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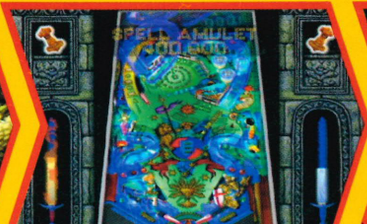
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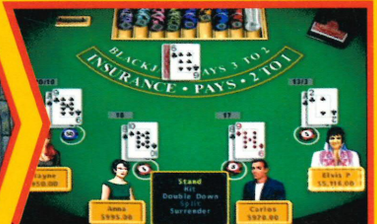
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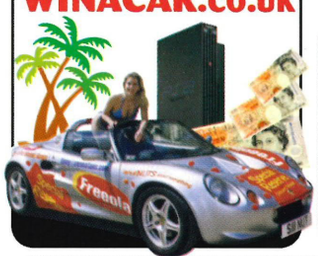


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ISSUE TWENTY-FIVE LAUNCHING IN THE UK ON 09.08.2001

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Welcome to your



Beach Spikers

We get to grips with those talented ladies on the beach... growl! 24

the big game

Editorial

> It's not often that anything gets to me – or at least I seldom let anyone know that anything has got to me. It's just one of those things that comes with the job (apart from playing games all day, which if I'd been given a pound for every time someone told me that I could have bought a small island in the sun and never had to work again). However, this month has been a test of the sinews and possibly more difficult than anything I've ever experienced. Someone of advancing years once said that bad things only make one stronger but I'm not so sure. Bad things are just bad, they hurt, they continue to do so for some time to come – but you learn and then move on, but there's no indication in my mind that you get any stronger, just perhaps more annoyed and cynical. But hey it's just one of those things, it's been a trying month, no PAL reviews, (NO PAL REVIEWS!), a personal hero of mine slips his mortal coil, it's too hot and I'm not on holiday – especially frustrating when everyone else is!

However, I am calm, the mag for this month is finished and it's pretty spanking. There's a top bunch of import reviews (*Phantasy Star Online Ver.2*, anyone?) and we've bowed to public pressure and produced a feature on SEGA games that are going to appear on other formats – even we reluctantly have to concede that eventually – and we mean eventually – if we want to enjoy SEGA's finest games we'll have to look elsewhere [sniff, sniff] and armed with this feature you'll all be able to make a considered judgment as to where.

Hey, but we reckon that that decision is a long way off and, in spite of every other UK Dreamcast magazine disappearing without a trace, we intend to continue for quite some time to come (how many phone calls have we had about that this month??), so rest assured we're here for the long haul. So whether you are a regular caller from the UK or the splendid fellow who calls from Australia (who'll read this some time in October) we're here, we're not quitting because, like you lot out there, we know that there's still plenty of Dreamcast games – and we've sorted out a nice £5 off Dreamcast games voucher to prove it. So there's tonnes to keep us happy. Hurrah for that! Maybe it's not been that bad a month after all...

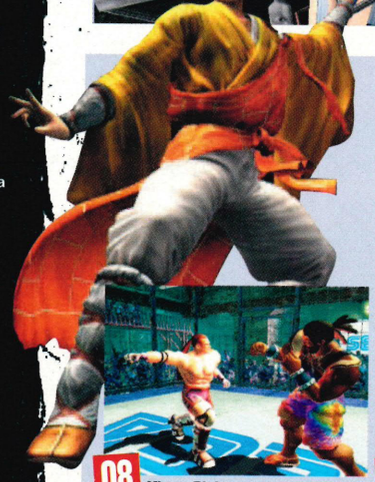
Enjoy the mag and take it easy on the stairs,

Simon Phillips
Editor

Newscast







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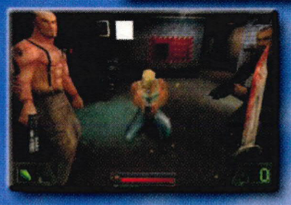
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Dr Sakarine and his hired henchman, Bolok, have plans for Etno and his friends, which includes a comprehensive study of alien physiology.







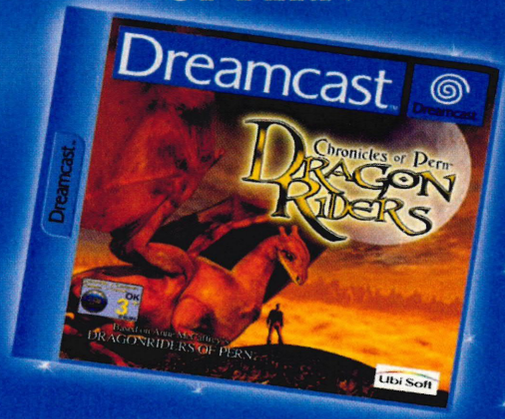




Chronicles of Pern DRAGON RIDERS

Based on Anne McCaffrey's worldwide bestseller,

DRAGONRIDERS OF PERN



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Welcome to your dreams

the big review



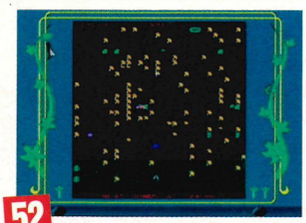
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Phantasy Star Online Ver.2

Wait a minute, haven't we seen you somewhere before? The phantasy continues... 48

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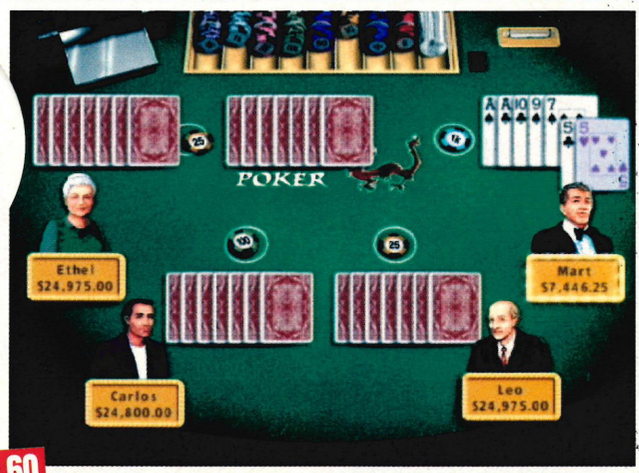
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newsca

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

News Editorial



> To say that finding anything remotely newsworthy this month was like looking for hen's teeth would be an understatement of the greatest proportion... but, as ever, we've come up with the goods. Apart from the latest details and screenshots of *Gun Valkyrie*, which you see before you, we've had the exclusive playtest of SEGA's latest (and possibly greatest) arcade game yet – in the form of *Virtua Fighter 4* – as well as the first screenshots of United Game Artists' much-hyped *Rez*, formally known as *Project-K*. Yep, looks like we've done it again!

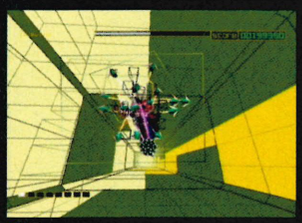
Alex Warren
News Editor

Newscast Highlights

> Proof that there's still news, just in case you needed it.



08 Virtua Fighter 4
Check out this hot game



18 Rez
'Musical shooter' revealed



20 Bomberman Online
He's back with all his mates



the big story

Suffice to say that this isn't the sort of thing you'd want to wake up next to first thing on a Monday morning.



Guns At The

Dreamcast magazine EXCLUSIVE



All-New Gun Valkyrie Info And Screenshots

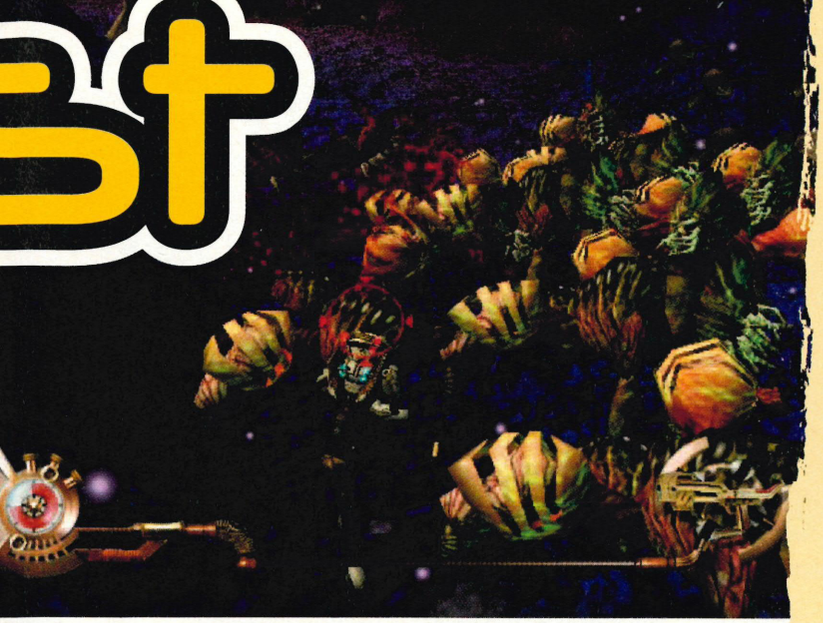
It's been a fair old while since we last delved into the upcoming delights of Smilebit's latest project, *Gun Valkyrie*, mainly because there was a dearth of new information and screenshots, but also because it switched allegiance from the Dreamcast to Microsoft's Xbox. D'oh!

Regardless of the fact that the game won't be making an appearance on the Dreamcast any more, *Gun Valkyrie* already looks as if it's shaping into something rather special and as such should be an awesome opening attack for SEGA on the Xbox. One quick glance at these incredible looking screenshots should be enough to tell you that. If not, then maybe the story will have you salivating for more as well as kick starting your savings plans. Rest assured this is one game you won't want to miss out on.

Gunned Down

Described as a 'new concept action shooter', the game is set in a far off world at a time akin to the 19th Century where invention and discovery are the battle fields of the day. But Dr Hebble is one man who stands alone in the battle of technological advancement, thanks to his ground-breaking discoveries concerning a revolutionary form of energy which, if it ever fell into the wrong hands, could propel the world to the brink of extinction. And so came about the formation of Gun Valkyrie, who are an organisation that has been designed to protect these new technologies and police their use.

But then, almost on cue, something goes horribly wrong. Dr Hebble suddenly disappears and in his place





Red sky at night, shepherds' delight. Or something like that.

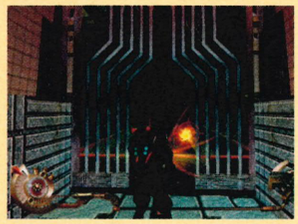








Hey lady! Don't point that thing at me!





UPDATE

Ready

hordes of creatures, hereto only imagined in your nightmares, appear. A quick emergency call later and the Gun Valkyrie unit are on the case to find the good doctor, destroy anything that isn't human and, of course, save the world from annihilation. What more could you ask for? Oh yes, it's going to be awesome – but then, did you really expect anything less?

"Gun Valkyrie is yet another reason to start saving for an Xbox"

Japanimation

› Those artistic/game connoisseurs among you will have noticed that *Gun Valkyrie* makes use of the so-called 'Japanimation Technique', a graphic style that makes shading effects in the game incredibly vibrant. Anyone who's played Smilebit's other ground-breaking game, *Jet Set Radio*, will tell you that it really does make for a visual feast second to none, and we're sure not complaining about that.



if you didn't believe how powerful the Xbox was before then maybe these screens will persuade you.



newscast

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SEGA's Number's Up

> SEGA revealed this month that it lost in the region of 107 billion Yen on the Dreamcast hardware, plus a further 53 million Yen by pulling out of the hardware industry entirely – ouch, that's gotta hurt! However, it's not all bad news as the company has sold virtually all of it's excess stock of Dreamcasts over the last few months, with only 700,000 left in stock compared to 2 million back in March. Now if only that price cut had come earlier...

More Balls

> You all know how much we loved *Monkey Ball* when it was released in the arcades, and now with a GameCube release due at the end of the month we've discovered that there's going to be a load of new modes too... and a new monkey! Joining Aiai, Baby and Meemee in the perspex balls is Gon Gon who, by all accounts, has a bit of an attitude. In terms of game modes there's going to be three Monkey Races on top of the main game – Single Race, Grand Prix and a Time Attack. We can hardly wait!

Fortune Will Be With You

> Although we reviewed *Soldier Of Fortune* last month, thinking that it would be out in July, we've now discovered the game will be out at the end of August instead. No reason has been given for the delay, but you can rest assured that the game is definitely not heading the same way as that other first-person shooter, *Half-Life*. Luckily.

Christmas Cheer

> If you were worried that you wouldn't be getting to savour the delights of *Shenmue II* before Christmas, then you need worry no longer as the game has been given a set release date 23 November. That's not all either as it looks as if SEGA is having a pre-Christmas blowout with the likes of *Rez*, *Tennis 2K2*, *Propeller Arena* and *Headhunter* all out in November. Minty!



Take that you evil brute! That's what you get for wearing a dodgy outfit!







Fight Club

Exclusive Virtua Fighter Playtest!

EXCLUSIVE

Oh, the life of a games journalist. It's so hard... Not only do we get to travel all over the world (well some of us), but we also get to play the biggest games before anyone else has even had a chance to have a sniff. So folks, we'd just like to rub it in that we've now played Yu Suzuki's latest masterpiece, *Virtua Fighter 4*. Jealous? Damn right you are. So, is it any good? Well put it this way, is Martin a fast food junkie? Of course it's good – what else did you expect? Actually it's really bloody fantastic. We all knew that it was going to look stunning from all the screenshots that we'd seen, but what we didn't know was whether it was just all good looks and no gameplay. Well rest assured folks, *Virtua Fighter 4* plays every bit as good as it looks.

Game On

As we've reported in previous stories, the latest incarnation has ditched the four buttoned system of *Virtua Fighter 3* and *Virtua Fighter 3tb*, returning to the preferred 3-button approach of the earlier games, and it works an absolute treat... but you knew that already. Where *Virtua Fighter 3tb* was arguably a little sluggish *Virtua Fighter 4* moves along like a dream, with action so smooth and fast that you'll have to be on top of your game to keep up with it all. To say that it was stunning would be a bit of an understatement. Don't believe us? Well apparently the folks at Namco were so impressed with the game that they've already ordered several units for each of their arcades and that's putting it directly against it's own *Tekken 4*. Looks like the winner of the latest battle of the beat-'em-ups has already been decided. Anyway, that's enough for now – just make sure you check back next month for our full feature on the game... you'd be crazy to miss it.

"Virtua Fighter 4 moves along like a dream, with action so smooth and fast that you'll have to be on top of your game to keep up with it all"

HOT bytes

> Alex swanned off to SEGA Amusements Europe to check out all the latest arcade games – where he was one of the first people in the world outside of SEGA to get to grips with, among others, *Virtua Fighter 4* and *Virtua Tennis 2*. Want to know more? Then check out next month's mag for a full report.

> Gaz flew off to the tropical paradise (or not, as the case might be) that is Aiya Napa this month to leave the rest of the team in peace and quiet – well it makes a change not to be hassled for text every five minutes. Quite what he got up to on his hols remains a mystery though, as he's staying rather tight-lipped about it. Come on Gaz – didn't you pull or something?

> Unlike some other SEGA and Dreamcast magazines, you can expect to see us regularly on the shelves for a good few months to come yet. The Dreamcast might be fading but rest assured it's not dead yet and neither are we.

COLD cuts

> The fact that there hasn't been a single PAL release reviewed this month has been a bit of a major blow to the magazine, but we've still managed to battle on and produce another finely tuned issue just for you. Let's just hope next month's a little better, although looking at it...

> There was a shortage of black ink this month. As this issue is being polished off, issue 24 has scuttled into the office looking a bit dark... After some hunting around we learned that it was something to do with the total eclipse of the sun in Africa. Apparently, it made everything go dark for a while so our printers, in tribute to this phenomenon, darkened the mag. No, we weren't convinced either...

> Having made the pilgrimage to LA last month to see John Lee Hooker, Simon was distraught to find that almost one month to the day after the Godfather of the blues shuffled his stuff onstage in Redondo Beach he had made his way to the Jook joint in the sky. Thus, the foul-tempered Lipster spent the rest of the month inconsolable and, well, blue. So long fella, just don't forget to boogie!



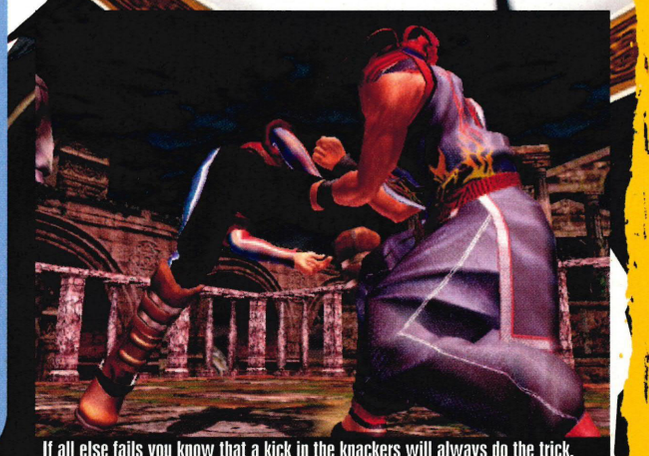




Who's That Girl?

> Those more observant among you might have noticed some of the screenshots feature a rather well tanned character of the female of the species. So you want to know who she is, do you? Well her name's Vanessa Lewis and she's a bit of a feisty little thing... or so we can guess because you can only play her once the game has been played for a certain amount of time. Still, from these screenshots, she looks like she knows how to handle herself in a fight.





If all else fails you know that a kick in the knackers will always do the trick.



"The Dreamcast release schedule just gets shorter by the month"

There's no use searching mate – it's gone and it sure isn't coming back.

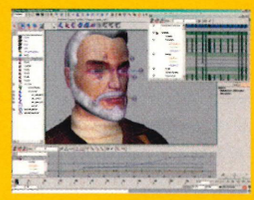
No More Clichés

Agartha Heads To The Grave



> It's sad news when we have to report the canning of games, yet over the last few months it's been something we've had to come to terms with. So, here we are again, the bearers of bad news as this month French Developer No Cliché announced that it was cancelling work on *Agartha*.

Buried Alive



In a statement on its Web site, No Cliché, the company behind the fabulous *Toy Commander* and *Toy Racer*, had this to say. "Due to SEGA's decision to stop development in Europe, No Cliché stopped its activity. Almost all employees have been made redundant. *Agartha* the horror/adventure game is cancelled." This is, of course, bad news for Dreamcasters as the game had been shaping up pretty nicely from what we'd seen of it and from talking to the developers. Oh well, another one bites the dust...



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

Number 08 This Is Your Half-Life

> Michael Aspel hosts a special edition of the show, which chronicles all the events leading up to the day when Sierra decided it couldn't be bothered to release the Dreamcast version of the game.



ALSO AVAILABLE FROM PARAGON PUBLISHING

DVD Review ISSUE>28
ISSN: 1466-593X £3.99

He's back! Hannibal the Cannibal returns in a double bill of liver-eating terror – we review the two-disc special editions of *The Silence Of The Lambs* and *Hannibal*! Also reviewed this issue are *Sexy Beast*, *What Women Want*, *The X Files: Deadalive*, *True Lies*, *Cast Away* and *Unbreakable*!



Total Game Boy ISSUE>20
ISSN: 1464-5909 £2.99

After playing the game to distraction, we've got the REAL lowdown on the whole Pokémon palava this issue, as well as first reviews of *Tomb Raider 2*, *Prince Naseem Boxing*, *Bomberman Tournament*, & exclusive news on *Crash Bandicoot* & *Spyro the Dragon* for the GBA!



P2 ISSUE>11
ISSN: 1471-1992 £3.50

The latest issue kicks off with a world exclusive look at *Jurassic Park Survival* along with the latest on *Tekken 4*, *Airblade*, *Shadowman 2*, and an exclusive playtest of *Lotus Challenge*. We also review *ATV Off-Road Fury*, *UEFA Challenge*, *Onimusha* and all the latest DVD releases.




'I may be small, but I carry a big stick!' Ooh, fighting talk now, is it?


We've played enough beat-'em-ups to know that Dan sucks and Haohmaru rocks...

Happening All Over Again

Capcom releases more details about Capcom Vs SNK 2...

You've got to hand it to the people at Capcom – they know when they're onto a good thing. Having spent much of its time coming up with ways of improving the *StreetFighter*-style of beat-'em-up, it has been responsible for more fighting games than we can count... and now, there's yet another on the way to add to your growing collection.

Due out on the Dreamcast later this year (in Japan, anyway), *Capcom Vs SNK 2* is a development of the successful crossover between popular SNK and Capcom fighting characters. By taking all the best characters each company has to offer – as well as those forgotten in the first game – and then bunging them all in together for an almighty scrap, it's a winning combination. What's more, it's not just the fighters that have been changed; there's a whole bunch of improvements made elsewhere too...

Get Into The Groove

If in the original game you had a favourite 'groove' (or fighting style, in layman's terms) between Capcom and SNK, you'll be spoilt for choice in the sequel – there are now six different grooves to choose from, derived from games like *StreetFighter Alpha*, *StreetFighter III*, *King Of The Fighters* and *Garou: Mark Of The Wolves*. The ratio system for each character has been altered as well – rather than having to choose fighters from different groups, you can now pick anyone and assign a ratio to them. This means you can still pick your favourites, while actually having a fighting chance at winning!

We're already licking our lips with anticipation for this full-on sequel. Needless to say, we'll bring you a complete review of the game when it finally hits the shelves...

"We're already licking our lips with anticipation for this full-on sequel"

So, Where Ya From?

As is the norm with beat-'em-up sequels these days, there's a large crop of new characters making their first Capcom Vs SNK appearance here. For those of you without the wide-reaching knowledge that most fanatics have, here's a look at who they are and where they come from...

REPRESENTING SNK:


ATHENA – This pretty girl changes her outfits with every update of the *King Of The Fighters* series... can't wait to see what she wears this time around!


CHANG KEOHAN – The big guy with the midget sidekick also makes his way over from the *King Of The Fighters* series.


HAOHMARU – There's only two things you need to notice about this *Samurai Showdown* character; his big sword and his even bigger hair.


HIBIKI – She might come from *Last Blade 2* (ewww) but that doesn't mean this ninja girl isn't a force to be reckoned with...


ROCK HOWARD – This guy hails from *Garou: Mark Of The Wolves*, one of SNK's better beat-'em-up efforts.


TODO – He's the shadowy bloke from *Art Of Fighting* and a bit of a hardcase to boot, apparently.

REPRESENTING CAPCOM:


ROLENTO – Everybody's favourite soldier from *Final Fight* and *StreetFighter Alpha 2* makes a comeback.


YUN – He's one half of the twins from *StreetFighter III*, so no doubt we'll find Yang lurking around in the game as well.


MAKI – Nope, we weren't sure where we'd seen her before either... until someone informed us she was in *Final Fight 2*.


KYOSUKE – The bloke from *Project Justice* that no-one played as, just because he was a bit crap.

EAGLE – If you've ever had the chance to play the very first *StreetFighter* game, you'll recognise this guy...

MOST WANTED

What pixilated pleasures are just around Dreamcast corner...

Propellor Arena

Aces high! Bandits coming in at 12 o'clock! They're on my six! Sorry, don't mind us – we're just getting in the mood to play *Propellor Arena* next month. Hey, any game that gives us the opportunity to shout 'Chocks Away!' and make annoying plane noises as we run around the office gets the thumbs up from us every time...



Tennis 2K2

Lucky enough to take a trip down to New Malden this month to see our friends at SEGA Amusements, Alex is now the only member of the team to have played the arcade sequel of our favourite tennis game. His verdict? We couldn't tell... he was too busy gibbering with excitement for us to even work out what he was saying.



Rez

We'll admit that a game that calls itself a 'musical shoot-'em-up' doesn't exactly sound like the kind of thing we want to get involved with. Mind you, that's precisely what we thought about *Samba De Amigo* and *Jet Set Radio*... they sound like stupid ideas, but they're actually really amazing. We'll just have to wait and see!







Fat bloke... he fall down. We all laugh!



TIMELINE

1 MONTHS

Floigan Brothers

Thought it wasn't coming out over here? Well, you're wrong – a little birdie told us that *Floigan Brothers* is set to appear on a store shelf near you this October. Excited yet? In that case, you'd better hold on for our complete preview coming next month...

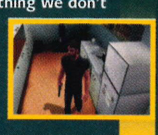


TIMELINE

2 MONTHS

Headhunter

We know it's supposed to be the Dreamcast's answer to *Metal Gear Solid* (though we'll be getting that through Bleem! soon). We know what it's all about. The only thing we don't know is when are we actually going to get the chance to sit down and play it, eh?

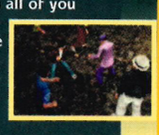


TIMELINE

3 MONTHS

Shenmue 2

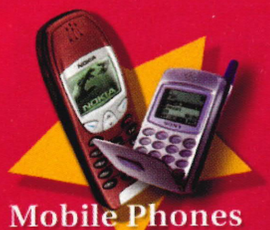
It'll probably wind up being just like the last game (only set in a new place, obviously) but we're still really interested to experience *Shenmue 2*. Given how much all of you seemed to love the first one, we know you'll be keen to hear that it's coming out for Xmas.



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The French Win Again

Infogrames Grabs The Rights To SEGA's Multi-Format Titles





When SEGA first announced that it would be producing games for consoles other than the Dreamcast, many people assumed that the company would both develop and publish these titles. Since then we've seen Sony declare itself as the publisher of all of SEGA's PlayStation2 titles, while a huge fight broke out for the rights to the games on other formats. Now though, after much scrapping, we finally have a winner...

Yep, after displaying that it clearly has a cheque guarantee card with plenty of zeros on the end, Infogrames has been granted the rights of all of SEGA's games across the Xbox, GameCube and Game Boy Advance formats. This means that when games like *Monkey Ball*, *Jet Set Radio Future*, *Crazy Taxi Next* and *Virtua Striker 3* come out, they'll have the Infogrames brand on them... and if we want to get free copies, we'll have to stay best friends with our buddies Simon and Lee. Oh guys...

"A huge fight broke out for the rights to the games on other formats – now though, after much scrapping, we finally have a winner"

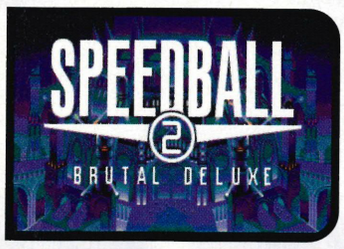
In Your Dreams...

Once again, we look back at the games we loved all those years ago and wish someone would have brought them to the Dreamcast...

This Month We've Been Dreaming About...

SPEEDBALL 2

Ask anyone old enough to remember the Amiga (an old-school computer from way back, in case you didn't know) what their favourite game was and more often than not, you'll get the same answer – *Speedball 2*. The sequel to the good-but-not-great original (called, not surprisingly, *Speedball*) managed to bring us a fantastic mixture of football management, fast-paced sporting action and all-out violence; what's more, everyone that played the game loved it to death. It was such a classic that it hasn't aged a bit; we still play it even today when we get the chance. Still, how hard would it be to bring it out again on the Dreamcast? Not very. They don't even have to change it – we're not looking for miracles here. And before you say, "But they already brought out a new version on the PlayStation!"... we know. We also know that they ruined a perfectly amazing game by trying to 'update' it. Heathens! All we want is a version of the original game that we can play on the Dreamcast – if it ain't broke, why bother trying to fix it?









SEGA The Va

1st LOOK

First Vampire Night Screens, Info And Playtest

When SEGA and Namco announced that they would be joining forces as part of their all-new arcade strategy, nobody quite knew what to expect from arguably the two best arcade developers around. Well here it is, as the first fruit of the affair is none other than *Vampire Night*.

Fang-tastic

More importantly though, is it any cop? Hmmm... let's think about this for a moment – SEGA... Namco... working together? Of course it's bloody good and we should know because we've played it! The game's currently hitting arcades up and down the country, before being released on the PS2 later this year, and by all reports, it is going down a storm. In the game you take on the role of a vampire hunter before having to fight, shoot and trek through six stages, killing anything that lunges at you all the while rescuing damsels in distress. So, just like



We told you about cutting your fingernails before.



Make sure you shoot the beast and not the human!

Hitmaker Get In On

1st LOOK

All-New Virtual On Force Details

For some the arrival of Hitmaker's *Virtual On: Oratorio Tangram* from the arcade (albeit only in Japan and America) was a seminal beat-'em-up moment for the Dreamcast, and now it's time for the joy to start all over again as the latest in the series, *Virtual On Force*, is about to hit the arcades.

Virtual Reality

The biggest difference that you're going to see in the game is that it looks even better than before, as well as making use of the all new card system as seen previously on *Club Kart*. With the card you'll be able to personalise your chosen Virtualoid, save details of your wins and losses as well as other cool stuff which Hitmaker are keeping under wraps for the time being. In regards to the gameplay you're not going to see any radical changes, with Hitmaker preferring to stick to the style that has made so many gamers fall head over heels in love with the series. Enjoy it.

"Love it or loathe it, the Virtual On series is back and better than ever before"







mpire Slayer

House Of The Dead 2 then, only with vampires instead of zombies.

Oh yes, it's lightgun heaven indeed with fast-paced action very much at the top of the list, so you'd better getting flexing that trigger finger because you're sure as hell gonna need it. However, whereas the gameplay might not be anything new it is a big step forward in terms of graphics over *HOTD2*, with some stunning reflections, sun glares and snow effects throughout. So if you fancy yourself as a bit of a vampire slayer, you know what to do.

"Vampires galore, top gun-toting action, great graphics – Vampire Night has it all"

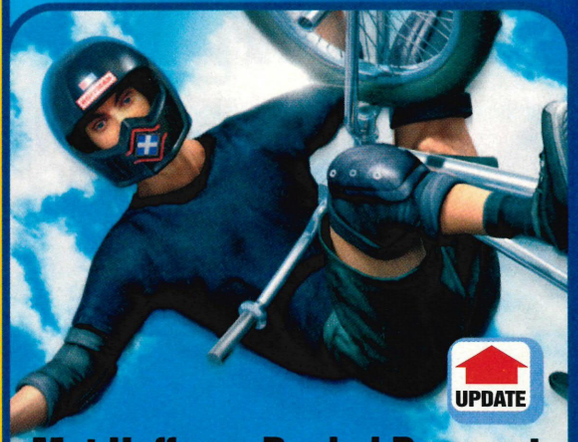
Vamped Up

> The PS2 version of the game is already deep into development with one of SEGA's top developers, WOW Entertainment, undertaking the task of converting the game and adding a load of extra features. As well an Arcade mode you can expect to see Original and Training modes too, and on top of that there will also be a shop where you can trade things that you pick up in the game for new weapons. Sounds good to us.





BMX-terminated



Mat Hoffman Denied Passport

> In a shock statement (well it was to us), Activision revealed that it wouldn't be releasing the Dreamcast version of *Mat Hoffman's Pro BMX* over in Europe, despite still being released Stateside. Okay so things could have been a lot worse if the game had been canned altogether, but even so we're still pretty gutted by this news, as after playing the PlayStation version we'd become rather attached to it. The game is currently on course for a US release sometime around September, so expect a full import review in the coming months. In the meantime, just remind yourself how good *Mat Hoffman's* could have been by having a session or two on *Tony Hawks Pro Skater 2*.

"Quite why the game's coming out in the US and not Europe is anyone's guess"

MAN IN THE PUB



He might moan and whinge all the time, but The Man's got a heart of gold... and a stomach of Guinness.

This Month – Picky, Picky, Picky

> Ya know, I've gotta fank the boys at DREAMCAST MAG for givin' me this oppatoonity – wot wiv all the problems they've got, they still find time to makes room for an old man like me. Ahh, bless. An after seein' 'em work likes mad to brings you a packed mag every monf, I've got a new found respect for 'em. After all, it's not like they can just decide to bring aht the mag whenever they feels like it. It's not like they can just cobble togever a pile of old tat and slap it on the cover. And it's certainly not like they don't wants to bring you the most exclusive and up-ta-date reviews... hey, that's why they've had all the new games first recently, ain't it? Yeah, you gotta love 'em... tops lads, the lot of 'em.

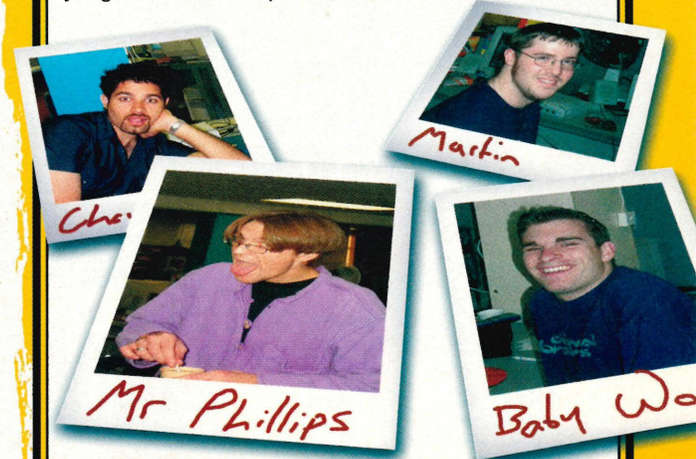




Figure It Out

> If you're one of these people that has to have every single bit of games related merchandise then these *Virtual On* figures should be right up your alley. The catch? You can only get them in Japan, although if you ask your local importer kindly he might just make a phone call for you. If you're lucky.

Virtual On – it just goes on and on and on.

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...



Jet Set Radio – have you played it yet?

UK Release Schedule

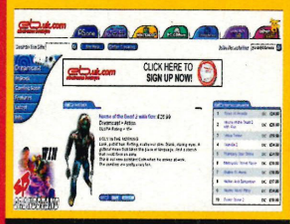
There's still plenty of fun on the way!

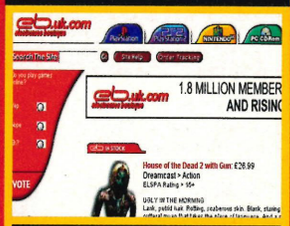
Game	Publisher	Release	Price
Heroes III Of Might & Magic	Ubi Soft	07/09/2001	£19.99*
Conflict Zone	Ubi Soft	28/09/2001	£19.99*
Evil Twin	Ubi Soft	28/09/2001	£19.99*
Commandos 2	Eidos	01/09/2001	£TBC*
Jet Set Radio 2	SEGA	01/09/2001	£TBC*
Virtua Golf	SEGA	01/09/2001	£TBC*
Propeller Head	SEGA	01/10/2001	£29.99*
Virtua Tennis 2	SEGA	01/10/2001	£29.99*
Headhunter	SEGA	01/11/2001	£TBC*
House of the Dead 3	SEGA	01/11/2001	£TBC*
Sega Worldwide Soccer	SEGA	01/11/2001	£TBC*
Agartha	SEGA	01/12/2001	£TBC*
Gun Valkyrie	SEGA	01/12/2001	£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...

Dream Fights

We've all thought about them. Who would win out of Robocop and The Terminator? Who's tougher – Buffy The Vampire Slayer or Optimus Prime?

The rumour that Sonic may be included in the GameCube iteration of *Smash Brothers* is certainly one to get the juices of any SEGA or Nintendo fan going, as we anticipate the possibility of the first clash between the two biggest videogame icons of all time – Speed vs Big Moustache Power... it's got me weak at the knees!

It'd certainly be interesting if more publishers would collaborate for the greater good. *Capcom Vs SNK* is really the only example of this, but the possibilities are endless and could really give gaming a shake up. *Dead Or Alive* Vs *Virtua Fighter* would be interesting, and possible; Link and *Skies Of Arcadia's* Vyse would make a great team if the world ever needed saving, and a cat-fight between Joanna Dark and Lara Croft would certainly benefit from the inclusion of a mud pit. My money's on Sonic by the way – Mario's bottom bounce would not be useful with such a spiky landing.

Jon Austin is the Editor/Producer of EB Online

Top Ten Sellers On EB.uk.com

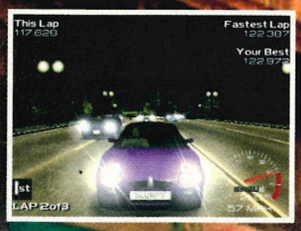
Two great SEGA games vie for the top spot!

Position	Game	Price	DM Rating	Issue
1	Crazy Taxi 2	£29.99*	92%	23
2	Sonic Adventure 2	£29.99*	93%	24
3	Alone In The Dark 4: The New Nightmare	£29.99*	68%	23
4	Unreal Tournament	£29.99*	87%	22
5	Fighting Force 2	£9.99*	61%	04
6	Revolt	£9.99*	70%	03
7	Wacky Races	£9.99*	85%	09
8	Jeremy McGrath Supercross 2000	£9.99*	29%	14
9	Spider-Man	£29.99*	78%	22
10	TrickStyle	£9.99*	79%	02





competition





London Nights

Grab yourself a copy of M-SR!

Are we good to you or what? It's another month and it's another chance to win another great SEGA game. This time it's *M-SR*, courtesy of our chums at EB.uk.com – who reckon that if you haven't already bagged yourself a copy then you ought to at least try to get one for free. It's the usual simple question (and the answer, if you know it) + envelope + stamp = chance to win this splendid game.

Q. M-SR is not set in which city ?

A: Tokyo
B: Belfast
C: London

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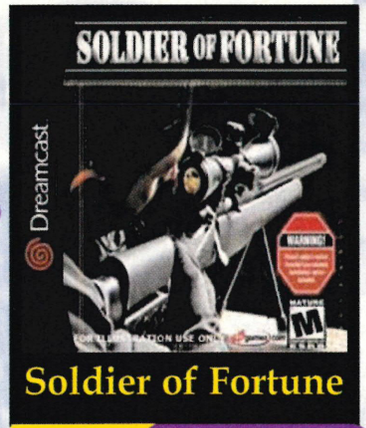
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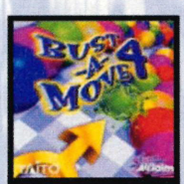
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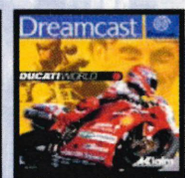
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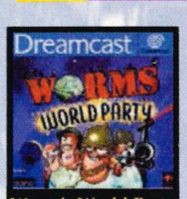
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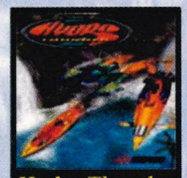
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Myth 2 Soulblighter

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

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Outcast
Overseer

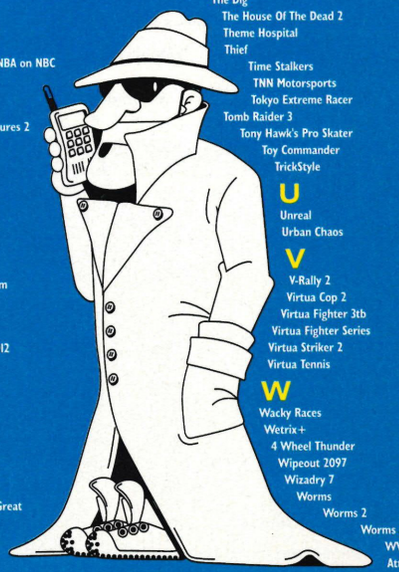
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Sonic Adventure 2

Import Charts

With Japanese Dreamcast sales slowing, the top five doesn't seem to have moved much. Meanwhile, *Outtrigger* springs to the top of the US charts - well, they do get to play it online out there, so it's no surprise...

Japanese Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	-	Sonic Adventure 2	SEGA	93%
2	1	Phantasy Star Online ver.2	SEGA	82%
3	-	Outtrigger	SEGA	92%
4	2	Exodus Guilty	SEGA	-
5	3	Segagaga	SEGA	-

US Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	-	Outtrigger	SEGA	92%
2	-	Bleem!: Gran Turismo 2	Bleem!	-
3	3	Sonic Adventure 2	SEGA	93%
4	-	Soldier Of Fortune	Crave	86%
5	-	Virtua Tennis	SEGA	94%

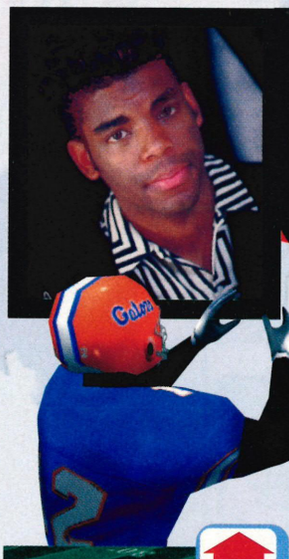
Import Release Schedules

JAP Release Schedule

Title	Publisher	Date
Heavy Metal: Geomatrix	Capcom	August 2001
SEGA Bass Fishing 2	SEGA	September 2001
Ooga Booga	SEGA	September 2001
Propeller Arena	SEGA	September 2001
Shenmue: Chapter Two	SEGA	September 2001
Power Smash 2	SEGA	October 2001
Bomberman Online	SEGA	October 2001
ToeJam & Earl III	SEGA	October 2001
Shenmue 2	CRI	November 2001
Harusame Youbi	NEC	2001
Innocent Tears	Global Ents	2001
Love Mahjong	Culture Brain	2001
Monster Breeder	NEC	2001

US Release Schedule

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
Phantasy Star Online V2.0	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
Headhunter	SEGA	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



US news

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

Down To Business





NCAA College Football Is Coming!

It might not mean much to you guys in Europe, but the now imminent arrival of *NCAA College Football 2K2* over here in the States is big, big news and with the release of the first screenshots this month the dream is ever closer.

Based on the same game engine as the awesome *NFL2K1*, the game is not only looking amazing, but it has enough action packed into a shiny GD-ROM to keep even the most fanatical football fan happy for months on end. First up, there's a season mode where you get to take your chosen Division 1 squad through the trials and tribulations of the Heisman Trophy, bowl games and even the national championships.

Touchdown!

On top of that there's a Dynasty mode where you get to act as a coach and athletic director of a team where you'll recruit players, evaluate transfers and even prepare training programmes, if that's what bites your cherry. If all that wasn't enough for you then maybe the chance to create your own plays and customised playbooks might be enough to tempt you. Of course, there's always the online option of some top quality broadband network action too. In other words, you need this game in your life and with a release this Fall you're not going to have long to wait.



Driving You Crazy

Crazy Taxi Movie Revs Up

It was way back in issue #19 that we first brought you the news that plans were afoot for a film based on the madcap antics of *Crazy Taxi*, and now we can confirm that a *Crazy Taxi* movie is now well underway and speeding along in a typically crazy kind of way.

