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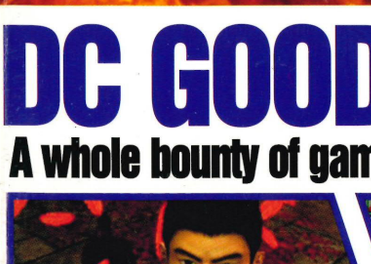
SONIC ADVENTURE 2

Massive review and guide!

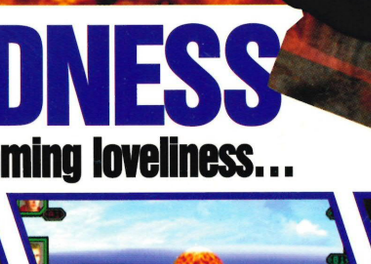
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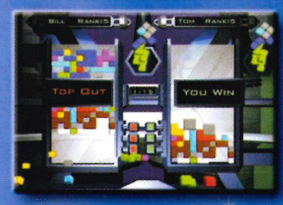
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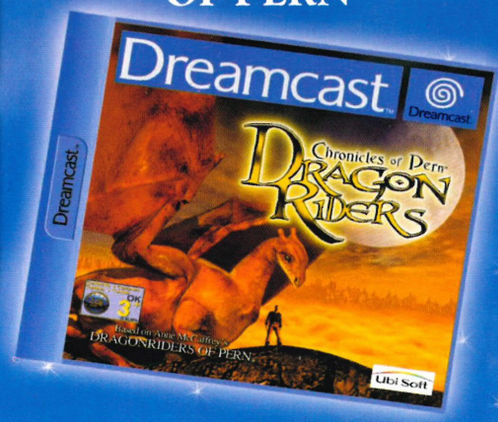




Dr Sakarine and his hired henchman, Bolok, have plans for Etno and his friends, which includes a comprehensive study of alien physiology.







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ISSUE TWENTY-FOUR LAUNCHING IN THE UK ON 12 JULY 2001

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Welcome to your dreams



the big game

EXCLUSIVE REVIEW!

Soldier of Fortune

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Editorial

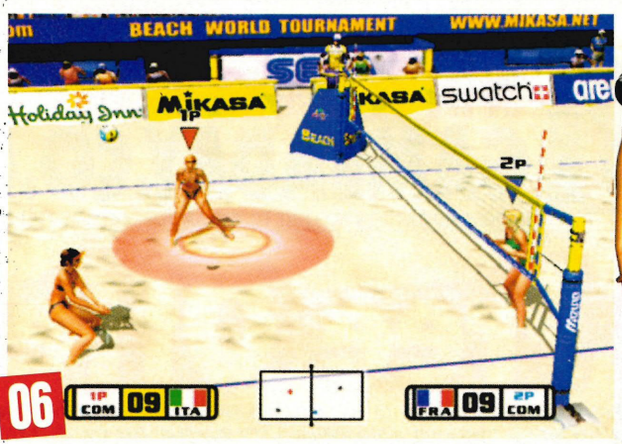
> Unexpected joy is perhaps the most pleasurable of all – you know the sort of thing I mean, a friend turns up out of the blue, or someone gives you money or buys you a beer, that sort of thing. Over the last few months, DREAMCAST MAGAZINE has been in a state of flux, one minute there's a dearth of games to play, the next, Mr Postman empties his sack and pours forth gaming loveliness the like of which we could hardly imagine. Sure, because of the software drought – it is the summer, after all – every game tastes that little bit sweeter but no one could argue that just as the last issue was top, offering many a fine game, unbelievably this month's issue is packed to the hilt too!

Obviously, the speedy loveliness of *Sonic Adventure 2* serves up a healthy slice of gaming joyfulness, but there's more... *Outtrigger*, even bereft of the online functions (what are the odds?) is leagues ahead of anything you'll find on any other console right now, and there's also proof that it's not just SEGA pumping out those splendid games because we've got the exclusive review of *Soldier of Fortune*, a stunning PC game given a decent DC conversion, and for 20 notes, missing out on it is not an option! And, quite naturally, it doesn't stop there... we've crammed in the Bleem! review, *SEGA Sports Jam*, *SEGA Marine Fishing* and that's before we even think about the news and previews which are packed too (natch).

Yes, any talk of padding or filling the mag with pointless tat can quite easily be quashed with a flick through, and best of all, in keeping with some other mags, if don't like the contents this month you can just buy it for the disc! Only kidding... but on a more serious note, we are pretty much the only monthly Dreamcast magazine, and *the* only Dreamcast magazine that can bring you the lowdown on the world of DC gaming – there really isn't any other place to be. Just avoid our offices at the moment, it's hotter than hell in here!

Enjoy the mag and take it easy on the stairs,
Simon Phillips
Editor

Newscast





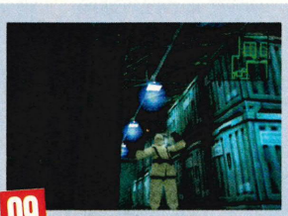
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Beach Spikers

Sun, sea, surf and ladies! Looks like SEGA has another hit on the way...



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09 Metal Gear Solid



12 SEGA Bass Fishing 2

Want to know what SEGA and the Dreamcast have been up to recently? Well, do you?

Forecast

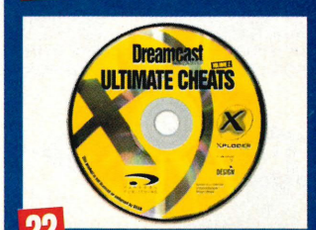
> The games that we've been playing but you can't... you will do soon, though, oh yes...



20 Propeller Arena



21 Alien Front Online



22 How to make use of your CD!



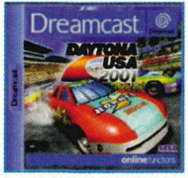
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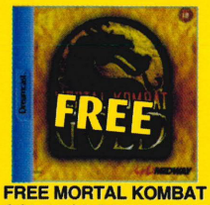
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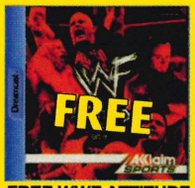
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the big review

EXCLUSIVE REVIEW!

Sonic Adventure 2

The end of an era but an absolute joy to play! The speedy hedgehog returns to show us just why we love the Dreamcast! 34



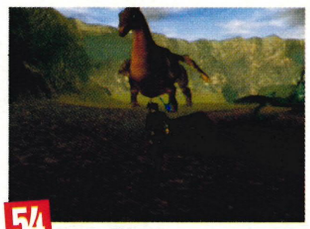
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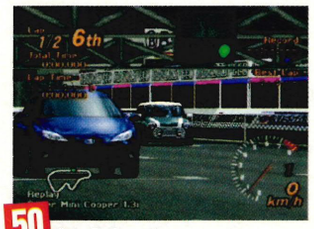
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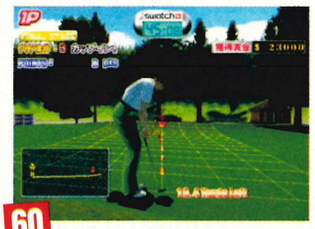
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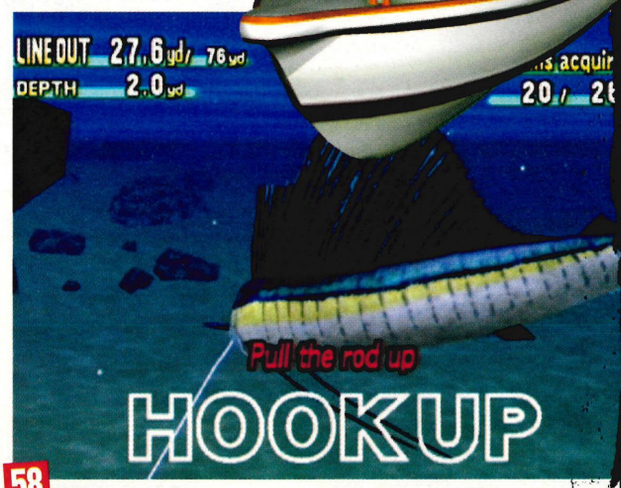
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News Editoria

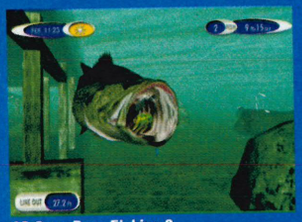


> We're just too good to you lot. Not only do we hunt high and low for all the latest Dreamcast and SEGA news but we also bring you all the best exclusives. After last month's glut of exclusives on the likes of *Tennis 2K2* and *Bomberman Online* we didn't think things could get any better... but then they did. This month we've exceeded ourselves by getting the WORLD EXCLUSIVE on AM2's latest gem, *Beach Spikers*, right here on this very page. Check out the ladies! Apart from that we have the latest details on *PSO Ver.2* and details of the next game to get the Bleem treatment, as well as more on all the other games to keep an eye out for over the the next few months. Enjoy!

BIG ISSUES



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All the news on PSO's latest incarnation



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We get fishy with SEGA



20 Propeller Arena
Do flying games get any better than this?



the big story



Hey Sonic, give the ball back to the ladies!



That's all it'd take from one of these babes.





Not only does the game look absolutely stunning but it's great fun to play too. Nice one SEGA!



WORLD EXCLUSIVE!

Bumming Around

First Beach Spikers Screens, Info And Playtest

Last month we brought you an exclusive first look at AM2 and Yu Suzuki's latest arcade project, *Beach Spikers*. If that wasn't enough to whet your appetite, however, we're back again with the first exclusive screenshots, details and playtest of the game. Impressed? So you should be!

Sun, Sea And Surf

Ever since last year's Olympics in Sydney it seems that beach volleyball has become everyone's favourite sport – and who can argue when you get to look at sexy-looking ladies clad in figure-hugging bikinis without being called a pervert. But anyway, back to the subject in hand...

In the game you have the choice of eight different teams (all of which are filled with busty, half-naked beauties) to play around with – including Spain, France, Cuba and Australia – each of which have their own distinct playing style, strengths and weaknesses. On top of that, you can also pick from four different stages – Mikasa, SEGA, Swatch and Coca-Cola – where you can show off your silky skills.

Beach Bums

So what of the control system? Well, the game uses a similar system to that of *Virtua Tennis*, in that there's just a joystick and two buttons to take you to beach volleyball heaven. By mastering the controls you'll be able to serve, receive, block, set-up, feint and spike the ball at will. Add to that a power gauge to help you adjust your shots to perfection and it looks as if AM2 has another winner on its hands.

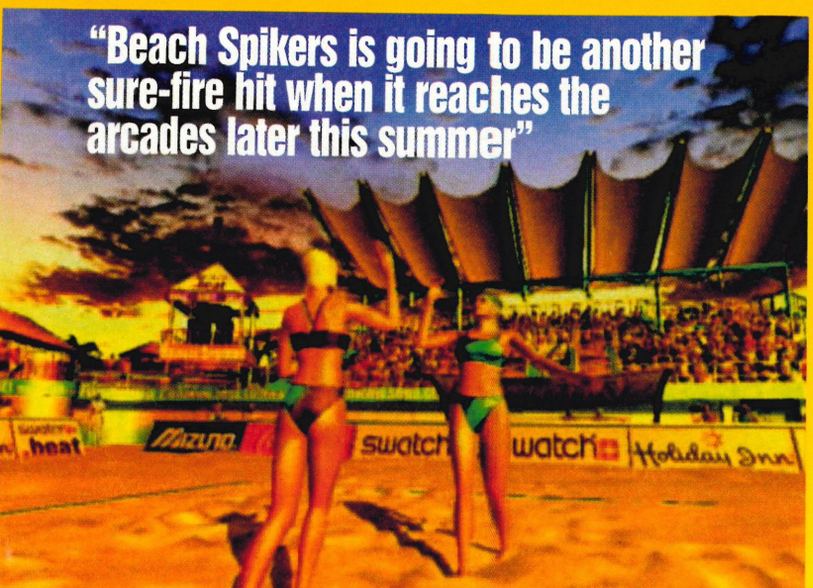
So, with more front than Jordan, we think you'll agree that *Beach Spikers* is going to be another sure-fire hit when it reaches the arcades later this summer. Now, about that Dreamcast release...

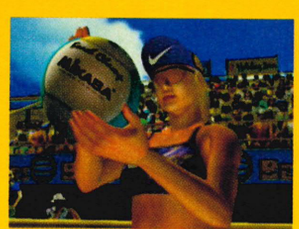


The One & Only

Y'know, living in Bournemouth isn't so bad. Not only is there a stunning beach, plenty of lovely ladies and clubs galore, but it's also home to a SEGA Park, where all the latest games come on test first. But how surprised were we when we discovered that the only copy of *Beach Spikers* in the world was on test there? Very. Two weeks later and we're still playing it, totally and utterly addicted. And the verdict? It's ace! No questions asked. After all, did you really expect AM2 to make a hash of it? Don't believe us? Then check back next month for our exclusive arcade test feature where we let the public loose on it...

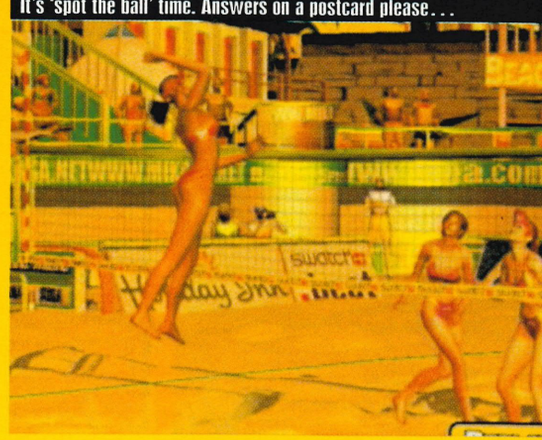








It's 'spot the ball' time. Answers on a postcard please...



newscast

TOTAL GAMES .net

PSO On PS2

> We all knew that Sonic Team's *Phantasy Star Online* was Nintendo GameCube bound, complete with multiplayer offline play, but did you know that the game is now down for a PS2 release too? Well, now you do, and the best thing about it is that SEGA is planning to make it the first game where Dreamcast users will be able to play alongside PS2 users – now that's what you call cool.

Tennis Smashes To Xbox?

> With SEGA's all-new platform agnostic policy, guessing which games will end up on which platform is becoming one of our favourite pastimes here at the DREAMCAST MAGAZINE offices. The latest rumour doing the rounds is that *Tennis 2K2*, the follow-up to last year's *Virtua Tennis*, will be putting in an appearance on the Xbox as well the Dreamcast, but whether that is actually the case still remains to be seen.

New President For SOE

> With yet more restructuring going on at SEGA Europe this month a new president has been appointed after Kazeutoshi Miyake stepped down from the position following eight years in charge. The new man in charge is Yoshio Sakai who had this to say: "This is a challenging time for SEGA Europe. The transition from a hardware business to a multi-platform business continues and I have a great deal to do in restructuring SEGA Europe for a profitable future. My first task will be to develop a business model in line with our new multi-platform strategy and I will be looking to ensure that our invaluable know-how is redirected in the most productive manner."

Jet Set Grinds To GameCube?

> Another juicy rumour this month is one that will have all Nintendo fans' mouths watering like fountains. According to several reports on the Internet, Smilebit's critically acclaimed *Jet Set Radio* will be grinding its merry way to the GameCube later this year, although whether it's the sequel or the original is unknown.







UPDATE

Only In America





Mags For The Memories

Although it wasn't an integral part of the first game, much of the fun in the original *Phantasy Star Online* was to be found in raising your Mag – the little robotic creature that floats around behind every Hunter. There were so many variations of evolution in the little critters that more often than not, you'd never meet someone with the same one... especially if they'd managed to raise those special evolutions that few people knew about, like the legendary Sonic Mag. With *Ver.2* now around the corner though, Sonic Team has introduced even more special Mags that can be generated – if you've ever owned a SEGA console before the Dreamcast, you might just recognise some of them!

PSO Ver.2 finally gets a US release

We've known it was coming for a while now – after all, there's only so much demanding and whining you can take before bowing to the pressure. Now though, it looks as if Sonic Team has given in to *Phantasy Star Online* fans across the United States because a release date for *Phantasy Star Online Ver.2* in the US has finally been disclosed. The game, which updates the original title and brings in two new areas to explore (as well as battle modes and the chance to play football in the lobby) is already out in Japan, but with such a huge fan base across America as well, it was only natural that the game be released over there. Bless...

One Plus One Is Two

Of course, it isn't all good news for the Yanks – unlike the original game (which offered online play for nothing), *Phantasy Star Online Ver.2* requires you to pay a subscription fee before you can take the game online (turn to page 16 for the full story). Naturally, many American *PSO* fans are a bit

HOT bytes

> The sheer thrill of being among the first people in the world to play *Beach Spikers: Virtua Beach Volleyball* was enough to get us all very, very excited. All those lithe young ladies in body-hugging bikinis was just too much for Alex, who ended up having to take a dip in the sea to cool off.

> Once again we have a top promotion on our cover courtesy of Blaze, to help you all become cheating gits... just like Alex. Just open your Dreamcast, pop the disc in, select the cheat you want and voila, you're in cheating heaven.

> We might not have had that many games in this month but then it's not quantity that counts, it's quality. With *Sonic 2* keeping Martin quiet, *Outtrigger* steering Alex away from the boredom threshold and *Soldier Of Fortune* letting Simon live out his mercenary fantasies, there's no room for complaints.

COLD cuts

> Despite the fact that we know there are still a whole bunch of top titles coming from SEGA, there's no release schedule for the Dreamcast in Europe for after July... which is a little worrying. Come on guys – tell us when we can expect to see *Headhunter*, *Tennis 2K2*, *Propeller Arena* et al.

> *Half-Life*. Need we say more? After months of silence the game's developer, Sierra Studios, announced that the Dreamcast version of the game has indeed been canned, thus making it PS2-exclusive. Hmmm, smells a bit fishy to us. Still, Martin did get a free trip to Texas out of it...

> Something's been going around the office this month, as both Martin and design chimp Gaz had cause to call in sick (yeah right) and have a day off work. Not that that's a bad thing mind, as it gave Simon and Alex a couple of days of peace and quiet.

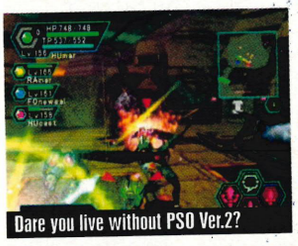












Dare you live without PSO Ver.2?

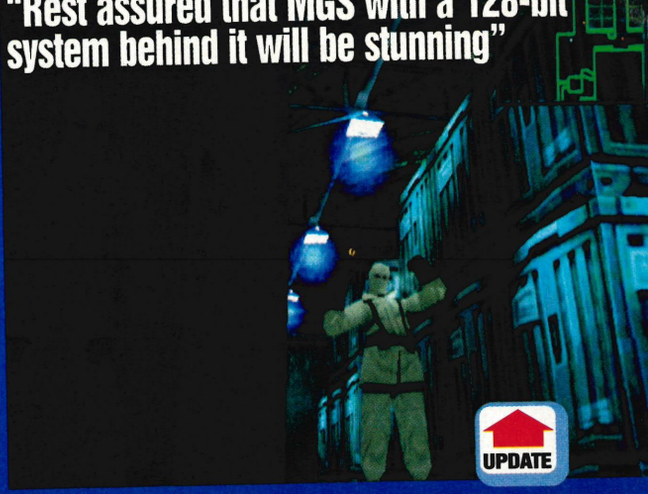


New weapons, new levels, but it's still more of an update than a whole new game.

irate about this but considering that the online fee was imposed on Japanese players for the original game as well, they should probably think themselves lucky. At least they actually get the game... European *PSO* fans may not even have the chance to see the game this side of the water! Although SEGA has assured us that current talks with Sonic Team could lead to an August release of the game, we're not entirely convinced – the severe lack of online titles, as well as rumours of the SEGA UK servers shutting down soon, don't do the company any favours...

Mind you, that doesn't stop you from picking up a copy from your local importer – which is why we'll be bringing you a full-on import review next issue. You lucky people.

"The severe lack of online titles, as well as rumours of the SEGA UK servers shutting down soon, don't bode well for a UK release"



Solid As A Rock

Metal Gear Solid Revealed

› After the heavenly Dreamcast experience of *Gran Turismo 2* we've been waiting with baited breath to see which game would follow, and now we know – *Metal Gear Solid*.

In Gear

Arguably one of the best videogames ever – and surely a massive opportunity missed by Konami, who could have quite easily ported it to the Dreamcast anyway – *Metal Gear Solid* was, and still remains, one of the PlayStation's crowning moments. Nevertheless, its inevitable arrival on Dreamcast is one that gamers worldwide should be salivating over like rabid dogs. And hey, who can blame them judging by these sweet, sweet-looking screenshots. No release date has been confirmed yet but you can rest assured that we'll be back next month with a full play-test. So, until then...

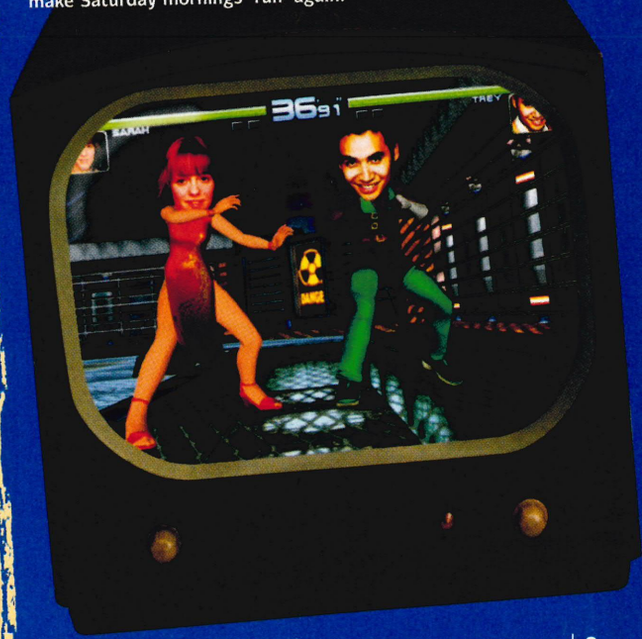




The wonderful world of television comes to the DC DC·TV

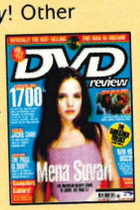
Number 07 Dead Or Alive And Kicking

› After having their arses kicked by *SM:TV*, the *Live And Kicking* crew take to beating each other up in an attempt to make Saturday mornings 'fun' again.



ALSO AVAILABLE FROM PARAGON PUBLISHING

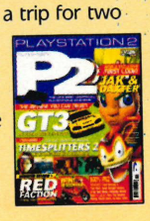
DVD Review ISSUE›27
ISSN: 1466-593X £3.99
The Mob is in town! Reviewed this issue are *The Sopranos* and *The Untouchables*, and we also bring you the first news of the release of *The Godfather Trilogy*! Other reviews include *Vertical Limit*, *The Magnificent Seven*, *Shanghai Noon* and *Scary Movie* – it's a packed issue!



Total Game Boy ISSUE›19
ISSN: 1464-5909 £2.99
With an exclusive review of *Shrek* on the cover just in time for the movie to hit the cinemas, the world exclusive on *Rayman Advance* on the all-new Game Boy Advance and lots of puzzles, tips, cheats, reviews, previews and news for everything Game Boy!



P2 ISSUE›10
ISSN: 1471-1192 £3.50
Over 100 new PS2 titles have been squeezed into this extraordinary issue, including the world exclusive of Naughty Dog's amazing *Jak & Daxter*! You can also win a trip for two to Tokyo with £1000 spending money and a top-of-the-range Kymco 50cc scooter. How can you refuse?



Strategy Players











SEGA Confirms Strategy

SEGA of Japan held a 'Contents Strategy Conference' in Tokyo this month outlining the company's plans for the next few years, in a bid to escape the red that it seems to have been stuck in.

SEGA #1

The main thrust of the conference was how the company expects to be making a profit, and in which areas, as well as where it expects to be in terms of market position. Tetsu Kayama, Company CO, stated in no uncertain terms that SEGA will become top dog in three areas – amusement, development power and the SEGA brand. In this respect the company is looking to emphasise its development strengths which include the SEGA Sports brand, simulation titles and original content titles like Sonic.

In regards to actual sales figures of software, Kayama expects 12.7 million pieces of software to be sold by March 2002, 23 million by March 2003 and a total of 30 million by March of 2004. Sounds pretty ambitious to us but with over 1,000 people working on multi-platform titles across SEGA's 11 development studios it certainly isn't impossible, especially if the games remain at the same high standard that we've experienced on the Dreamcast over the last couple of years.

Again, SEGA confirmed its plans to be the biggest games publisher in the world.

Who's Working On What?

Lost track with which development teams are working on which platforms and which games? Then join the club. Here's a quick rundown for you.

WOW Entertainment
House Of The Dead 3 (Xbox)
Sega GT 2002 (Xbox)

Amusement Vision
Super Monkey Ball (GameCube)
Virtua Striker 3 (GameCube)

Smilebit
Gun Valkyrie (Xbox)
Jet Set Radio Future (Xbox)
Panzer Dragoon (Xbox)
Soccer Tsuku 2002 (PS2)
Baseball Tsuku 2002 (PS2)

Hitmaker
Crazy Taxi Next (Xbox)
Tennis 2K@ (Dreamcast)

Wavemaster
Roommania #203 (PS2)

AM2
Virtua Fighter 4 (Arcade, PS2)
Shenmue 2 (Dreamcast, PS2?)
Propeller Arena (Dreamcast)

United Game Artists
K-Project (Dreamcast, PS2)
New Space Channel 5 (Dreamcast, PS2)

Overworks
Guru Guru Onsen 2 (Dreamcast, PS2, PC)
Sakura Wars Series (PS2)

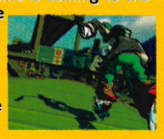
Sonic Team
Phantasy Star Online (PS2, GameCube)
Sonic Advance (Game Boy Advance)

MOST WANTED

What pixilated pleasures are just around Dreamcast corner...

Jet Set Radio 2

> Okay, we'll admit that all we've managed to see of this rather fantastic-sounding title is the coverage of the Xbox version but since we've been assured by SEGA that the same game is coming to the Dreamcast, we're already licking our lips with excitement. Now we just need to get hold of some preview code...



Phantasy Star Online Ver.2

> We've played the original game to death, so naturally we're quite interested to see what sort of improvements this 'upgrade' can offer. It's not exactly a must-have title but the addition of new levels, new weapons and even more monsters is always something we're interested in seeing. Nice!



House Of The Dead 3

> Mmmm... shooting flesh-eating zombies. After playing *Confidential Mission* into the ground, we decided to go back and have a blast with *House Of The Dead 2* which, in turn, has set our pulses racing for the next instalment of the game. There's only one downside – we haven't seen the flippin' thing yet. Damn.



TIMELINE

1 MONTHS

Headhunter

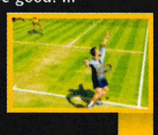
> We've tried to avoid saying it in our previews up until now (mainly because we hate following the crowd) but now we find ourselves forced to tell you that *Headhunter* looks like a genuine *Metal Gear Solid* beater. Urgh... we feel so dirty and used now.



2 MONTHS

Tennis 2K2

> Hmm, now let's think... the best tennis game ever but with more players, courts and features. Could it be any good? Ahh, don't be so stupid – of course it'll be good. In fact, *Virtua Tennis 2* (or *Tennis 2K2*, as it's now called) looks set to be a real blinder.



3 MONTHS

Virtua Golf

> Staying with a sporting theme, it looks like *Virtua Golf* is shaping up nicely for a November release on the Dreamcast. It won't have the arcade trackball control method to play with, but we're sure SEGA will come up with plenty of extras to make up for it!

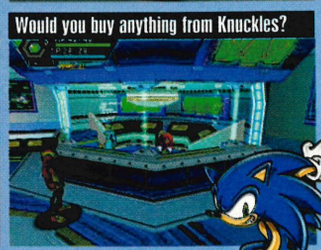




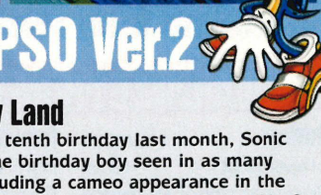








Would you buy anything from Knuckles?





Sonic In PSO Ver.2

Sonic In Phantasy Land

> With it being Sonic's tenth birthday last month, Sonic Team decided to get the birthday boy seen in as many places as possible, including a cameo appearance in the team's other smash-hit game, *Phantasy Star Online Ver.2*.

Yep, Sonic and his chums Knuckles and Tails, as well as his arch-enemy Dr Robotnik, all appeared at some stage around the online lobby area of *Phantasy Star Online Ver.2* between 16 June and 30 June, adding yet more sparkle to the game. On another note, the game has at last been released in America this month (11 July), but don't hold your breath for a PAL release because it ain't gonna happen.

"The little blue hedgehog managed to get everywhere last month"

CAN YOU SEE BEYOND YOUR FEAR?



soon, you won't be able to stand being alone in the dark.

with unbeatable cinematic production, a chilling script and two playable characters, each evil encounter entangles you further in a frightening adventure of heart-stopping terror.

the question is, with the horror that awaits each fateful step, will you ever see beyond your fear?

gorgeous, atmospheric and truly terrifying... 9/10

The Official PlayStation Magazine STARPLAYER

ALONE IN THE DARK THE NEW NIGHTMARE

PC CD ROM

Dreamcast.

GAME BOY COLOR

PlayStation

DARKWORKS

INFOGRAMES



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newscast



SEGA Still Gaga

Free Dreamcasts for all

> That got you, didn't it? Those guys at Hitmaker – they're so crazy. Not content with releasing quite possibly one of the strangest games ever in the form of *Segagaga*, the company has also provided us with hours of endless fun with all of its downloads. First there were MegaDrives and VM units and now you can download your very own limited edition black Dreamcast and controllers from the *Segagaga* Web site at www.segagaga.com. And that's not all, as you can also download two songs from the game to bop along to – *Segagaga March* and *Segagaga Forever*... if you're into that kind of thing, of course.

"More crazy downloads than you can cope with"



In Your Dreams...

Once again we look back at the games we loved all those years ago, which we wish someone would bring to the Dreamcast...

This month we've been dreaming about...

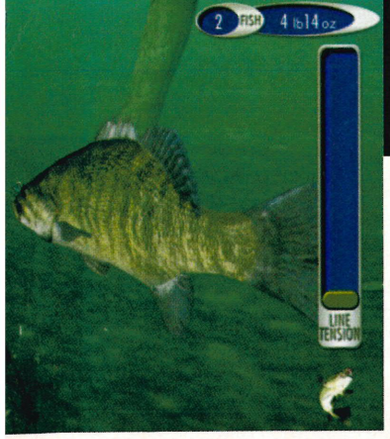
Streets of Rage

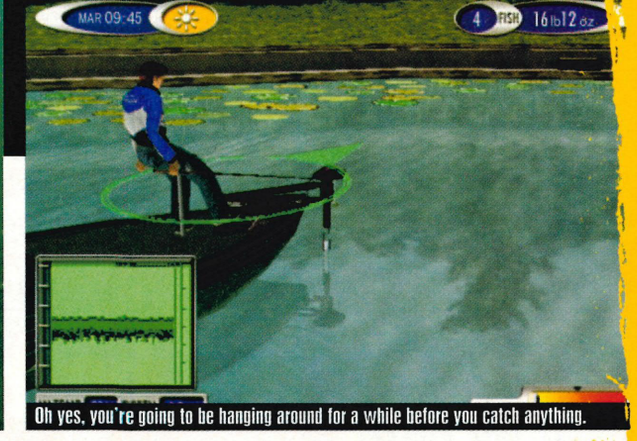
> No matter what anyone else says, the scrolling beat-'em-up genre is not dead. Sure, they don't exactly make many games like it any more but that doesn't mean that people don't want to play 'em, eh? Games such as *Renegade*, *Double Dragon* and *Bad Dudes Vs Dragon Ninja* were what we lived on as kids, but the one game that truly stood out was *Streets Of Rage*. Wandering along – generally from left to right – kicking the merry hell out of anyone that happened to walk nearby was damn good fun, so why no-one ever brought it to the next-gen consoles is beyond us. Of course, we all know that this sort of thing has to be made to work in the realms of 3D that everyone seems to favour these days – after all, SEGA came up with both *SpikeOut* and *SlashOut* for the arcades and they were ace. There were even rumours of *SpikeOut* being brought to the Dreamcast, although it's quite obvious that it'll never happen now. Still, it wouldn't take much to bring in the *Streets Of Rage* characters and create something just that bit special... would it?











Oh yes, you're going to be hanging around for a while before you catch anything.

SEGA Bass Fishing 2



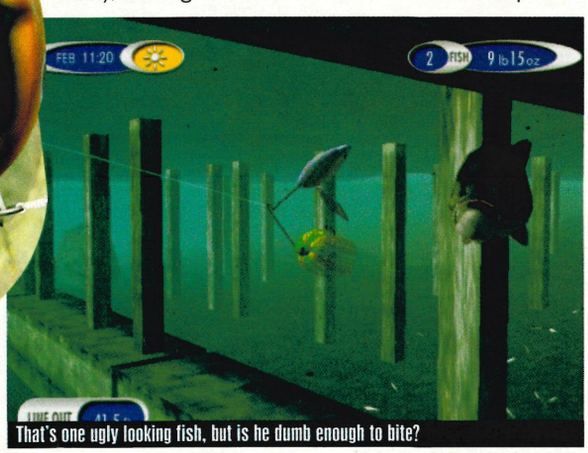
Something's smelling a little fishy... and it's not Martin's pants. Bass Fishing's back and it's bigger and better than ever!

Fishing games – they're a bit odd really, aren't they really? After all, who wants to sit indoors waiting for a bite and getting frustrated when the whole idea of fishing is to get out of the house for a peaceful and relaxing afternoon down by the river? Answers on a postcard please. Still, it hasn't stopped SEGA coming back for a third bite of the cherry, so let us introduce you to *SEGA Bass Fishing 2*, the bigger and altogether better big brother to *Bass Fishing*.

Reel It In

As far as fishing games go, *Bass Fishing* was an absolute blast (issue 3, 80%), although it *was* somewhat lacking, so the arrival of the sequel, complete with extra features galore, is a thoroughly welcome sight. The game returns to the placidity of the lakes, as opposed to the open seas of *Marine Fishing*, and the arcade action of the original, all the while tempered with the depth of a true console game. As such, *Bass Fishing 2* has almost everything you could ever wish for from a fishing game.

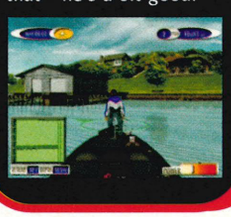
As well as an all-new two-player game (see boxout) and some stunning new lakes with their very own ecology (oo-err), improvements to the game include the ability to steer your boat around the lakes to find the best spots to cast your lure and vastly improved fish AI. Oh yes, you're going to have to be a wily old devil if you want to catch any fish this time, even with the 100 lures you have at your disposal. But then if that's what you like, who are we to stop you?



That's one ugly looking fish, but is he dumb enough to bite?

Love On The Riverbank

Undoubtedly the best new feature that's been added to the game second time around is the two-player mode, something that was sorely missing from the original. Simply plug your rods in, cast your line and see who can land the most fish in the set time. Only then will you know who the champion fisherman really is. And even if you can't find any crazy mates to take on the challenge, there's always the AI-controlled opponent to challenge, but we wouldn't advise that – he's a bit good.





Hooray For Hollywood

The dream of watching movies on your SEGA console finally becomes a reality...

It's true – the PlayStation2 allows you to watch DVDs on your home console and sadly, this will never be the case on the Dreamcast... however, we received a distinctly odd-looking CD this month that turns out to be the next best thing. Slap the CD in, turn on the power and voila! Your Dreamcast changes from a next-generation console to a state-of-the-art Video CD player. Needless to say, it's a highly dodgy process that we're not promoting in any way – we just thought you might like to hear about what the Dreamcast is capable of...

We don't know where it came from (and quite frankly, we don't want to know where it came from – after all, we certainly don't condone the use of illegal VCDs) but people desperate to watch the latest flicks on their Dreamcasts can at last breathe a sigh of relief. Of course, you might want to make that a silent sigh... unless you want to get caught in the act, that is.



MAN IN THE PUB



It's your round, you know. No, really it is – we went up last time for them. Honest, we did. Look, don't get the Man angry... okay?

This Month – Line Disconnected

Well, that's just flamin' typical ain't it? Just when we was startin' to get used ta the 'ole expensive online Dreamcast fing, they've only gone and pulled the plug on the bloomin' lot, 'aven't they? Okay, so you might still be able ta go surfin' the Net and lookin' for pictures of pretty laydees but if ya wants ta be playin' your favourite games online... well, ya might as well forget it. First *Daytona*, then *Unreal Tournament* and now bloomin' *Outtrigger* as well! What's the world comin' ta, eh?

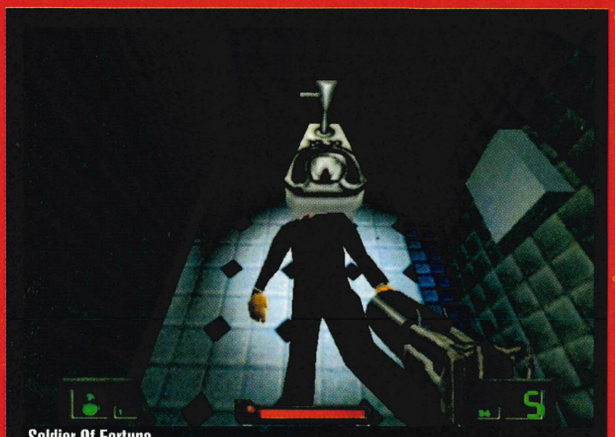
Can't wait ta see whats they do wiv *Bomberman Online* and *Alien Front Online* – the titles'll ave ta go for starters. An' wot abaht *Ooga Booga*? That's meant ta be totally online! It's a bloomin' travesty, I tells ya... a bloomin' travesty!



UK Charts Update

sponsored by EB.uk.com electronics boutique

Each month EB.uk.com supplies DREAMCAST MAG with the most up-to-date release schedule! Check it out...



Soldier Of Fortune

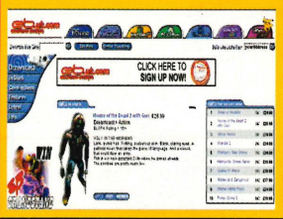
UK Release Schedule

Game	Publisher	Release	Price
Soldier of Fortune	Ubi Soft	29/06/2001	£19.99*
Unreal Tournament	Infogrames	29/06/2001	£29.99*
Crazy Taxi 2	SEGA	06/07/2001	£29.99*
Bang! Gunship Elite	THQ	01/08/2001	£19.99*
Carrier	THQ	01/08/2001	£29.99*
Championship Surfer	Ubi Soft	01/08/2001	£19.99*
Charge'N Blast	Xicat	01/08/2001	£29.99*
Coaster Works	Xicat	01/08/2001	£29.99*
Dragon Riders	Ubi Soft	01/08/2001	£19.99*
Evolution 2	Ubi Soft	01/08/2001	£29.99*
Heavy Metal: FAKK2	TBC	01/08/2001	£29.99*
Iron Aces	Xicat	01/08/2001	£29.99*
Monaco Online	Ubi Soft	01/08/2001	£19.99*
Outtrigger	SEGA	01/08/2001	£29.99*
Special Ops 2	TBC	01/08/2001	£19.99*
Spider-Man	Activision	01/08/2001	£29.99*
Viva Rock Vegas	TBA	01/08/2001	£29.99*
Commandos 2	Eidos	01/09/2001	£TBC*
Jet Set Radio 2	SEGA	01/09/2001	£TBC*
Virtua Golf	SEGA	01/09/2001	£TBC*

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

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EB Guide To...

Half-heartedness?

On occasion, publishers do the strangest things. Take Sierra, for example – its eleventh-hour decision to can *Half-Life* has left us completely bewildered.

It must have been just about finished. It'd had millions spent on it in development and marketing. It picked up shedloads of pre-orders. It made people buy Dreamcasts – I even shelled out on a DC mouse and keyboard in readiness. And just days before what seems like the 73rd official release date, we hear it's been trashed for good.

You're upset, and we're upset, but let's be clear about this. When *Half-Life* was announced for the Dreamcast, it was the greatest game in the world. Since then, the DC has spat out a range of unmatched AAA titles. *Half-Life* was great on the PC back then, but on the DC now, it's yesterday's model – let the PS2 have it.

So hold back those tears and rejoice in *Shenmue*, *Jet Set Radio* and the upcoming *Outtrigger* and *Headhunter*. And anyway, heh heh, *Blue Shift* blows.

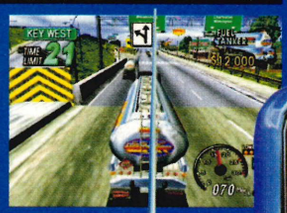
Jon Austin is the Editor/Producer of EB Online

Top Ten Sellers On EB.uk.com

If it's cheap or by SEGA, you'll buy it!

Position	Game	Price	DM Rating	Issue
1	Confidential Mission	£29.99*	89%	22
2	18Wheeler	£29.99*	71%	22
3	House of the Dead 2 with lightgun	£29.99*	91%	01
4	Skies of Arcadia	£24.99*	94%	20
5	Jeremy McGrath Supercross 2000	£9.99*	29%	14
6	Daytona USA 2001	£29.99*	90%	20
7	Metropolis Street Racer	£19.99*	96%	15
8	Quake III Arena	£19.99*	90%	16
9	Giant Killers	£19.99*	70%	20
10	Power Stone 2	£14.99	92%	13





competition

Get Truckin'!

Rubber duck? Rubber duck... whatever?! Wanna enjoy some truckin' good fun courtesy of those fine bods at EB Online? Well now you can! Five copies of the splendid (but a tad short) *18Wheeler: Pro Trucker* are up for grabs and as ever, all you have to do is answer an iddy biddy question to get yourself a nice little freebie!

