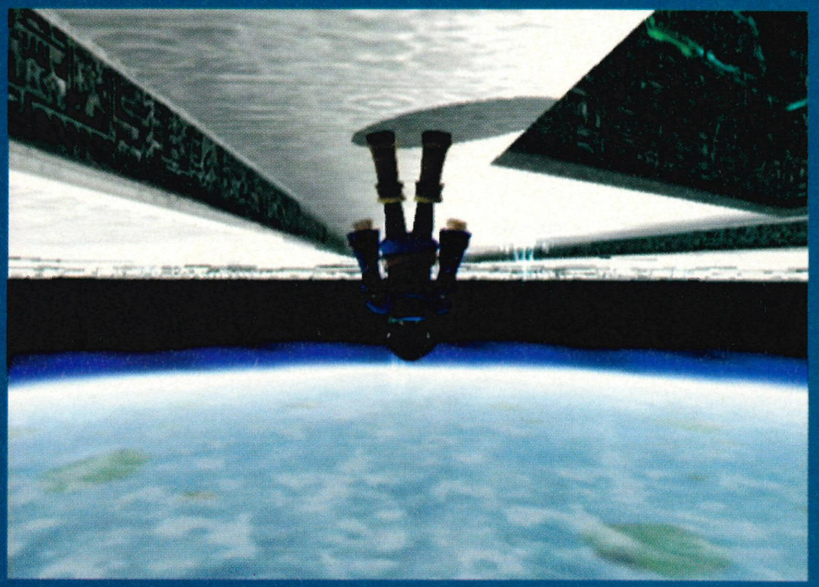












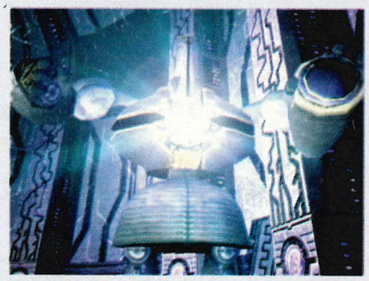


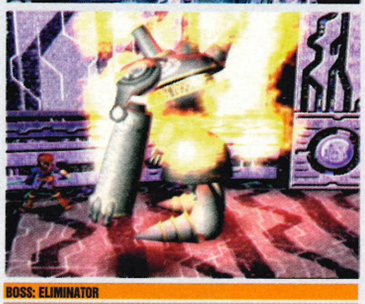




BOSS: VIGORO
HP: 14,500
ATTACKS: CANNON FIRE, RANDOM FIRE
ITEMS WON: PARANTA SEED

› Vigoro now has a rocket launcher that will hit you for up to 2,500HP, so cast Incremus as soon as you can. Focus or Heal with Gilder, Aika and Fina, and use Pirate's Wrath with Vyse. Two lots of this move should see him off.

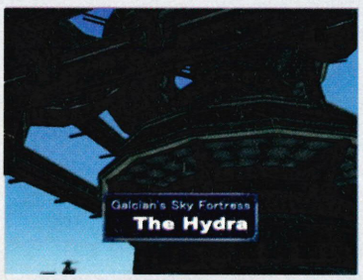


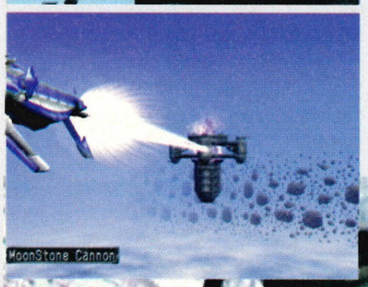


BOSS: ELIMINATOR
HP: 26,500
ATTACKS: BLASTER, LASER BLAST
ITEMS WON: MOONBERRY

› Treat this battle in the same way as the battle with Vigoro. The only difference is that it will take slightly longer, as this boss has more HP. You shouldn't need to heal at any point.

Get out of here as soon as possible and head back to Crescent Island. Go and find Aika and Fina. Put your arm round Fina (by the cape) and tell Aika (meeting room balcony) that you're scared too. Now for the big battle! The first battle will be against a Valuan Mage Ship, the second will be against Galcian's Elite Crew and the final battle will be against the mighty Hydra, so brace yourself!

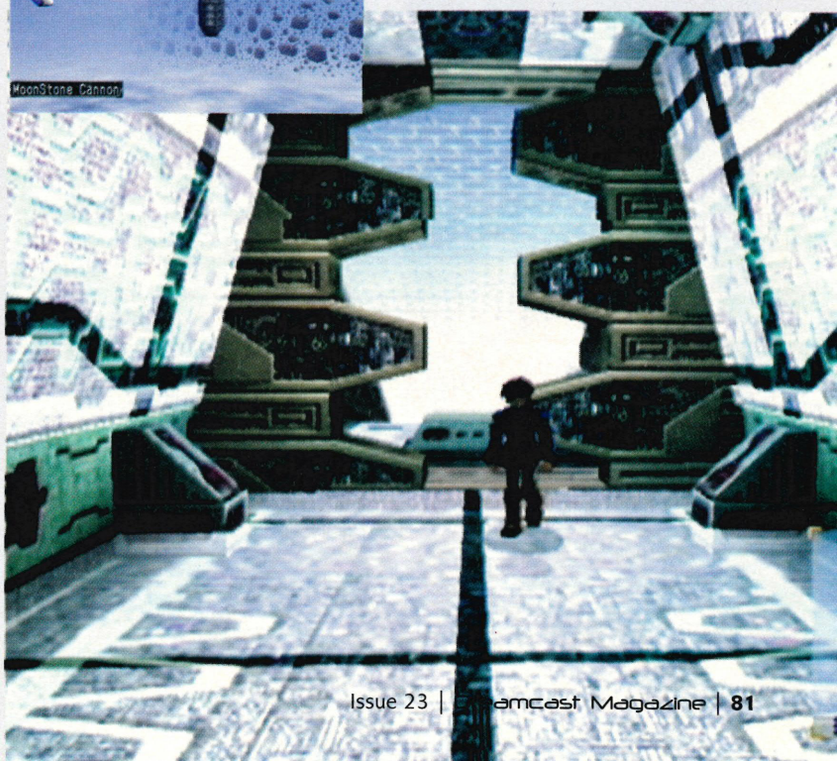




SHIP BATTLE: HYDRA
ITEMS WON: CAPTAIN'S STRIPE, MOON CANNON

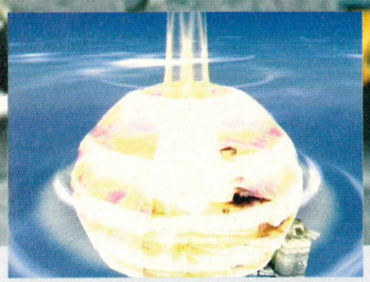
› This is going to be a very long battle. Preparation is the key. Before you even start attacking, use Increm, Driln and Urula to get your SP up. The MoonStone Cannon is the key to winning. Attack the hull when you get the chance. The most successful attack will come if you use the MoonStone Cannon on a red square. This can result in up to 60,000HP damage!