Although no plot has been revealed just yet, or even who might be cast, director Richard Donner has been talking about his plans for the film, "I plan on doing a lot of experimentation with this film, trying things no one's really played around with, to really put the audience in the front or back seat of the taxi during the action sequences. You can do a lot more with the camerawork in a movie to make the action sequences feel like those in the game."

However, quite how the film will turn out is anyone's guess, but seeing as Donner's been responsible for the likes of the *Lethal Weapon* movies, *The Goonies* and *Superman* in the past it should be suitably wacky. Whether it's any good is an altogether different matter.

"Just how crazy can the Crazy Taxi film be?"

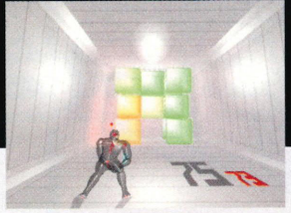
Dreamcasting

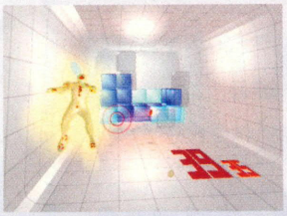


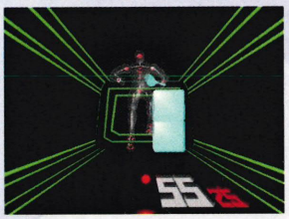



For those of you who've been with us from the start you might remember our rather ace regular feature, Dreamcasting, where we'd take a game and turn it into a film, complete with character casting. Well back in issue #06 it was the turn of *Crazy Taxi* to undergo the film treatment (see, we really do come up with ideas before everyone else!) where we had Seth Green as punk cabby Axel, Gillian Anderson as the lovely Gena, Eddie Murphy as BD Joe and John Goodman as Gus. Not a bad cast we think you'll agree, but whether any of them make it into the real film remains to be seen.

"It might not look like much, but believe us it's great fun to play"





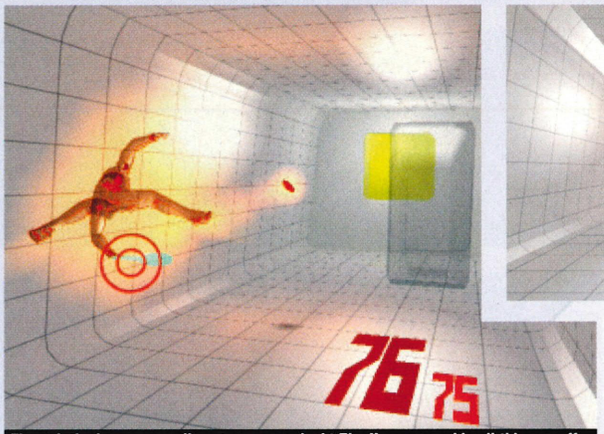




news Jap



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



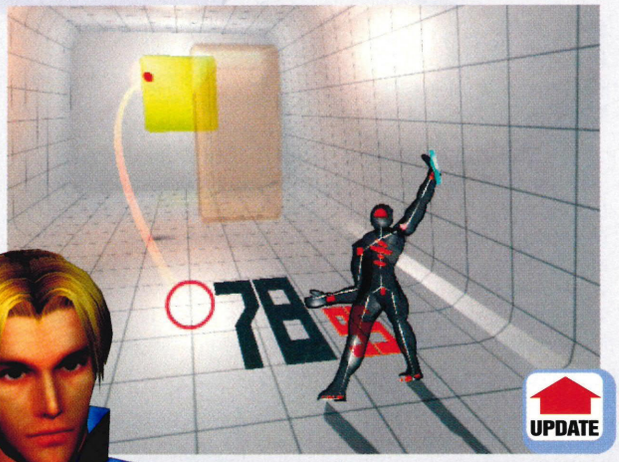
Through the legs... needless to say, we doubt Tim Henman could pull this one off.



Simply Smashing

Cosmic Smash Gets A Date

It's been out in the arcades for a fair old while now, both here in Japan and over in Europe, but only now is SEGA Rosso's retro styled *Cosmic Smash* getting it's Dreamcast release. And the date? 13 September 2001. For those of you who haven't had the wholly pleasurable experience of playing the game yet then you're missing out – and we can only encourage you to get an import copy of the game when it is released. "But what's it all about?" you're asking. Well, the game's best described as a cross between *Virtua Tennis*, *Pong* and classic Eighties film *Tron*, all merged together to make a futuristic squash kinda game. It might not look like the best game in the world ever, but once you've started playing it you'll find yourself hooked as you look to progress through the 50+ levels, making it a case of gameplay over graphics. And if you don't believe us make sure you check out our import review next month.



UPDATE

Traveller's Checks

Regulate Your Life

SEGA of Japan pulled a surprise this month with the release of an all new Dreamcast called the Regulation 7. Selling for the bargain price of 9,900 Yen, the Regulation 7 is purely a standard Dreamcast, only painted black – much like the limited edition Sports Dreamcast that SEGA of America released last year. So, still some stock to get rid of then...

WSB2k2 Loses Out

With broadband online gaming big in the US at the moment it was thought that all of SEGA and Visual Concepts 2K2 range of games would be shipping with the feature, but that's not to be the case. *World Series Baseball 2K2*, the first of the 2K2 series to be released, is due to ship without a broadband adaptor, not that it matters greatly anyway as with a 56K modem it's still pretty smooth.

Console Price Slash

With the Dreamcast now coming to the final stages of its life, a report suggests the console is in for not one, but two price cuts in the coming months in the US. Apparently the console will be dropped to the bargain price of $79.99 in August with a further price cut in November, just in time for Christmas, to the ridiculously cheap $50. Now that's what we call a bargain!

SEGA Comes Down To Earth

Lately gamers have been asking what's going to happen to online play when the Sega.net service winds down, but fear not, as Sega.com has signed a deal with ISP Earthlink to continue the online goodness. Sega.com's Director of Strategic Partnerships and Alliances, Marc Connor says: "This agreement allows Sega.com to continue to offer high speed, low-latency gameplay while concentrating on building the best community and content for online console gamers."



Trigger Happy

competition

Win copies of Outtrigger, keyboards and mice!

We've always loved games where you not only get to play with your friends, but you get to blow them to pieces as well. Now that *Outtrigger* is finally out on the Dreamcast though, we've got everything we've ever wanted... besides online play, naturally. Still, that hasn't stopped us from loving it to bits and now we want to share it with you lovely people. We've got five copies of *Outtrigger* to give away and, even better, the top two winners will also receive a Dreamcast keyboard and mouse to offer the best gaming experience possible. For a chance to win these wonderful prizes, you just have to answer this incredibly tough question:

Q. Which of these hobbies does NOT involve the handling of guns?

a) Paintballing
b) Clay Pigeon Shooting
c) Stamp Collecting

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 1st October.

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Yet Another Day

Crazy Taxi 2 Downloads

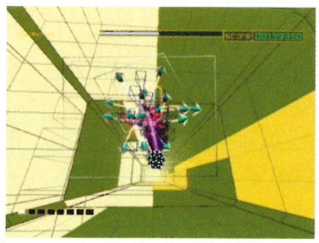


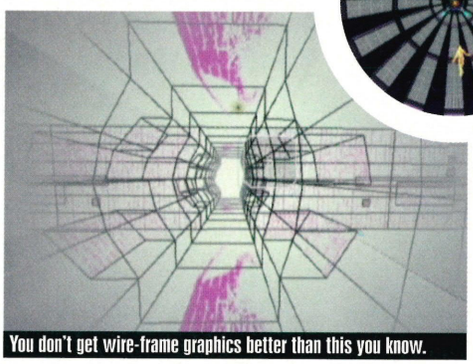




› Played *Crazy Taxi 2* to death? Reckon you've sussed where all the passengers want to go? Then think again, as Hitmaker has some rather funky new features for you to download, which add even more to the game.

Yep that's right, just like in the first game, where there was 'Another Day' cheat, now you can download a similar cheat from the Hitmaker Web site, which will move all the passengers to different areas of the city... just to confuse you that little bit more! But that's not all as the time of the day changes too, so that when you play Around Apple it's sunset and when you speed around Small Apple it's sunrise, which we reckon is pretty cool. To download these extra features simply head over to www.hitmaker.co.jp and hit the *Crazy Taxi 2* link for some more crazy fun!





You don't get wire-frame graphics better than this you know.





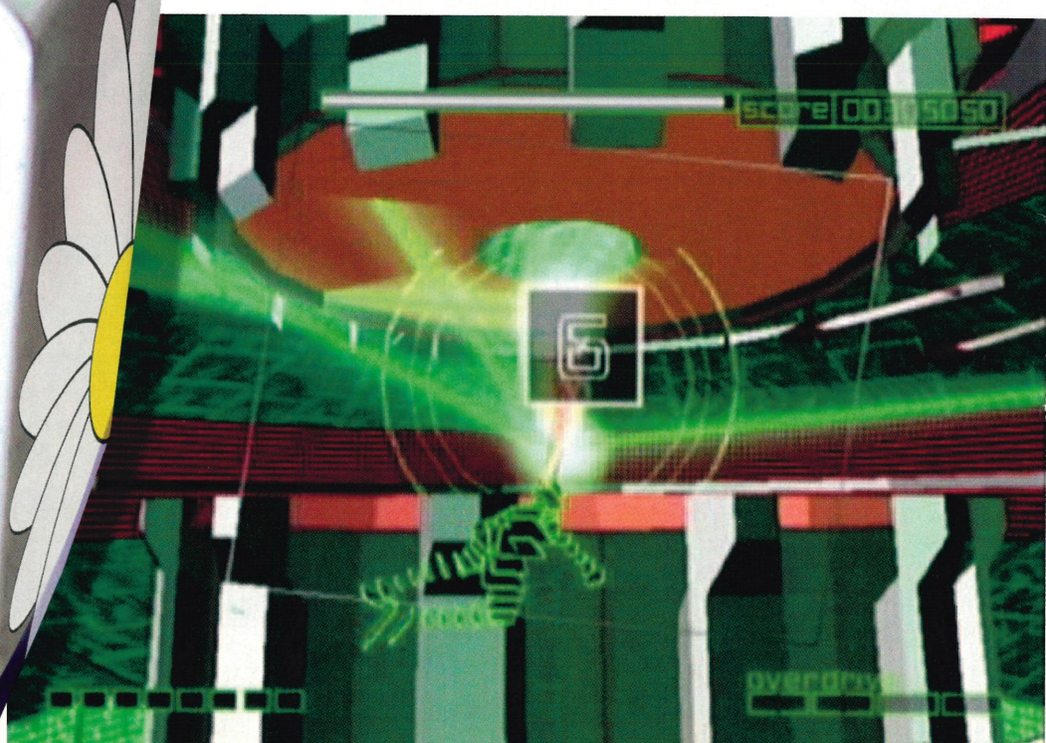
My Kind

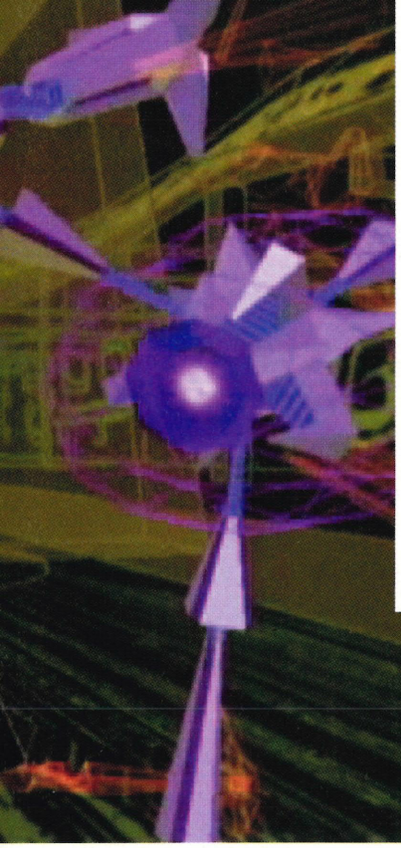
First Rez Screenshots

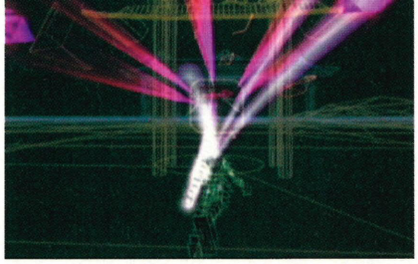
It's been an incredibly long time coming but at last we've managed to track down the first screenshots and solid details of United Game Artists' up-and-coming, and highly anticipated, musical-shooter *K-Project*... although it's not called *K-Project* anymore.

Yep, that's right, the game formerly known as *K-Project* is now going by the far cooler name of *Rez*. Having been announced almost nine months ago by SEGA and UGA, the team behind *Space Channel 5* has kept the lid pretty tight on anything to do with the game. Until now, that is. As we've already said, the game is a



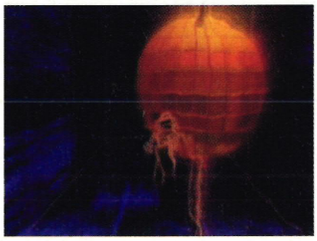








Speed through the trees and shoot anything that moves.



Of Music

1st LOOK

rather peculiar hybrid, currently going under the title of musical-shooter or, to quote Tetsuya Mizuguchi, "dramatic musical shooting" – and if that's left you a little confused then let us explain.

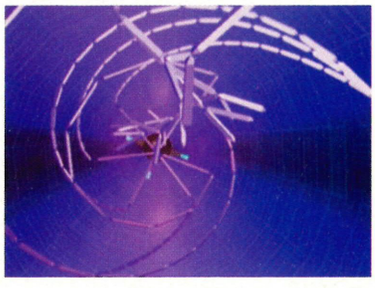
Special K

Essentially the game takes the form of a normal shooting game à la *Space Harriers* (believe it or not), but whenever you fire a shot a musical note is generated and the same goes for when you actually hit an enemy. In this way you can make your own tunes by putting together massive combos across the levels, which sounds kinda cool. Okay, so it doesn't look particularly great (actually it looks pretty shocking), hinging on nothing more than wire frames, but don't let that blind you from what promises to be a game with some of the most innovative gameplay you're likely to find this side of Mars.

So when can we expect to see *Rez* hitting our shores? Well, the game is currently pencilled in for a simultaneous Dreamcast and PlayStation2 release this Autumn, but the way games seem to slip all over the place nowadays we wouldn't advise you to hold your breath!

"A musical-shooter – have you ever heard of anything so bizarre?"



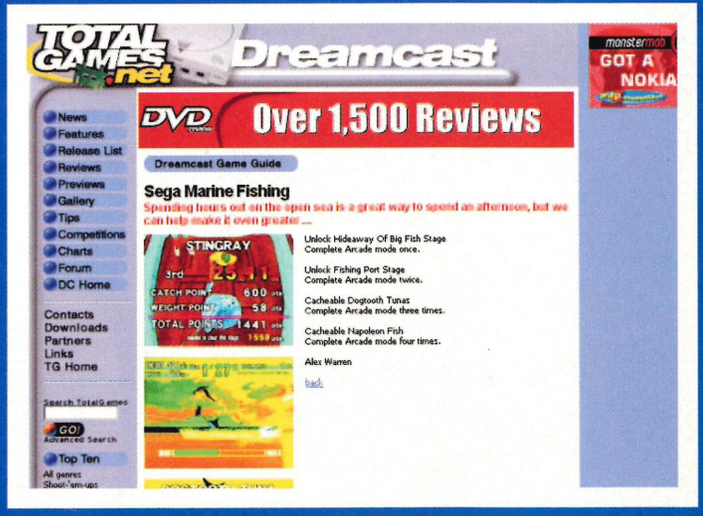




No, we haven't a clue what's going on either.

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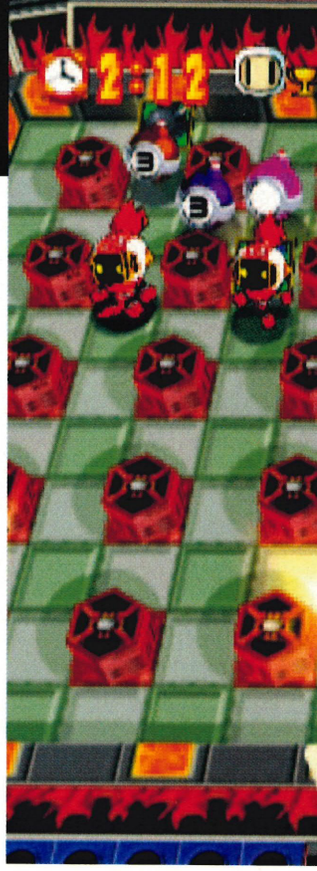


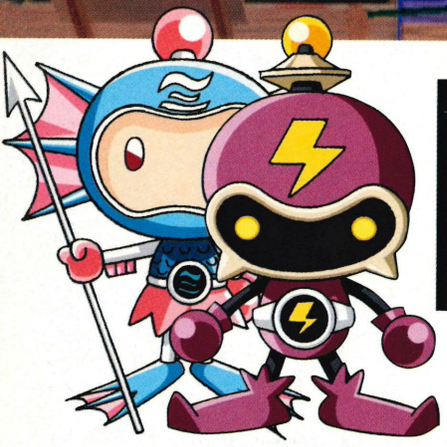


No, sorry – we haven't a clue what's going on here...



Grab all the power-ups while you can – you'll need 'em!





Bomberman

Bombs away lads – Bomberman's back and he's got all his friends with him... dare you mess?

Call us old-school (in fact call us what the hell you like, we can take it), but as far as multiplayer games go there's no beating *Bomberman*. Forget your *Chu Chu Rockets*, and *Mario Parties* – *Bomberman's* the only one worth shooting yourself over. He is the epitome of cool – even in his little white helmet, purple romper suit and pink shoes – and we're having nothing said against him. Got it? Good, then we can proceed in an orderly fashion.

Friendly Fire

When SEGA first announced that it would be bringing an online version of *Bomberman* to the Dreamcast at last year's Executive Games Summit, it might not have been the biggest game to be revealed that day, but it was the one that had us most excited. After all, ever since the game first appeared in home console form on the NES it's been an all-time classic, with its ever-so-addictive and vindictive gameplay. Let's face it, where else do you get to blow your best friend up without being banged up for it?

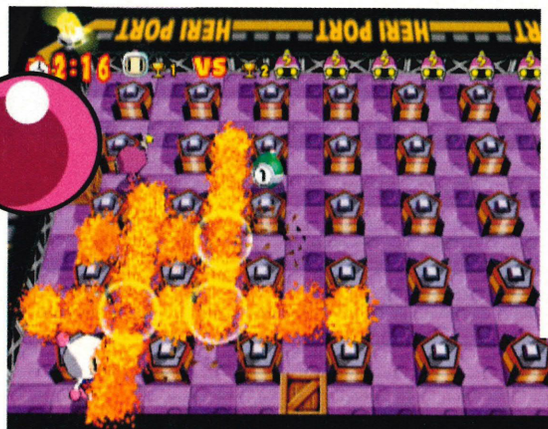
So anyway, we all know what the game's about (if not put your dunce's hat on and go to the boxout) but what new features does the game

World Domination

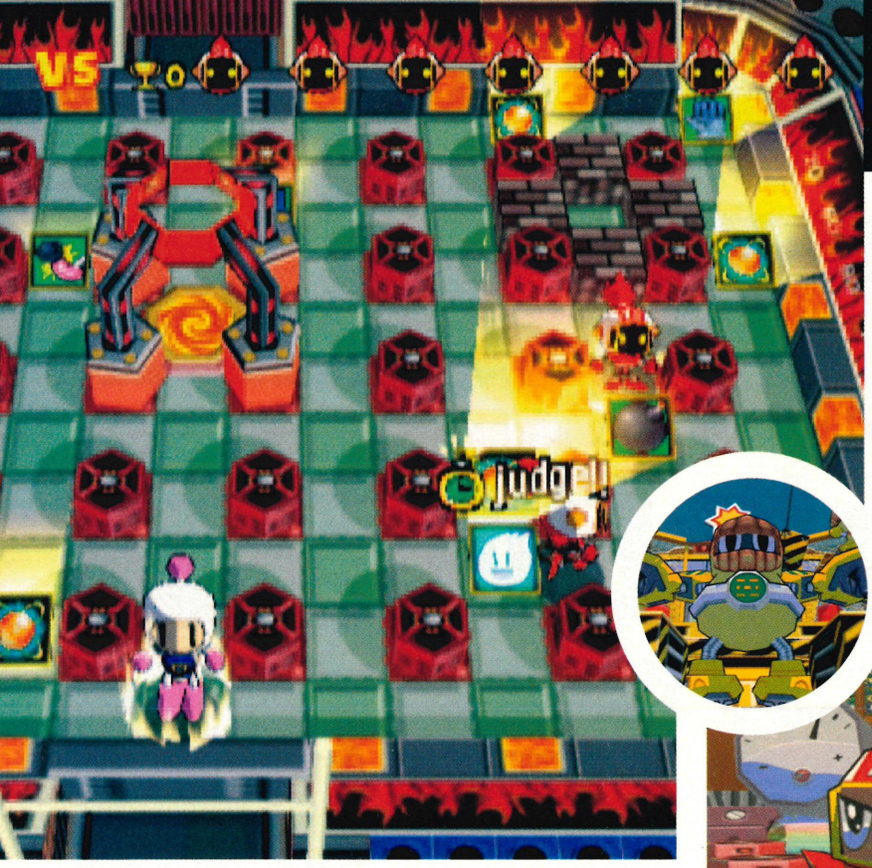


It'll come as no surprise to find that since *Bomberman's* arrival in the arcades all those years ago he's been on virtually every system there has been going – talk about putting it about a bit! After a couple of appearances on the NES he headed straight for a stint lasting five games on the SNES, before having a quick stay on the SEGA Master System. Next in line for *Bomberman's* world domination was the Saturn, as well as a run of three games on the PlayStation, before returning to Nintendo in *Bomberman Hero* on the N64. Not wanting to miss out on the fun the Game Boy was also home to our little friend for a while too ,and now even the Game Boy Advance has signed him up for *Bomberman Tournament*. He sure does get around...

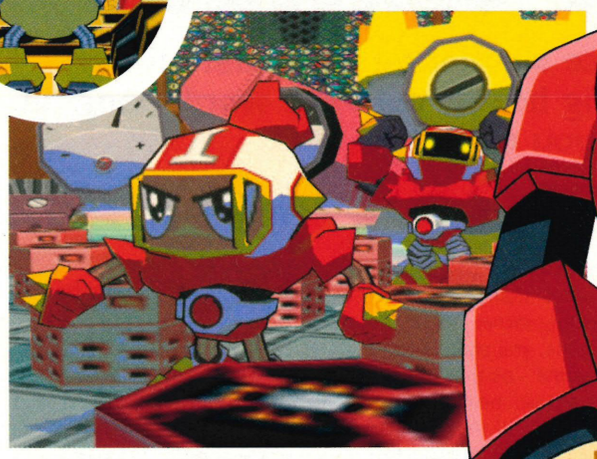












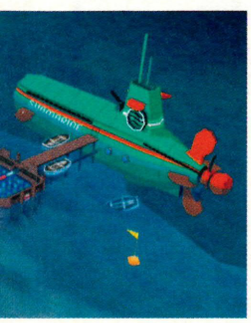
Online

have? As the more observant of you will have noticed the game is going to be, wait for it... online. Well in America at least. That's right – *Bomberman* action with up to eight people from around the country – could you possibly get any better? We think not... but that's just for starters.

Bombed Out

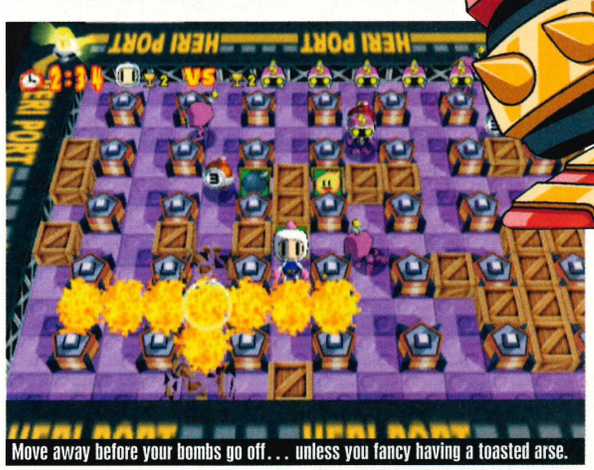
Other new features that have crept into the game include a load of brand spanking new gameplay modes – Hyper Bomber, Submarine Attack, Panel Attack and Battle Royal – as well as a very fancy Character Edit where you can create your very own personal Bomberman to take online and kick some serious butt... obviously. While online you'll also be able to pick up a variety of special items, which you can then trade with other players at the end of the battle, just to prove there are no hard feelings. Add to all that five new stages, plus some stunning looking graphics and you have what is unarguably the greatest version of *Bomberman* ever to grace the earth...

"Unarguably the greatest version of Bomberman ever to grace the earth"





So if I have four cups and I give you two... do I win?

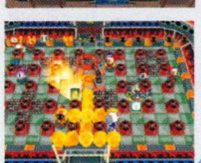


Move away before your bombs go off... unless you fancy having a toasted arse.

Great Balls Of Fire







> For those of you out there who are still preserving your *Bomberman* virginity (don't worry, Martin'll break you in slowly) here's what the game's actually all about. It's very simple really – basically all you do is run around the maze-like levels, strategically placing bombs to blow up the walls so that you can get to your opponents and blow them up too. And that's it. Pure and simple...

softography

previous works>

> First Dreamcast Game

Hudson Soft



essential information >

Dreamcast magazine

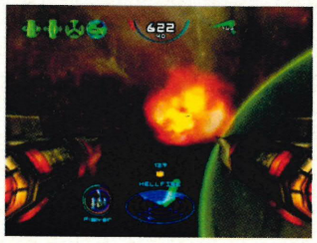
PUBLISHER	SEGA
DEVELOPER	HUDSON SOFT
PLAYERS	1-8
% COMPLETE	50%
RELEASE	SEPTEMBER

ANTICIPATION RATING 95%

THEY SAY: Get ready for the ultimate party game with its utterly addictive gameplay.

WE SAY: An absolute classic that we can only pray will be released over here in Blighty.

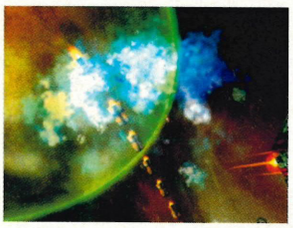








Bang! Gunship Elite



Forget serious space simulation – it's just all-out arcade-style blasting here... with the word 'bang' in the title, what did you expect?

If you're one of the more hardcore readers that has been with us from the beginning (you know... the ones we tend to hold to our bosom on those cold lonely nights) you might remember us showcasing a game called *Bang, Gunship Elite* way back in issue 13. As is generally the case with titles that appear once and then never raise their heads again, we'd assumed that with the arrival of *StarLancer*, *Bang, Gunship Elite* had been consigned to the box marked 'Canned Games' that seems to be getting rather full of late. Of course, you should never assume – as that only leads to an 'ass' being made out of 'u' and 'me' (ho, and indeed, ho). Instead, it looks like Virgin Interactive has picked up the distribution rights for the title and intends to slam it straight onto a store shelf near you towards the end of this month.



Kaboom! Yep, this is pretty much the norm out here in deep space... exciting, huh?

In Space, Nobody Needs to be Original

In true space-based shoot-'em-up fashion, all the typical clichés have been dragged out of the cupboard to piece together the plot for *Bang, Gunship Elite*. Once again, the galaxy is in turmoil... hey, when isn't it? Once again, there's a massive power struggle over something precious – in this case, a mineral known as Kha – and once again, a vicious race of aliens (this time called the Sketars) will do anything to get it. It's all a bit too Gene Rodenberry for our tastes but none of that really matters – all you need to know is that there's plenty of fast-paced spaceship blasting going on.

Although it's much more arcadey than *StarLancer*, there are still objectives to be met and allied craft to be protected/rescued/generally not blown up... if you're intent on shooting anything that moves, you won't last long at all.

The only major difference between the knowledge of the game we had all those months ago and what we know now is that unlike the original PC version (and the Dreamcast version of *StarLancer*), *Bang, Gunship Elite* will NOT feature any kind of online multiplayer action. While this is a disappointment, it's not unexpected... after all, if SEGA can't even put its own games online, how can we expect anyone else to? Bummer. In any case though, fans of crazy space blasting should keep their eyes open for our full review next month – when we'll tell you just how well *Bang, Gunship Elite* goes where several other games have gone before...

softography

previous works

- Worms World Party
- Project Justice

Virgin Interactive

Bang Bang, You're Dead

If you're not quite sure what we mean when we say that *Bang! Gunship Elite* is a lot more arcadey than *StarLancer*, it's because it's nowhere near as realistic... although we doubt any game depicting war in deep space can be called realistic in this day and age. Still, at least *StarLancer* gave you the chance to only upgrade your weapons and ships when docked, like a real flight simulator would – *Bang! Gunship Elite* instead lets you pick up various power-ups dropped by enemy craft after you destroy them and offers brightly coloured laser blasts over *StarLancer's* subtle-yet-deadly approach. Hope you understand what we mean now...

essential information

Dreamcast magazine

PUBLISHER	VIRGIN INTERACTIVE
DEVELOPER	RED STORM
PLAYERS	1 PLAYER
% COMPLETE	90%
RELEASE	OCTOBER 2001

ANTICIPATION RATING 70%



THEY SAY: The Sketars are coming! Run before they come and nick all our precious Kha... and so on.

WE SAY: Gamers with a taste for arcade-style blasting will certainly love it to pieces...

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You might think that the Dreamcast is coming to the end of its life... but that doesn't mean that there aren't any quality titles out for you to buy. In fact, there are so many around that you're probably having trouble saving up for all of them, right? Well, don't fret – DREAMCAST MAGAZINE has teamed up with our friends at Game to bring you a money saving opportunity! See that lovely voucher? All you have to do is cut it out and present it to the bloke (or lay-dee) behind the counter when buying your game... it couldn't be easier!

new! gear

BECAUSE YOU WANT IT!

THE MAGAZINE THAT TAKES NO SH*T!

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Inside issue one you'll find...

TO Destruction

JET SKIS ■ BMX ■ MP3 ■ PS2 v XBOX ■ TRAINERS ■ DVD

BEACH SPIKERS

Virtua Beach Volle

Stunning bikini-clad girls. Beaches of golden sand. Gameplay to die for and graphics so good they could be real. Has SEGA really just gone and created the perfect arcade game? DREAMCAST MAGAZINE heads down the beach to find out.

When you walk into an amusement park and a game has a massive sticker on it proclaiming it to be the only version in the world, you're hardly going to miss it... especially when it's the latest offering from the Yu Suzuki-led AM2 development team. And if that wasn't enough for you chances are that the stunningly beautiful girls, complete with all over tan, dressed in figure hugging bikinis will most definitely grab your attention. Welcome then, clammy-handed boys and men alike, to *Beach Spikers: Virtua*









yball

Beach Volleyball – the sauciest game to hit arcades for years.

Girls, Girls, Girls

Not since the likes of *Dead Or Alive* has a game been so blatantly aimed at the sweaty-palmed teenage boy market who've just discovered what girls are all about – but that's exactly what *Beach Spikers* does. Unashamedly so. But hey, who can blame them? After all, everyone knows that sex and scantily dressed girls can sell anything – just look at what the likes of *Loaded* and *FHM* get away with. However, there's one major difference between those magazines and *Beach Spikers*, in that *Beach Spikers* isn't just all about what's on the cover. In other words, as well as having the headline-grabbing babes to draw the punters in, it also has the gameplay to keep them coming back for more... and then a little bit more.

The questions is, though, which of the virtues of Yu Suzuki's latest masterpiece do we start extolling first? The stunning graphics or the utterly addictive gameplay? Oh sod it, let's just start at the beginning. Ever since last year's Sydney Olympics, where beach volleyball was first given a global audience, its popularity has exploded, hence the arrival of the first fully-fledged beach volleyball arcade game... just in time for the summer. As we've already

"Once you've started you're not going to want to give up until you've reached the final and are crowned beach volleyball king"

Courting Trouble

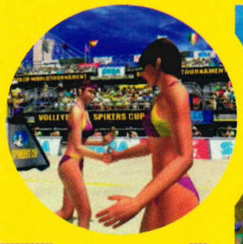
> In the game you have to progress through three different rounds before you reach the grand final, a trek that will take you to four different, yet equally stunning, courts. First up there's the Mikasa sponsored court, which takes place during the day, followed by SEGA court, which is again based during the day. Get to the semi-finals and you'll find yourself playing in the sunset-soaked Swatch court, a level which looks particularly amazing. And then it's the final where it's night-time and you're playing at the Coca-Cola court... win that and you're a gaming genius as it's as tough as nuts!



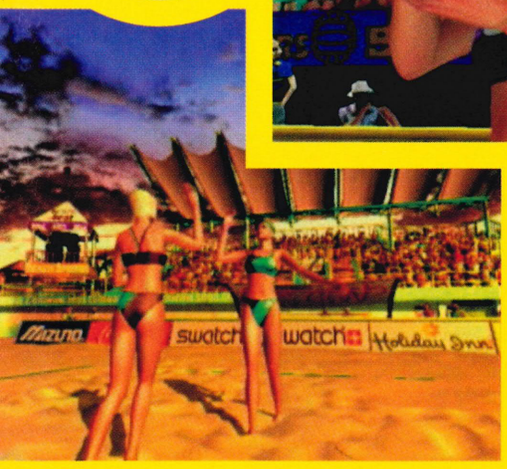








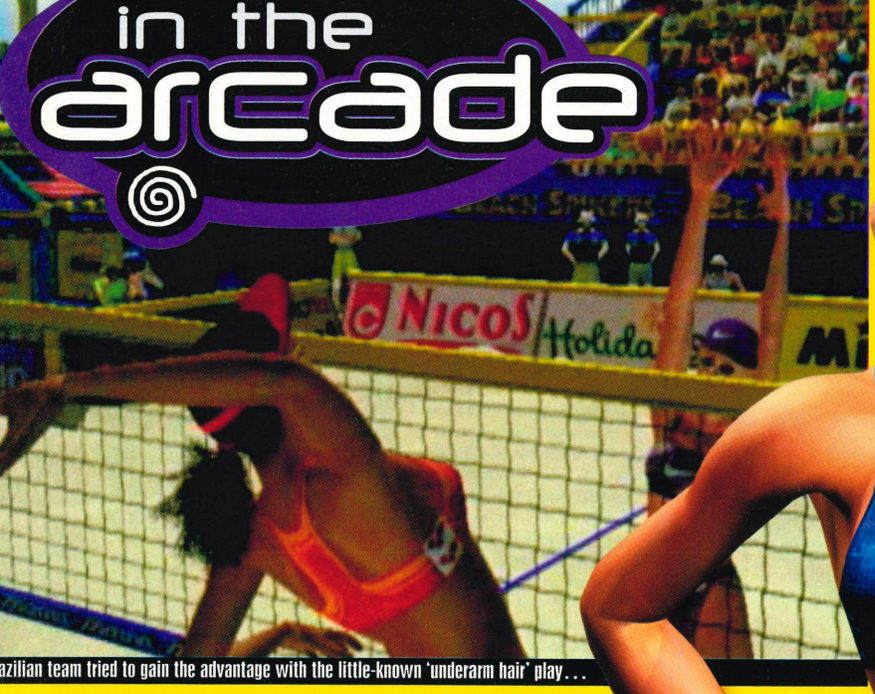






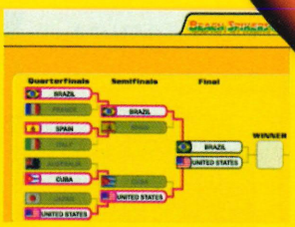
Sonic's got an eye for the ladies as well, we see.





azilian team tried to gain the advantage with the little-known 'underarm hair' play...







Ladies' Day

› Whereas in *Virtua Tennis* you could only select male players the opposite is true for *Beach Spikers*, as there are only ladies on show here. There are eight teams to choose from around the world – America, Australia, Cuba, Brazil, France, Italy, Spain and Japan – all of which have their own strengths and weaknesses around the court... supposedly.





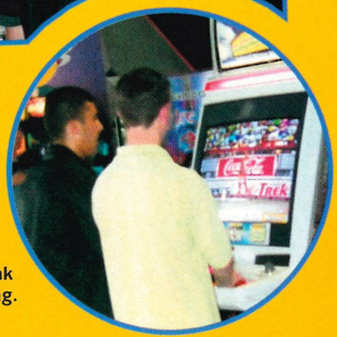
BEACH BUMS OF THE WORLD UNITE

› So, you don't value our judgement of just how fantastic *Beach Spikers* really is? Well in that case see what our panel of arcade loving members of the public have to say about the world's only beach volleyball arcade game.



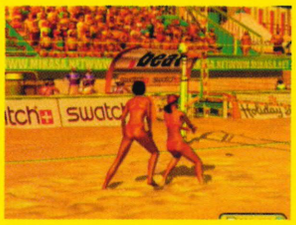
Ben Butcher

Age 16
Occupation Student
What did you think of Beach Spikers?
I don't normally play this sort of game, but yeah, I quite enjoyed it. It's quite easy to get the hang once you've got into it, which is all important for any arcade game – and I think that it'll definitely appeal to younger gamers because of that. As for the ladies... well they're pretty realistic.



Arran Herringshaw

Age 16
Occupation Student
What did you think of Beach Spikers?
It's alright I guess but I found it quite difficult to get used to the controls at first. It looks just like it does on television, which is good and the gameplay is realistic too, but I don't think I'd play it again as it's not really my thing.









said, the first thing about the game that will undoubtedly knock you out are graphically enhanced girls (although there is a noticeable lack of bounce – must be those sports bikinis they're all wearing).

It Must Be The Bounce

Call us what you like, but you can hardly miss them. But then once you've been caught and have taken a closer look, you'll realise that it isn't just the girls that look amazing, because the same can be said for the entire game. It might be an exaggeration to say that you could see every grain of sand on the beach, but it wouldn't be grossly over the top either. The detail is quite breathtaking in every respect, thanks in no small part to the power of the Naomi 2 board and its ability to deliver 16.77 million colours, 10 million polygons and 2,000 pixels per second. The action itself, though not incredibly quick due to the nature of the sport, is as smooth as a recently waxed bikini line and you can't ask for more than that, can you?

However, the most striking thing about *Beach Spikers*, apart from the girls that is, is the remarkable ease with which you can casually stroll up to it and pick it up almost immediately – a prerequisite for arcade success if ever there was one. The fact it's amazingly fun to play is, of course, the real bonus. In both these respects the game is very much like Hitmaker's *Virtua Tennis*. But that's not the end of the similarities because they're both similar in terms of gameplay, which begs the obvious question of why AM2 developed the game and not Hitmaker. Actually, forget that thought, because when it comes down to it you won't be able to stop playing the game long enough to care.

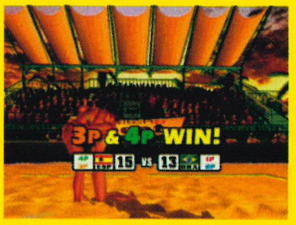
Spiked

Basically, *Beach Spikers* is akin to a doubles game of *Virtua Tennis* only the ball's bigger, the net's a few feet higher, it's on a beach (funny that) and it's all girls, girls, girls (apart from Sonic, but he's a hedgehog so he doesn't count). Oh yeah, and the rules are different too. By moving your chosen characters around the court you need to make sure that within your three permitted touches you get the ball back over the net, preferably out of reach of your opponent. This might sound easy, but positioning your player to make sure that they're directly under the ball (thus giving you more control of where the ball ends up) isn't nearly as straightforward as all that... especially if your opponent's been devilish enough to 'spike' you.

"The action itself is as smooth as a recently waxed bikini line"

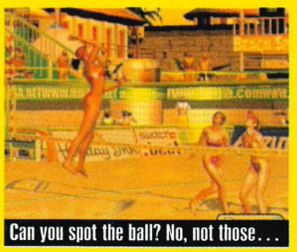
So what's a spike, you're asking. Well it's the same as a smash in tennis really – ie the ball's slammed as hard as possible at your feet, meaning that you're going to be diving around the beach, getting mouthfuls of gritty sand to swallow – spitting's banned on this beach. And that's about that – dead simple and dead easy. Just be assured that once you've started you're not going to want to give up until you've reached the final and are crowned beach volleyball king... or should that be queen?

So, once again we have another SEGA arcade classic on our hands. But the real question that needs to asked, and the one we know you're all burning to know the answer to, is whether we're ever going to see it on Dreamcast? The simple answer is we don't know. Originally the game had been planned for a Dreamcast release later this year, but considering that it's not on any release schedule (American, Japanese or European) that we've seen and the fact that it runs off the Naomi 2 board would suggest otherwise. Still, SEGA Europe has promised to give us a new release schedule in the next few weeks, so who knows, it might just pop up on that. We hope.





Hey, look everyone! It's Willo The Wisp!

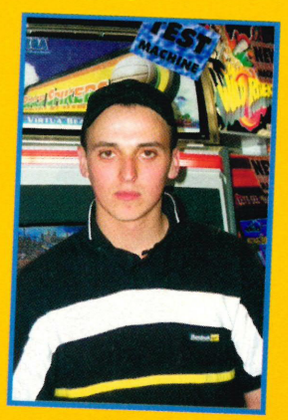


Can you spot the ball? No, not those...



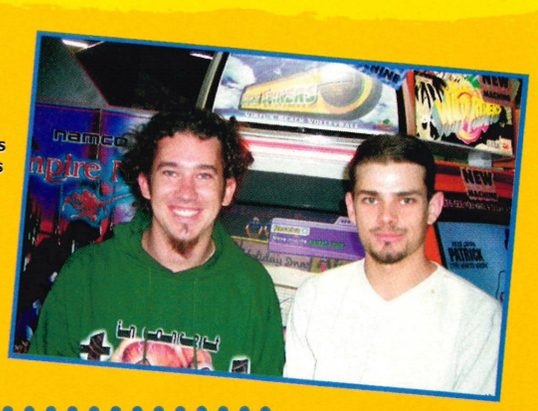
Dave Holloway

Age 20
Occupation Chef
What did you think of Beach Spikers? It's a good game. I don't like the button control particularly as it's hard to pick up at first. I think it's probably better than *Virtua Tennis* [Is that possible? – Ed] as it's more rounded. I like the idea that they've picked up on volleyball as it hasn't been done before by anyone and I think that's quite appealing. On top of that it looks great... can I have another go now?