Q. CB stands for what exactly?

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4150	Xzibit
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4244	Leeds
4246	Liverpool
0609	Pooh
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0621	
0631	
0636	Fatboy Slim
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The Simpsons - Theme	0132
The Real Slim Shady - Eminem	1515
Ride Wit Me - Nelly / City Spud	4459
Baha Men - Who Let The Dogs Out	1576
Thong Song - Sisqo	0395
Rock DJ - Robbie Williams	1585
Teenage Dirtbag - Wheatus	3690
Angels - Robbie Williams	0268
The Way I Am - Eminem	1579
Sex Bomb - Tom Jones	0374
Charlie's Angels - Theme	1516
Halloween - Theme	0065
Silence - Delerium	1578
Whole Again - Atomic Kitten	3670
Beverly Hills Cop - Theme	0013
Star Wars - Theme	0151

INDIE

Bitter Sweet Symphony - The Verve	0154
Breathe - Prodigy	0286
Don't Look Back In Anger - Oasis	4122
Roll With It - Oasis	4120
Wonderwall - Oasis	4121
Fever - Starsailor	3695
Found That Soul - Manic St. Preachers	3715
Losing My Religion - REM	0217
Mr Writer - Stereophonics	3733
Parklife - Blur	1520
Shinning Light - Ash	3677
So Why So Sad - Manic St. Preachers	3714
Up On The Down - Ocean Colour Scene	3748
Want You Bad - The Offspring	3738
Why Does It Always Rain On Me - Travis	0404

FILM THEMES

The Addams Family	0003
Biperty Boberty Boo - Cinderella	4682
Blade Runner	4684
Bugs Life	4685
Lion King	4686
Chariots Of Fire	4687
The Exorcist	4689
Indiana Jones	0199
Beverly Hills Cop - Axel F	0173
James Bond	0025
The Sting - The Entertainer	0044
Star Wars - Imperial March	0073
Somewhere Over The Rainbow	4777
Superman	0152
Titanic	0157
The Great Escape	3548

TV THEMES

Airwolf	4680
Avengers	4681
Bewitched	4780
Benny Hill - Yakety Sax	0021
Blackadder	4683
Dr Who	4688
Star Wars - The Phantom Menace	4827
ET	4821
Flintstones	0052
Fawlty Towers	0049
Have I Got News For You	0101
Magic Roundabout	4690
The Muppets	0099
Match Of The Day	0221
Pink Panther	4691
Ghostbusters	4823
Scooby Doo	0128
Thunderbirds	0155

FOOTBALL THEMES

Blue Is The Colour - Chelsea	4141
Blue Moon - Manchester City	4130
Fields Of Atehnray - Celtic	3547
City Till I Die	3540
Coming Round The Mountain - Arsenal	4131
Day Dream Believer - Sunderland	4132
Delilah - Stoke City	4133
Glory, Glory - Manchester United	4134
Forever Blowing Bubbles - West Ham	4136
Keep Right On Till The End.. - Bham	4137
You'll Never Walk Alone - Liverpool	3545
Nay Nay Never - Burnley	4138
Play Up Pompey - Portsmouth	4139
Z Cars - Everton	3546
When The Saints... - Southampton	3544

WWF THEMES

APA	3486
Chyna	3487
Kane	3485
Kurt Angle	3480
Raw	1839
The Rock	1836
Stone Cold Steve Austin	3481
Too Cool	1840
Triple H	3482
Undertaker (New)	3484

CLASSICS

Dancing Queen - Abba	1507
Gimme Gimme Gimme - Abba	4770
Love Is All Around - Wet Wet Wet	4830
Oygene 4 - Jean Michelle Jarre	4824
He's So Fine - Chiffons	4773
The Magnificent Seven Theme	4826
Ive Got You Under My Skin - Sinatra	4775
Surfin USA - The Beach Boys	4820
On My Own - Les Miserables	4778
Like A Virgin - Madonna	4779
I Will Survive - Gloria Gaynor	0201
Tubular Bells - Mike Oldfield	0159
Money Money Money - Abba	0095
Mull Of Kintyre - Wings	0224
Sex Machine - James Brown	1505
YMCA - Village People	0167
American Woman - Lenny Kravitz	0258
Bat Out Of Hell - Meatloaf	1583
Last Resort - Papa Roach	3691
Pantera - Cowboys From Hell	0111
Walk This Way - Aerosmith	0005

DANCE

Boom Boom Boom - Venga Boys	0284
Blue - Eifel 65	0283
Feel The Beat - Darude	1577
King Of My Castle - Wamdue Project	0335
Played A Live (Bongo Song) - Safri Duo	3680
Pop Ya Collar - Usher	3675
Show Me The Money - Architects	3749
Silence - Delerium	1578
Thong Song - Sisqo	0395
Zombienation - Kermkraft	1512

RAP

Changes - 2 Pac	0294
Real Slim Shady - Eminem	1515
Stan - Eminem	1513
The Next Episode - Dr. Dre/ Snp Dog	3676

TONE OF THE MONTH
Lady Marmalade - Christina Aguilera with Mya, Pink and Lil Kim - **4766**

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Phantasy Star Online V.2

Import Charts

Oh, well there's a surprise – *PSO Ver.2* manages to dominate the Dreamcast charts in the US and Japan. Honestly, you'd think they'd have had enough of it by now...

Japanese Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	–	Phantasy Star Online Ver.2	SEGA	–
2	–	Exodus Guilty	SEGA	–
3	–	Segagaga	SEGA	–
4	–	Crazy Taxi 2	SEGA	92%
5	–	Sonic Adventure 2	SEGA	93%

US Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	–	Phantasy Star Online Ver.2	SEGA	–
2	2	Crazy Taxi 2	SEGA	92%
3	–	Sonic Adventure 2	SEGA	93%
4	3	Confidential Mission	SEGA	89%
5	5	Spider-Man	Activision	79%

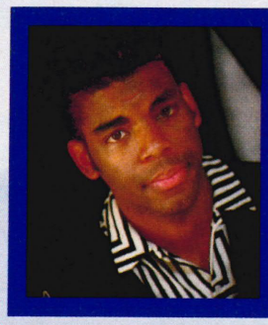
Import Release Schedules

JAP Release Schedule

Title	Publisher	Date
Fur Fighters	Acclaim	Q2 2001
JoJo Venture (Online)	Capcom	Q2 2001
K1 Dream	Xing Ents	Q2 2001
Happy Lesson First	Datam	Q2 2001
Marie and Elle's Ateliers	Gust	Q2 2001
Romance of 3 Kingdoms VI	Koei	Q2 2001
Lither B	Takuyo	Q2 2001
Octopu's Marinade	TBA	Q2 2001
Heavy Metal: Geomatrix	Capcom	July 2001
SEGA Bass Fishing 2	SEGA	August 2001
Ooga Booga	SEGA	August 2001
Propeller Arena	SEGA	September 2001
Shenmue: Chapter Two	SEGA	September 2001

US Release Schedule

Guilty Gear X	Arc System Works	July 2001
Commandos 2	Eidos Interactive	1 August, 2001
SEGA Bass Fishing 2	SEGA	21 August, 2001
Alien Front Online	SEGA	August 2001
Ooga Booga	SEGA	August 2001
Propeller Arena Online	SEGA	August 2001
Conflict Zone	Ubi Soft	August 2001
World Series Baseball 2K2	SEGA	August 2001
Evil Twin	Ubi Soft	September 2001
PBA Tour Bowling 2001	Bethesda Softworks	October 2001
Shenmue: Chapter Two	SEGA	November 2001
Tennis 2K2	SEGA	November 2001
Heavy Metal: Geomatrix	Capcom	Q2 2001
Toe Jam & Earl III	SEGA	Q3 2001
Bomberman Online	SEGA	Q3 2001
NBA 2K2	SEGA	Q4 2001



Dan Francisco, still looking like a Five Star reject but still snooping around for Dreamcast info and gossip for you! What a guy...









US Pay To Play

Charges Hit PSO Ver. 2

You guys might have had to pay for the pleasure of playing *Phantasy Star Online* over there in Europe but in America we've had the luxury of all the online goodness we can get for nothing – until now, that is.

With the launch of *Phantasy Star Online Ver.2* SEGA Of America announced that it would be charging users for the privilege of playing the game second time around. In a statement released recently, the company had this to say on the matter: "*Phantasy Star Online Ver. 2* will incorporate an online payment structure. Pricing information for the US version of *PSO Ver. 2* has not yet been released. While *PSO Ver. 2* can be enjoyed offline, gamers can now access new features, modes and quests through the game, available this summer for SEGA Dreamcast. Gamers can still enjoy unlimited online gameplay with the original *Phantasy Star Online* at no cost."

So there you have it – no more free online play... like that's gonna stop us from having the best times of our lives!

"Start saving those cents – Phantasy Star Online Ver.2 is gonna cost you"







Humar does a runner as the Hildabear demands money for playing online this time.

New Arcade Board For SEGA

A while ago there was some speculation that SEGA was thinking of pulling out of the arcade machine business, but it looks as if those rumours can be banished now, as the company has revealed that it is working on the all-new Naomi 3 Board. This announcement, along with the news a couple of months ago that it would be working with Namco and Sony to create arcade games, proves once again that SEGA is still very much at the forefront of videogame technology and development.



news Jap

Shopping might be her favourite pastime, but when she's done buying shoes the Dreamcast is her other favourite waste of time...



A Song For SEGA

Japanese Vote For Top Tunes

The Japanese gaming public have been out in force this month voting for their favourite tunes from SEGA games past and present. The tracks are set to appear on a CD, called *Segacon: The Best of SEGA Game Music*, which is to be released later this year.

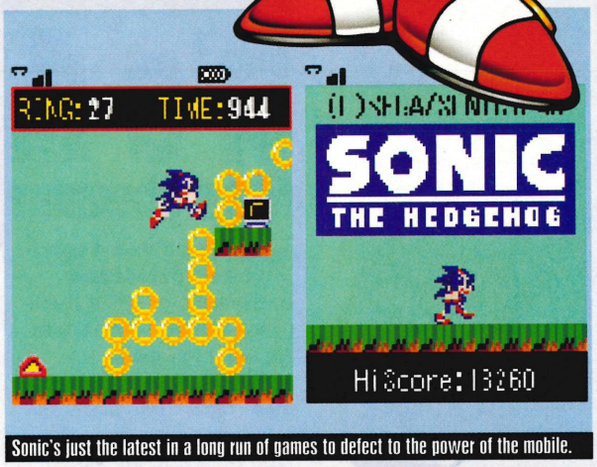
The current standings, as you can see below for yourselves, are pretty shocking, proving once again that, when it comes to music, the Japanese have peculiar tastes. After all, DREAMCAST MAGAZINE's biggest complaint about *Ferrari 355 Challenge* was the shocking soundtrack that accompanied it, yet the Japanese seem to love those rock overtures. Fear not, though, as this isn't the final track-listing – SEGA of Japan is allowing voting to go on for a couple more months yet... thank God!





The Top Ten

1. Crave For Ride – *F355 Challenge*
2. Scarlatto – *F355 Challenge*
3. Magical Sound Shower – *Outrun*
4. Dream Dreams (kids version) – *NiGHTS*
5. Sakura Wars 3 Theme – *Sakura Wars 3*
6. Sona Mi Arero Ec Sancitu – *Panzer Dragoon Saga*
7. Sakura Wars 2 Theme – *Sakura Wars 1*
8. Burning Hearts – *Burning Rangers*
9. Main Theme – *Space Harrier*
10. Splash Wave – *Outrun*



Sonic's just the latest in a long run of games to defect to the power of the mobile.

Sonic Goes Mobile

Sonic's Latest Incarnation

SEGA has announced that the latest game to join the ever-growing number of titles on the Sonic Café line-up – games that can be played on the Japanese i-Appli phones – will be *Sonic The Hedgehog. Sonic* joins the likes of *Samba De Amigo*, *Space Channel 5*, *Out Run*, *Chu Chu Rocket*, and *NiGHTS* in the world of mobile technology. As yet there's no word on whether or not these games will ever see the light of day outside of Japan, so you guys will just have to sit tight and pray for now.

"You can now play Sonic when you're on the go"

Can Mue Believe It?!

Shenmue Re-released

It's been over a year and a half since the Japanese first experienced the delights of *Shenmue* but SEGA of Japan is re-releasing the game this month. The move comes as a celebration of a million sales worldwide, although it's not just the same old game that the Japanese first saw back in 1999. No, it's the English language version instead, entitled US *Shenmue*. Quite what SEGA hopes to achieve by this is anyone's guess – apart from maybe marketing it as some kind of educational game, whereby kids can learn English. As we said, who knows...





Traveller's Checks

PSO On GBA

Another of those multi-platform rumours this month is that Sonic Team's *Phantasy Star* series will be appearing on Nintendo's Game Boy Advance. Although nothing has been officially announced we reckon that there *is* a high chance of this happening, as *PSO* is already headed to the GameCube and with the connection between the two systems some cool features could be cooked up.

Awards For Adverts

It might come as a bit of surprise to most of you (well, it was to us) but SEGA managed to pick up an advertising award this month at the 2001 EFFIE Awards, winning the silver medal for its 'In The Box' campaign. Needless to say, this was a campaign seen in America only and not Europe – after all, have you seen any advertising over here? Exactly.

SEGA Off To Space

SEGA has confirmed that it will be in attendance at Nintendo's Spaceworld event, held in Japan this August. Although the event is a Nintendo-only show, that only means Nintendo consoles, not games, and as such SEGA will be showing-off *Virtua Striker 3*, *Super Monkey Ball* and *Phantasy Star Online* for the GameCube as well as *Sonic Advance* on the Game Boy Advance. Time to book those plane tickets...

Shenmue 2 PS2?

Yet another saucy rumour we came across this month was that *Shenmue 2* would be appearing on the PS2 as well as the Dreamcast. Of course this makes perfect sense because if Yu Suzuki's dream of making 12 chapters of the game is ever to be achieved, it's going to have to appear on other consoles than just the Dreamcast considering that it's fate has alreay been decided.

To Infinity And Beyond

At a conference in Japan this month SEGA of Japan revealed its plans to go beyond the bounds of videogames and diversify into five business areas hereto unexplored by the company. Tetsu Kayama, CO-COO of the company, announced that SEGA would be entering into the world of VR Technology with simulators for industrial use as well as family attractions. On top of that the company wants to become involved in both the movie and the music businesses from an animation point of view. But that's not all, as plans are also afoot for 'Edutainment' products, continuing the Pico software range, as well as further development in other areas of business, like the sushi selection system being used in Japanese restaurants. Finally, the company wants to expand its arcade business with the possibility of uniting fitness clubs with arcade technology and broadband for arcade games. Looks like SEGA's going to be a busy little bee then.

newscast





SEGA Gets It On

SEGA goes online with multi-platforms

SEGA of Japan revealed a couple of months ago that it would be working alongside Sony to create the first cross-platform gaming network, and now new details concerning the online collaboration have emerged.

Crossing Over

In Japan, SEGA is implementing an online community called Open Dice which will allow gamers across multiple platforms to join in on one server and interact with each other, despite the fact that they're not using the same system. The game that SEGA is going to launch the system with is *Guru Guru Onsen 2*, the sequel to the incredibly popular *Guru Guru Onsen*, which has had 3.5 million users online since it hit the shelves last year. The game is set for a Dreamcast release this August, with PlayStation2 and PC versions of the game to follow, allowing everyone to play together just like one big happy family. However, SEGA's online plans don't stop there, as the company is currently in talks with Nintendo and Microsoft to make more games for their consoles that will be online compatible with other machines too. Is there no stopping SEGA now?





"With a release date now set it's just a case of counting down the days"



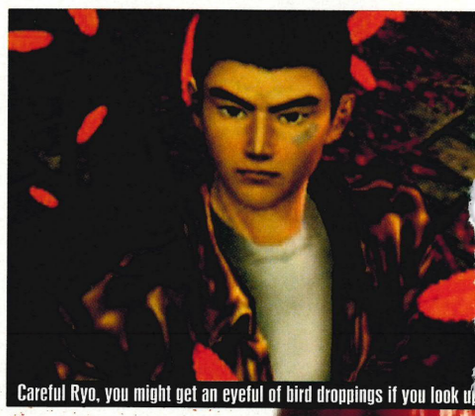
It's A Date!

More Shenmue II details revealed

UPDATE

As ever, a whole bunch of new details and screenshots for AM2's much-hyped *Shenmue II* magically appeared this month, including a release date. Yep, that's right, SEGA has at last revealed to the world when we'll be able to get our grubby little mitts on the sequel to last year's revolutionary *Shenmue*. And the date? 6 September. Okay, so that might only be in Japan but it looks as if we won't have to wait nearly as long as last time for the English language version as the American release has been scheduled for sometime in November. So, how about the PAL release? Well, last we heard the game was down for January, although we wouldn't bet against it coming out just in time for Christmas. For now though, get the calendar out, start counting down the days and content yourselves with these gorgeous new screenshots...

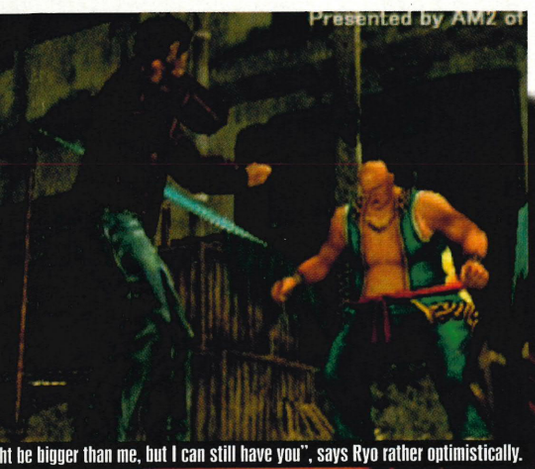




Careful Ryo, you might get an eyeful of bird droppings if you look u











ht be bigger than me, but I can still have you", says Ryo rather optimistically.

Fight Club

As if the release of *Shenmue II* wasn't enough, Yu Suzuki stated at a recent press conference that the game would ship with a preview disc for that other game that he's working on, *Virtua Fighter 4*. Although the game is currently PS2 exclusive, Suzuki is apparently keen for Dreamcast users to have something on the game, although unfortunately it won't be in the shape of a playable demo. So at a guess we reckon you can expect artwork, wallpaper, screensavers and maybe even some music.



Quelle Surprise

UPDATE

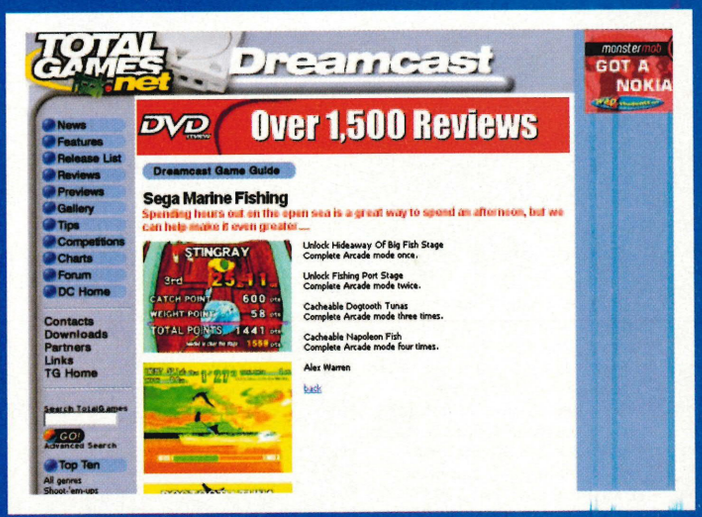
Sierra finally gets round to canning Half-Life



In what has turned out to be the biggest non-surprise in the history of the world ever, the Dreamcast version of *Half-Life* has finally been canned. We all knew it had been – after all, it had disappeared from release schedules across the land and we hadn't seen code for it in a long while. Still, it's taken Sierra nearly three months to finally get around to officially telling us that the game's cancellation is due to a 'change in market conditions'. The fact that Sierra wouldn't comment beyond that gives us the distinct suspicion that there were other reasons behind it – still, if that was the case then maybe they should have thought about releasing it when they originally planned to, instead of eight months later. Hey, don't be too upset – at least you get to play it on the PlayStation2. Ooh, lucky you...

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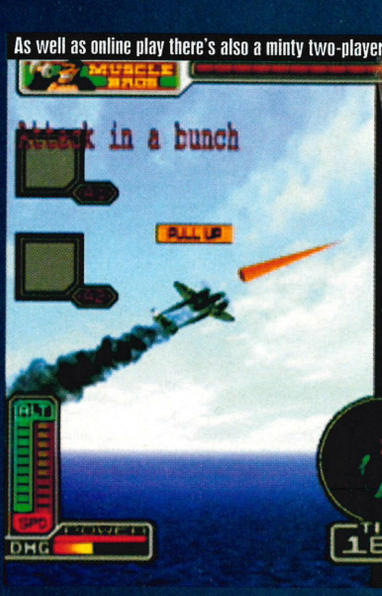
"Fly by the seat of your pants, perform outrageous manoeuvres and shoot your load at anyone that comes near you"



Could this be the Dreamcast's first really great flying game? Here's hoping.



As well as online play there's also a minty two-player



Propeller Arena

Take to the skies and pop some caps into all those bogies... there's some dog-fighting to be done.

When SEGA's top developing house AM2 announces that it's working on a new game, the videogame world generally sits down, holds its breath and waits to see what genius it comes up with next. Just one look at the company's Dreamcast portfolio makes you realise that we're not dealing with your average Joe Bloggs of a developer here. With quality like *Shenmue*, *F355 Challenge*, *Outtrigger*, *Virtua Fighter 3tb* and *18Wheeler* you just can't argue, and its latest project is just as enticing. Welcome, then, comrades to *Propeller Arena* – a dog-fighting flight sim with bite.

Dog Eat Dog

The year is 2045 and a dog-fighting contest known as the Aviation Battle Championship has been set up, which we can only guess has been created as a mark of respect to the heroes of the Battle Of Britain one hundred years earlier. In any case, the competition straps you into the cockpit of a retro-fitted prop-plane (none of your fancy new fangled jets here, folks) before demanding that you fly by the seat of your pants, perform outrageous manoeuvres and shoot at anything that comes near you. Sound like fun to you? Then join the club.

But if you thought that *Propeller Arena* was all about flying solo then you'd be barking up the wrong tree, as it promises out-and-out multiplayer action, online or off. Before you take to the skies, though, there are one or two pressing decisions that you're going to have to make, like which of the eight flying aces you're going to be and which team to fly for. Each character has their own distinct flying style, as well as their own special moves with which to wow the crowds and outmanoeuvre the opposition, so choose wisely.

Watch The Propellers

However, it's only once you're up in the air that the real action starts. You can either go it alone or team up with the other pilots to kick some serious butt. Online, the game can support up to six players at a time and it's here that the real beauty of the game lies. Not only will you be able to interact with other users on-screen but you'll also be able to talk to your team-mates and ridicule your opponents via the microphone which, we think you'll agree, is pretty darn cool. All this plus unadulterated arcade gameplay – what more could you ask for? Roll on August.



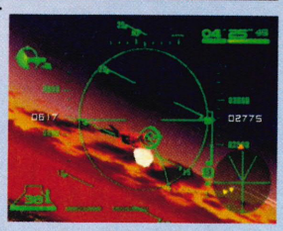


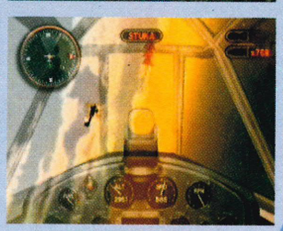
Flight Sim City

If you can't wait until the autumn to get to grips with some fighter planes then we suggest you check out the other flight sim/combat games on offer... even if they're not going to be a patch on *Propeller Arena*. There's the two *AeroWings* games if you fancy a spot of aerial aerobatics (68% and 73% respectively) and *Deadly Skies* (78%) if you're more interested in mission based, dog-fighting action. Then, of course, there's always *Iron Aces* (63%) if you're into your World War II flying games – the decision is yours.









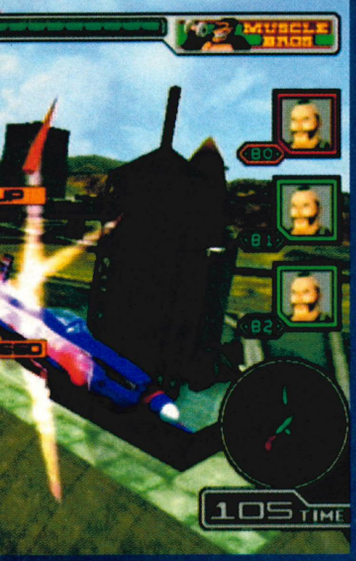
Just looking at these screenshots should make you cream your pants. After all, AM2 is behind it.





e on offer.









UPDATE

Alien Front Online

SEGA's latest combat offering has a lot of front...

The invasion of Earth has begun... apparently. Fresh from last month's E3 we have a load of new details on SEGA's latest online bonanza, *Alien Front Online*, although whether we'll ever see it over here complete with online functions is still up in the air.

So what's it all about? Well, an alien race known as the Triclops have decided that they quite like the look of planet Earth – and the ever-so-tasty humans that inhabit it – and have launched a full scale attack. What you have to decide is whether to play as the humans to destroy the marauding aliens or the Triclops to wipe out the human race... forever.





Get Off My Land!

In regards to gameplay it's your standard combat fare, generally involving blowing the crap out of each other, but where *Alien Front* really comes into its own is online. The game can support up to four-versus-four network play, but not just with other Dreamcast users – arcade players can join in too, which is mighty fine. That's not all either, as you'll also be able to chat to your team-mates to plan tactics, as well as taunt the enemy with abuse... sounds like fun to us. Needless to say it looks absolutely stunning and having played it at E3, we can safely say that inter-planetary warfare has never been so much fun. Now about that PAL release...

Tanked Up

Whichever side you choose to take, *Alien Front Online* offers an array of vehicles with which to set about your business of quite literally blowing the enemy out of this world. If you decide to save Earth you'll get to command M1A1 Abram, Merkava and M-109 tanks, while if you take on the role of the aliens you'll have the choice of two-leg walkers, four-leg spider walkers and anti-gravity hovercrafts – all of which have enough fire power to destroy even the toughest S.O.B!

"Inter-planetary warfare has never been so much fun!"

If you've never driven a tank before (and let's face it, who has?), Alien Front Online will be one hell of an experience.



essential information Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	AM2
PLAYERS	1-6
% COMPLETE	65%
RELEASE	AUGUST

ANTICIPATION RATING 80%

THEY SAY: *Propeller Arena* soars as a true multiplayer title with the most thrilling aerial action ever known.

WE SAY: Anything Yu Suzuki and AM2 turns to gold – expect quality!

essential information Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	IN-HOUSE
PLAYERS	1-8
% COMPLETE	65%
RELEASE	AUGUST

ANTICIPATION RATING 80%

THEY SAY: More online shenanigans with big tanks and even bigger alien vehicles.

WE SAY: If it does remain an online game over here, it should be a great little title.

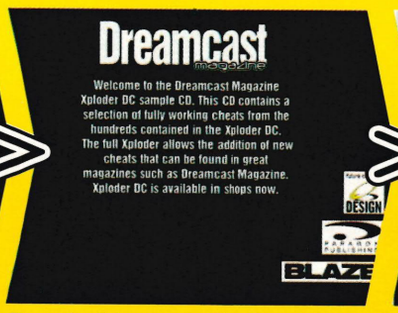


Discovering The Joys Of X

When we say that there's nothing easier in life than using your Xploder cheat CD, we really mean it. Even Alex was able to get it to work first time – just follow these instructions and you'll be on your merry way to gaming heaven.



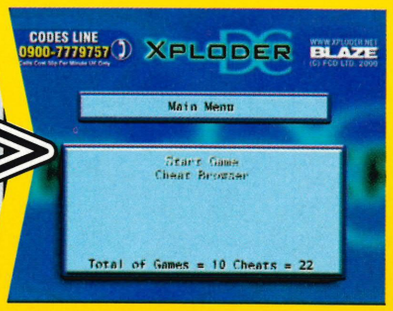
- Open up your Dreamcast, put the Xploder cheat disc in and then hit the power button.



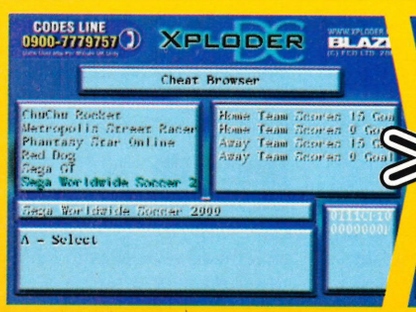
- Press the A button to skip through the intro screens and adverts until you reach the main menu.



- This is an advert for the most useful bit of kit PAL Dreamcasters should get their hands on. Take note!



- Once you have arrived at the main menu, highlight the Cheats Select menu and then press A.



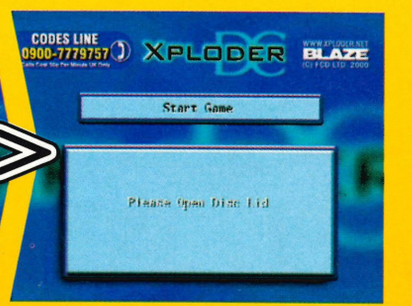
- Once you're in the cheat browser use your D-Pad to scroll through the various different games and then press A to select a game.



- You will now be able to choose which of the cheats you want to enable for that game.



- With the cheat chosen, press the Start button and you'll return to the main menu. Now all you need to do is select Start Game and press A.

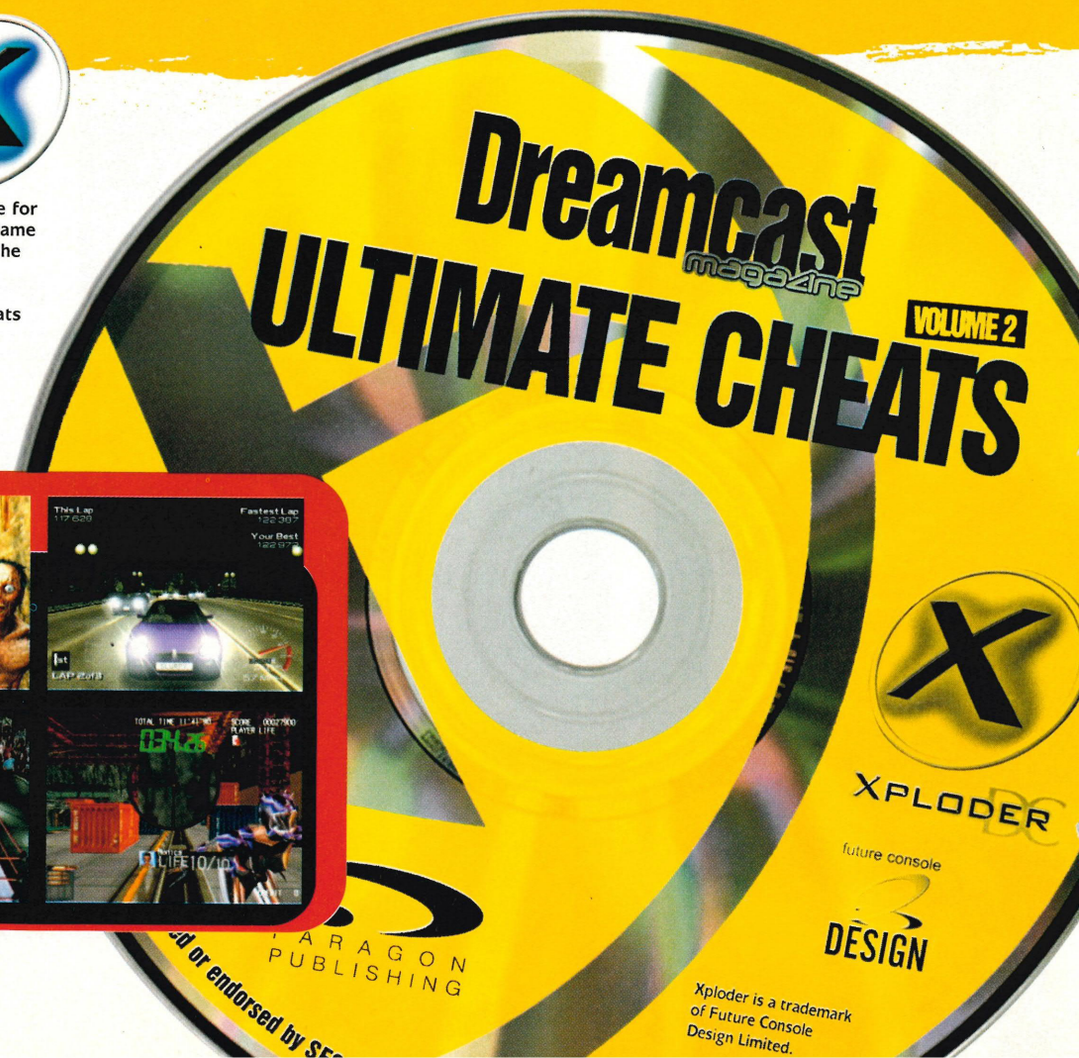


- The screen will now ask you to remove the Xploder disc and replace it with the appropriate game disc. And with that you're away.

Like It? Buy It!

So our free Xploder DC Sampler CD has wetted your appetite for some top cheating action, has it? Well quite frankly we can't blame you, in which case we reckon you want to be getting yourself the full monty, with cheats for all the latest and greatest games.

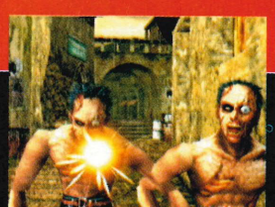
For the princely sum of just £14.99 you could be the proud owner of your very own Xploder disc, complete with more cheats than you could ever know what to do with. Just head to your local games shop, hand over the cash and you'll be the one laughing. Once you have your disc you'll be able to find out all the latest codes by phoning the hotline on 0900 777 9757 (calls cost 50p per minute) or head to the Web site at www.xploder.net. Happy cheating!



The Cheats

On the disc you'll find a total of 22 cheats for ten top Dreamcast games – and here's what they are.

Chu Chu Rocket!
M-SR
Phantasy Star Online
Red Dog
SEGA GT
SEGA Worldwide Soccer 2001
Silent Scope
Snow Surfers
The House Of The Dead 2
WWF Royal Rumble





All new

Boom

PriZe Explosion!



Mobile Phones
0906 960 1893



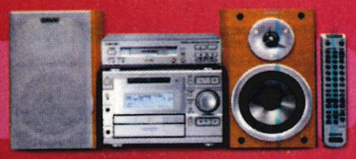
Music CDs + Posters + Videos
0906 960 1894



Mini Disc Players
0906 960 1895



Laptop Apple iBook
0906 960 1896



Digital Hi-Fi System
0906 960 1897



PlayStation2
0906 960 1898



Pokémon
Trading cards and watches
0906 960 1899



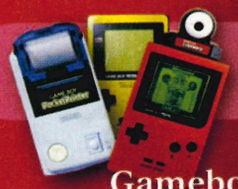
PSone
0906 960 1900



Wide-screen TV
0906 960 1901



Buffy
Season 3
Episodes 12-22
0906 960 1902



Gameboys
Gameboy + Printer + Camera
0906 960 1903





Digital Camera
0906 960 1905

WIN-iMac
with iTunes & CDRW
0906 960 1904



TVs
TV / Video combination
0906 960 1907



Pocket TV 0906 960 1906



WWF Prizes
Videos, Poster, Games & Tickets 0906 960 1908



PlayStation
WIN - P1 & P2 games 0906 960 1909

Guess Who and WIN!
WIN £200 worth of jewellery
0906 960 1910



Make-Up
worth £100
0906 960 1911



Guess Who and WIN!
WIN this Baby-G watch
0906 960 1912



Guess Who and WIN!
Robbie Williams concert tickets
0906 960 1913



scooter
0906 960 1914



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



Call charged at £1.00 per min. Maximum cost of call £3.00. Ask permission from the person responsible for paying the phone bill before making a call to this service. Competition closes 31/8/2001 after which time they may be replaced by similar services on the same numbers. Winners will be picked randomly from correct entrants. For rules or winners names send a SAE to Boom, PO Box 144 Stockport, Cheshire, SK4 3FT.



Over the last few years stories of love blossoming over the Internet have become more and more common – hell, Hollywood has even made a film about the phenomenon. But when we received a letter from a couple declaring that they had found love via SEGA's Dreamarena and were now engaged, we couldn't believe it. In a bid to discover if love via the Dreamarena really was possible, we sent resident single bloke, Alex Warren, to go forth and find love where few have found love before...

LOVE IN A DREAMCAST


"IS IT POSSIBLE TO FIND LOVE ON DREAMARENA? REPORTS WOULD SUGGEST SO BUT QUITE FRANKLY, WHO KNOWS. STILL, WE'RE GONNA HAVE A DAMN GOOD GO AT FINDING OUT..."

Day One

First stop, the Pub. Have a look around, but no girls waiting

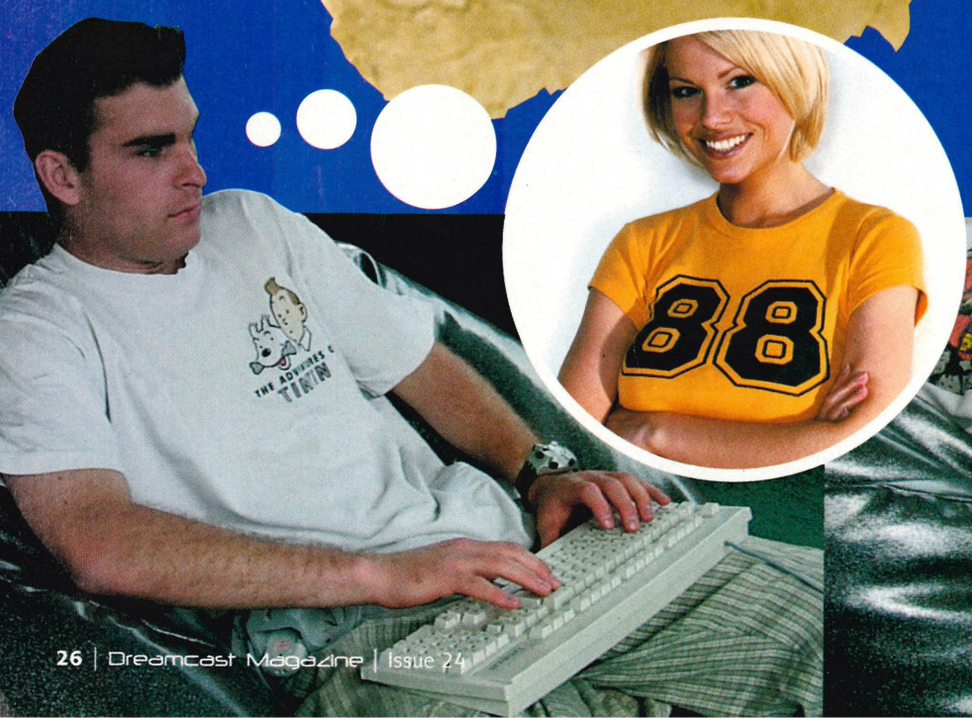
there to be chatted up, so head on over to Ecco Pool & Sauna where things look a little more hopeful. I start talking to Icecool, trying to pick up some tips about finding love on Dreamarena. Just as I start getting somewhere Frann barges in and starts taking things over. Before I know it he's whisked her off to the Swearbox (18+) for a bit of one-on-one. Not wanting to be seen as a wimpy walkover I follow them in, only to be met by naked bodies and graphic sexual images – so that's what virtual sex is all about. With eyes shut I head for the door and beat a hasty retreat.

With that experience still fresh in my mind I head back to the altogether more sedate and sociable Ecco Pool & Sauna where I meet up with the saucily named Bjqueen (Clare). We chat for a while about the usual sort of things and she tells me she has a boyfriend, before admitting that she isn't adverse to a bit of two-on-one action. Talk about being up front. I make my excuses and leave.

Decide to try a change of tack and head to the Jazz Club where I attempt to talk to Janie21... but not she's not having any of it and does a runner. Christ, they can't even see me and they're running. Refusing to be deterred, though, I sidle on over to Golfclub, start flirting casually and then finally get around to asking whether she has a boyfriend or not. All of a sudden Bart4444 (Steve, 27) pipes up and tells me to leave her alone, as she's his girlfriend. Blimey. Intrigued I ask how they managed to find love on Dreamarena before learning that they are to meet each other for the first time tomorrow.

I tell them that I'm looking for love myself and as it happens, Golfclub (Marie, 27) has a friend with her who's looking for love too – before I know it I'm being set up with her mate, Janice. Is this the jackpot? Is this finally what I've been looking for? We chat for a while and I discover she's 27, has blue eyes, brown hair, is 5'6" tall, which is all good, until she says that she lives in Nottingham. Damn. Never mind, plenty more fish in the sea... aren't there?

I decide to have one last crack of the whip for the day with a quick visit to the Sonic Lounge, where I meet Angie2001. Flirt for a while, discover that she doesn't have a boyfriend (always a bonus), is up a laugh and, best of all, is Irish. But just as it seems things might be falling in to place she reveals that she's only 16 and with that, I'm out of there for the day. Better luck tomorrow, hey?





Day Two

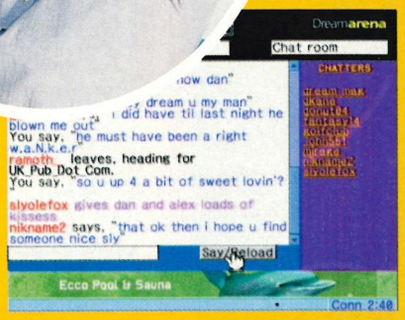
Refreshed after a good night's sleep and unperturbed by yesterday's blank, I head straight to the Eurochat room to see if the continentals are any more receptive to my charms. Unsurprisingly, my GCSE French and Spanish let me down when it comes to the crunch, but not before I've tried it on with Zinke (25, French) and 1ria (20, Portuguese). Damn those language barriers.

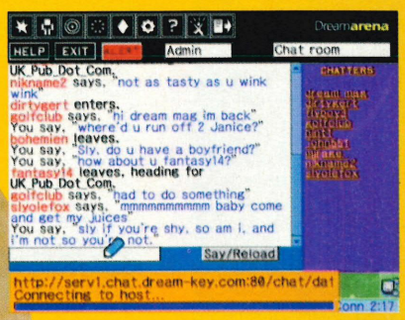
With everywhere else deserted I head to the Pub, where I spy the sultry looking Funkygirl sitting in the corner on her own. Instead of learning from my mistakes from yesterday I head straight for the jugular, which is plenty enough to have her making her excuses and leaving all too briskly. Just as I'm ruing my loss I bump into Janie21 from yesterday and we get chatting again. This time I take a more softly, softly approach. Thinking my luck's in I ask her to join me in the Ecco Pool & Sauna for some steamy one-on-one action and to my joy she agrees. I hop on over there and wait for her to join me... and wait, and wait some more. Passers-by come and go, but no Janie21. Stood up – how embarrassing.

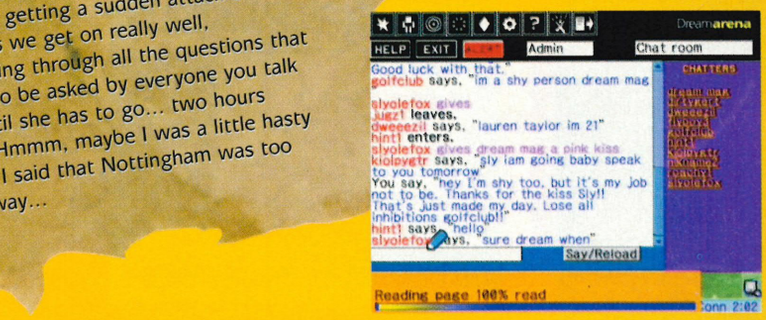
Contemplate heading back to the Pub to find her but think better of it and go to the Jazz Bar where I get talking to Shadyslim, a shapely 21-year-old from Leicester. Things are going pretty well until she says she has to go to work, leaving me on my own again. No one is stopping by the Jazz Bar so I trek over to the SwearBox, but that's empty too, so head on into the Ecco Pool & Sauna again... which is where things start to look up. Start flirting with Slyolefox (25, London) and things are beginning to look good – better still, there's no boyfriend in sight. We chat away quite happily, having a laugh, for a fair old while, until she suddenly decides to tell me that she has two kids. Bit of a bombshell but there you go. She's still very lovely mind, but it's friendship more than anything else, which is a shame as things were looking good – I even had a virtual kiss out of it!

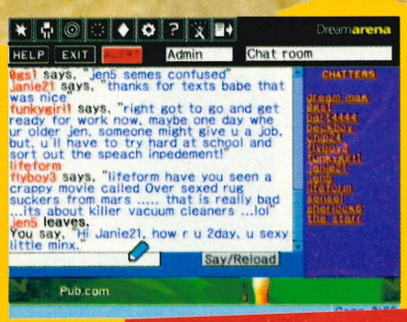
Then, out of the blue, Golfclub pops up and she has her friend with her again – now things really could start to get interesting. Marie tells me that she's getting ready to go out for lunch with Bart4444 and so she's going to hand me over to Janice for a while. Despite getting a sudden attack of coyness we get on really well, ploughing through all the questions that seem to be asked by everyone you talk to, until she has to go... two hours later. Hmmm, maybe I was a little hasty when I said that Nottingham was too far away...