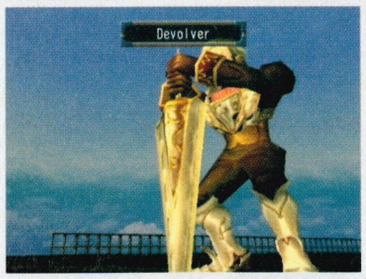
With the Hydra defeated, you can board it and make your way to the bridge, where Galcian is waiting for you

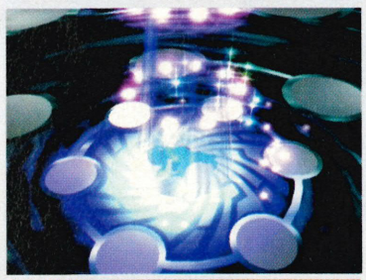


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BOSS: GALCIAN
HP: 22,000
ATTACKS: ETERNUM, NEGLORA, ELECTRULEN, DEVOLVER, TERMINAL
ITEMS WON: VALUAN MEDALLION

› Galcian has a number of moves, but they will only affect one person. Because of this, you should be able to use Riselem Crystals to maintain your party. Make sure that your party is always covered by Increm. Use Pirate's Wrath and Gunslinger to slowly wear him down. Be patient, and remember that it is more important to maintain your party than to attack.

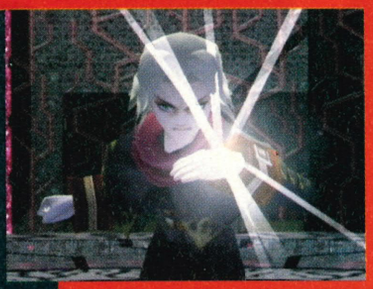
This is the last chance that you will get to explore the world, so if you have anything else that you want to do, do it now. Otherwise, head for Shrine Island. The island's defence mechanism will kick in. Use a Torpedo/X Cannon combo to knock it out. You will receive a Complete Kit, a Sparkling Deck and a Moon Gun for your trouble. Make your way to the double doors at the base of the shrine. Be sure to grab the Cham before you go in. Inside is a ring system. Make your way through the corridors – there is another Cham to be found in the top-most chamber of the second ring.

Soon you will come to the inner-most regions of the shrine. Use the transporters to get about. When you came to a choice of two transporters, take the furthest one. A little further on, you'll have the choice of a transporter or a door. Go through the door to fight against Zivilyn Bane. Two Pirate's Wraths will kill him. You will receive an Orb of Serenity and a Slyph Seed in return. Keep using the transporters until you finally reach Ramirez.

FINAL BOSSES

BOSS: RAMIREZ
HP: 19,000
ATTACKS: ETERNUM, DRILNOS, LUNAR BLESSING, DESTRUCTION, SILVER TUNDRA, SILVER ECLIPSE
ITEMS WON: NONE

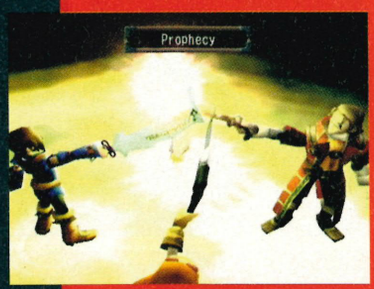
› For some reason Ramirez has far fewer HP than he did a little while ago. Don't bother with Increm, as Ramirez will use Drilnos far too often. When he does this, use Lunar Cleansing to wipe the slate clean. Try to keep your HP above 2,000, either with Sacrum Crystals or with Sacrum. The only move worth using is Pirate's Wrath, which will hit for around 5,000HP. Be extremely patient, and get the attacks in when you can. When Ramirez has been defeated, he will merge with the Silver Gigas.





SHIP BATTLE: ZELOS
ITEMS WON: CAPTAIN'S STRIPE

› Yet again, this battle is all about being patient. As long as you Guard the red squares, none of the Gigas's attacks will hit for more than 12,000HP. Choose to get in close, and always keep firing, as this is the only way to get the MoonStone Cannon up. A Moon Gun/Torpedo/MoonStone Cannon combo will hit for over 40,000HP! This is the only way to go.

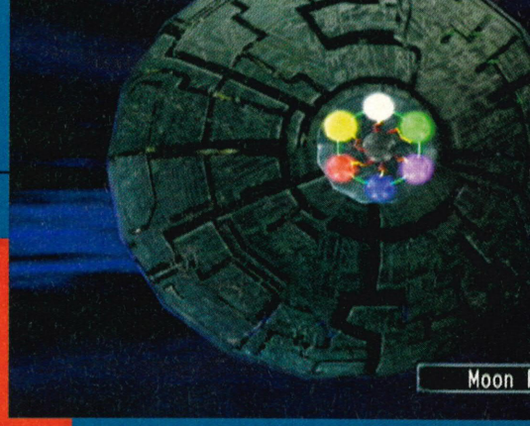




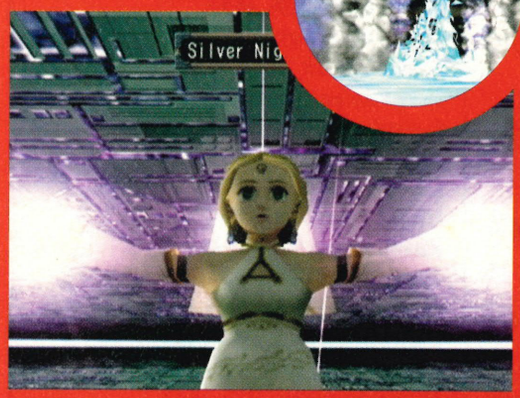


















FINAL BOSS: RAMIREZ II
HP: 24,500
ATTACKS: ETERNES, DRILNOS, DESTRUCTION, SILVER NIGHTMARE, SILVER BINDS, SILVER ECLIPSE
ITEMS WON: THE WORLD IS SAVED!!

› Use exactly the same tactics as for Ramirez. His Silver Nightmare move will take control of a player for one round and will force them to use a Special Move against their allies. This can be a weak move (if it uses Lambda Burst) or a powerful move (if it uses Pirate's Wrath). As always, Pirate's Wrath is the only attack worth using.