Justin Zehmke

Age 27
Occupation Chef
What did you think of Beach Spikers? It certainly seems like fun, although it does take a little while to get the hang of the controls and what exactly you're meant to be doing. The girls are nice, although I think that they'll appeal to bored, sweaty-palmed 14 year-olds more than anyone else.



Karim Sahadi

Age 19
Occupation Student
What did you think of Beach Spikers? I really liked it even though I found the controls quite hard. It's fun to play and I'm sure that I'll come back and play it again sometime.



Dave Wood

Age 16
Occupation Student
What did you think of Beach Spikers? It's quite good, isn't it? It takes a while to get to grips with the gameplay but once you do it's utterly addictive – I've had two goes and I'm already hooked. I don't think that the girls in the game add much to it at all and probably only serve to get people interested – although they do look stunning, as does the whole game.

Jon Duberry

Age 24
Occupation Chef
What did you think of Beach Spikers? Yeah, it's quite good. It's not the sort of game that I'd normally play, as I prefer a bit more violence, but it's certainly good fun once you've sorted out the controls and got into it. Apart from that it looks really good so I'd probably come back and play it again sometime.



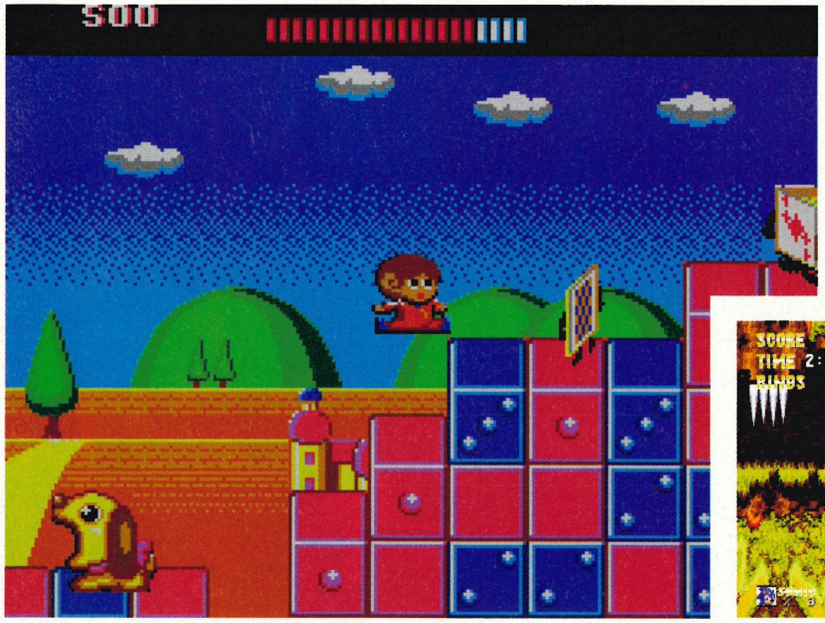
It's been a long, hard road so far but with the recent decision to concentrate on making quality games rather than hardware, where does SEGA plan on going next?



Where To Go Now?


MICROSOFT
SONY
NINTENDO
XBOX
IN YOUR CORRECT LANE NOW!
TAXI

continued>







Yes, yes – we feel your pain. Having been barraged by letters, emails and phone calls ever since SEGA announced that it was ceasing production of all hardware (not just the Dreamcast, but any new consoles in the future as well) in favour of games development, we know you're not happy about the decision. It's true that there are still a fair few 'AAA' titles in development for the Dreamcast, so it's not like we've all been left to rot with a dead console... in truth though, all this does appear to be a rather solid kick in the knackers after all the love and support we've offered SEGA and the Dreamcast. Still, we can't help but think that those of you who have taken the time to shout "Damn you, SEGA!" from the rooftops aren't thinking about the big picture; this isn't the kind of decision that's made on a whim. Such an epic move for a company that has depended for so long on console manufacturing has to have some major motivation behind it. To understand it all though, you have to go way back to when even our dear editor was still chewing on his comfort blanket... well, alright, maybe not that far back.





Back when the games industry was still a toddler, concerning itself with Spectrum disc drives and people programming crap adventure games in their own bedrooms, SEGA was just starting to come into its own. Having previously concentrated much of its talent on creating arcade games and titles for other early consoles, it was decided by the people that matter that SEGA should release a console of its own, so that the benefits of its own quality titles could be better felt. And lo and behold, the SEGA Master System was born – an 8-bit home console offering state-of-the-art graphics and sound like never before... well, it was the mid Eighties. With playing card company Nintendo having the same idea shortly before SEGA (and launching its own 8-bit console, the Nintendo Entertainment System, or NES for people too lazy for long sentences), a rivalry was already brewing that would last for a long time to come.

In The Beginning...

Of course, with Nintendo having a slight head start it was necessary for SEGA to take an 'anything you can do, I can do better' approach. The main stumbling block was a mascot – while Nintendo had their moustache-wielding plumber at the helm (thanks to the genius of Shigeru Miyamoto, the man behind genre-defining titles such as *Donkey Kong* and *The Legend Of Zelda*) SEGA had nothing... unless you count the rather lacklustre Alex Kidd who appeared in many games on the early Master System. With the arrival of the MegaDrive in 1990 though – to compete with Nintendo's new Super Nintendo Entertainment System (SNES) – SEGA had the perfect opportunity to create a character that could not only be loved by people everywhere but also show off the technical abilities of the new console. After much planning and consideration of what form this new character should take (including animals such as a rabbit,

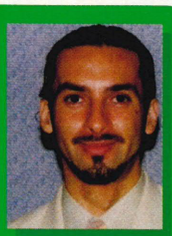
THE OFFICIAL LINE

We all know that SEGA has had a good run of it – after all, it's been there since the very beginning along with Nintendo and (up to a point) Atari.

There's a lot of love in the room for SEGA; so much so, we thought we'd turn to some of the games industry's top people to find out what they think of SEGA's future plans...

METRO MUSTAFA

(Producer, Midway)



> "To my mind, the mixture of initial greed (coupled with the marketing spin doctors weaving bull by the yard) turned out to be the main catalyst for the demise of SEGA's hardware sales and support. That being said, no one can dispute that SEGA knows how to make games. I feel that SEGA can now concentrate on what it does best and will no doubt take a big slice of the software market with its array of intellectual properties. SEGA's games are up there with the very best from Square, Nintendo, Konami, Capcom and Midway."









an armadillo and even a panda), the decision was made – a blue hedgehog named Sonic was born.

No-one could have predicted how well received the game would turn out to be; following the release of *Sonic The Hedgehog* on 23 June 1991, the game went on to sell over four million copies worldwide. Thanks to the runaway success of Sonic – not only in game form, but also as a merchandising product of epic proportions – SEGA managed to take the opportunity it received and run all the way with it. Although Nintendo still remained reasonably dominant on its home turf of Japan, SEGA of America ruled the roost in the United States and the MegaDrive became the console to own if you were into games back in the early Nineties. Things were looking rosy for SEGA – very rosy indeed.

The Only Way Is Down

Throughout the early to mid Nineties, SEGA's stature grew as it continued to expand both its home and arcade entertainment divisions. By taking bold (and, some would say, risky) steps to enhance the gaming experience of gamers everywhere, it pushed the boundaries of what had been seen before – the release of Mega CD gave people the chance to experience CD-quality games on a home console, while the 32X upgraded the 16-bit MegaDrive to a more powerful 32-bit machine. Unfortunately, these advances weren't as well received as SEGA might have hoped; given that companies usually sell hardware at a loss in order to make up the profits on the software, this hit SEGA's pockets hard. Still, that didn't deter it from bringing out the 'next big thing' in 1995... the SEGA Saturn arrived, much to the delight of SEGA fans the world over. Unfortunately, a very dark cloud hung just over the horizon – less than a month over it, to be precise, and stamped with a massive Sony symbol. Only a few weeks after the launch of the Saturn, Sony released the PlayStation onto the market... and everything went horribly, horribly wrong.

It was at this point that many people began to see a real difference between the way the games industry was before and what it was turning into. Before the PlayStation, gamers were considered to be a specialist market who looked up to developers like SEGA for new ways to satisfy their gaming desires. News of quality titles spread via word of mouth

THOSE WERE THE DAYS...

It's not surprising to know that SEGA has experienced a fair number of highlights over the course of its existence – here's a look at the most important incidents in SEGA history...

1954 David Rosen (owner of Rosen Enterprises) founds the Service Games Company to market arcade games in both Japan and America.

1965 Service Games is shortened to SEGA, simply because the name is too long to be stamped on the side of their arcade machines...

1966 *Periscope*, the first smash-hit SEGA arcade game, is launched.

1979 SEGA combines with a Japanese distribution company and begins releasing titles for home entertainment consoles such as the Atari 2600 and the ColecoVision.

1985 *Hang On* (the first ever arcade simulator game) is released in arcades worldwide.

1990 The R-360 is unveiled – the first arcade game with the ability to rotate itself (and the player) through 360 degrees. Oh, and then there was a little something known as the MegaDrive...

1991 Sonic The Hedgehog is born... 'nuff said.

1993 Yu Suzuki revolutionises the 3D beat-'em-up genre by creating *Virtua Fighter*.

1994 The SEGA channel is launched across America, allowing gamers to download games through their television sets.

1995 The SEGA Saturn launches across Japan and America... only to be shot down in flames by the Sony PlayStation a few weeks later. Damn.

1998 The Dreamcast is launched worldwide and becomes the first next-generation console on the market.

2000 Two achievements in one year – SEGA releases both *Seaman* (America's first voice recognition game) and *Chu Chu Rocket!* (the first ever worldwide online console game) on the Dreamcast.

CLIVE GORMAN

(PR Executive, Bastion)



> "Frivously spending huge sums of cash on dodgy advertising and consistently bringing out hardware that little bit too late to gain a foothold on the market has done nothing for SEGA. As a developer, it is released of the burden of producing consoles and can get on with what it does best: making superb games. SEGA's sheer vision for creating highly playable experiences is only matched by those chaps at Nintendo. Being snapped up to produce games for PS2 is a very shrewd move indeed on Sony's part. Microsoft/Xbox must be kicking themselves that they didn't get in there earlier."

SIMON CALLAGHAN

(PR Executive, Infogrames UK)



> "Now that SEGA is a software only publisher and platform agnostic, its future is looking incredibly positive. No-one questions that it is one of the finest developers in the world and now its games are going to be experienced by an entirely new audience. If I was in the shoes of Sony and Microsoft, I would be thanking the gaming gods that I'd have SEGA producing some of the best games in the world for my console. If I was EA though, I would be nervously looking in my rear-view mirror at that Japanese turbo-charged V-12 with the blue hedgehog logos rapidly approaching in the outside lane..."











and with people buying games simply because they wanted the next new thing on the shelf, there was little need for companies like SEGA and Nintendo to publicise their business outside the limited gaming press. Despite not having any experience with games though, Sony had one thing that neither company could compete with – an almost unlimited supply of advertising revenue. Determined to bring games to the mass market, the new kid on the block set about letting everyone know that the PlayStation was *the* games console to own... and by everyone, we do mean everyone. Try as it might, SEGA couldn't compete with Sony's self-promoting onslaught and even though it was a better machine with better games, the Saturn soon began to sink without trace as the PlayStation defiantly marched onwards and upwards...

The Road To Success

By the late Nineties, SEGA had had enough; lessons had been learned the hard way and with Sony's planned PlayStation2 still some way off, it was time to fight back. The SEGA Dreamcast was the first of the 'next-generation' consoles to hit the shelves – it had an 128-bit processor, CD-quality sound and a whole stack of great games to play on it from day one. What's more, SEGA actually put some advertising behind it, and soon everyone was watching a group of barbers battling it out and promising that the Dreamcast would offer the greatest online gaming experiences ever. Everyone saw it... and then they all shrugged and made that grunting noise that people make when they're not bothered. The audience fell into two categories – those who had been burned by the death of the Saturn (and were therefore reluctant to buy another possible failure) and those who owned a PlayStation (you know the type; brainwashed morons who think that Sony can do no wrong and were determined to wait for the PlayStation2). When the console failed to keep the promises made by the advertising – namely, the online gaming bit – even more people lost faith in SEGA's abilities. True, the Dreamcast sold quite well; sadly though, 'quite well' isn't really good enough in a market driven by profit and, as such, the machine has always been seen as an 'also ran'... despite having over a year's head start on the PlayStation2.

And so we come back to where we are now – having been here since the very beginning of the Dreamcast (at least, some of you will have been...) we've all marvelled at the quality titles that the console has seen in the past two years and laughed at how pathetic the PlayStation2 was during the first year of its life. At the end of the day though, it's all about the money and that's where the reason for SEGA's decision comes in. We might have all diligently bought our consoles and games, but it's no surprise that SEGA ceased production of the Dreamcast when they lost over ¥107 billion on the machine over the course of its life... that's over £600 million! The fact that SEGA pulled out of developing console hardware wasn't a snub to the devoted fans – in fact, it was exactly the opposite. If production of the Dreamcast had continued, there probably wouldn't be a SEGA left to support... and where would we get our quality games from then? The truth is that by sacrificing the ability to bring out its own consoles, SEGA has kept hold of what it knows best – developing some of the most playable games around, albeit on 'rival' consoles. Mind you, we all know how great those games are going to be...

ASAM AHMAD
(PR Manager, THQ)

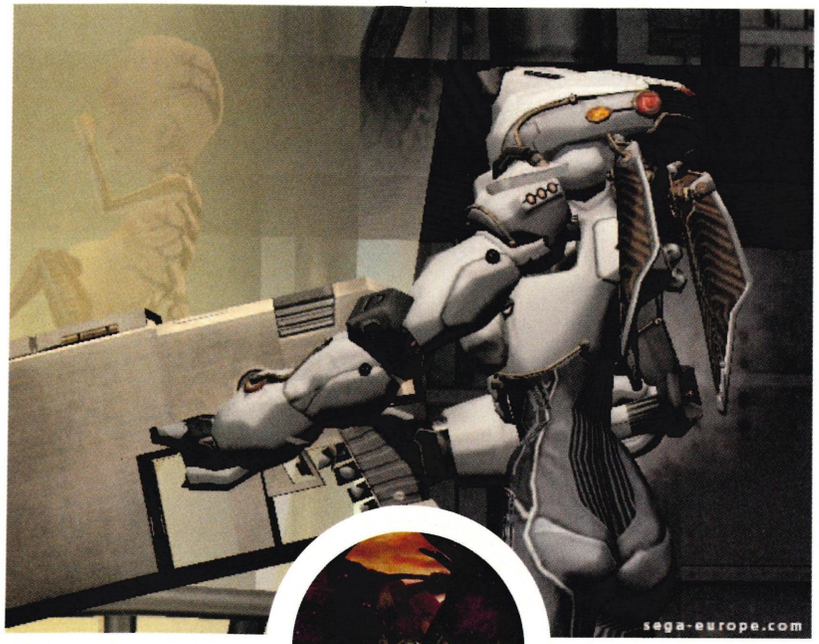


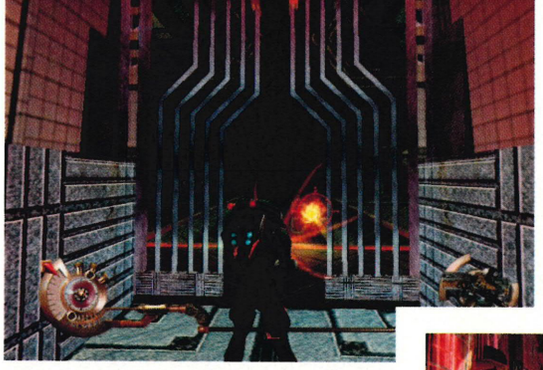
> "Sometimes the best format isn't the winner; look at VHS and Betamax. SEGA did a great job with a superb games machine, but it didn't capture the mass market gamer's imagination. But losing the battle of the consoles isn't necessarily a bad thing, as it now means that SEGA's skills in producing great games will now be apparent to all, independent of format, on a broader base of consoles. This can only be good for gamers, and the games market as a whole. Roll on SEGA!"

LOUISE GABRIEL
(PR Manager, Ubi Soft UK)



> "Here's some lyrics that someone at SEGA wrote on their last day to the tune of American Pie... I think they sum it all up rather well. *"A long, long time ago, I can still remember how that blue swirl used to make me smile. And I knew if she had her chance, Ulala could make those people dance, And maybe they'd go online for a while. But the month of June made me shiver, With the redundancy letters delivered, Bad news in Alison's room, I'd be out of work soon. Some of us laughed and some of us cried, When we read the amount inside, The redundancy touched us deep inside, The day the Dreamcast died."*





XBOX

GUN VALKYRIE

DEVELOPER: SMILEBIT
PUBLISHER: INFOGRAMES
RELEASE: TBA 2002

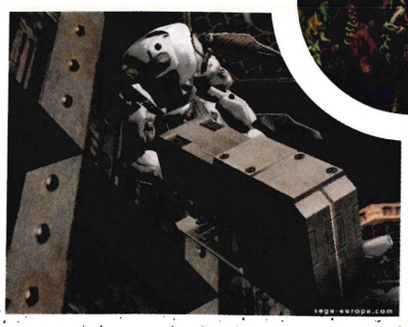






> Although originally a Dreamcast exclusive title, the Xbox's sheer power and capabilities were enough to persuade Smilebit to take *Gun Valkyrie* into the virtual unknown. And who can blame them because when a game looks this good and has as much potential as *Gun Valkyrie* is showing then you want to share it with as many people as possible.

Based in a futuristic parallel universe an experiment has gone disastrously wrong, leaving vast amounts of indescribable, yet utterly vile creatures roaming around all over the place... which is where the Gun Valkyrie protection unit comes in. It's your job, as a member of the Gun Valkyrie unit, to wipe out the creatures and discover what the hell went wrong. Best described as a 'new concept action shooter' (so we're told) the game should prove to be absolutely stunning in every respect and, considering Smilebit's track record (*Jet Set Radio* and *Hundred Swords*), we can pretty much guarantee that.





JET SET RADIO FUTURE

DEVELOPER: SMILEBIT
PUBLISHER: INFOGRAMES
RELEASE: TBA 2002

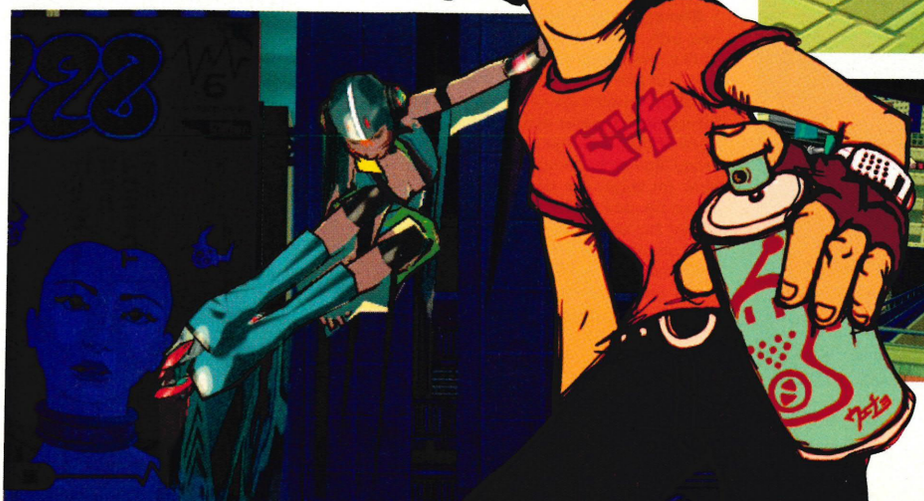
> It has to be said that of all the reasons to buy an Xbox (not that we've seen many, mind you), the main one has to be the announcement of *Jet Set Radio Future* for the system. Given the sheer excellence of the first game – and that the original developers, Smilebit, are behind the sequel as well – there can be no doubt that this is going to be a damn fine game. Taking its cues from the original *Jet Set Radio* but throwing everything into the not-so-distant future, *JSR Future* sees you taking control of yet another street gang intent on marking their territory with all manner of graffiti. The characters are crazy, the music is pumping and the skate tricks are even more vital than ever as you use them to get to previously unreachable areas... oh, and it looks more gorgeous than ever before. What more could you possibly want?

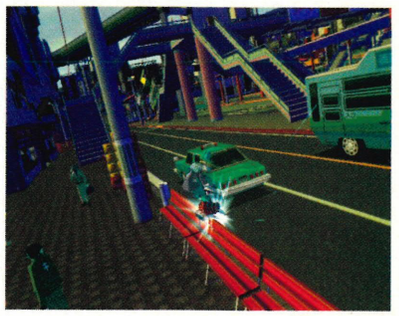






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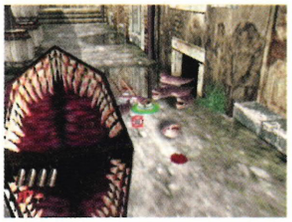


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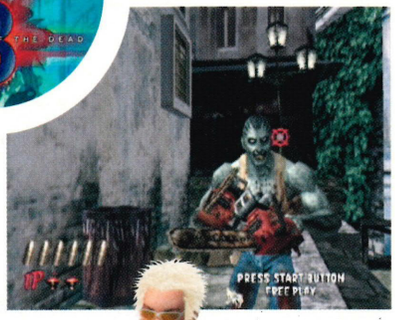
THE HOUSE OF THE DEAD 3

DEVELOPER: WOW ENTERTAINMENT
PUBLISHER: INFOGRAMES
RELEASE: TBA 2002

> Everyone likes blasting legions of the undead back into oblivion, don't they? Of course they do – that's why the first two *House Of The Dead* games were so darn popular. The second instalment also proved to be the best (and practically only) lightgun game for the Dreamcast, so it's no wonder that we're all incredibly excited and intrigued about the third game in the series. It'll be hitting the arcades shortly before the Xbox version appears, so we'll be able to give you a complete look at what's on offer in the coming months. The only thing we've got to wonder is that if *House Of The Dead 3* is coming to the Xbox, there must be a lightgun in development somewhere that no-one's seen yet... now THAT should be interesting. Watch this space...



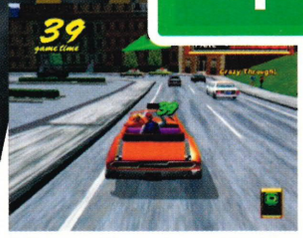










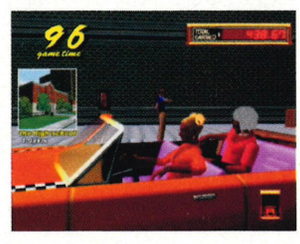


CRAZY TAXI NEXT

DEVELOPER: HITMAKER
PUBLISHER: INFOGRAMES
RELEASE: TBA 2002

> Blimey... now there's a coup if ever we saw one. With the PlayStation2 playing host to the (now two years old) original *Crazy Taxi* and the sequel being touted for a possible GameCube conversion in the near future, it's a major achievement that the Xbox should now be the home of the next *Crazy Taxi* title. Simply called *Crazy Taxi Next* (at least, for the time being anyway), we've no clue so far as to what might be added for the Xbox exclusive game – after all, how can you improve on what is almost a perfect concept? *Crazy Taxi 2* tried it and... well, it didn't quite live up to the original. Still, there's plenty of time for them to try and come up with something; this is Hitmaker we're talking about so the end result is bound to be something special.





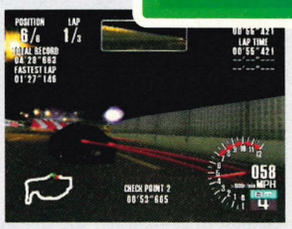


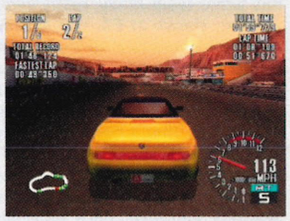


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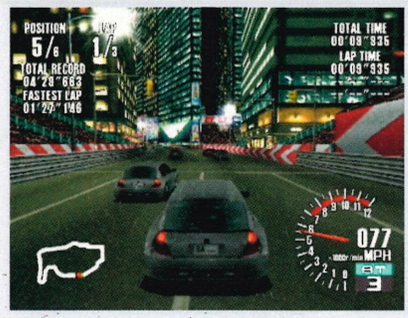
SEGA GT 2002

DEVELOPER: WOW ENTERTAINMENT
PUBLISHER: INFOGRAMES
RELEASE: TBA 2002







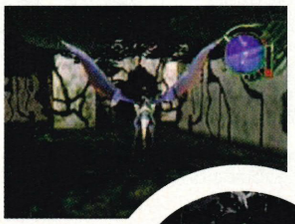






> If you want to make a comparison, then the original *SEGA GT* was the Dreamcast's answer to the PlayStation's *Gran Turismo* series. Packed with more branded cars than a well-stocked auto showroom, plenty of tracks on which to show off your driving skill and even giving you the chance to build your own racer up from scratch, it was the preferred game for those who wanted something more than the arcade thrills offered by *Metropolis Street Racer*. With *Gran Turismo 3* just around the corner on the PlayStation2 though (and the Xbox's need to prove that anything Sony's console can do, it can do better), it's no surprise that SEGA will be bringing the latest installment of this 'pure' racing game to Microsoft's new format. Only time will tell just how much better this genre can actually get...







PANZER DRAGOON

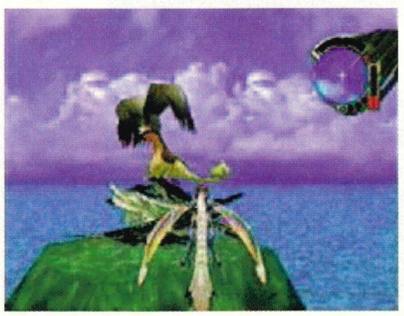
DEVELOPER: SMILEBIT
PUBLISHER: INFOGRAMES
RELEASE: TBA 2002

> As with some of the other Xbox SEGA titles currently in development, there have been virtually no details released about the latest in the adored *Panzer Dragoon* saga. What we have managed to find out is that this new game won't be developed by Team Andromeda (the group behind the first three games), but instead by Smilebit – the team responsible for the storming Dreamcast game, *Jet Set Radio*. Also, while there may be elements of role-playing adventure included in the gameplay, much of it will offer the action shoot-'em-up style that the first two games brought to the table. The one thing we're sure of though is that with this being the first *Panzer Dragoon* game to be released in several years, you can bet that this is one of the most hotly anticipated games on the Xbox yet...





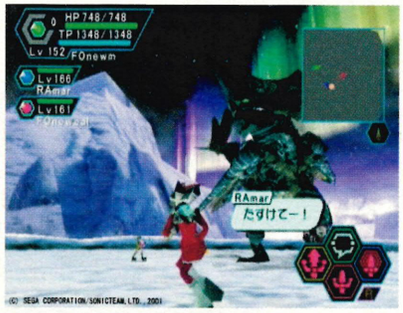
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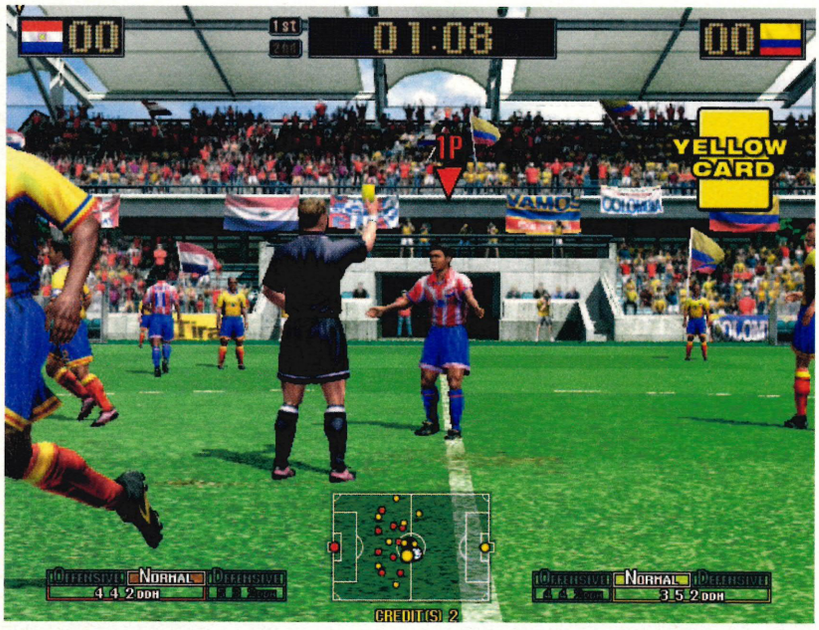


PHANTASY STAR ONLINE

DEVELOPER: SONIC TEAM
PUBLISHER: INFOGRAMES
RELEASE: TBA 2002

> While it may be true that *PSO Ver.2* is coming to Dreamcast, the GameCube version has Sonic Team really, really excited. The version, shown at E3, was still very early, but looked identical to the Dreamcast incarnation. So why are Sonic Team so excited? According to them, it's the four-player, split-screen mode that'll get everyone going. Yup, that's right, four players will be able to play from one console at once. This feature was shown at E3, and even though it was very early, it was still running four separate windows, each containing the equivalent of the Dreamcast version.

The one big question comes in the form of the online section – the answers are varied. SEGA says 'yes.' A recent press release read, "*Phantasy Star Online* for GC (GameCube) applies SEGA's content technologies and network strategies, for more users to enjoy networking." Ask Nintendo, and you'll get a concrete 'no comment.' All will be revealed from both companies at Nintendo's Spaceworld show in August.





VIRTUA STRIKER 3

DEVELOPER: AMUSEMENT VISION
PUBLISHER: INFOGRAMES
RELEASE: TBA 2002

> This title is the most impressive of all the SEGA offerings on the GameCube. Amusement Vision is evidently right at home with the GameCube hardware, proven by the fact that the demo shown at E3 easily emulated its *Naomi 2* cousin. *Virtua Striker 3 Ver.2002* is the latest version in the arcade soccer game series, and as such it offers several new play modes and a completely revamped play system.

The demo only showed the intro to the game, but representatives assured us that it was all running in real-time. The character models and stadiums were extremely detailed, all zooming and rotating at 60 frames per second. Chunks of turf and mud flew everywhere following an extremely dodgy tackle. Sadly, no actual matches were shown – we can only guess at what the game will look like with 22 players on screen at once.







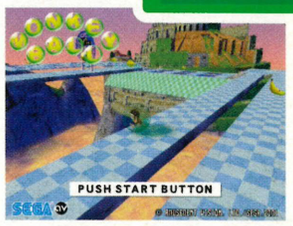
















SUPER MONKEY BALL

DEVELOPER: AMUSEMENT VISION
PUBLISHER: INFOGRAMES
RELEASE: MARCH 2002

› It's a tribute to the GameCube hardware's power that *Super Monkey Ball* looks so beautiful after such a short development period. Yeah, so maybe the game isn't anything new, but it has two very important things in it. Monkeys... and balls. Better still, the monkeys are in the balls. God damn it, there are these monkeys and they're inside these balls and you have to tilt the ground beneath them in order to get them to their goal. Ha, that got your attention didn't it!

It's obvious that the GameCube can do this with its eyes shut - the four-player split screen is still extremely detailed and runs as smoothly as the single player mode. Aside from that, SEGA hasn't announced what extras to expect, but with months still to go until it is released, you can be sure that there will be plenty of extra options.















PLANET HARRIERS

DEVELOPER: AMUSEMENT VISION
PUBLISHER: INFOGRAMES
RELEASE: TBA 2002

› The sequel to the age-old *Space Harriers* has been floating around in the arcades for a while now, and is one of the few arcade titles, that has yet to appear on a home system. The truth is that it hasn't been officially announced for GameCube yet, but Amusement Vision's President, Toshihiro Nagoshi has dropped several hints in a number of interviews as to its viability. It's certainly true that GameCube would be ideal for handling the fast-paced, action-based nature of the game, but is there really enough of a game in there to warrant a home conversion. There must be more to it than that, otherwise Nagoshi-san would simply rule out the game completely.

There is a very strong possibility that this title will show up at Spaceworld in August. SEGA seems to have a lot of stand space at the event, certainly more than is needed for three Game Boy Advance titles and three GameCube titles.



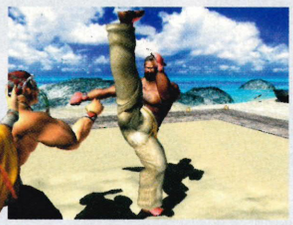


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VIRTUA FIGHTER 4

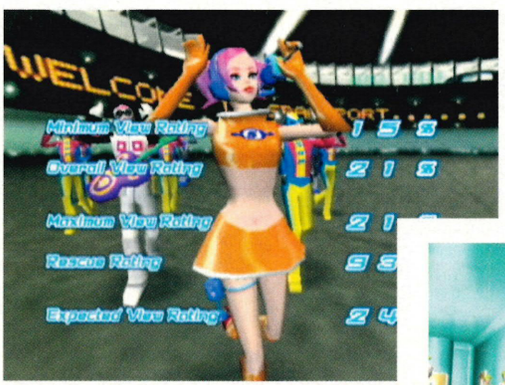
DEVELOPER: AM2
PUBLISHER: SONY
RELEASE: SPRING 2002

> The most shocking game out of all of those in front of you is this one. If anyone could've predicted *Virtua Fighter 4* going PlayStation2 exclusive then that person has surely already won the lottery... probably twice over!

This is a crying shame for those without a PlayStation2 because this is undeniably the most stunning fighting game you're likely to see for a long time. Detailed clothes move naturally on the fighters' bodies, which themselves are incredibly detailed right down to precise facial animations. The first time you see this running we promise you will be wiping the drool off of the carpet for weeks to come...

Of course, this isn't all about tasty visuals – this is, after all, a Virtua Fighter game. The moves are as powerful as ever and since this is a sequel a whole load of new ones have been added – most noticeably charge tactics. Get down the arcade right now and start some practice!









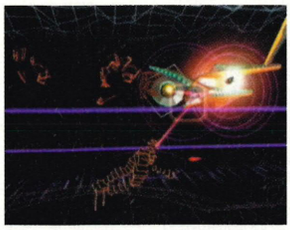


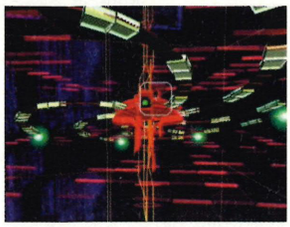
SPACE CHANNEL 5 SERIES

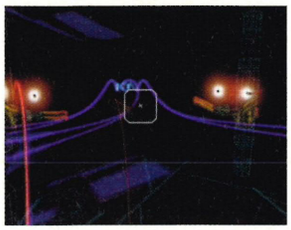
DEVELOPER: UGA
PUBLISHER: SONY
RELEASE: TBA 2001/2

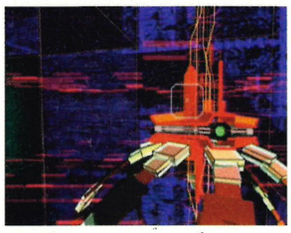
> Quite how this game managed to avoid serious legal action from the Teletubbies is a complete mystery. Whatever the case though, Ulala is still here and she is still going strong shaking her booty on over to the PlayStation2.

Strange though the dancing story may be, *Space Channel* is as addictive as hell thanks to its simple controls and smooth rhythm. There is no doubt about it – this game has style and the PlayStation2 versions (both the original and the sequel) are going to get that and then some! The futuristic colours and polygons are all much smoother this time round and there are even some extra tracks to jive along too. It doesn't matter whether or not you 'do' dancing games – if you've missed out on *Space Channel 5* then you've missed out on a real treat. It's well worth checking out...

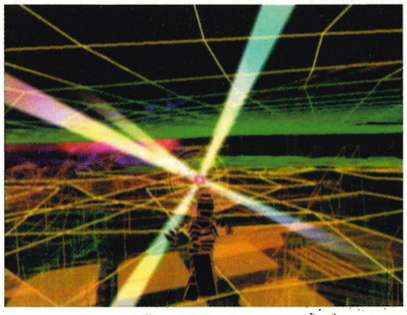


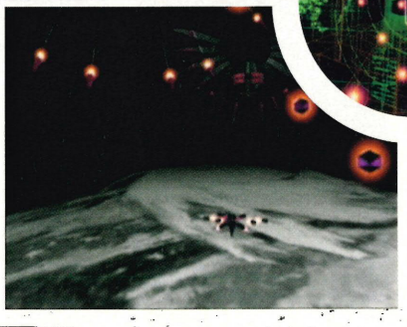


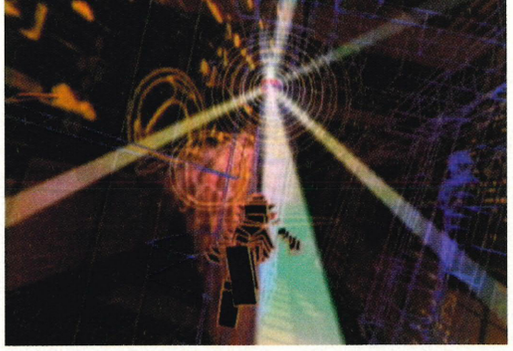














REZ

DEVELOPER: UGA
PUBLISHER: SONY
RELEASE: TBA 2002

> Formerly known as *K-Project*, this is the next title to be born from between the legs of the Space Channel 5 development team. Like *Space Channel* this is another music-related game full of addictive innovation and style. It's a little hard to describe but the closest description you could get is a musical shooting game – yep, we kid you not!

The idea for *Rez* is so blindingly simple it's a wonder nobody has come up with it before. To make sweet music in the game you have shoot at on screen objects; every time you fire a sound is made and when you strike your chosen target a further sound is made until you start to get a tune going – inspired! The tunes alone in *Rez* should pull the crowds as giant bands like Underworld are highly rumoured to be adding their musical genius to it.







FERRARI 355 CHALLENGE

DEVELOPER: AM2
PUBLISHER: ACCLAIM
RELEASE: SEPTEMBER 2001

> The Ferrari licence has been out ages on the Dreamcast (we reviewed it in issue 14) but it still remains a classic racing title. The aptly named *Ferrari 355 Challenge* is as hardcore as it gets when it comes to driving simulations and as a result has achieved quite a cult following.

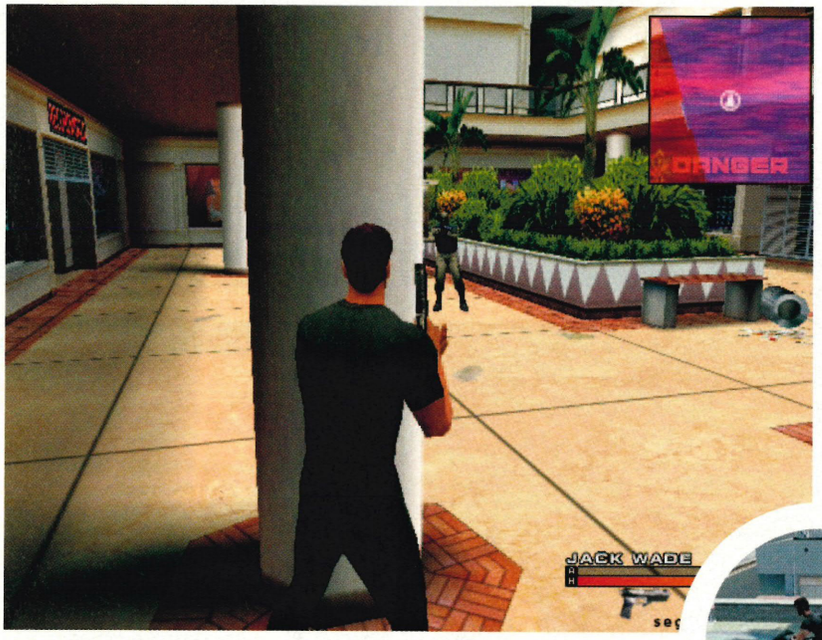
This isn't one of those games that you can just jump straight into and slap your foot down on the accelerator – well, at least not if you want to get anywhere! Anyone who has played this before will know that some very technical driving is required in order to progress and this is exactly the same for the PlayStation2. Interestingly, two other Ferrari PlayStation2 games (*360 Challenge* and *Grand Prix*) have been put on hold so this is the only chance you're going to get to sit in an Italian stallion for quite some time.

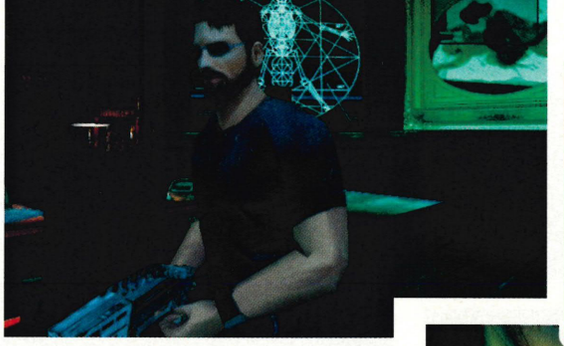


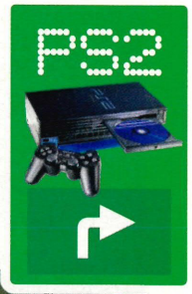


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HEADHUNTER

DEVELOPER: AMUZE
PUBLISHER: SONY
RELEASE: TBA 2001

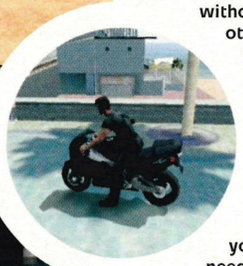
> A tactical espionage thriller set in a big brother future where the government runs the show and absolutely nothing happens without their stamp of approval. In other words not too dissimilar to the world today! As you might expect evil is rife and you are hired by an anti-crime network to track down bad boy criminals – hence the name of the game.

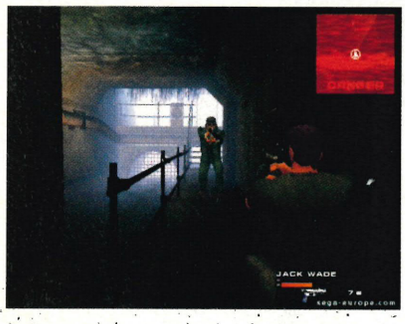
The main selling point of this title is the sheer size of the world you get to explore. To give you an idea of exactly how big you need to use a cool motorbike to travel between each of the huge living cities! The Dreamcast version includes an online racing game to make the most of your mean mode of transport. It's unlikely that this will make it into the PlayStation2 as it is only just reaching online maturity but this is no great loss. It's definitely going to be huge.