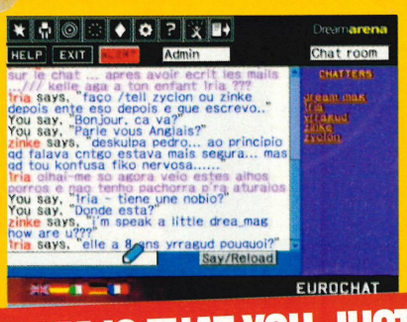


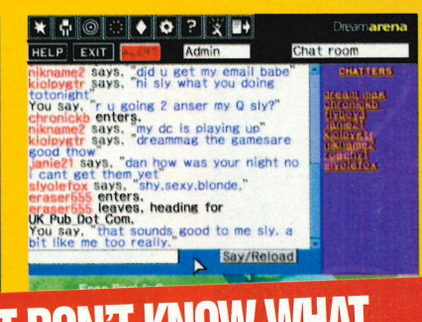








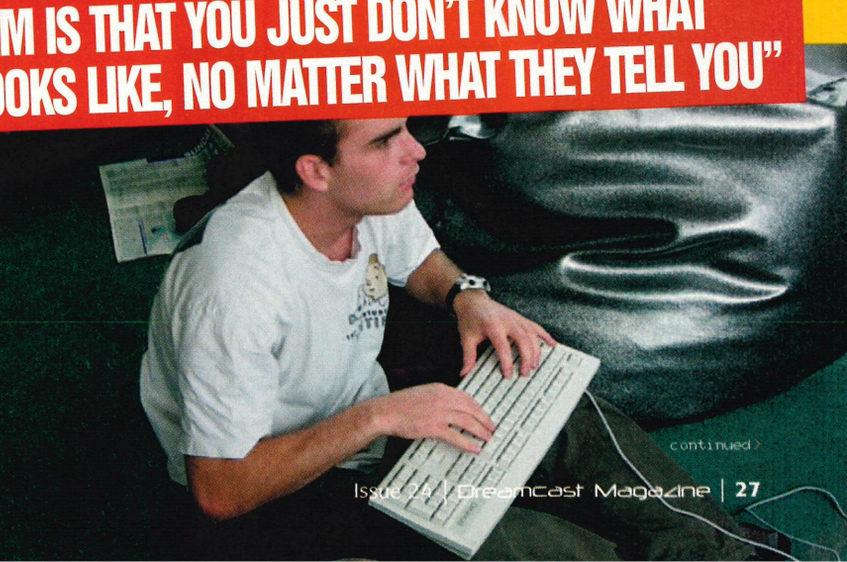






"THE REAL PROBLEM IS THAT YOU JUST DON'T KNOW WHAT ANYONE REALLY LOOKS LIKE, NO MATTER WHAT THEY TELL YOU"





continued >

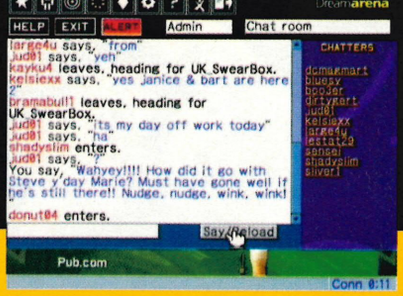
It Must Be LOVE

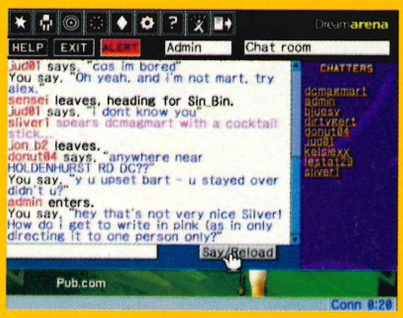


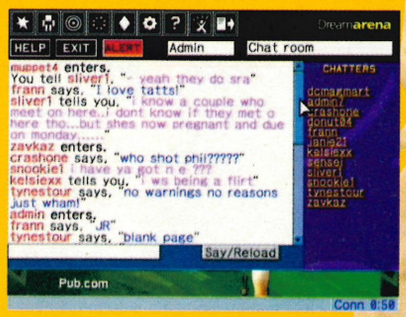
Chris and Kirsty met last year on Dreamarena. Chris tell us their story...

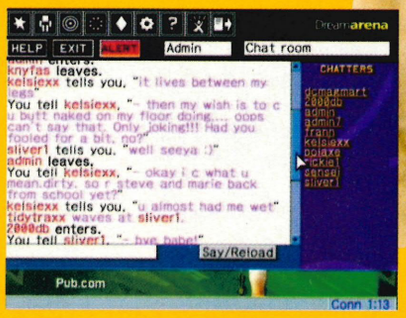
"I wanted your magazine and SEGA to know that my fiancee and I met on the SEGA Dreamarena back in June last year. We chatted for a few hours and got on well. My fiancee is 18 and I am 28! We exchanged telephone numbers and began to talk on the phone every day. It continued for a month and we decided it was time for us to meet. We had a small problem though, as I live in Hertfordshire and she lived in Crewe, Cheshire and due to illness I can't drive. I arranged to travel up to Crewe and we met up and got on so well that we knew there was something more than just friendship starting. We arranged for her to visit me for a week and by the end of the week I asked her to move in with me. She agreed to give it a try. By the end of July she moved down here with me, leaving her family and friends behind. By September we were engaged, but we were really skint because she didn't have a job so we couldn't have a party to celebrate. Life has never been better for either of us and if it wasn't for Dreamarena and SEGA we would never have met. We thank you all for making two people so very happy!"

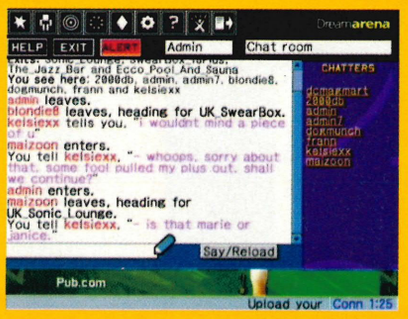
News Just In:
Chris and Kirsty recently contacted us again... it seems the Dreamarena has even more to answer for now, as the two are expecting their first baby!

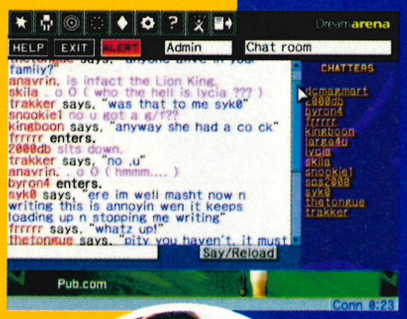


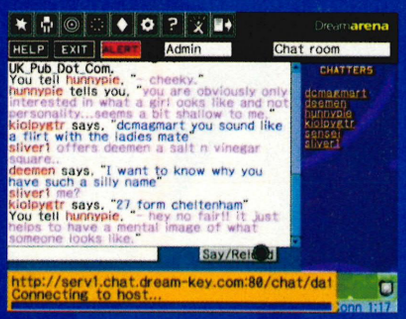












Day Three

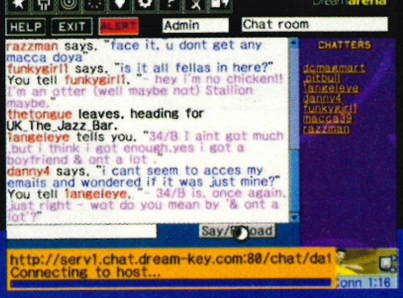
Despite my distinct lack of any real success thus far, I'm still determined to find love and I feel that today's my lucky day. I make a bee-line for the Ecco Room & Sauna, seeing as that's where I've had my best luck thus far, but find it deserted so instead head to the Pub, where I spot a few familiar faces. Kelsiexx catches my eye, so I decide she's going to be my first unsuspecting target of the day. Just as I've plucked up enough courage to go up to her she comes over and reveals herself as Golfclub – she's had a name change overnight (well, it was a crap name). She quickly fills me in on her meeting with Bart444 (aka Steve) and reveals that he stayed the night. Fast mover – I'll have to get some tips from him. I chat to her for a bit, but she has to go and pick her kids up from school (another bombshell) so she puts Janice on for a chat. Pick up from where we left off yesterday, although I'm more interested in how Marie and Steve's date went. Apparently they got on like a house on fire, which is good, and love is very much in the air. Things then start to get a little heated as Janice starts to flirt madly with me, even suggesting a little virtual sex, which brings me out in a bit of a sweat. Make my excuses and leave for the Sonic Lounge to cool down a bit.

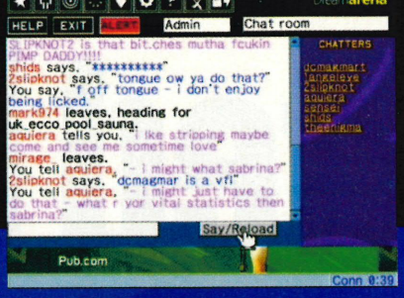
Fresh from my escape I meet up with Sliver1 (Sarah, 19, Scotland) and things seem to go well until she spills the beans on being engaged to a bloke seven years older than she is, who she's been going out with since she was 14. Why is it that all the nice girls have blokes? I spot Dreambabe2 heading for the Swearbox so chase after her hoping for a little more success, but when I get there she's nowhere in sight, although I manage to snag her email address from her ID. In fact, the place is deserted so I return to the Sonic Lounge, but not before I've had a good old swearing session.

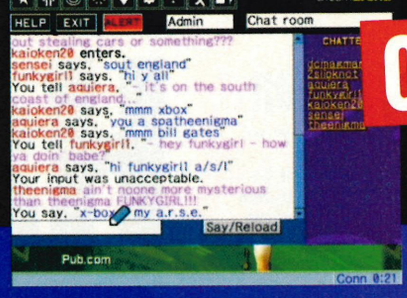
The place is heaving now, so it's easy to track down the ladies – chat to Snookie1 (19, Essex) who's into piercings, Skila (22) who has a boyfriend and Kinky00 (24, Brighton) who's into dominatrix stuff (apparently). It's fun, but love certainly isn't in the air. Decide to make a move on Lyndsey1 (20, Scotland) who's nestled on one of the sofas, but as soon as I start to work my magic it's a slap in the face and a kick in the knackers, leaving me to retreat back to the Ecco Pool & Sauna with my tail very much between my legs.

Refusing to give up, I start talking to HoneyB (17, Scotland), but just as things are starting to get interesting FHM Girl strides into the room and my attention is instantly whipped away. She doesn't hang around mind, and when I turn back HoneyB's gone too. And with that I disconnect for the day...



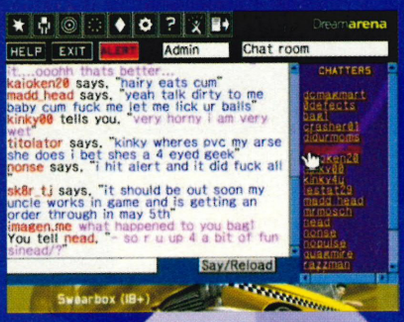


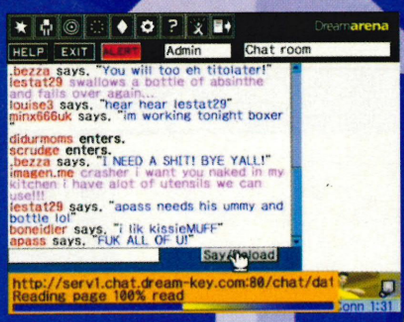


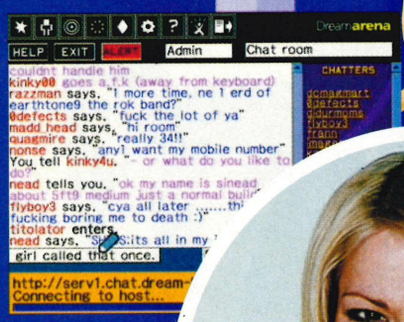


OVER HERE!











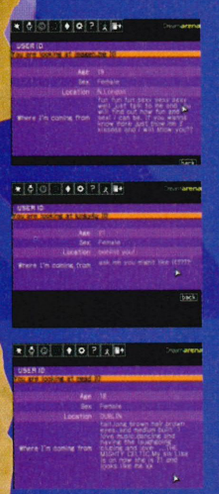
Day Four

Three days gone and still no luck – maybe today will be better. Hook up earlier today to try and catch some new girls, but there are hardly any people chatting in any of the rooms. Bumble on into the Jazz Bar and spy Janie21, so leave for the Pub before she spots me. Once in the Pub I settle in for a day's flirting, and with my first target in sight I'm off on the pull like a dog on heat.

Aquiera (Sabrina/21/Cork) is my first of the day and we get on surprisingly well. As ever there's the usual difficulties though – she's got a boyfriend and she lives in Cork – but apart from that it's all good and she's a stripper. Bonus. Swap emails and hope she emails me. Once she's gone I swiftly move onto 1angeleye (Kath/25/Bolton) and she's another sweety, measuring in at 5'4" and a size 8... but yet again she has a boyfriend.

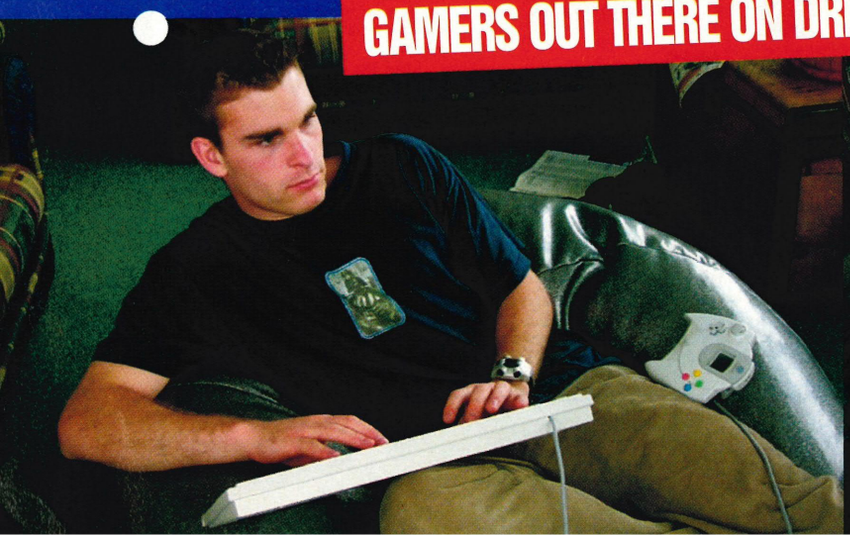
Is there no hope for the single men of the world? Hang around in the Pub for a while but the whole place is dead, so decide to come back a little later when it's filled up a bit.

Two hours later and I'm back in cyber-space, where things are positively thriving. Make a beeline for the Swearbox as there are 20 people in there but before I realise my folly it's too late, as I walk in on what can only be described as a mass orgy. Kinky00 (24/Brighton), Imagen.me (19/London) and Minx666uk (21/Birmingham) are at the heart of it and I don't hang around to get pulled into their graphic sex games. Stumble into the Jazz Bar where I flirt like mad with Kinky4u, but she's not living up to her name so move onto Nead (Sinead/19) and decide to try my luck with her. Pull the old charm stick out and it's all squadrons go, although I don't go overboard. Chat to her for what seems like ages and we get on really well but (there's always a 'but') just as things are looking up for my quest for love she tells me that she lives in Dublin. Dublin/Bournemouth – it doesn't look good. Oh well. Decide to call it a day and hope that tomorrow, my last day of searching, might bear some fruits... though I'm not holding my breath.





"BELIEVE WHAT YOU LIKE BUT IT'S NOT ALL SAD, LONELY GAMERS OUT THERE ON DREAMARENA"





continued

WATCH IT!

Police, Camera, Action

> Not wanting to seem boring or anything, but we really should warn you about the dangers of striking up Internet relationships. We wouldn't be responsible adults if we didn't. Okay, so ninety-five per cent of the people on Dreamarena are genuine about who they really are, but it's the other five per cent you should be wary of. So here's our list of the do's and don'ts of Internet dating.

- First of all, consider chat or the message boards as just a fantasy. It is fine to get involved there, but be wary of taking it further, as you will often discover that what you believe about that person on the other end of the line is often not quite accurate. And never give out any personal details such as your surname, address, phone number, email and so on unless you are absolutely certain, because those details can be used to make your life very uncomfortable.

- If you are really interested in somebody you have met online and are determined to get more personal, it is time to be extremely careful. Call them from a public payphone, or email them from a free email account you can discard. Maybe call them withholding your number. Why be so careful? Because you cannot know what the person behind the chat is REALLY like. At worst you will have made things go slowly for a while, but on the other hand, you could be avoiding somebody very nasty. Get to know them this way for a while. You can often screen out all the weirdos after a few phone calls and emails.

- When you come to the final step, that of actually meeting someone, you must be even more careful. Even if the person seems to be perfect, they might get nasty with rejection or get some funny ideas once you meet them. Meet in a public place, somewhere like a cafeteria, a museum or a shopping centre. Always keep other people in sight. Make sure they do not know of your travel arrangements, so they cannot follow or trace you, and to give yourself an easy way out. Plan to go, spend some time there, and then leave. You can always meet again. And never accept offers for a ride in someone's car.

These guidelines are designed to keep you safe in case you have been unlucky enough to hook up with a nutcase – there are some of them out there, and they tend to be quite tricky! However, as long as you use some common sense and don't rush things, you will probably end up quite happy, as Chat allows you to meet somebody that is really compatible with you, and with whom you can have a relationship that is based on more than just appearances.

Hated & Rated

So you wanna know just how popular you really are with the other guys and gals on Dreamarena? Well now you can find out, as SEGA has launched an all-new feature into the chat rooms called Hated & Rated, where you can basically show your affection for someone – or your disgust at their behaviour. Simply click on the user ID of whoever you want to hate or rate and you'll be given the choice of hating them or rating them. It really is as simple as that. Unsurprisingly, the first winner of the competition was someone called Dreambabe... hmmm, wonder how she won. We caught up with her and tried to find out the secret of her success.

DM How would you describe your appearance?
DB Do I have to? Oh well okay... I'm a dreambabe, LOL. No, I'm just an average person with sexy blue eyes and a sexy voice (so I have been told).

DM What is your secret recipe for popularity?
DB I think it's the name mostly, but also that I am myself.

DM What is your mission in life?
DB To take over the chat rooms. No, really it's to be the best mum I can be for my son.

DM Have you ever dated anyone you've met online?
DB I haven't dated anyone from the Net, but there's still time...

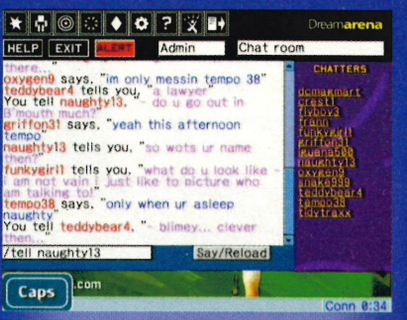
DM Do you have a catchphrase? If so let's hear it.
DB I don't have a catchphrase...

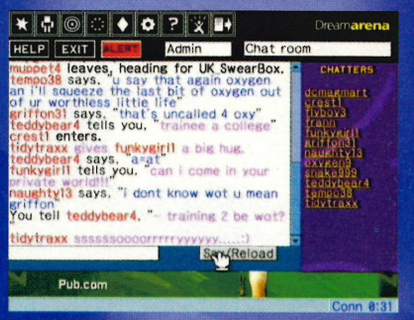
DM Describe the contents of your fridge?
DB LOL... nothing right now... need to go shopping *blush*... LOL...

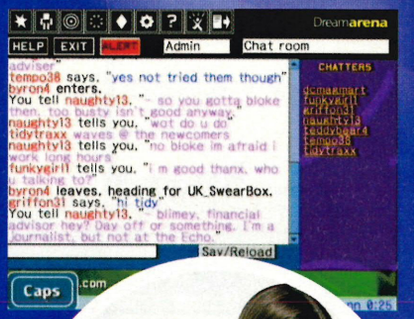
DM Describe yourself in three words?
DB Open, honest, funny (I hope!)

DM What is your favourite part of Dreamarena?
DB The chat rooms are my favourite part...

DM What is your favourite computer game?
DB My favourite game has to be Crazy Taxi.... even though it beats me every time.









Tales Of The Unexpected

> It probably won't come as much of a surprise to you to find out that a whole lot of weird stuff happens every day on Dreamarena, and most of it's rather mind-boggling to say the least. We don't just mean cyber-sex either – that's old hat nowadays – but really weird stuff. We caught up with the guys at Ego Maniacs, who keep an eye on the goings-on at Dreamarena, to see just what kind of stuff you can expect to stumble across on there. Prepare to be shocked!

Admin2



> **Weirdest thing you've seen on Dreamarena?**
One thing I have always found rather amusing on Chat is that users tend to believe that we Admins truly are the way we behave on Chat. I am generally called 'the most evil of the Admins' as I play the bad cop to the other Admins' good cop, but it is weird when a user asks you if you are really a vampire or not... and it isn't hard to give that impression by only coming out at night-time! Cross-chatting, if such a term can be used, can produce rather hilarious circumstances sometimes. Male users will often create a secondary user on their Dreamcast, posing as a girl (usually a sexy one). Now having used all kinds of names for research purposes myself, it is true that you get a lot more attention and conversation being 'female', but you also get all kinds of propositions if you go into the wrong rooms. I remember how two good friends broke up after one of them 'pulled' the other with a girlie identity. At the end of the day Chat is just for fun, so this is okay... as long as you don't mess your friends around!

Admin3



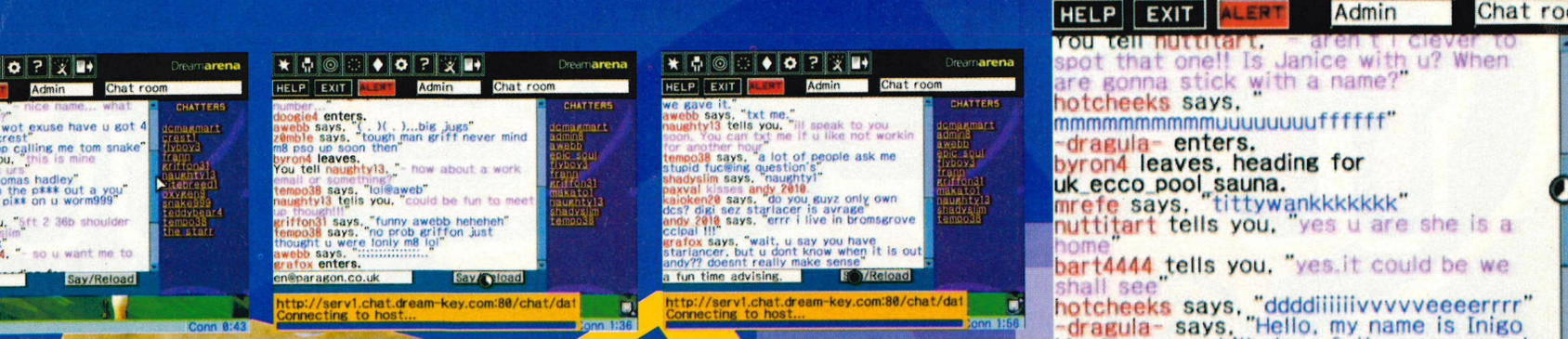
> **Weirdest thing you've seen on Dreamarena?**
There was one couple who got flirty in Chat and a romance blossomed after they shared mobile phone numbers. However, the male user became a bit over-amorous and started stalking the girl online and generally proving a nuisance. The girl asked me to intervene, so I did my best to talk down the guy. He then started stalking her offline. She found the brakes on her car damaged at one point and informed the police. She also had him beating down her front door waving a knife about, so she called the police and he was arrested. After the guy had been successfully banged up following a court proceeding, she held a party and invited various people from Chat, including a couple of the Admins who had helped her through the strife. Apparently, when one of the Admins turned up, this girl had already been to bed with another chatter, so all was well that ended well!

Admin9



> **Weirdest thing you've seen on Dreamarena?**
I was expecting Chat to be intense but it was even more overwhelming than I thought. I started with the Admin job a year ago and came across users with very different lifestyles. There was the goth and vampiric side of the visitors of Dreamarena, when people made up their ceremonies to welcome the evil ghosts from darkness to life. I didn't really fancy that but after the ceremony was over, we had a big chat-drinking session. Next, there were the animé, horror movie and game freaks... they made me learn a lot! And finally there were the babe-hunters, as I like to call them today, who come into Chat searching for the ideal girl or partner.

After the first six months, I became involved in some personal chat too. I couldn't believe my eyes when I read day after day the beautiful, poetic phrases that a special person wrote to me, and I couldn't stop myself letting all my personality out to conquer her. After one month I made it. I was part of the intense word of chat-relationships. With no doubts I asked her out and we eventually met and had loads of fun all the time we were together. It was fantastic!



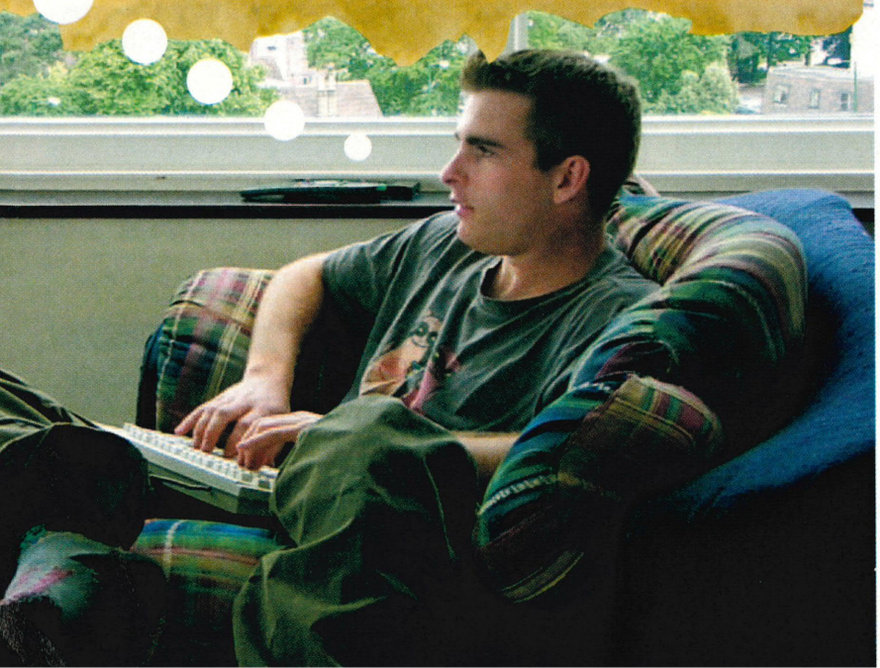
Day Five

Things don't start off too well today as when I hook up

everywhere is deserted, or at least everywhere apart from the Pub, that is – and there was me thinking that pubs didn't open until 12.00. Have a quick scout around and spot a couple of early targets, so prime my flirting skills for one final burst and dive on in headfirst. Start off by charming the pants off Teddybear4 (Stacy/18/Nottingham) and within minutes she's fallen head-over-heels in love with me. Well maybe not, but it goes sufficiently well for her to give me her phone number – which has to be a good sign, doesn't it? – before flying off elsewhere.

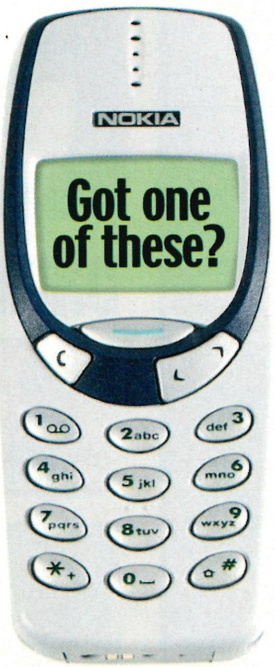
Feeling on a relative high I sidle on over to Naughty13 (Leah, 27) where my day starts to get even better, as my search for love on Dreamarena looks brighter than ever. Having checked out her ID first I reckon I'm onto something here, and the fact that she describes herself as a nymphomaniac only helps matters. So there we are chatting away, when I decide to slip the old "Where do you live" line in. When I get a reply of Ringwood my eyes light up (it's only a 20 minute drive from Bournemouth) and I actually get quite excited about the prospects.

But just as things are starting to take-off with her Funkygirl1 (19, Barrow) comes over and tries to get in on the action. Who am I to deny her, so I start chatting to her too – well, you've gotta hedge your bets, haven't you? She doesn't hang around for long in any case, no doubt sensing that I'm busy elsewhere, leaving me to turn my full attentions once again to Naughty13. However, just as things are getting really good, my Dreamcast starts playing nasty little tricks and keeps on crashing, meaning I have to keep re-loading, leaving the conversation hanging in mid-air. Aarghh! Despite these problems I manage to get her phone number before she has to head off for work and with that I log off for the day, content with my day's work. For now, just watch this space...



In The End...

So, is it possible to find love via Dreamarena? Well, looking at the facts it certainly seems that way, but it isn't an easy task when the world is full of practical jokers and weirdos. To use a cliché, it really is like looking for a needle in a haystack, only this time it's a haystack the size of the world and as such, it's damn near impossible. Sure you can find friendships, but love? Well, you have to believe. Okay, so it didn't work for me, but that doesn't mean it won't work for you. You just never know...



Then you'll be wanting this...

MOBILE m8

Ringtones, Graphics, SMS... and much, much more!

On Sale 26 July

the game

Guide to Dreamcast gaming

Reviews Editorial



Happy birthday to me, happy birthday to me, happy birthday to meee-eeee... oh, hello there you lovely, lovely people. Don't you just love the summer? Not only does Wozza get the chance to 'check out the laydees' as he puts it (the sun seems to bring them out of hiding, you see) but we've also reached another great point in the Dreamcast release schedule. This issue's been a bit of a corker as far as games go, mainly because the two big games of the season both landed in the office at the same time – namely *Sonic Adventure 2* and *Outtrigger*. Along with the fact that it's my birthday (one year closer to that fatal heart attack... yay!), it's been a busy old month... what with all the ring collecting, fragging and birthday celebrating that's been going on. In fact, we're all a bit worried about whether next month will be able to live up to the standards set by July seeing as it's been so great. Guess we'll just have to wait and see... oh, and did I mention that it was my birthday? Did I? Hello? Anyone? Bugger.

Martin Mathers
Games Editor
(Only 41 years left until retirement)

34 The blue hedgehog's back and this time, his adventure is bigger than ever – so what else could we do but bring you our biggest review ever?



SONIC ADV

DREAM TEAM

With the holiday season now in full swing, we thought we'd ask the Dreamcast Mag team where they were thinking of going this year...



SIMON PHILLIPS

Lips doesn't plan on going anywhere for the next few months – after all, life's just one long 'holiday' for him... or is it a 'pain in the arse'?

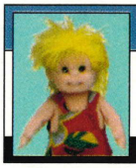
Game Of The Month: Soldier Of Fortune



CHANDRA NAIR

As always, our resident rockstar's holidays will mostly be dominated by adoring fans rubbing handfuls of suntan oil over him... in his dreams, naturally.

Game Of The Month: Sega Marine Fishing



ALEX WARREN

Wozza's faced with a terrible choice – should it be cruising on his daddy's yacht or skiing with the Johnsons in Aspen? Ahh, the life of a playboy...

Game Of The Month: SEGA Sports Jam



WILL JOHNSTON

Sadly, Will's not going anywhere – his idea of a holiday is spending a week wandering around his flat, wearing nothing but his pants. On his head. Eww.

Game Of The Month: Gran Turismo 2



GAZ 'TOP' ADAMS

Being the free spirit that he is, good ol' Gaz is off for a two-week jaunt to Bridlington with his mum to stay in the best B 'n' B money can buy. Ahh, bless.

Game Of The Month: Outtrigger



SIMON GRIFFIN

Originally, the boy known as Wolfy planned a trip to Brighton's nude beaches... until someone saw him and thought that their lounge carpet had escaped.

Game Of The Month: Sonic Adventure 2



KAREN HOLLOCKS

Our dear Sub Editor's off to Crete... but of course, she has to remember to get her boyfriend's mum to sign a permission slip so he can go along too.

Game Of The Month: Pokémon Puzzle Challenge



RUSSELL MURRAY

Being the family man of the team (in the sense that he's actually got kids), Russ gets to spend his holiday time going to fun places like Disneyland. Lucky git.

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

All the latest Dreamcast games reviewed and rated!



ENTURE 2

And The Rest...



Soldier Of Fortune 42
More *Outtrigger/Half-Life/Quake III Arena* style shenanigans, only with less multiplayer action and much, much more blood to compensate.

Outtrigger 46
Damn and blast, SEGA – how can you take out the online play and STILL create the finest first-person shoot-'em-up ever, eh? Tell us!

Gran Turismo 2 50
We're reviewing a PlayStation game? Hey, don't knock it – if you can play it on the Dreamcast, you're damn right we're reviewing it...

Import Reviews

SEGA Marine Fishing 58
It's all the fun of going out to sea and catching sharks and barracuda... only without the danger of getting wet or coming back smelling of fish.

SEGA Sports Jam 60
Take the best bits of all your favourite sports, sling them all together and shape them into a videogame... if SEGA can do it, it must be great!



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 rundown of the uppers and downers, giving you a breakdown of the best and worst bits of the game.

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
Oh, come on... do you really need an explanation for this? Anything scoring enough to win an Ultra award need to be bought right now. Off you go...

75% – 89%
Hey, don't turn your nose up at these games; they might not have got an amazing score, but they're still worth checking out if you've got cash to spare.

50% – 74%
It's a personal choice thing obviously but if we were you (and we are), we'd think twice before handing over our cash for these games...

25% – 49%
Sure, you go right ahead and buy a game that lands a score from this category – just don't come running to us when you realise we were right.

0% – 24%
What do you think you're doing, boy? Are you some kind of freak? Put that game down now, before someone sees you!

review

Web site: www.sega.com





Tail's cannon makes short work of cracked doorways!



You won't always be hunting for Emerald Shards...



essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	SONIC TEAM
RELEASE	OUT NOW
PRICE	£29.99
GENRE	PLATFORM
PLAYERS	2 PLAYERS
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK MODEM

online information



Well, surprise surprise – if it isn't the official *Sonic Adventure 2* Web site (and completely in English too... amazing!). Can you guess what might be on it?





Sonic Adven

He's had his cake and presents – now it's time for the birthday boy... err, hedgehog to get out there and save the world just one more time!

Ahh, mascots... don't you just love 'em? Loads of people have them – football teams have some idiot dressed in a furry costume, teenagers have a cluster of cuddly toys with them when they appear on pointless gameshows like *Blockbusters* and games companies have a mixture of large-breasted Indiana Jones-types, fat plumbers and annoying orange rodents from Australia. For the most part, mascot-based games used to look as though they'd all been pressed out of a cookie-cutter, in the sense that each one looked practically identical to the last, but recent examples have tried to break the mould and reach new levels of gaming excitement. *Super Mario 64* was a major step up from *Super Mario World*, *Tomb Raider Chronicles* was visually impressive compared to the original game (even if it was practically the same from a gameplay point of view) and *Sonic Adventure* brought everyone's favourite hedgehog into the realms of 3D with great effect.

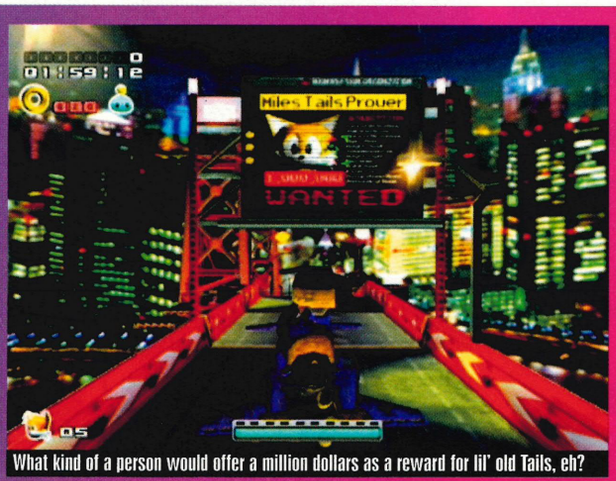
But for all the praise and 90%+ scores it received across the board (it was a Dreamcast launch title straight from SEGA... it was hardly going to get anything else, was it?) *Sonic Adventure* had its fair share of problems and shortcomings – it's true, it's true. The fact that there were only ten levels in the whole game – even though there were seven characters to choose from – was a bit of a gip; the camera angles could be a real pain in the neck when trying to work out which way to push the Analogue Stick; the adventure sections between levels were totally pointless and dull. Worst of all, though, was the fact that aside from the Sonic and Knuckles levels, everyone else was... well, a bit crap really. Especially Big The Cat – what was that all about? Honestly, if we wanted a fishing game we'd go and buy *SEGA Bass Fishing*... if it had actually come out when it was supposed to, anyway.

"We're fully prepared to give Sonic Adventure 2 a whopping thumbs-up – it's visually stunning and is certainly more fun to play than the original"

Sonic Boom

Despite all this though, it sold like mad and kept Dreamcast owners busy for a fair old while. The ability to raise your own creature known as a Chao meant that even if you'd finished the game there was more to come back for, and you even had the incentive of collecting those sparkly Sonic Emblems... although





What kind of a person would offer a million dollars as a reward for lil' old Tails, eh?



ture 2

A-Karting We Will Go

It's not all legging it through levels as fast as you can and blowing things up in a mechanised walker, you know – there's more to *Sonic Adventure 2* than that. Play through the Story mode for long enough and you'll find that both Tails and Rouge get to take part in special racing levels, where they zoom along the highway in an attempt to intercept another vehicle. These are quite fun in themselves, but it's even better when you realise that completing these levels unlocks a special 'Sonic Kart' mini-game; beat both levels and you'll be able to play it with two people at the same time! Choose your character from the six available, pick a track and then get out there and reach the checkered flag first... it's really rather wonderful!



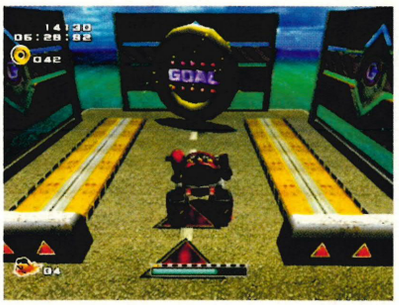
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review

Web site: www.sega.com







Soap On A Rope

Thanks to the fantastic capabilities of his brand new Soap Shoes, Sonic now has the chance to grind down railings and across barriers to go even faster than ever. Of course, we're all up for a bit of speedy grinding – that's why we managed to get hold of a pair of Soap Shoes just like Sonic's (yep, they actually exist; you can go out and buy them in the shops!) and give them a spin for ourselves. Well, actually we sent poor old Wozza down the park to give them a spin – needless to say, the results weren't quite as spectacular as we might have hoped...

SONIC grinds like a good 'un



PROFESSIONALS do their Soap thang

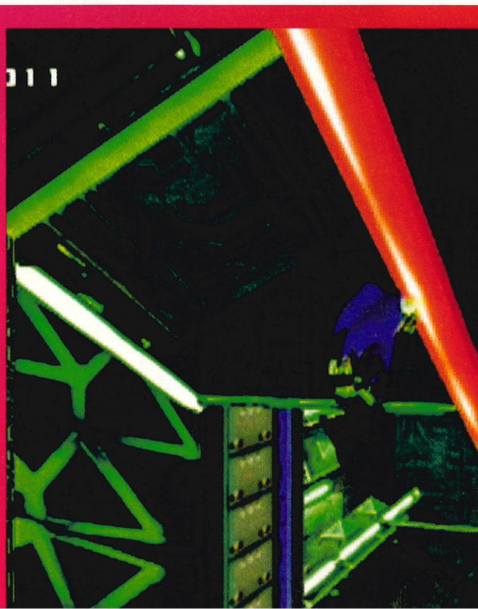


ALEX falls on his arse... hahaha!



doing so didn't actually give you anything as a reward. Still, that wasn't quite enough to satisfy even the most easily-pleased gamer and as such, we all wanted more – much more. That's why we're quite chuffed that for once, it looks like someone at SEGA has been listening to what people want...

Not surprisingly for a sequel, *Sonic Adventure 2* brings with it a whole bundle of additions (and in some cases, omissions as well) that go towards improving the game no end, without destroying the good stuff that the original title had. In an attempt to regress back to the ways of the original 2D *Sonic* games, for example, those annoying bland adventure sections have been dumped – no more running aimlessly from level to level then. Even better, the number of levels you actually have to play through has increased three-fold, so now you've got over 30 different stages to play through (and yes, they are all different... even when



awesome moment

Each character manages to bring their own side of the story into the game...







You won't be able to make it across here with mastering the Homing Attack... get to it, Sonic!





These car-racing sections make for a good breather.



they're set in the same areas). And we haven't even started on the improvements to the Chao breeding or those other secret extras that are hidden deep inside the game – you can read about those in our handy boxouts around these pages.

Heroes And Villains

In contrast to the original game's mish-mash of characters – who, despite trying to be unique, ended up all playing the same (with the hideous exception of Big The Cat, of course) – *Sonic Adventure 2* offers three distinctly different styles of play. These styles are split evenly across the six selectable characters, with one from each side of the story – Hero and Dark respectively – matching up together. Furthermore, you'll experience a good mix of the styles as you play through either side of the Story mode in the game. By watching the story-advancing cut-scenes, you'll notice that the focus of the tale (and therefore the character you control for the upcoming level) jumps freely between the three characters involved in whichever side you're playing.

The first isn't much of a surprise because it involves running as fast as you can through each level, trying not to stop for anything. Naturally, this is Sonic's field of expertise and his stages are designed specifically for speed (although those who care to explore in a bit more detail will find plenty of things that the speed freaks would have missed). In direct competition for the title of 'Fastest Hedgehog Alive' is Shadow – a mysterious creature who believes he was created as the ultimate life form (yeah, right... a hedgehog is the almighty being). Although not quite as speedy as Sonic, his levels are also geared towards dashing flat-out with his rocket-powered trainers. Both have all the usual Sonic-related skills, along with the new ability to grind along rails and barriers for extra speed – if you want to get through each level in the fastest time possible, you'll need to master this new skill rather quickly...

Slip-Grinding Away

Next up is another game style you'll recognise – fans of the E-102 levels in *Sonic Adventure* (not that there were many of them) will notice that the levels featuring both Tails and Dr Eggman look surprisingly similar. Each character pilots a mechanised walker – Tails gets the all-improved Cyclone, while Dr Eggman is

"You'll experience a good mix of the three different playing styles as you play through either side of the Story mode in the game"

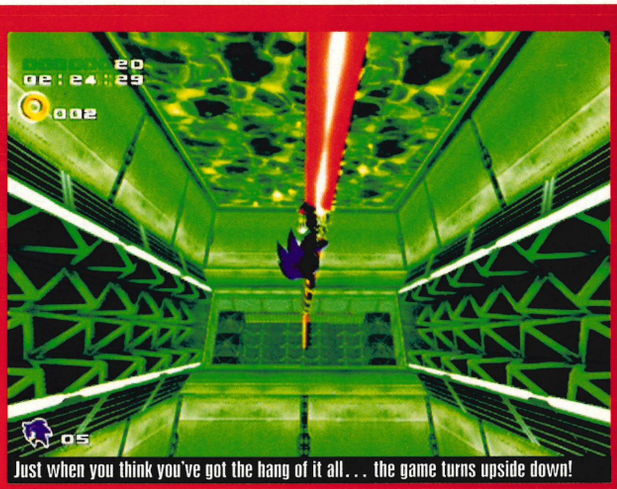


infoburst

Extra information>

- Despite saving the world numerous times and being the fastest hedgehog on the planet, Sonic still isn't old enough to drink beer or smoke tabs. Who's laughing now, eh?
- Here's an interesting fact, though – when he was originally being designed, Sonic was actually a rabbit rather than a hedgehog. It wouldn't have been right, would it?
- He might have been dropped from the sequel, but that doesn't mean that Big The Cat isn't around – look hard in most of the levels and you'll probably spot him!