› Now you can sit back and watch one of the cheesiest endings you've ever seen, safe in the knowledge that the world is a better place.









GAME OVER



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Bon Jovi - It's My Life: CODE 1123
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Britney Spears - Oops I Did It Again: CODE 1133
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Darude - Feel The Beat (Version 2): CODE 3660
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Dexy's Midnight Runners - Come On Eileen: CODE 1170
DMX - Ruff Ryder's Anthem: CODE 1176
Dr. DRE - Forget About DRE: CODE 1179
Dr. DRE & Eminem - Whats The Difference: CODE 3663
Eiffel 65 - Blue: CODE 1186
Eminem - Guilty Conscience: CODE 1190
Eminem - Marshall Mathers: CODE 3664
Eminem - Real Slim Shady: CODE 1191
Eminem - Stan: CODE 1192
Eminem - Still Don't Give A F***: CODE 1193
Eminem - The Way I Am: CODE 1194
Janet Jackson - Every Time: CODE 1234
Jennifer Lopez - My Love Don't Cost: CODE 3570
Led Zeppelin - Stairway To Heaven: CODE 1428
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Limp Bizkit - Rollin: CODE 3670
Limp Bizkit - Mission Impossible 2: CODE 1261
Lou Bega - Mambo No. 5: CODE 1263
Madonna - Music: CODE 1270
Mya - Case Of The Ex: CODE 3560
N'Sync - It's Gonna Be Me: CODE 1302
Papa Roach - Last Resort: CODE 1306
Pink - You Make Me Sick: CODE 3571
Queen - Bohemian Rhapsody: CODE 1315
Queen - We Are The Champions: CODE 1314
R Kelly - I Believe I Can Fly: CODE 1316
Red Hot Chilli Peppers - Scar Tissue: CODE 1321
Ricky Martin - La Vida Loca: CODE 1328
Robbie Williams - Rock DJ: CODE 3566

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3509
3494
2506 WINNIE THE POOH
3473
3649 CELTIC
3469
3502
2528 zzz
3387 SEXBOMB
3508
3471 MANCHESTER UNITED
3524
3454
2867
3512
3519
2622
2113 LIVERPOOL
2548
3456
3497 NO FEAR
3640 EMINEM Dr Dre
3520
3522
2128 TOTTENHAM HOTSPUR
2112 LEEDS UTD
3457

...MORE CHART RINGTONES

S Club 7 - Reach: CODE 1332
Shaggy - It Wasn't Me: CODE 3676
Sonique - Put A Spell: CODE 3639
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Tom Jones - Sex Bomb: CODE 1393
Toploader - Dancin' In The Moonlight: CODE 3677
U2 - Stuck In A Moment: CODE 3678
Vanessa Amorosi - Absolutely Everybody: CODE 3679
Westlife - Swear It Again: CODE 1413

TV RINGTONES

Addams Family: CODE 1434
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Armageddon Theme: CODE 1025
A-Team: CODE 3652
Austin Powers Theme: CODE 1026
Benny Hill Theme: CODE 1027
Bob The Builder: CODE 3636
Buffy The Vampire Slayer: CODE 1028
Charlie's Angels Theme: CODE 1030
Colonel Bogey: CODE 1433
Coronation Street: CODE 3534
Dawson's Creek Theme: CODE 1033
Dirty Dancing Theme: CODE 1034
Eastenders: CODE 3632
Emmerdale: CODE 3537
ER: CODE 3536
Fraggle Rock Theme: CODE 3666
Hawaii Five O: CODE 3533
James Bond: CODE 1430
James Bond - Dr No: CODE 1435
Magic Roundabout: CODE 3553
Match Of The Day: CODE 1444
Mission Impossible: CODE 1421
Mission Impossible 2: CODE 1422
Monty Python's Flying Circus: CODE 3548
Muppets: CODE 1443
Pink Panther: CODE 1436
Pretty Woman Theme: CODE 1049
Red Dwarf: CODE 3539
Rocky Theme: CODE 1050
Roobarb: CODE 1440
Royle Family: CODE 3669
Rugrats: CODE 3530
Shaft: CODE 3527
South Park Main Theme: CODE 1052
Star Wars: CODE 1425
Star Wars Cantina: CODE 1424
Star Wars End: CODE 1423
SuperMan: CODE 1429
Tequila: CODE 1138
The Simpsons: CODE 1439
The Sweeney: CODE 1437
Thunderbirds: CODE 3529
Titanic: CODE 1420
Topgun: CODE 1066
Millionaire: CODE 3552
WWF: CODE 1062
X-Files: CODE 3551
X-Men Theme: CODE 1064

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4. YOU MAKE ME SICK	118263	✓		
5. I WANNA BE YOU	143149	✓		✓

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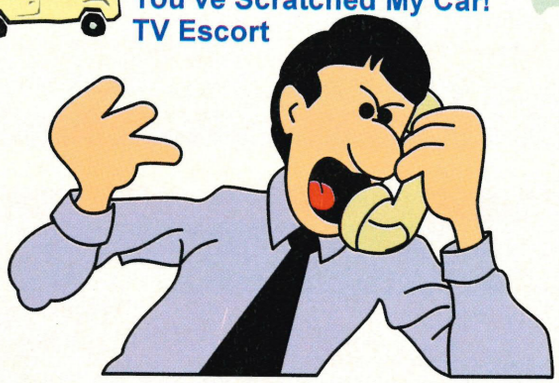
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directory

Welcome to the legendary DREAMCAST MAG Directory, where you'll find every Dreamcast game listed. Don't go shopping without it...

It's our job to know games, so before you bother to even think about getting yourself a game you should read these four pages *very* carefully. Doing so will prevent you from wasting money.

You'll also find a handy Best Of Genre section which, funnily enough, highlights the brightest and most spangly games that money can buy...

While you're at it, check out the mini-reviews of peripherals, DVDs, CDs, 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
18Wheeler: American Pro Trucker	**Sega**	2	✔	✗	**Steering Wheel**	22	71%
"If only there was more to the game it would be another instant Sega classic." AW							
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							
Confidential Mission	**Sega**	2	✔	✔	**Lightgun**	22	89%
"A worthy companion for the Dreamcast's other lightgun shooter." 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							

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Ecco The Dolphin: Defender Of The Future	**SEGA**	1	✗	✗	✗	08	91%
We Say: "As soon as you see *Ecco The Dolphin* in action you'll be dribbling more than a group of blokes at the annual 'Miss Wet T-Shirt' tournament." MM							
ECW Hardcore Revolution	**Acclaim 4**	4	✗	✗	✗	08	33%
We Say: "There are so many reasons why you shouldn't rush out and get this it might explain why Acclaim were reluctant to send us a review copy." MM							
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%
We Say: "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%
We Say: "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							

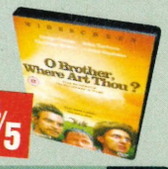


DVD Reviews

O Brother, Where Art Thou?