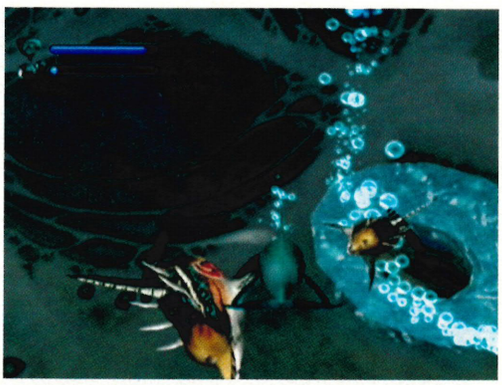


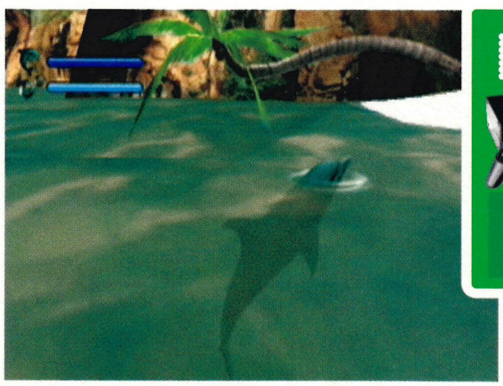
ECCO THE DOLPHIN

DEVELOPER: APPALOOSA INTERACTIVE
PUBLISHER: SONY
RELEASE: TBA 2002

> Even the big 'AAA' Dreamcast titles are making their way to the PlayStation2 and whilst Sonic is a strong rumour, Ecco is a confirmed contender. A visual masterpiece on the Dreamcast this should amaze all over again on a new console.It hasn't been confirmed yet whether or not the PlayStation2 game will be named either *Ecco: Defender Of The Future* or *Ecco: The Tides Of Time*. The most exciting prospect of all, however, is that it could be neither of the two – imagine... an entirely new adventure constructed solely to make use of the all singing and dancing PS2 Emotion Engine!

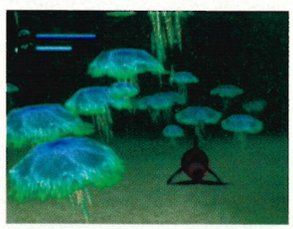
The glorious underwater world, created by Appaloosa, left most of us having wet dreams for nights on end. Given the natural order of things this next title should look amazing – we can't wait... pick up some incontinence pads as a precautionary measure.

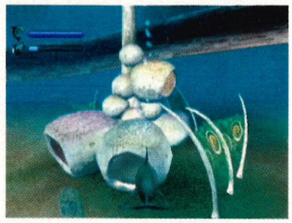


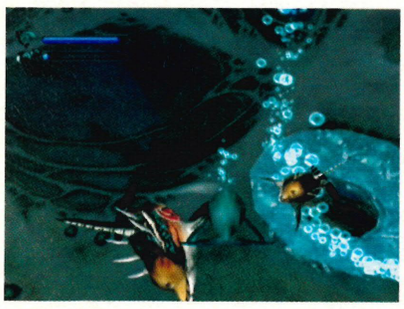


















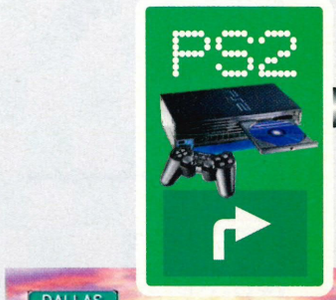


18WHEELER TRUCKER

DEVELOPER: AM2
PUBLISHER: ACCLAIM
RELEASE: AUGUST 2001

> **A classic arcade title conversion, *18Wheeler* is a game for those of you who like it big and nasty. Sure, the home version may not have the huge wheel to grip but this is still a quality game that makes a change from the countless number of car racing titles around.**

As you know, the aim of the game here is to drive huge trucks, complete with valuable cargo, across some hectic stages against the clock. Unfortunately for you (and unlike in films such as *Convoy*), the other trucks on the road would like nothing better than to see you miserably fail. Since this is an arcade conversion you also get a few obligatory tasty extras to help draw out the life of the game that little bit more. These include a split screen mode and a few mini games to test your driving skills to the max... not surprisingly though, it's unlikely the PlayStation2 version will have any new surprises.



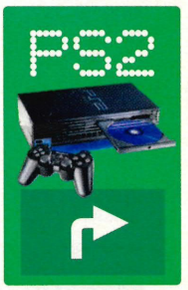












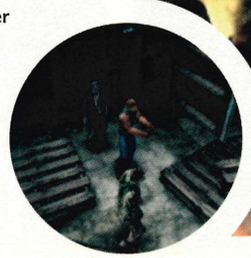
ZOMBIE REVENGE

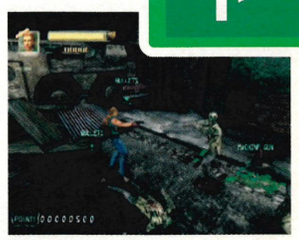
DEVELOPER: WOW ENTERTAINMENT
PUBLISHER: ACCLAIM
RELEASE: AUGUST 2001

> **Like a lot of the other titles making their way onto the PlayStation2, this game has been out for quite some time now... in fact, *Zombie Revenge* (reviewed in issue 5!) has probably been out long enough to hit the second hand shelf a couple of times.**
A scrolling beat-'em-up, based around the *House Of The Dead* world, this game takes no prisoners. Like the arcade, it was as tough as nails and the lack of continues on the Dreamcast version look set to be just as absent on the PlayStation2.

Still you can't complain... after all, the console does need a few games to actually test your skill and you do get some seriously meaty weapons to aid you on your way – such as the zombie cooking flame-thrower! Again, you can't expect much more than a straight port of this, but this alone would be enough.



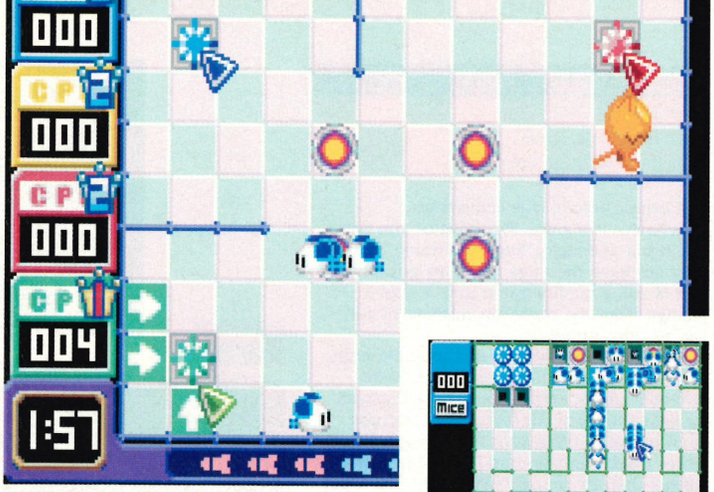




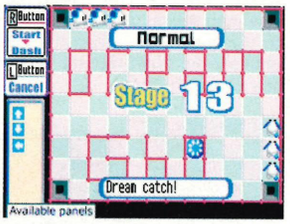




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CHU CHU ROCKET !

DEVELOPER: SONIC TEAM
PUBLISHER: INFOGRAMES
RELEASE: OUT NOW

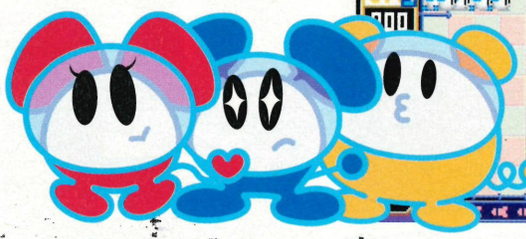
> Unless you've been averting your eyes from the shelves of your local game shop, you'll have seen that the first of SEGA's releases for formats other than the Dreamcast is already out. Seeing as how it hardly pushed the technology the first time around, the Game Boy Advance version of *Chu Chu Rocket!* is virtually identical to the original Dreamcast game – albeit with some tiny additions and tweaks. Of course, the online play has been lost but with the inclusion of a four-player link-up option you can still enjoy trampling your friends into the dirt with your Chu Chu guiding skills. Simplistic puzzle games work wonders on the Game Boy Advance, so it's no surprise that SEGA has gone down this route for many of their games...

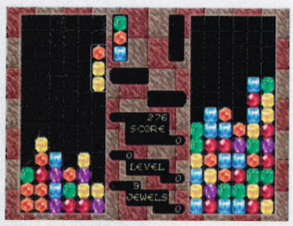


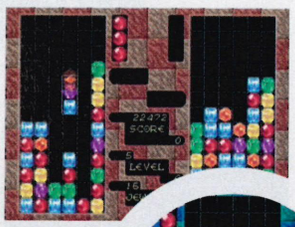




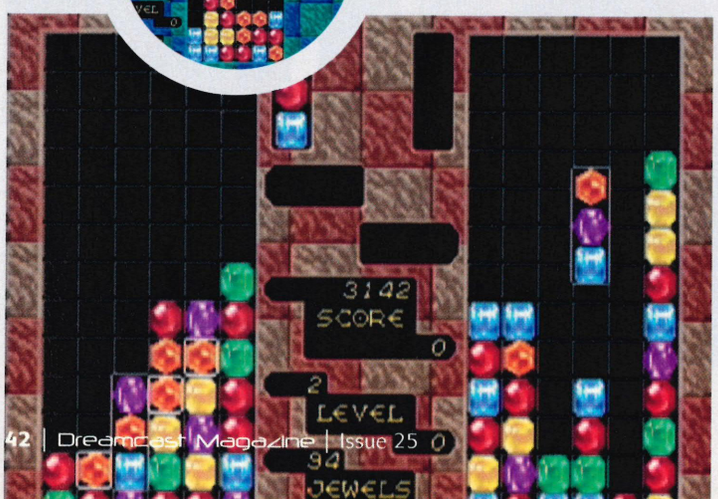








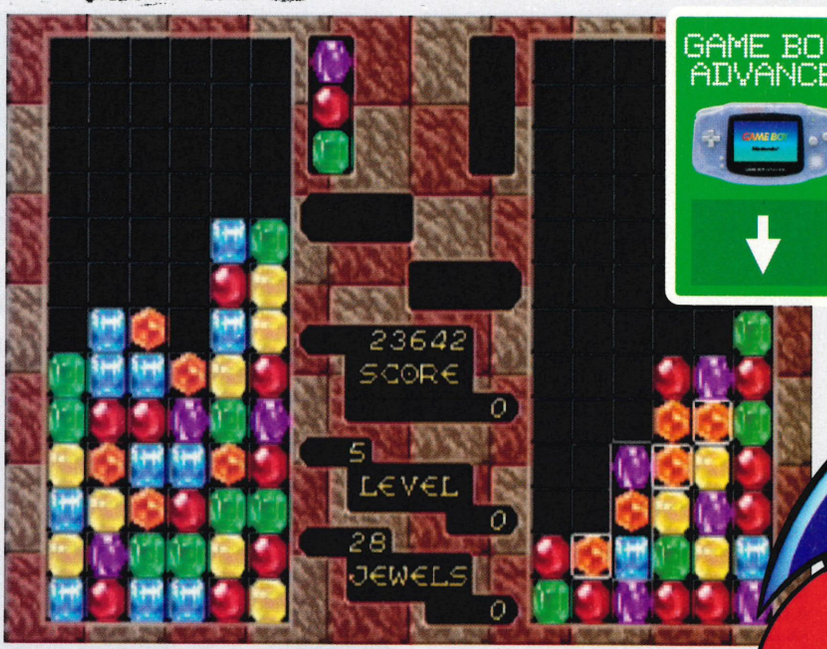




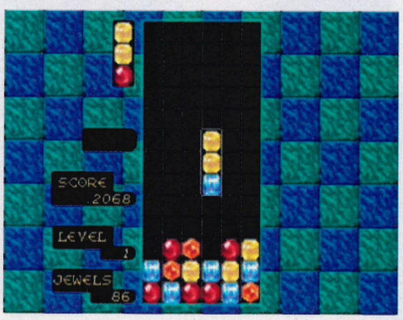
ADVANCE COLUMNS

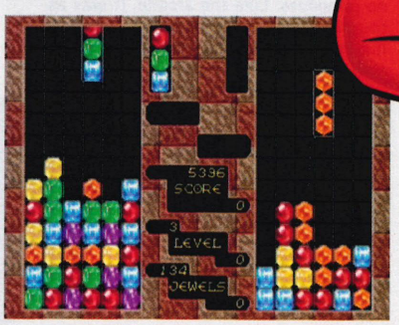
DEVELOPER: SEGA
PUBLISHER: INFOGRAMES
RELEASE: SEPTEMBER 2001

> Of course, if we're talking about classic puzzles games featuring falling blocks then the only one worth remembering (aside from *Tetris* obviously... well, duh) has to be Columns. First released on the MegaDrive way back in the early Nineties, it took the concept laid out by Alexey Pajitnov's game and twisted it into something entirely different. Rather than locking shapes together – which is quite easy – you have to match up colours blocks either vertically, horizontally or diagonally to make them disappear. You need quick wits and a sharp mind to keep on top of this one... things gets mighty tough on the higher levels! It's this kind of simple puzzler that performs best on the GBA, so we're more than chuffed to see it appearing on Nintendo's latest handheld... especially as it has link-up play.









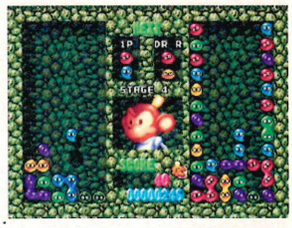




GAME BOY ADVANCE







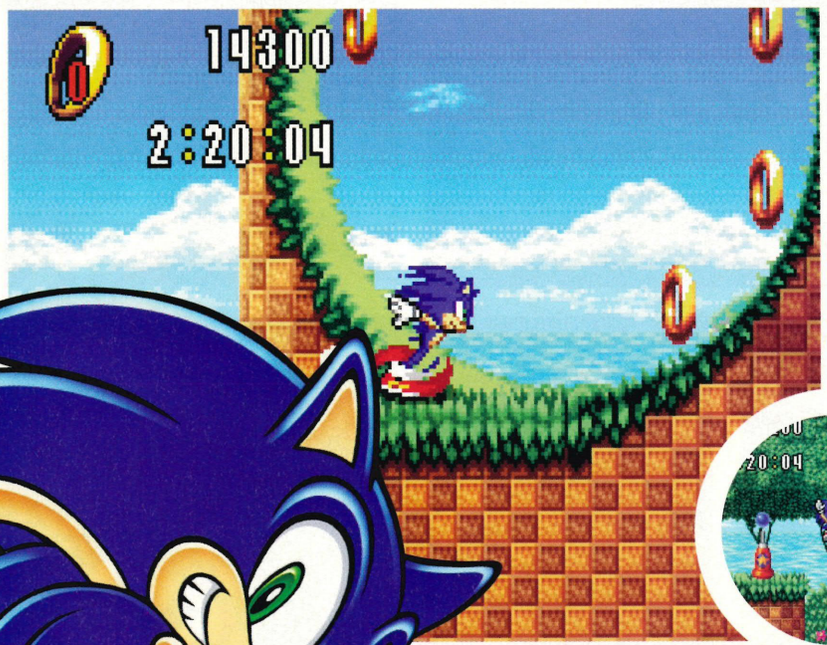




PUYO PUYO

DEVELOPER: SEGA
PUBLISHER: INFOGRAMES
RELEASE: SPRING 2002

> Ever heard of the game *Puyo Puyo*? No? Well, you should have done – along with the *StreetFighter* series, the *Puyo Puyo* games have been released more times than we'd care to mention. They've not always been known by the name *Puyo Puyo* (the game appeared on the SNES as *Kirby's Avalanche* and on the MegaDrive as *Dr Robotnik's Mean Bean Machine*) but the concept has always been the same. It's a bit like *Columns*, only not – coloured blobs fall from the top of the screen and by rotating them into different positions, it's your job to join up four or more blobs of the same colour to make them disappear. It sounds easy – and indeed, it is to pick up – but only a combination of skill and luck will help you win every time. If SEGA include link-up play (as we're expecting them to) then this will be another essential game to own for your GBA.



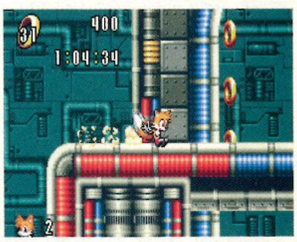
SONIC ADVANCE

DEVELOPER: SONIC TEAM
PUBLISHER: INFOGRAMES
RELEASE: NOVEMBER 2001

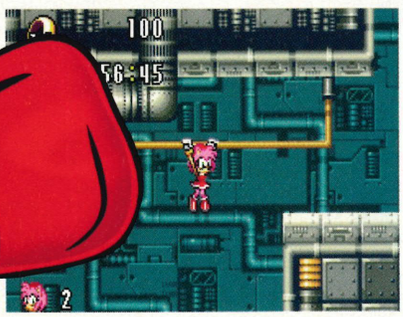
> He might have seen his last adventure on a SEGA console, but there's plenty of life in the old hedgehog yet... in fact, he's coming back onto the Game Boy Advance pretty soon! Sure, he's appeared on a handheld console before (Sonic's had games on both the Game Gear and the Neo Geo Pocket) but none of them have looked as good as this. Combining elements from both the old-school MegaDrive Sonic games and a few from his latest adventure on the Dreamcast – most notably, the ability to grind along rails – *Sonic The Hedgehog Advance* also lets you take control of not only Sonic himself, but his friends Tails and Amy as well. No doubt Dr Eggman will be up to his old tricks again... we just hope that Sonic Team can bring us the same blistering speed with this Sonic title that they have in all the others so far!

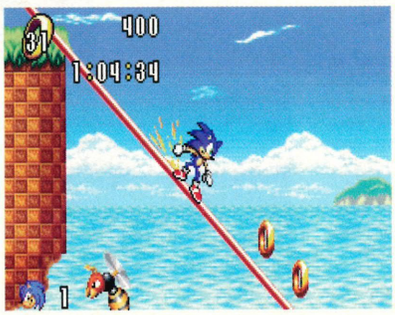
GAME BOY ADVANCE







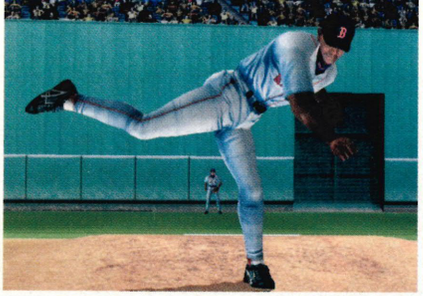


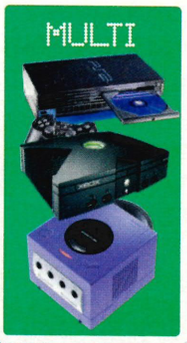


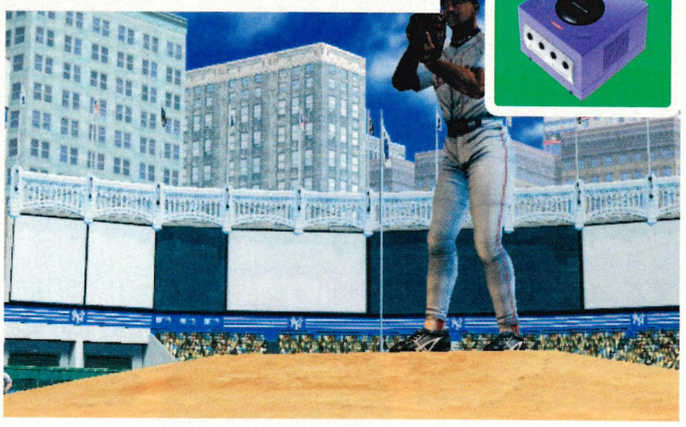
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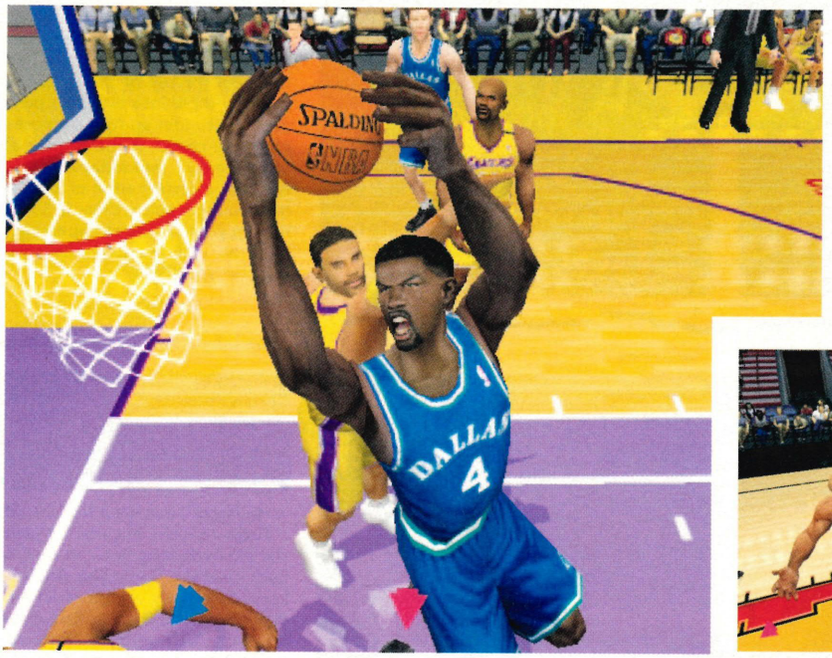


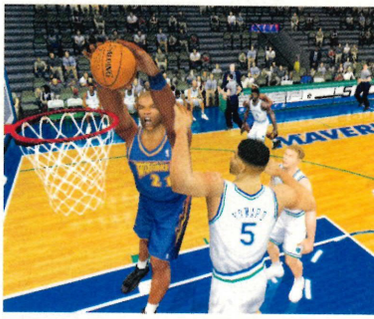


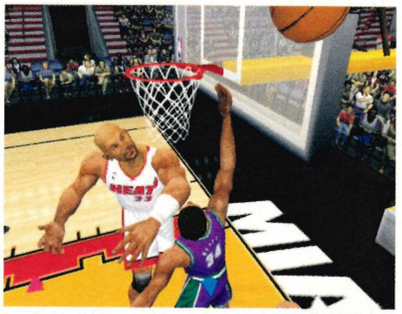


SEGA SPORTS

DEVELOPER: VISUAL CONCEPTS
PUBLISHER: VARIOUS
RELEASE: TBA







> You might think that the creative juices of SEGA belong entirely over in Japan and are firmly placed in creating quirky, arcade games, but you'd be wrong. Over the last couple of years SEGA's American arm, and more specifically it's developing studio Visual Concepts, has slowly emerged as a potential giant of the sporting world. When you look at the likes of last year's *NBA 2K1* and *NFL 2K1*, both of which were fully online and massive hits over in America (unsurprising really seeing as they were absolutely stunning in every respect), it's a small wonder that the likes of EA are running scared.

And well they might, as the next onslaught is almost upon us in the form of the 2K2 series and this time it's not just for the eyes of Dreamcast users, but PlayStation2, Xbox and GameCube gamers too. And if that wasn't enough to prove that SEGA means big business in the sports genre, then maybe the fact that it's currently developing six (count them, one, two, three, four, five, six) games under the 2K2 banner will convince you. As well as *NBA 2K2*, *World Series Baseball 2K2*, *Tennis 2K2* and *NHL 2K2* there are two American Football titles in the form of *NFL 2K2* and the all new *NCAA College Football 2K2* to start licking your lips in anticipation over. Like we said, no wonder EA is quivering under its duvet.

Although we've yet to see anything of any of the games in action, from the screenshots that we've seen, and from the experience of playing the earlier games in the series, you can sleep safely in the knowledge that every one of these games is going to kick some serious ass. With fully licensed teams and players in every game, more modes of play than you could possibly dream of, stunning graphics – all that will keep you right on your toes – and of course online play (though not for *Tennis 2K2*), you're not going to need to look anywhere else.







NEW!

TCW

TRADING CARD WORLD

TCW
TRADING CARD WORLD

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- ✔ Price and grading guides
- ✔ News of new releases and full trading card events listings
- ✔ Features and news on collectors, artists and rare cards



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the game

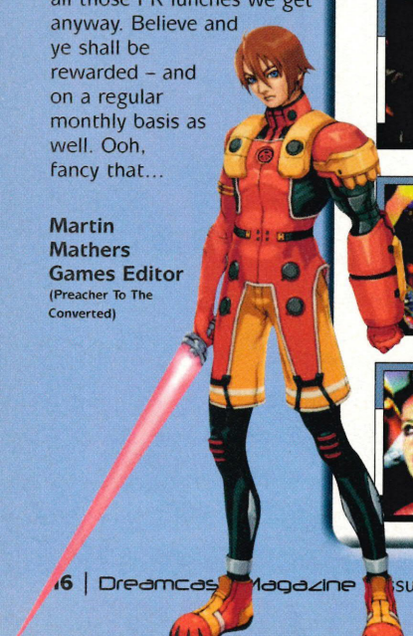
Guide to Dreamcast gaming

Reviews Editorial



Apparently, it's called the 'calm before the storm'... you know, that time when nothing's going on and then everything happens at once. As you might have guessed though, August is a bit of a bugger – not only because it's nearly the end of summer, but also because there aren't exactly a ton of decent games around to purchase at the moment. Crap, isn't it? Still, don't worry... we've got everything under control. Really, we have. If we didn't, would we be able to assure you that there's a whole bundle of 'AAA' games just over the horizon? Could we promise that, despite the obvious slowdown in the arrival of titles, we'll still be here to guide you through it until the very end? No, of course not. But we can – hey, you know us. We're good to you and much as we hate getting all mushy, you're the reason why we bother doing what we do in the first place... well, you and all those PR lunches we get anyway. Believe and ye shall be rewarded – and on a regular monthly basis as well. Ooh, fancy that...

Martin Mathers
Games Editor
(Preacher To The Converted)







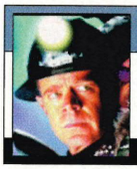
EXCLUSIVE REVIEW

Phantasy Star Online Ver.2

48 They've brought out practically the same game as last time – but now there's a number on the end of the title! Hmm, how cunning of them...

DREAM TEAM

With the recent dry spell of Dreamcast games forcing us from our consoles, we found out what else the team have been up to...



SIMON PHILLIPS

40 pence... 34 pence... 26 pence... yep, Lips had his eye firmly set on the price of various shares, laughing every time they dropped.

Game Of The Month: Women's tennis... growl!



CHANDRA NAIR

What with having to arrange flights to Japan and moving magazines, Chandra barely noticed we hadn't given him any freelance this month...

Game Of The Month: Musical Desks



ALEX WARREN

Considering that he's spent most of the month swanning around on GEAR (our top new gadget mag), he doesn't give a tinker's cuss about us...

Game Of The Month: Pulling rabbits out of his ass



WILL JOHNSTON

Being the Games Editor on our sister mag PLAY, Will took the opportunity to point and laugh at our severe lack of Dreamcast titles.

Game Of The Month: Some PS2 rubbish



GAZ 'AUTOMATIC' ADAMS

We would tell you what Gaz has been up to over the past month, but he hasn't been here – not that we've missed him, you understand.

Game Of The Month: Being invisible



SIMON GRIFFIN

He complained when we forced him to write the Sonic solution and about how badly we all treat him... he's glad of the break!

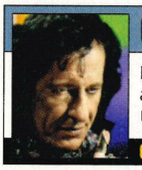
Game Of The Month: Sonic Adventure 2



KAREN HOLLOCKS

Our favourite sub editor used the spare time to take her boyfriend to the park... so he could have a go on the swings (higher, higher!).

Game Of The Month: Another bloody Pokémon game

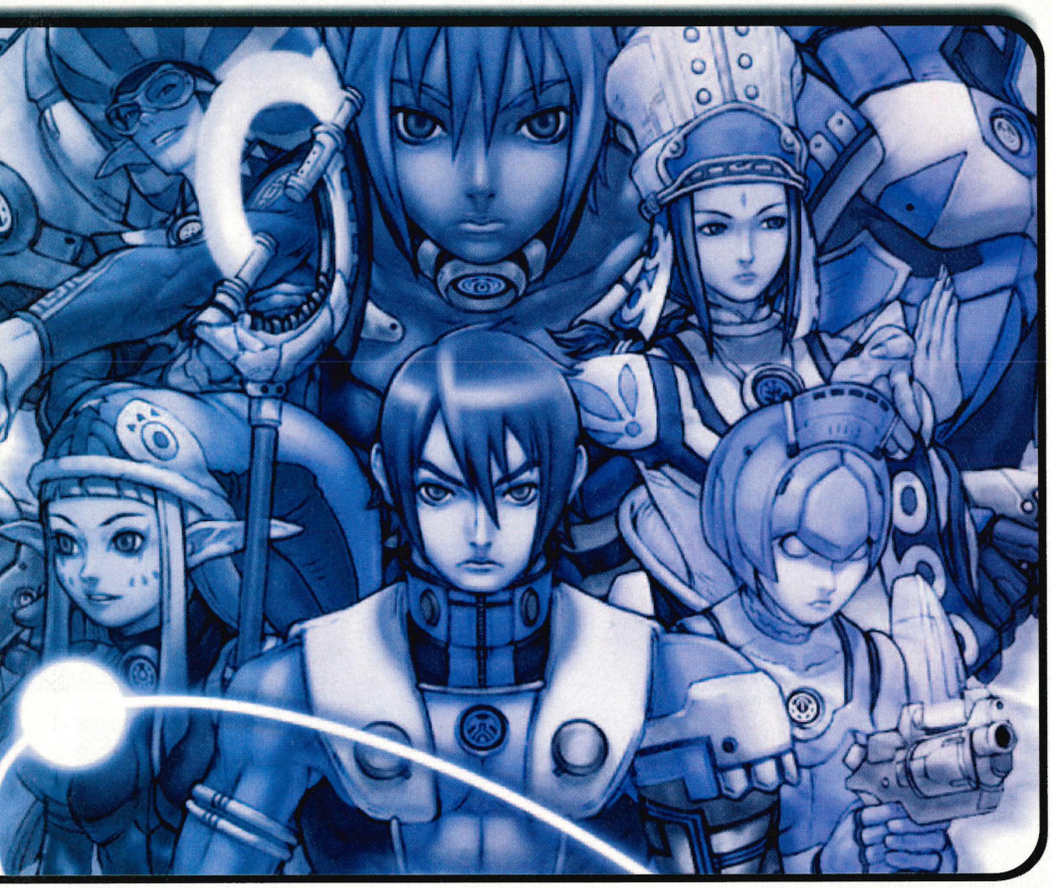


GARY ADAMS

New boy Gary didn't have to worry about not having any games to play – he just stayed in his room with the curtains drawn... as usual.

Game Of The Month: Phantasy Star Online Ver.2

All the latest Dreamcast games reviewed and rated!



DREAMCAST OPINION

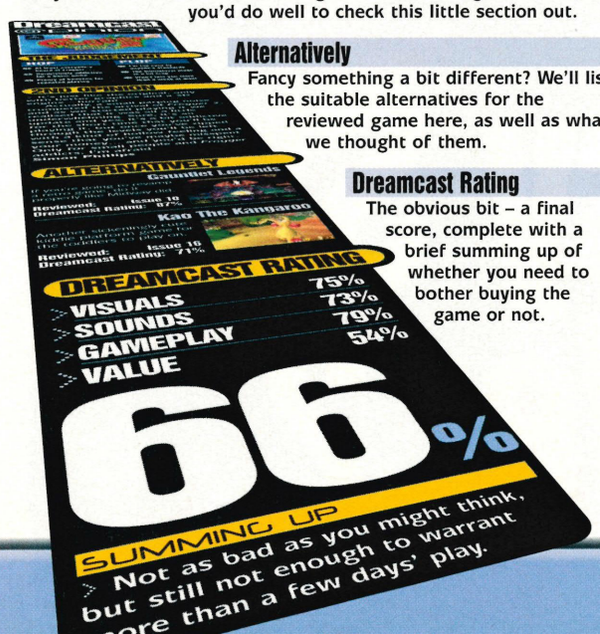
> Yes, it's the only reviews summary worth reading! It's not that hard to understand though... really, it isn't.

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

Second Opinion
If you need someone else's thoughts on what the game is like, you'd do well to check this little section out.

Alternatively
Fancy something a bit different? We'll list the suitable alternatives for the reviewed game here, as well as what we thought of them.

Dreamcast Rating
The obvious bit – a final score, complete with a brief summing up of whether you need to bother buying the game or not.



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 needs to be bought right now. Off you go...

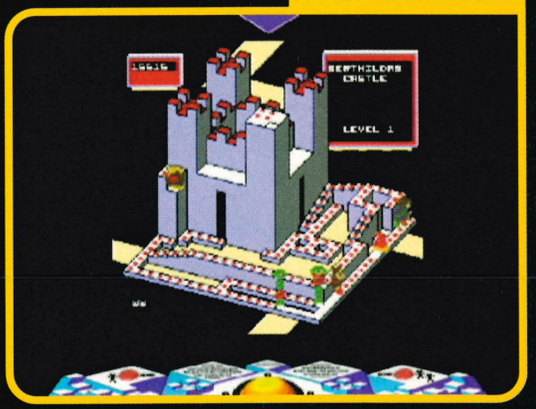
75% – 89%
Hey, don't turn your nose up at these games; they might not have got an amazing score, but they're still worth checking out if you've got cash to spare.

50% – 74%
It's a personal choice thing, 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!

And The Rest...



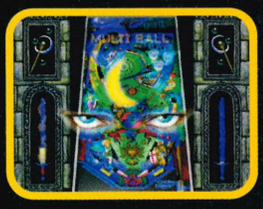
Atari Anniversary Pack 52
Tired of playing flashy 128-bit games with their snazzy graphics and stereo sound? Then take a trip back in time to the world of retro!

Capcom Vs SNK Pro 56
The conspiracy of bringing out virtually the same game as last time around continues... but then, hasn't that always been the Capcom way?

Neo Golden Logres 58
There's nothing like a good pinball game to... hey! Don't go running off just yet – just because it's pinball, doesn't mean you won't love it...

Hoyle Casino 60
Got a whole load of virtual cash sitting underneath your mattress? Then you'd better nip down the Hoyle Casino and blow the lot, quick smart!







import review

Web site: www.sega.com



essential information

Dreamcast magazine

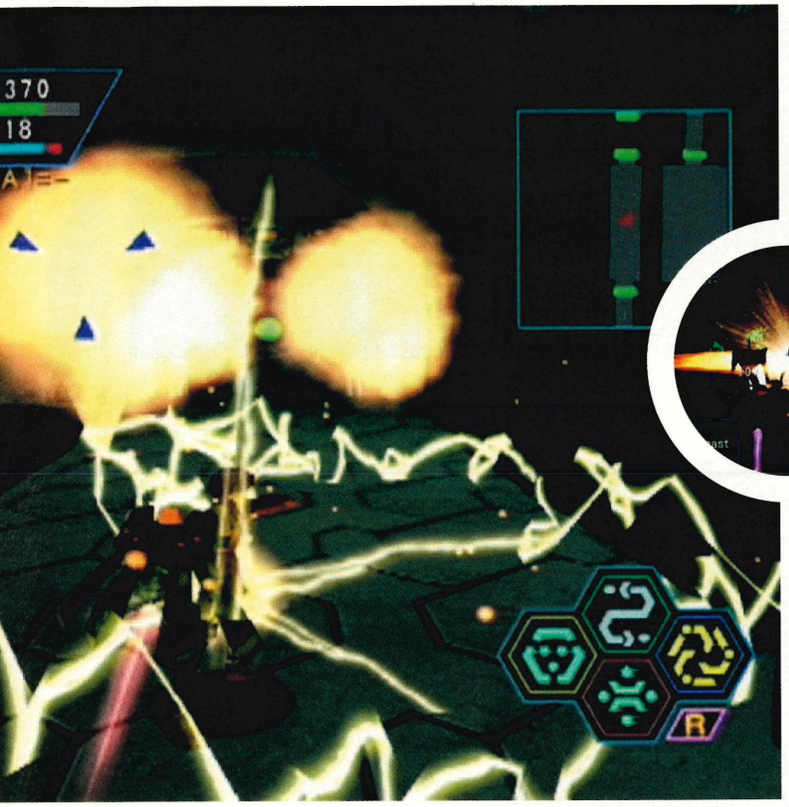
PUBLISHER	SEGA
DEVELOPER	SONIC TEAM
RELEASE	OUT NOW (US)
GOT IT FROM	VIDEO GAME CENTRE (01202 527314)
PRICE	£59.99
GENRE	ACTION/ADVENTURE
PLAYERS	1 PLAYER
VM UNIT	SAVES GUILD CARD RANGER DATA
PERIPHERALS	KEYBOARD/MODEM

Phantasy Star Online Ver.2

awesome moment

Spitting fire, a huge dragon glides downwards. Let's see the PS2 pull this off!







Hmmm, tricky situation – do we take on the blob, the Grass Warrior... or should we run for our lives? Hmmm...



infoburst

Extra information>

- It's easy to see that this is a Sonic Team creation – *Power Knuckles* and *Samba Maracas* make appearances as weapons, while old SEGA consoles are in there as Mags.
- This game, along with *Jet Set Radio*, makes the Dreamcast the most stylish console ever. Whoever said the Dreamcast was a third place console was talking out of his bottom...
- The *Phantasy Star* series has been around for years, spawning hits on the Master System, MegaDrive and even the Game Gear!



At last, the update to the game that showed us the future is now...

***Phantasy Star Online* – repetitive and dull, with a water-thin story** line and not very satisfying... at least, it was offline. However, plugging your Dreamcast into a phone line and getting online was akin to perching yourself on top of some freezing mountain in the middle of nowhere with a Buddhist Monk for company and a ticket to nirvana... only warmer. The whole graphical style of the game, with its fluorescent greens and pinks and blues, was one that just begged to be played at night, curled up in a comfy sleeping bag with a big bag of munchies and a cold Coke to hand. It brought a whole new meaning to gaming and, after a particularly long online stint, going back to a one-player game was not quite the same.

Think about it... since when, in any of the *Final Fantasy* games, could you be trapped in some tricky sword play with a monster, on your last hit points, only to be saved by a trusted comrade, sending up dust clouds as he hurriedly makes his way towards you, weapon at the ready? It was wonderful, and close friendships were made. But after a while it all went horribly wrong...

Oh, The Humanity

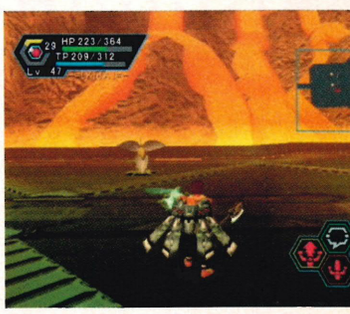
You see, the first couple of months were great. You would log on and meet with a few people, get through the pleasantries then beam down and kick some Ragol ass (if you are on a US server, that is). With only four dungeons though, this soon got boring – it was just hack and slash all the way. The odd rare item was found, but the novelty of this was short-lived thanks to the advent of hackers, dupers (people duplicating items) and GameShark users. As a result, the action moved onto conversation; people would just stand around yakking about cyber-sex with those cute little androids. This was no bad thing [Err, right – Ed] but it wasn't what the game was designed for.

So enter *Phantasy Star Online Ver.2*; SEGA's attempt to add some much-needed freshness to the proceedings. A lot of people have been looking forward to this as, after all, *Phantasy Star Online* is one of the biggest online games ever, and certainly an important console title at any rate. An update to something of this magnitude is not an everyday occurrence... but you should note the key word 'update' there. A lot of people will be disappointed with this disc because

"In the Battle mode, you can team up with somebody or maybe go for a one-on-one deathmatch with another team"


Ah, the place of weddings, the place of dreams. Yanks!





continued>

online information



Sonic Team's *Phantasy Star* section of their Web site provides you with cool artwork, stories and late breaking news. Well worth a visit during your lunch break, then.

Web site: www.sega.com

continued









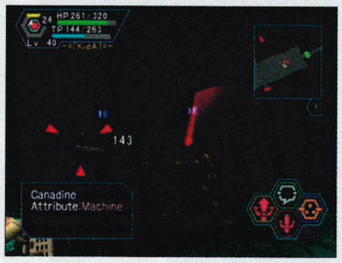


Magical Mags

See that little buddy hovering over your shoulder? Feed him well and he'll grow, adding his stats to yours. A low level character with a high level Mag is much more effective than you would think, so fatten him up!

Don't You Open That... Trap Door!







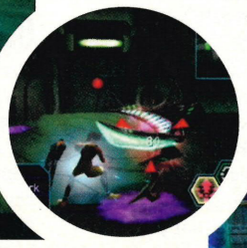
It's always wise to keep an eye out for traps. A falling block, an exploding mine or a pitch-black room are not rare occurrences on the planet of Ragol...







What an odd place to have a tree...



it's not a new game; it just adds to the *Phantasy Star Online* experience.

More, More, More

So what can you expect? Well, the first change you will notice is that the hidden costumes in the original game are now freely available, if you're starting a character from scratch. To be honest though, if you are not planning on going online, that's your lot. The original was notorious for being dull offline and sadly, the same applies here. There is a new difficulty mode (Ultimate), complete with a shiny new dragon... and, umm, err... that's it. But going online is an entirely different matter altogether...

For starters, when setting up a team you have several more options. Providing you are at or above Level 80, you can choose to play in Ultimate mode,









Hmm, that rock – in the way it seems!



If you see this ugly mug online, don't be afraid to wave hello!

which is a far harder difficulty setting than you have ever seen in this game before. Set up a challenge, which is where you and some buddies start off in one of the dungeons at Level 1, with only your starter weapon (such as a nice green sabre, a handgun or perhaps a small stick...) and no ability to teleport back to Pioneer 2. The excellent touch about this mode is the way that if one of the members of your team dies then the mission is over. It adds a whole new element of teamwork to the game and needless to say, having a varied set of character classes is essential.

He Shoots, He Scores!

There is also a football game to play in the lobbies, which is an excellent distraction and another booster for team spirit and general morale. It's especially cool because the ball takes the form of *Chu Chu Rocket*, items – for instance, sometimes you may be kicking a giant Chu Chu around or even a big orange cat.