Just when you think you've got the hang of it all... the game turns upside down!



One large keyhole and one odd-shaped key... hmm, what do we have to do here?

continued>

Web site: www.sega.com















Just Like Pokémon (Only Not)

With Sonic and the rest of the gang back in full force on the Dreamcast, you'd be right to think that some other familiar faces have probably returned as well, to keep you warm on those cold and lonely nights. Although the adventure parts of the game have been lost, those cute and cuddly Chao creatures haven't. This time around though, you'll need to find the key to the Chao Garden hidden around each level before you can be whisked there once you've reached the Goal Ring. Raising your little friends is almost the same as in the first game, although minor additions have been introduced to make it that much easier...



The Chao Garden

There are actually three gardens available in the game – however, only one is open to begin with. To open the others (based on the Hero and Dark theme respectively) you'll need to meet certain criteria... which we're not going to reveal. You'll just have to find out for yourself...

The Chao Racetrack

At the back of each garden you'll find the entrance to the racetrack. These work in the same way as in the first game – you enter your favourite Chao in a race against other Chao, using different abilities depending on the race. You can cheer your Chao on to victory, but don't do it too much or it'll get tired. Get through the Beginner Races and you'll get the chance to compete in the Jewel Races (the mainstay of the Chao Races) and even compete against super tough Gold and Silver Chaos. What's more, winning a group of races will reward your Chao with a new toy to play with... ideal for keeping it busy in the Chao Garden!

The Chao Kindergarten

Opposite the entrance to the garden is the Chao Kindergarten – this is the place to take your Chao if you want to find out how well it's doing, get some hints on raising it or even give it lessons. Although teaching your Chao doesn't actively effect how it performs in the races, it will effect how it acts in the gardens; teaching it to sing, for example, will allow it to keep itself entertained while it potters about by itself. Who knows what'll happen when you teach it everything you can!

My Chao And Other Animals

In each level there are a number of animals dotted around for you to rescue and as before, you can bring these back to the garden and give them to your Chao as a gift. Once received, your Chao will take on various characteristics of that creature including body parts and abilities such as swimming, flying or running. If you don't want to turn your Chao into a freaky-looking creature though, you can simply collect the Chao Drives that are dropped by each enemy you destroy – these give your Chao abilities depending on the colour given, without granting them the look of any particular animal.

Black And White

The other means of affecting the way your Chao evolves lies in the Hero and Dark sides of the game. Choose a good character before entering the Chao Garden and over time, your Chao will learn to be nice and even go a brilliant shade of white (complete with halo). On the other hand, you can use the evil characters to train your Chao to be nasty and what's more, it'll turn black and grow horns and a tail. It's an obvious touch, but a good one; you may even get something special if you manage to train them up completely...













stuck with the Egg Mobile – and both have a rather large cannon stuck on the back of them. The aim? To run through the level, blasting anything that moves with the same 'lock-on' technique used by E-102. The main difference here, though, is that much of the time, you won't be able to progress through each stage unless you take on the enemies; it's not possible to just run past them all as it was before, because certain doors won't open until you've killed everything in the local area. While we thought this would be where we got bored with the game, it's actually rather enjoyable – even if the camera angles are a real pain at times.

Finally, you've got the 'treasure hunter' style offered by Knuckles and Rouge... and that's where we've got a bit of a gripe. As in the last game, you need to track down three shards of the Master Emerald – or in one case, three keys to unlock Dr Eggman's hideout – by means of the hot/cold meter at the bottom of the screen. This time around though, the levels are absolutely huge, which you'd expect to make things all the more interesting... but it doesn't. Instead, you find yourself running around in circles trying to track down the treasure – even with the help of the monitors that give clues ranging from incredibly cryptic to 'might as well place a neon arrow directly above it' obvious, it's a frustrating experience. The later levels are particularly bad for this; one stage that places Rouge in deep space will drive you insane, given the ridiculous scope of exploration involved.







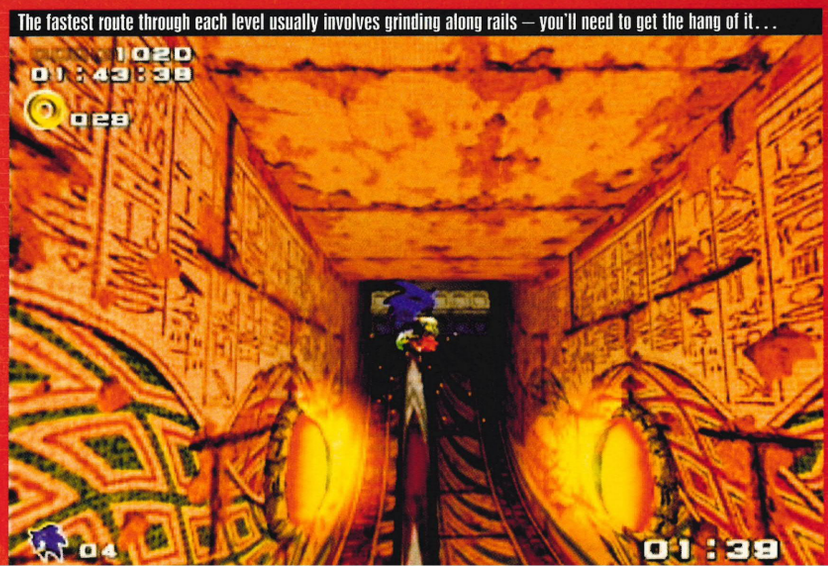


Five... Go-old... Rings!

As we pointed out before, there are over 30 levels in the game but while the Story mode can be played through in a relatively short time (we managed to complete the Last Chapter section by the middle of our second day of play), that doesn't mean it's over... good lord, no. Remember those Sonic Emblems you collected in the first game? Well, they're back and this time it'll take you an age to collect all 180 (!) of the



The fastest route through each level usually involves grinding along rails – you'll need to get the hang of it...



There's no time to stop and get your bearings... Sonic's levels are all about eye-popping speed!



continued

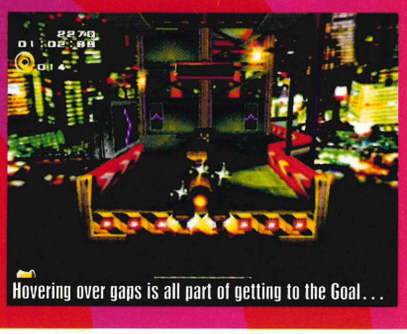
review

Web site: www.sega.com

continued






Hovering over gaps is all part of getting to the Goal...


Power up your blaster and then let rip on the enemies!



buggers. Then you've got the additional missions – in Story mode, you only have to complete the first mission of each stage but there are actually five on each one, including tasks like collecting a set number of rings, rescuing lost Chao creatures and even completing the level in Hard mode (which can be rather tough... believe us!). If you were amongst those who thought the first game was far too easy... well, this should shut you up for quite a while.

For the majority, we're fully prepared to give *Sonic Adventure 2* a whopping thumbs-up – it's visually stunning, the full-speech acting and 'Japan Rock' music are pretty nifty and it's certainly more fun to play than the rather disjointed and repetitive original. Still, certain things about the game really annoyed us and nearly made us throw down the pad in anger/frustration/bewilderment (delete as appropriate). Why is it that some of the boss fights are over in less than a minute, while others drag on with seemingly no real method for winning? It was only during the battles near the very end of the game that we actually felt we'd achieved something upon hurting the enemy – every other time, it seemed more like a matter of trial and error. In a similar respect, the difficulty levels between stages are a bit unbalanced; you'll spend ages trying to complete one

"Sonic Adventure 2 brings with it a whole bundle of additions – and in some cases, omissions – that go towards improving the game no end"

Mystic Meg



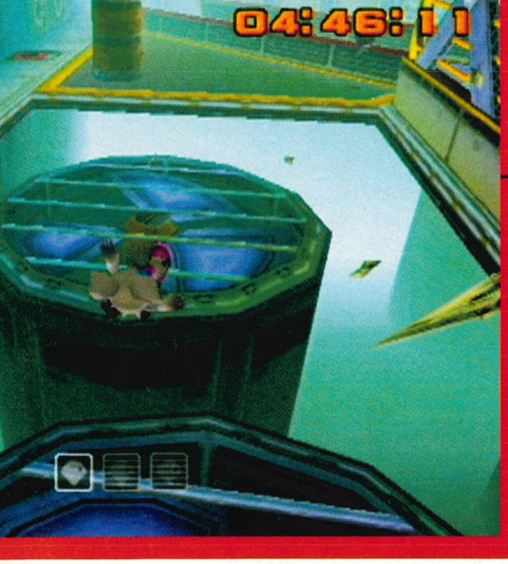




› No matter who you're playing as, you'll find at least one ancient ruin hidden around each level of the game. If you've played the first *Sonic Adventure*, you'll recognise that it has the same design as the Ancient Ruins where Tikal lived... but that's besides the point. Usually, you won't be able to do anything with them but once you've discovered the Mystical Melody power-up for each character – which is rather tough to find in most cases – you can return for some secret goodies. Certainly when you're completing the later missions of the levels, you'll need to use them at some point... especially if you want to find that poor lost Chao!









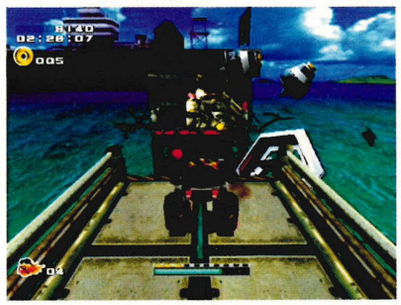
stage, only to reach the next and whizz through it in no time. Worst of all, the movement of the camera is a real pain. Fair enough, you're supposed to be going in one set direction, but in a game where finding secret paths is part of the fun, not being able to watch where you're going and therefore having to make hideous leaps of faith into the unknown really winds us up in the worst possible way.

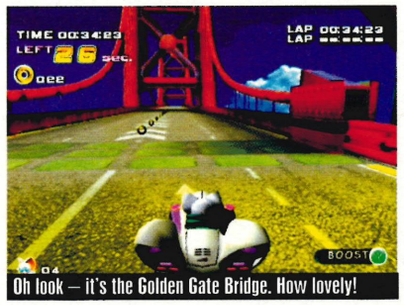
Best Of The Best

Of course, we're bound to complain about something – hey, such is the lot of a games reviewer (and it's not a happy one... honest). And while these gripes might get on our nerves, they do little to hamper the fact that *Sonic Adventure 2* is a huge step up from the original game that appeared on the Dreamcast nearly two years ago. It's got much more in common with the old-school MegaDrive Sonic titles, which featured blistering-paced action and little else. Combine that with the huge amounts of replay value you get from tracking down all the hidden power-ups, completing all the missions and raising your Chao and you've got one hell of a game. You've got to take your hat off to them – Sonic Team have done it again.

Martin Mathers

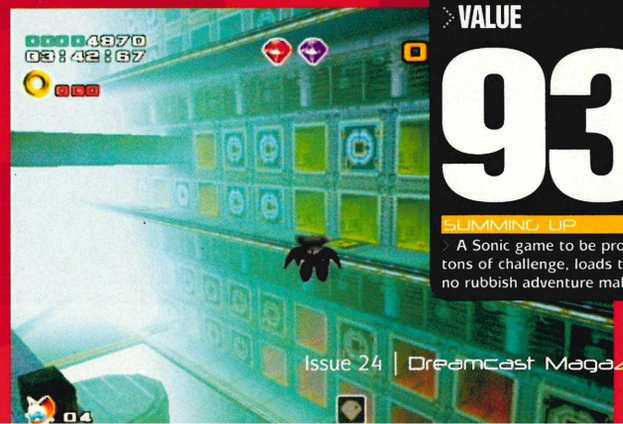






Oh look – it's the Golden Gate Bridge. How lovely!





Feeling Supersonic

Once you've managed to play through both the Hero and Dark sides of the Story mode (which won't take you very long, unfortunately), you'll unlock the chance to play through the concluding chapter of the game... you didn't think it'd just end like that, did you? While we don't want to spoil what happens too much, this final chapter lays to rest the story of where Shadow came from and what really happens when Dr Eggman tries to destroy the world. It's only one level, but you'll get to control all six characters along the way as they try to break through to the core of Space Station ARK and prevent the end of the world as we know it... sound exciting? Well, it is – but even better is the news that you not only get to play as Super Sonic for one last time, but you also get Super Shadow as well! Marvellous!



Dreamcast Magazine Opinion



THE JUDGEMENT

SPEED	SPEED 2
⊕ Fast, furious and gorgeous to look at	⊖ Dodgy boss fights like never before
⊕ Loads and loads (and loads) to do	⊖ Difficulty curve is a bit hit and miss
⊕ You'll just keep coming back for more	⊖ What's with the annoying camera, eh?

2ND OPINION

The original *Sonic Adventure* was a flagship title when the Dreamcast was first released but its flaws soon showed it up to be not quite as good as we all thought, particularly after games such as *Rayman 2* came out. The sequel gets rid of the tedious adventure parts and takes us back to pure platforming. However, only the levels where you play as Sonic or Shadow have any kind of speed to them, while the rest play like every other platform game. It will certainly keep you going for ages, but it's just not the assault on the senses we expect from Sonic!

Simon Griffin

ALTERNATIVELY

Sonic Adventure

One of the very first games on the Dreamcast... ooh, great



Reviewed: Issue 01
Dreamcast Rating: 90%

Rayman 2: The Great Escape

Great platform action, only at the pace of a snail compared to Sonic



Reviewed: Issue 07
Dreamcast Rating: 92%

DREAMCAST RATING

VISUALS	95%
SOUNDS	81%
GAMEPLAY	94%
VALUE	90%

93%

SUMMING UP

A Sonic game to be proud of – tons of challenge, loads to do and no rubbish adventure malarky. Ace.

review

Web site: www.ubisoft.com





Ahh – fat, bloated and dead on a toilet seat. Just like Elvis Presley... nice.





Soldier of Fortu

Load your weapon, take the safety catch off and get ready to make one hell of a mess of anyone that stands in your way...

When first released on the PC a little over a year ago, *Soldier of Fortune* caused quite a stir with the incredibly gory nature of both the visuals and gameplay. The excellent graphics coupled with the use of 'gore zones' on the bodies of characters meant that it was possible to shoot an opponent in the arm or leg (sometimes blowing it clean off), leaving him screaming in agony, before putting a bullet in his head. And if you were feeling particularly twisted it was also possible to pick up a knife and make a mess of the body too.

Mindless Mutilation

Now Dreamcast owners can also indulge in the kind of mindless mutilation that had the PC gaming fraternity in such a tizzy, for *Soldier of Fortune* has now arrived on SEGA's little box. Complete with a 'proper' BBFC 18 certificate, the game has managed to make the transition remarkably well – proving once again that the Dreamcast is alive and kicking regardless of what the critics might say. Even better, it weighs in at the bargain price of just £20.

The game is based around the story of a mercenary called John Mullins, and follows him around a series of contemporary and familiar settings ranging from New York to Iraq. Mullins is actually a real-life soldier who worked as a consultant on the game, and his impact has clearly had a major effect on the look and feel of the finished code. That said, it is clear after playing for five minutes that realism is only applied where it is compatible with fun and excitement; this is a shooter that is more akin to *Quake III Arena* than *Rainbow Six*. One shot does not mean instant death, and the tactics you are encouraged to use often involve headlong charges into rooms full of enemies – not the kind of thing that the military are likely to encourage in real-life training.

Fun And Playable?

Instead of staying within the confines of reality then, Raven has gone to work creating a fun and playable blaster that uses realistic weapons but doesn't hamstring the player with the kind of restrictions that too much realism would bring. This is a shooter that will get the adrenaline pumping, and one that requires lightening reflexes more than tactical nous.

Graphically and aurally, *Soldier of Fortune* is a laudable achievement ably demonstrating the Dreamcast's ability to handle PC conversions with relative ease.

infoburst

Extra information

- The man behind the game, John Mullins, worked as a real-life mercenary between 1981 and 1990 after leaving the US military.
- His experiences ran the gamut of military affairs, ranging from VIP protection to asset recovery, and sending him as far afield as the Middle East, South America and Afghanistan.
- Mullins is also the author of a novel, *Days of Fire*, which was published in 1991. He also has plans for other titles to be printed in the future.
- The awards Mullins won in the military include the Silver Star, the Bronze Star and several Purple Hearts.

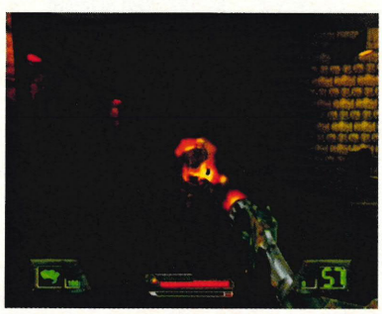
essential information

Dreamcast magazine

PUBLISHER	UBI SOFT
DEVELOPER	RAVEN
RELEASE	6 JULY
PRICE	£19.99
GENRE	FIRST PERSON SHOOTER
PLAYERS	1
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK KEYBOARD, MOUSE



Shoot some red barrels and... booooooom!



online information



www.soldier-of-fortune.com

A complete lack of official support for the DC version of the game means that there's not much out there – and what there is focuses mainly on the PC version. Bugger.

awesome moment

You'll have to speak up – not having a head, I'm a bit hard of hearing I'm afraid.



ne

The level of detail on the characters is quite impressive and this is matched by gameplay that sees you able to kneecap opponents or take them out with a headshot depending on where you hit them. Explosions and gunfire sound terrifyingly life-like and are guaranteed to get your heart pumping when an unseen enemy opens fire on you from close range, while the gore factor is sky-high. Unload a shotgun blast into a bad guy's

"Graphically and aurally, it is a laudable achievement, ably demonstrating the DC's ability to handle PC conversions with relative ease"





continued

continued

Weapon Of Choice

The modern mercenary has a number of fascinating ways to get rid of anyone in his way – and each seems to be even more gory than the last. Sit back and marvel at the ways you can kill people, with our selection of the weapons available in *Soldier of Fortune*.

1

The Knife

Knives can be used for much more than eating your dinner with. *Soldier of Fortune* allows you to use the humble knife both as a stabbing weapon for close quarters killing, or to throw at distant enemies.



2

The Shotgun

There are few things in life as joyous as unloading both barrels of a shotgun into the face of a bad guy from close range. Messy, and not too accurate, but by jove it's fun! Not one for the squeamish though...



3

The Sniper Rifle

The sneaky buggers out there will like this particular choice of weapon – it allows you to pick off bewildered enemies from a distance with incredible accuracy. Take them out and move on...



4

The Machine Gun

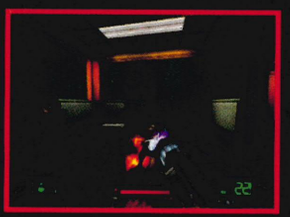
When it comes to taking out rooms full of bad asses, you just can't go wrong with a good old-fashioned machine gun. In terms of sheer deaths per second, it's hard to fault it. Results every time.



5

The Microwave Gun

Fictional (unless you're a conspiracy theorist) but fun, this is the most lethal weapon in the game and God help anyone who gets in your way while you have one... they genuinely won't know what's hit them.

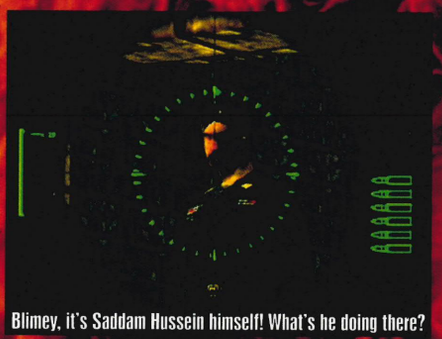


Come Play With Me

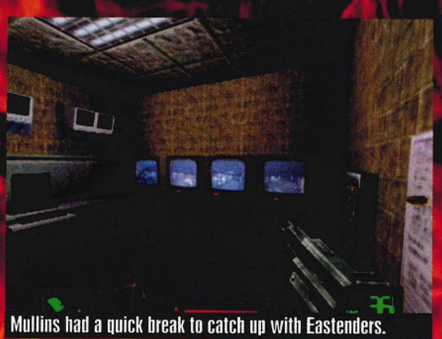
› *Soldier of Fortune* is yet another game that could have made a great multiplayer experience. The PC version was Internet compatible and was much more enjoyable as a result, but it seems that Dreamcast games developers can't be bothered to implement multiplayer options for more and more games. There was uproar when the multiplayer options for *Daytona* were axed at the last minute but it appears to have fallen on deaf ears. Since then, *Unreal Tournament* was released without multiplayer options, despite being brilliant on the PC over the Net and now *Soldier of Fortune* joins the list. Perhaps when the Dreamcast is remembered in years to come, people will realise just what an opportunity they missed with it – but by then it will be too late.







Blimey, it's Saddam Hussein himself! What's he doing there?



Mullins had a quick break to catch up with Eastenders.



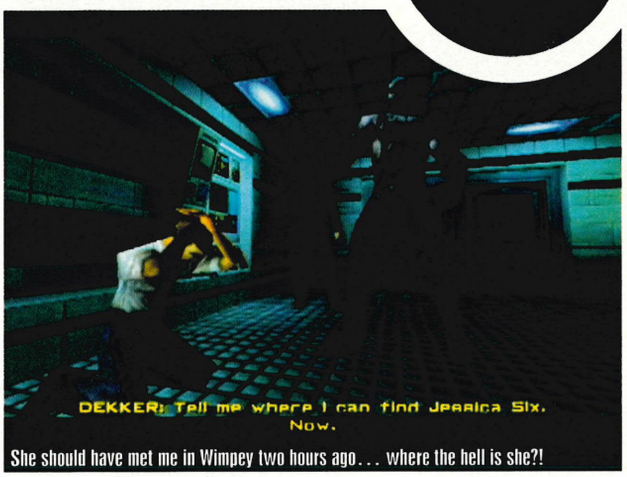


face from point blank range and recoil as his brains decorate the room, or use automatic weapons to blast limbs from would-be assailants. It is easy to see why the game courted controversy on the PC – and why it has been awarded that 18 certificate this time around.

Fortunately for you, there is a plethora of death dealing weaponry available, which comes in most handy when firing back. These range from the simple knife through to more sophisticated weapons such as the shotgun, sub-machine gun and sniper rifle. There is even a fictional microwave gun with which to deal out death and destruction, and all these weapons can be bought between levels. Being a mercenary you earn cash, you see, and the better you do on each level, the bigger the pay packet awaiting you at the end of it all. The more money you have, the better weapons you can afford.







She should have met me in Wimpey two hours ago... where the hell is she?!



Dreamcast magazine Opinion



THE JUDGEMENT

ARMY	BARMY
⊕ Some of the best graphics on DC	⊖ Stupid computer opponents
⊕ A real bargain at only £20	⊖ No multiplayer options at all
⊕ Also works with a mouse and keyboard	⊖ Pretty shocking loading times

Simple market forces dictate whether or not you have to knife someone in the back or blow their head off their shoulders from half a mile away – a much more interesting demonstration than an economics lesson.

Pumping Gameplay

So, with pumping gameplay, admirable graphics and sound and some truly quality gore, you may well be wondering why there's no 90%+ score. The fact is that the world is by no means perfect. If it was, we'd be sipping cocktails on a Caribbean Island whilst watching a mud wrestling bout between Gail Porter and Kylie Minogue. The sad fact is that we're not. The world is not perfect, and neither is *Soldier of Fortune*. To begin with, the game is populated by some of the dumbest enemies ever to grace the Dreamcast. Marvel as you can take three or four shots at them without them reacting, and laugh as they blunder their way into the path of your guns with incredible frequency. Bad guys, it seems, are not members of the self-preservation society. Also incredibly frustrating is the length of the loading times – it seems that you spend more time waiting for new areas to load than you do playing through them.

But the game has another major flaw that prevents it attaining true greatness. First-person shooters are very much like football and sex in one important respect – they are all far more enjoyable if there is more than one person involved. The biggest problem with *Soldier of Fortune* is the fact that there is no multiplayer whatsoever, and this is a crying shame. The single-player campaign does offer a decent enough challenge but a bit of four-player action would have added greater longevity. One of the Dreamcast's biggest selling points was the use of the Internet for a console, but the lack of multiplayer support for this is bewildering. Remember the adverts? Six billion players? Not much use if people don't make games that can be played over the Net. This is a fatal flaw in *Soldier of Fortune*'s make-up. With online/multiplayer options this could have been one of the all-time classics but as it is it remains simply a great game with missed opportunities.

Mike O'Sullivan

"The lack of multiplayer support for the game is bewildering, a fatal flaw in its make-up"

2ND OPINION

At last! We'd begun to think that *Soldier Of Fortune* had gone the way of *Half-Life* and *Legacy Of Kain 2*, but now it's finally come out. What's more, it's actually a damn good game. True, the fact that the enemies don't make much effort to get out of the way (are they just asking for it or what?) or the lack of online and multiplayer options are a bit of a downer. Still, when you're only paying £20 for what is a fine blasting experience – complete with all the blood and story line you could ever want – you can't really complain...

Martin Mathers

ALTERNATIVELY

Quake III Arena

The daddy of all shooters is still great fun for a short while...



Reviewed: Issue 16
Dreamcast Rating: 90%

Outtrigger

The greatest shooter of all, even without online play. Not bad, eh?



Reviewed: Issue 24
Dreamcast Rating: 92%

DREAMCAST RATING

VISUALS	93%
SOUNDS	90%
GAMEPLAY	83%
VALUE	85%

86%

SUMMING UP

A bargain price but to be honest, we'd have happily paid more money if it had online support.



Just as he expected, Mullins used his new collection of Essex girl jokes to full effect on the terrorists.

review

Web site: sega.com



infoburst

Extra information

- The lack of online play in *Outtrigger* is most definitely the final nail in the coffin of the Dreamcast's Internet gaming days. Damn.
- Still, look on the bright side... at least you can put all that money you were spending on phone bills to good use. Hoorah!
- The control system might seem like a real bitch to begin with – if you pick configuration D1 though, you'll be okay. Unless you've got a keyboard and mouse, of course...

essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	AM2
RELEASE	20 JULY
PRICE	£29.99
GENRE	SHOOT-'EM-UP
PLAYERS	4
VM UNIT	SAVE GAMES/CHARACTERS
PERIPHERALS	VIBRATION PACK, KEYBOARD, MOUSE

Another month goes by and another chance emerges for this jaded old hack to review what is essentially just another first-person shoot-'em-up to add to the pile of games we like to refer to as 'been there, done that'. Or is it? Well, we'll tell you what... just this once, why don't you nip on over the page and have a gander at the final review score to see whether it's worth reading on. Go on – you know you want to... right, done that? Good. Surprised? Considering that the hype surrounding this game has pretty much dominated our mag for a fair few issues, tied with the fact that we already know about SEGA removing all trace of the online play, it's kind of nice to see that there are still some games worth waiting for, isn't it? And at least it gives us an excuse to actually say something nice about a game for a change...

Itchy Fingers

Following hot on the heels of *Unreal Tournament* (and on the slightly cooled heels of *Quake III: Arena*), *Outtrigger* might look to the untrained eye like just another first-person 'frag' based shoot-'em-up. Obviously, this argument carries some

Outtrigger



Gorgeous visuals? Check. Massive weapons? Check. Tons of levels? Check. Online play? Err... online play? Hello? Oh bugger.

awesome moment

Thermography lets you see your enemies coming, even through brick walls!



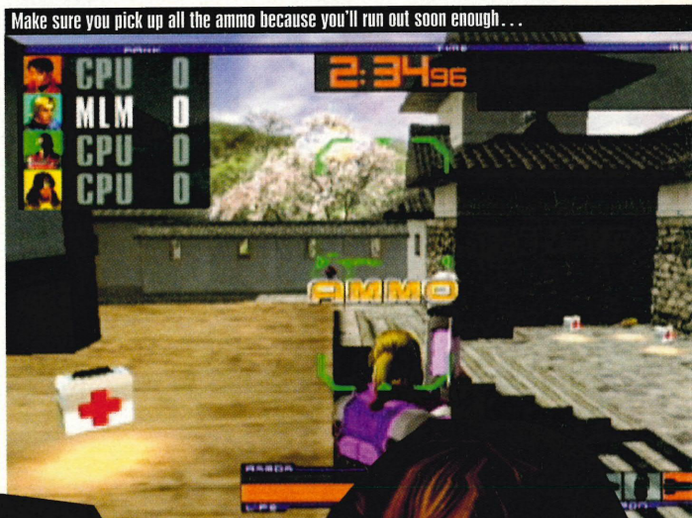
Charge your gun, run around like a madman and shoot the bastards!







Make sure you pick up all the ammo because you'll run out soon enough...



weight – after all, the object of the game is to use guns to wipe out your enemies within the confines of a small arena... and that's it. Still, SEGA's own attempt at the genre certainly manages to bring at least some new ideas to the table over previous efforts, so it's definitely not just a clone of what we've seen before. Even if it were though, it would still be the most gorgeous clone we've ever seen (growl).

Although the main crux of the game is obviously aimed towards the multiplayer side (be it you against friends or you against computer opponents), you might find that you're a bit limited in your selection of characters, weapons and levels to begin with. You'll probably notice all the question marks and locked out options that seem to appear wherever you go – that's where the solo game comes in. To bolster the game for those who are without friends (not that there's many of you... really), SEGA has added an entire Mission mode that can be played through; consisting of four classes with 15 missions in each class, there's a whole heap of different tasks awaiting you. Still, you can't just play through them willy-nilly... much like the Crazy Pyramid in *Crazy Taxi 2*, you need to complete a set number of missions for the next row to be unlocked. As well as unlocking further missions, you'll also reveal new weapons, characters and levels depending on which missions you complete. These weapons and characters can then be used to create your own style of player, with the

"You can choose which default weapons you get to carry, which face your enemies see before they die and even what colour clothing you're wearing – it's all rather cool"





continued







Four players — four times the fun!









Back To The Roots

› Although you'll certainly never have seen it in your local arcade (unless you live in Japan, seeing as it only came out over there), *Outtrigger* was originally an AM2 arcade game. It may be only just coming out on the Dreamcast, but the original appeared in November 1999 – before games like *Ferrari 355 Challenge* and *18Wheeler*. All four of the main characters were there for you to fight with, although it only had a selection of 12 levels and a handful of special weapons (showing just how much AM2 has added for the home version). It also used a unique trackball/joystick method for control – the joystick for character movement and the trackball (or 'Eyeball', as it was called) to aim your weapons. What's more, up to four machines could be linked together to allow top deathmatch action, the likes of which had never been seen in the arcades before... excellent!





Tick Tock, Tick Tock





› Just because *Outtrigger* is a first-person shoot-'em-up, that doesn't mean that all you'll be doing is blasting bad guys... well, almost. Working as a member of an anti-terrorist organisation means that you'll also be dealing with the terrorist's weapon of choice – bombs. During the Mission mode of the game, you will occasionally be placed on a stage with a number of bombs located around the level; it's your job to disarm (or to be more specific, shoot) them before the time runs out. Naturally, you'll need to look high and low to find them all... oh, and don't stand too close or you might just get a nasty surprise. Boom!





With this many levels, who's complaining?



option to choose which default weapons you get to carry (homing missiles and a UMP, sir?), which face your enemies see before they die and even what colour clothing you wear – it's all rather cool. Sure, it's not exactly comprehensive but then when all you're doing is pointing a gun at someone and then splattering their brains over the wall behind them, that's not really what you're looking for.

Weapon Of Choice

Like we said though, the focus point of *Outtrigger* is the multiplayer Vs mode... and boy, what a deathmatch experience that is. It's true that many of the arenas are somewhat smaller than those found in *Unreal Tournament* or *Quake III: Arena*, although some of the levels – such as the Water Temple or the Dreamcast-exclusive Japanese sanctuary stage – are quite large in comparison. Rather than confining the action though, these new-style levels actually make each battle more intense; with less places to hide, there's less chance of players running around aimlessly for ages. Combine this with such gadgets as the Thermography Goggles, which show you the heat signature of your opponents (even through walls), and you'll find that the action hardly ever lets up.

"Outtrigger with online play would probably get around 96%... it doesn't have it, so we'll mark it down to 92%. Not bad, eh?"

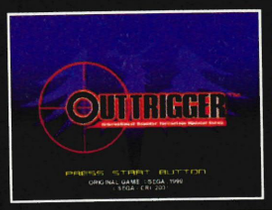
Another new feature is how you score – rather than simply getting a number of frags to your name, you can now collect points in two ways. Killing an enemy gets you one point, but if you want that extra score you'll need to collect the medal dropped by your fallen foe. Naturally, this brings up all sorts of opportunities for the sly player, as rather than wading into the action and risking getting blown away, clever people might prefer to hang back and then nip in to grab any stray medals before the rightful owner can pick them up. It's a great addition to an already ace game – multiplayer battles are always a close-run thing because of the chance to pick up much-needed points quite easily. Remember: some levels are quite small so the chances are there for those who know how to take them...

Guns Out For The Lads

Of course, the problem we're facing is that on the one hand, you've got what has to be by far the most enjoyable first-person shoot-'em-up game on the Dreamcast today and on the other, you need to consider that there's no opportunity to play the game online, thanks to SEGA's decision to remove it. Gorgeous graphics... no online play... loads of levels, weapons, characters and one-player longevity... no online play... slowdown-free multiplayer action of the highest calibre... no online play. Ahh, sod it – we just can't bring ourselves to do it. Quite simply *Outtrigger* IS better than *Quake III: Arena* and *Unreal Tournament*, even if it is lacking in Internet options. If you want to look at it in percentage terms, think about it like this; *Outtrigger* with online play would probably get around 96%... it doesn't have it, so we'll mark it down to 92%. Not bad, eh? You can't say that we're anything but fair here at DREAMCAST MAG... and if you think we're wrong, you might want to try actually playing the damn thing before saying so. So there.

Martin Mathers

Dreamcast Magazine Opinion



THE JUDGEMENT

GUNS	BUNS
⊕ Tons of levels, weapons and action	⊖ The levels are a bit small
⊕ The most gorgeous FPS ever	⊖ Solo game is over all too quickly
⊕ Multiplayer is too good to be true!	⊖ No online play? Good God, nooo!

2ND OPINION

Though essentially the same style of game as both *Quake III Arena* and *Unreal Tournament*, *Outtrigger* is a very different kettle of fish, something which is a direct result of its arcade heritage. Not that that's a bad thing – in fact, it's a good thing, as it makes the game not just great fun to play, but really great fun. Okay, so it might not have the same number of levels or characters as the others, but that really doesn't matter as it looks better than both put together, and has the gameplay to back it up. Absolute quality.

Alex Warren

ALTERNATIVELY

Quake III Arena

The original Dreamcast online blast-'em-up... but not the best.



Reviewed: Issue 16
Dreamcast Rating: 90%

Unreal Tournament

A lack of online play brought this one down a few marks as well...



Reviewed: Issue 22
Dreamcast Rating: 87%

DREAMCAST RATING

VISUALS	94%
SOUNDS	91%
GAMEPLAY	92%
VALUE	86%

92%

SUMMING UP

Even without online play, *Outtrigger* still manages to slap *Quake III* square in the face. Ace.





Damn! Why won't you just die?

online information



As you'd expect from an official Web site, the *Outtrigger* homepage has all the information about the game that you'll ever need...

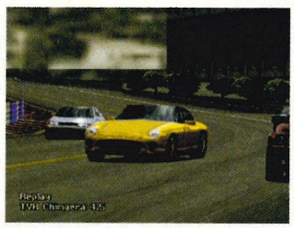
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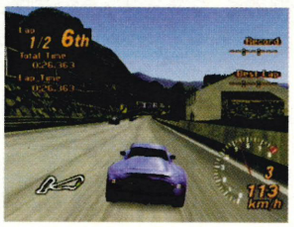
bleem!

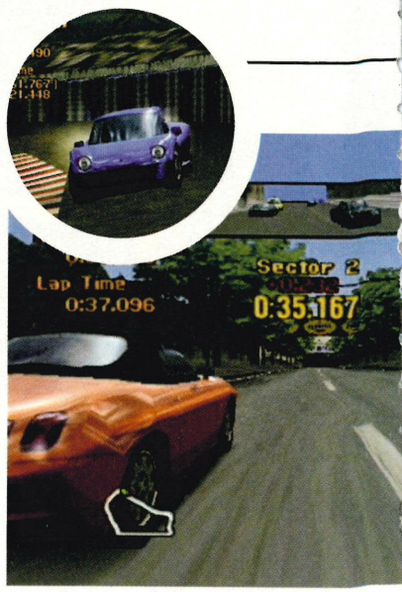
Web site: www.PlayStation.com



Drive a Mini Cooper and play 'The Tortoise And The Hare' for yourselves – if animals could actually drive cars, of course.







essential information

Dreamcast magazine

PUBLISHER	SONY
DEVELOPER	DIGITAL POLYPHONY
RELEASE	OUT AGES AGO
PRICE	£19.99
GENRE	RACING
PLAYERS	2
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK RACE CONTROLLER

Gran Turis

A PlayStation classic running on Dreamcast? This is something that just has to be Bleem!

Welcome to the end of history. Or something, we're not quite sure what because this is just plum weird. On one hand we have SEGA producing titles for the PlayStation2, with *Crazy Taxi* already available and the likes of *Space Channel 5* coming soon, and on the other we have Bleem! allowing Dreamcast owners to play Sony games on SEGA's machine. Everybody, it seems, is playing with each other's private parts and nobody (save a few of Sony's lawyers) has the guts to stand up and say that this just can't be right. No doubt in a parallel universe the later sections of the Bible will have such an occurrence joining the seas turning to blood as another sign that it must be the end of the world and Armageddon is soon to be upon us. And yea, the number of the beast shall be 666 and the lion shall lay down with the lamb and the Dreamcast owner shall be settled with a copy of *Gran Turismo 2*. Strange days, we tells ya! So, ignoring the entire improbability of it all, 'whassup' with *GT2* on SEGA's console? Well, it's all down to some cheeky programmers who are releasing, for a fiver no less, a disc which is specifically designed to allow you to play part two of the *GT* trilogy. You pop in the disc, take it out, lay in the game and off you bloody well go. All right John?

Gotta New Motor?

So why would you want to play a pixelated 32-bit piece of gaming history on your spanky 128-bit console? Damn that's a good question, but the answer is simple. *Bleem!* doesn't just run *Gran Turismo 2*, it enhances it. The previously chunky graphics get pumped into a higher resolution while the texture maps are smoothed out. The idea is that since the game can now be picked up for less than twenty quid, you can play an anally comprehensive driving game that contains more production cars than you would ever attempt to shake a twig at. It's got Arcade mode. It's got Rally mode. And those of you who like tweaking engines as much as flooring pedals will be fully overwhelmed by the *Gran Turismo* mode. Since this *is* the PlayStation version, none of these facts will come as a surprise to anyone so deep explanations about gaining licences, buying and selling cars and parts and winning competitions are pretty much pointless. In fact that last sentence pretty much sums the whole gig up, so lets just agree that *GT2* scored critical acclaim on the PlayStation (92% in *Play* magazine) and say that on its designated console it was well received.

Bleem Me Up



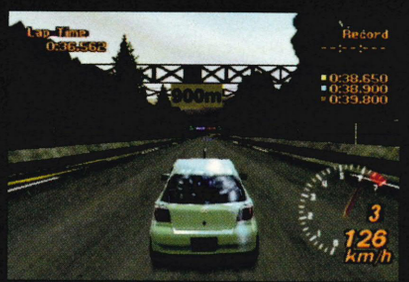
Bleem! couldn't be easier to use and works pretty much as a boot disc. The only real problem is that it requires you to format an entire VMU, as you can't mix Sony coding with SEGA. On another note the people behind *Bleem!* are cheeky buggers and no mistake – check out what they've done to SEGA's logo. Sony's lawyers are desperate to close the loophole that allows them to exist in the first place but it seems that these guys just don't give a toss. Good on you Bleemsters, we want more of this cavalier attitude to intellectual property!

LEGAL STUFF

No, you're not in trouble. This screen is just to let you know that Bleem!™ is not licensed by, affiliated with, approved of, or even particularly liked by Sony® Corporation, its affiliates, subsidiaries, friends, pets, distant cousins, or evil twins. The same goes for Sega® although they're generally nicer about it.

This special-format bleem! CD and the bleem! program are licensed solely for use with Gran Turismo® 2 and the Sega® Dreamcast™ console. Don't blame us for anything that happens if you try using it with other games or hardware.

Sony PlayStation, and Gran Turismo are registered trademarks of Sony Corporation. Sega® and Dreamcast are registered trademarks of Sega. bleem! is a registered trademark and the bleem! logo is a trademark of bleem, inc. All other trademarks belong to whoever owns them. (duh!) © 2001 bleem, inc. Patents pending.



The license tests are the bane of any driver's life.

online information



www.bleem.com

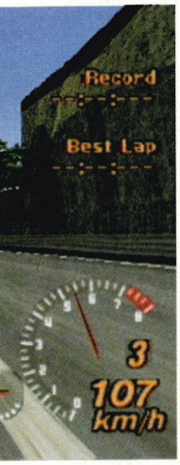
Bleem's home site is more like a resistance HQ than a developer site as it pretty much begs users to support them against an army of legal problems. Right on brothers!

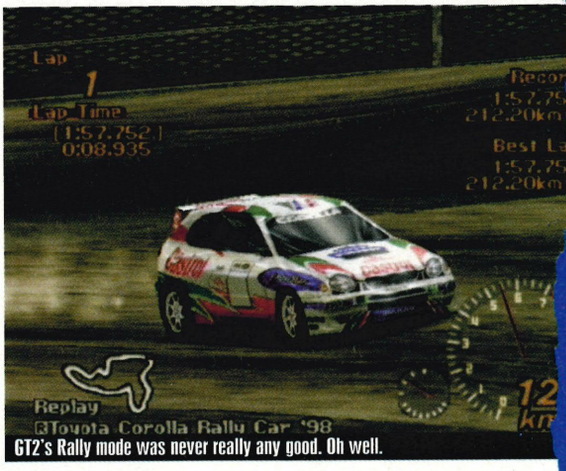


awesome moment

When you run *GT2* on a PS One you'd better brace yourself – it looks awful!

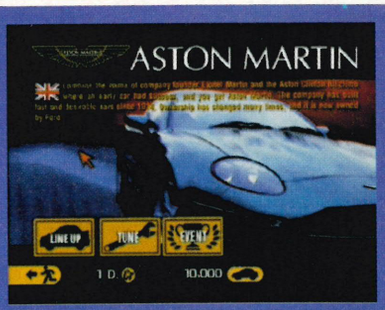






GT2's Rally mode was never really any good. Oh well.



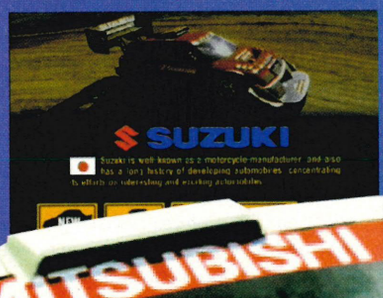


Bringing Out The Big Boys

Gran Turismo 2 features a plethora of car manufacturers, all vying for your attention. What they don't want is to see their cars mashed to pieces – so don't expect any real time damage in the game. Polyphony Digital is also quite keen to keep *Gran Turismo* as a love letter to the vehicles – it seems the people there believe that if you trash a car you're showing some sort of disrespect to these automotive pieces of art. Bah!









mo 2

"It's damned hard to enjoy all the enhancements when you're driving on what looks like a track made out of a frayed quilt"

Not as well as the original since the graphics seem to have taken a backward step and the Rally mode was a joke, but well received all the same. But what's great on an archaic console isn't necessarily going to be great shakes on a modern, yet moribund system. We've agreed that the game is ace in the right place, now allow us to break down the problems for you.