Cert | 12
Publisher | Momentum
Price | £16.99

The latest Coen brothers movie is one of their finest yet and sees three escaped convicts (including George Clooney) in 1930s Mississippi on the trail of buried treasure. Not surprisingly, they find all sorts of obstacles in their path such as bank robber Babyface Nelson who's only happy when he's shooting coppers or livestock and John Goodman as a Bible seller who gives the phrase 'Bible Bashing' a whole new meaning. Unfortunately, the DVD is somewhat lacking in the extras department – with only some trailers and interviews, you wouldn't be blamed for wanting more for your money. It's worth watching though, so buy it for the film and not the extras.



4/5

Unbreakable

Cert | 15
Publisher | New Line Platinum
Price | £19.99

Following his rather excellent performance in *The Sixth Sense*, Bruce Willis teams up with director M Night Shyamalan for *Unbreakable* – a very touching and watchable film that unfortunately fails to meet the standards set by its predecessor.

Willis plays the lone survivor of a horrific train crash, managing to escape without a single scratch? Does this make him a real-life super-hero? We'll let you find that out. On the DVD front there are quite a few extras to check out, including a bunch of deleted scenes and a behind-the-scenes look at the making of the film... though whether this makes up for the slight disappointment of the movie, we can't be quite sure.



4/5

continued >

Action/Adventure | Beat-'em-up | Driving/Racing | Party/Puzzle | Platform | Shoot-'em-up | Sports | Strategy

continued>

CD Reviews

REM Reveal

Label: Warner Music

It's been nearly 20 years in the music industry for the men from Athens, Georgia and they're still going strong. Album number 12 for R.E.M is a stunning piece of work and to sing its praises too highly is nigh impossible, especially in four sentences. From the opening *The Lifting* all the way through to the closing *Beachball*, *Reveal* is an album that takes the listener on a wondrous journey while treading a fine line between 1992's *Automatic...* and 1998's *Up*. Highlights include *All The Way To (You're Gonna Be A Star)* and the single *Imitation Of Life*. Try it, you will love it.



5/5

Radiohead Amnesiac

Label: Parlophone

Last years' *Kid A* might have thrown many off Radiohead's scent with its all too artistic approach, but *Amnesiac* looks to reclaim the ground of *OK Computer*. Melodies and tunes are rediscovered and, although the album is still pretty hard going, it's a lot more accessible than its difficult forbear. Songs like *You & Who's Army* and the bluesy finale of *Life In A Glasshouse* just go to show exactly why Radiohead are a band to be kept close to the heart of even the harshest critic. The magic has been rediscovered.



4/5

Tomb Raider Soundtrack

Label: Elektra

With any big blockbuster release you can expect a soundtrack to be packaged alongside it and *Tomb Raider*'s no different. Well it is, in that it's actually pretty good. Along with the likes of U2's *Elevation* there's the delights of OutKast, The Chemical Brothers, Oxide & Neutrino and Fatboy Slim to contend with and you can't argue with quality like that. Sure, it might well be dominated by a whole lot of big – to go on along with the numerous actions scenes of the film – beats but as far as soundtracks go it's still up there with the best.



4/5

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	70%
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%
Sega Extreme Sports **We Say:** "It's great fun but the lack of a good multiplayer mode cuts the life of this one in half." MM	SEGA	2	✗	✗	✗	15	86%

best of GENRE

You can't buy every game, so to stop wasteful purchases, here's the games you *have* to own!

Action/Adventure



Resident Evil Code: Veronica

Certainly the definitive version of the timeless platform title and one that brings a smile to our faces whenever we give it just one more play...

Beat-'Em-Up



Soul Calibur

The most gorgeous-looking game ever. With so much depth and a wealth of characters, this has to be the fighter of choice. And then there's the two-player mode...

Driving/Racing



M-SR

The most comprehensive and original driving game on any console and the closest thing to driving perfection you are likely to ever see. So why haven't you bought it yet?

MOST PLAYED



Alone In The Dark

> It might have been hidden away in the realms of old PC gaming for some time, but that hasn't stopped the *Alone In The Dark* series from making a serious comeback. We've loved every minute of playing this game... so much so, in fact, that we nearly forgot all about actually writing the review for it. Get those typing fingers moving, buster!

IIIBleed

> Well, duh – did you really think that after playing through the preview code last issue, we would have given up on one of the best SEGA games to appear recently? Of course not... which is why it manages to make an appearance in this month's 'Most Played' section. In fact, we've nearly given up working altogether...

Crazy Taxi 2

> Despite having an incredible fear of all things scary ('I just don't like blood!' he said, before hiding behind the sofa) Mart bravely spent much of his time plugging through *IIIBleed*... just for the purpose of getting some good screenshots, obviously. It wasn't as if he was actually enjoying the game – ooh, no siree.

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Sega GT **We Say:** "An incredibly well-rounded game that will keep car and driving enthusiasts happy for a long, long time." AW	SEGA	2	✔	✔	STEERING WHEEL	16	89%
Sega Rally 2 **We Say:** "The arcade action is currently unrivalled and is a must-buy for anyone looking for an intro into the racing genre." PM	SEGA	2	✗	✔	STEERING WHEEL	01	91%
Sega Worldwide Soccer 2000 **We Say:** "Yet again we find SEGA shooting itself in the foot by producing a totally sub-standard sports game, for which it has no excuse." AW	SEGA	4	✔	✗	✗	04	62%
Sega 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%
Spider-Man **We Say:** "Everything you could hope for is here, embossed with an impressive level of Marvel comic styling." WJ	Activision	1	✔	✗	✗	22	78%
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%
StreetFighter Alpha 3 **We Say:** "*StreetFighter Alpha 3* is coin-op perfect and practically devoid of the painful loading times that plagued the PlayStation version." RB	Virgin	X	✗	✗	ARCADE STICK	04	84%

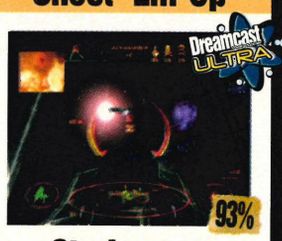
Party/Puzzle



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!