However, the nicest addition to the foray is the Battle mode. Here, you can team up with somebody, or maybe go for a one-on-one deathmatch with another team. You can choose for both of you to start at Level 1 or stay at your current levels. The limited combat method of *Phantasy Star Online* meant that quite a few people were doubting the effectiveness of this option, but it has to be said that Sonic Team have pulled it off nicely – there is a lot of dodging around corners and darting through rock piles that make it a lot more fun than you would normally otherwise think.

Unfortunately though (aside from a ton of new weapons and armour to collect) this is about all the new disc has to offer. In no way is it going to convert *PSO*-haters, but for everybody out there who found themselves victim to 'Phantasy Fatigue' (you know the symptoms – co-worker late every morning, red around the eyes, stumbling round muttering about Monogrinders and Agitos) this might be worth considering. It renews the old excitement of logging onto the servers and before you know it a whole slew of memories will come washing back; old friends will be met and new ones will be made. Just be warned – because of the new 'pay as you play' system, getting online will probably take some time. Oh, and keep an eye out for any scary weddings taking place in the waterfall room... creepy Americans.

Gary Adams

"A whole slew of memories will come washing back; old friends will be met and new ones made"















The forest levels are simply stunning!

Identikit

One of the things that makes *Phantasy Star Online* so great is going online and seeing hundreds of different characters and classes. It is a joy to sit down and fiddle around until you have the perfect reflection on how you truly want to look...







Dreamcast Magazine Opinion



THE JUDGEMENT

VERSION	POO
⊕ Relaxed and laid-back gameplay	⊖ Same old, same old, same old
⊕ Hundreds of new items	⊖ Limited combat methods
⊕ Fluid game mechanics that will still delight	⊖ Lacks real pace at times

2ND OPINION

When releasing the same game all over again the genre is important – you can get away with it in some cases. Beat-'em-ups... acceptable (as the *StreetFighter* series has shown). Puzzle games... we'll give that (*Bust-A-Move*). As a rule though, adventure games suck when done as carbon copies of the previous game (umm... *Tomb Raider)* and now this; we're downright disappointed. Unless you've got money to burn, an obsession with *PSO* or plan to meet your 'soul mate' online – then don't bother with this rather obvious cash-in.

Martin Mathers

ALTERNATIVELY

Resident Evil Code: Veronica

Our favourite roam around/kill everything adventure game...



Reviewed: Issue 10
Dreamcast Rating: 94%

Phantasy Star Online

Same game, different name... go figure. It's not difficult...



Reviewed: Issue 19
Dreamcast Rating: 90%

DREAMCAST RATING

VISUALS	95%
SOUNDS	85%
GAMEPLAY	90%
VALUE	40%

82%

SUMMING UP

A bunch of new things that can only be played online doesn't save this from being a bit of a rip-off.

Web site: www.infogrames.com

Atari Anniversary

Who needs a Tardis when you can be transported back thirty years to enjoy a spot of retrogaming fun?

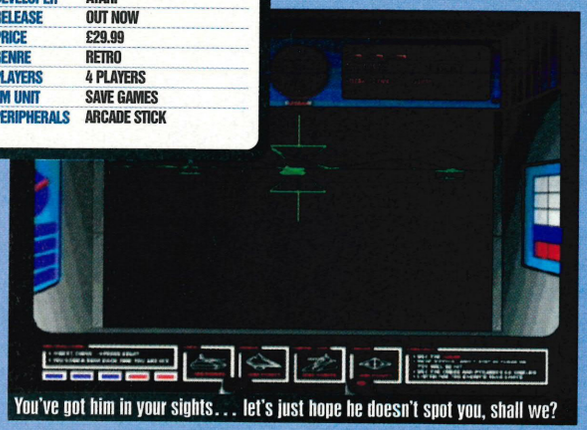
Was it that long ago that *Pong* ate up 10 pence pieces with abandon? Surely it was only last week that Dad's throughout the land pretended to be tank commanders? Surely not that much time has not elapsed. It has you know, blimey...

Thirty years ago Atari unleashed its arcade games onto the unsuspecting, flare-wearing, long-haired hippie public, and just to celebrate that fact, Infogrames want to join in the fun with a collection of 12 classic slices of retrogaming fun...

essential information

Dreamcast magazine

PUBLISHER	INFOGRAMES
DEVELOPER	ATARI
RELEASE	OUT NOW
PRICE	£29.99
GENRE	RETRO
PLAYERS	4 PLAYERS
VM UNIT	SAVE GAMES
PERIPHERALS	ARCADE STICK



You've got him in your sights... let's just hope he doesn't spot you, shall we?





Battlezone

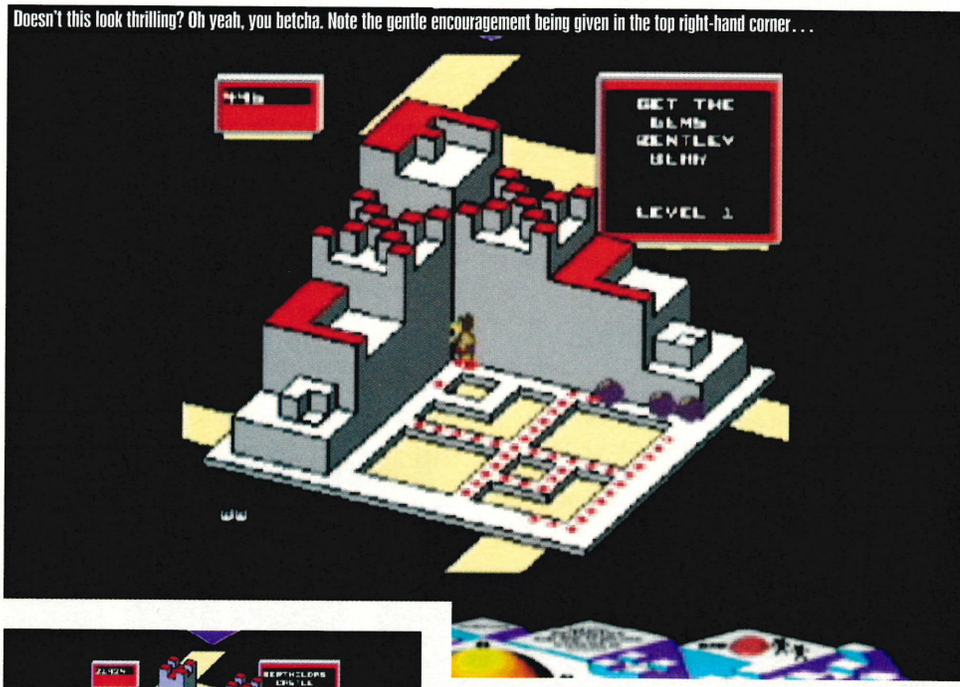
An absolute stormer of a game. Sure, it has the Vector graphics and cheap 'n' cheerful sound whiff of the Seventies but what it lacks in these departments it more than makes up for elsewhere. Gameplay is a simple affair: Tank + other tanks = carnage. It works a treat mainly because it is as unforgiving as hell. Your slow and ungainly tank is no better, nor indeed, worse than your enemies, it fires slowly and it is as slow to reload as theirs, making for much frustration at times. The result is a battle of wits, skill, reaction times and, of course, accuracy. Though the game looks every bit as old as it is, it is as compelling a gaming experience as you could wish for. A true classic not to be missed.

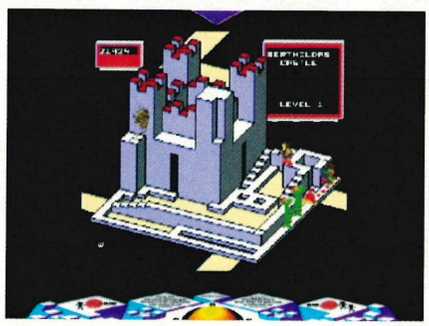
RATING 9/10

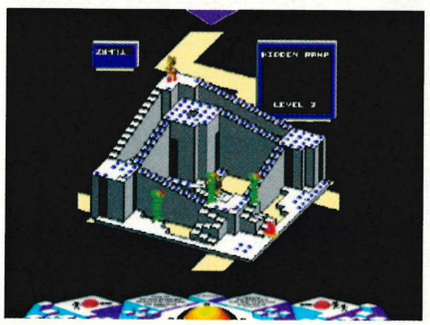




Doesn't this look thrilling? Oh yeah, you betcha. Note the gentle encouragement being given in the top right-hand corner...







Crystal Castles

Oh dear, it's Atari's take on Pac-Man courtesy of the fluffy hero, Bentley Bear. Oh be staggered by the lovely isometric graphics and the fact that you're racing against a variety of foe (trees, skeletons and the like). Unfortunately, by deviating too much (or just trying to be too clever) the sheer simplicity of Namco's classic is all but lost in this irritating and near-unplayable game. It's not terrible, but it is a short-lived reminder that not every retrogame is as fun to play as you remember.

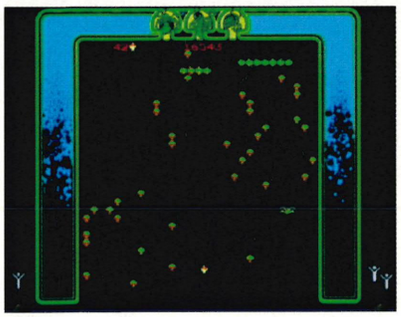
RATING 3/10

"If you look (and play) hard enough there's still bags of gaming magic to enjoy"

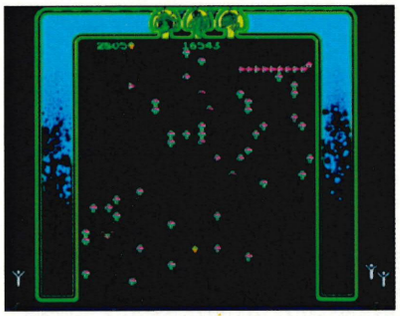
Pack ATARI



Centipede+Millipede









Think Space Invaders but endorsed by David Attenborough. The invaders this time are not aliens but rather centipedes (obviously enough) and in the case of *Millipede* a few other vicious garden creatures. You pilot your shooting craft left to right shooting mushrooms and the malicious creepy crawlies that make their way down to the bottom of the screen intent upon your demise. Unlike some of the other titles here, *Centipede and Millipede* seem quite sterile by comparison, lacking in atmosphere and though as basic as other games there's little to maintain your interest – though if mindless blasting is your thing you might enjoy a few minutes blasting in the garden.

infoburst

Extra information

- Wait a minute, Nolan Bushnell started Atari in 1972... so it's not thirty years yet!
- Atari was nearly called 'Syzygy Corporation'... doesn't quite have the same ring to it...
- The VCS (or Video Computer System) was launched in 1977 – for many it was their first taste of console gaming.
- Should you want one, there are 450,000 Atari game cartridges buried in the New Mexico desert...

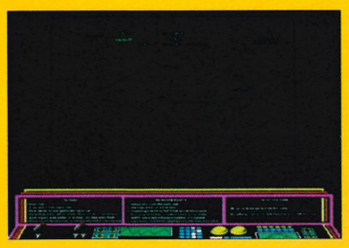
Asteroids + Asteroids Deluxe

Okay, it's two games admittedly but they are ostensibly the same game, so we'll treat them as such. Those living under a large rock or new to planet Earth are perhaps the only people with any excuse not to know what *Asteroids* is all about. Again simplistic fun, but timeless fun nevertheless. As deep as your average puddle, but it's simple fun that works and it's as much fun as taking control of a spaceship to blast asteroids could ever be. Certainly not out of this world, but retroheads'll love it! Oh, and the Deluxe version, though interesting could never, and will never, replace it's daddy.



Well, there's plenty going on here. No, really there is...





Gravitar

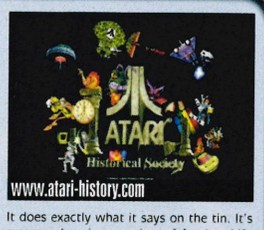
Part *Asteroids*, inspired by *Thruster*, this is one pain in the backside of a game. So, you're in a spaceship and have a choice of planets to visit populated by baddies to get rid of, not exactly original (or maybe back then it was). Unfortunately, this whole gravity vs thruster business is a nightmare to master. However, once you begin to get used to it, you'll feel like you have climbed Mount Everest in the nude (no, really) and that anything's possible. Definitely a game for those of you that like a real serious challenge!



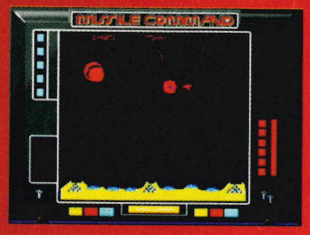
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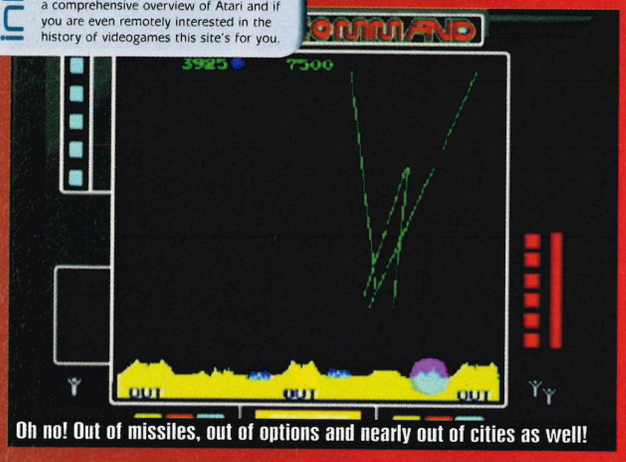
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online information



It does exactly what it says on the tin. It's a comprehensive overview of Atari and if you are even remotely interested in the history of videogames this site's for you.



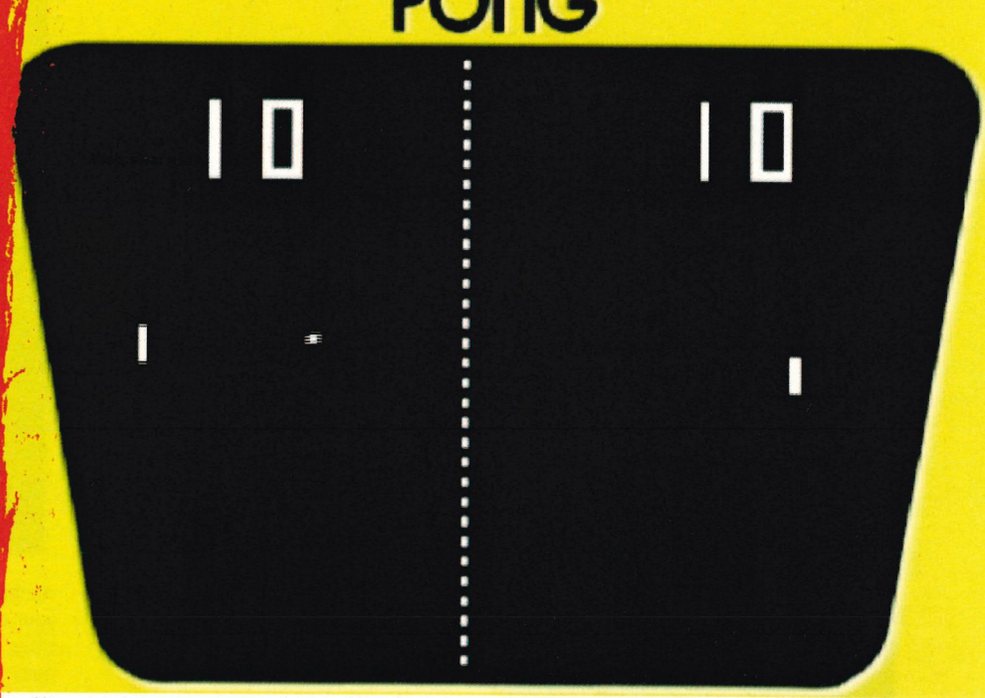


Oh no! Out of missiles, out of options and nearly out of cities as well!

Missile Command

Like *Battlezone*, this is vintage stuff. Not because it looks great (it doesn't), but because it simply works. You just have to protect your cities with your exploding rockets from the onslaught of the ne'er-do-wells (presumably nasty aliens) and that's it. Only the attacks are ferocious, fast and are seemingly unceasing – and it's not long before you are so wrapped up in the game that you feel genuinely annoyed when you fail to protect one of your cities. It's as hard as nails but it's addictive...

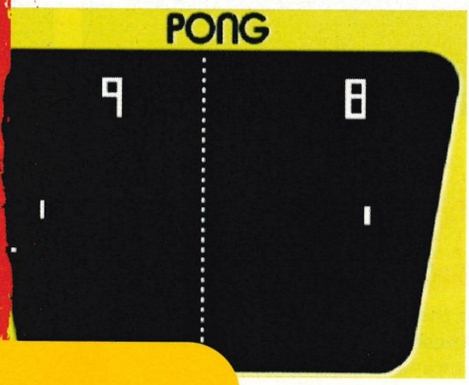
RATING 8/10

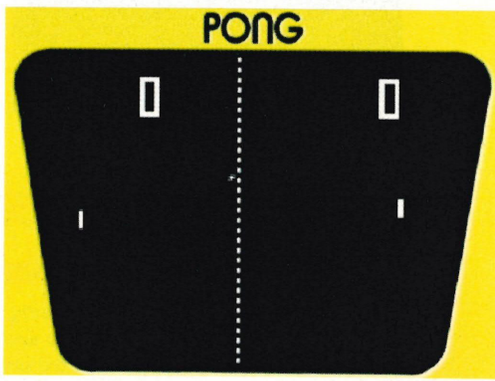


Pong

It's hard to imagine that this is where it all began, or that from these humblest of origins home videogames as we know them crept into our living rooms. A simple bat 'n' ball game that, in its many variants (companies 'borrowed' the game for their own electronic TV games), became a firm favourite the world over. However, what *Pong* did then (and still does now) is set you against a human opponent in a test of skill. Sure it's as basic as games come but get a mate around and the old *Pong* magic returns with a vengeance...

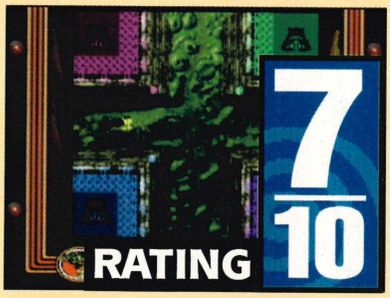
RATING 6/10





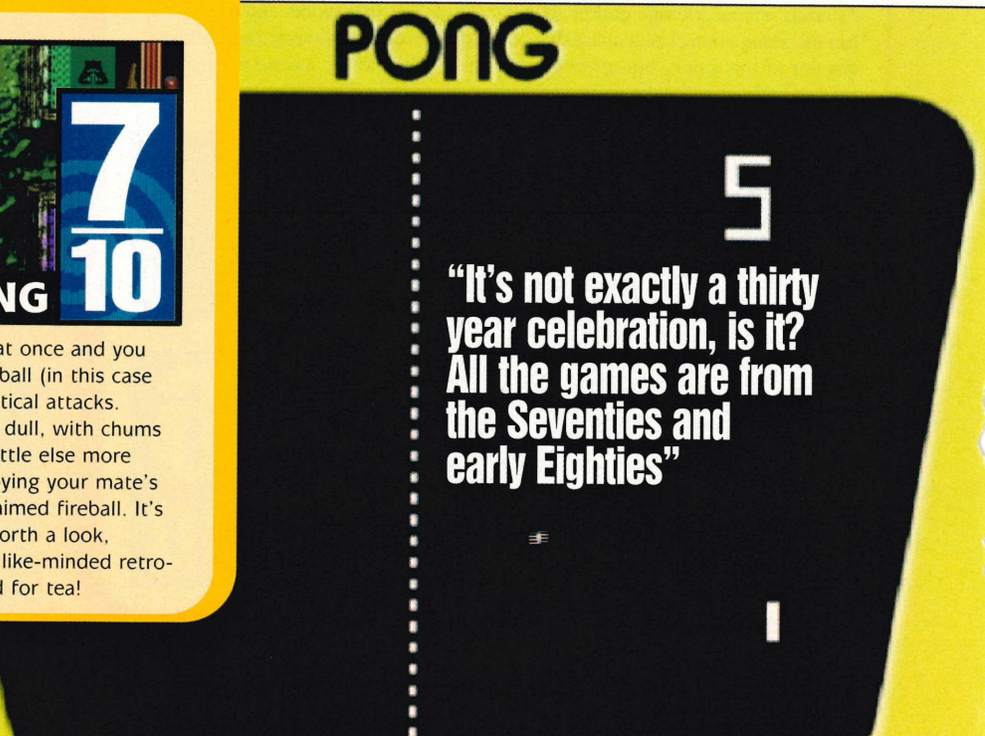
Warlords





RATING 7/10

If you think that there is a lack of true originality today then it is interesting to note that Atari built upon it's tried and tested games, rehashing them to make them better graphically or, in this case, take advantage of ever-developing technology. Here we have a medieval-themed *Pong/Super Breakout* variant. The major difference here is that up to four of you can play at once and you can keep hold of the ball (in this case flaming) for more tactical attacks. Alone, it's a bit, well, dull, with chums it's a blast – there's little else more satisfying than destroying your mate's castles with a deftly aimed fireball. It's not vintage but it's worth a look, especially if you have like-minded retro-gaming chums around for tea!



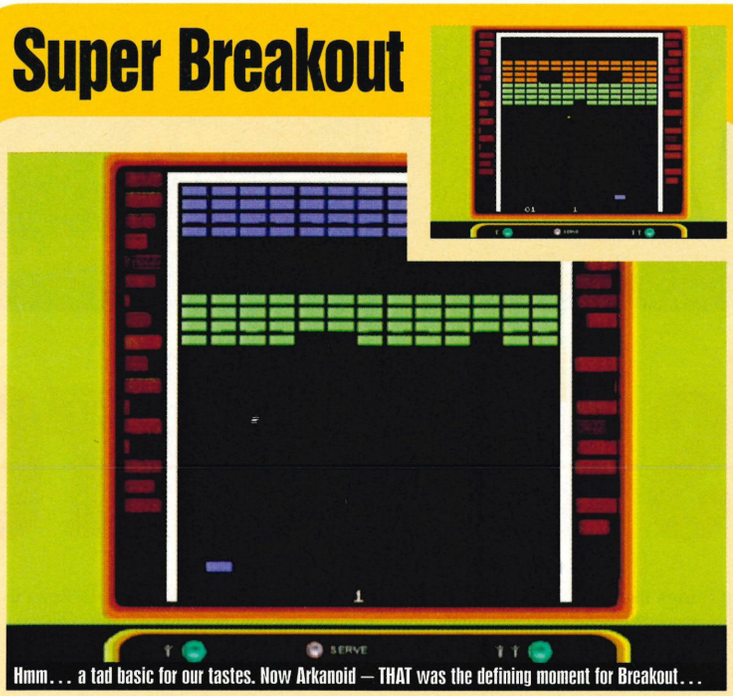
"It's not exactly a thirty year celebration, is it? All the games are from the Seventies and early Eighties"

awesome moment

The archive section is so well done. Hurrah for gaming information!



Super Breakout

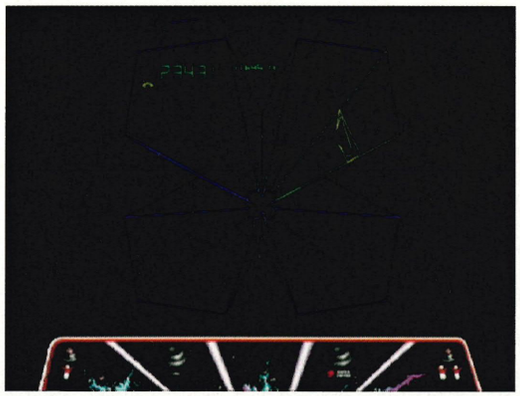


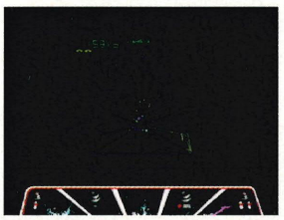
Hmm... a tad basic for our tastes. Now Arkanoid – THAT was the defining moment for Breakout...

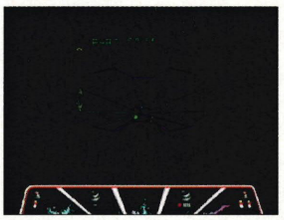
It's *Pong* but taken in a different direction. You still have a ball and pad, but rather than emulate a simplistic form of tennis, here you use the ball to destroy bricks until the level is cleared and you move on to the next.

Arguably, non-purists will claim that *Arkanoid* did this better by adding weapons and bonuses, but – thanks to the rock-hard gameplay and the sheer joy of just about managing to clear the bricks away on a level – this is a firm favourite and it does that hand-to-eye coordination the world of good.

RATING 6/10







Tempest

***Super Breakout* – it's the game that refuses to die but that's by-and-large for a very good reason. Call us cheap but this old** Vector graphics, shoot-'em-up style game gets us every time. However, there are laws and rules in *Tempest* and, like every great game that there has ever been, there's also is a tremendous sense of balance; everything is there for a reason. All you have to do is clear each tubular sector with your spacecraft, shoot the bad guys (that appear in ever increasing waves) and success is yours. Of course it gets harder and harder but because it's easy to play initially you'll find yourself hooked very quickly...

RATING 9/10



You need to keep moving and watch yourself to win here...

Atari, So Good?

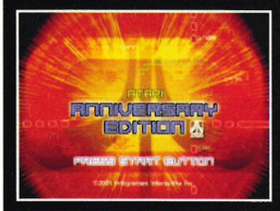
Well, to be honest (and this is the grumble bit), it's not exactly a thirty year celebration, is it? All the games are from the Seventies and early Eighties and whilst we can understand that there were probably some licensing difficulties, playing the original *Paperboy*, or even some of Atari's later arcade games like *Rampart*, *Cops* or *Primal Rage* would have given the compilation a little more balance. Sure work would have had to have been done to port them over but hey, it's Atari's anniversary! Even the classic games that are here tend to offer similar gaming experiences with many crossovers making for, at times, a bland gaming experience and where's *Sprint 4* and *Lunar Lander* (and, joy of joys, the classic *Star Wars*)?

This disc, lovingly-crafted though it is, could have offered more – and given that the quality of some of the titles is excellent, it might have been a must-have compilation not just for retro-gaming fans but also anyone curious about where this videogaming lark came from... a bit of a missed opportunity me thinks.

However, if you are old enough to remember engaging in a bit of low-tech, tank warfare, or shooting asteroids, or actually using your imagination to fill in those lowly Vector graphics then this is a definitely worth a look (even though nothing can replace those gorgeous-looking arcade cabinets). Actually owning some of these gems and being able to play them at home, on a console is, in the main, a pleasurable reminder of what, and how, gaming used to be way back then, because if you look (and play) hard enough there's still bags of gaming magic to enjoy.

Simon Phillips

Dreamcast magazine Opinion



THE JUDGEMENT

BIG HOPE	OLD ROPE
⊕ Battlezone... it's so good	⊖ Some games are soooo similar!
⊕ Missile Command... it's so hard!	⊖ Won't appeal to everyone
⊕ Tempest... it's so crazy!	⊖ Could have done with more games...

2ND OPINION

Although I'm not quite old enough to remember some of these games, it's still quite good to play with these 'classic' games... if only to see how far we've come. Some of them are still great today – *Battlezone*, *Tempest* and *Warlords* held the attention of most people here for a bit. As Simon said though, it's a a let down not to have the later games in here as well. Given the incredibly cheap price, we'd be fools not to say this collection is worth a look; just remember that they are retro games, so you're getting what you pay for...

Martin Mathers

ALTERNATIVELY

SEGA Smash Pack

A few great games... mixed in with some shoddy ones.



Reviewed: Issue 21
Dreamcast Rating: 47%

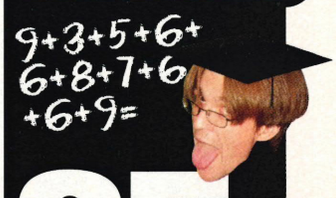
Midway Arcade Greatest Hits

Midway didn't include the gems we wanted, but it was cheap...



Reviewed: Issue 10
Dreamcast Rating: 27%

DREAMCAST RATING



65%

SUMMING UP

One for older gamers who miss Atari's classic games. Everyone else should probably avoid.

import review

Web site: www.capcom.com







Capcom Vs SNK Pro

We've seen Capcom bring out remarkably similar beat-'em-ups in the past, but this one really takes the biscuit...

essential information

Dreamcast Magazine

PUBLISHER	CAPCOM
DEVELOPER	IN-HOUSE
RELEASE	OUT NOW (JAP)
GOT IT FROM	VIDEO GAME CENTRE (01202 527314)
PRICE	£59.99
GENRE	BEAT-'EM-UP
PLAYERS	2 PLAYERS
VM UNIT	SAVES HIGH SCORES
PERIPHERALS	ARCADE STICK VIBRATION PACK

When you spend £40 or more on a game sequel, you expect a certain level of quality in comparison to the first game – it's certainly not too much to expect a good number of improvements over the original. Still, when the first game was so great that it's hard to tell where these improvements can be made, there can be problems. The developers end up saying things like "What if people don't like the sequel?" and "How can we possibly improve on excellence?", until someone comes up with the great idea of releasing virtually the same game all over again... hey, it worked for every *Tomb Raider* game in existence so why not with a beat-'em-up?

More of an upgrade than a full-blown sequel (for that, you should look to *Capcom Vs SNK 2* which is coming out on import in the next couple of months) *Capcom Vs SNK Pro* takes the original *Capcom Vs SNK* and tweaks it to the point of being totally anal. Believe us when we say that hardly any of you out there will notice around 80 percent of the changes to the title – unless you're a total *StreetFighter* freak and know all about things like the priority of anti-air attacks (yeah, we know – totally anal). Still, the changes are there and while many of them might sail over your head, the rest are rather obvious to even the most casual eye... really, they are.

Woah... Déjà Vu, Man

First off is a noticeable omission from the main menu; there's no Secret Shop as there was in the first game. Those of you who spent ages trying to unlock all the secret modes, characters and stages might wonder what's going on – well, it's because all the secrets are available from the very start. Damn them! And after all that time we spent saving up Shop points as well... still, never mind. This means that there's an



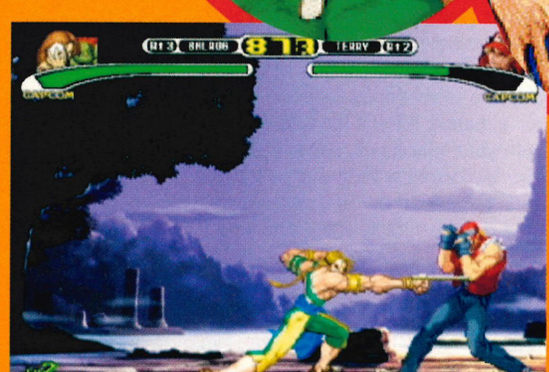
Luckily, King just managed to get away from Joe's dodgy underarm odour attack in time...



infoburst

Extra information

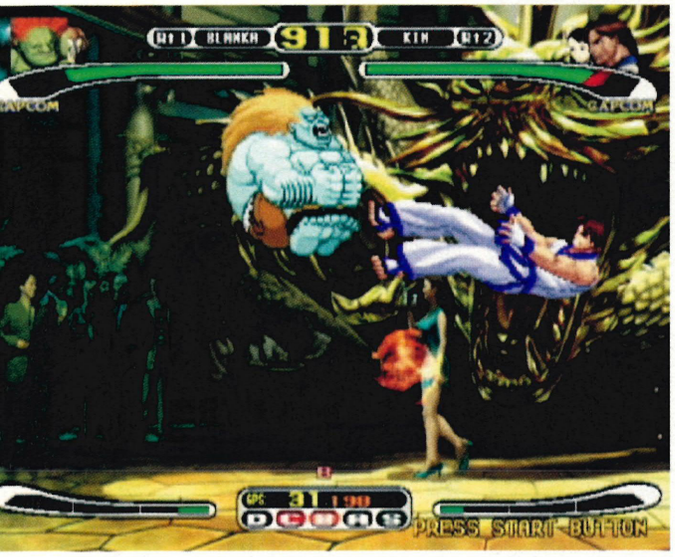
- Not surprisingly, this new edition of Capcom Vs SNK is only going to be released in Japan. They're all fanatics over there, you see...
- Sadly though, the same thing has to be said about Capcom Vs SNK 2 – if you want the Dreamcast version, you'll have to buy it on import.
- We'll be reviewing it though, just as soon as we can get our hands on it... not like some other magazines we wouldn't care to mention.



awesome moment

Stuff improvements – we want pain-inflicting moves and we want them now!





New Kids On The Block

As the main highlight of *Capcom Vs SNK Pro* is the addition of two new characters (who really should have been included in the first place), we thought we'd introduce them... for people who haven't a clue about beat-'em-ups.



Joe Higashi

First appeared in: Fatal Fury
Fighting Style: Muay Thai Kickboxing
Likes: Andy and Terry Bogard (his best mates)
Dislikes: People who take the mickey out of his stupidly long shorts and hairless chest.



Dan Hibiki

First appeared in: StreetFighter Alpha
Fighting Style: Saikyo ("The Strongest")
Likes: Taunting his opponents and wearing pink... err, right.
Dislikes: Sagat – mainly because he killed Dan's dad. Understandable, really...

"Believe us when we say that hardly any of you out there will notice most of the changes – unless you're a total StreetFighter freak"

extra five characters on the roster from the beginning, but that's not all; there are another two totally new fighters for you to meet as well. Of course, we say totally new but they're not – Dan Hibiki (on the Capcom side) and Joe Higashi (representing SNK) have both been around for ages. They are also rather quite useless, as both have been slapped into the Ratio One 'Weak And Pointless' category of characters. Oh, the humiliation...

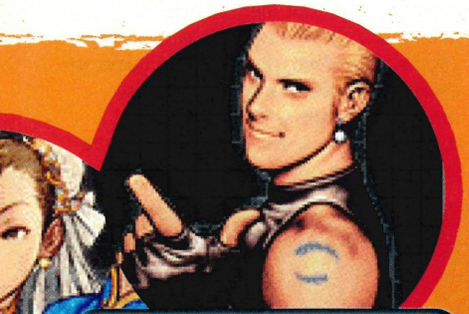
Aside from these additions and the other invisible changes – most likely made to appeal to the fanatics amongst us – *Capcom Vs SNK Pro* is practically identical to the previous game. So what reason should you have for getting hold of it, eh? Well, it is still a damn fine beat-'em-up; one of the finest we've played for a long time, if we're being truthful. In fact, we have to say that the only people who shouldn't bother buying it are those of you that have the original game... and even then, they should probably consider trading in their old game for this update. Unless you want to be pointing out ridiculously obscure observations to your mates (like "Look! The title screen is blue instead of red now...") then you shouldn't really own both games – if you haven't got a decent 2D beat-'em-up though, you really haven't got any other choice but to get this as soon as you possibly can.

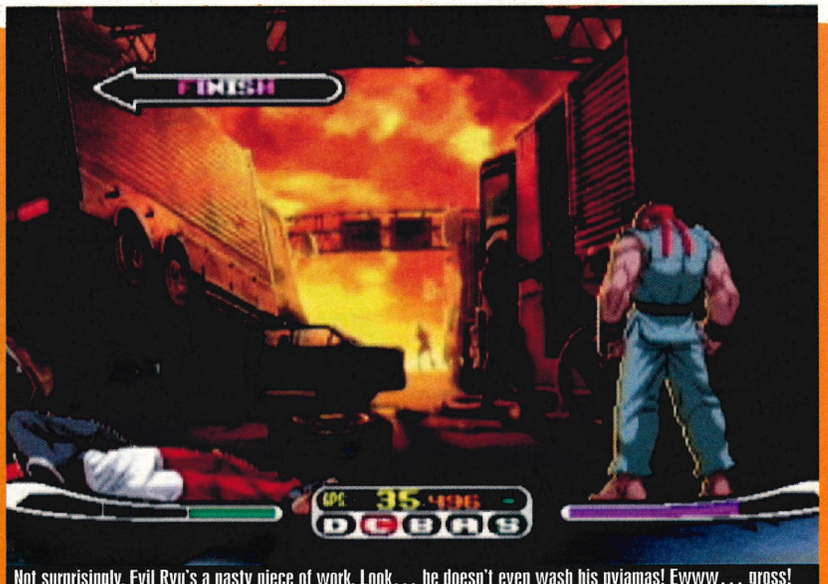
Martin Mathers



King's one of our favourite characters – she's grrrreat!







Not surprisingly, Evil Ryu's a nasty piece of work. Look... he doesn't even wash his pyjamas! Ewww... gross!

online information



www.capcom.co.jp/newproducts/consumer/cvss2/index.html

So you've played this to death – why not turn your eye over to the forthcoming sequel, eh?

Dreamcast Magazine Opinion



THE JUDGEMENT

PRO	BLOW
⊕ A classic beat-'em-up in every sense	⊖ Err... not exactly original, is it?
⊕ All the best characters from both teams	⊖ The two extra characters are a bit crap
⊕ The definitive version of this series...	⊖ A con for owners of the first game

2ND OPINION

Right, this is it! After promising to slag off Capcom if they didn't stop churning out sequels, there's no going back – as great as the game is, it deserves a verbal bashing. Yes, it plays like a dream and is the definitive version of the *StreetFighter* series, but that's no reason to go out and spend loads of cash on a title which is only ever so slightly removed from the previous version. We love it to pieces, but we don't have to pay for it – we get to play games like this for free every day! It's 2-D Beat-'Em-Up perfection, but only for the hardcore... sorry.

Chandra Nair

ALTERNATIVELY

Guilty Gear X

The most beautiful beat-'em-up we've ever seen in our lives



Reviewed: Issue 21
Dreamcast Rating: 80%

Marvel Vs Capcom 2

The only other Capcom crossover game worth mentioning...



Reviewed: Issue 11
Dreamcast Rating: 89%

DREAMCAST RATING

VISUALS	88%
SOUNDS	85%
GAMEPLAY	93%
VALUE	90%

91%

SUMMING UP

It's virtually the same game as before, so it gets exactly the same score! Can't say fairer than that.

import review

Web site: www.littlewing.co.jp



Neo G



Stop panicking – just because it's got a stupid title, doesn't mean you won't love this stormer of a pinball game...

It's a cut-throat world out there, you know. For a game to sell by the bucketload these days, it needs to do something 'revolutionary' with the genre it represents – you can't just churn out the same old tat and expect people to buy it... unless it's an *Army Men* game, of course. Unfortunately though, there isn't much you can do with the concept of pinball; all you get to do hit a tiny metal ball around a table covered in flashing lights and bumpers. Sure, you can try to make the tables imaginative and enjoyable but, in the long run, pinball is a bit limited in inspiration... at least, it is until the Japanese get their hands on it.

Take a quick glance at the screenshots scattered around these pages and you'll probably think that there's nothing particularly different about *Neo Golden Logres* (apart from the ridiculous name, of course). Still, that's probably because they're only static screenshots... what they don't show is the background to the game. You see, this isn't just a

Dreamcast magazine

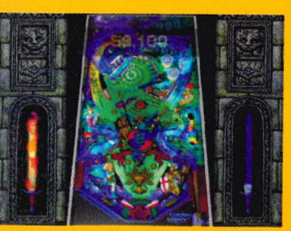
PUBLISHER	SUCCESS
DEVELOPER	LITTLEWING
RELEASE	OUT NOW
GOT IT FROM	VIDEO GAME CENTRE (01202 527314)
PRICE	£49.99
GENRE	PINBALL
PLAYERS	1 PLAYER
VM UNIT	SAVES HIGH SCORES

infoburst

Extra information

- *Neo Golden Logres* is a fine pinball game... but it's never coming out in the UK. Still, that's the whole point of having import reviews isn't it?
- After all, if we didn't review games like this then you wouldn't know it existed – think about the disappointment all the pinball fans would be facing!
- If you do want to pick up a copy of this game though, you won't need to look hard; no doubt your local importer will be able to get hold of it for you.











Yay! We've got the jackpot... err, so now what do we do? What? Keep playing? Bugger...



We've got plenty of beasts here in Bournemouth... the nightclubs are packed.

awesome moment

Hey, check out all the pretty ladies lurking around the tables!









olden Logres

straightforward pinball game; it's a battle to discover the Holy Grail and reclaim the sacred realm, dammit! Yep, that's right – the Japanese have once again taken a simple idea and twisted it into something totally bizarre with an over-excitable plot, just to make it 'different' from everything before it. Throwing in an entire history lesson spanning King Arthur and the Knights of the Round Table is one thing; start playing the game though and you'll realise that it's not just the story they messed about with...



Shiny Metal Balls

The main difference that immediately stands out in *Neo Golden Logres* is that, unlike other pinball games where you have a set number of balls to play with, there's an unlimited supply of them here. Instead, your playing time is restricted by a coloured sword meter on the left-hand side of the screen – the longer the ball is in play, the more the colour drains from the meter. Hitting bumpers and targets causes the colour to refill and losing a ball while the meter is filled brings another ball into play; drop the ball when the meter is empty however and the game is over. It's a simple concept, but one that manages to breathe some life into a genre that has pretty much reached the limit. There's also another meter that fills up as you achieve goals on each table – when the meter fills completely, all hell breaks loose with the arrival of several more balls at once without warning!

As you can tell, *Neo Golden Logres* is a visual treat; each of the three tables on offer is more detailed than anything you'll have seen before. Unfortunately, they're all also rather unforgiving and will happily sit back and laugh while you shout and swear after losing ball after ball after ball. Believe us, it's not easy to do well here... unless you use the unlimited credits on offer which, rather bizarrely, allow you to continue where you left off and defeat the object of pinball entirely. Still, that's your choice – at least you'll be able to see all the surprises each table has to offer that way. In any case, this is a must-have for any fan of pinball while other gamers can feel content in the knowledge that there's yet another reason to nip down their local importers if they fancy a bit of a *Tommy*-style knockabout. Just don't all go rushing at once...

Martin Mathers

"The Japanese have once again taken a simple idea and twisted it into something totally bizarre"



'Tis A Silly Place...

> Don't believe us when we say that *Neo Golden Logres* takes the premise of story lines too far? Well then take a look for yourself...



Applaud as Sir Yvain releases Merlin from his magical prison and unleash the might of the Extra Ball!



Cheer as Sir Gareth defeats not one or two but all three of the evil Knights of the sacred realm!