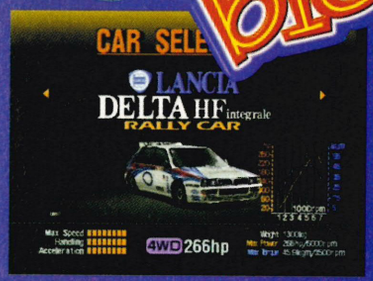
Silver Machine

When *Bleem!* does its miraculous thing with *GT2*'s graphics, it



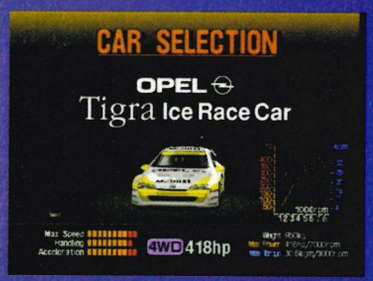
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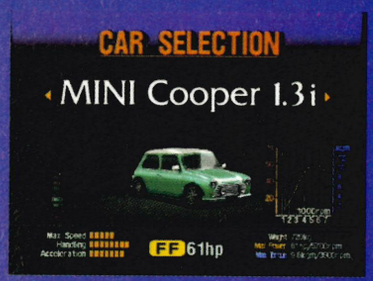
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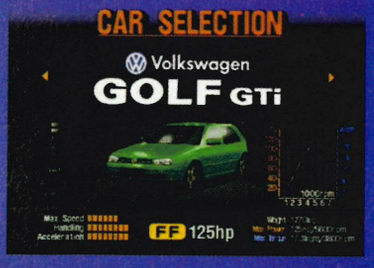
Get Outta My Dreams, Get Into My Car

> Gary Newman found cars great for hiding away from other people while affording him the chance to study them, Billy Ocean just wanted to use 'em to get laid. There are a great many vehicles in *Gran Turismo 2*, but unfortunately all you can do is drive them with no 'get in the back seat baby!' type shenanigans on offer. Oh well.









infoburst

Extra information

- *Gran Turismo* is also the name of a cool album by The Cardigans.
- These Swedish popsters also appeared on the soundtrack for the original *Gran Turismo*.
- This reviewer quite fancies the lead singer of the Cardigans. Mmmm...
- Alex prefers that bloke from Ash, but not in a homosexual way.

Occasionally, Bleem's majesty does make GT2 look quite stunning – in a jerky kind of way...



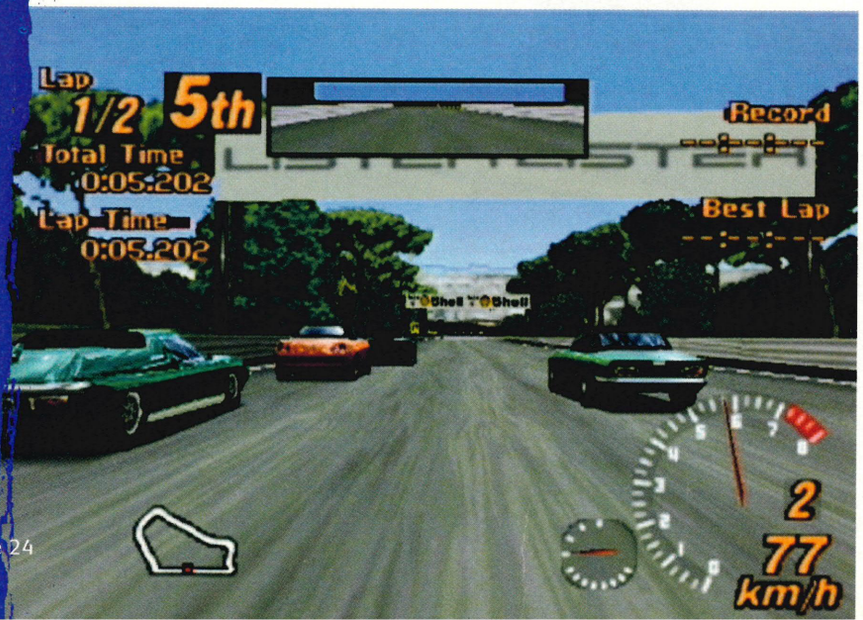
accomplishes two very contradictory things. On the one hand we have hi-res and texture mapping, for which we are very grateful. On the other we have a pigging massive problem; the fact that the cars now look like they've just rolled off the production line and the tracks have had a mild face lift jars against problems inherent in the game's code. Basically, it is damned hard to enjoy all the enhancements when you're driving on what looks like a track made out of a frayed quilt. The pop-up is just astronomical, black lightning strikes regularly between the texture maps and parts of the landscape even flux in and out of shape like polygonal jelly. And on top of all this clumsiness comes a frame rate which should only be forgiven if we were playing a photo-realistic game with a virtual reality helmet. But we're not – it's an old game from an ancient machine. All this brutal ugliness isn't so noticeable on the PlayStation because once you've bought into a console that by current standards has rubbish graphics, you'll pretty much buy anything. But we've evolved. We've grown up. We've been playing *Metropolis Street Racer* for months.

Tarting up *GT2*'s visuals is a fine idea that Bleem! should be lauded for, and they've done a fine job of trying to make a silk purse out of a pig's ear. We don't pretend to know much about the hardships of programming an emulation program and in all probability, making Bleem! tweak Sony's code any further would have been virtually impossible.

We should be happy with our lot – we've got a great game running on a brilliant machine. It's just a shame that the net effect of all this jiggery-pokery is to tell us something that we've known for aeons. Despite its huge fan base and the playability of a small selection of its games, the PlayStation is one grubby little machine that's well past its shoot-by date. That said, if Bleem does the same for *Metal Gear Solid* as it did for *GT2* then we're in for something great in the future. As far as *Gran Turismo 2* goes, though, we'll pass thanks.

Will Johnston

"Tarting up GT2's visuals is a fine idea that Bleem! should be lauded for, and they've done a fine job of trying to make a silk purse out of a pig's ear"



Dreamcast magazine Opinion

THE JUDGEMENT

FLOOR IT!	SHOVE IT!
⊕ A petrol-head's dream game	⊖ Seriously shoddy frame rate
⊕ Crisp vehicles, and plenty of choice	⊖ Stick those polygons together – please?
⊕ The cars handle beautifully	⊖ We know how good the DC can look!

2ND OPINION

> Had the *Bleem!* disc been released as it had been intended we would've been very excited at the prospect of being able to play many PlayStation games on our Dreamcast. However, this one-game-at-a-time business is a bit smelly. Sure *GT2* is a fine enough game on the Psone and Bleem! does a fair old job of making it look prettier, but that's about it. Oh, and does anyone who owns the game actually want to start the whole licenses thing and building up a car collection from scratch? Thought not. A wasted opportunity if ever there was one...

Simon Phillips

ALTERNATIVELY

Metropolis Street Racer

Not as in-depth as *GT2*, but it makes up for it by being just damn great.



Reviewed: Issue 15
Dreamcast Rating: 96%

Ferrari 355 Challenge

As unforgiving as the real thing, but the beauty shines through.



Reviewed: Issue 14
Dreamcast Rating: 91%

DREAMCAST RATING

VISUALS	67%
SOUNDS	78%
GAMEPLAY	82%
VALUE	70%

68%

SUMMING UP

> Forgive the visuals and it's ace – but those of us who use our eyes are in for some severe moaning.

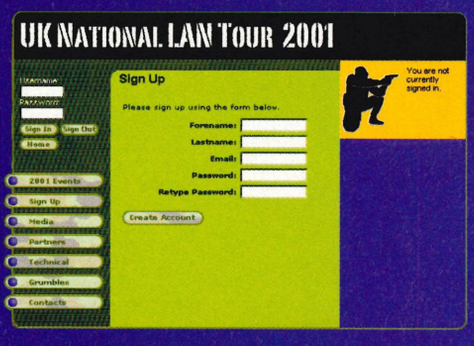
UK National LAN Tour Summer 2001

Glasgow, Manchester, Dublin, Cardiff, London



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screen shots from website

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Dragon
Chronicles Of Pern

Fire-breathing dragons, mysterious goings-on, puzzles galore and a lead character who looks like Sean Bean – is there anything this game doesn't have? Actually yes...

Imagine a world thousands of years from now where all technology has been lost, a world where dragons fill the skies and tradition is the only law. Imagine the world of Pern, a world at peace save for the bi-centennial attack of the destructive force known only as Thread, which falls from the wake of the Red Star and destroys everything in its path. But a new danger now threatens the denizens of Pern, one perhaps even more dangerous than the dreaded Thread, and there's only one person who can get to the bottom of it all – D'Kor, dragon rider extraordinaire. Sound's pretty good, huh? Well, think again...

Ride On Brother!

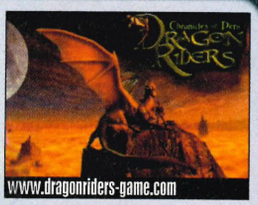
Unfortunately, that's about as good as things get – the story is one of the only positive things about the game because, ladies and gents, *Dragon Riders* is really dull. And when we say that we mean really, really dull. Tedious, boring, humdrum, monotonous, insipid – these are all words that could be used to

essential information

Dreamcast magazine

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

Online Information



www.dragonriders-game.com

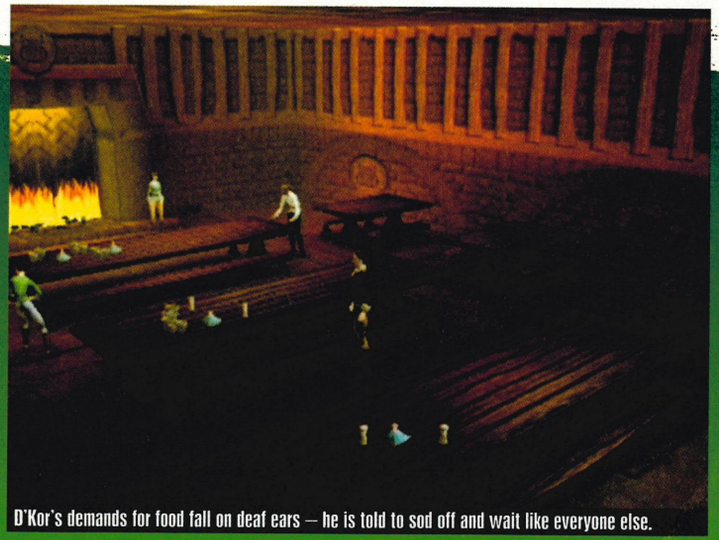
Fly over to the official site and you'll find all you need to know there. With screenshots, movies, music and artwork, you'll be in *Dragon Riders* heaven.









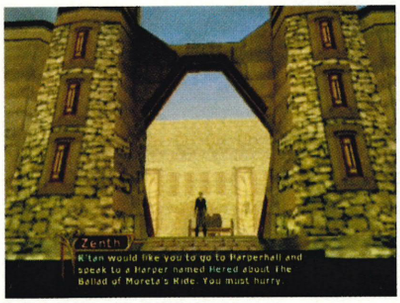


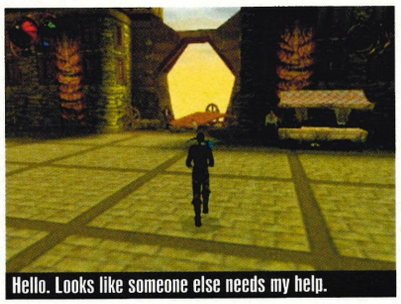
D'Kor's demands for food fall on deaf ears – he is told to sod off and wait like everyone else.

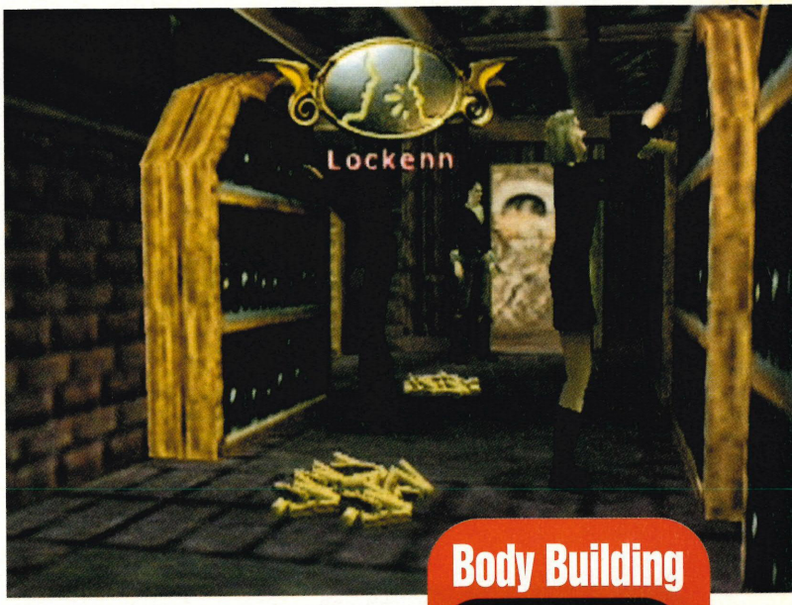
awesome moment

Get on your dragon and fly, fly away to another part of the game. Magic.






Hello. Looks like someone else needs my help.



Riders

describe the gameplay of *Dragon Riders*, so just take your pick and fill in the blanks yourselves. Don't believe us? Well you know how Martin clambered up onto his high horse and declared how boring *Shenmue* was? It's like that, only worse.

It's not that there's a lack of things to do in the game because there are plenty, courtesy of an intriguing main story, numerous sub-plots, mini-missions and testing puzzles – it's just that what there is isn't particularly exciting. Imagine a Sunday afternoon spent with your grandparents watching repeats of *Dad's Army* that you've seen a billion times before and you'll be close to realising the soporific qualities of the game. Sleep? You'll be out for the count, mate.

A Shot Of Pern(o)

The blame for this can be pinned almost entirely on the prime suspect (well, the one and only suspect actually). So, who is the criminal in our midst? None other than Mr Gameplay of course. With a title like *Dragon Riders* you'd expect there to be a fair amount of flying around the skies of Pern, perched atop your dragon, a spot of magic here and there and a rather large helping of action. Only there's nothing of the sort... or at least, very little. In part this can be put down to the constraints of the books, as there's no magic on Pern and in general, there's not a lot of fighting, which hardly makes for an action-packed game. Instead what you get is a whole load of puzzle solving, plenty of wandering around and a good deal of character interaction, as you go about seeking answers to copious amount of questions, running errands and generally building up your stats. It's hardly thrilling stuff, as the plot meanders along at the speed of a particularly lazy snail.

It gets worse though, as the pace of the game is hindered even more by the disastrously slow loading times between areas, leaving you time to go to the kitchen to make a cup of coffee, discover you've run out, drive to the shops to buy some and still make it back in time. Okay, so that might be a bit of an exaggeration, but you get the point. And that's not all, as there's also a massive amount of cut-scenes thrown in for good measure, which slow it all down even more and leave you tearing your hair out.

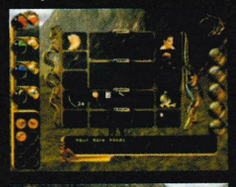
Chase The Dragon

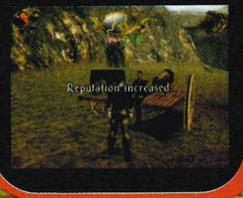
Despite all this, though, once you've battled your way through the opening levels and puzzles of the game, staving off the persistent attacks of drowsiness in the process, all of a sudden you'll actually find yourself surprisingly

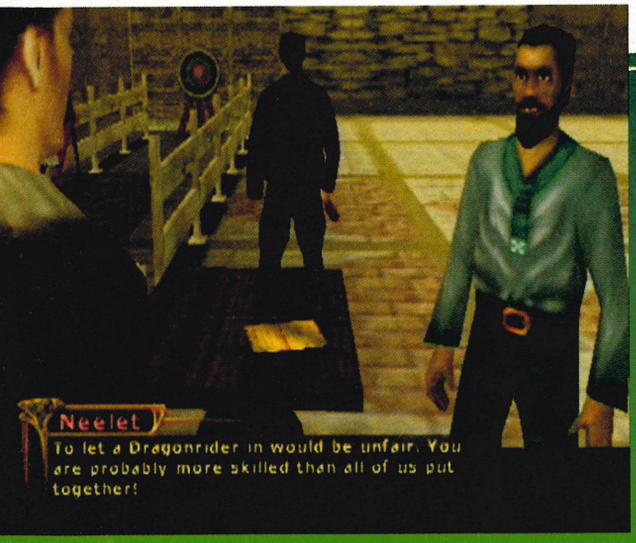
"It's hardly thrilling stuff, as the plot meanders along at the speed of a particularly lazy snail"

Body Building

As with any adventure-come-RPG game worth its salt, *Dragon Riders* requires you to build up D'Kor's vital statistics. As well as the obvious strength bar that you need to work on, there's also Knowledge, Reputation, Scribe and various other levels that need to be increased. This is particularly important because, in a progressive gameplay kinda way, you can only access certain areas and be told certain things once you've reached a sufficient level. For example, some people won't talk to you unless your reputation is high enough, thus holding back vital information. Simple as that.

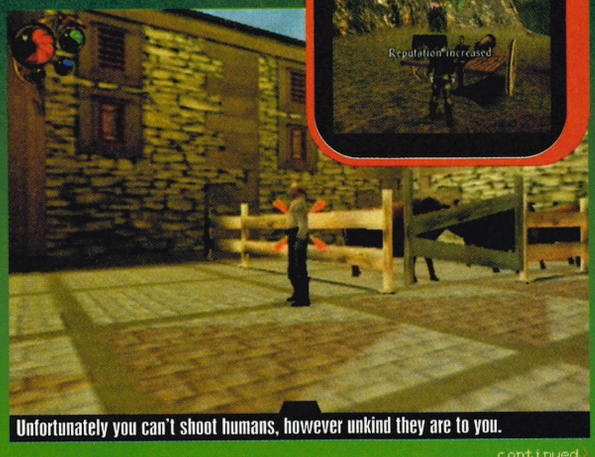








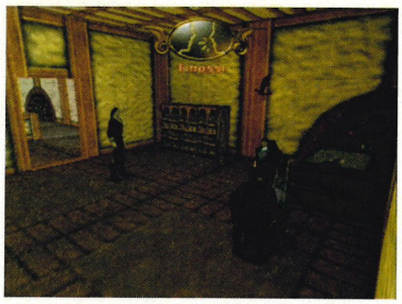



Unfortunately you can't shoot humans, however unkind they are to you.

continued

Web site: www.dragonriders-game.com

continued >











Fire, Fire!

> When you start the game you'll notice a little green Fire Lizard flying around your head. He is there to help you on your adventure and is actually rather useful, as he'll fly over to an area to indicate that there is something worth checking out there. This could be items or short cuts, but whatever it is will help you on your way. You can also raise your own Fire Lizards by finding eggs and then taking them back to your base to nurture, just like your very own Tamagotchi.

immersed in the game and compelled to get to the bottom of everything that's been going on. But it's getting to that stage which is the hard part and you'll need to be an incredibly patient, and persistent, person to get that far. And even once you've battled through the opening sections of the game, the action still remains relatively stagnant, sluggish and, what are the odds, boring. *Shenmue*, eat your heart out!

However, there's one important difference between the two games. Whereas *Shenmue* managed to blind people with it's graphics, thus drawing attention away from its iffy gameplay, *Dragon Riders* can't boast the same feat. The character models and landscapes are solid enough, it's just that they're not particularly detailed, the animation boarders on dodgy and there's just too many glitches to make it much of a visual treat. The best example of this is the shocking lip-sync of the characters when they speak; considering that this is a major part of the game, it's a bit on the lazy side. The control isn't much better, and coupled with the already annoyingly lethargic gameplay, it makes it unbelievably frustrating to play.

So, are there any redeeming features, apart from the in-depth story line, to save the game from the scrap heap that's been steadily built up in the middle of the road to Dreamcast greatness? Actually yes. The musical score that accompanies the game is truly stunning, evoking images of a magical (or not, as the case might be) world in a far off galaxy. If only this was the case then *Dragon Riders* might well have been more than 'just another game', but with all of its faults on show from the outset, it's not enough to grab the imagination or the attention of even the most hardcore gamer.

Alex Warren

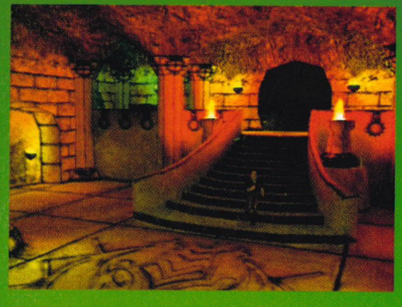
infoburst

Extra information>

- There have been 18 *Dragon Riders* books published so far and a new one has just been released.
- The game has over 170 characters to interact with in some form or other.
- Every member of the development team has their face on one of the characters in the game.
- It's official (well, according to Martin anyway) – *Dragon Riders* is more boring than *Shenmue*!
- The name of D'Kor's dragon is Zenth.

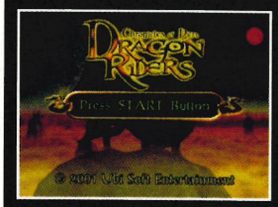
"Even once you've battled through the opening sections of the game, the action still remains relatively stagnant, sluggish and – what are the odds – boring"





Despite the game's impressive use of cinematic camera angles it doesn't make up for the generally poor graphics.

Dreamcast magazine Opinion



THE JUDGEMENT

FIRE	DIRE
⊕ Stunning story line and plot	⊖ Incredibly boring gameplay
⊕ An impressive musical score	⊖ Very mediocre graphics
⊕ Umm... 'fraid that's about it	⊖ Really slow-paced, unless you're a snail

2ND OPINION

> Oh dear, Captain Dull has decided to take residence on your favourite console. Wandering around in a drab world hearing the same bits of speech repeated over and over again, vainly hoping that something is going to happen, is not how we would normally choose to spend our gaming hours. Perhaps there are some hardened adventure gamers out there who like this sort of thing, but everyone else probably ought to give this a wide berth, and choose one of the other £20 Ubi Soft titles for their bargain gaming pleasure...

Simon Phillips

ALTERNATIVELY

Shenmue

If you want to see how this game should be done check out *Shenmue*.



Reviewed: Issue 16
Dreamcast Rating: 85%

Soul Reaver

If it's fantasy you're after then *Soul Reaver* is all you're going to need.



Reviewed: Issue 06
Dreamcast Rating: 90%

DREAMCAST RATING

VISUALS	60%
SOUNDS	85%
GAMEPLAY	61%
VALUE	75%

67%

SUMMING UP

> Despite a promising story, *Dragon Riders* is ultimately an incredibly unexciting game...

new! gear

BECAUSE YOU WANT IT!

"IT'S BETTER THAN SEX..."

MAN CLAIMS

THE MAGAZINE THAT TAKES NO SH*T!

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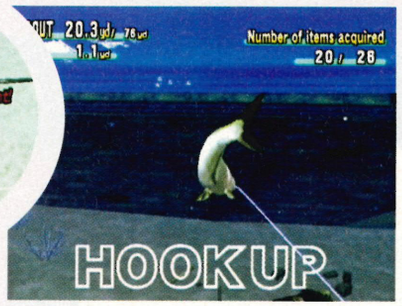
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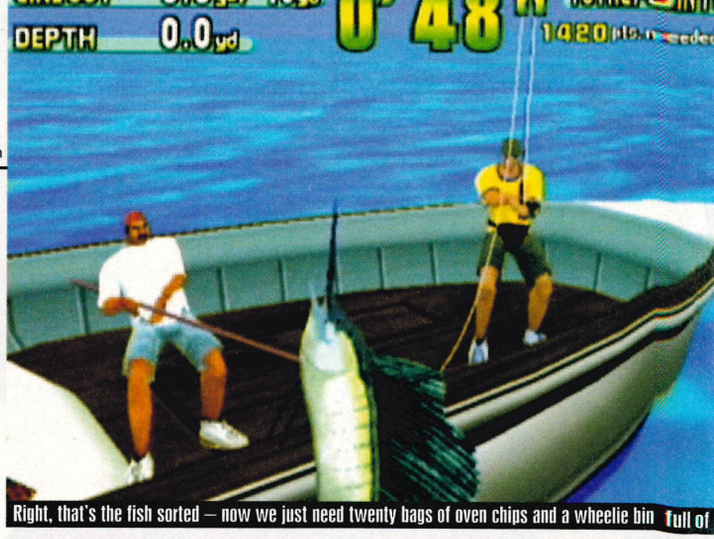
Web site: www.sega.com

essential information

Dreamcast magazine	
PUBLISHER	SEGA
DEVELOPER	WOW ENTERTAINMENT
RELEASE	OUT NOW
PRICE	£49.99
GENRE	SPORT
PLAYERS	1
VM UNIT	SAVE GAMES
PERIPHERALS	FISHING ROD VIBRATION PACK







Right, that's the fish sorted – now we just need twenty bags of oven chips and a wheelie bin full of

online information



www.wow-ent.co.jp/product/marine/index.html

Nip on over to the official *SEGA Marine Fishing* Web site and you should find all the information that you need... about fish, obviously.

SEGA Marine

If you don't fancy hiring a boat, rod, tackle and bait, then braving the seven seas, there's now a much easier way to get your fishy kicks...





What was it exactly that made *SEGA Bass Fishing* so popular?

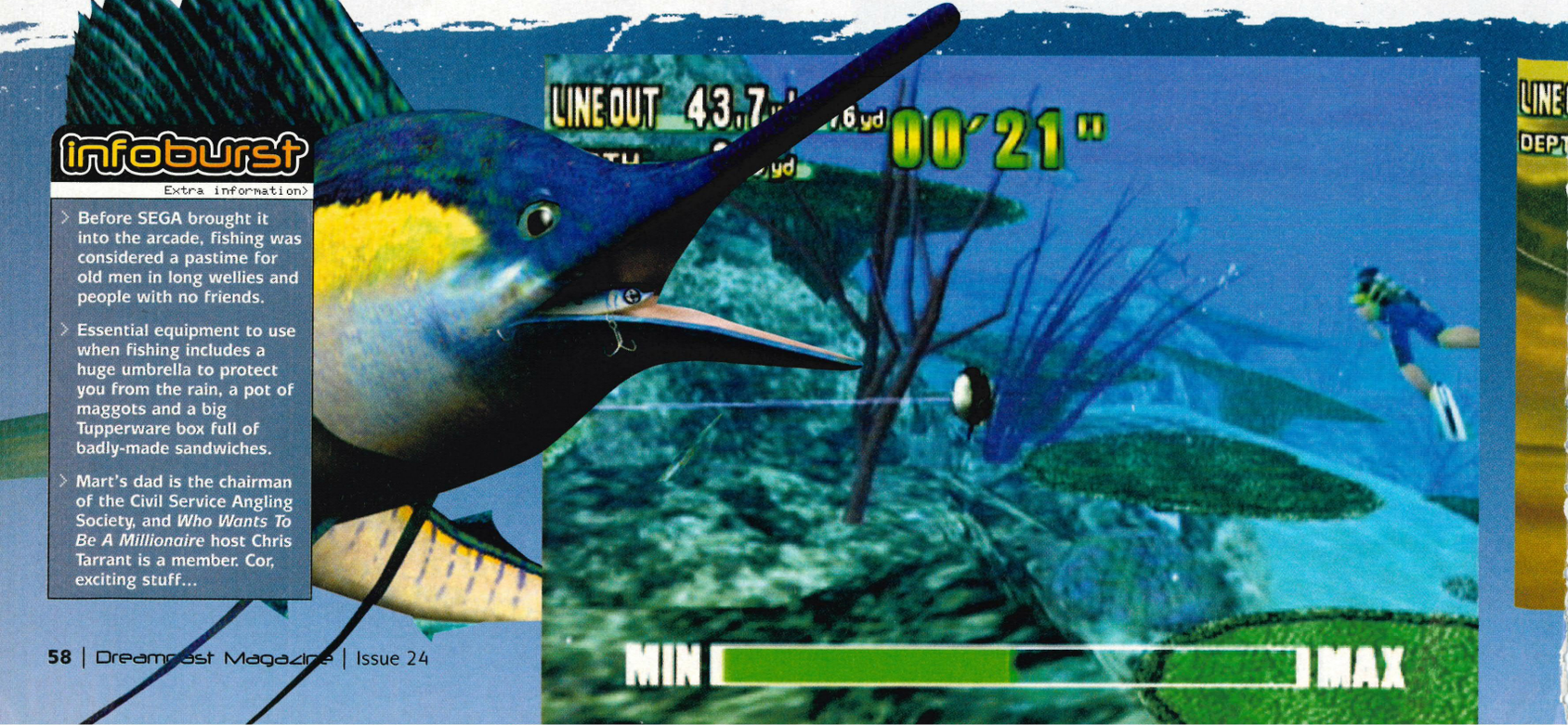
Think about it for more than a split second and the idea of sitting in front of a screen with a stick in your hand, pretending that there's a fish on the end of it becomes an absurdity. Yet after just one go, everyone was quite literally hooked. A pile of pound coins seemed like nothing as they slipped into the arcade machine and £60 was considered a sound investment for your very own home version.

And so it came to pass that thousands of people spent entire days playing the Tournament mode of *SEGA Bass Fishing*, constantly striving for the fabled 'Super Bass'. There was always one problem with it, though... all you could actually catch were bloody bass! Small, medium or big – whatever the damned size, it was always a bass. Skate, carp, frogs and even ducks wandered by, but you could never catch them. However, with the launch of *Marine Fishing*, SEGA has attempted to cater for everything that you couldn't do in the original – namely, catch different types of fish.

Here Fishy-Fishy...

In this sequel of sorts, you are given the opportunity to catch a multitude of different salt-water fish, ranging from the common skipjack tuna to the more elusive sailfish. Every type of fish caught will earn you a specific amount of points. In Arcade mode, you will be required to score a certain number of points before you progress through to the next level, whereas in other modes, your success will be measured purely by the mass of fish netted. Each type of fish reacts differently when hooked and you will need to learn the best way to net each one. For example, sailfish are a bit nutty and you'll have to let them use up their energy before reeling them in.

As with *SEGA Bass Fishing*, *SEGA Marine Fishing* allows you to win special items such as tackle and lures. There is a new section for this, which encourages you to practise in the Training mode. Consisting of a roulette of mini-games, you can try your



infoburst

Extra information

- Before SEGA brought it into the arcade, fishing was considered a pastime for old men in long wellies and people with no friends.
- Essential equipment to use when fishing includes a huge umbrella to protect you from the rain, a pot of maggots and a big Tupperware box full of badly-made sandwiches.
- Mart's dad is the chairman of the Civil Service Angling Society, and *Who Wants To Be A Millionaire* host Chris Tarrant is a member. Cor, exciting stuff...

awesome moment

Ooooh, damn you Mr Sailfish – I'll get you, then you'll be sorry!







Fishing



hand at each one in order to win prizes. Some of these (such as the lures) can only be used in the Arcade mode but others, such as rocks, plants and fish, can be used to create your very own aquarium. This will start life as a huge and rather sparse tank of water, but with time it can be turned into an artificial coral reef.

Despite all these additions, however, the game seems a little dated. The graphics engine has been borrowed straight from *SEGA Bass Fishing* and after all this time, you'd have thought SEGA would have tried to improve it a little. In fact, in some places the animation on the fish is a little unconvincing. Considering that this was one of the most impressive features of its cousin, you have to wonder what the developers were thinking of. And while we're on a moaning streak, you still can't hook anything else that might be swimming by. All too often, your hook will brush past a diver or a goose and they won't even flinch. Where's that little bit of extra magic wherein the diver gets pissed off and attacks you, eh?

All in all, if you're really desperate for something other than bass to catch and have money to burn, this will keep you entertained for a while. Otherwise, you're far better off looking for a second hand version of *SEGA Bass Fishing*, or perhaps even waiting for the proper sequel.

Chandra Nair

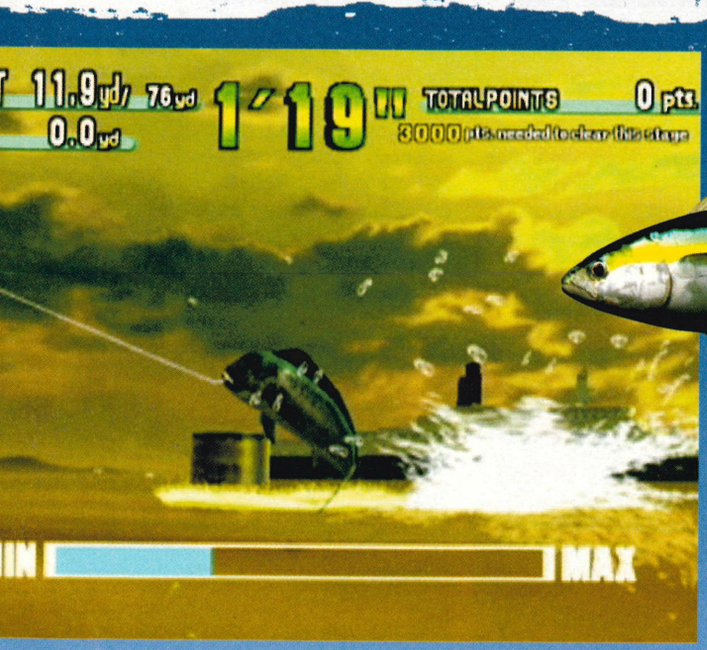
"After all this time, you'd have thought that SEGA would try to improve the graphics engine a little"

I Collect Rocks

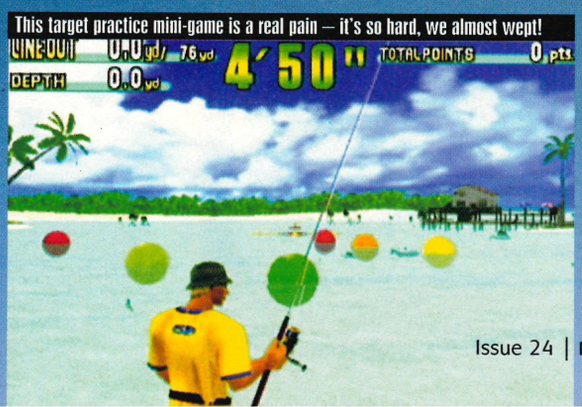
> Alright, we admit that it might not sound like much fun to collect rocks and plants, but when it means that you can make your own aquarium and put 20 million types of fish in it, the proposition begins to sound a little more interesting. Once you have made your tank all nice and pretty, you can also explore it and watch the fishies in their (nearly) natural environment. Then you can kill them... hahahahaha!







This target practice mini-game is a real pain – it's so hard, we almost wept!



Dreamcast Magazine Opinion



THE JUDGEMENT

WHOPPER	TIDDLER
⊕ You can catch different types of fish!	⊖ You still can't hook a duck
⊕ Making your own aquarium is cool	⊖ The graphics are a bit dated now
⊕ Another game to use your rod with (huh-huh)	⊖ It just doesn't feel right in places

2ND OPINION

> There's no getting away from the fact that *SEGA Bass Fishing* was great fun. Waiting for that all-important bite might sound stupid, but we haven't experienced a game with such hook (boom, boom) for a long while. Sadly though, someone seems to have drained all the fun out of the sequel. It seems to be the same game, but we just don't get the same thrill as we did with the first. For once, Chandra's hit the nail square on the head – unless you've got plenty of time and cash on your hands, you're better off sticking to the original.

Martin Mathers

ALTERNATIVELY

SEGA Bass Fishing

"Woah... It's a big one!" The original was an awesome fishing game...



Reviewed: Issue 03
Dreamcast Rating: 80%

Seaman

Err... well, at least it's got some fish in it we suppose. Weird though!



Reviewed: Issue 14
Dreamcast Rating: 84%

DREAMCAST RATING

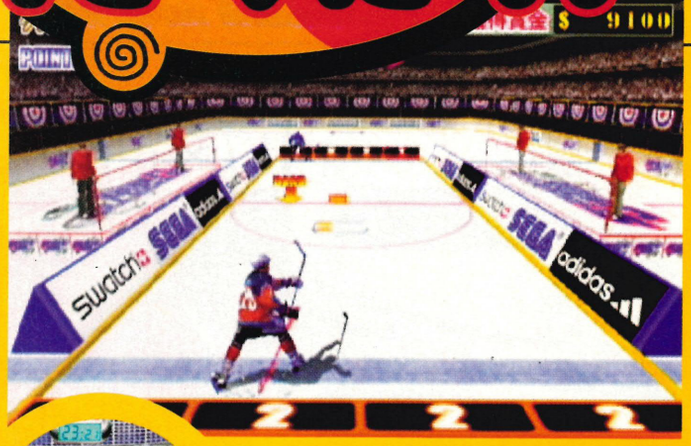
VISUALS	65%
SOUNDS	72%
GAMEPLAY	75%
VALUE	72%

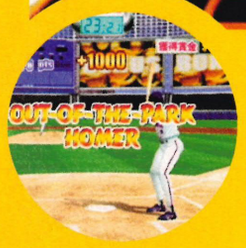
69%

SUMMING UP

> It's more of the same, but not as polished. For the catch of the day, we still look to *SEGA Bass Fishing*.

import review





SEGA Sports Jam



Golf's meant to be a boring spectator sport... mind you, it's pretty damn fine when you're playing Sports Jam!

essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	WOW ENTERTAINMENT
RELEASE	OUT NOW (JAPAN)
PRICE	£49.99 VIDEO GAME CENTRE (01202 527314)
GENRE	SPORT
PLAYERS	2
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK





Of all the events, the cycling has to be the worst... you can win it without even having to try!

And The Award Goes To...

As you plough your way through the Original mode of *Sports Jam*, you'll get the chance to earn medals depending on how well you do – not using continues, getting high rankings and (of course) winning plenty of money on each stage all contribute to winning medals. The more medals you win, the more titles you'll earn and most importantly, the more extras you'll unlock. You also get an award depending on the final event you pick in the game – if you manage to acquire all of those, who knows what you might get?



Got a sweet tooth? Then try this – it's like a huge jam doughnut, only stuffed full of sport rather than strawberries. Sort of.

Years ago when consoles were just starting to flourish and games were getting more and more impressive, the phrase 'arcade-perfect' was bandied about with annoying regularity. Many games that were converted from the arcade onto home machines like the SNES and MegaDrive ended up being heralded as virtually arcade-perfect, simply because they were the same game – severe deficiencies in the visual and audio departments never really came into consideration. These days though, when the consoles at hand are that much more powerful, we rarely ever see anyone using it... and why? Because we expect games to be that good, without question – if they're not, all hell breaks loose. Given SEGA's mastery of the art then, it's not surprising that *Sports Jam* is just that – arcade-perfect, right down to the smallest detail. Thank heavens for that.

Of all the games that SEGA could have converted from its huge arcade catalogue though, we're surprised that *Sports Jam* was picked. Not because it's any worse than the others – in fact, it's actually an incredibly addictive little game once you get into it. However, that's just the problem... it's an addictive *little* game.

The fact that there are only 12 sporting events to choose from (and that you only get to play four of these during each game) means that the arcade game was over practically before it began, which led us to think that SEGA would never, ever dream of bringing it to the Dreamcast. As you might have worked out, though, we were wrong and not surprisingly, SEGA has added a pile of bonus goodies to keep you coming back for more. Sadly though, our doubts about how short-lived a conversion of the arcade game would be haven't been dispelled as much as they were with *Crazy Taxi* and *Virtua Tennis*. Bugger.

Jam In The Middle

In case you didn't see our look at the game in the ATEI special back in issue 19, *Sports Jam* is a collection of 12 different sporting events spread over eight sports (including such great pastimes as American football, tennis, basketball and golf). You choose from these events over the course of the four stages of the game and then after being given a target number of points/goals/hits to reach, you attempt the event alone – or, if you're playing against a friend, head-to-head

online information

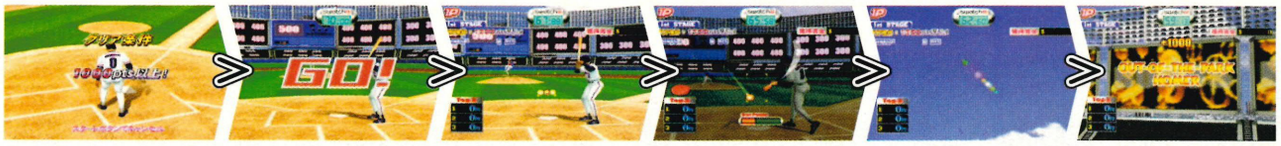


The official (and entirely Japanese) *Sports Jam* Web site has loads on it, and even lets you upload your best scores... if you can connect to the Japanese server that is. Oops.



Pound that button and go for the all-important homer!

awesome moment



Pitcher throws the ball... and he hits it waaaaay out of the park! Home run!



It's not exactly Virtua Tennis... but it's got lay-dees!

with each other, trying to do as well as you can... and that's about it. See? We told you the actual game was as basic as they come.

As we said before, though, *Sports Jam* is a very addictive game that keeps you coming back just to try and get those elusive 'S' rankings on each sport (we've mastered eight of the twelve on offer). Even better, SEGA has included an Original mode where you can earn medals that unlock new characters and special options within the main game, as well as offering you the chance to build your own *Sports Jam* with your own combination of events. However, these new modes aren't really on the same level as other SEGA arcade conversions – hey, even *Ferrari 355 Challenge* had a wealth of hidden tracks – so at the end of the day, we're left feeling just a touch disappointed. That isn't to say that *Sports Jam* isn't worth picking up – far from it. It's just that if you do decide to take the plunge and buy a copy from your local importers, be warned that you may be putting it on your shelf to gather dust a little bit sooner than you might have hoped...

Martin Mathers



Run, my pretties – run like the wind! Not surprisingly, this rather odd event involves a whole lot of button bashing.





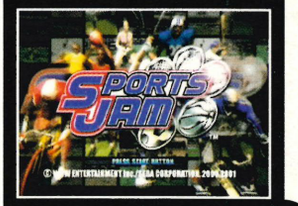




"Given SEGA's mastery of the art, it's not surprising that Sports Jam is arcade-perfect, right down to the smallest detail"



Dreamcast Magazine Opinion



THE JUDGEMENT

JAM	SPAM
⊕ An arcade-perfect conversion	⊖ Games aren't difficult to master
⊕ Earning medals takes a while	⊖ Replay value is wafer thin
⊕ Great to play against your mates	⊖ Only 12 events to choose from

2ND OPINION

When I first played this in the arcades back in February it wasn't particularly impressive, but now it's a different story. Of the 12 games on offer here there are only one, maybe two, duff ones to play, while all the others are surprisingly brilliant... once you've got to grips with the control system, that is. The real beauty of the *Sports Jam* lies in the fact that it's a great multiplayer game, especially when you get back from a night on the town and need a quick, fast hit of sports action. The fact that it looks the part only adds to the overall pleasure. Ace indeed.

Alex Warren

ALTERNATIVELY

Sonic Shuffle

Lots of mini-games, all tied together with a dodgy board game.



Reviewed: Issue 18
Dreamcast Rating: 58%

Virtua Tennis

The best of SEGA's numerous Dreamcast sports games.



Reviewed: Issue 12
Dreamcast Rating: 94%

DREAMCAST RATING

VISUALS	88%
SOUNDS	75%
GAMEPLAY	91%
VALUE	79%

82%

SUMMING UP

Another cracking SEGA arcade game, let down by a lack of replay value. What did you expect, eh?