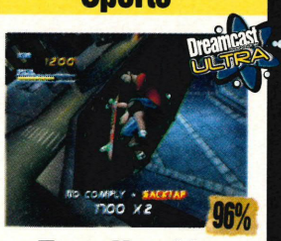
Shoot-'Em-Up



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!

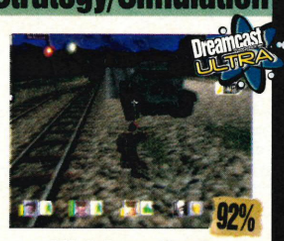
Sports



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

Stormwatch: A Finer World

Publisher | Titan Books
Price | £9.99

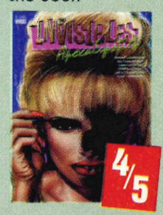
Normally, we're used to the Supermans and Batmans of this world, so it's nice to read about a new bunch of super-heroes that we haven't seen before for a change – especially when they're as cool as these 'dudes'. Even better, the fact that we don't know what's already happened is explained perfectly in the pretext of the first part of the story, and leads us right into this novel... it's a very exciting read about heroes saving the world (naturally), although it's a bit too short for our liking. Why couldn't they have fitted more than just two stories into the novel, eh?



The Invisibles: Apocalipstick

Publisher | Titan Books
Price | £14.99

Ahh, even more super-heroes that you might not have seen before. Normally, the people saving the day turn out to be all sweetness and light. This bunch, however, are quite a bit darker and nastier than you might think – battling the forces of alien conquest (who are led by a rather British bloke, complete with twiddly moustache), this certainly isn't a novel for the weak of stomach. Unfortunately, the stories at the beginning and end of the book are a bit on the dull side (especially the bit following the path of a drag queen shaman) but what's hidden in the middle is pure gold. Well worth a look for comic fans.



Transmetropolitan: Year Of The Bastard

Publisher | Titan Books
Price | £9.99

If graphic novels had age ratings attached to them then Transmetropolitan would have an 18 sticker slapped across the front, as it's truly shocking stuff. As ever, the story follows our anti-hero, futuristic, nihilistic reporter Spider Jerusalem, as he goes about his daily routine of reporting on the biggest stories (or not, as the case might be), sinking into a pit of debauchery, bitterness and generally being a right old cynical b*****d. Sounds like a job we could do standing on our heads. In other words, it's fantastic and a rollercoaster of a ride and with some quality art thrown in for good measure you can't really go wrong – unless you're under age.



continued >

directory

Action/Adventure | Beat-'em-up | Driving/Racing | Party/Puzzle | Platform | Shoot-'em-up | Sports | Strategy

ontinued>

Videos

Angel Boxset Season 2.1

Publisher | 20th Century Fox
Cert | 15
Price | £34.99

Following the climatic end to the first season, Angel's back for seconds with his crime fighting friends, Cordelia and Wesley, plus new recruit Charles Gunn. Unsurprisingly it's more of the same, not that we're complaining mind as it's all top quality stuff. But there's problems at Angel Investigations as Angel is revisited by Darla in his dreams who, it seems, is tempting him back to his old ways, but can he resist. There's only one way to find out...



Buffy Boxset Season 5.1

Publisher | 20th Century Fox
Cert | 15
Price | £34.99

If there was ever a point where *Buffy The Vampire Slayer* really got going, it's now – Season Five of the show had everything a fan could ever want and more. Now, you can finally get your hands on the videos and believe us, it's well worth it. Xander turning evil and joining the vampires? Buffy falling under the spell of the might of Dracula? Giles goes back to being a Watcher again? Yep, it's all here – as well as the makings of Willow liking ladies. Hey, we know what we like...



Love, Springfield Style

Publisher | 20th Century Fox
Cert | PG
Price | £14.99

The release of any new *Simpsons* videos is always met with a huge cheer and this one's no different. Featuring four lovey-dovey episodes (*It's A Mad, Mad Marge, The Two Mrs Nahasapeemapetilons, Bart's Girlfriend* and *I'm With Cupid*), three of which have never been seen on terrestial television, it's classic Simpsons actions all the way. To cap it all off there's even a featurette with Apu giving his own very special explanation of what love really is. Hilarious.



Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
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							
Stupid Invaders	**Ubi Soft**	1	✔	✗	Mouse	22	74%
We Say: "Ideal for adventure lovers, but if you've only got a five minute attention span you'll hate it." 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	79%
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							
Unreal Tournament	**Infogrames**	4	✔	✗	Keyboard & Mouse	22	87%
We Say: "Great game but the missing online play means that *Quake III*'s your best option." 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	71%
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%
Last Blade 2	SNK	2	✗	✗	Arcade Stick	22	39%
Maken X	Atlus	1	✔	✗	✗	04	75%
Mars Matrix	Capcom	2	✗	✗	Arcade Stick	22	74%
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%

Wetrix+



> Sure the Dreamcast hasn't had that many puzzle games to feast itself on so *Wetrix+* is a welcome member of the clan but let's face it, it's no great shakes is it? This is all the more obvious when compared to the superlative *Mr Driller* and *Chu Chu Rocket!*, which knock it for six in every department. At the end of the day it's just nothing to get excited about.

Before 80%
Updated Score **71%**

UEFA Dream Soccer



> Quite what was going through Alex's mind when he reviewed this is anyone's guess, but he must have been on something to be so delirious. Having been drawn into the world of *ISS* on the PlayStation2 in the last few months we've seen the light as to how a footy game really should be. In comparison this is sluggish and lacks quality gameplay.

Before 91%
Updated Score **79%**

Re-Volt



> Until *Stunt GP* and *Toy Racer* came along, toy racing was the sole domain of Acclaim's *Re-Volt*, which while looking pretty spanking, lacked the kind of gameplay that meant you'd keep coming back for more. Well, that and the control. How it ever managed to reach the dizzy heights of 86% in the first place is anybody's guess, but there you go.

Before 86%
Updated Score **70%**

stuff & nonsense

Got a few bob to spare? Then check our selection of some of the coolest and strangest merchandise around...



Snakebite

Manufacturer	Ismo
Web site	www.ismo.co.uk
Cost	£7.99

> The most amazing thing about the Snakebite is that it hasn't been invented before now, because as far as gadgets go it's right up there. Simply attach it to the front of your Nokia phone and hey presto, you have the perfect joystick to play everyone's favourite phone game with. Magic!