Gasp as Sir Galahad recovers the Holy Grail... all by knocking a little silver ball around. Not bad, eh?



online information



We've reviewed a pinball game... the film *Tommy* had links to pinball... and The Who were behind *Tommy*. Hence, we're showing you a Web site about The Who. Clever, eh?

Dreamcast magazine opinion



THE JUDGEMENT

GOLD	BRASS
⊕ Pinball's great! Really, it is!	⊖ The tables are really, REALLY tough...
⊕ You've got to admire those visuals	⊖ ...but unlimited credits are a bit silly
⊕ Plenty of challenge to be had here	⊖ At the end of the day, it's only pinball

2ND OPINION

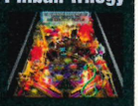
> Considering that all pinball games are practically the same (you can't exactly do much with the concept, after all) it's nice to see someone trying to do something a bit different – even if it does have one of the bizarrest titles ever. It might not be to everyone's taste, but I'd have to say that for sheer fun and enjoyment *Neo Golden Logres* takes the biscuit. Mind you, you might have some trouble tracking down a copy of the game... as far as we know, not many importers will have thought to get it in. Well, it is only pinball, isn't it?

Chandra Nair

ALTERNATIVELY

Pro Pinball Trilogy

Not quite as good as *Golden Logres*, but at least it's out in the UK...



Reviewed: Issue 21
Dreamcast Rating: 81%

Sonic Adventure

We put this here because... well, it's got a pinball bit in it. Sorry.



Reviewed: Issue 01
Dreamcast Rating: 90%

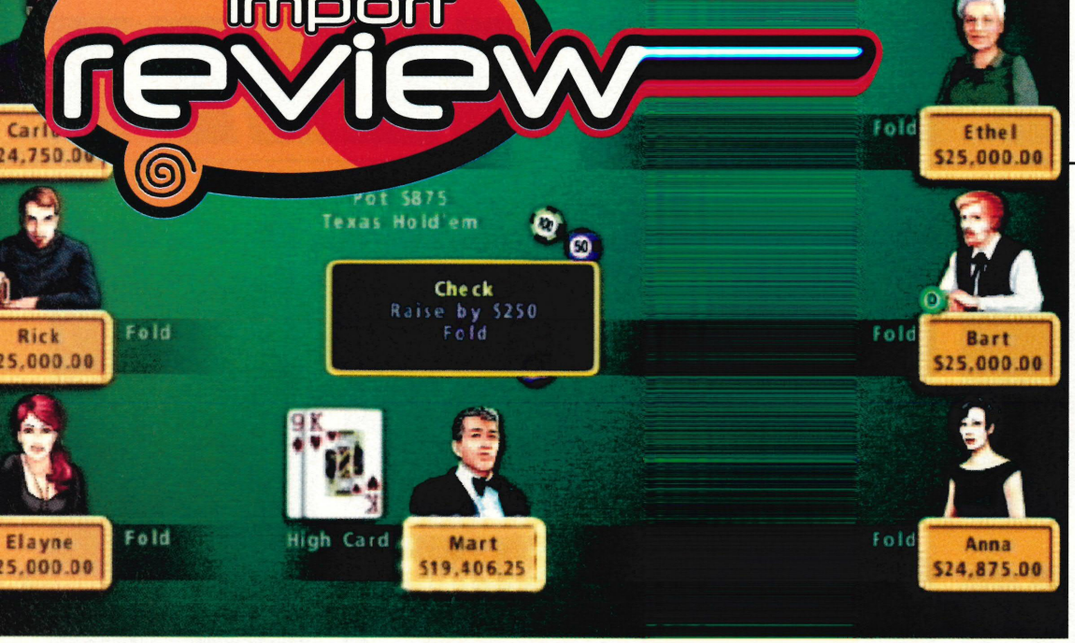
DREAMCAST RATING

VISUALS	80%
SOUNDS	82%
GAMEPLAY	89%
VALUE	77%

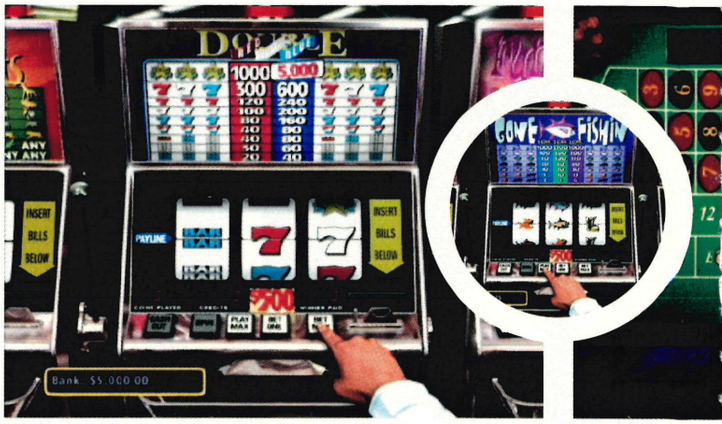
83%

SUMMING UP

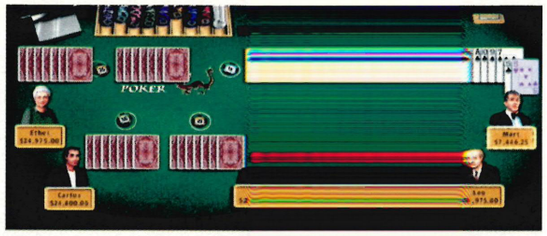
> A pinball game that's more fun than some other Dreamcast games out there? You'd better believe it!



Web site: www.hoylegames.com







Hoyle Cas



Bring the joys of Las Vegas into your living room... only minus the $5 shrimp bars and Tom Jones performances, obviously!

If Hollyoaks has taught us anything – don't blame us... it's a Sunday morning hangover thing – it's that gambling is bad. Casinos are designed to take your money; they might be entertaining for a while but, when it comes down to it, the chances of you leaving the place with more money than you entered with are very slim indeed. Still, that's where the casino simulator comes in – all the ways to gamble without any actual loss or interaction with real people. Don't you just love the way that games isolate you from everything?

Fair enough, most people will probably be looking at this review and thinking that they'll never in a million years consider buying *Hoyle Casino*. After all, it's a game where you get to gamble virtual money by playing cards and other similar games – if you're going to do that, you might as well do that for real (just like much of *Shenmue*... ooh, controversial). If you're one of the incredibly small minority who think that casino simulators rock your world though, then now's the time to start celebrating. Why? Well, not only is there finally more than one product on the market for you to consider buying, but this latest release is the finest example of the genre that you'll ever find.

essential information

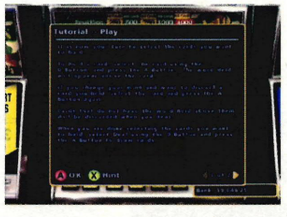
Dreamcast magazine

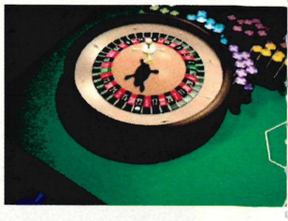
PUBLISHER	SIERRA
DEVELOPER	SIERRA ATTRACTIONS
RELEASE	OUT NOW (US)
PRICE	£49.99
GENRE	GAMBLING
PLAYERS	4 PLAYERS
VM UNIT	SAVES PLAYER STATUS





Ahh, the fruit machine... you've got more ch ance of winning if you bet on Alex pulling tonight.







awesome moment

You know things are going wrong when you take out a loan just for gambling...







Blackjack's an easy one to play – whether you'll win is another matter entirely!

infoburst

Extra information

- We've actually got a casino just around the corner from our offices – it's not exactly Las Vegas, but at least there's a lapdancing club next door.
- Wozza's got an actual poker set, complete with cards and gambling chips... but he doesn't let us use it. What a skinflint!
- In what seems like rather poor taste, there's also a Hoyle Kids series of games. Teaching children how to gamble? Now that's just plain wrong...

ino

"It's just a casino simulator but it's the best of a bad bunch and, as such, we have to recommend it all the same"

That's if you'll be allowed out of your padded cell long enough to go and find it, of course...

No More Bets, Please

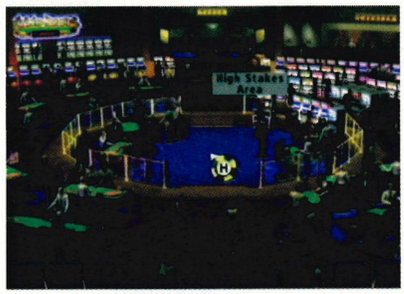
Compared to *Caesars Palace 2000* (the only other Dreamcast casino simulator around... now THAT'S an accolade worth holding onto), *Hoyle Casino* is a bit lacking in the games department. While there's a great range of stakes to try out – the games range from $1 to an unlimited amount – there are only eight actual games to play. Spread between table games like Craps, Roulette and Poker, and machine games like a variety of slots and Video Blackjack, there's still a fair old selection; however, what does make *Hoyle Casino* the best in the business is the sheer accessibility of it all. If you've never gambled in your life and haven't got the faintest idea of how to play these games, don't worry – there's a complete tutorial for each one that'll teach you how to play. What's more, it'll even help you out by making suggestions and giving hints on what to do next... just in case you're standing there with a gormless look on your face and no clue whatsoever.

We'll admit that this game certainly isn't for everyone. In fact, it's not even for most people – we doubt that there are many people actually considering buying *Hoyle Casino* purely on the recommendation of this review. True, it's just a casino simulator and that's not something we enjoy all that much (hence the rather low score). It is the best of a bad bunch though and as such, we have to recommend it all the same. Want a top-notch casino game for the Dreamcast? Get this. Got a life? Well, you know there are far better things to spend your cash on...

Martin Mathers





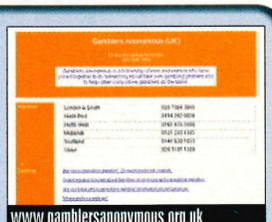


Thank Ya Very Much

Keep your eyes peeled when exploring the tables of *Hoyle Casino* and you might be lucky enough to spot the King himself. Yep, it's true – Elvis didn't die, he just went to the casino for a very long time. He's not much of a Blackjack player but Mr Presley can burn up the Roulette wheel like there's no tomorrow... oh, and he can down ten cheeseburgers in less than a minute. What a man, eh?



online information



If you find yourself enjoying *Hoyle Casino* just a bit too much, you might want to consider checking out this page for some advice...

Dreamcast magazine opinion



THE JUDGEMENT

RAISE	FOLD
⊕ Tons of different games to play	⊖ Are casino games really necessary?
⊕ Full-on tutorial for beginners	⊖ Totally unrevolutionary graphics
⊕ Err... you can win lots of money.	⊖ That money... it's not real, you know

2ND OPINION

Crikey – this kind of thing's been done before! What were they thinking in that developer meeting? I dunno, I suppose that somebody somewhere might want to gamble but the rest of us want to shoot at things, score goals and beat Michael Schumacher around Hockenheim – you know, stuff that most of us will never be able to do in real-life... Whatever, for what it is it's entertaining enough, just not the sort of thing I bought my Dreamcast for – if I wanted to waste my money, I'd go and lose it down the real casino...

Simon Phillips

ALTERNATIVELY

Caesars Palace 2000

The only other casino game out for the Dreamcast... ooh, great



Reviewed: Issue 12
Dreamcast Rating: 55%

WWTBA Millionaire

Not exactly gambling, but it still involves stupid amounts of money.



Reviewed: Issue 14
Dreamcast Rating: 59%

DREAMCAST RATING

VISUALS	70%
SOUNDS	32%
GAMEPLAY	68%
VALUE	61%

61%

SUMMING UP

By far the best casino simulator around... but then, that isn't really saying much is it?

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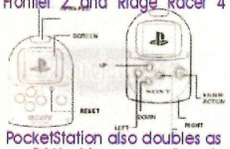
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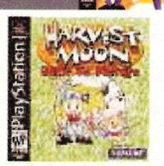
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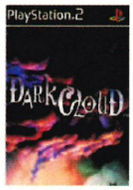
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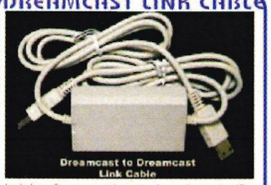


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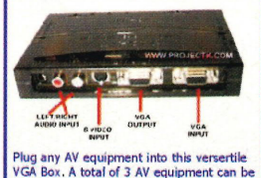
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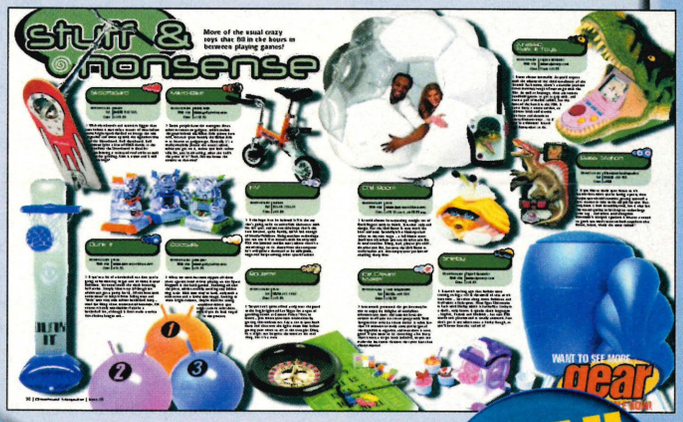
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Stuff & Nonsense

92 He who dies with most toys, wins! Or so they say...



WIN! Mad Catz Peripherals Page 64

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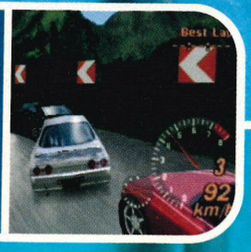
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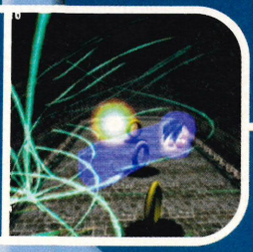
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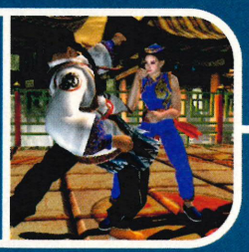
66 READER REVIEWS



86 DIRECTORY



94 DREAM ON



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This month, more venting from the SEGA stalwarts, along with one little breath of fresh air...

But Like the Murphy's...

Firstly, well done on a brilliant magazine. I've got a major gripe, though, with those boys and girls at SEGA. So, the company has decided to drop the Dreamcast in favour of producing games for other machines... What? I'm sure you've had many others writing in who are furious with this decision, but hey, can you really blame them? I bought a SEGA Saturn for the original asking price of £300 only for it to be reduced to £150 less than six months later. SEGA allowed itself to be blown out of the water due to the stiff competition of the PlayStation. Where was all the money I put into it? I'll tell you where – down the @$%&ing toilet (pardon my French). Back then I thought SEGA were cowards for backing down to Sony and now, a few years later, the company is behaving in exactly the same way. SEGA has always been at the forefront of innovative arcade gaming, and exclusive SEGA-only console games could've kept Sony and Nintendo on their toes for years to come. Instead SEGA opted to give up, blowing out hundreds, even thousands of loyal gamers. I mean, to hear that *Crazy Taxi* was coming out on PS2 almost made me puke. How could SEGA do that?

With the Dreamcast, I gave SEGA a second chance, spending literally hundreds of pounds on it. And for what? Face it, in a couple of years it'll be obsolete, leaving us consumers with a pretty worthless product. Yes, there are many decent games out on the little white box, but longevity counts and soon those same games will just be gathering dust whilst the PS2, Gamecube and Xbox kick arse.

I think SEGA owe all of us compensation for letting us down so badly. Either that, or someone gets shot. Once again, well done on a brilliant magazine. I just hope you guys won't be out of a job sooner than you'd like.
Sean Perera, via email

I've had it up to here with SEGA – this is the company's last chance to redeem itself. Me and all the other Dreamcast followers turned our noses up at other consoles such as PS2 and Xbox to spend £150 of our hard-earned cash on your small white box, SEGA. At the beginning there were so many promises, everyone was sure they made the right choice. But now it's different – your word doesn't mean a thing, does it? I've read many (now shut down) Dreamcast magazines and I have followed the development of the Dreamcast from the beginning – it's sad what you have done to us, I'm disgusted. Now at least you can go out with a bang by releasing *PSO Ver.2* over here – please give us some dignity and don't make us look like complete mugs to our PS-loving friends. If you don't do this simple request you might as well stop making games forever and shut down the whole company because, in Europe at least, you will be VERY unpopular.
Jack Kelly

DM: We know, we know! Unfortunately, for all of SEGA's mistakes (advertising, anybody?) the Dreamcast was largely ignored by the mass-market who were reluctant to join the Dreamcast party, preferring instead to wait for the PS2. However, it's all a bit of a shame because those same people have seen the PS2 and have been largely unimpressed by it, choosing not to buy it until some good games are released and Sony makes the console more affordable. This has caused something of a lull in the videogames market. Things might have been quite a bit different had SEGA lowered the price of the Dreamcast earlier...

However, that's all speculation and what SEGA has done is probably for the best. The public largely ignored its console but SEGA is more than aware that it makes world-beating arcade software that is the envy of many a publisher, and though we are

"Things might have been quite a bit different had SEGA lowered the price of the Dreamcast earlier"

Here's A Little Song I Wrote...

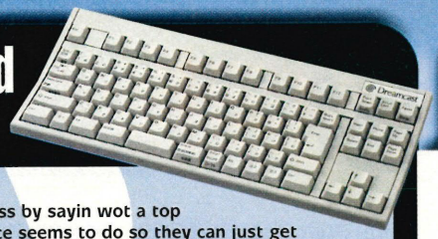
When I first heard about SEGA dumping the Dreamcast I was completely gutted, as were most DC owners, more really for me as I also own a Saturn. Since then I've had time to mull it over and realised that everyone should see the situation as I do. SEGA has done us a massive favour. Why? No more will we have to buy another SEGA console out of loyalty, to find it will cease production in the near future! No more will we feel humiliated after boasting to poncey PSone/PS2 owning friends how good our new console is with its superior, great games etc, only to find out that we won't be getting half (if any) of what we were promised.

In the near future we can look back and say to ourselves, "See, I told you so", when the PS2 owners brag about the great new game they've bought that just happens to be made by SEGA. Remember, we've got plenty of high quality, great games out there to keep us going, plus more to come. So I'm happy with my collection of 26 top titles and the chance to buy more for about £10 (new) at my local games shop. I'll be playing my Dreamcast for a long time to come. Don't worry, be happy!
Amanda Gwee

DM: The flipside of the coin and a more positive attitude. We've always banged on about the fact that the Dreamcast might be home to fewer games than the PSone but it does have a much higher percentage of great games than any other console currently available. Is there any other console that has as many great games available for it after such a short space of time on the shelves? We don't think so and, as Amanda rightly points out, there are some amazing Dreamcast games on sale right now going for a song! So in many respects it's a great time to own a Dreamcast and, if you are careful, you can buy the very best games.



Desperately In Need Of A Keyboard



First of all ime not goin to kiss youre ass by sayin wot a top mag you have like every other sad nonce seems to do so they can just get there god damn letters printed in your magazine,but wot i will say is that i do like and actually enjoy reading it cos it kills an hour of the extremely long day that i have.

anyhow down to business,i bought my dreamcast round about january having being converted from the playstation by the online gaming that SEGA has to offer(oops let me rephrase that)the online gaming that SEGA had to offer,anyway january and february was fine with the games that was out there then phantasy star online came out and that was it bingo the greatest online game in the world both me and my missus has played it to death with 4 characters between us and some 800 hours play between us aswell(not forgeting the extremely large phone bill to go with it),but as we are more mature gamers we like to think we can afford payin a big phone bill for so many hours enjoyment.Well thats enough pso promoting.

What was i talkin about(oh yea online gaming),anyhow like i said all was fine then wot the f..k happened first off all daytona then unreal and now possibly outrigger NOT ONLINE with absolutely no reason or excuse or even more important an apology to all the european online gamers.

Well bol..cks to all concerned that is responsible for these crimes and like the header says as soon as a console arrives that can actually provide me with the fix i need my dreamcast is goin in the fu..in bin.

THANKS FOR LISTENING\PEACE – THE WARDOG

P.S IF THE LETTER DOES HAPPEN TO GET PRINTED THERE IS NO POINT SENDING ME ANY PERIPHIALS FOR THE DREAMCAST COS ITS IN THE BIN,SO A CHARITY OF YOUR CHOICE WILL SUFFICE,THANKS.

DM: Your letter was such a joy to read that we decided to print it exactly as it came to us. We laughed, we cried. Hey kids out there, pay attention at school. Let the above serve as a lesson to you!

Whose Job Is It Anyway?

This is about you reviewing SEGA games on other consoles. For games like *Crazy Taxi* on the PS2, just write half a page on why it is better or worse than the Dreamcast version. For games like *Sonic Advance*, write no more than a page and just make it like a normal review. For games like *PSO* on GameCube, focus a lot on the split-screen mode.

Oliver Scott, via email

DM: Consider us told...

greatly saddened by the loss of SEGA as a hardware developer, we would rather be able to enjoy SEGA's games in the future than never play another Sonic, Virtua Tennis *or* Crazy Taxi *again. To be honest, we don't care what console they appear on as long as we can still revel in SEGA's magic. We hope you both feel a little better having got your moans off your chest, though.*

Is It A Bleem?

As soon as I read that as a Dreamcast owner I would be able to play *Gran Turismo 2* on my Dreamcast, I thought my eyes weren't functioning properly! But I looked again and it really was true! I read on and found out that as well as playing THE best racing game ever made, I could play it at four times the resolution of the crappy PlayStation!

It stated in your magazine that it was available in all good stores from the end of May (I presume an example of a good store was Electronics Boutique) so I decided to go down to my local Electronics Boutique and purchase Bleemcast, along with a copy of *GT2*. To my amazement I was shocked that Bleemcast was nowhere to be seen. I asked at the counter and they didn't have a clue what I was talking about! Is it your mistake that it hasn't been released yet, or is it so popular that it sold out straight away? Please help me cos I need *GT2*!

Keep up the good work with your quality mag.

Adam France, via email

DM: Would we lie to you? Of course not! The fact is that there have been all manner of problems regarding the release of Bleemcast! and what we said was, at the time of going to press, accurate. However, thanks to a certain amount of pressure from certain corners Bleemcast! is a tad tricky to get hold of. We recommend that you take a trip to your nearest importer (or contact Project K on 0208 508 3845) and they should be able to get you a copy.

From A Land Down Under...

You guys say it a damn lot but it ain't true. You say that online gaming is expensive. Maybe over there in pommy land it might be, but over here in Australia it's cheap. When I play *PSO Online* it takes up 1mb an hour! How good is that?

I pay $25 in Aussie dollars a month and I can use Dreamkey and go on the Internet on my laptop or PC. So how can you say it's expensive?... Huh?... Well?...

Beau Allison, Australia

PS Your mag is the most kick ass in the galaxy!

PSS *PSO* kicks ass! *Skies Of Arcadia* is what I'm gonna get next? Still in debt with parents for PSO... :–(

DM: Er, Hello? We... live... in... the... United... Kingdom... Understand? The... same... charges... do... not....apply... here. Can we take it as read that from now on if we grumble about online costs – or more likely, the lack of online support – here in the UK that we understand that you lucky blighters in Oz have it a damn sight better than us?



Short Cuts

> Hello
Kathy Andrews, via email
DM: Off to a good start then... Hello?

> help i fell off a cliff and broke my legs and mailed u from my cell phone.HELP..HELP.....
Thomas Phillips, via email
DM: If you can't do the time, don't do the crime... (or something).

> help im stuck in the washing machine with my pet bulgarian mongoose
Mopeads, via email
DM: There's a pattern emerging...

> Reply to our emails dammit !!!!!!!!
andparr, via email
DM: We do, when we have the time!

> Alan Eleeeeeeeeeeeeeeeeey stinks mudieeeeeeee Fish robackr, via email
DM: Whar?

> pleeeeeeeeeeeezzzzz print this
brooza, via email
DM: You sound hard...

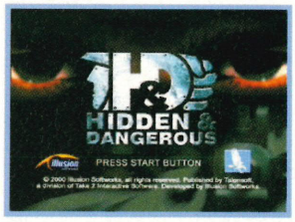
> There is a petition on petitiononline.com to bring Soul Calibur 2 to the Dreamcast. Almost 3000 people have signed it.
Pan the Man, via email
DM: An exercise in futility perhaps, but well done all!

> did you ever see a man like dr.dave or bernard..... proberly not. its a potato
Mopeads, via email
DM: Er...

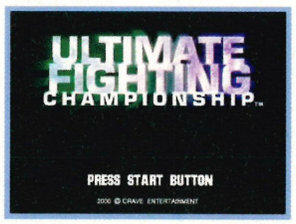


interact Reader Reviews

You show us how the job should be done (well, maybe not).









Hidden And Dangerous

Publisher	Take Two
Developer	Illusion Softworks
Origin	UK
Genre	Strategy
Reviewed by	Paul Ibbotson

Phantasy Star Online

Publisher	SEGA
Developer	In-house
Origin	Japan
Genre	Action/Adventure
Reviewed by	Martin Sawyer

Ultimate Fighting Championship

Publisher	Ubi Soft
Developer	Crave
Origin	US
Genre	Beat-'em-up
Reviewed by	Sam Crome

Sonic Adventure

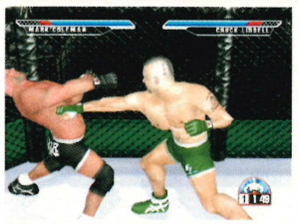
Publisher	SEGA
Developer	In-house
Origin	Japan
Genre	Action/Adventure
Reviewed by	Matthew Foster



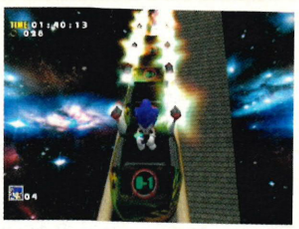
This game is certainly not for everyone – the difficult control system and demanding strategy elements will definitely not appeal to arcade addicts. Furthermore, the direct PC port means the graphics do not do the Dreamcast justice. However, given time this in-depth experience can be very absorbing and satisfying. Elements such as taking control of a tank, sniping a Nazi lookout from a kilometre away and raiding a mansion full of Nazi officers, à la *The Dirty Dozen*, are particularly impressive. If you can get your head around a little strategy, buy it.



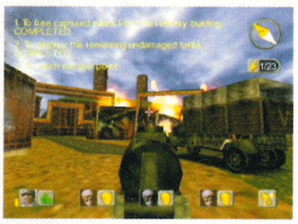
***Phantasy Star Online* is clearly a new generation** of gaming. Its stunning graphics and realistic gameplay leave you wondering what you ever did without it! It's easy to get into, with simple controls and lots of people to interact with. Along with the main game, there are plenty of mini-games in which you can earn money to spend at the shops on armoury and weapons. Even offline it's a fun game to play, as you fight your way through the levels and blow away the baddies. My only real complaint is that the levels get a little bit repetitive in places. Get this game, you won't be disappointed.



If you like RPGs, and colourful scenery rather than violent games, then this might be a bit too much for you. That's right – the most brutal fighting game ever has come to the DC so forget about street fighters or shooting fireballs or swords because all you need in this game is your fists! If you like beating people into a messy pulp or forcing someone into submission then this is the game for you, and it ain't fake – the UFC really does exist! There are over 22 fighters to choose from and a few different modes to play in the game, so gear up for a rather sore ride!



***Sonic Adventure* is simply brilliant! The** visuals are absolutely stunning, even for a two-year-old game. The action stages are great fun too, but the game is let down by its RPG-style adventure fields, which slow down the pace immensely. However, this is one game that will last you a good while, as there are seven playable adventures to work your way through. Sonic Team certainly seems to be good at churning out top quality titles! All in all, *Sonic Adventure* is a great game that comes highly recommended, and I for one can't wait for the sequel to hit the shelves!

















Overall 87%

Overall 94%

Overall 90%

Overall 89%



If you're desperate to let the world know what you think about a particular game, just put 100 words into some kind of coherent order and send them to us at the address below. Every review that's printed earns its author a Mad Catz Dream Pad controller, so get cracking...

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

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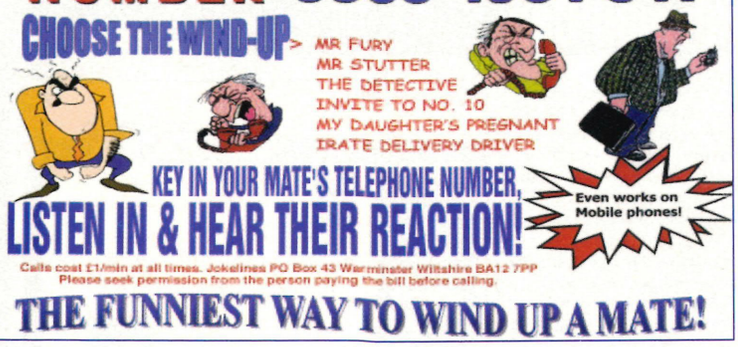
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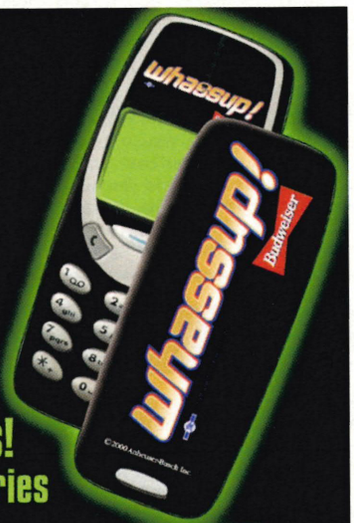
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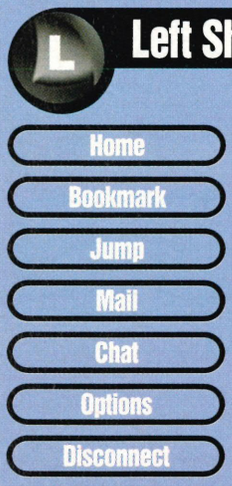
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Well, lookee here – we've found even more Web sites that you really need to check out. This month we show you how to get hold of your favourite sweets from overseas, say goodbye to the greatest blues musician around and turn all Japanese on your ass...

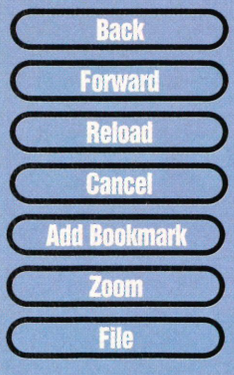
1. Plug your Dreamcast modem into the phone line.
2. Place the Dream Key disc into your Dreamcast and press start. This is your passport to infinite knowledge.
3. If it's your first time logging on you will have to register, but if not, you will arrive at the DreamArena, a site only accessible via the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

The Candyman Can

www.cybercandy.co.uk

Dreamcast magazine WEB SITE OF THE MONTH

> It's a well-known truth that sweets aren't the same the world over – every country has their own unique brands and flavours that aren't available elsewhere. But what if you fancy a 3 Musketeers bar but don't live in America? What if you've got a taste for Pollywaffles but can't get to Australia? Don't panic - help is at hand in the form of Cyber Candy! Just pick out your chocolate choice from the site, sort out all the payment details and then voila! One box (or several boxes, depending on your order) of candy, direct to your door! Why didn't we think of it, eh?



FILM



I See Robots

Almovie.com

> First he can see dead people, now he's a robotic boy who knows how to love... that kid really knows the range, eh? *AI* has been shrouded in secrecy from the very beginning but as the release date gets closer, so the veil begins to lift. From what we've seen so far, it's looking pretty damn fine and with Spielburg behind the wheel you know it's going to be special.



Get 'Em Off!

www.clubmoulinrouge.com

> To be honest, we never thought we'd be promoting a movie where you have to watch Nicole Kidman and Ewan McGregor sing... still, that's show business for you. If films about love blossoming out of adult entertainment are your thing (and we know at least one person who likes them... dirty boy, Alex!) then this is the one for you. Just don't expect anything too rude...



Cyber Crime

operationswordfish.warnerbros.com

> Just when we thought that John Travolta's career had gone under for the second time, he comes back with another stormer of a movie. *Swordfish* might not sound like much (evil spy tries to steal money – and so much more – with the help of cyber hackers) but believe us, you'll want to go and see it. Hey, it's got Travolta being cool and Halle Berry getting ne-kid... mmm.



MUSIC



A Great Loss

www.rosebudus.com/hooker

Simon's Pick

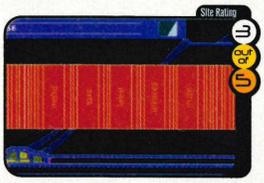
> Poor old Lips has been feeling a bit down this month, because his favourite musician in the whole world ever decided to head off to that big blues gig in the sky. Yep, John Lee Hooker is no more – but at least Simon got to see him in concert before he went. If you want to know more about the great man himself and pay your respects, check out his Web site.



Indy-tastic

www.muse-official.com/muse_html/index.html

> Having taken the world of indy music by storm recently (thanks to the release of their album *Origin Of Symmetry* as well as a string of top singles), Muse are certainly on a roll right now. As is usually the case with bands like this though, their Web site is somewhat on the alternative side – still, that doesn't really reduce our opinion of their excellent music in any way. No, siree.



Fuzzy Wuzzy

www.superfurry.com/homepage/Home.html

Alex's Pick

> Forget the Manic Street Preachers. Forget Catatonia – the only Welsh band worth caring about over the last few years has been the Super Furry Animals. With their fifth album released this month, *Rings Around The World*, they prove once again that when it comes to plain brilliance there's no one better. And the Web site? Well that's pretty darn fine too.



JAPAN-EASY

Mmm, Food
food.asianconnections.com

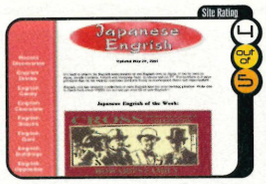
Gaz's Pick

> We're huge fans of Oriental cuisine here at DREAMCAST MAGAZINE, so naturally we know where to get hold of the best ingredients around. Don't think we just get the odd take-away – we're talking full-on cooking experiences here. You name it, we can probably get it from this site; it's your one-stop shop for everything under the rising sun... oh, we're just so witty.



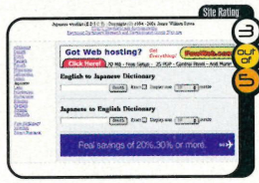
Engrish Speaking
www.engrish.com

> Much as we love the Japanese, they do seem to mess up occasionally when trying to emulate our language. Fair enough – we haven't the first clue about speaking Japanese, at least they try. Still, we can't help but laugh at some of the examples of Japanese/English translation shown on this site. Some of the signposts and food products alone made us wince in disbelief...



Translate, Baby
www.savergen.com/onldict/jap.html

> The one benefit of being able to speak Japanese is that you won't have any problems with all those import Dreamcast games we keep telling you to buy. If you're not quite fluent yet though, you can always give the online Japanese dictionary a whirl – just type in the English word you need translating and you'll get the Japanese equivalent instantly. Pretty smart, eh?

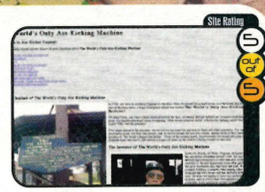


COMEDY

Kick It
www.fred.net/turtle/asskicker/asskicker.html

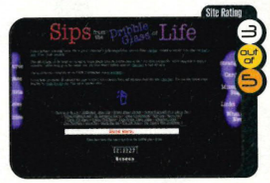
Mart's Pick

> Alright, so it's not exactly supposed to be funny – unfortunately, we couldn't help but laugh when we read all about it. We won't spoil it too much (you really have to go and check it out for yourself), but to cut a long story short, it gives details about the world's first and only 'Ass-Kicking Machine'. Yep, that's right – it's a machine for kicking ass...



Get A Bib
www.dribbleglass.com

> As a rule, sites that promote themselves as being 'comedy' Web sites aren't usually that funny. You get a bundle of rubbish jokes and some half-arsed attempt at cartoons, which have you rushing to click the Back button on your browser. Thankfully, they're not all like that – this site, for instance, has a wide collection of funny photos, stories and other malarky. Believe us, it's not that bad!



Going Red
buyafunnybook.com/moments

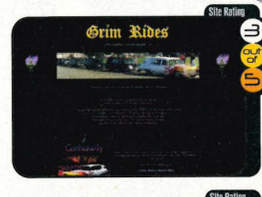
> We've all had embarrassing moments at one time or another – you know, like the time when your trousers fell down in a room full of crowded ladies or when that girl you pulled turned out to be a man (remember those, Gaz?). Still, someone out there is bound to have had a worse experience than you; just go and check out some of the embarrassing stories sitting on this site...



WEIRD

Ride Of Your Death
members.aol.com/hearseq/grimrides.html

> When you snuff it (and you will – it's inevitable, we're afraid), you'll no doubt take a ride in a hearse; those long black cars used for carrying coffins. Of course, if you fancy riding in one before that fateful day then you should get in contact with these people – a fanatical group who ride around in their hearses all day long. Needless to say, we're just a little bit afraid of them already...



Doctor In The House
projectgastro.com

> Going to see the doctor is all very well, but there are times when you just have to take matters into your own hands. We wouldn't want to suggest performing surgery on yourself, but there are obviously others who would... like this site, for instance. Fancy picking up a portable Autopsy kit or a lightweight Parasite Removal Set? They're all here to buy... hmm, scary.



Point Made
www.whatshouldiputonthefence.com

> Imagine the scene... you chain your bike to the same fence every day for ages, then suddenly someone puts a sign up saying that you can't. What do you do? You start chaining all manner of other objects to it instead, just to make a point of course... what else did you think would happen? This site rocks simply for the disbelief factor... plus we want to know where the tiger went!



Please note: DREAMCAST MAGAZINE cannot be held responsible in any way 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

Free All Angels

> It's that time of the year again when those lovely folks over at Twentieth Century Fox Home Entertainment release the latest Angel boxset and, as ever, we're there first to give you a chance of winning your own set. Released this month (20 August, RRP £34.99), the boxset brings together the final episodes from the second half of season two, uncut. Yep, that means more blood, more gore and generally more of everything. So anyway, back to business – we have five boxsets to give away to the first five names pulled out the hat, but only if you answer the following question correctly.

Q. What's the name of Angel's rather foxy female assistant in the series?

a) Cordelia
b) Buffy
c) Catherine



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 October.

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

WIN ANGEL BOXSETS

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

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Stuck On A Dreamcast Game?
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0906 466 4492

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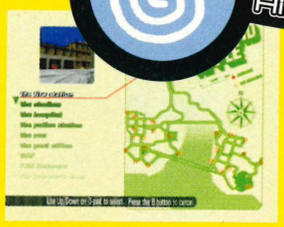


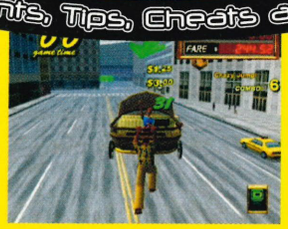
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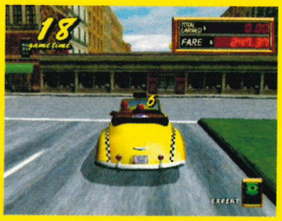
For other enquiries contact: 0870 800 6155 (no cheats will be given out from this number).

Dreamcast solutions

Hints, Tips, Cheats and Guides









Crazy Taxi 2

If you want to make *Crazy Taxi 2* even harder than it already is then maybe you should try it with these cheats!

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 Push Bike
Complete the third row of the Crazy Pyramid.

Unlock Pram
Complete the fourth row of the Crazy Pyramid.

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

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

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

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

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 then change.





toptip

Spider-Man

Getting stuck in Spidey's web? Then let us untangle you from the mess with some top cheats.



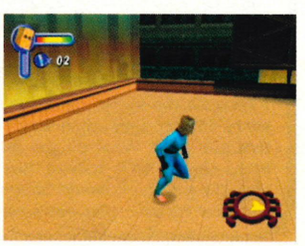
For the following cheats select 'Special' at the main menu, choose 'Cheats' and then input the code.



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







Wacky Races

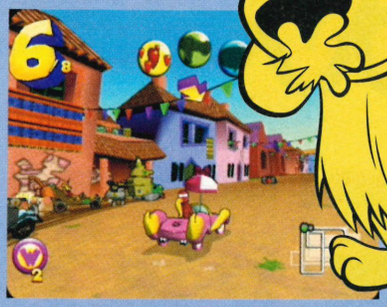
It sure is a wacky game and it's back in the top ten of the Dreamcast charts. So, to help you along, here are some top cheats.

Unlock All Tracks & Bosses
WACKYGIVEAWAY

Unlock All Cars
WACKYSPOILERS'

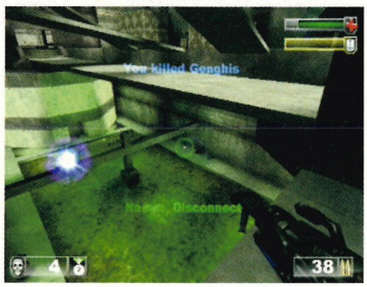
Unlock All Vehicle Abilities
BARGAINBASEMENT

Unlock Hard As Nails Mode
CRACKEDNAILS













UNREAL TOURNAMENT

As far as first-person-shooters go, you don't get much better than *Unreal Tournament*, cheats and all.

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

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

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





Got one of these? ▲ Then get this! ▼







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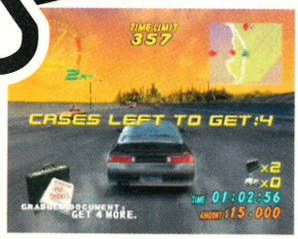
Questions and Answers

The chimps have now stopped riding around in a double-decker bus, trying to pick up lay-dees (it was a Summer Holiday, don't you know) so it's time for them to get back to answering your gaming problems. If you've got one, you can always write 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 – as long as you can string together a sentence, it might get answered right here!





It Ain't Crazy Taxi...

Q Dear Dreamcast Magazine,
I WAS WONDERING IF YOU COULD HELP ME! I've completed both scenarios in *Super Runabout* but I still haven't unlocked all the hidden vehicles. How do I do this? Thanks!
Scott Mason, Bournemouth

A *Blimey, Scott – you only live around the corner from where we are... there's no need to shout! The reason why you haven't unlocked all the vehicles is because you haven't got the relevant emblems – while you get some of them for finishing the missions, most are hidden around the levels for you to find. For example, you can unlock the SGX-11 by grabbing the emblem from inside the sewers on the third mission of Scenario A, or unlock the Tank-A by destroying all the planes on the aircraft carrier during mission six. You didn't think it was going to be as easy as just completing the game, did you? Pah!*







You're Stuck On This?!