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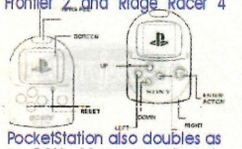
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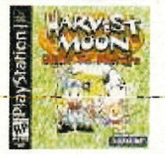
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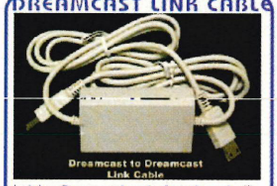


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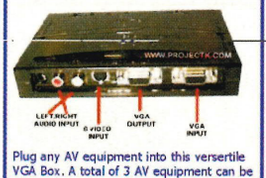
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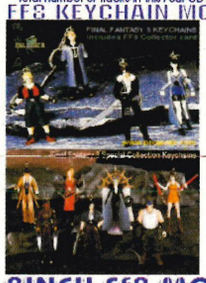
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WIN! Mad Catz Peripherals Page 64

Stuff & Nonsense

92 What top toys have we been playing with this month?



Sonic Adventure 2

74 Stuck already? Our gaming chimps bring forth much assistance!





WIN! Joytech Peripherals Page 73

Regulars

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

64 MAILBOX



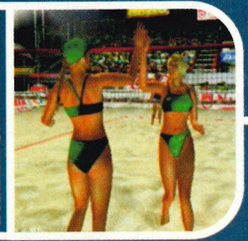
66 READER REVIEWS



86 DIRECTORY



94 DREAM ON



98 DREAM MOMENT



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WIN! Mad Catz Peripherals

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



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

Somebody has definitely put something into the water this month...

Gun Fun!

I recently bought *Confidential Mission* and its FANTASTIC – and that's an understatement! Anyway, I completed the standard three missions and on the credits it has the movie-style 'out-takes' – you know, like in the cut-scenes, but where something goes wrong! They are extremely funny – I still can't stop laughing! The one where the evil fat museum curator gets trapped under the door and the one where Howard is running with Irina and slips on top of the train... hahahahahahaha! But by far the funniest one is where the last boss is supposed to throw his knife at the map, but in the 'out-take' he misses and throws it at Howard – hahahahahah!

Adam 'hahahaha' Stanway, via email

DM: They are funny, but we fear that you are a little unhinged...



Is It Magic?

In issue 21 you produced a guide to playing 'not PAL' Dreamcast games, mentioning the Blaze Xploder disc as the most effective way of doing so. Now forgive me for being dimmer than a badly lit dungeon but how exactly do you play the games? Is it simply a matter of switching discs or do you have to enter a code (I haven't found one as yet). Any help would be greatly appreciated.

M A Lyus, via email

DM: As a sort of amendment to that feature, Blaze would like us to inform you all that if it's just playing import games that you are after then the DC-X is the better bet and yes, it's all a simple matter of switching discs. If you buy one, the instructions are incredibly easy to follow, so you shouldn't have any trouble.

Scrap, Scrap, Scrap!

Do you remember a guy called Tom Morgan who sent a message in the other issue? Well, I would personally like to LAUGH IN HIS FACE. He goes to my school and he really loves *Final Fantasy* games, but seeing as he has a Dreamcast he can't play *XI*. Okay, here we go: HAHAHAHAHAHAHAHAHAH HAHAHA HAHAHAHAHAHAHA HAHAHAHAHA HAHAHAHA! PS2 ROCKS!!!!!!!

Chris Beard, via email

DM: Chris, you make being feeble an art form...

The Same Thing, Only Different...

How's it hangin' lads? Great mag. It's funny, informative and just fab! Anyway, to my point.... absolutely EVERYBODY is going on about SEGA's decision to pull out of the hardware market and I am getting stick for owning a Dreamcast. I don't know why, because half these plonkers have never even played our box of wonders. And the funny thing is that last week I invited these plonkers to come in and have a game of *Shenmue*. They glued their big fat heads to my '89 Hitachi TV, watching and 'ooing' and 'aaing'. This just proves that yes, the Dreamcast is dying, but it is still the best console on Earth. Don't be

Impure Thoughts...

I purchased my Dreamcast in October 2000 because its games are the dog's b******s compared to the N64's, and the PlayStation2 was too expensive. While the Dreamcast is a superb machine with some top titles, over the past few months I have started to become a little concerned. From reading various magazines and surfing the Web, it seems to me that game developers are dropping out on SEGA in favour of the PS2 and the Xbox. I have been really looking forward to games such as *Soul Reaver 2* and *Black & White* but it seems that these mouth-watering titles will never grace the Dreamcast. I have also been literally wetting myself in anticipation at the prospect of *Soul Calibur 2* coming out soon, yet my hopes were stamped on whilst reading issue 21 of your magazine. It even looks like games giant Namco has opted for the PlayStation2 rather than the Dreamcast. I know that there are a lot of new games coming out on Dreamcast but they all seem to be sequels (*Sonic Adventure 2, Crazy Taxi 2*...). Whilst these games look superb, they lack originality compared to the games coming out for the PS2. Frankly, I am worried at the apparent demise of the Dreamcast. Even when I walk into WHSmith I see hundreds of PS2 magazines and only two Dreamcast mags (your own and the official mag). I have got to the point where I am



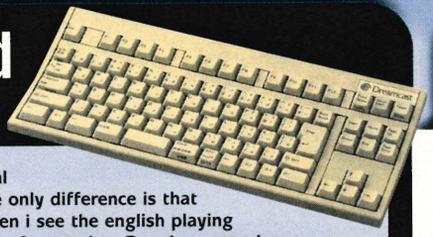
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Desperately In Need Of A Keyboard



> The dreamcast is like the english national footballteam,a terrible thing to watch. The only difference is that when i think of the dreamcast i cry,but when i see the english playing football i laugh my head off. What a bunch of strugglers.But there are also some similarities between the 2.Why is the dreamcast dying?Because of the bad advertising.Sega-europe had to KICK more cash in it.Why is the english national football dying?Because of the bad supporters,always fighting and looking for trobbel.The FA should KICK them out of the stadiums.Oke enough of that back to the dreamcast.I realy think that if sega put more mony in advertising,the dreamcast was still alive and KICKING.But nooooo they rather spent the mony in sponsoring three major footballteams.Ibet that cost millions of pounds and i think that money was better spent on tv-commercials and magazine-advertising.I don't no who the p.r manager is at sega-europe,but i hope he or she is no longer working there.We dreamcasters trust you,but you beshamed us.So sega-europe shame on YOU!!
Ruud v/d panne.

DM: Perhaps it is unfair to choose Ruud this month, but still... What are you on about? Judging by the World Cup qualifying we'd say that Holland and England are on a par... and whilst we would agree that England tends to fare worse than your Dutch chums, we've won the World Cup and you lot haven't. So ner! We also take some offence at your flippant remarks about hooligans – some mindless idiots will always cause trouble, but they amount to but a few footie supporters and regardless of what you may think, the problem is not limited to English fans... Oh, and the stuff about SEGA we already know – come back again when you have thought a little more...



fooled by this PS2 crap. What do they have? *Metal Gear Solid 2*! What!? Only two controllers!? No online play!? Clearly people must appreciate the power of the Dreamcast! So, if any of you whinging gits have a clue in your minds, you won't give a rat's arse about what the PS2 is doing! Great mag, Great console! Cheers,
JD, via email

DM: Good point, well made...

Ten Seconds Of Fame...

Out of interest, what happens if I place my Dreamcast, like so, into the microwave, then strap a turkey to the microwave using tacky back plastic, set it for three minutes and then wait... Uh-oh! I don't think that one worked too well. I was expecting it to create a time vortex allowing me to return to my home dimension... but it failed. Do you think a PS2 would work?
Thomas Morgan

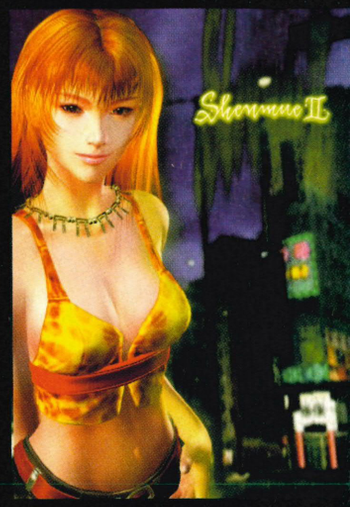
DM: FOOL!

seriously considering giving up on SEGA and buying a PS2.
David Ingram, via email

DM: Well, you would be right in thinking that there is something of a demise in support for the Dreamcast, which has been brought about by SEGA's decision to stop manufacturing the console. However, your supportive argument for the PS2 makes little sense... exactly how many original games have been released for the PS2? How many of them are just plain sequels to established franchises on the original PlayStation? We have always maintained that the PlayStation2, for all its apparent loveliness, has yet to impress us with the kinds of software and gaming experiences promised, and though Gran Turismo 3, Metal Gear Solid 2 *and* Wipeout Fusion *look stunning, they too are sequels. Our advice to you and to everyone else is to wait and see what all of the three consoles (GameCube, Xbox and PS2) have to offer and then decide, once they are out there vying for your attention and hard-earned cash. For now though, enjoy the bargains to be had on the Dreamcast (of which there are plenty) and buy the remaining releases, as they are proving to be better than anything else available on the market.*

Short Cuts

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



> shenmue2 ,must buy!!!!!!!!! crazy taxi2,must buy!!!!!!!! ps2 is crap!!!!!! dc rulez!
SeanO Reilly, via email
DM: Indeed...

> i like my banana.
Thomas Morgan, via email
DM: Of course you do... monkey!

> I have to say that i love bates too
Roback, via email
DM: That's lovely...

> i just require to say that i love Bates
Daz Wright, via email
DM: That's too beautiful...

> Well thats it sega i am getting my PS2 today so booyah sucks to u HARI KARI here we go?!@& bobbie2, via email
DM: WHATEVER!

> Good evning dear DREAMCAST MAGAZINE. i just wanted to say that dreamcast rules and that ps2 sucks!!!!!!!
Niclas Johansson, via email
DM: That's great!

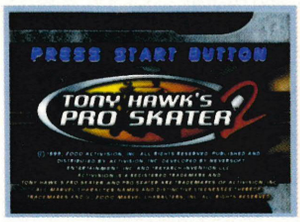
> Hi guys, Ur mag iz great Have U met my friend Goku e's got a surprise for u (KAME - hame - ha), via email
DM: We can hardly wait!

> Have you been fooling around with my mother.
Apoc, via email
DM:We deny everything!

> Crazy Taxi.
On ps2????????!!!!!
Craaaaaaaaaaaaaaaaaaa aaayyyyyyyzee eeeeeeeeeeee!!!!!!!!
Garin Z, via email
DM: We know, but that's the way it is...

interact Reader Reviews

Er, hello!? Could it actually be that some of you don't love every DC game to pieces?

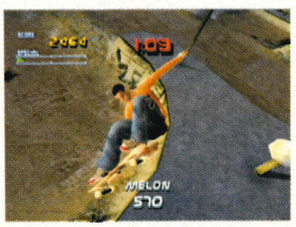


Tony Hawk's 2

Publisher	Activision
Developer	Treyarch
Origin	US
Genre	Sports
Reviewed by	Morgan Reece



I've never liked sports games but when I played *Tony Hawk's Pro Skater 2* that changed. Everything about it is great, from the tricks to the park design. The graphics, too, are good, although they could be better. The music is supplied by the likes of Papa Roach and Bad Religion (from *Crazy Taxi*) so the game doesn't fail in the sound department at all. The physics are not really realistic, but they work because you can do things that would be nearly impossible in real life. There is no excuse not to buy this game (even if it means selling your legs). Get it now!



Overall 96%



SEGA Rally 2

Publisher	SEGA
Developer	In-house
Origin	Japan
Genre	Racing
Reviewed by	Robert Brown



This game gets off to a decent start, with some adequate presentation and actually rather good graphics... but then you start playing. Manoeuvring is impossibly slow and cumbersome, and attempting to power-slide is pointless as the car just spins 180°! If the driving section in a driving game is botched up then pretty much the whole package is ruined, right? To avoid a nervous breakdown, or splitting the controller in two with frustration, avoid this game. In fact, destroy every copy you may be unfortunate enough to behold.



Overall 12%

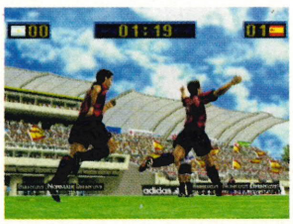


Virtua Striker 2 Ver. 2001

Publisher	SEGA
Developer	In-house
Origin	Japan
Genre	Football
Reviewed by	Gary Caranay



***Virtua Striker 2* is still present in all arcades** as it is a great game, but the same cannot be said for the Dreamcast version. Graphics-wise, few games come close; gameplay-wise, you should keep well away from it. Despite putting in extra features such as 'ranking' and the International Cup, the dodgy controls spoil it completely. Also, a lack of a co-operative two-player reduces multiplayer potential. Unresponsive controls, hard difficulty settings and virtually no team customisation lead you to wonder just where the great arcade game went.

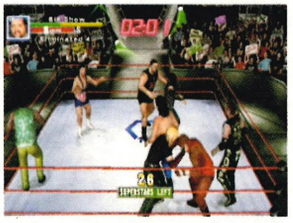


Overall 63%

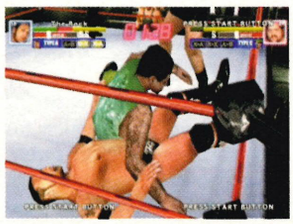


WWF Royal Rumble

Publisher	SEGA
Developer	In-house
Origin	Japan
Genre	Football
Reviewed by	Chris Blanchard



Finally, a good wrestling game on the Dreamcast! This is truly the game that takes *WWF Attitude* round the neck, lays the smackdown on its candy ass and whips it into submission. The biggest names are here and the graphics are incredibly smooth and lifelike. All the stars have signature moves, and there's the option to do double-teams and call in your partner to do his special move. If you fancy competing with up to eight other wrestlers in the ring at the same time, or taking your opponent backstage and running them over with a car then buy this – it's pure fun!



Overall 93%

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

contact

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Paragon Publishing
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Cool World
Crazy Taxi
Cutthroats
Cyberia

D
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Dark Seed
Darksun
Daytona USA 2
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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
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Silent Hill
Silver
Sin
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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

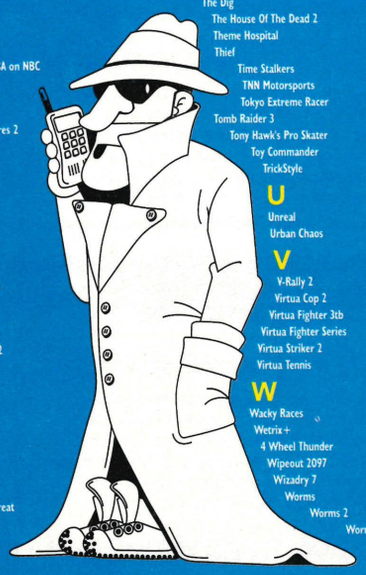
U
Unreal
Urban Chaos

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

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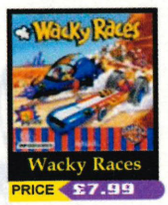
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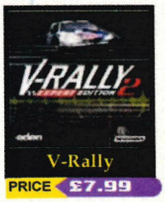
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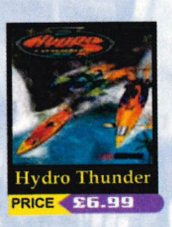
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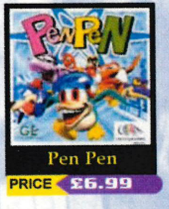
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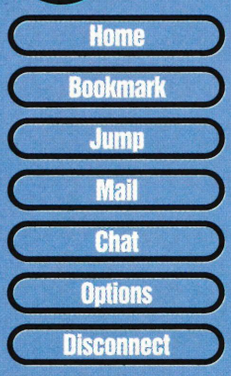
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interact DC-Online

More exciting, intriguing and downright pointless Web sites for your delectation – this issue you can buy shares in your favourite pop stars, discover what the next big thing will be in the console market and find out how people in prison REALLY get those stupid nicknames...

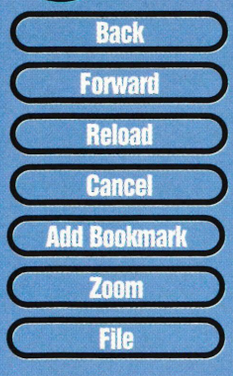
1. **Plug your Dreamcast modem into the phone line.**
2. **Place the Dream Key disc into your Dreamcast and press start. This is your passport to infinite knowledge.**
3. **If it's your first time logging on you will have to register, but if not, you will arrive at the DreamArena, a site only accessible via the Dreamcast.**
4. **Once you're logged on you're free to wander where you like by just typing in the address of the site you want to go – what could be easier?**
5. **To help you on your travels SEGA has included some short cuts, and these options will appear when you press the left and right shoulder buttons.**

L Left Shoulder Button



Home	Will take you back to the main DreamArena page.
Bookmark	A directory of Web sites including other SEGA sites, BT, ICL and Arsenal FC, which you can highlight and then access without having to type out the address.
Jump	The way to get around on the Internet. A keyboard will appear on the screen and you can surf the Web by entering whatever Web site you fancy visiting.
Mail	Will take you to the email facility so that you can send letters to friends.
Chat	Takes you to the chat room menu in the DreamArena.
Options	Allows you to change various settings, including sound and contrasts, on your screen.
Disconnect	Will disconnect you from the Internet.

R Right Shoulder Button



Back	Will take you to the page that you were at previously.
Forward	Will take you to the page that you've just come from if you've just left it.
Reload	Reloads the page that you're on.
Cancel	Cancels a previous instruction.
Add Bookmark	Will add a Web site's address to your bookmark list for future reference.
Zoom	The page will zoom in on an image or text on a page.
File	Takes you to the VM unit menu where you can, in the future, save items.

Buy! Buy! Buy!

www.popex.com/cgi-bin/popEx.cgi?Mentor=64363

Dreamcast Magazine WEB SITE OF THE MONTH

> Think that Britney Spears is worth more than Steps? Then you might want to try PopEx – a top-notch stock market-style music game on the Net. Just use the address we've printed above to get straight to the registration form, enter a few details and then you're free to spend your hard-earned virtual cash on any shares you want – you'll even get an update every week to tell you how your shares are doing. The better you do, the more money you'll earn and you might even be lucky enough to win yourself a prize on top of it all. You really should sign up... it's top fantasy music fun!



FILM



We're All Monkeys www.planetoftheapes.com/site_index.html

Gaz's Pick

> Working at Dreamcast Magazine, we're pretty used to working with chimps most of the time (hey, just look at the team if you don't believe us) but to say we've experienced an entire planet of them is probably going a bit far. Mind you, when this Tim Burton remake of the original Charlton Heston flick hits cinemas this summer, we'll all know what it's really like...



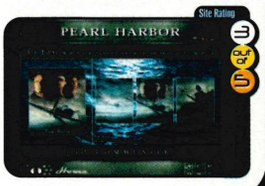
Underwater Love disney.go.com/disneypictures/atlantis

> After the rather storming comedy that was *The Emperor's New Groove*, Disney has decided to go back to creating something a bit more epic, hence the arrival of *Atlantis: The Lost Empire*. It's the tale of one man's quest to find – yep, you guessed it – the lost city of Atlantis, while everyone else goes against him. A little serious for a Disney film, we reckon... but then we were always a bunch of kids.



It's Got A U In It! www.pearlharbor.com

> Flippin' heck... trust the biggest film of the year to be a war movie. Normally, we wouldn't go anywhere near them (hey, we even draw the line at *The Guns Of Navarone* on Christmas day) but since this is being touted as one of the most expensive films ever, we thought we'd take a look. Naturally, though, we were disappointed because it's about war – which is a terrible thing.



MUSIC



'Phwoar, Eh?' Spice www.emmabunton.net/emma.html

Alex's Pick

> Mmm, Bunton. Being the rascally gentleman that he is, Wozza couldn't help but linger over the ex-Baby Spice's site during our routine scouring of the Internet. Maybe it was the fact that he appreciates her as a musician, or his devotion to the finer side of the pop world... but probably because she happened to be wearing a see-through top on the front page.



'Nick Your Hubcaps' Spice www.mel-c.co.net

> Then of course, there's the sporty one – admittedly, she always looked a bit man-ish to us when the Spice Girls first started out but ever since her solo career took off, we've taken a bit of a shine to Mel C. Of all the Spice Girls, she'd probably have to be our favourite right now... if only because she isn't stuck up, annoying or rubbish at everything.



'Oh God, No!' Spice www.ihostee.com/~geriworld

> On the other end of the scale, we've only grown to hate Geri Halliwell more since her departure from the Spice Girls. Losing her rather ample bosoms, looking as though she's spent far too long under a sunbed and tearing apart a classic song about a hailstorm of blokes... we just can't stand it any longer. Still, at least we can turn off our televisions whenever she appears.



RIVALS

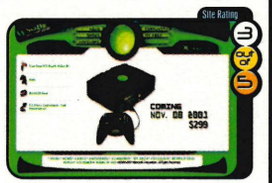
Mmm, GameCube
www.nintendo.com

Mart's Pick



> Having experienced first-hand the delights of the GameCube at E3, we can categorically say that it is a gorgeous machine with even more gorgeous games on it. Nintendo has always been a quality-over-quantity developer, but what we saw last month really blew us all away. Start saving those pennies now – when the DC dies, this should be your next purchase.

Err... Xbox
www.xbox.com



> Hmm, what to say about Microsoft's first attempt in the console market? Well, it's quite big... in fact, it's very big, but then that's probably because a bunch of Americans designed it rather than the compact-obsessed Japanese. As for the games... err... they look like they're okay. We're not really sure – Microsoft still hasn't really managed to impress us. It's the PlayStation2 launch all over again!

Ugh! PlayStation2
www.scee.com/ps2/hardware/index.jhtml



> Of course we've already been lucky enough to experience the 'delights' of the PlayStation2, seeing as it's been around for over a year (in Japan, at least). True, there are a few titles on the horizon that give some hope that the machine may wind up proving us wrong but in the meantime, we're still firmly of the opinion that Sony's next-gen machine sucks more than a vacuum cleaner. Booo!

COMEDY

Morph It Ain't
www.garyandmike.com



> If you're lucky enough to have access to Sky One on your television, you may have seen a new 'claymation' comedy show called *Gary And Mike* on Thursday nights. If not, it may be because you're going to bed before it comes on – it's a bit more adult than most animated TV shows, but we love it to pieces because it's brash, rude and funnier than seeing Alex in a pair of shorts.

Why?
www.brunching.com/features/eternalquestions.html



> Ever asked yourself one of those soul-searching questions like 'Why are we here?' or 'Does God really exist?'. If the answer is yes, then you might be able to find the answer over on the Eternal Questions page – a place full of handy solutions to all your life-altering queries. Mind you, that doesn't mean they're actually the right answers... they're just downright amusing, that's all.

You're Our Bitches
members.iglou.com/lyons/bitchGen.html

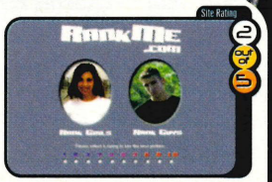
Simon's Pick



> Face facts, if you ever find yourself going to prison, you're going to need to go with a reputation so nobody picks on you. The first thing you'll need is a 'prison bitch' name; something that everyone will be able to recognise you by. Thankfully, we've found just the place for you – enter your real name and click to get your bitch title. Hey, Fisty...

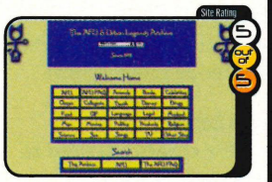
WEIRD

How Original...
www.rankme.com



> The Internet is the perfect place to go if you're looking to prove that originality is well and truly dead. After all, if you strip out all the porn (and believe us, Simon's been trying his best to do that... dirty bugger) you're left with a bunch of sites that all steal ideas from each other. Take RankMe.com... it's nothing but a poor man's 'Am I Hot Or Not?', isn't it? Still, some of the ladies are quite nice...

Ooh, Scary
www.urbanlegends.com



> No, it hasn't got anything to do with the incredibly bad film of the same name – the Urban Legends Web site is in fact a compilation of every urban legend and myth available. You know... those stories that people tell, even though they didn't actually experience it ('My mate's friend told me...' – that sort of thing). There's a load of stories for every topic under the sun!

Blame The Parents
www.famousnamechanges.com



> Ever wondered why it's always the famous people that wind up with the best names? Well, don't panic – it's not a conspiracy. They just change their original names to something else, just to make themselves sound better. Loads of them have done it – if you're looking for examples, the Famous Name Changes site has a bunch of them. There's more of them at it than you might think...

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

Top Botty!



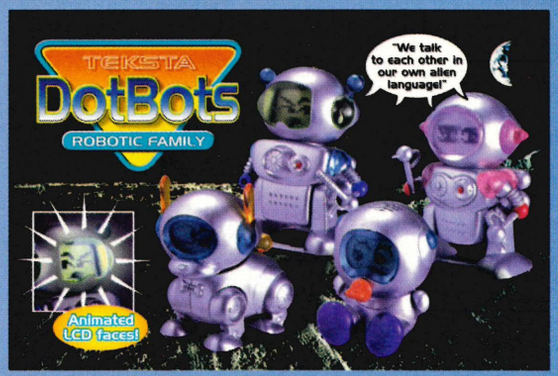
> Hitting the shops this month are the latest robotic incarnations from the design tables at Vivid Imagination – the cuter-than-cute Interactive Dot-Bots. With five to collect to make up the family – mum, dad, brother, sister and a puppy – each Dot-Bot has their own language and expressions to grab your attention. They're darned cool, and we have a complete family set to give away to one lucky reader who can answer the following question.

Q. What was the name of the robot in the Short Circuit films?

Top Botty, Dreamcast Magazine, Paragon Publishing Ltd, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS

WIN ALL-NEW DOT-BOTS

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 September



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

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0906 466 4492

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

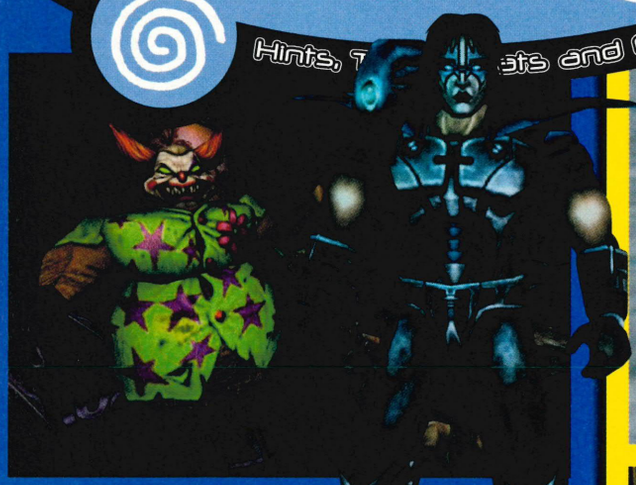


IMPORTANT – Calls cost £1.50 PER MINUTE at all times. Call charges will appear on your standard telephone bill. Please seek permission from the person paying the bill before calling.

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

Dreamcast solutions

Hints, Tips, Cheats and Guides





KISS

Psycho Circus: The Nightmare Child

> Okay, so it's been around for a while but hey, we've only just been able to track down these cheats.

Invincibility
Hold L + R and then press Ax2, Bx2, X at the main menu screen.

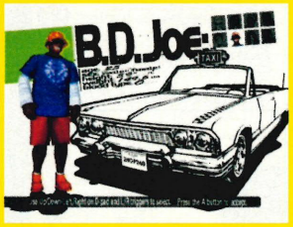
Access KISS Pinball Game
To access the KISS pinball game all you'll need is a PC with a CD-ROM drive and the game disc. Simply put it in the drive and double click on the icon that comes up.

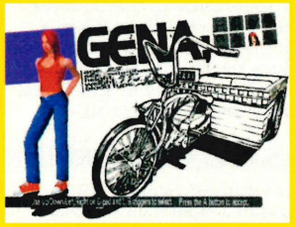


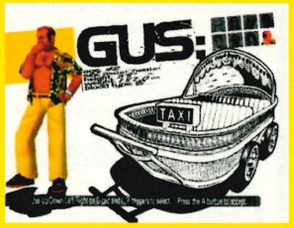












Crazy Taxi 2

toptip

> **A crazy game just has to have some crazy cheats, doesn't it? Well, you won't be disappointed with *Crazy Taxi 2*...**

No Arrows
Hold Start and press A at the Character Selection screen.

Alternate Displays
For these cheats you need to have a controller in port three. Press B on this controller and you'll have a first-person view. Press Y and you'll change to another camera angle. Press X and a speedometer will appear. Finally, press L and the colour of the arrow will change.

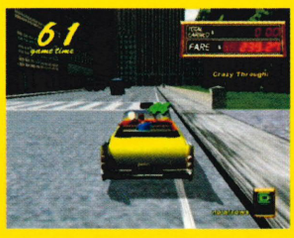
No Destination Markers
Hold Y and press A at the Character Selection screen.

Expert Mode
Hold Start + Y and press A at the Character Selection screen.

Unlock Around Apple Map
Complete the first row of the Crazy Pyramid.

Unlock Small Apple Map
Complete the second row of the Crazy Pyramid.

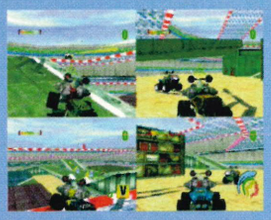
Unlock Push Bike
Complete the third row of the Crazy Pyramid.



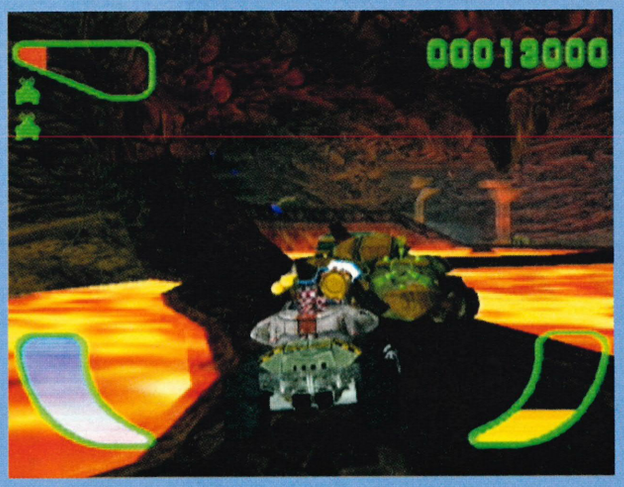
Unlock Baby Carriage
Complete the fourth row of the Crazy Pyramid.

Unlock Original Characters
Complete the final mini-game, the Crazy Special, of the Crazy Pyramid.

Red Dog



Yes, it's one of the earliest Dreamcast titles, but it's time to unlock all of its secrets.



Unlock Expert Multiplayer Level

Highlight the multiplayer Drive Or Die Expert level at the Level Select screen and hold L + R for five seconds.

Unlock Helter Skelter Multiplayer Level

Simply play 20+ multiplayer games in one sitting to unlock the Helter Skelter level.

Unlock Extra Multiplayer Maps

Get an A grade on all the single-player missions.

Sonic Adventure 2







There aren't any actual cheats for Sonic's latest adventure but there's certainly plenty of hidden goodies to unlock along the way...

Unlock Kart Racing Mode

Play through either side of the Story mode (Hero or Dark) until you reach the racing stage – both Tails and Rouge have stages where they have to race along the highway in their cars. Complete one of these stages in order to unlock the Kart Racing option on the one-player menu.

Unlock 'Last Chapter' Story Mode

Complete both sides of the Story mode (Hero and Dark) to unlock the Last Chapter - this final level is the toughest one of all!

Unlock 2-Player Kart Racing

Once you've unlocked the Kart Racing mode, complete the other racing level that you haven't played to unlock the Kart Racing option on the two-player menu.

Unlock Boss Time Attack

Complete any side of the Story mode (Hero, Dark or Last) to unlock the Boss Time Attack option on the one-player menu – now you can fight against all the bosses from that part of the game in a race against the clock.

Unlock Story Mode Movies

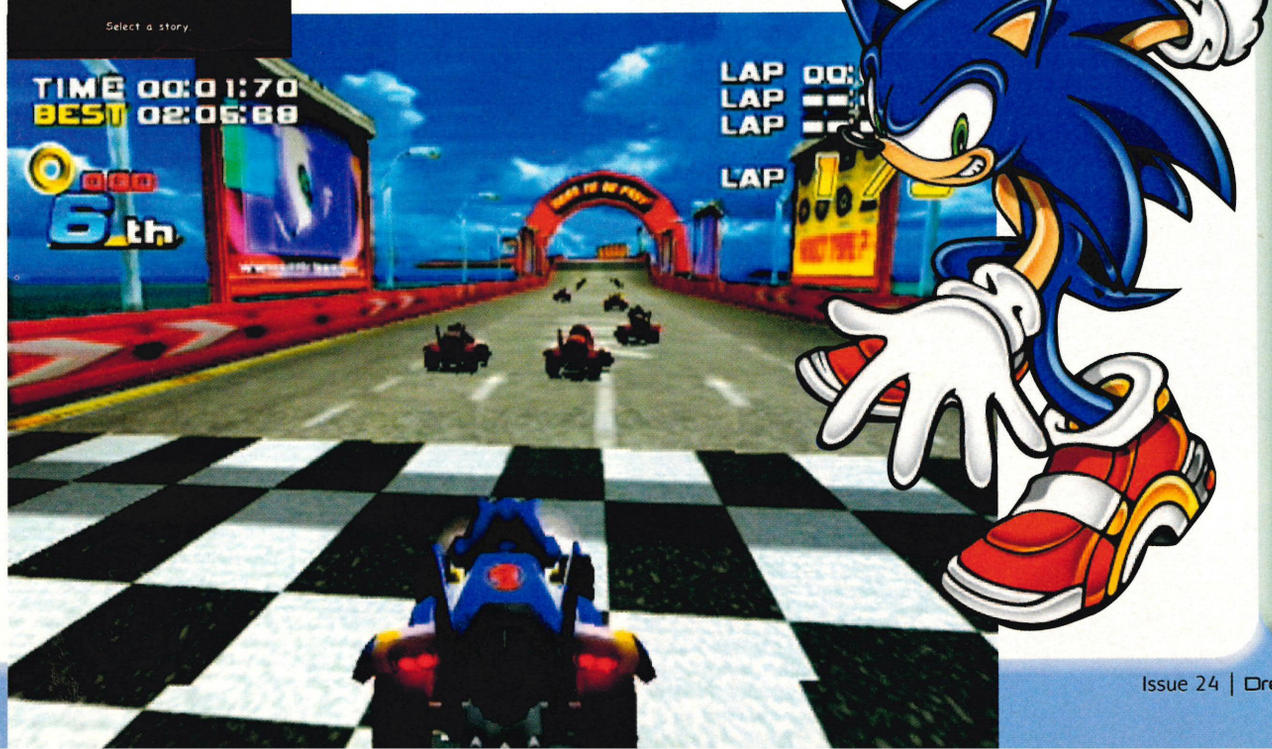
Complete any side of the Story mode (Hero, Dark or Last) to unlock all the movies in that part of the game – now you can skip to any part of the story.

Unlock Hero Chao Garden

Raise a Chao in the main Chao Garden with either Sonic, Tails or Knuckles until it turns completely white and has a halo floating above its head. The Hero Garden can now be accessed by going up the stairs located in the entrance hall outside.

Unlock Dark Chao Garden

Raise a Chao in the main Chao Garden with either Shadow, Dr Eggman or Rouge until it turns completely black and has a spiked ball floating above its head. The Dark Garden can now be accessed by going down the stairs in the entrance hall outside.



Xploder DC Codes

Metropolis Street Racer

Laptime 0:00:000
025388E0
00000000

Countdown Timer Frozen
02182EF0
0003FFFF

Infinite Jokers
0D182F08
00000001
00182F08
00000005

Start With 6 Garage Slots
0D183208
00000003
00183208
00000006

1 Car Passed = 50 Cars Passed
0D1A0EE8
00000001
001A0EE8
00000034

Start In Lap 3
0D19FAB2
00000000
0119FAB2
00000002

Start In Lap 4
0D19FAB2
00000000
0119FAB2
00000003

Start In Lap 5
0D19FAB2
00000000
0119FAB2
00000004

Start In Lap 6
0D19FAB2
00000000
0119FAB2
00000005

Start In Lap 7
0D19FAB2
00000000
0119FAB2
00000006

Start In Lap 8
0D19FAB2
00000000
0119FAB2
00000007

All Cars Unlocked
04185954
002D0001
00030003

Marvel Vs Capcom 2

Lots of points
0121343e
0000270F

Max Health P1
01268f60
00000090

Sudden Death P1
01268f60
00000000

Max Health P2
01269504
00000000

Sudden Death P2
01269504
00000090

P1 Combo Level 1
00289e4a
00000001

P1 Combo Level 2
00289e4a
00000002

P1 Combo Level 3
00289e4a
00000003

P1 Combo Level 4
00289e4a
00000004

P1 Combo Level 5
00289e4a
00000005

P2 Combo Level 1
00289e4b
00000001

P2 Combo Level 2
00289e4b
00000002

P2 Combo Level 3
00289e4b
00000003

P2 Combo Level 4
00289e4b
00000004

P2 Combo Level 5
00289e4b
00000005

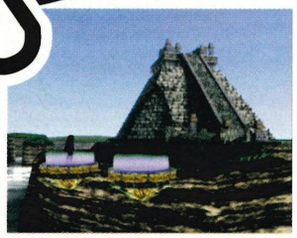
Q and A Questions Answers

Well, surprise surprise – another month of questions and queries about games that you're stuck on. This issue, the chimps spent all of their time answering your problems on the beach so don't complain if you find sand in any of the replies. In the meantime, you can send your questions to:

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

Alternatively, send an email to dreamcast@paragon.co.uk – if we're not in too much pain from the sunburn, we'll get them answered!





This One Will Keep Running...

Dear Dreamcast Magazine,
I'm really stuck on *Skies Of Arcadia* - I've got to Ixa'Taka and started searching for the lost city of Rixix, but all I seem to be doing is flying around aimlessly in my ship. All I have to go on is a clue: 'The Great Bird with spread wings and the kneeling Golden Man point the way to Rixis'. Please help!
Yours,
Stuart Gelder, Leeds

Hmm, we thought this one might stump a few of you... we've already had phone calls about it. Getting into the city of Rixis isn't about hunting around until you find it – there's a method to discovering the place. The clue gives it away... two different things point out the way to Rixis. Have you thought that these two things might be discoveries for you to find? The Golden Man is on a small island just next to the King's hideout, while the Great Bird is carved into the ground and is visible from the air. Rixis won't appear until you've found these two discoveries, so don't even think about looking for it until you've got them!





Mind The Gap

Dear Dreamcast Magazine,
I love *Tony Hawk's Pro Skater 2*, but I'm desperate to get hold of the final secret character called Private Carrera. I know the only way to find her is to discover all of the gaps in the game (using cheats doesn't do it!) but I'm totally lost trying to find some of these gaps. I need to find the Mad Skeelz Roof gap and the Ledge On Edge in the School 2 level, as well as the Sidewalk Bomb in New York... can you tell me where they are? Thanks!
Douglas Reemer, via email

Finding all the gaps is damn fun, ain't it? Still, we're only too happy to point you in the right direction. To get the Mad Skeelz Roof gap, you need to make the jump from the courtyard roof to the secret area roof without touching the flag pole, while the Ledge On Edge requires you to perform a manual all the way along the narrow ledge at the top of the bank towards the back of the level. As for the Sidewalk Bomb in New York, ride the escalator up to the subway station before grinding the wall on the left, then jumping down and landing a grind on the metal awning far below you. It's not easy, we tell you...



You're No Help, Are You?

Dear Dreamcast Magazine,
I'm having problems with one of my games – *Soul Reaver*. I'm going up against the fifth boss... I think he's called Turel. Can you help me by giving me some clues on how to defeat him?
Yours sincerely,
Simon Boydell, Wigan

Argh! Talk about non-specific... there is no boss called Turel! There is a tribe called the Turelim, but they're related to Morlock... and he's the fourth boss! Right, let's sort this – if you're having problems with Morlock (the telepathic bloke) then you're a bit pants. All you have to do is run up to him and give him a good smack with the Soul Reaver, then impale him when he's stunned. If, however, you're on Rahab (the fifth boss, surrounded by water) then you need to use your new Force projectile skill to shoot out the eight windows around the pool. Blast all eight and he'll die... and next time, give us a better idea of where you are!

Talk About Persistent

Dear Dreamcast Magazine,
Any chance of some help with the game *Record Of Lodoss War*? I've been playing it for ages, but I can't beat many of the dungeon bosses (such as the Sandworm boss, who's a real pain). Can you tell me what sort of attacks or defences I should be using? Oh, and is *System Shock 2* still coming to the Dreamcast? Bye for now,
James Handell, Bath



Would you believe that this bloke has written in three times asking the same question? Blimey, he must need some help. Still, James never really gives us any idea of where he's got up to... do you, fella? Basically, you're probably going about it all wrong – there is a story line to follow, you know. The Sandworm boss is one of the toughest monsters, hence you need to have reached at least Lv90 before you take him on. You should concentrate on building your hero up using Mithril (even though it's quite rare) and collecting Ancient Words... oh, and using FireWall is a good way of kicking enemy arse. Hope that helps – and no, System Shock 2 has been canned. Damn.

It's The Beat Yourself Challenge!

Win A Set of Joytech Goodies!

Right, you're obviously all losing your touch over these sweltering summer months – no one managed to set a record score for the three challenges we've had over the last few months, so we've scrapped them. Don't complain... you only brought it on yourselves. Mind you, we have replaced them with some spanking new *Crazy Taxi 2* challenges so at least we've been quite good to you.

Usual rules apply – attempt the challenge, set the best score and then send them in to us here at DREAMCAST MAGAZINE. This being *Crazy Taxi 2* though, we'll only accept proof of scores that has been taken IMMEDIATELY after you get it... no going back to the Records screen and fiddling about. No cheating either – remember, we're watching you...

Game: Crazy Golf

One giant ball, one even bigger stretch of grass for you to smack it down... think you've got the skills to be the next Tiger Woods? We'll see – time your leap and try to hit the ball as far as you can to be declared the champion!

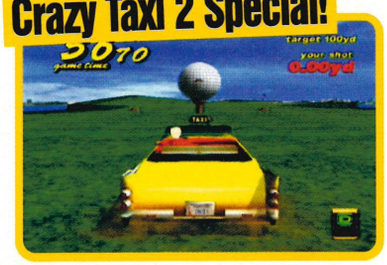
Game: Crazy Hurdle

Again, this one looks easy but isn't as simple as you might think. There's a whole bunch of hurdles in your way and the only way to get to the finish is to jump over them! Use that Limit Cut to slice your record time in two!

Game: Crazy Three Jump

This one's a bit tougher... you'll have to actually unlock it, for starters. Now all you need to do is use your Crazy Hop to jump that car as far as you can go – it's all about timing, so make sure you've got those skills nailed down!

Crazy Taxi 2 Special!