Soap Shoes

Manufacturer	Soap
Web site	www.shiner.co.uk
Cost	from £49

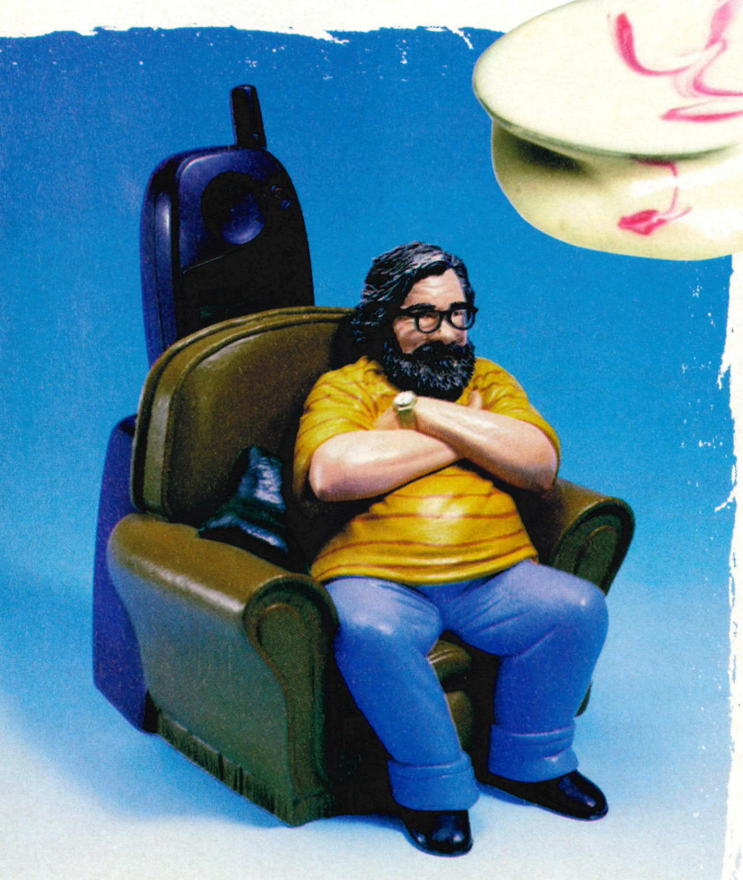
> Skateboards, BMXs and inline skates are so passé, don't you know. There's a new kid on the block now and that's the Soap shoe. Yep, you heard us right – a shoe. But this isn't just any old shoe, as not only do they look cool, but they also allow you to grind your way down rails, wherever you are. Nifty, huh? Basically there's a solid piece of plastic in the arch of the sole, allowing for friction free grinding. Mad? Absolutely, but what else do you expect from Americans.



Seat Saver

Manufacturer	N/A
Web site	www.iwantoneofthose.com
Cost	£4.99

> Everyone in the world is prone to a spot of grumpiness when they just want to be on their own, not wanting to be disturbed by anyone... especially if they're sat on a bus or train without any air-conditioning. Well, help is at hand as the seat saver will ensure that no on sits next to you. Simply place it on the seat next to you and your journey will be undisturbed, because it looks so goddamn realistic. Now that's what you call genius.



Jim Royle Talking Toys

Manufacturer	Vivid Imaginations
Web site	01702 200 660
Cost	£4.99 – £14.99

> Well, it was inevitable wasn't it? After all, the Royle Family has spawned one of the most used catch phrases of recent years, so it was only ever going to be a matter of time before they were incorporated into a range of toys. 'My arse' indeed. So here we are with Jim Royle talking keychains, talking dolls and even talking mobile phone holders, all of which spew forth catch phrase after catch phrase. Ideal for comedy moments – and annoying people – this range is anything but arse. Now, any chance of a brew?



X-Lander Watch

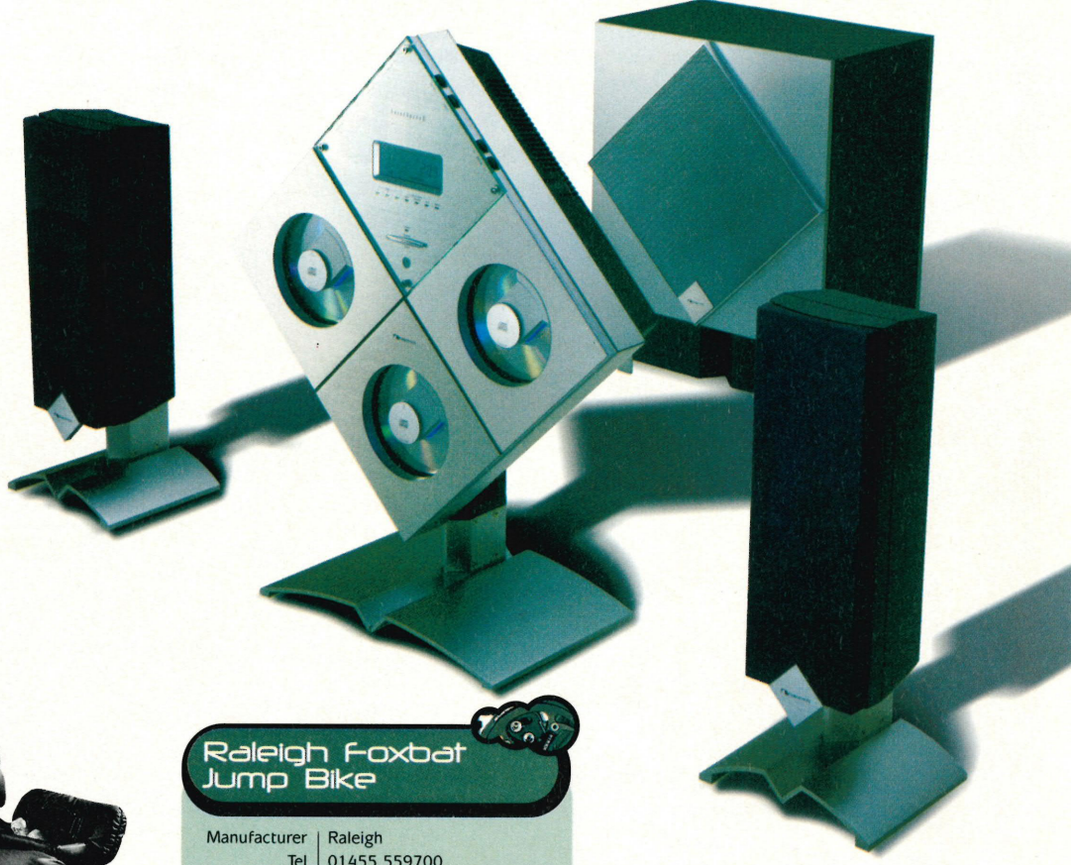
Manufacturer	N/A
Web site	www.iwantoneofthose.com
Cost	£199.99

> If you're one of those outdoor types then this watch could be just for you. Not only does it have a built-in barometer, but it also boasts a compass and an altometer, each with their own special features – no wonder it's the watch of choice for the RAF Everest Expedition team. And as if that wasn't enough, it also has three alarms (so no sleeping in now) and is made of aircraft-grade aluminium. What more could you possibly want?