Q Dear Dreamcast Magazine,
I am still stuck fighting against the Egg Viper at the end of *Sonic Adventure* – how do I beat him? I have had this game since launch and try eight times a week to beat him, but I can't. I read somewhere that you have to jump along the platforms but I can never get to hit him and when I can, I hit him and then fall to my death.
Yours hopefully,
Francis Dorrian, via email

A *Oh dear... you're really having problems, aren't you? And with the sequel already out as well... still, never mind. Beating the Egg Viper is all about timing – although you can hit him once from the platform you're on, you'll need to use the tail of Dr Robotnik's craft to bounce over to the cockpit on subsequent attacks. Don't go rushing in like mad or you'll fall into the abyss below. When he starts attacking with his blades, you'll need to use these to reach the cockpit above... it's not too hard, so you should be able to do it now, eh Francis?*



Bleeding Thumbs

Q Dear Dreamcast Magazine,
Right – I've played *Capcom Vs SNK* to death. I have all the EX characters, as well as beating Akuma on Team Play, SNK Groove and Capcom Groove but the damn thing still doesn't let me buy Akuma in the Secret Shop. I now have over 70,000 credits and I know I've beaten him as his stage is available (as are all the other secrets you get when you have beaten him). Has the game got to be on certain parameters/ difficulty etc? I hope you can assist as my thumbs are now hardened stumps! Cheers,
Craig Sneddon, via email

A *Sure Craig – we'll try and help. Mind you, we're pretty sure what the problem is... you're trying to be greedy, aren't you? Going for the best character in the game first... shame on you! In order to purchase Akuma (the final character in the game), you need to have purchased BOTH Morrigan and Nakoruru – secrets 74 and 75 in the shop – and unlocked pretty much everything else in the shop as well. Without doing this, you won't be allowed to pick up Akuma... even if you have got enough cash to do so. You'd better get cracking, hadn't you?*



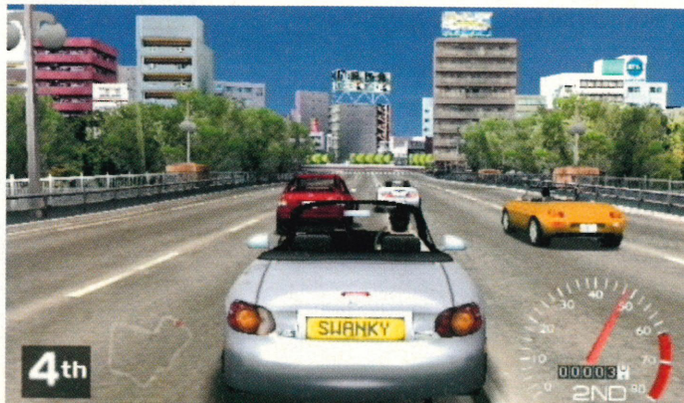




Shortest Letter Ever

Q Dear Dreamcast Magazine,
Can you help please? I'm stuck on *Metropolis Street Racer* – are there any codes for it because I'm getting fed up...
Yours sincerely,
Mr Mozzabb (?), via email

A *Wow – now that's direct and to the point. Mind you, you're asking for the impossible as there aren't any actual cheat codes for the game... not push-button ones, anyway. Of course, you could try checking out the rather wonderful Xploder cheat disc that was attached to last month's magazine – look hard enough and you might just find some handy codes you can put to good use. Now be off with you, young man!*



It's The Beat Yourself Challenge!

Win A Set of Joytech Goodies!

It's challenge time again and we're heading straight for *Crazy Taxi 2* country; those records from last issue are still waiting to be set, so all you need to do is have a go to stand a chance of winning some fantabulous prizes. Hey, you can't say we're not generous!

Usual rules apply – attempt the challenge, set the best score and then send them in to us here at DREAMCAST MAGAZINE. You should know by now that we'll only accept proof of scores that has been taken IMMEDIATELY after you get it. If you go back to the records screen and fiddle about, it's a no-no. Don't go cheating either – it's for your own good...

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!

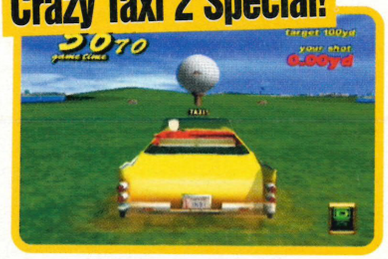
Game: Crazy Hurdle

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!

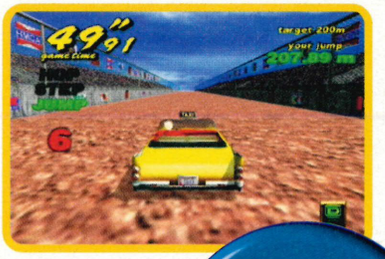
Game: Crazy Three Jump

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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Blue Stinger	Half Life	Red Dog	Tokyo Extreme Racer
Championship Surfer	Hidden & Dangerous	Resident Evil 2, 3 & C.V.	Tokyo Xtreme Racer 2
Confidential Mission	House of the Dead 2	Revolt	Tomb Raider 4 & 5
Crazy Taxi 1 & 2	Illbleed	San Francisco Rush 2049	Tony Hawk's 1 & 2
D. Mirra Freestyle BMX	Incoming	Seaman	Trickstyle
Daytona USA 2	J McGrath S'cross 2000	Sega Bass Fishing	UEFA Striker
Dead or Alive 2	Jet Set Radio	Sega Extreme Sports	Ultimate Fighting Champ
Deadly Skies	Last Revelation	Sega GT	Unreal Tournament
Demolition Racer	Legacy of Kain: S. Reaver	Sega Rally 2	Urban Chaos
Dino Crisis	Loony Tunes Space Race	Shadowman	Vanishing Point
Disney's 102 Dalmations	Marvel vs Capcom 2	Shenmue	Vigilante 8 - 2nd Off.
Disney's Dinosaur	Max Steel	Silent Scope	Virtua Athlete 2000
Dragon's Blood	MDK 2	Silver	Virtua Fightr 3TB
Ecco the Dolphin	Metropolis Street Racer	Skies of Arcadia	Virtua Striker 2
Eighteen Wheeler	Mortal Kombat Gold	Sonic Adventure 1 & 2	Virtua Tennis
Elemental Gimmick Gear	NBA 2K1	Sonic Shuffle	Wacky Races
Evil Dead: Hail to King	NFL Q'back Club 2000	Soul Calibur	Who Wants To Be Million
Evolution	Nightmare Creatures 2	Speed Devils 2	Wild Metal
Extreme Sports	Omikron: Nomad Soul	Spiderman	Worms Armageddon
F355 Challenge	Phantasy Star Online	Starlancer	WWF Attittude
Fighting Force 2	Plasma Sword	Street Fighter Series	WWF Royal Rumble
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essential information

Dreamcast magazine

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

The lightning quick hedgehog is back in the second part of our walkthrough covering the Dark story and the mysterious Last Chapter.

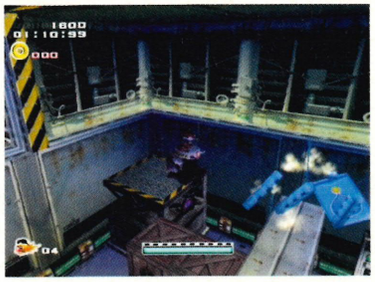
CONTROLS

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

Sonic Adventure 2

PART 2



IRON GATE LEVEL 01

Character: Dr Eggman
Mission: Get to the core of the military base

Go down the corridor and shoot the flying droids then shoot the locks on the door at the end. Go through the checkpoint and shoot the robots in the next room. Get on the lift and shoot the Chao box then jump over and grab the key. Get back on the lift, shoot the boxes and go down the corridor. Drop down into the next room and shoot the robots, then go through the door on the left. Shoot the robots and the locks on the door then go into the next room. Get on the lift and shoot the flying droids on the way down. Shoot the locks on the door at the bottom and go through the checkpoint and shoot more locks. Pick up all the rings in this room and go down the corridor on the right. Shoot the locks on the door at the end and go through to the next room. Shoot the flying droids and follow the walkway. Shoot the robot at the end and hit the ring pods. Go left and shoot the robots. Drop down and shoot some more robots then cross the bridge.

Get on the lift on the right and break open the Chao container. Shoot the locks on the door and go through the checkpoint. Get on the lift and shoot the flying droids on the way down. Shoot the locks at the bottom than go through and shoot some boxes to reach another door that needs blasting open. Drop down, shoot the robots and pick up the extra life and health from the left. Blast the next door open, then shoot the robots behind it. Shoot open the next door and drop down into the room below, shooting the robots. Blast the door to get out and shoot the robot ahead. Walk forwards and all the doors ahead will close. Get on the lift up to the rocket and shoot the control panel to make it turn round and fire. Run down the corridor to reach the goal. Before you go through the goal, turn around to find a Chao container.

When you have the Bazooka come back to this level and shoot through the metal crates after the first lift to get a Laser Blaster.

BOSS FIGHT BOSS: B-3x HOT SHOT

> This first boss is similar to the Big Foot boss in the Hero story – 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. It also has a big laser cannon that it fires when in the air. You can tell when it's going to fire, as there is a large cross hair that follows you round. It is pretty easy to outrun so just make sure you keep moving.







DRY LAGOON LEVEL 02

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

The Emerald piece locations are placed randomly every time you play, so you'll have to search for them yourself but there are some helpful hints from the radar and the indicator flashes when you are nearby. There is a Chao container on the ledge to the right from the start and another one at the very top of this area. Go down to the turtle and destroy the robots next to it. It crawls into the pool and floats on the surface. If you stand on its back and press the B button it takes you to the Huge Oasis. There is a Chao container on one of the pillars in this area. There are two areas either side – one is called Statue's Pool and another called Three Head Wall. Underwater in the central area is another turtle; grab hold of it to be taken to another area called the Oasis Prison.



SAND OCEAN LEVEL 03

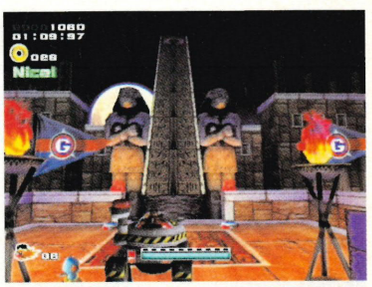
Character: Dr Eggman
Mission: Return to hidden base

Drop down and get on the revolving platform. Get off the other side and jump onto the moving platform. Shoot the dynamite on the pillar and walk across it. Drop down and shoot the droids then jump up to the ledge on the right. Shoot the dynamite on the pillar on the other side to make it drop down, then cross it. Shoot the robots and jump up the ledge to the right. Shoot the





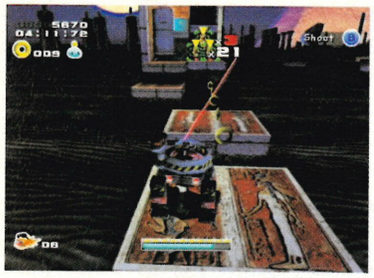




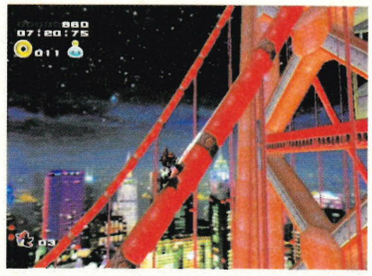


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dynamite to make the pillar fall. Go past the spike balls to reach a Chao container, then go back and cross the pillar. Go through the checkpoint and jump on the revolving platform, then onto the moving platforms. Make your way to the pillar and shoot the dynamite. Shoot the tank and use the base to get up to another Chao container. Cross the pillar and go to the revolving platform. Go through the checkpoint and jump on some more moving platforms to reach a pillar with dynamite at the bottom. Cross the pillar then drop down at the end. Shoot the tank and use the base to get up to the higher ledge. Go round to the right and jump to the Chao container. Jump down to the spiked balls then up to the set above. Drop down and go round to the left. Shoot the two tanks and use the bases to get up. Drop down to the moving platforms and get on the revolving platform. Go through the checkpoint then hit the ramp to get over the flames. Shoot the dynamite to bring the pillar down. Cross it and shoot some more dynamite. Shoot the dynamite on the next pillar and cross it. Jump onto the weight at the end and ride it up. Run to the goal, avoiding the droids on the way. When you have the Jet Engine come back to this level and boost over to the platform on the left of the revolving platform at the start to find the Mystic Melody.

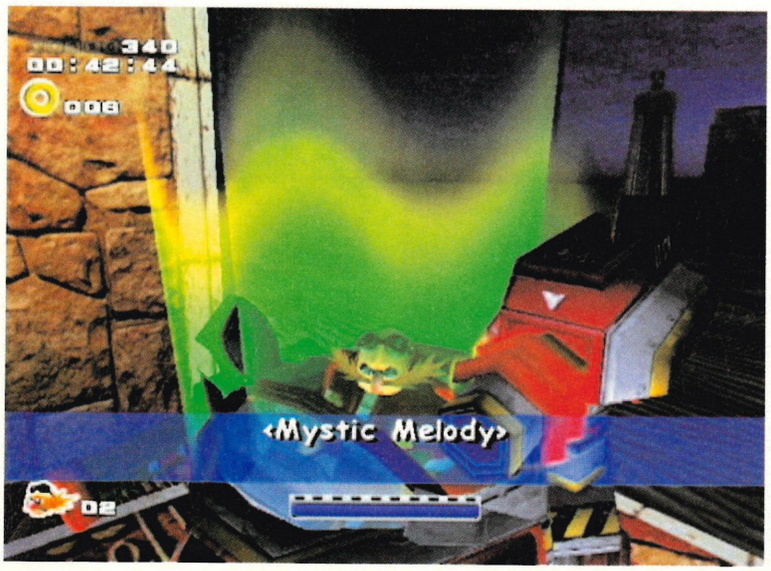
RADICAL HIGHWAY

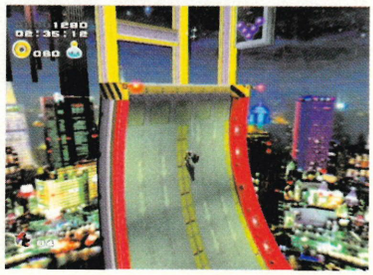
LEVEL 04

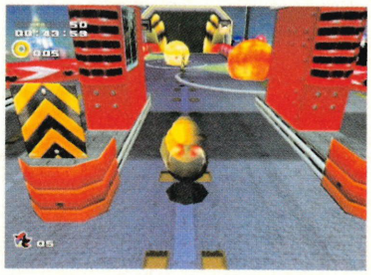
Character: Shadow
Mission: Break through the besieging military

Hit the springs then run into the tunnel at the top. Run down the hill and take either the left or right fork round the loop. Hit the speed rollers at the end of the tunnel and destroy the robot where you land. Round to the left of the boxes you'll find the first Chao container. Grab the handle at the other side and destroy the robot at the top. Hit the springs and look left at the top to see a large roller. Behind this is a line of rings that you can collect once you have the light shoes, and at the end of the line is a Flame Ring enabling you to break metal containers. Go back and follow the road round to a robot. Destroy it and grab the handle. Use the rocket and go through the checkpoint. Somersault under the roller and run round the loop. Hit the springs at the end to take you to another platform.

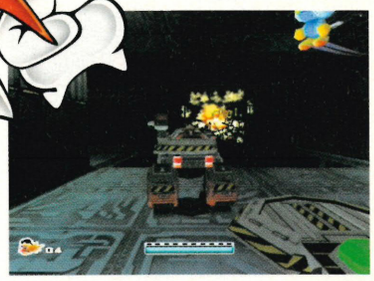
Go under the roller at the top and use the Homing Attack on the droids. Break open the Chao container you come to then jump to the ledge above. Part of the road ahead will collapse so jump over the gap. Run down the hill and destroy the robots at the bottom. Use the springs to get up, then grab the handle. Use the rocket then go through the checkpoint where you land. Run round the loops and jump off the ramp to a spring. Destroy the robot and jump to the bar. Swing around it and let go to fly over to some moving platforms. Use the Homing Attack on the droids when their shields are down. Destroy the robot and hit the springs. Jump up and grind down the left side of the suspension bridge. Drop down to the right of the platform you land on and destroy the boxes to find another Chao container. Climb back up and somersault under the roller. Run along the road, destroying the robots to reach a checkpoint. Head into the tunnel and somersault under the roller when you reach it. Run around the loop and grab the bar at the end. Jump off it to reach another bar, then let go of this to reach a platform above. Run down the hill and hit the speed rollers, then go round the loops to reach the goal.

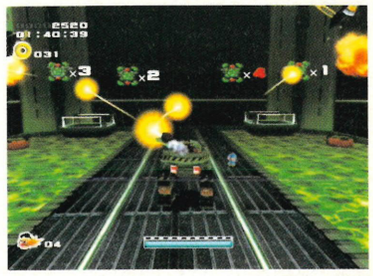


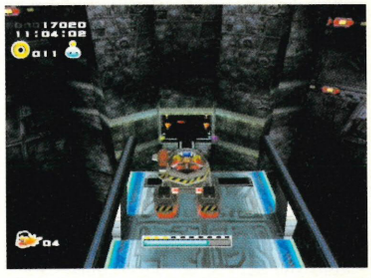












EGG QUARTERS
LEVEL 05

Character: Rouge
Mission: Find the three gate keys

As usual the keys are placed randomly in the level so you'll have to use the hints from the radar to help you. The one difference on this level is a beetle robot that is patrolling. If it spots you green lights will flash which then change to red when it's about to shoot you. The way to avoid it is by hiding in the shadows. It can pass right by you but as long as you're in a shadow it won't be able to see you. The level is divided into three sections – the Egg Scorpion Chamber, Egg Fish Chamber and Egg Snake Chamber

Follow the central passage until you reach a rocket. Use it to destroy a cage that allows you into a room to collect the Pick Nails. You'll also find a Chao container in this room under a box. There is another Chao container in the room next to the Egg Snake Chamber.



LOST COLONY
LEVEL 06

Character: Dr Eggman
Mission: Find the way to the colony's core

Shoot the dynamite on the door to open it and go through. Go down the corridor and through the door on the left. Shoot the robots and go through the door then grab the handle. Drop down, avoiding the lasers, and shoot the dynamite on the door. Go through the door at the end and shoot the boxes in the corner to reveal a switch that opens the door. Go down the ramp and get on the platform on the left at the end. Hit the switch at the top to open the door and go through. Go through the checkpoint and shoot the balloon for some rings. Walk around the next area until you see a ledge above that has four red flashing lights on it. Use the metal crates to jump up there and get the Jet Engine. Hover to the next platform and use the rocket to destroy the fence ahead. Hover over to the opening and go through the door. Break open the Chao container in front of you then jump on the platform on the right. It takes you up to a balloon that contains Health. Drop down to the bridge and get on the platform. This raises up so at the top jump and hover over to the checkpoint. Drop down and go through the door then destroy the robots. Shoot the boxes so you can jump up to the switch that opens the door. Go through the next door and out onto the walkway. Jump across the gaps and go through the door at the end. Shoot all the droids then get on the platform. Jump to the door at the bottom and go through. Run through to another platform that carries you up. Shoot the dynamite on the door at the top and go through. Go through the next door then hover down to the platform below. Fire the rocket then shoot the dynamite on the door. Go through the next door to reach the goal.

WEAPONS BED
LEVEL 07

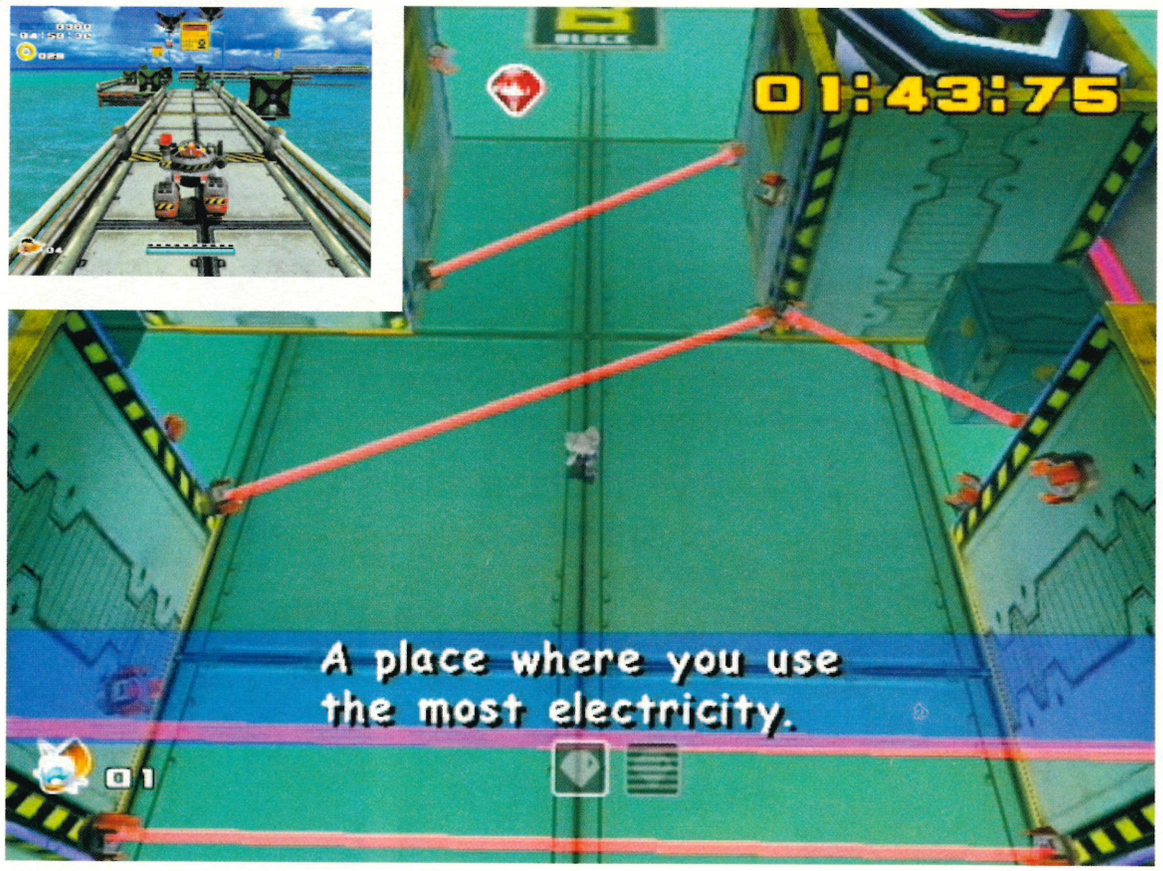
Character: Dr Eggman
Mission: Rush into the military

Shoot the group of robots in front of you then walk forward and shoot another larger group. Walk along the ship and shoot the jets standing on the deck. Shoot the dynamite on the doors on the left to get some rings and the Large Cannon. Exit this small room and look to the left to see a Chao container. Use the cannon to destroy the metal containers then jump over the fence

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to the checkpoint. Hover to the next platform and carry on jumping from platform to platform, shooting the droids you encounter. Use the springs when you reach them then shoot the metal containers and hover down to the platform below. Grab the handle and jump off at the top. Destroy the dynamite and robots over on the right. Walk along the deck of the ship and destroy the jets and robots. Hover to the next platform at the end and go through the checkpoint. Carry on along the next few platforms until you reach some metal containers, behind which are some springs. Hover down and head to the checkpoint. Grab the handle then jump off and destroy the droids that descend. Walk along the deck of the ship, destroying the robots and jets on either side. Go round the side of the large barrel to find a Chao container. Hover down to the next platform and follow it to reach the goal.

BOSS FIGHT



TAILS

This fight is identical to the first Dr Eggman boss in the Hero story, except you're now playing as Dr. Eggman. Keep moving so the missiles don't hit you and fire your own when you can. If your health gets low, pick up some rigs to raise it slightly.



SECURITY HALL

LEVEL 08

Character: Rouge
Mission: Steal the Chaos Emeralds in five minutes

Another random Emerald mission, this time with a time limit of five minutes. Use the radar for hints. There is a Chao container near the top of the level amongst the lasers and another one behind a laser at the bottom. There are three different areas – A, B and C block – that all have safes. To open a safe, dig into the centre of it – however, you can only do this when the centre is flashing.

WHITE JUNGLE

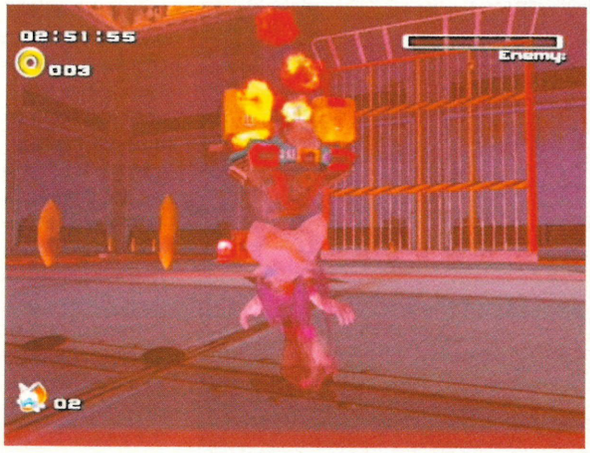
LEVEL 09

Character: Shadow
Mission: Cut through the jungle in ten minutes

Run down the hill, hitting the spring at the end. Destroy the robots and grab the vine. Somersault under the fence and grab another vine. Go through the checkpoint and run down the hill. Hit the ramp at the end and destroy the two spiked cars where you land. Somersault under the fence, then do it again under the fence on the left to find a Chao container. Hit the bomb pod then grab the vine ahead. Jump over the weight and destroy the robot. Hit the spring and destroy the spiked car. Grab the vine and hit the robot at the top. Somersault under the fence and follow the path to the checkpoint. Run around the loop and destroy the

BOSS FIGHT R-1/A FLYING DOG

This boss is similar to the Big Foot and Hot Shot bosses only it never lands, making it tricky to hit. The best method is to climb up one of the fences on either side, jump off and do a Drill Drive down on top of it. Look out for its machine gun, missiles and laser cannon. Hit it five times to finish it off.







BOSS FIGHT



SONIC

This is identical to the first Shadow boss fight in the hero story but this time you're fighting from Shadows point of view. Use your homing or somersault attacks when Sonic stops moving. Use the rings sparingly as there aren't many to pick up.















two robots where you land. Jump up onto the moving platform then up to the next ledge. Grab the vine to get up to another platform with a shield on. Break the boxes and go through the checkpoint. Run down the hill and hit the spring at the end. Destroy the box where you land and go down the hole underneath to find the Air Shoes. Somersault under the fence and use the Light Dash to collect the row of rings. Use it again to reach a spring then hit the speed rollers at the top. Hit the spring, which takes you to a vine that drops you on a platform. Destroy the droids and grab the vine. Run under the weight and somersault under the fence; avoid the spring to find a Chao container. Hit the spring then grab the vine. Where you land you'll automatically grab another vine. When you land again another vine will be in front of you – ignore it and destroy the robots ahead. Somersault under the fence on the left to find a Chao container, then use the Light Dash on the rings to reach the goal.



ROUTE 280

LEVEL 10

Character: Rouge
Mission: Chase the Tornado

Drive as fast as you can to catch up with the plane. Slide round the corners to avoid the walls. Look out for gaps in roads – some of them have jumps before them and some of them don't. Pick up twenty rings to get a boost.

SKY RAIL

LEVEL 11

Character: Shadow
Mission: Chase the Tornado

Grind the rail to the bottom then drop down to get an extra life. Use the spring to get back up then walk up the beam on the left to another spring. Jump to the platform

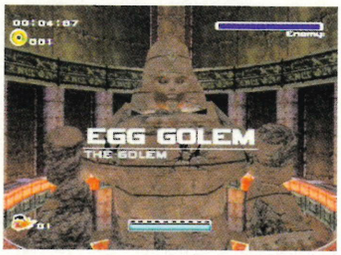


past the rocket to find a Chao container. Hit the spring then grind the rail to reach a flying spring. Use it to get to a checkpoint then grind the rail. At the end of that rail jump onto the next one and jump to the spring at the end of it. When you land, destroy the droid and jump on the flying spring. Collect the extra life and use another flying spring to reach the next checkpoint. Grind the rail and look out for the car at the bottom. Jump up to the flying spring on the left and use it. Jump to the ledge on the right for a Chao container then jump over to the ledge on the left. Use the next flying spring and hit the ring pod at the top. Jump round to the right for an extra life then jump back again. Jump on the flying spring and go through the checkpoint at the top. Grind the rail and look out for the flames at the bottom. Jump on the flying spring and destroy the droid at the top. Jump up, destroying the droids as you go. Look out for the cars at the top and collect the extra life from the beam on the left. Jump on either of the rails to reach the goal.

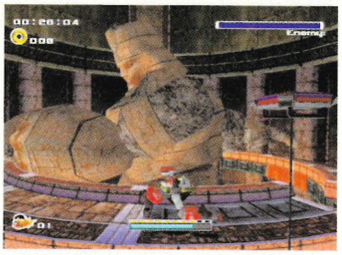
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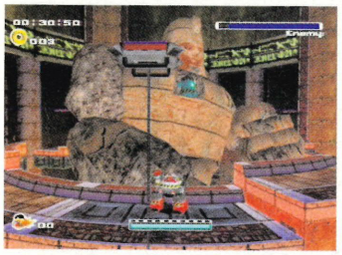
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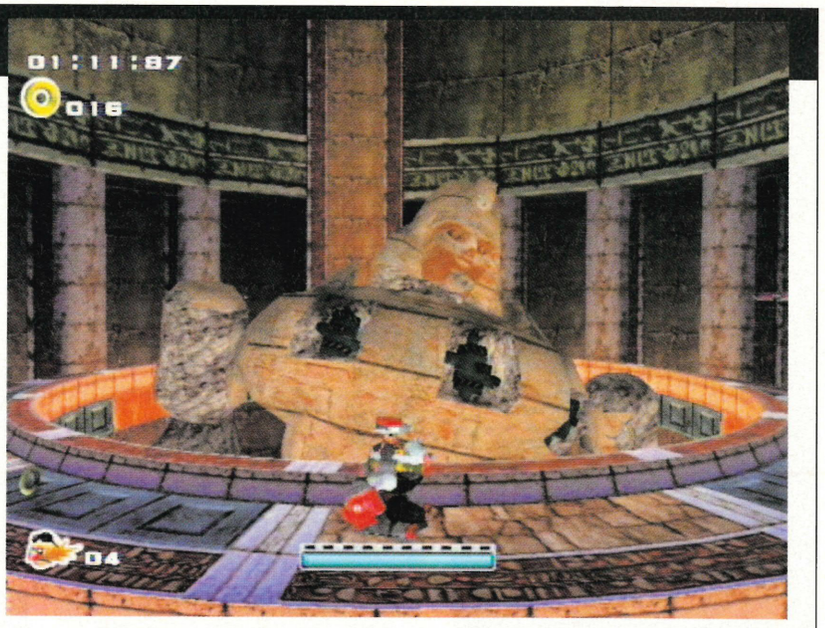
BOSS FIGHT EGG GOLEM



> Keep firing at the Egg Golem with your cannon, as there is nothing to lock onto yet. After a few hits generators will start to become exposed on his chest. Target these and fire rockets at them. After three generators are destroyed the battle is over. If you are knocked over the side hover down to the bottom and land on one of the platforms, then grab a handle to get back up.







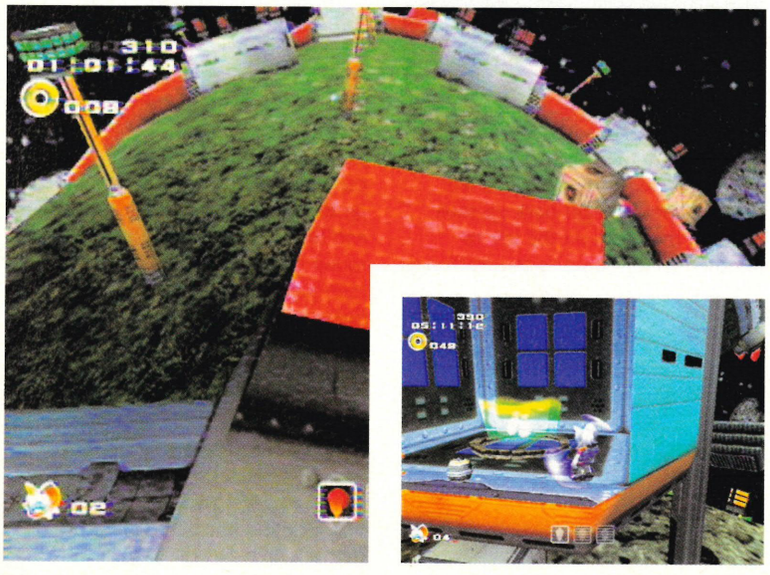


MAD SPACE

LEVEL 12

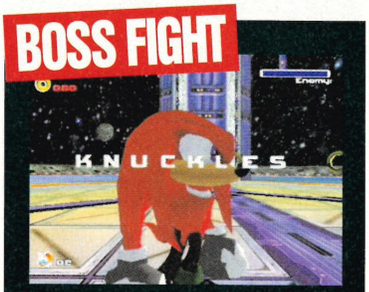
Character: Rouge
Mission: Find three pieces of the Master Emerald

> Your first port of call on this level should be the small moon with the blue tower on it. Inside the blue tower you will find the Iron Boots which enable you to break open metal containers. Kick open the metal crate under the tower to find a switch which activates the rocket on top of the tower so you can get off the moon. You can now go back to the start and open more containers to reveal switches. These activate more rockets that take you to other areas of the level. To make this level harder some of the radar hints are reversed so you're going to have to learn to read backwards. Others tell you where you won't find the Emerald – ignore them and go to these places anyway in order to find the Emeralds. Similarly, if the radar tells you it's in a low place then it will be in a high place. There is a Chao container near the top of the space station.





BOSS FIGHT KNUCKLES



> 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 around and face you. If this happens, turn around 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.



COSMIC WALL LEVEL 13

Character: Dr Eggman
Mission: Get and confront the trespassers

Jump onto the crates and hover up to the platform above. Shoot the water monster and hover up again. Hover up to the next platform and carry on shooting the robots and monsters as you go. Look out for the weight when you come to it and hover over the top of it. Soon after you'll reach a checkpoint, then a metal pyramid which is in your way. Shoot the pyramid and carry on jumping up the platforms. You'll soon come to a series of springs that will take you up a shaft. At the top you'll come to another shaft which you'll have to descend. Land on the platform with the rocket and launch it. It destroys some cages that reveal the Protection Armour. Drop down to the bottom of the shaft and shoot the water monsters. Go through the doorway and jump up to the checkpoint. Get on the platform and it will take you along a rail to another checkpoint. Drop down and turn around to find a Chao container, then jump up the platforms in the next room to get up the shaft. Look out for the weight at the top then drop down the next shaft. Land on the platform at the bottom then go through the checkpoint. Jump up the next few platforms and hit the switch by the weight. Ride the weight up and jump to the next platform. Carry on and blast any meteorites that get in your way, then go through the next checkpoint. Hit the springs and jump up another shaft, grabbing the handles and boosting up the rest. Drop down the shaft you come to at the top and open the Chao container at the bottom. Go through the checkpoint and get on the platform to ride another rail. Near the end of it a spiked wheel will come up behind you. Turn around and shoot the spikes to keep it back. After this is done you are thrown to the goal.

FINAL CHASE LEVEL 14

Character: Shadow
Mission: Hurry to the Eclipse Cannon

This is similar to the Final Rush stage in the Hero story, as it has a lot of rails to grind. It also has spinning drums that your feet stick to. Run while you're on them and you will climb up. Soon after the first checkpoint you'll come to a tunnel – by the side of it is a platform with a Chao container. Go through the tunnel and jump on the spinning drums. Kill the water monster then jump on the next drum and grab the handle. Jump off and hit the ring, then use the ramp to get to another set of drums. Look out for the meteorites that surround them and go through the checkpoint at the top. Run down the hill avoiding the meteorites and get on the drum. Look out for the electric fences on here. Run into the tunnel and go through the checkpoint at the end. Run up either of the drums and kill the water monster at the top. Drop into the red hole for an extra life then into the yellow one for some rings. Finally, drop into the blue hole to continue with the level. Jump from drum to drum until you reach another continue, then grind the rail. Grind a couple more rails to find yourself in a large room with lots of drums. Use the left set of drums to get an extra life and go through the checkpoint at the end. Hit the speed rollers and run up the wall to the springs. Run down the hill and jump to the drum at the end. Jump to the next drum, collecting the extra life on the way, then drop down to the platform below for another extra life. Use the spring and run down the hill, then drop off the end. Before you get on the rail turn around to find a Chao container. Get on the rail and grind it down to two more drums. Cross them and grind the red rail at the end. Go into the tunnel and hit the speed roller to grind the rail to a spring. Drop down the red hole for some

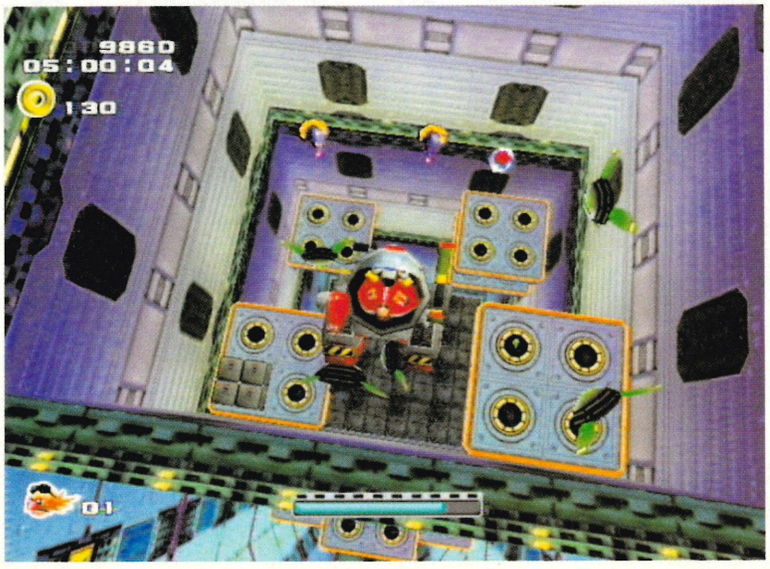


BOSS FIGHT TAILS

As with the first battle with Tails you need to keep running to avoid his rockets, then when you get a chance, fire at him. Tails has a large laser cannon at his disposal, which takes a lot of energy if it hits you. When he starts to charge it up make sure you're not in his line of fire.













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rings, then drop down for an extra life and some ring pods. Head through the tunnel to the checkpoint then jump on the drum. Jump from drum to drum, amongst which you'll find an extra life and various ring pods, then grab the handle at the end. Jump to the next drum and run up to the top. Hit the spring at the top and grab the rocket where you land. Run down the two drums and hit the spring to reach the goal.

The Mystic Melody can be found on this level on a platform near a spinning drum with an electrified fence all the way round it, not long after the first continue.

THE LAST CHAPTER

CANNON'S CORE

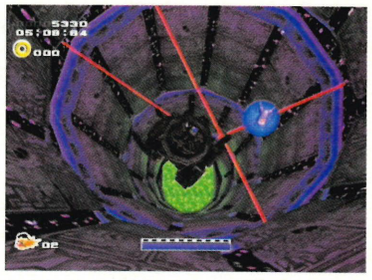
LEVEL 15

Characters: Tails, Dr Eggman, Rouge, Knuckles and Sonic

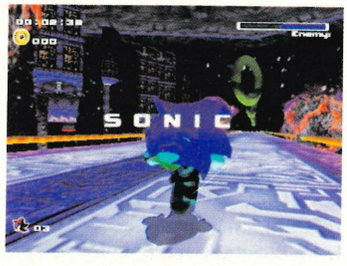
Mission: Get to the core of the colony

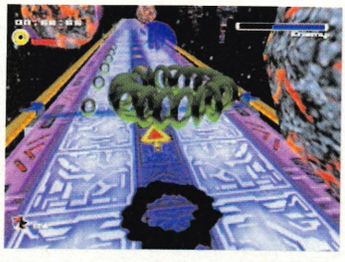
You start the level as Tails so shoot the dynamite on the door to open it. Run past the robot and go through the door. Hit the switch to stop the spiked balls moving and jump over them. Go down the corridor and through the door. Jump onto the platform and it will take you down to the next door which needs to be blown open. Hit the switch to turn off the lasers and go down the corridor. Jump off the end and hover down to the next door and blow it open. Shoot the robots and water monster then go through the door on the right. Target the switch above the weights and shoot it to stop them moving then go through the door behind them. Repeatedly shoot the button in this room to turn off the various lasers and jump up to the top ledge. Shoot the robots then shoot the door.

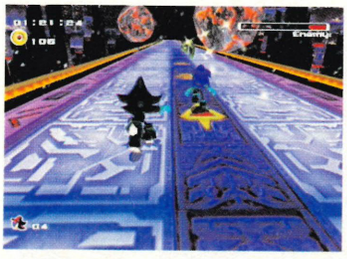
You now play as Dr Eggman so shoot the robots in front of you. Walk forward and shoot the four robots that drop down then go through the door. Jump on the platform, which then takes you up to another door. Shoot the water monsters inside and go through the door on the right. Shoot the two robots and go through the door and down the corridor. Shoot the switch to turn off the lasers, then shoot the water monster to open the door. Shoot the switch to freeze the boxes, then jump across them to reach the door on the other side. Go down the corridor and shoot the switch to turn off the lasers and freeze the boxes. Go through the door at the end to reach a checkpoint. Jump to the platform and fall down the shaft. Use your boosters to slow



BOSS FIGHT SONIC







Use the Light Speed Dash on the rings to get ahead of Sonic. 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 Sonic will use a Tornado 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 gaps that are created.