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Chicken Run	Legacy of Kain (S Reaver)	Sonic Shuffle
Crazy Taxi	Loony Tunes Space Race	Soul Calibur
D. Mirra Freestyle BMX	Marvel vs Capcom 2	Spiderman
Daytona USA 2 & 2001	Max Steel	Star Wars Demolition
Dead or Alive 2	MDK 2	Star Wars Racer
Deadly Skies	Metropolis Street Racer	Street Fighter Series
Dino Crisis	Millenium Soldier: Exp.	Super Runabout
Disney's Dinosaur	Nightmare Creatures 2	Tech Romancer
Ecco the Dolphin	Omikron: Nomad Soul	Tokyo Xtreme Racer 2
Eighteen Wheeler	Phantasy Star Online	Tomb Raider 4 & 5
Evil Dead: Hail to King	Powerstone 1 & 2	Tony Hawk's 1 & 2
F1 World Grand Prix 2	Quake 3	Toy Story 2
F355 Challenge	Rainbow 6	UEFA Striker
Fighting Force 2	Rayman 2	Ulti. Fighting Champ.
Four by Four Evolution	Ready 2 Rumble 1 & 2	Unreal Tournament
Four Wheel Thunder	Resident Evil 2, 3 & C.V.	Vanishing Point
Frogger 2	S Wars: Jedi Power Battle	Vigilante 8 - 2nd Off.
Fur Fighters	San Francisco Rush 2049	Virtua Striker 2
Gauntlet Legends	Sega Bass Fishing	Virtua Tennis
Grandia 2	Sega Extreme Sports	Who Wants To Be A Million
GTA 2	Sega GT	Worms Armageddon
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Hardcore Heat	Shadowman	Zombie Revenge



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essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	SONIC TEAM
RELEASE	OUT NOW
PRICE	£39.99
GENRE	PLATFORM
PLAYERS	2
VM UNIT	VM UNIT
PERIPHERALS	VIBRATION PACK

CONTROLS

You won't get very far without these...

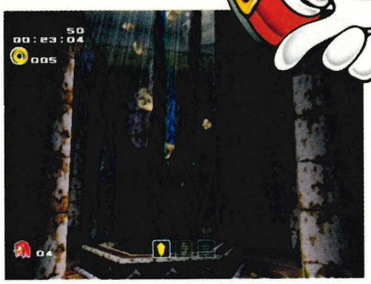
- Move around
- Jump
- Somersault
- Action
- Toggle Action Window
- Move camera left
- Move camera right
- Pause menu
- Move around

The gang's all here and so are we, with a walkthrough to the Hero story and a guide to raising Chao in part one of our massive adventure...

Sonic Adventure 2

PART ONE OF TWO







CITY ESCAPE

LEVEL 01

Character: Sonic
Mission: Escape the military pursuit

This mission doesn't really contain anything to trouble you and it's over pretty quickly. Surf down the hill collecting the coins and trying to avoid the cars until you reach a tram with some speed rollers behind it. Sonic jumps off the board and lands in a garden below. Go over and talk to Omochao by the stairs then smash the boxes behind him. Whistle into the pipe for an animal then go up the stairs. Run down the slope, destroy a robot and talk to Omochao again. Go up the stairs, destroy another robot and talk to Omochao. Break the boxes and go through the gap. Talk to Omochao then jump on the rail and grind your way down, hitting the speed roller at the bottom. Push forwards to land on the platform above and turn left. Jump to the moving platforms and hit the ring pod. Go over to the checkpoint and talk to Omochao. Get on the speed roller and run down the hill. At the bottom, climb the stairs and use the springs to get up. Destroy the robots and get up to the top platform on the right. Talk to Omochao and break open the Chao container to get a key. Continue to the top of the stairs and destroy the robot.

Run down the hill until you reach a tram station and when you go through the opening, jump to hit the spring and grind down the rail. Run up the wall at the bottom and open the Chao container. Walk into the spring and it will catapult you to a checkpoint. Go through it and run down the slope using the speed rollers to get you round the loop. You will now find yourself running down the side of the building. When you hit the springs at the bottom, push forwards and you should grab a bar over the stairs. Spin round it and jump to the next bar, then jump to the ledge above to reach another Chao container. Now use your homing attack to get over to the other side. Go through the doorway and destroy the robot. Jump on the rail and grind down, then jump at the end, grab the bar and jump off to the checkpoint. Talk to Omochao, then pass under the gap and use the speed roller. You'll now be chased by a huge lorry so just keep running until you reach the finish.

WILD CANYON

LEVEL 02

Character: Knuckles
Mission: Find three pieces of the Master Emerald

The Emerald pieces are randomly placed every time, so you'll have to search for them yourself but there are some helpful hits from the TVs and the indicator flashes when you are nearby. Talk to Omochao then climb up all the columns, collect the rings and open the Chao container. Jump into the wind and let it carry you up. Drop down to the floor and explore the area. Up above are two paths on either side that the wind will carry you up to. One has a sphinx head at the end with a Chao container next to it and the other side has a lonely statue with a Chao container at the bottom. Once you've collected all the pieces of the Emerald, the level will be finished.

Once you've been told about how to dig through pictures on walls, come back to this level and dig through the picture on the wall behind the lonely statue to find the Mystic Melody.

BOSS FIGHT F-6T BIG FOOT

The first boss is pretty simple – just hit the cockpit when it's on the ground four times. There aren't many rings so don't pick up too many at a time, in case you get hit. Try to stay behind it when it's flying and avoid the machine gun fire.







BOSS FIGHT DR EGGMAN

Run away from Eggman as he chases you. When you're far enough away, turn round and shoot him. Keep doing this until he's defeated. Make sure you keep moving the whole time so he can't get a lock on you. Once again, there are only a few rings to pick up so use them sparingly.





continued

continued >

PRISON LANE

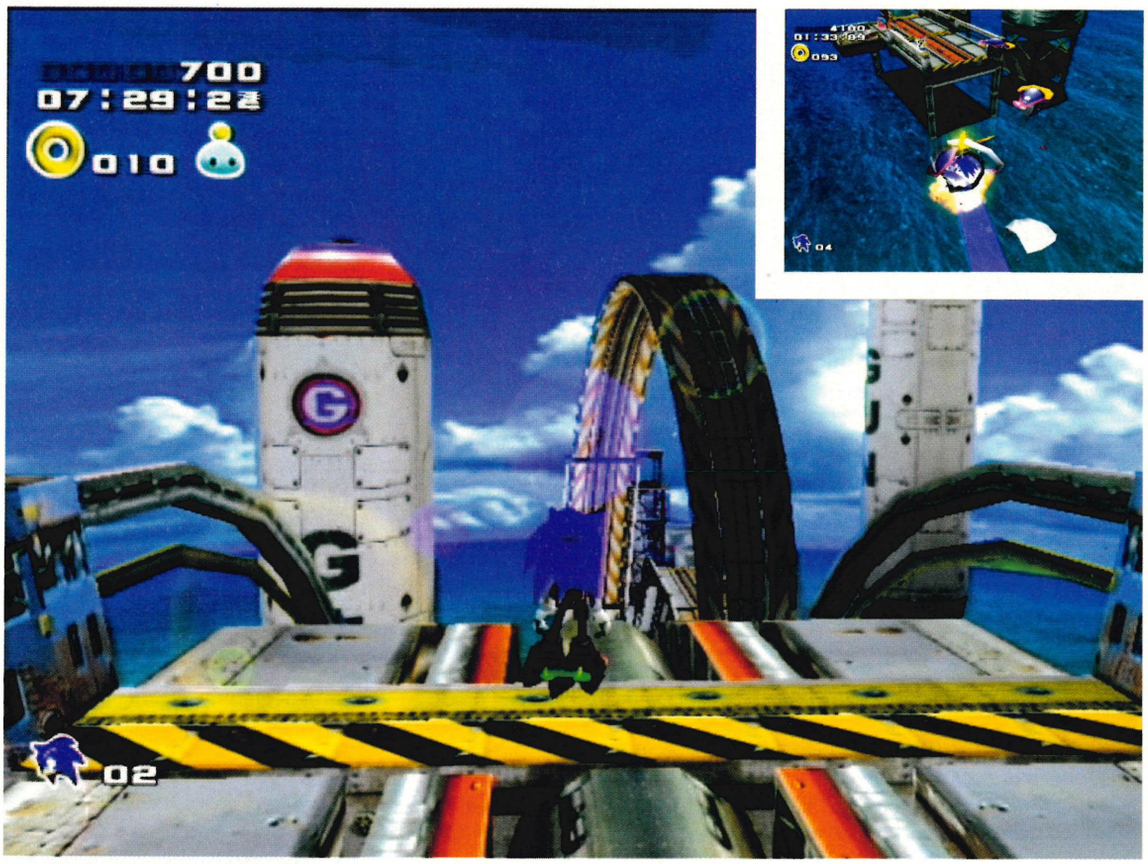
LEVEL 03

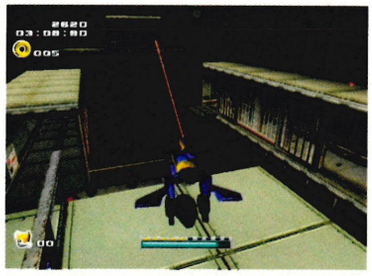
Character: Tails
Mission: Find the core of the prison

Shoot all the robots to open the door and carry on to the next one. Go down the corridor to a lift and ride it up. Go round the corner to another lift and shoot the robots at the top. Continue following the arrows and destroying the robots until you reach a room with a large fence and arrows on the wall. Shoot the robots to lower the fence then get on the lift. Jump off the lift to the right and open the Chao container for the key. Get back on the lift and continue down the corridor. You'll soon reach a large lift that will take you up to a checkpoint. Carry on to the second checkpoint and soon after you'll reach the finish.

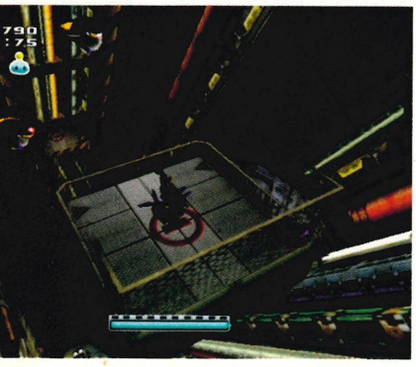
Once you have the Booster start the level again and soon after the start, boost to the cell down on the right that was previously out of reach for a Chao container.

Once you have the Bazooka, come back to this level and shoot through the crates at the end of the level to find the Laser Cannon.









METAL HARBOUR

LEVEL 04

Character: Sonic
Mission: Escape from the military base

Keep running until you see a tower with a Chao container on it. Use your homing attack on the robot to jump over to it. Jump back to the path and you'll see a row of rings that you can't get until you have the Light Shoes. Carry on to the spring, which takes you to the checkpoint. Use the homing attack to get across to the next platform. Grab the handle and let it take you to the top, where you can pick up the Light Shoes. Get back down and use the Light Dash to get to the carrier. Run to the other end of the carrier, avoiding the jets that try to bomb you, and use the Light Dash again then go through the checkpoint. Walk up the slope and use the Light Dash again then carry on. After the loop use the handles and go under the small gaps. Run down the ramp to reach another loop then a jump leading to a small gap. Somersault under it and use your homing attack to get across to the next platform. Go to the checkpoint and break open the Chao container, then use the rocket. Now you only have a few seconds to grab the handle on the side of the rocket, so run up as quickly as you can and use the spring. The rocket carries Sonic up as it takes off and then he lets go. You'll find yourself surfing through a tunnel so hit as many ring pods as you can. Once out of the tunnel you'll go round a loop that takes you to the finish.

BOSS FIGHT SHADOW

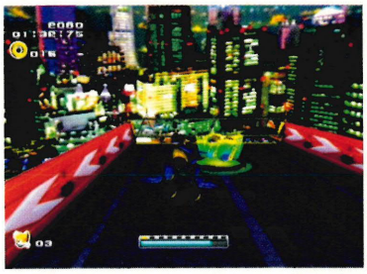
Being a hedgehog, Shadow has the same homing attack as Sonic. Grab some rings quickly and keep on the move, avoiding his attacks. Use your homing attack when he briefly stops moving and after a few hits he goes down. Keep away from the edge as he has a tendency to knock you into the water.













GREEN FOREST
LEVEL 05
Character: Sonic
Mission: Escape from the island in eight minutes

Run down the tunnel and over the jump. When you reach three robots, destroy them and jump up the moving blocks on the left. Go down the path and use the Light Dash when you reach a long line of rings. Hit the speed rollers and you'll come to a jump that will send you to a checkpoint. Run through it and down the hill to the spring, which propels you to a vine that takes you to a higher ledge. Use the homing attack on the line of robots you come to and use the spring at the end to get to another vine. Run along the path it takes you to and hit the speed rollers to get round the loop, then hit the jump. Drop through the hole and destroy the robots. Hit the speed roller and stop yourself before you hit the next one. Turn around and smash the ring pods, then hit the speed roller to get up the steep slope. You'll hit some springs at the top; when you've landed, walk to the right until you see a ring pod. Smash it and the camera will move back so you can see a flying robot. Use the homing attack to hit it then again to hit two ring pods.



Walk right on the platform you are now standing on to get the Ancient Light. Jump back to the previous platform and go through the tunnel to a checkpoint. Run down the tunnel and grab the vine at the end. Drop off the end off the platform to reach a Chao container, then use the spring to get back up. Destroy the robots with the homing attack and jump to the spring. Run down the slope this takes you to and through the checkpoint. Hit the speed rollers to get you round the loop. Hit the spring at the end of the path to get to a higher platform. You'll now be faced by a series of springs that take you up the tree. On the way you will find various ring pods and a Chao container. To get to the last spring you'll have to use the homing attack on a robot then jump to the spring. When it fires you up, drop to the lower ledge to get an extra life. Jump up and go through the checkpoint, then go down the path until you hit a series of springs. They fire you to a bungee cord, which takes you to another platform. Run forward and destroy the robots then go through the checkpoint. Run down the hill, hitting the speed roller to get round the loop. Carry on to a spring that takes you to a vine. The vine drops you on a platform that starts to collapse. Run to the end of it and wait for it to stop at the bottom. Jump on the spring and it will take you up to the finish.

PUMPKIN HILL
LEVEL 06
Character: Knuckles
Mission: Find three pieces of the Master Emerald

Run forward across the beam to get the Shovel Claw. Once again, the pieces are in random places so pick one of the rockets on either side. One goes to Church Mountain, and the other to Ghost Train Mountain. There is a Chao container near the bottom of Pumpkin Mountain and another one on a platform near Church Mountain. You'll find another on the side of one of the pumpkin head towers. Dig into the ground and walls whenever you feel like it, as there are lots of rings and power-ups hidden away.

MISSION STREET
LEVEL 07
Character: Tails
Mission: Elude enemy pursuit

Run down the street and shoot the robots. Go into the tunnel and shoot some more. When you come out the Omochao will tell you that the ground ahead shakes. Walk forward and fall down with the collapsing part of the road. Go forward and look left to see the Booster power-up. Smash the barricade and pick it up. Turn around and boost over the gap ahead. Shoot the robots and jump on the weight. Shoot the robot and the bombs on the side of the towers. Go over to the crates and smash them all to reveal a Chao container. Grab the handle then jump onto the moving platforms and jump to the top. Go through the checkpoint and down the road. Sections of the road will collapse along here so make sure you're ready to use the boost. Keep going until you reach a row of metal cages blocking the way. Turn around and use the missile to get rid of them. Go down the road, blowing up all the towers, getting the biggest combos you can. Carry on until your path is blocked. Use the fallen tower to get up, then boost down to the lower platform and open the Chao

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container. Carry on avoiding the trap by boosting over the shadow. Go up the slope, destroying all the robots. At the top, jump to the next platform without touching the weights. Jump up the moving platforms and go through the checkpoint at the top. Go down the hill and boost over the gap that appears. Shoot the towers at the bottom and use one to get over the hole. You now come to three sections of the road that tip from side to side. Run across this as fast as you can and shoot the robots on the other side. Continue through the tunnel and when you get out of the other side, look out for the falling piece of road from above. Follow the road, shooting the robots to find the finish. Look out for another falling piece of road just before it, though!

Once you have the Booster, repeat the level and go to the first collapsing road after the tunnel. Jump across it to the higher platform in order to get a Chao container.

AQUATIC MINE LEVEL 08

Character: Knuckles
Mission: Find three pieces of the Master Emerald

Another random Emerald mission, this time with different levels that can be flooded with water by pressing certain buttons. The button on the top level will empty the lower level and the buttons on the lower levels will refill it with water. There is a Chao container behind the logs on the upper level and another one in the mineshaft in the bottom level.

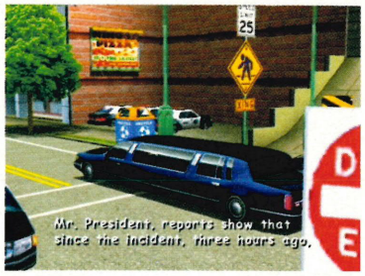


ROUTE 101 LEVEL 09

Character: Tails
Mission: Chase the President's limousine

This level couldn't be simpler – all you need to do is drive down the road as quick as you can to catch the President's limo. The steering isn't that great so to keep your speed up and avoid hitting the walls, many of the corners will need you to slide round them. There are also other cars on the road but not many, so they are easy to avoid. If you can't avoid a car then just hit it, as it won't lose you much speed. You'll know when you are nearing the limo as you'll be on a long, straight, flat road and eventually you'll be able to see it in the distance. Every twenty rings you collect give you a boost, so try to get as many as you can.





HIDDEN BASE LEVEL 10

Character: Tails
Mission: Find the entrance to the hidden base

Drop down onto the platform ahead and shoot the two robots. Jump up to the ledge on the left and boost to the next platform. Shoot the three bombs on the block so it drops down then jump onto it. Shoot the wall with the face on and go through the gap. Shoot the bombs on the next three platforms to lower them down, then shoot another wall. Shoot the two robots inside and another two walls. Go through the entrance and down the corridor. There are two walls on either side that can be destroyed and both have animals behind them. Go through the wall at the end and destroy the three robots outside. Go across the bridge and look to the right. Destroy the wall and then a block to find a Chao container. Go back and destroy the other wall, look out for the Bomber and go through the checkpoint. Shoot the bombs on the platform and jump across. Destroy the wall, jump to the block and destroy the robot. Destroy the bombs on the block and continue to another. Use the handle to get up and go to the left. Boost down to the lower ledge and shoot the robots. Destroy the bombs and use the handle to get up. Jump up the steps and grab the handle. Shoot the monkeys at the top and jump to the ledge. Shoot the bombs on the platform and jump onto it. Boost over to the wall on the other side and shoot it. Go through and shoot the spike balls. Before you boost to the checkpoint drop down to the platform below and break open the Chao container. Turn to the right and destroy the tank then use what's left of it to jump up and grab the handle. Boost over to the checkpoint and destroy the wall behind it. Jump across the moving platforms, then grab the handle and









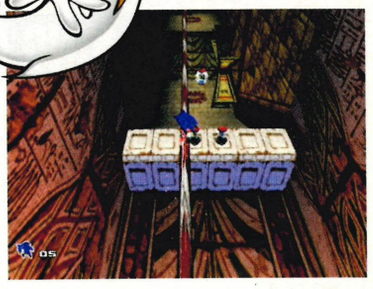
shoot the monkeys at the top. Jump to the ledge and grab another handle. Jump to the wall and shoot it. Destroy all the enemies then use the spring to get on the block. Shoot the wall from here and boost to the hole. Drop down and shoot the wall on the right then go through and destroy the next wall. Destroy the block behind it and carry on. Shoot another wall and go into the room on the right of the checkpoint for an extra life and some rings.

Carry on through the checkpoint and jump across the blocks to the handle. When it reaches the top, boost over to the other handle. Kill the monkeys on the ledge then jump to it. Shoot the wooden crate then jump on the metal crates to reach the handle. Shoot the wall at the top and go through. Jump across the blocks, shooting the monkeys on the ledge above, then shoot the bombs to make the block fall down. Jump onto it and destroy the wall ahead. Drop down and boost over to the blocks on the left-hand side. Destroy the tanks and use the bases to get up. Destroy the wall and enter the next room, looking out for the monkeys above. Jump over to one of the handles and shoot all the bombs before jumping off it. Grab the next handle and jump to the lowered ledge. Grab the handle in the centre then jump to one of the ledges. Use the spring and shoot the wall at the top. Kill all the bad guys and run to the goal.

PYRAMID CAVE LEVEL 11

Character: Sonic
Mission: Infiltrate Eggman's hidden base





Run down the tunnel until you reach an hourglass. Flip it over to open the door then run to the handle and grab it. Go down the path on the right then drop off the end. Open the Chao container then flip the hourglass so some ledges pop out. Jump up to the top before they move back in. Flip the hourglass then run to the door at the end. Run round the loop and kill the robot at the end. Jump up to the next ledge and get the Bounce Bracelet. Use the bounce attack to kill the robots and to get up to the top of the ledge. Go round to the right for a Chao container then round to the left for some coins. Flip the hourglass then use the spring to get up and run to the door before it closes.

Pick up the stone from the red circle and place it in the middle of the large pad to open the door. Go through the checkpoint and jump on the rail to grind it down. Go through the doorway and down to the bottom of the slope, talk to the Omochao then get on the rail to the right. Carry on down until you find the key then go back to where you spoke to Omochao and use it to open the door. Flip the hourglass and run down the passage to the open door. If you don't make it before the door closes, drop into the hole and it will take you back to the hourglass. When you do make it through the door, go through the checkpoint on the other side. Flip the hourglass and go through the next three doors. If you don't make it through them all, use the rails at the side to get round. Somersault under the gap then run around the loops until you reach a robot. Jump up to the higher ledge then to the next one to kill a robot. Jump to the extra life and carry on down the passage. Jump on the rail and grind it across to the opposite ledge. Flip the hourglass and run up the hill and through the door. Use the speed rollers to get round the loops and reach the goal.



DEATH CHAMBER LEVEL 12

Character: Knuckles
Mission: Find the three Gate Keys

Like the Emerald pieces, the Gate Keys are in random locations. The level is divided into three different coloured areas – red, green and blue. There is usually an key in each of these areas.

At the start, open the door with the hourglass and break the boxes on the right to find the Hammer Gloves, which enable you to break open metal containers. When you find the bird statue you'll find a Chao container in a room soon after the door to the right of it. There is another one in the small room off the blue area. During the course of this level, Omochao will tell you about digging through areas of the wall that look different. Do this to find secrets and hidden areas.





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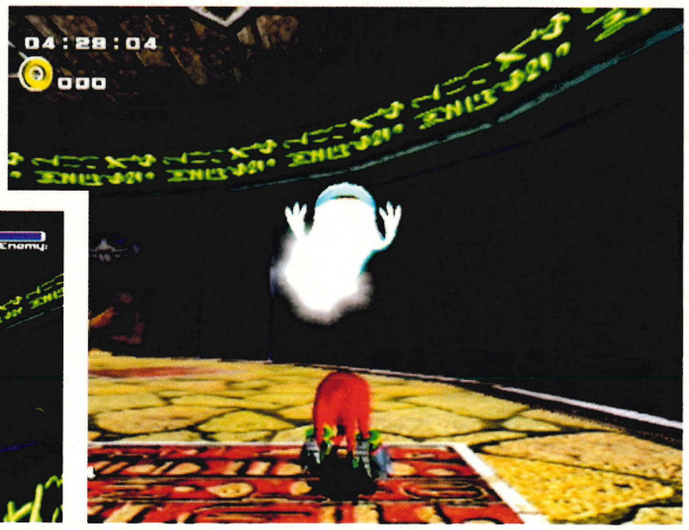
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BOSS FIGHT KING BOOM BOO

Behind King Boom Boo is a small ghost with an hourglass. Run around the central pillar until you see it. Hit the small ghost and the skylight above will open. King Boom Boo will jump into the ground and all you'll be able to see is his shadow. Stand on it and he will stop moving, dig down and the King will come out of the ground but in a much smaller size. Chase and hit him then the skylight will close returning him to normal. Repeat the process until he's defeated. When you are chasing the small ghost the King will sometimes turn round and face you. If this happens, turn round and run away as there is no way to get around him without getting hurt. Once again rings are sparse on this level so don't pick up too many.







BOSS FIGHT



EGG GOLEM

This big guy may look pretty daunting but he's actually quite easy to beat. Run round behind him, avoiding his arms, then jump up the platforms on the back. Hit the button on his head and you'll fall back down to the walkway. Do this four times in order to defeat him. If you get knocked down to the sand, repeatedly press Jump to get to one of the handles – as long as you don't let yourself slide too far under, you shouldn't get stuck.

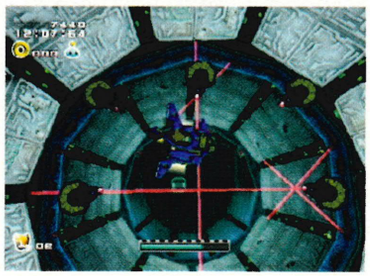


ETERNAL ENGINE LEVEL 13

Character: Tails
Mission: Destroy the colony's power generator

Destroy the two robots and the door will open. Go down the corridor and through the door on the right. Go through the next door and shoot one of the wood crates. Jump up onto the metal crates on the right and grab the handle. Boost to the next handle and jump to the room. Run to the door at the end and go through the checkpoint. Don't shoot the dynamite ahead as this will cause a hull breach and you may get sucked out into the vacuum of space. Go through the door on the left and destroy the enemies without targeting the bombs on the walls. Avoid the lasers at the end of the room and go through the door. Take the door on the left and shoot all the crates without hitting the bomb to find a Chao container. Hit the switch, leave this room and go through the door on the left. Cross the bridge without shooting the bombs and go through the door. Look out for the bombs on the floor in this room and go through the door at the end. Drop off the ledge and use Boost to lower yourself down to one of the platforms. Press the button to launch the rocket and go through the hole it creates. Go through the door and look out for the weight trap. Shoot the gas tank between the springs and jump on the switch. This raises the trap back up, so use the spring on the left to get up to it then grab the handle. Grab the next handle and go through the checkpoint at the top.

Go through the door and kill the Water Monster, then turn left and kill three more. Go into the next room and shoot the three robots. Jump up to the ledge and onto the moving platforms. Try to jump onto them when they're moving up, otherwise you'll be lowered into the lasers. Jump to the balloon and drop down to the checkpoint. Go round to the right and through the next two doors to find yourself outside again. Try to destroy the robots without shooting the bombs on the walkway. Follow the walkway round and grab the handle at the end. Carry on along the gantry until you reach a door. Go through it to reach a checkpoint and go into the next room. Avoid the bombers and get

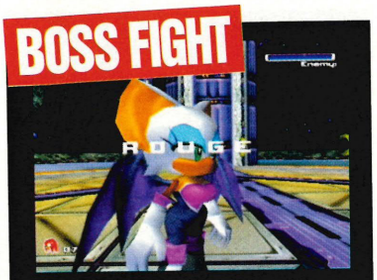






past the lasers to the door. Shoot the robots and go through the door to get outside again. If you manage to make it across the bridge without destroying it, hit the switch to open the door below. If the bridge is destroyed, drop down to the platform below and hit the switch. Use the spring to get on the small platform and it will take you to the door. Go inside to get the Bazooka then go back down to the lower platform again. Shoot the metal containers and go into the room behind them. Avoid shooting any of the bombs and shoot the alien in the next room. Grab the handles to get to a platform, then go through the door it reaches. Go into the door on the right and through the checkpoint. Go through the door and boost to the platform. The platform will fall away, leaving you tumbling in space. Head over to the door on the other side and go through. Go through the next door and shoot the alien. Jump off the ledge and hover down, avoiding the lasers and shooting the robots and aliens on the way down. Land on the small platform at the bottom and shoot all the blue lights. Once this is done the goal will be revealed, so boost over to it.

BOSS FIGHT

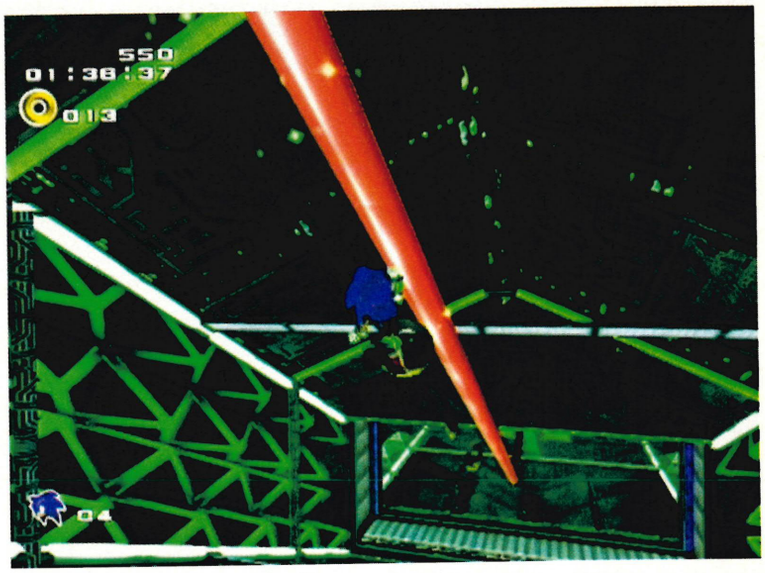


ROUGE

Rouge is pretty quick and her attack can easily take you by surprise. Keep moving and attack whenever you can. During the fight the floor will open up and the heat from the lava will send you flying up into the air. Land on one of the narrow beams and carry on fighting. It can be hard to tell where Rouge is when you are on the beams so keep jumping from one to another until the opening below closes.







METEOR HERD LEVEL 14

Character: Knuckles
Mission: Find three pieces of the Master Emerald

This is another search mission so use the clues the floating TVs give you to find the pieces. Watch out for meteorites as you walk around as they can hit almost anywhere. You'll notice some large meteorites lying around at the bottom of the level. These can be pushed into containers and doors to open them. Around the bottom of the central tower are a few doors, behind which you'll find various pods and a Chao container. There is also a switch behind one of them which, when pressed, opens the floor inside the central tower. Drop inside to find the Sunglasses. Put them on and use the spring you can now see to get out of the hole. Search the suspended containers at the top for the other Chao containers.

CRAZY GADGET LEVEL 15

Character: Sonic
Mission: Hurry and find Eggman

Go through the door and destroy the two robots. Go round the corner and take out another one, then grab the rail and slide down. Kill the Water Monster at the bottom then jump up and flick the switch. This changes the gravity so you are now on the ceiling. Run to the other end of the room and throw the switch. Go through the door and destroy the robot then the Water Monster. Use Bounce to reach the handle then grab the next handle and drop down to the checkpoint at the top. Break the glass on the warp tube and jump in. When you come out use the homing attack on the robots and spring to get to the higher ledge. Hit the bomb pod on the way down to destroy the robots waiting for you. Hit the switch and run to the spring, then do a somersault to get through the small gap. Go round the corner and through the checkpoint then jump onto the rail and grind down. You will now have three switches in front of you. Flick the one on the right and jump on the rail at the bottom. Kill the Water Monster at the end then follow the passage down, avoiding the robots, before hitting the speed rollers at the bottom. Use the Bounce attack to kill the head of the monster, then go through the door. Hit the checkpoint then grab the rail and slide to the bottom. Avoid the robot, slide down another rail and kill the robot at the bottom, before jumping up onto the ledge. Use the homing attack on the flying droids when their shields are down then use a Light Speed Dash after the fourth droid to reach the platform above. Break the Chao container behind you then smash the glass on the warp tube and jump in to reach the next area.

Run forward and kill the three Water Monsters then hit the switch. Use the spring to get to the ledge above and collect the Fire Ring. Use it to destroy the metal crates below, then flick the switch nearby and somersault under the gap. Kill the monster and hit the spring, jump on the rail and kill another monster at the bottom. Hit another spring and jump off the ledge, using the light speed dash to follow the trail of rings. Smash the containers and hit the spring, kill the monster and use the Light Speed Dash to follow the rings around the space station. Kill the head of the monster, avoid the flying droid and grab the rail. Destroy the shield robots at the bottom then break the glass on the warp tube and jump inside. Kill the three Water Monsters at the other end and go through the door. Cross the beam, avoiding the spiked balls, and kill the flying droid at the end to open the door. Throw the switch and run to the next room. Launch the rocket and throw the switch at the far end to reach the Chao container. Go through the door on the left, hit the checkpoint and balloon switch then use the speed rollers to get to the other end. Throw the switch, and then follow the maze of coloured platforms and gravity switches until you finally reach the Goal Ring located at the very end.



BOSS FIGHT



DR EGGMAN

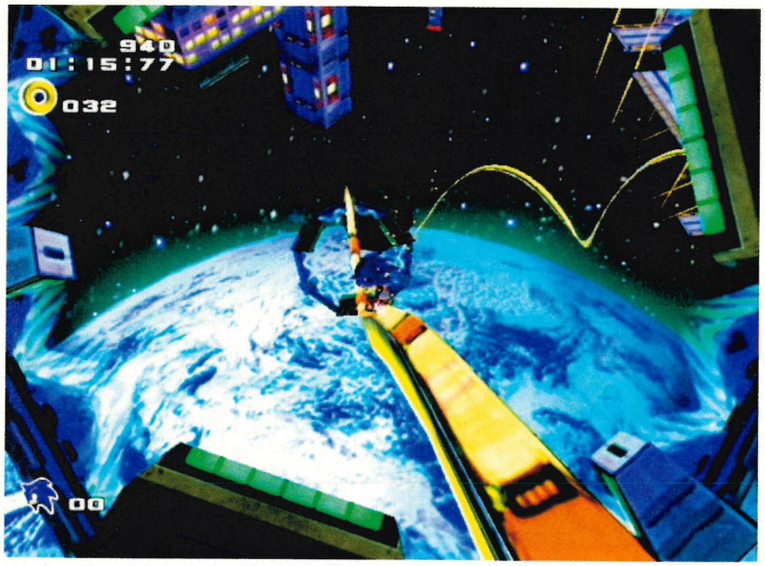
This is much the same as the first battle with Dr Eggman but this time he has more weapons at his disposal. He shoots the pods in the centre, which causes an explosion, and he also has a large Laser Cannon that does a lot of damage if you get caught in its path. Keep running away from Eggman and fire when there is enough distance between you and him. You can also shoot the pods in the centre so if Eggman is standing near them he'll be caught in the blast.

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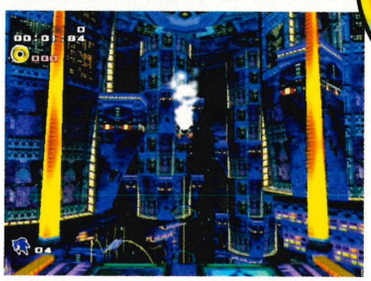
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FINAL RUSH

LEVEL 16

Character: Sonic
Mission: Hurry and find the point of the cannon

There are a few paths through this level but they all lead to the same place. Grind the rails, collecting as many rings as you can until you reach a room with a Water Monster and three boxes. Kill the monster then bounce on the box on the left for a Ring Magnet. Now bounce on the centre box and you'll drop down to some speed rollers. Carry on through the level, grinding up the vertical pipes until you hit a series of springs that takes you to a red rail. When you reach a green X, jump down to the platform on the left. Grind the purple rail then jump to the red rail you pass. Jump and home in on the rail at the end then hit the spring. Land on the rail it takes you to and go through the checkpoint at the end. Get on the orange rail and jump off to the platform on the left. Grab the rocket, which will drop you onto an extra life. Jump down to the platform on the left and hit the spring. Jump up and grind the vertical rail to find the mystic melody. Use the mystic melody on the stone and a line of rings will appear. Use the light dash to get the rings and at the end a spring will propel you to an extra life. Let yourself fall to the rail below and continue until you reach another room with three boxes. Bounce on the one on the right and you'll find yourself running from falling debris. Keep running until you reach the goal.

BOSS FIGHT SHADOW

Shadow can run at the same speed as Sonic so you'll need to use the Light Speed Dash on the rings to get ahead of him. When you get far enough ahead he will reappear in a flash of green light up ahead. Use this opportunity to hit him from behind. If he gets too far in front of you, Shadow will use a lightning attack. If you are moving quickly it will miss, but if you're not then he'll score a direct hit. Look out for parts of the walkway that drop down and be careful not to fall down the gap that is created.





Grow Your Own

By collecting a Chao Key from one of the three Chao containers in each level, you'll be allowed access to Chao World – the place where, not surprisingly, all the Chao live. How these little creatures grow and evolve is entirely up to you... if you're not sure what to do, here's a quick guide to how to raise your own Chao!

Hatching

When you first enter the main Chao Garden, you'll find a couple of small eggs lying around. These are Chao Eggs – to hatch one, simply pick it up by pressing the B Button and then, while still holding the button, move the Analogue Stick to stroke the egg. Now when you put it down again, the egg will hatch after a few seconds... congratulations! You're now a Chao owner!

How To Treat Your Chao

Now that you've got a Chao of your very own, you need to know how to keep him happy. There are some very important techniques for you to learn:

- **Petting and hugging: A vital part of caring for your Chao is learning to pet and hug him. You need to do this often, although going overboard on the love will only lead to him being spoilt. To pet him, simply walk up to your Chao and then hold down B when you're right next to him – you'll pat him on the head and make encouraging comments. The only time when you shouldn't pet your Chao is when he's sleeping – if you wake him up, he won't be too happy with you.**

- **Feeding: By feeding your Chao, you can increase his stamina and give him a better chance during the Chao Races. There are two trees in each Chao Garden that bear regular Tree Fruit – by grabbing onto the trunk of the tree and shaking it, you can knock down fully grown fruit to give to your Chao. These basic fruits will increase your Chao's stamina, but they're not the best fruits around; if you get a Tree Nut during a VM Chao Adventure, you can bring it into the garden and plant it to produce better fruits. These trees die after a short while though, so make the most of their goods!**

Animals And Chaos Drives

>As you play the main game, you'll be able to collect Chaos Drives (which are dropped by enemies that you kill) and various animals (these are found hiding around every level). These are the essential tools of raising a Chao, although now the new Chaos Drives allow you to enhance the stats of your Chao without endowing him with any animal characteristics. Once you give him enough animals though, your Chao will sit down and turn into a large egg – when he emerges, he'll have evolved depending on what kind of animals you've used. Try to stick to one category for a pure bred Chao, while using Chaos Drives to enhance stats across the board. Here's a look at the different categories:

Category: Yellow

Ability Represented: Swimming
Animals: Penguin, Seal, Otter
Animal Effect On Evolved Chao: Turns yellow with green markings, grows long spike hanging down from his head.

Category: Purple

>Ability Represented: Flying
Animals: Parrot, Peacock, Vulture
Animal Effect On Evolved Chao: Turns purple with blue markings, grows two long spikes hanging down from his head.

Category: Green

>Ability Represented: Running
Animals: Rabbit, Cheetah, Warthog
Animal Effect On Evolved Chao: Turns blue with no markings, grows short spikes on his head and back.

Category: Red

>Ability Represented: Power
Animals: Gorilla, Bear, Tiger
Animal Effect On Evolved Chao: Turns red with orange markings, grows two small spikes on top of his head.

Category: Blue

>Ability Represented: Random
Animals: Skunk, Koala, Ram
Animal Effect On Evolved Chao: Random between other effects

Category: Black

>Ability Represented: All Abilities
Animals: Kraken, Bat, Skeleton Dog
Animal Effect On Evolved Chao: Changes Chao into relevant creature!

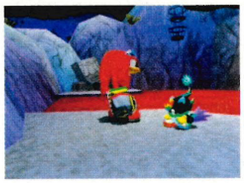
Category: Gold

>Ability Represented: All Abilities
Animals: Phoenix, Unicorn, Dragon
Animal Effect On Evolved Chao: It's a secret, sorry!

Good Or Evil?

>While giving animals to your Chao will dramatically affects the way your Chao looks, there is another way of changing their appearance. It's all down to which character you use to tend to your Chao – by taking a Hero character (Sonic, Tails or Knuckles) into the Chao Garden, any Chao creatures that you tend to will start to favour good over evil and slowly turn white. Likewise, using a Dark character (Shadow, Dr Eggman or Rouge) to look after your Chao will lead them over to the dark side. If you use the same character on the same Chao for long enough, you'll eventually turn them totally to the relevant allegiance – any Hero-based Chao will have a halo and any Dark-based Chao will have a spiked ball above their head to show this, as well as looking either good or evil respectively. It might not seem like much, but it is!





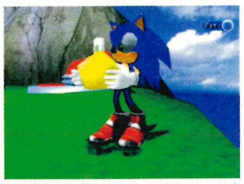


The Chao Kindergarten

>Although it doesn't actively change the way your Chao develops, the Chao Kindergarten is the ideal place to take him if you want to find out how well he's doing, get tips on raising him better or teach him some skills. There are three main places to check out:

- **The Principle's Office:** Go here to meet Professor Chao and find out more about how to raise and look after your Chao.
- **The Medical Centre:** This is the place to be if you want to give your Chao a thorough medical. You need to physically carry your Chao into this room to receive a professional medical opinion about his status.
- **The Classroom:** The lessons on offer here change every day, so you can teach your Chao a wide variety of amusing skills such as dancing, singing or even playing some *Samba De Amigo* maracas! Just bring your Chao into the classroom and then leave them there for the duration of the lesson. Once your Chao begins taking a lesson though, you can't take him back to the Chao Garden until that lesson is over.

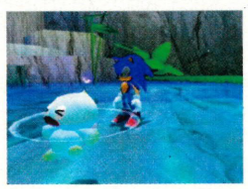












Chao Adventure 2!

By putting your Chao into your VM Unit with the Chao Transporter, you can send him on a quest to find happiness! This is the only way to build up your Chao properly and give him a chance of winning those tricky Chao Races... you'd better get going, hadn't you?

- Keep an eye on what your Chao is doing. If you leave him alone for long periods, he'll get bored and stop walking. To get him moving again, use the Pet option on the menu.
- Don't pet your Chao too much, or he'll become spoilt and won't respond to you as much as usual.
- If a message icon appears on the screen, it means your Chao has something to say. Read it immediately! If you don't, he might get cross with you.
- If your Chao asks you a question, the way you respond will effect how it develops. If you give kind answers, he'll be happy with you and act accordingly. If you're nasty, though, or suggest bad things, he might start being just a bit naughty...
- Play the Slots often, but don't overdo it – while you're playing, your Chao can't continue with his adventure. It's not easy to win, but you'll get essential items by doing so; even better, if you run out of points then you can just hit B to leave before re-entering to get a new batch of points. Simply adjust the bet between one and ten, then start the reels rolling by pressing A. Here's what you can win – remember, you can match the symbols in a line of three going in any direction!

Lucky 7 – Bet x7
White Chao Logo – Bet x5
Heart – Bet x4
Black Chao Logo – Bet x3
Question Mark – Bet x2
Exclamation Mark – Bet x1
Cake – Puts a Cake on the Snack Menu
Banana – Puts a Banana on the Snack Menu
Apple – Puts an Apple on the Snack Menu

- As he's travelling along the path, your Chao might suddenly discover a treasure chest. When he does this (by appearing with '!!' above his head), press A and then choose one of the three markers below the chest. Pick the wrong one and you'll get nothing... pick the right one and you could get one of these exciting rewards! You might also run into one of the main characters from the game, who will give you a fruit as a present. To use these fruits, bring your Chao back into the Chao Garden via the Chao Transporter; the fruit will appear with him and you can feed it to him as normal.

Hero Fruit – Your Chao favours good over evil
Dark Fruit – Your Chao favours evil over good
Smart Fruit – Makes your Chao smarter
Peace Fruit – Makes your Chao relaxed
Chao Fruit – Increases the Skill of your Chao
Square/Triangle/Round Fruit – Increases the Stamina of your Chao

- Sometimes you might have to fight against other Chao creatures during your adventure. Your Chao will appear with '!!' above his head, before you'll see the two Chao facing off against each other. When it's your turn to strike, a meter will appear across the bottom of the screen with black and white dots. To score a successful strike, you need to press A over a white dot – the more Stamina your Chao has, the more white dots there will be. The first Chao to lose all of their energy is out... make sure that isn't you!
- When you reach the end of your adventure, you might end up getting a special Tree Seed as a prize. These seeds are very important as they can be planted in the Chao Gardens and used to grow better Tree Fruit, the staple diet of any Chao. Which seed you get will decide which tree you can grow and therefore how your Chao will be effected. Try to get as many as you can, then plant them in the gardens.