Soundspace 9

Manufacturer	Nakamichi
Web site	www.nakamichi.com
Cost	£2999.99

> If it's style as well as sound that you're after in a hi-fi system then it seems we've found exactly what you're looking for. With it's diamond shape design and frankly stunning looks, the Soundspace 9 would even look good covered in last night's curry. It sounds pretty ace too, with two speakers and a bass station, so much so that even if you had Celine Dion blasting out of it you might be able to find some trace of quality... well, maybe not.



Lay-Z-Boy Oasis

Manufacturer	N/A
Web	www.boysstuff.co.uk
Cost	£1,098



> As far as armchairs go, this is the daddy. No questions asked. Not only is it incredibly comfy to sit, with reclining back and all the other mod-cons you'd expect from such a chair, but believe it or not, t also has a built-in massage system. If that wasn't enough it offers a built-in heater to warm the chair up for you, a phone and, best of all, a mini-fridge in one of the arms that can hold up to six cans. In other words, the ultimate bachelor pad chair... for those with money to burn.

Raleigh Foxbat Jump Bike

Manufacturer	Raleigh
Tel	01455 559700
Cost	£699

> Anything that's been named after a fighter jet has to be pretty darn cool, and that's exactly what Raleigh has done with its new range of bikes, the Jump Series. With a frame made of Octoval steel tubing, some big phat tyres and some nifty suspension work, the Foxbat is just as ideal for performing death-defying stunts as it is for a mud-bath in the country. Oh, and did we mention the Magura Julie Hydraulic Disc brakes that help make sure that you don't run through those red lights? Well we wouldn't want you breaking the law now, would we?