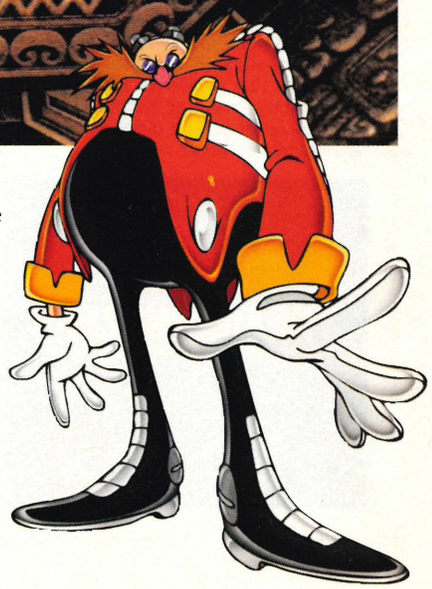
your descent and avoid the lasers. Shoot one of the switches at the bottom to stop the platforms moving, then jump to the door. Shoot the two water monsters to open the door and go through. Shoot the switch to stop the boxes moving and jump onto the one that was moving up. Wait for it to start moving again and boost over to the top ledge. Shoot the door and then go inside.

You'll now be playing as Rouge so climb up the pillar on the right. Fly to the next tallest pillar then the next to find the switch at the top of the tallest one. Drop down while everything is frozen and go through the waterfall. Destroy the robot and drop into the room below. Jump to the wall and climb to the switch. Hit it when the box above has just come out and there is room for you to fit through. In this room you'll find a Chao container. Get the Shield from the boxes on the other side and kill all the water monsters then hit the switch under the top one to open the capsule. Use the switch to freeze the box and get back to the main chamber by using the switch to freeze the waterfall and the spring. Once back in the main chamber hit the switch in the centre.





You now play as Knuckles so kill the water monster and dive into the water. Hit the switch on the tallest pillar then get back out of the water and head to where the robot was standing. Destroy it and break the boxes to hit a spring that takes you to a handle. Hit the switch to open a passage in the water-filled chamber.



continued

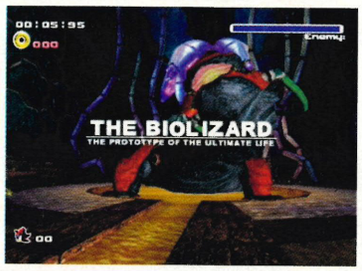


Go back into the water and swim down the passage. Hit the switch in the room to open the gate, then hit the freeze switch to stop the current. Swim down the passage and hit the next switch you come to. Swim to the next room and grab some air, then hit the large button to open the security door.

You now get to play as Sonic so hit the switch at the end of the rail then use the Homing Attack on the water monsters to reach the opposite platform. Use the Bounce Attack to kill the monster's head then go round to the right. Destroy the robots then use the Homing Attack on the water monster – now use it again to get back to the ledge. Go back the way you came and through the now-open door. Kill the robots and jump over the lasers to the switch, then go into the next room. Use the Bounce to get across the water and up to the switch. Hit the switch and drop back down, then somersault under the gap. Grab the rail then slide down the water to reach the goal.

BOSS FIGHT THE BIOLIZARD

This guy is tough so don't pick up too many rings, as you will lose them. Run away from him, jumping over the water when you come to it. Don't get too far ahead of his mouth otherwise he'll try to hit you with his tail. He soon stops and one of the pipes coming out of his mouth starts to flash. Jump on and grind it up to his back, then use the Homing Attack on the red pod. He continues to chase you and then spits energy balls – jump to avoid the low ones and roll to avoid the high ones. After he's lost half his energy he will start to use an Egg Attack. This consists of lots of egg-like balls surrounding him and randomly trying to hit you. Use the Homing Attack on them to get up above him and hit the red pod. When his energy bar turns red you will be made to float up in the air amongst loads of eggs. Make your way over to the red pod and grind one of the small rails next to it to hit it and finish him off.







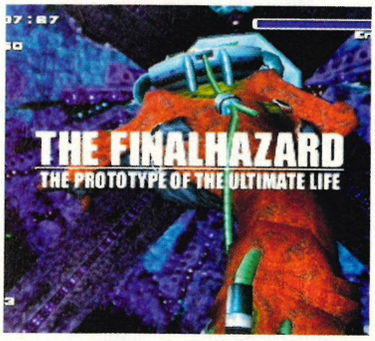






BOSS FIGHT THE FINALHAZARD

The Biolizard is now attached to the space colony and you must use Sonic and Shadow alternately to hit the red swellings on his body. Watch out for the red eggs that home in on you and the two lasers that come from his back and belly. Once you've used Shadow and Sonic three times each the lizard will be successfully defeated.











THE END

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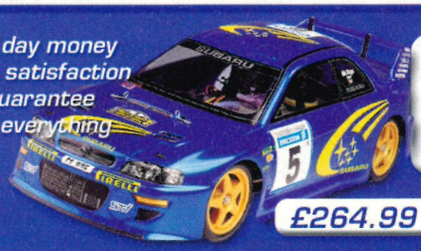
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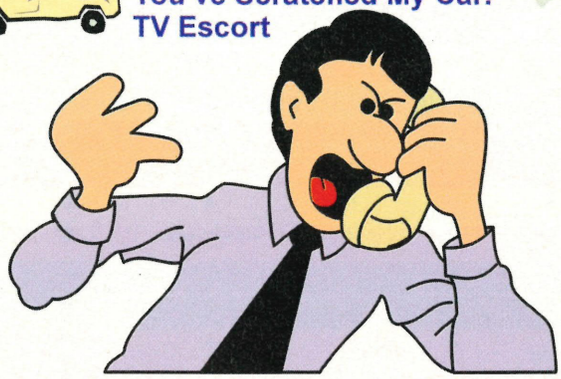
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directory

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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
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- Louise Wells

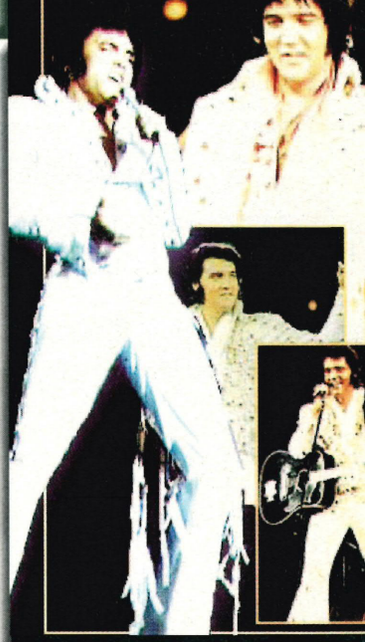
What's That All About Then, Eh?

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%
We Say: "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 Riders: Chronicles Of Pern	Ubi Soft	1	✔	✗	✗	24	67%
We Say: "It's hardly thrilling stuff, as the plot meanders along at the speed of a particularly lazy snail." 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							
Exhibition Of Speed	**Virgin**	**2**	✔	✗	✗	**18**	**18%**
We Say: "Frankly, there's absolutely nothing to recommend this game to anyone... other than those who enjoy torture." 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							
Gran Turismo 2	**Sony**	**2**	✔	✗	STEERING WHEEL	**24**	**68%**
We Say: "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." 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							

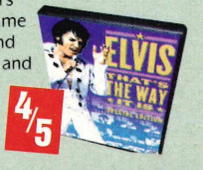


DVD Reviews

Elvis: That's The Way It Is

Cert	18
Publisher	Warner Home Entertainment
Price	£19.99

Unless you're some kind of blasphemous music heathen, you'll know that Elvis (along with ABBA and Frank Sinatra) is a legend - end of story. True, his songs might not exactly be the kind of music you'd normally listen to but they'll always be known as classics... that's why we think the release of this re-mastered 1970s documentary/concert is a good thing. Not only do you get the chance to become acquainted with the King's music, but you also get to see previously unshown footage of Elvis behind-the-scenes. There's also some trailers for the programme (both original and Special Edition) and even a full-on video of Suspicious Minds!



4/5

Hannibal

Cert	18
Publisher	Warner Home Entertainment
Price	£19.99

It doesn't matter how big a name it was - the third Hannibal Lecter film was a pile of arse. To make up for the fact that the film sucked more than an industrial-strength vacuum cleaner though, someone obviously thought to stick in a whole load of extras for the DVD release. As well as the main disc, you also get a second bonus DVD packed to the brim with goodies - everything from the usual trailer/commentary deal to five special behind-the-scenes featurettes, a photo gallery, 3 interactive multi-angle features and even over 35mins of deleted scenes... blimey.

Fans of the series will certainly want to get their hands on this, while everyone else should get it for the extras if nothing else.



3/5

continued >

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

continued

CD Reviews

Mercury Rev All Is Dream

Label: V2

After 1999's multi-award winning Deserters Songs, Mercury Rev had given themselves one hell of a task in completing a follow-up that would match it, but with *All Is Dream* they've done a damn fine job. It might not quite be *Deserters Songs* two, but with the likes of the opening *The DarkIs Rising* and the sumptuous *Spiders & Flies* (among others) there's no denying it is a stunningly good album and yet another strong contender for the album of the year.



Stereolab: Sound Dust

Label: Duophonic Ultra High Frequency Disks

Stereolab might have been around for a fair old while and they have had critical acclaim piled and piled upon them throughout. However, they still haven't cracked the mainstream market... but then we think that's no bad thing. So, like everything that Stereolab have done before, you won't be surprised to discover that *Sound Dust* is another absolute gem. The song titles might be a little odd (*Gus The Mynah Bird, Black Ants In Sound Dust*), but they belie songs which are as gorgeous as Bridget Bardot in her birthday suit. Go out and buy it now!



'NSync

Label: Celebrity

Whilst never achieving the success they deserved in this country (although we're assured their following is quite huge – as well as including the lovely Ms Spears, our very own Martin, a die hard fan, is often found tapping his foot merrily along to their music), 'NSync are arguably America's biggest pop band and this is their most polished and varied work to date. The classic single '*Pop*' gave a clue of what was to come with elements of pop, disco and hints of UK garage coming together to create one of the finest pop records since Michael Jackson last moonwalked into the charts. On this evidence, world domination should be but a few exciting singles away...



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%
Outtrigger **We Say:** "With online play, this would probably get around 96%... it doesn't have it, so we'll mark it down to 92%. Not bad, eh?" MM	**SEGA**	4	✔	–	KEYBOARD & MOUSE	24	92%
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%
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%

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...

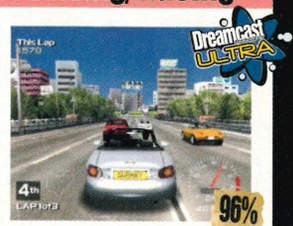
Beat-'Em-Up



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...

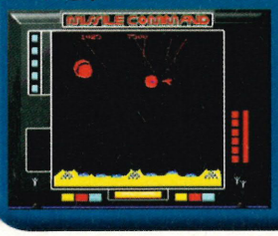
Driving/Racing



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



Atari Anniversary Pack

In a desperate attempt to regain his lost youth (not to mention his lost hair... that bald patch is growing, you know), Simon has spent much of his time playing with the repackaged Atari games collection. Apparently, he used to be the *Pong* champion back up north and we believe him – we can already smell him from here...

Capcom Vs SNK Pro

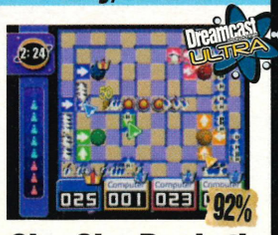
You always know when there's a new beat-'em-up in the office, because that's generally when Mart and Chandra take it in turns to shout belittling comments across the office like "You're going to get your arse kicked". Still, at least they shut up when they're actually playing it... until Mart wins 10-4 that is. 10-4! Hahaha!

Holiday Skiving

Of course, the office has been eerily silent for most of the month... simply because half the team went on holiday. Gaz took off to Aiya Napa with a bottle of suntan oil and his patented 'Big Fish, Little Fish, Cardboard Box' dance (mmm, nice) while Mart dashed over to play at Disneyland Paris like the big kid that he is. Aaah.

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Sega Rally 2	SEGA	2	✗	✔	STEERING WHEEL	01	91%
We Say: "The arcade action is currently unrivalled and is a must-buy for anyone looking for an intro into the racing genre." PM							
Sega Worldwide Soccer 2000	SEGA	4	✔	✗	✗	04	62%
We Say: "Yet again we find SEGA shooting itself in the foot by producing a totally sub-standard sports game, for which it has no excuse." AW							
Sega Worldwide Soccer: Euro Edition	SEGA	4	✗	✗	✗	09	80%
We Say: "Talk about overhaul – this semi-sequel to an originally lack-lustre game totally changes everything. It's simply one of the most fun footie games EVER!" MM							
Shadow Man	Acclaim	1	✗	✗	✗	03	90%
We Say: "If you have a trigger finger and a penchant for killing everything in sight then this will fulfil your fantasies and your nightmares." AW							
Shenmue	SEGA	1	✗	✗	ARCADE STICK	16	85%
We Say: "Stunning to look at and great for RPG fans, but certainly not for everyone." CN							
Silent Scope	Konami	1	✗	✗	✗	15	85%
We Say: "It'll keep your ass glued to your seat, your trigger finger happy and your eyes on stalks for hours." AW							
Silver	Infogrames	1	✗	✗	✗	10	84%
We Say: "*Silver*'s happy medium of RPG and adventure action means it has mass appeal for all gamers, whatever your tastes." AW							
Skies Of Arcadia	SEGA	1	✔	✔	✗	20	94%
We Say: "The closest thing to RPG heaven that's appeared on the Dreamcast yet. Everyone should play this." MM							
Slave Zero	Infogrames	4	✗	✗	✗	06	59%
We Say: "Probably not as good as it should be, although it is still enjoyable to play despite a dodgy frame rate." AW							
Sno Cross Championship Racing	Ubi Soft	2	✗	✗	✗	18	58%
We Say: "A cool idea that's let down by poor execution, but then you win some, you lose some." AW							
Snow Surfers	SEGA	2	✗	✗	✗	03	62%
We Say: "The gameplay in *Snow Surfers* is fine, but the visual atrocities only serve to bring the rest of the game down into the depths with it." AW							
Soldier Of Fortune	Ubi Soft	1	✔	✗	KEYBOARD & MOUSE	24	86%
We Say: "It's a laudable achievement, ably demonstrating the DC's ability to handle PC conversions with ease." MOS							
Sonic Adventure	SEGA	1	✔	✔	✗	01	75%
We Say: "Despite many regrettable aspects, *Sonic Adventure* is the first genuine must-have game for the Dreamcast." JR							
Sonic Adventure2	SEGA	2	✔	✔	✗	24	93%
We Say: "It brings with it a whole bundle of additions – and omissions – that go towards improving the game no end." MM							
Sonic Shuffle	SEGA	4	✗	✗	✗	18	58%
We Say: "Slap bang average. It's frankly shocking that SEGA is willing to place Sonic in such a derivative affair." MC							
Soul Calibur	SEGA	2	✔	✗	✗	02	94%
We Say: "*Soul Calibur* is the best fighting game you'll ever play making it an essential Dreamcast purchase." ST							
Soul Fighter	Piggyback Entertainment	1	✗	✗	✗	03	71%
We Say: "*Soul Fighter* is a great game to just relax and play on a lazy weekend or after a night out. It won't tax your grey matter too much." MR							
Soul Reaver	Eidos	1	✗	✗	✗	06	90%
We Say: "The definitive version of this tasty vampire-killer – add it to your collection and save your soul." MM							
South Park Rally	Acclaim	4	✗	✗	STEERING WHEEL	11	63%
We Say: "A passable entry into the comedy racing market." SC							
Space Channel 5	SEGA	1	✗	✗	✗	14	90%
We Say: "With Ulala you get a whole new interpretation of the day's news. You get it through the art of dance." WJ							
Spawn In The Demon's Hand	Eidos	4	✗	✗	ARCADE STICK	18	84%
We Say: "It's up there with Power Stone 2 for pure, frantic multiplayer fun. A bit of a bombshell in one-player mode, though." CN							
Speed Devils	Ubi Soft	2	✔	✗	STEERING WHEEL	02	92%
We Say: "Ubi Soft's first Dreamcast racer makes *Sega Rally 2* look about as exciting as driving a supermarket shopping trolley!" RK							
Speed Devils Online	Ubi Soft	1	✔	✔	STEERING WHEEL	19	81%
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							
Spider-Man	Activision	1	✔	✗	✗	22	78%
We Say: "Everything you could hope for is here, embossed with an impressive level of Marvel comic styling." WJ							
Spirit Of Speed 1937	Acclaim	1	✗	✗	STEERING WHEEL	13	39%
We Say: "It's embarrassing to think that someone deemed this kind of drivel good enough to be released as a finished product." MM							
Star Wars Demolition	Activision	4	✗	✗	✗	18	29%
We Say: "How they managed to screw this one up is anyone's guess, but they have. What a pile of arse." MM							
Star Wars Episode 1: Racer	Activision	2	✗	✗	STEERING WHEEL	10	74%
We Say: "*Star Wars Episode 1: Racer* is blatantly just a cheap, lazy and frankly not particularly brilliant port of the PC version." AW							
StarLancer	Ubi Soft	1	✗	✔	✗	18	93%
We Say: "Another giant leap for online gaming on the Dreamcast, while managing to provide more than enough single-player action as well. Genius." MM							
StreetFighter Alpha 3	Virgin	2	✗	✗	ARCADE STICK	04	84%
We Say: "*StreetFighter Alpha 3* is coin-op perfect and practically devoid of the painful loading times that plagued the PlayStation version." RB							

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!

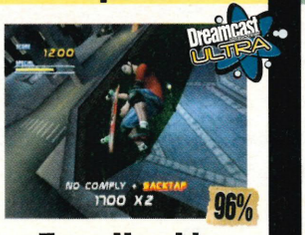
Shoot-'Em-Up



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!

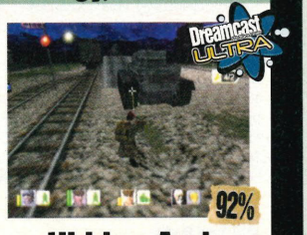
Sports



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

Transmetropolitan: Lonely City

Publisher | Titan Books
Price | £11.99

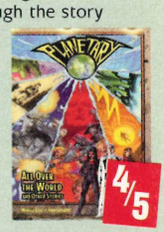
We've said it before and we'll say it again – being a journalist is bloody hard work. Take the experiences of Spider Jerusalem (ruthless hack extraordinaire) in the comic series known as Transmetropolitan for example; working to expose the truth in a world where it would rather remain hidden, he rides the edge between writing hard-nosed and truth-revealing news and... well, getting slaughtered in a street massacre choreographed by none other than the President. Believe us, this is one view of the future that you do not want to be without – gritty, vulgar and hilarious all rolled into one.



Planetary: All Over The World

Publisher | Titan Books
Price | £9.99

Going on the experience of Channel 4 stuff like Time Team, you'd think that a graphic novel about archaeologists would be downright boring. A bunch of people led by Tony Robinson, digging in the dirt looking for a clay pot... ooh, whoopee. Thankfully, this isn't the case with *Planetary* because the characters involved aren't exactly the Time Team – they're mystery archaeologists, exploring Earth's secret history. Although the story is a bit muddled to begin with, the whole thing builds up rather nicely towards the end and leaves us wondering what's going on... gripping stuff indeed.



Joker/Mask

Publisher | Titan Books
Price | £10.99

Ahh, cross-over comic books... you've got to love them, eh? There are so many variables and possibilities that you hardly know where to begin. Say, for example, that the Joker – one of Batman's most psychotic and dangerous foes – got his hands on the wooden mask that transformed Stanley Ipkiss into The Mask... what would happen? Well, now you can find out because, unsurprisingly, that's exactly what happens here. Not surprisingly, things get decidedly out of hand and almost come to an explosive conclusion – quite literally. This is a Batman comic with a decidedly lighter comedy edge – now there's something that you don't see often...



continued >

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Videos

When Harry Met Sally

Publisher | Mgm Home Ent
Cert | 15
Price | £7.99

It is well known that women and men cannot get along just as friends, because eventually – especially if they are attractive – the 'Sex' thing will get in the way. That's the concept that is explored in this gentle comedy, amiably carried along by Billy Crystal and the (ahem) oh-so-damn-cute-butter-wouldn't-melt-in-her-mouth, Meg Ryan. The supporting cast is excellent, with Carrie Fisher confidently putting any memories of Princess Leia firmly into another galaxy. Oh yeah, and it has that 'Orgasm' scene - fab acting...



Silence of the Lambs

Publisher | Mgm Home Ent
Cert | 18
Price | £9.99

Sod the lacklustre and frankly preposterous Hannibal – this is, as far as Anthony Hopkins is concerned, where the whole Hannibal Lector thing began. The film centres around the relationship of the incarcerated flesh-eating psychopath Hannibal and the fledgling FBI agent with much to prove Starling, who must get together to find Buffalo Bill, a mass murderer at large. It's gritty, it's shocking and the performances – especially that of Hopkins – are superb. Get this and prepare to be scared!



Lake Placid

Publisher | Twentieth Century Fox
Cert | 15
Price | £14.99

Flacid more like. It's a film about a big crocodile that eats people, whoop-te-do! There's the stock characters, the game warden played by Bill Pullman, there's a lady palaeontologist (Bridget Fonda), some idiot who swims with crocodiles (mmmh, can you guess what happens to him?), blah, blah, blah... It's all supposed to be tongue-in-cheek apparently, but for anyone unprepared to suspend their disbelief it's just another unoriginal, pointless film and tacky beyond belief.



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	70%
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%
SEGA Marine Fishing	SEGA	1	✔	✗	FISHING ROD	24	69%
SEGA Smash Pack	SEGA	1	✔	✗	✗	21	47%
SEGA Sports Jam	SEGA	2	✔	✗	✗	24	82%
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%

Sonic Adventure



> As the Dreamcast's premiere launch title, *Sonic Adventure* was the must have game - it looked awesome and it had everyone's favourite hedgehog. But looking back now it was really rather boring (especially compared with *Sonic Adventure 2*), with 10 levels split between seven characters the replayabilty simply wasn't there. A case of graphics over gameplay?

Before 90%

Updated Score **75%**

Soul Fighter



> This was, at the time, a jaunty little trip into a fantasy world of swords, magic, goblins, giants and all sorts of other beasties. The only problem is that it hasn't aged particularly well and the fact that once you'd battled your way through a couple of times (which wasn't particularly hard) there was no need to play it again. Shame really, as it was quite fun.

Before 83%

Updated Score **71%**

Suzuki Alstare Racing



> There's only been two motorcycling games on the Dreamcast - this and *Ducati World* - and even though this is by far and away the better game it's still not worthy of the 80+ score given in issue 02. It hasn't stood up well compared to more recent titles like the *F355's* and *MSR's* of this world. Even so, still the best biking action you're going to find.

Before 81%

Updated Score **70%**

stuff & nonsense

More of the usual crazy toys that fill in the hours in between playing games!

Skootboard

Manufacturer	Razor
Tel	01903 816 333
Cost	£139.99

> With skateboards and scooters bigger than ever before it was only a matter of time before some bright spark decided to merge the two together and come up with the ingenious idea of the Skootboard. Half skateboard, half scooter (plus a hint of BMX thanks to the handles) the Skootboard is ideal for performing a variety of cool tricks as well as for grinding. Give it a year and it will be huge!

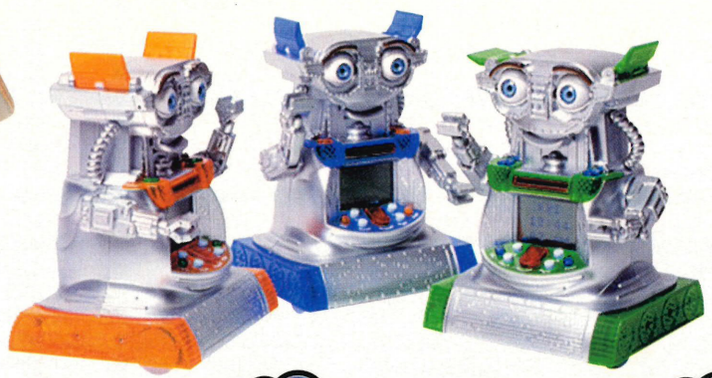
Mikro-Bike

Manufacturer	Mikro-Bike
Web site	www.gadgetshop.com
Cost	£119.95

> Some people have the strangest ideas when it comes to gadgets, which makes the guys behind the Mikro-Bike pretty darn odd, because quite frankly the Mikro-Bike is as bizarre as gadgets go. Basically it's a really tiny bike (hence the name) which, when you get on it, makes you look rather silly. So, you're all asking, what the hell's the point of it? Yeah, like we know the answer to that one!







Ir-V

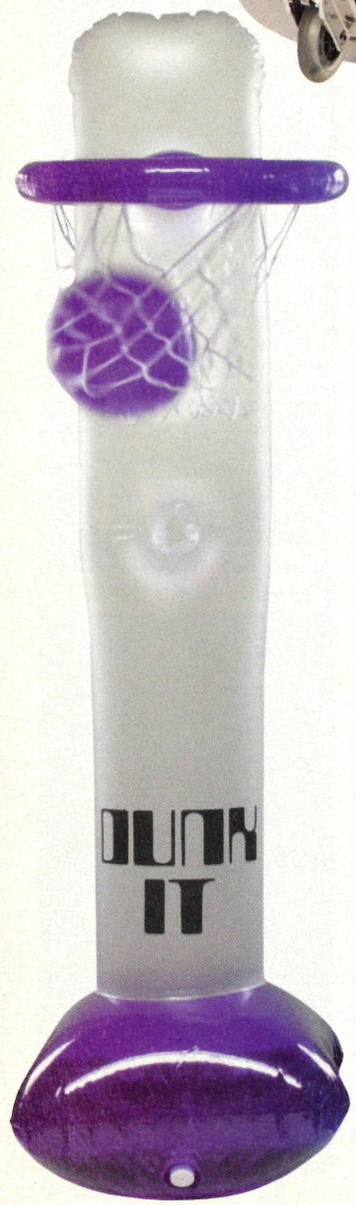
Manufacturer	Halsall
Tel	01253 775570
Cost	£49.99

> If the hype is to be believed Ir-V is the toy that's going to be on every kids Christmas wish list this year, and we can only hope that's the case because, quite frankly, we've had enough of bloody Pokémon. Using wireless technology you can use Ir-V to interact with his very own Web site (www.ir-vonline.com) where there's a ton of things to do. Away from the computer he's still quite a character as he tells jokes, sings and burps among other special talents.

Dunk It

Manufacturer	N/A
Web site	www.iwantoneofthose.com
Cost	£12.95

> If you're a bit of a basketball nut then you're going to be wanting to get one of these in your bedroom, for some round the clock bouncing ball action. Simply blow it up (although we advise you get a pump for it), fill the base with some water to keep it from falling over and 'Voila' your very own indoor basketball hoop – ideal for filling those moments of boredom. Of course it's only worthwhile if you're a basketball fan, although it does make a rather fine clothes hanger too...



Oddballs

Manufacturer	Add-ject
Web site	www.gadgetshop.com
Cost	£14.95

> When we were but wee nippers all those years ago we used to love playing on our Space Hoppers in the back garden, bouncing all over the place, while carefully avoiding any hidden dog turds. Well now they're back, only with a new name and a funky new image. Coming in three bright colours, they're ideal for racing anywhere where you might care to take them... even if you do look stupid in the process.



Roulette

Manufacturer	N/A
Tel	0870 241 1066
Cost	£24.95

> So you can't quite afford a trip over the pond to the bright lights of Las Vegas for a spot of gambling action at Caesars Palace? Not to worry – just create your own mini casino by getting this roulette set. Lay it out in your back room and then turn the lights down low before getting your sister to act as the croupier. Okay, so it might not be quite the same as the real thing, but it's a start.



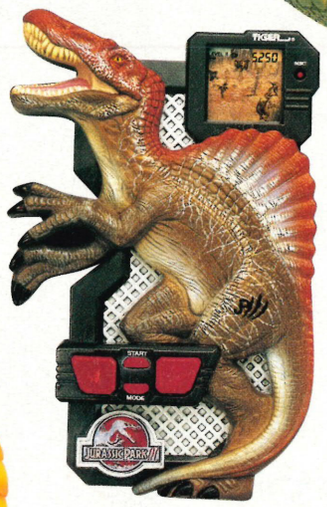


Jurassic Park III Toys

Manufacturer	Tiger Electronics
Web site	www.tigertoys.com
Cost	From £15.99

It was almost inevitable. As you'd expect with the release of the third installment of the Jurassic Park series, there's a massive (and we mean massive) range of toys to go with the film. As well as keyrings, there are various handheld games to get to grip with, and even a pair of walkie-talkies, but the best of the bunch is the PDA. It has a diary, a notes section, an address book and it even has facts and details on every dinosaur ever... so if you're a dinosaur fanatic you know what to do.





Bass Station

Manufacturer	Blueroom Loudspeakers
Tel	01903 260 033
Cost	£469

If you like to shake your house to it's foundations when you're having a party then maybe you should consider getting yourself a bass station or two to do the job for you. Not only does it look incredibly cool, but it also has the sound quality to back up its rather large price tag – and when used alongside Blueroom's minipod speakers it creates a sound so good you won't want to look anywhere else. Boom, boom, shake the room indeed!

Chill Room

Manufacturer	N/A
Web site	www.iwantoneofthose.com
Cost	£79.95 (small), £219.95 (large)

It could almost be something straight out of Buck Rogers with its kitsch, futuristic style and design, but the Chill Room is very much the here and now. Basically it's a blow up chair taken to the next stage – a full blown room (well sort of) where you can do what you like in total comfort. Sleep, read, play or just chill – do what you like, because the Chill Room is really rather ace. Just empty your pockets of anything sharp first.



Shelby

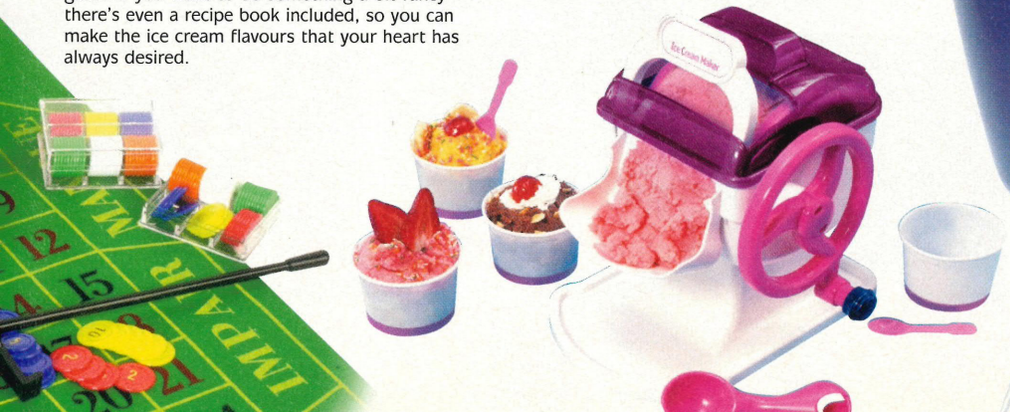
Manufacturer	Tiger Electronics
Web site	www.tigertoys.com
Cost	£24.99

It wasn't so long ago that Furbies were causing as big a stir in the world of toys as it's ever seen... but then along came Pokémon and it all went a little quiet. Now Tiger Electronics is back with Shelby which is basically a Furby in a shell – only better. It speaks three languages – English, Furbish and Shelbish – has over 800 words and phrases and is totally animated. Just don't put it any where near a Furby though, as you'll never hear the end of it!

Ice Cream Maker

Manufacturer	Vivid Imagination
Tel	01702 200 660
Cost	£18.99

Last month presented the perfect way for you to enjoy the delights of candyfloss wherever you want and now we have the answer to all your ice cream pangs with Vivid Imaginations mini ice cream maker. It takes less than 10 minutes to make once you've got all the ingredients together, and man does it taste good. If you want to do something a bit fancy there's even a recipe book included, so you can make the ice cream flavours that your heart has always desired.



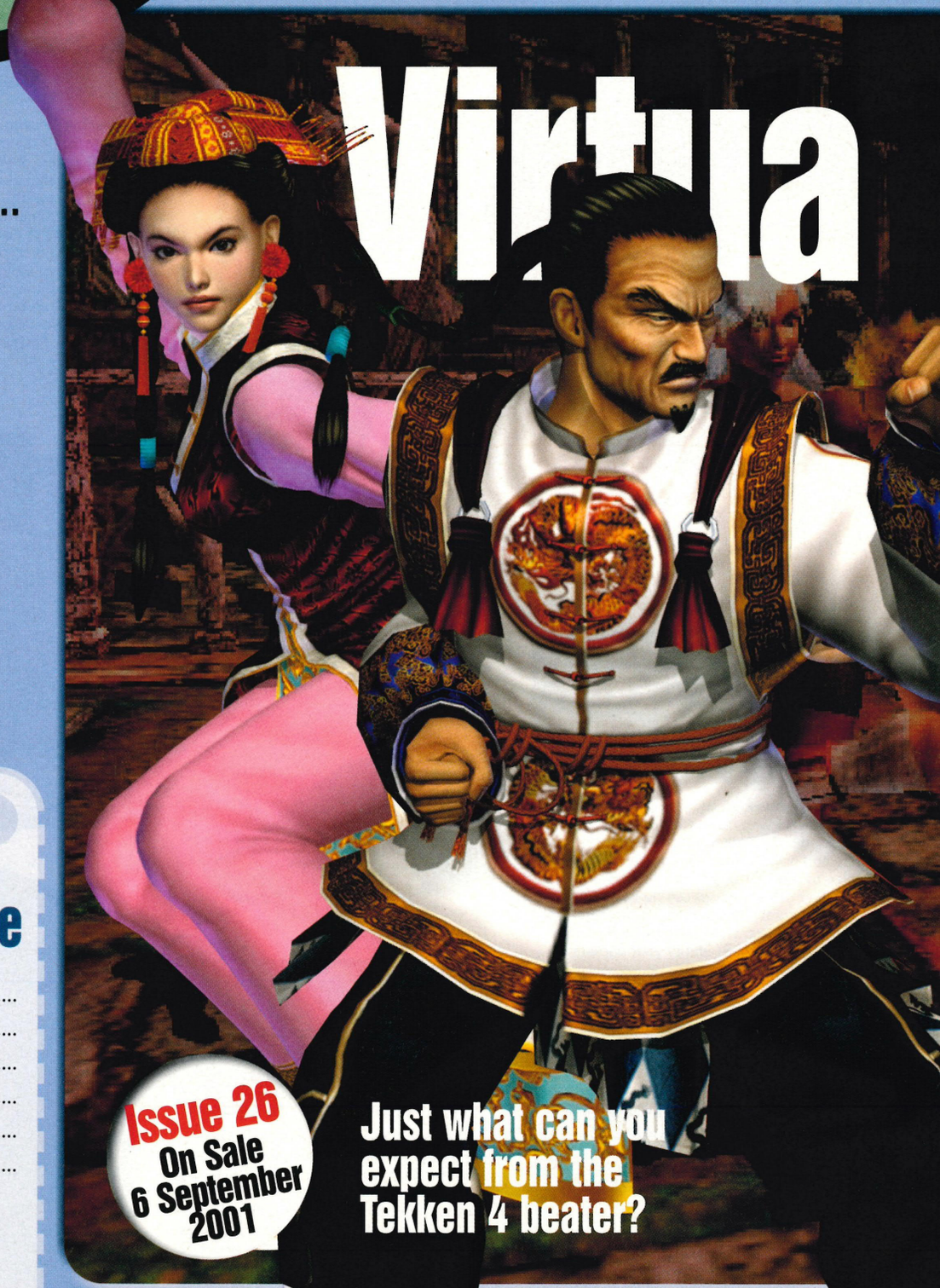


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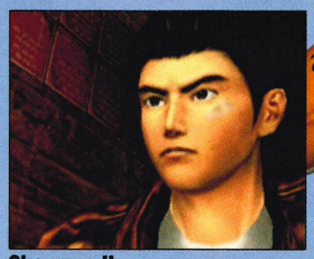


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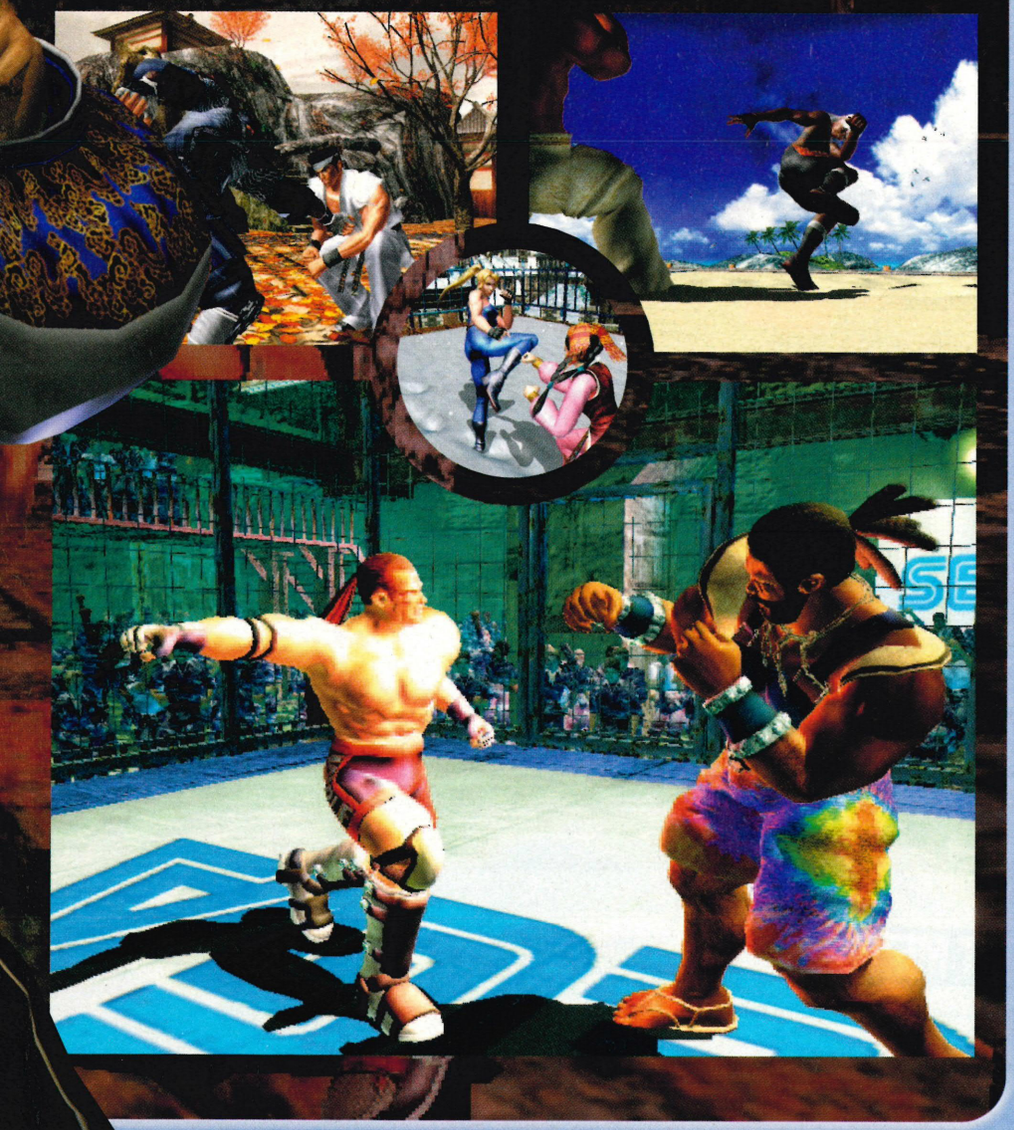

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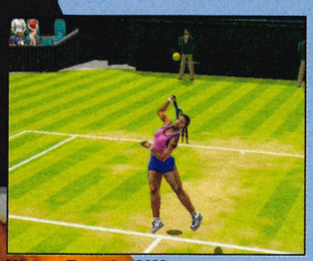
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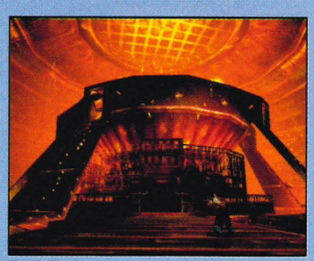
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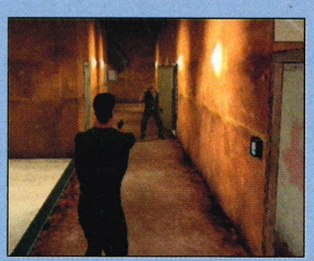
These Great Games!



Virtua Tennis 2K2



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Solid Snake finally makes his appearance on the Dreamcast – shame it's only the PlayStation version...



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Destroy those alien hordes with this puddle-deep shooter!



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Rub on dark face paint and show 'em what you are made of!



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Go all 'Mission: Impossible' on your Dreamcast's ass!



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Adult comic turned into arena-based third-person shooter. Nice!



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It's still *Tomb Raider* but with an Arabian slant...

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Crazy Taxi 2

We show you how to get the highest fares and master those Crazy Pyramids!

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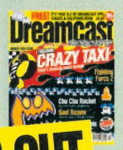


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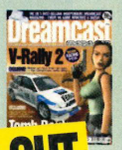
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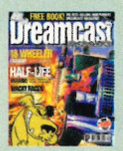


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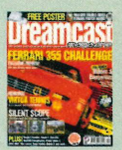


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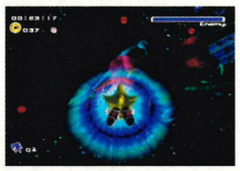
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Sonic Adventure 2

The Final Battle





"If we work together, we can do anything!"

For those of you lucky enough to have picked up a copy of *Sonic Adventure 2*, you've taken part in a piece of history. Why? Because *Sonic Adventure 2* marks Sonic's very last outing on a SEGA console, that's why! He might have appeared elsewhere before (such as his outing on the Neo-Geo Pocket) but his home has always been on the MegaDrive, Saturn and now the Dreamcast. With SEGA now concentrating on games development rather than hardware though, life for the blue hedgehog will never be the same again. Just imagine it... playing a Sonic game on the PlayStation2, Xbox or GameCube. Honestly, we never thought we'd see that day!

As you might have guessed from the game being split into the Heroes and the Dark characters, Sonic and Shadow aren't exactly the best of friends. They might look alike, but that's where the similarities end – Sonic fights for good, while Shadow thinks he's the ultimate life form and wants to rule the world. Of course, it's not that simple and just when things are going Sonic's way... well, something rather terrible happens. We don't want to give away too much (especially if you haven't finished the game yet) but it's pretty obvious that unless Sonic and Shadow team up, it's the end for all of us. Come on guys... you can do it!

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