TO BE CONTINUED...

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 - BOYZ2IMEN
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 - SHANK'S 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-WIND - ARTFUL DODGER
0368 RIGHT HERE RIGHT NOW - FATBOY SLIM
0372 SCAR TISSUE - RED HOT CHILLI PEPPERS
0376 SHES SO HIGH - TAL BACH-MAN
0378 SHOW ME THE MEANING OF BEING LONELY - BACKSTREET BOYS
0379 SOMEDAY - SUGAR RAY
0381 STILL - MACY GRAY
0383 TAKE A PICTURE - FILTER
0385 THANK GOD I FOUND YOU - MARIAH CAREY
0386 THAT'S THE WAY IT IS - CELINE DION
0387 THE BAD TOUCH - THE BLOODHOUND GANG
0389 THE DOLPHINS CRY - LIVE
0390 THE GREAT BEYOND - REM
0391 THIS KISS - FAITH HILL
0392 THEN THE MORNING COMES - SMASH MOUTH
0393 THERE SHE GOES - THE 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 DONT 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
0694 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
0012 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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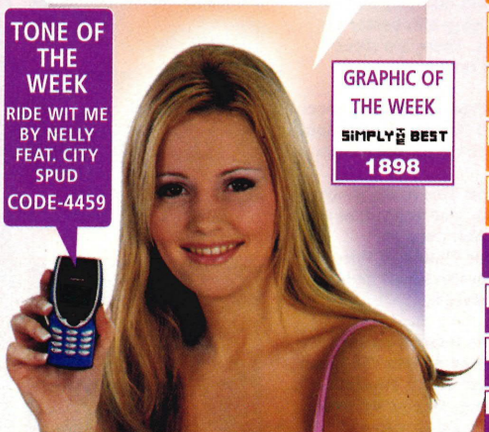
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RIDE WIT ME BY NELLY FEAT. CITY SPUD
CODE-4459

GRAPHIC OF THE WEEK
SIMPLY THE BEST
1898



Films/TV

		STUART LITTLE 1671	THE ROCK 1835	POSH 0609
THE ROAD TO EL DORADO 1716	X-MEN 1717	[illegible] 1719	AUSTIN POWERS 1720	YNK 0635
SCREAM 1730	BLUE [illegible] 1725	[illegible] 1727	JEDI 1721	AMERICAN PIE 0699
STAR WARS 0675	007 0667	BEETHOVEN 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	BOOMKRACKA 4002	[illegible] 1674
westlife 1728	S CLUB 7 1564	vengaboys 1668	STEPS 1669	Stereophonics 1670
OASIS 1672	MOLOKO 1673	Robbie 4111	[illegible] 1675	IRON MAIDEN 1676
boyzone 1677	blur 1678	ABBA 1679	Spice GIRLS 1680	[illegible] 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	[illegible] 3930	SOUTHAMPTON 1659
COVENTRY 1653	CHELSEA 4240	UNITED 3501	PORTSMOUTH 3945	THE CHAMPIONS 1897
THE REDS 1895	KEANO 'god' 1571	CARDIFF 3934	Millwall F.C 1546	FA CUP FINAL 4270
BOLTON WANDERERS 3932	BURNLEY F.C. 3933	GILLINGHAM 3939	WIMBLEDON F.C 3961	NETBOOM 3960
FOREST 3937	NOTTINGHAM FOREST 3949	WEST HAM 1472	QPR 3946	WATFORD F.C. 3959
CITY 4271	RANGERS 4272	SHEFFIELD UNITED 3947	GUNNERS 3514	Wolves 1489

Cars

MERCEDES BENZ 0500	Ferrari 0502	
Volkswagen 0507	Alfa Romeo 0517	
VW 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

	YNK 0635		CARTOON NETWORK 1715	0436
1662	1712	0452	1714	0438
JOHNNY BRAVO 1713	RAINBOW SIX 4098	ELDA 4100	Pit Bull 4060	LOGAN 4090
GARFIELD 0457	SIMPSONS 2872	0471	1665	0432
Neighbours 1563	0430			1479
EastEnders 1554			SIMPLY THE BEST 4024	1898

Lovers

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

Celtic Symbols

	TEQUILA 4031	BEER 4022
		Budweiser 4023
		BACARDI 4043

Drinks

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

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1. STAN	105859	V	V	V
2. NEXT EPISODE	138444	V	V	V
3. SAY MY NAME	102937	V	V	V
4. YOU MAKE ME SICK	118263	V		
5. I WANNA BE YOU	143149	V		V

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BABE REF: 144083
REF: 103746
REF: 109592
REF: 100743
I ♥ Chocolate REF: 118139
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Ecco the Dolphin
Eighteen Wheeler
Evil Dead: Hail to King
F1 World Grand Prix 2
F355 Challenge
Fighting Force 2
Four by Four Evolution
Four Wheel Thunder
Frogger 2
Fur Fighters
Gauntlet Legends
Grandia 2
GTA 2
Gunbird 2
Hardcore Heat
Hidden & Dangerous
House of the Dead 2
Hydro Thunder
Illbleed
Jet Set Radio
Legacy of Kain (S Reaver)
Loony Tunes Space Race
Marvel vs Capcom 2
Max Steel
MDK 2
Metropolis Street Racer
Millenium Soldier: Exp.
Nightmare Creatures 2
Omikron: Nomad Soul
Phantasy Star Online
Powerstone 1 & 2
Quake 3
Rainbow 6
Rayman 2
Ready 2 Rumble 1 & 2
Resident Evil 2, 3 & C.V.
S Wars: Jedi Power Battle
San Francisco Rush 2049
Sega Bass Fishing
Sega Extreme Sports
Sega GT
Sega Rally 2
Shadowman
Shenmue
Silent Scope
Silver
Skies of Arcadia
Sonic Adventure
Sonic Shuffle
Soul Calibur
Spiderman
Star Wars Demolition
Star Wars Racer
Street Fighter Series
Super Runabout
Tech Romancer
Tokyo Xtreme Racer 2
Tomb Raider 4 & 5
Tony Hawk's 1 & 2
Toy Story 2
UEFA Striker
Ulti. Fighting Champ.
Unreal Tournament
Vanishing Point
Vigilante 8 - 2nd Off.
Virtua Striker 2
Virtua Tennis
Who Wants To Be A Million
Worms Armageddon
WWF Royal Rumble
Zombie Revenge



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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?

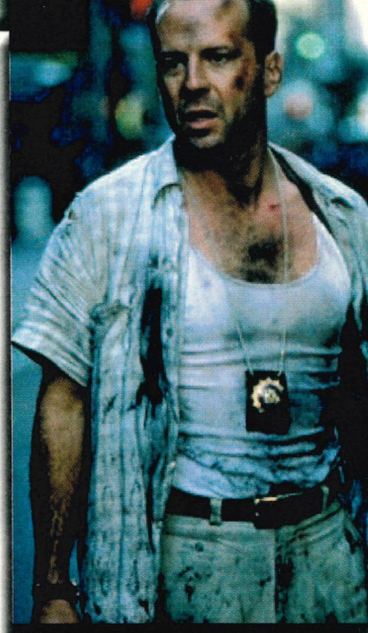
Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
If you can't work this one out, you're probably not going to get very far...	Which company is responsible for putting the game on the shelves.	How many people can actually play at any one time.	Does the game make use of the DC VM unit?	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							
Alone In The Dark: The New Nightmare	**Infogrames**	1	✗	✗	✗	23	68
We Say: "You'll lose many hours wandering through the game's obscure puzzles... and we mean lose." 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							
Crazy Taxi 2	**SEGA**	1	✗	✗	✗	23	92%
We Say: Top visuals, top music and top gameplay... but as good as the original? Err, well...MM							
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							

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Ducati World	**Acclaim**	2	✔	✗	✗	20	30%
"An absolute shocker of a biking game that you shouldn't even attempt to go near – it's for your own safety." SP							
Dynamite Cop 2	**SEGA**	2	✔	✗	✗	03	69%
We Say: "Dynamite this game may be, but it has a far too short a fuse, and leaves the player feeling a little cheated." MR							
Ecco The Dolphin: Defender Of The Future	**SEGA**	1	✗	✗	✗	08	91%
We Say: "As soon as you see *Ecco The Dolphin* in action you'll be dribbling more than a group of blokes at the annual 'Miss Wet T-Shirt' tournament." MM							
ECW Hardcore Revolution	**Acclaim 4**	4	✗	✗	✗	08	33%
We Say: "There are so many reasons why you shouldn't rush out and get this it might explain why Acclaim were reluctant to send us a review copy." MM							
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							
Evil Dead: Hail To The King	**THQ**	1	✗	✗	✗	23	42%
We Say: "Fans of the films may enjoy it for a while but others would do better to play *Code Veronica* again!" SG							
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	80%
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	**Mr. Nobody**	0	✗	✗	VIVID IMAGINATION	15	81%
We Say: "Half-finished, never saw the light of day 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	80%
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							



DVD Reviews

Die Hard: The Ultimate Collection

Cert	18
Publisher	20th Century Fox
Price	£59.99

Blimey... talk about a whole lot of money for some DVDs. However, if we told you that for that price, you got a whopping six discs filled not only with the three classic *Die Hard* movies, but also a huge amount of extras and other goodies to look at... well, you'd realise that £60 is a small price to pay. Yes, this is one of those boxsets where they put all the films together, but it's also so much more. Each film has two discs dedicated to it – the movie (complete with 'obligatory' extras) and a second bonus disc with all the behind-the-scenes footage, film-making featurettes, interviews and commentaries that any fan could ever want. Certainly a must-have purchase.



5/5

Thirteen Days

Cert	15
Publisher	New Line Ent.
Price	£19.99

What's this? A serious drama featuring Kevin Costner that's actually (shock horror) quite good? Don't faint just yet... it's true. *Thirteen Days* follows the harrowing two weeks that America faced during the height of the Cuban Missile Crisis and it's so good, we found ourselves almost forgetting about the tragic movies that were *The Postman* and *Waterworld*. Unfortunately, there isn't much in the way of extras that we can really recommend this DVD for – aside from the obvious trailer/'making of' feature, there's only a few other bits that might hold your attention. Still, it's a damn fine film and for that, we have to admit that you should give it a going over... even if it's only as a rental.



3/5

continued >

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

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CD Reviews

Super Furry Animals Rings Around The World

Label: Epic

Eclectic, superlative, awesome – just a few choice words to describe the latest offering from the Welsh wizards, SFA, because arguably *Rings Around The World* is their finest hour yet. With Beach Boy harmonies splattered throughout, plus the usual array of weird electronic sounds and guitar all blended together as perfect melodies, it's an aural delight for all. *Juxtoposed With U* shines, *Sidewalk Serfer Girl* stuns and *(Drawing) Rings Around The World* is pop at it's best. Awesome.



4/5

Witness Under A Sun

Label: Universal Island

When Witness released their debut album *Before The Calm* it was heralded by all and sundry as a stunning piece of music, earning comparisons with such luminaries as R.E.M. Two years later and *Under A Sun* sees them returning, even better than before – not bad for a bunch of lads from Wigan. Some of the songs might step along the middle of the road a little, but with the likes of the sublime *You Are All My Invention* and *My Time Alone* in tow you can forgive them for the moments of MOR. Well worth a listen.



3/5

Luke Haines The Oliver Twist Manifesto

Label: Hut

Luke Haines has always been skulking around the underground, whether with the brilliantly acidic Baader Meinhof or the more commercial Black Box Recorder. In this, his new solo venture, he is targeting the entire music industry – using tunes that most bands would kill for. Mixing styles from straight rock to dance beats with fiercely intelligent lyrics about murdering leading British artists or feminist Valerie Solanas getting married, Haines's twisted humour shines like a beacon throughout. This is 36 minutes of the best music you will hear this year. Essential listening that no-one should be without.



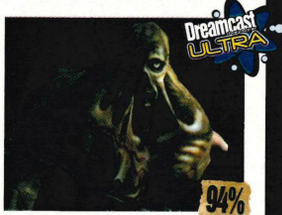
5/5

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
NFL2K **We Say:** "When compared to the likes of *NFL Blitz*, *NFL 2K* is made to look wearisome and monotonous." AW	**SEGA**	4	✔	✗	✗	04	74%
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...

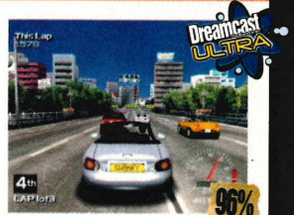
Beat-'Em-Up



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



Outtrigger

› Not surprisingly, the game we've been playing the most this month is the only one where the whole of the DREAMCAST MAG team could run around and blow each other to pieces with big guns. Needless to say, Gaz was picked on simply because he wasn't very good at it. Us... violent, gun-loving freaks? No, never. Well, only in the context of videogames, at any rate...

Sonic Adventure 2

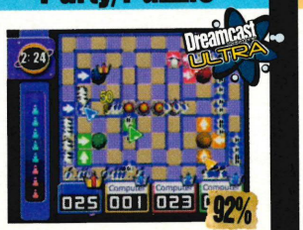
› Hot on the heels of *Outtrigger* for the title of 'Most Played Game of The Month' was Sonic's latest (and certainly final) excursion on the Dreamcast. After being kept in the dark by SEGA over the finer details of the game (like, say... the plot), we finally got to sit down and play it. The result? Well, you'll just have to read our review to find out, won't you?

SEGA Sports Jam

› Hey, since when has there been a sports game in the office that Wozza and Mart don't duke it out over? Never, that's when – that's why is was no shock that the duelling duo tore into each other this month over a game of *SEGA Sports Jam*. It was a close run thing too... until Mart pulled out Wozza's controller in frustration. Bit of a poor sportsman, our Mart...

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	2	✗	✗	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!

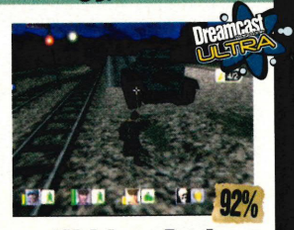
Sports



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 | £12.99

Being the ruler of Hell isn't all good, you know. In fact, it's such hard work that Lucifer himself has called it quits and now lives in downtown Los Angeles. Still, that doesn't mean he's totally given up being all-powerful and when you see what happens to him along the way, you understand why. Split into three separate stories (though the middle one is decidedly longer than the other two), you'll be kept going simply because it's a real page turner. This really is a must-read comic for anyone remotely into the darker side of graphic novels... go and get it now!



100 Bullets: First Shot, Last Call

Publisher | Titan Books
Price | £7.99

If someone offered you the chance to commit murder and get away with it, would you take it? That's the dilemma facing the characters of this rather odd, but ultimately gripping graphic novel as they choose between getting revenge or forgetting the past. With 100 unmarked bullets and a promise that no-one can touch them, the thought of getting back at those that harm you seems all too good for some... though things don't always turn out how you expect. It's a bit slow to begin with, but you'll soon be drawn in and find yourself eager to discover how each person's life turns out... for better or for worse.



Batman: Dark Knight Dynasty

Publisher | Titan Books
Price | £9.99

Not surprisingly, Bruce Wayne isn't the only Batman to have ever existed – the Dark Knight dates way back to medievil times, as do his enemies. Unfortunately, some of those enemies have the problem of being immortal... talk about having all the luck, eh? Crossing three millenia, *Dark Knight Dynasty* chronicles Batman (and Batwoman) as they battle against one immortal foe, which would be fine and rather exciting... if the ending wasn't so flat. Still, it's a good read for the first two chapters of the tale (Dark Past and Dark Present) but you might be disappointed come the final page – hey, don't say we didn't warn you.



continued ›

continued

Videos

The Karate Kid

Publisher	Columbia Tri Star Home Video
Cert	15
Price	£5.99

They have no patience in America; everything has to be done by tomorrow and though it takes our oriental friends a lifetime to master the fighting arts, it only takes a couple of day's chores to bring little Macchio up to speed. Okay, so it dumbs down martial arts to an almost offensive degree but in doing so the resulting film is an enjoyable, if lightweight, romp with both Macchio and Morita perfectly cast as the annoying kid and father figure respectively.



Gone In 60 Seconds

Publisher	Columbia Tri Star Home Video
Cert	15
Price	£14.99

Searching for something good to say about this botched-up movie is rather difficult, but being the masochistic souls that we are we'll give it a whirl. It's got Angelina Jolie in it (hmm... Angelina...), it's got tonnes of classic sports cars in it (nice), Vinnie Jones actually shuts up (bonus!) and, er, that's it. Perhaps we're missing the spirit of this movie... or perhaps (and this is what we suspect) *Gone In 60 Seconds* is a pointless, waste of celluloid. Avoid this movie.



Frasier: Complete Season One Box Set

Publisher	Paramount Home Entertainment
Cert	PG
Price	£34.99

Thanks to the recent dearth of quality home-grown humour, we've found ourselves looking to the continent with no concept of irony for our guffaws... *Friends*, *Seinfeld* and *The Larry Sanders Show* have all, at times, made an impression on our sides. However, the best of these is undoubtedly *Frasier*, a consistently hilarious show, and now, thanks to the powers that be, the entire first series can be enjoyed again and again! Yippee!



Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
StreetFighter III: 3rd Strike We Say: "As far as the *StreetFighter* series goes, you really couldn't do much better than this." MM	Virgin	2	✗	✗	ARCADE STICK	14	71%
StreetFighter III: Double Impact We Say: "We're not saying that it's bad... we're just saying it's *StreetFighter*. Again. You've seen it all before, so why bother." MM	Virgin Interactive	2	✗	✗	✗	08	74%
Stupid Invaders We Say: "Ideal for adventure lovers, but if you've only got a five minute attention span you'll hate it." MM	Ubi Soft	1	✔	✗	Mouse	22	74%
Stunt GP We Say: "Much more fun than *Re-Volt*, but still suffers from enough faults to stop it being totally perfect." MM	Eon	4	✔	✗	STEERING WHEEL	21	80%
Super Magnetic Neo We Say: "If you can get past the frustrating difficulty level, this is actually a pretty damn smart game." MM	Crave	1	✗	✗	✗	13	85%
Super Runabout We Say: "Great ideas, but completely arse in every other department." MM	Interplay	1	✗	✗	✗	15	52%
Surf Rocket Racers We Say: "With its dodgy water effects and lack of difficulty, *Surf Rocket Racers* is too short-lived to hold your interest for more than a few days." MM	Ubi Soft	2	✗	✗	✗	18	65%
Suzuki Alstare Extreme Racing We Say: "Suzuki has plenty for the racing enthusiast, including an individual best-times scoreboard per lap, but it's best to try before you buy." SN	Ubi Soft	2	✔	✗	STEERING WHEEL	02	81%
Sword Of The Berserk: Guts' Rage We Say: "As much fun as *Sword Of The Berserk* is, there just isn't enough of it. Too much time is spent on the cut-scenes and not enough on the action." AW	Eidos	1	✗	✗	✗	09	73%
Sydney 2000 We Say: " As much as we'd like to enjoy this game, we just can't get over how poor it is." AW	Eidos	4	✗	✗	ARCADE STICK	13	65%
Tech Romancer We Say: "What *Tech Romancer* lacks in sheer beauty, it more than makes up for in playability and pure enjoyment." MM	Virgin Interactive	2	✔	✗	ARCADE STICK	08	90%
Tee Off Golf We Say: "*Tee Off Golf* is the perfect way to fill in the gaps that punctuate the winter days." AW	Acclaim	2	✗	✗	✗	05	80%
The Grinch We Say: "As good as the film might have been, this is a really poor effort that could, and should, have been a whole lot better than it actually is." AW	Konami	1	✗	✗	✗	18	57%
The Next Tetris We Say: "Not really the kind of thing we expect after paying out for a machine that can do so much more." SG	Ubi Soft	2	✗	✗	✗	23	57%
The Nomad Soul We Say: "*The Nomad Soul* is a rewarding experience for those who are willing to give it a chance." MM	Eidos	2	✗	✗	✗	08	84%
Time Stalkers We Say: "It plays in a way that makes spending an afternoon watching some fish fingers defrost sound interesting." WJ	SEGA	1	✗	✗	✗	14	36%
Tokyo Highway Challenge We Say: "*Tokyo Highway Challenge* isn't one of the best Dreamcast racing games but it does look fantastic." AW	Crave	2	✗	✗	STEERING WHEEL	03	64%
Tokyo Highway Challenge 2 We Say: "Although significantly better than the original, this is a game that just doesn't seem to light the blue touch paper." AW	Ubi Soft	2	✗	✗	STEERING WHEEL	17	75%
Tomb Raider Chronicles We Say: "Looks like the Emperor is absolutely naked. Sorry Lara, but it's time to stop adventuring and start having babies." WJ	Eidos	1	✗	✗	✗	17	70%
Tomb Raider: The Last Revelation We Say: "Thanks to the power of the Dreamcast, every stage of *Last Revelation* looks jaw-droppingly amazing." MM	Eidos	1	✗	✗	✗	07	88%
Tony Hawk's Pro Skater 2 We Say: "Without a doubt the finest skateboarding game in existence – until *Tony Hawk's 3* comes out!" MM	Activision	2	✗	✗	✗	17	96%
Tony Hawk's Skateboarding We Say: "An essential purchase for any Dreamcast owner. We just can't emphasise how great this game is!" MM	Crave	4	✗	✗	✗	10	84%
Toy Commander We Say: "The game is a dream to play, with very little slow-down and a graphics engine which is solid, producing few glitches." LW	SEGA	4	✗	✗	✗	02	86%
Toy Story 2 "Disney fans can rejoice, but everyone else should try before they buy." MM	Activision	1	✗	✗	ARCADE STICK	16	70%
Trick Style We Say: "*Trick Style* is a great visual and aural showcase for the Dreamcast, but as a game it's good but not great." ST	Acclaim	2	✗	✗	✗	02	79%
UEFA Dream Soccer We Say: "It's third time lucky for Silicon Dreams as this is by far and away the best of the football games they've done." AW	SEGA	4	✗	✗	ARCADE STICK	16	79%
UEFA Striker We Say: "It's very much from the old *FIFA* pick-up-and-play mould, but for die-hard enthusiasts, it all feels a bit too watered-down." RB	Infogrames	2	✗	✗	✗	02	67%
UFC We Say: "A near-perfect realistic fighting game, marred only by the fact that experts might find it a bit too easy." MM	Crave	2	✗	✗	✗	14	93%
Unreal Tournament We Say: "Great game but the missing online play means that *Quake III*'s your best option." MM	Infogrames	4	✔	✗	Keyboard & Mouse	22	87%
Urban Chaos We Say: "Quite clearly this is the worst game of its genre on the Dreamcast, not to mention an embarrassment." AW	Eidos	1	✗	✗	✗	14	49%
V-Rally 2: Expert Edition We Say: "*V-Rally 2* doesn't quite come up to the same standards as *Sega Rally 2*, meaning that although it's a very good game it's just not great." AW	Infogrames	4	✗	✗	STEERING WHEEL	09	86%
Vigilante 8: Second Offense We Say: "This isn't your run of the mill racing game or your typical shoot-'em-up, but something completely inimitable and unique." AW	Activision	4	✗	✗	✗	04	78%
Virtua Fighter 3tb We Say: "An arcade-perfect conversion of a great game. *VF3tb* isn't the best one-player game in the world, but with some mates it's awesome!" SH	SEGA	2	✗	✗	✗	01	80%
Virtua Striker 2 We Say: "*Virtua Striker* is an excellent arcade-style footie game, it's great for a laugh and it certainly looks the part." SP	SEGA	2	✗	✗	✗	05	78%
Wacky Races We Say: "A top fun racer that makes a change from all the realistic 'driving' games around. It's wacky with a capital 'W'!" MM	Infogrames	4	✗	✗	STEERING WHEEL	09	85%
Walt Disney World Quest: Magical Racing Tour We Say: "As much as *WDWQ: MRT* tries to replicate the fun and frolics of other kids' racing games it ultimately fails to do so." AW	Eidos	4	✗	✗	STEERING WHEEL	13	68%
Wetrix+ We Say: "Puzzle fans will find themselves in cerebral cortex-munching nirvana." SP	Take 2 Interactive	2	✗	✗	✗	08	71%
Wild Metal We Say: "*Wild Metal* amounts to no more than a dull, unimaginative, shameful waste of GD-ROM technology." ST	Rockstar	2	✗	✗	✗	07	58%
Worms Armageddon We Say: "As ever, Team 17 has delivered the goods, *Worms Armageddon* is the finest and most enjoyable of the series." AW	Hasbro Interactive	4	✗	✗	✗	04	73%
Worms World Party "If you are even slightly into online games at their best, you'll want to get hold of this right now." MM	Virgin	4	✗	✔	ARCADE STICK	16	85%
WWF Attitude We Say: "If you want a game that you can use as a frisbee when you're away from your Dreamcast... this is it". AW	Acclaim	4	✗	✗	✗	03	41%
WWF Royal Rumble We Say: "*WWF Royal Rumble* is a great representation of the crazy world of the WWF and should find favour with fans everywhere." KL	THQ	4	✗	✗	ARCADE STICK	13	91%
Vanishing Point We Say: "A fine looking, if a little hardcore, driving game offering everything but the one thing we all want – a bog standard arcade racing mode." SP	Acclaim	2	✔	✔	STEERING WHEEL	19	82%
Virtua Athlete We Say: "It's good, but not great – we were hoping for so much more. We like our games to last more than a few days..."MM	SEGA	4	✗	✗	ARCADE STICK	14	54%
Virtua Tennis We Say: "An exceptional piece of programming that justifies the purchase of a Dreamcast." PM	SEGA	4	✗	✗	✗	12	94%
Who Wants To Be A Millionaire We Say: "Sheer popularity of the name will ensure its success, but in the long run, a lot of people are going to be disappointed." CN	Eidos	4	✗	✗	✗	14	59%
Zombie Revenge We Say: "*Zombie Revenge* proves once and for all that the Dreamcast really is just an arcade machine in disguise." AW	SEGA	2	✔	✗	✗	05	81%

> Not everyone gets things 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%
IIIBleed	Crazy Games	1	7	7	7	23	87%
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%

Marvel Vs Capcom



> Before *Marvel Vs Capcom 2* came out this was a really good game, but the sequel came along and quite literally blew it straight out of the water. With only around 20 characters in the original compared to 50 plus in the sequel, it also loses out on graphics and gameplay to its bigger and better brother, so it's about time we put things right.

Before 91%
Updated Score
80%

Exhibition Of Speed



> As you might have read last month we finally got a boxed copy of this game from Titus, after reviewing it several months ago and giving it 34%. As a result we had a bit of an ear-bashing from Virgin for being naughty, but there you go. So were we wrong? Well, no. For a finished game this is shocking, so we can't help but take the score down to below 20%.

Before 34%
Updated Score
19%

F1 World Grand Prix

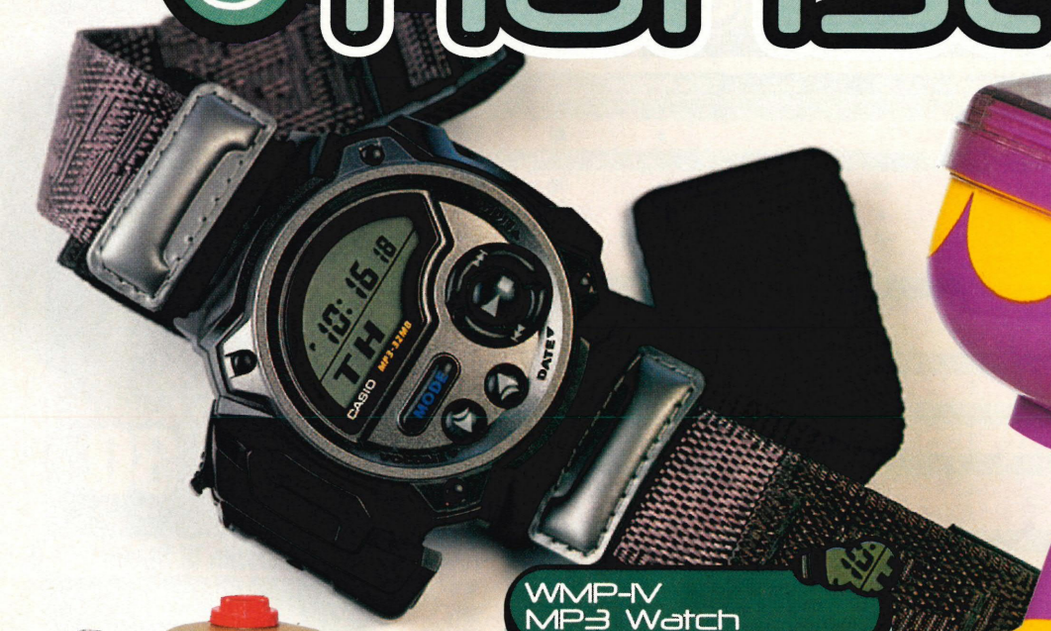


> *F1 World Grand Prix* is another game that has suffered from sequelitis, in that its follow-up, *F1 World GP 2*, was a whole load better. As far as F1 games go it's still the bees knees and you'd be hard pushed to find anything better on any other system... it's just that its sequel has even more to it. On any other system, however, it would still rule supreme.

Before 89%
Updated Score
80%

stuff & nonsense

It's a wonder we get any work done with all these cool gadgets knocking about in the office. Oh, hang on...



WMP-IV MP3 Watch

Manufacturer	Casio
Tel	0208 450 9131
Cost	£249.95

› Ahh, the beauty of technology. Who'd have thought all those years ago that we'd be walking around with watches that not only told the time but played music too. So, this is what they call portable music. Simply charge it up, download some tunes to its 32Mb memory (about half an hour of music), slap it on your wrist and step out of the door. It's as simple as that.



Candy Floss Machine

Manufacturer	General Creations
Web site	www.generalcreations.com
Cost	£28.95

› Go on admit it, you love candy floss – after all, who doesn't? Of course, the problem is that you can only get your hands on the fluffy stuff when you're down at the seaside or at the fairground – plus it costs a fortune. But as always, we're here to help (or at least, General Creations is) with the introduction of your very own portable candy floss machine. Simply put a little sugar into the machine and watch it buzz around for 30 seconds. The result? Candy floss! Magic.



Brewzer

Manufacturer	N/A
Web site	www.boysstuff.co.uk
Cost	£29.00

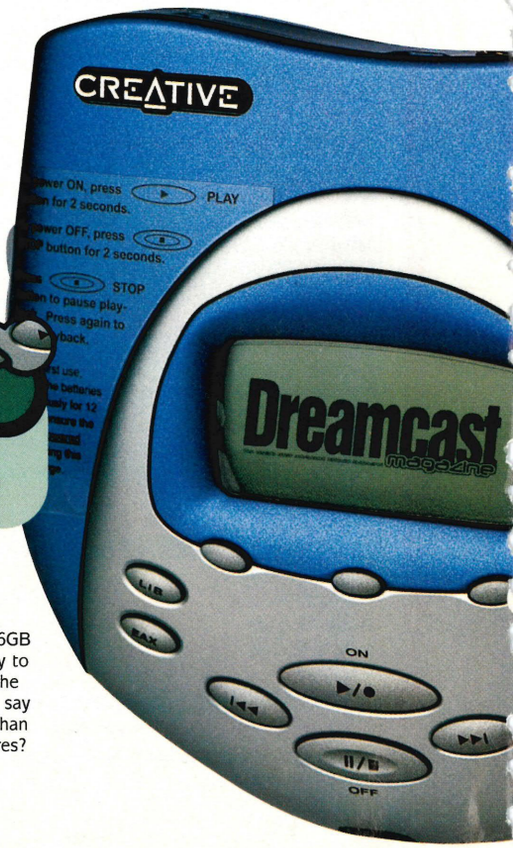
› So you fancy yourself as a bit of drinker do you? Well, are you brave enough to drink some of your very own home brew? Whether you fancy a Traditional English Bitter, an India Pale Ale or a Pilsner Lager, this is the kit for you. Brewing ten pints in just ten days, it's a work of genius and is a damn sight cheaper than the pub too, at a bargain price of sixty-odd pence a pint!



W.ear headphones

Manufacturer	Sony
Tel	08705 111 999
Cost	£30

› Headphones – they generally make you look a bit of a dork, don't they? Okay, so things have got better recently, but if you want to look cool for the first time with a pair of headphones strapped to your head, Sony's W.ear headphones are just for you. Simply slip them over your ears and there you have it. Some might say that they look like a pair of Pat Butcher's discarded earrings, but we say otherwise and, let's face it, ours is the only opinion that counts.



DAP MP3 Jukebox

Manufacturer	Creative Labs
Web site	www.europe.creative.com
Cost	£329

› Prepare to stand firm folks, as you're about to be blown away. Why? Because Creative Labs' DAP Jukebox really is that mind-blowing – put it this way, this is not your average MP3 player. With a massive 6GB hard drive, the DAP Jukebox has the ability to hold a whopping 100 hours of music, or the equivalent of 150 albums – now you can't say fairer than that. Sure, it might be bigger than any other MP3 player but frankly, who cares?

Tomb Raider Figures

Manufacturer	Vivid Imagination
Tel	01702 200 660
Cost	£7.99 – £16.99

> With any movie you can expect a fair amount of merchandise, but when it comes to a film based on one of the most successful game franchises ever you can expect a whole lot more. So, along with the release of the *Tomb Raider* movie, we have the toy collection too. Now you can play with Lara Croft, do what you like with her and try out all those positions you've always dreamed of. Plus there's all the other merchandise for you to get to grips with too... enjoy!





CMD-40F-7AT RC Watch

Manufacturer	Casio
Tel	0208 450 9131
Cost	£49.95

> Don't you just hate it when you come back from school or work and all you want to do is sit back and watch some quality TV, but you can't find the damn remote control? Well help is at hand, because Casio has released a watch that doubles as a remote control, not only for your TV but for your video recorder too. Now that's what we call a top gadget!



TriggaSplat

Manufacturer	Olop
Tel	01803 201 972
Cost	£19.99

> With the summer fast approaching and the rain clouds returning to whence they came (well, maybe not) it's time for the outdoor activities to begin in earnest once again. Top of the list – paintballing... well, kinda. After the success of last year's Supa-Splat, Olop has returned with the altogether bigger and better TriggaSplat. This time it's real war, with a pump action air pressure chamber so that you can get some real distance on those shots and gun the enemy down with ease. Just make sure you have the goggles on!





DraganFly

Manufacturer	DragonFly
Web site	www.firebox.com
Cost	£489.95

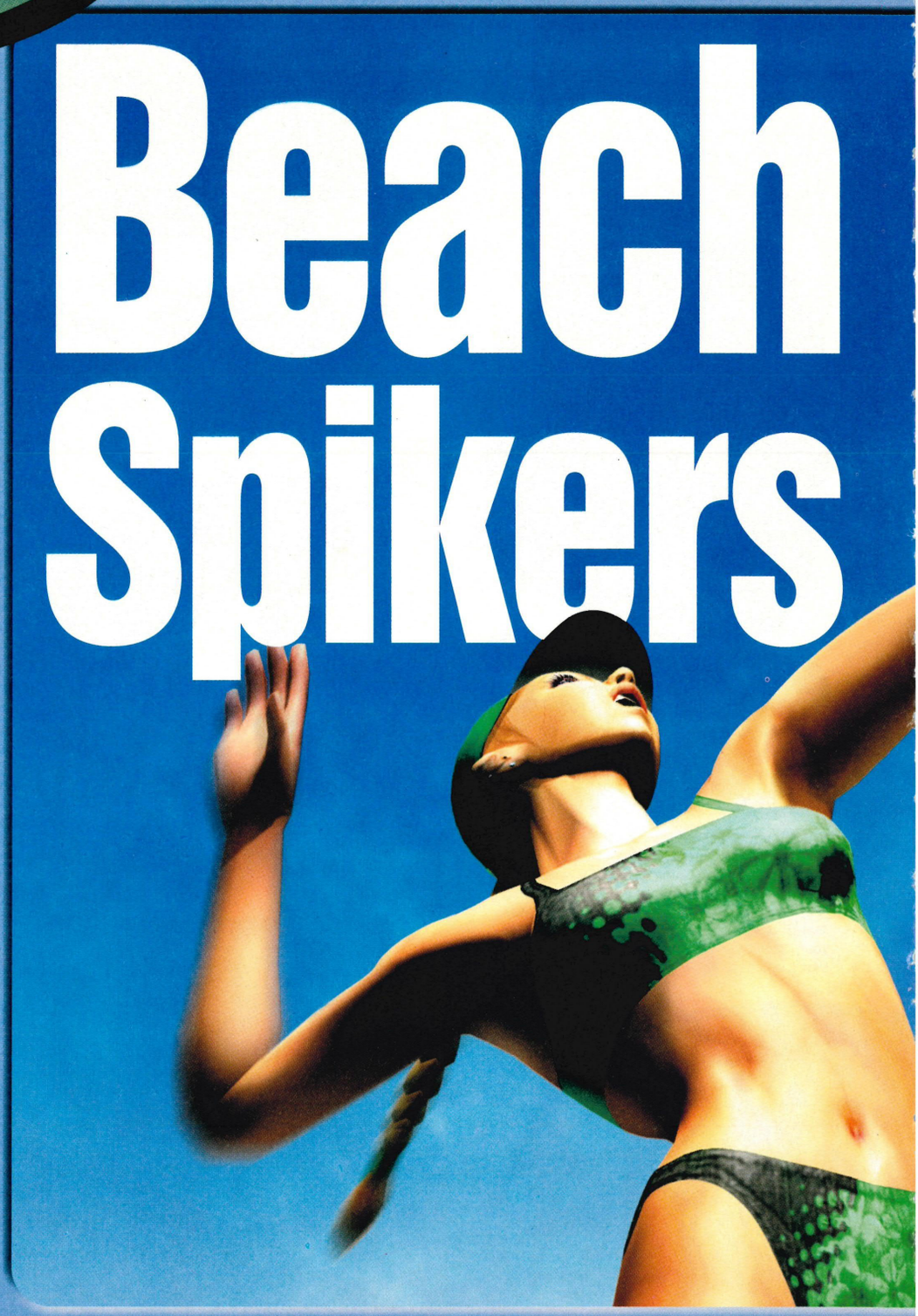
> As far as top quality gadgets go you really can't get any better than this. You just look at it – how damn cool?! Your very own helicopter-esque flying machine... you couldn't ask for more. Okay, so it might cost a fair bit (due to the fact that the company only makes 50 at a time on demand), and it might take you a few hours to put together but once you've done that you're away. You might have trouble finding somewhere to fly it, but apart from that it's ace. Just watch out for those rotor blades!

dream on...

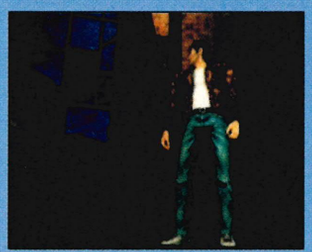
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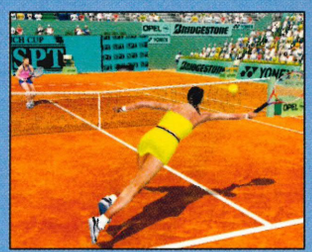
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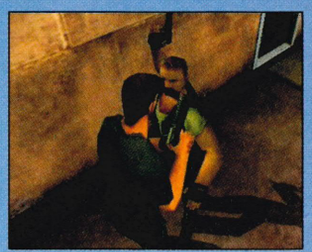
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Shenmue II



Tennis 2K2



Headhunter

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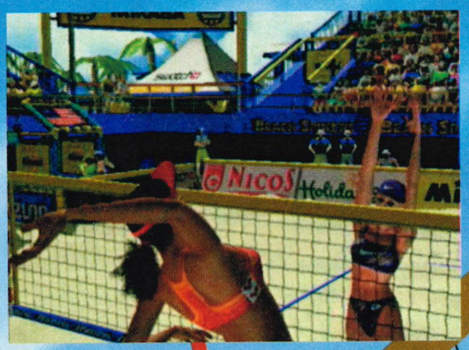
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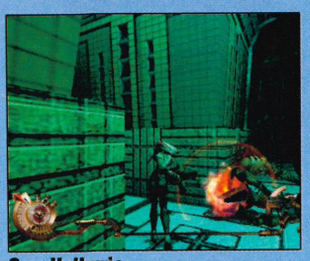


Check out the ladies and their bouncing balls!

these great games!



Virtua Striker 3



Gun Valkyrie



Vampire Night

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Phantasy Star Online Ver.2

More of the same, but more of one of the greatest online games ever... excited? You should be!



Bang! Gunship Elite

In space, everything that isn't human has to be wiped out – it's the law!



Special Ops 2

There's nothing like sneaking around all stealthily and looking hard!



Heavy Metal: Geomatrix

It's another great fighting game from Capcom... what are the odds?



Hoyle Casino

Compulsive gambler? Save £££s with this casino simulator!



Arabian Nights

Look, it's *Tomb Raider* but with an Arabian slant, okay?

SOLUTIONS NEXT ISSUE





Sonic Adventure 2

The second and final part of our mammoth guide to Sonic's last DC tour of duty!

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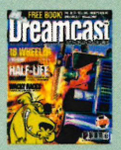
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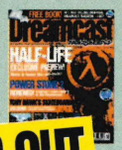
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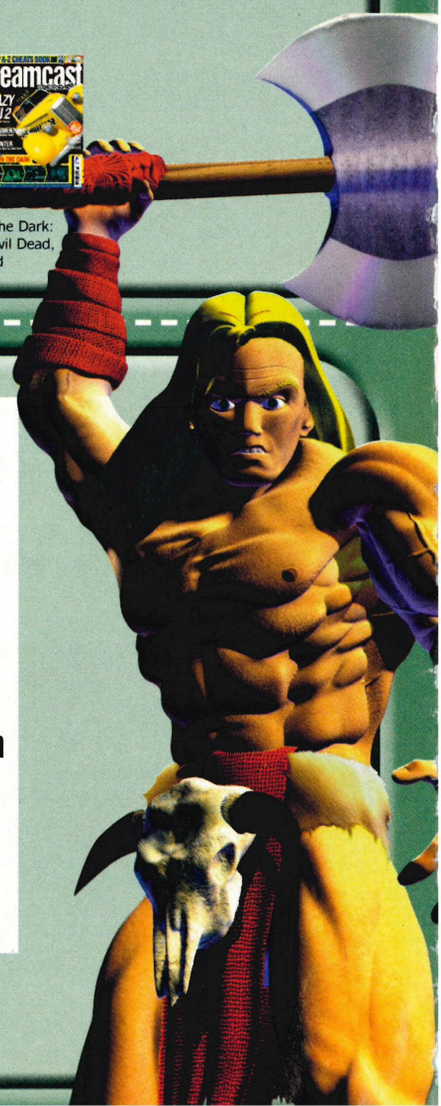
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dream moment

Spider-Man

Can Spidey escape Dr Octopus?





Number 021

"My Spidey sense is tingling"

Before Spider-Man came along the Dreamcast was crying out, like a damsel in distress, for a super-hero to come and save it from the fiery pit that lay open beneath it. At last such a figure came, but it was too late, as the jaws of fate had already come down hard around the console, and even Spidey couldn't save it. Not that we didn't have a great time playing the game, of course, making it worthy of joining the ranks of fame as Dream Moment 21.

So, you've battled through 34 levels of mayhem, defeated countless bosses including Rhino, Venom, Scorpion and Carnage, and escaped the long arm of the law. But it's not over yet – there's one last challenge that lies ahead and that's Dr Octopus, the criminal mastermind behind Spider-Man's downfall. It's going to take more than just a thread or two of Spidey's special white sticky stuff or a well aimed punch to stop him – can you cope with the pressure?

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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