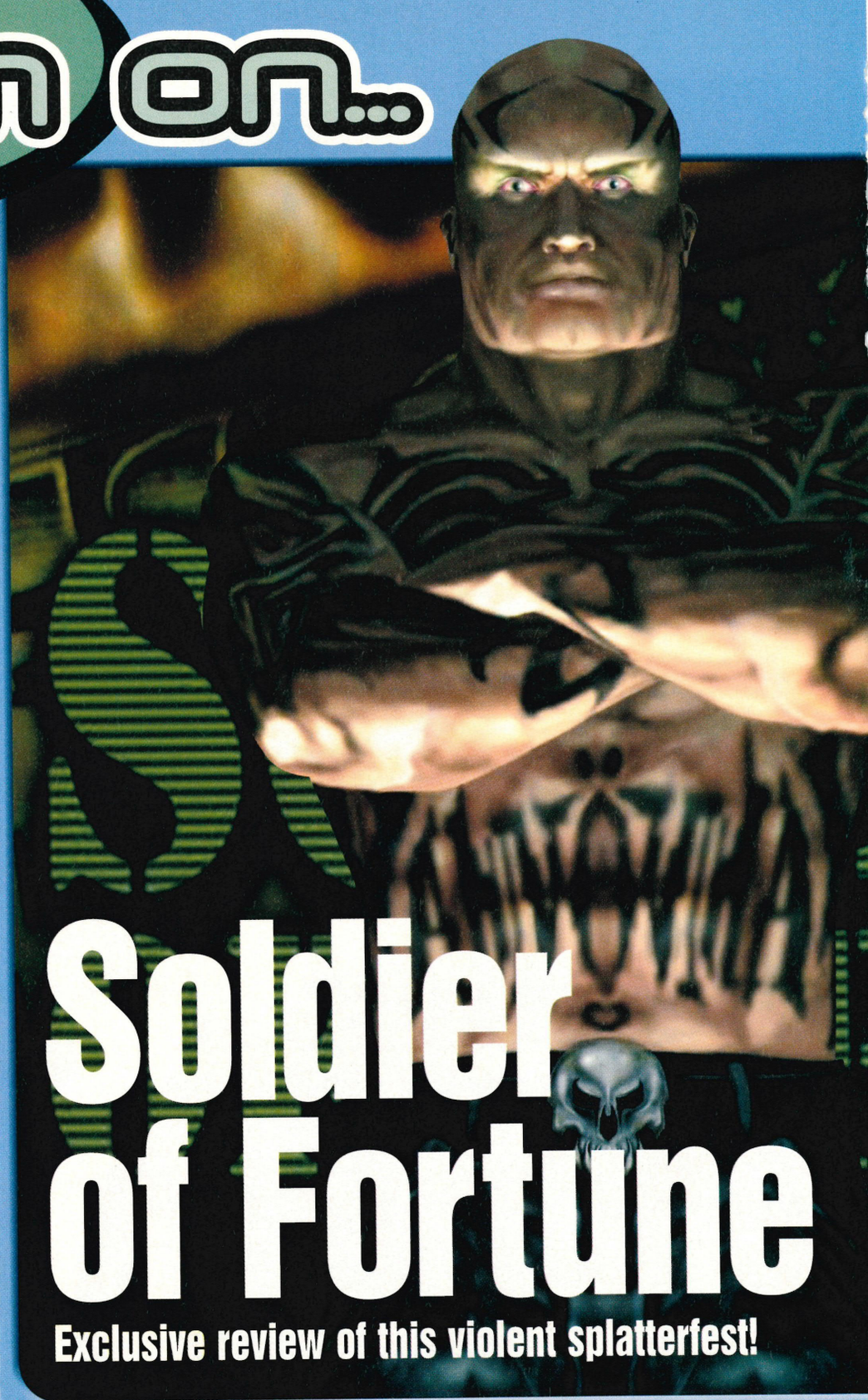




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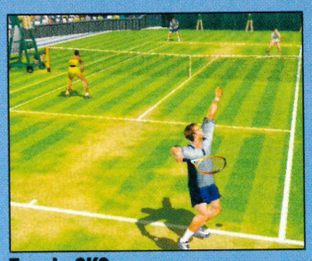
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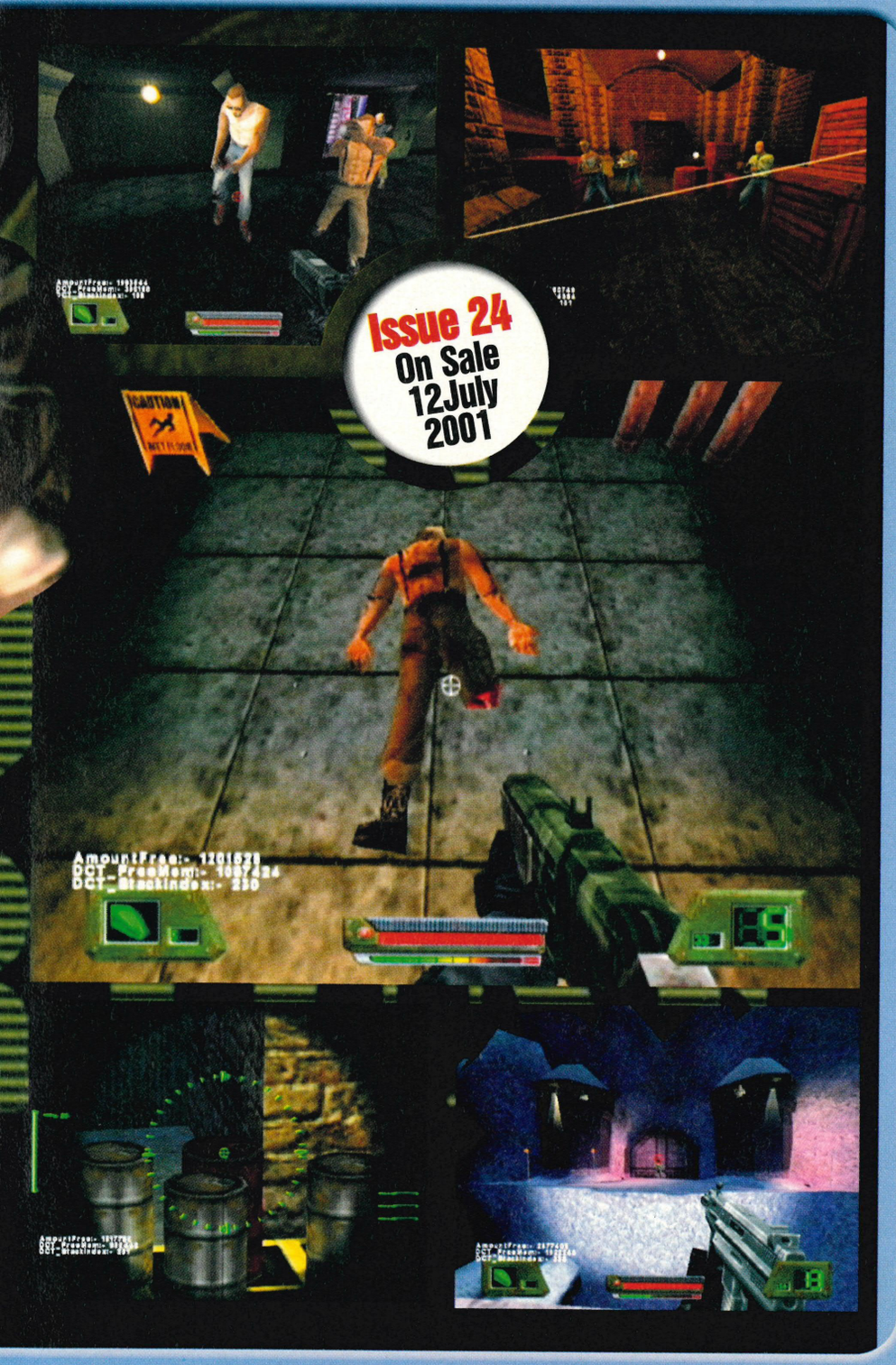


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These Great Games!



Shenmue 2

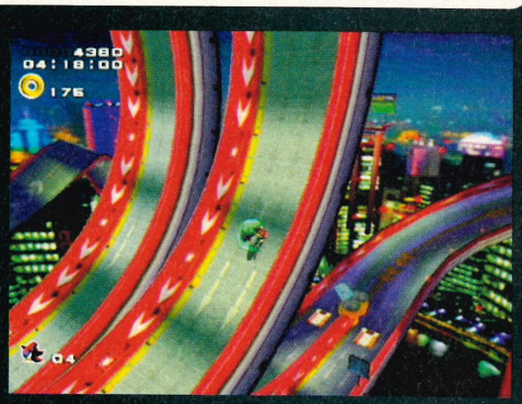


Bomberman Online



Propeller Arena

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Sonic Adventure 2

Not fast enough to make it for this issue we are assured that the Blue Speed demon will make it next issue.



Outtrigger

First-person shooting action courtesy of SEGA = Arcade action aplenty!



SEGA Marine Fishing 2

It's time once again to get out your rod and show off your whoppers!



Monaco Online

This'll be a racing game then. Whether it remains online is another matter...



Dragon Riders

Who needs horses when there are Dragons to be ridden?



Sega Sports Jam

Sod running about. Play the best bits of every game without the exertion!

SOLUTIONS NEXT ISSUE



Crazy Taxi 2

We show you how to master the latest instalment of *Crazy Taxi*. There'll be no-one to touch you!

Plus cheats, tips and hints for all these great games...
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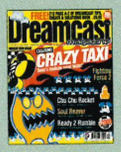
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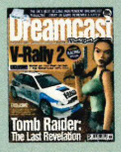
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dream moment

Number 020



Phantasy Star Online

There be beasties up ahead



"The fate of the planet is in your hands!"

There's certainly no doubt that Sonic Team's online role-playing game is a popular one with all you budding DreamArena types – having won a number of awards and sent sales through the roof, there seems to be no stopping *Phantasy Star Online*. Yes, the plot is a bit thin and the adventure-side of things a little repetitive, but it makes up for all that and more by being a fully-online party game, where making friends and smashing monsters is as easy as plugging your Dreamcast into the phone line. The Japanese and Americans are already looking forward to the update, due later this year, so we can only hope that SEGA plans to bring it over to our shores as well...

As is always the way with adventures that involve some kind of alien-related accident, the forces trying to prevent your kind from inhabiting Ragol aren't all sweetness and light. In fact, they're downright nasty – from the huge dragon at the end of the Forest area to the De Rol Le worm in the underground Caves or the mechanical Vol Opt in the mines, you'll need all your skill to beat these vicious creatures. And once you reach the Ruins of Ragol, things only get tougher... well, you are building up to the final battle with the monstrous Dark Falz, so what did you expect? He's big, mean and intent on destroying you... watch yourself in there!

If you would like to submit a Dream Moment to Dreamcast Magazine, please send in your suggestions to: 'Dream Moment' at Dreamcast Magazine, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS

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