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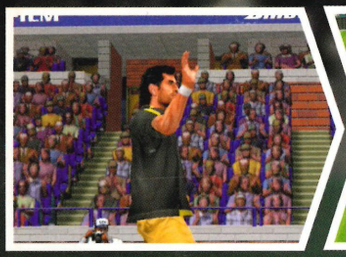
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REVIEW!

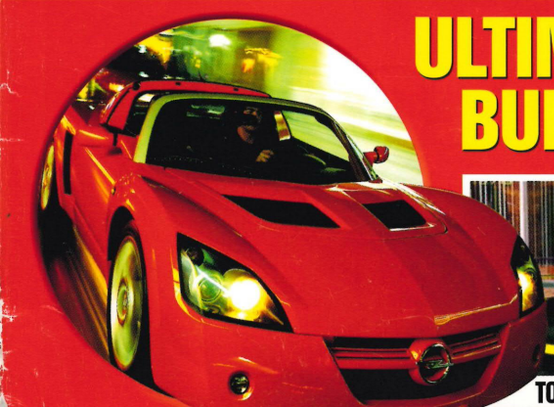
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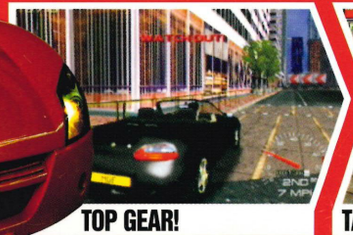
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ISSUE TWENTY-EIGHT LAUNCHING IN THE UK ON 01.11.2001

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issue 28

Welcome to your dreams





Editorial

> Alright, alright, it's been a pretty quiet month! A lack of news has made things difficult for us, but what do you expect? There are few games on the way – admittedly they are stonkers – but, as they are almost exclusively SEGA titles, we're stuck here in the office waiting for the likes of *Rez* and *Shenmue II* to pop in and make themselves at home. However, we're never disheartened because *Headhunter*, only one of the best games of the year and certainly a contender for the best piece of Dreamcast gaming ever, has taken permanent residence in the little corner of the room that we like to reserve for hard-core games, and do you know what? Eh? We'd rather be playing that than pretty much anything else on offer. Sure there's the splendid GBA and *Mario Kart*, and yes, the GameCube is (ahem) a tad distracting – especially thanks to *Super Monkey Ball*. However, what is apparent is that still the DC stands there taking on all-comers with the aforementioned stunner of a game, *Headhunter*, and *Tennis 2K2*. Anyone fancy beating those two games in a hurry, mmh? PS2? I think not. It's not that we're zealots and even we accept that before long we'll have to move on – though the DC will stay by our TVs for as long as there's room for it – but, as long as there's nothing else better, we'll be sticking with the Dreamcast because nothing else beats it when it comes to games. Even if we have to 'suffer' long bouts of *Soul Calibur* or relive the 'tedium' of *M-SR*, *Tony Hawk's Pro Skater 2*, *Jet Set Radio* and all the other games that have wiped the floor with everything seen on any other console – why would we go anywhere else?
Enjoy the mag and take it easy on the stairs.

Simon Phillips
Editor

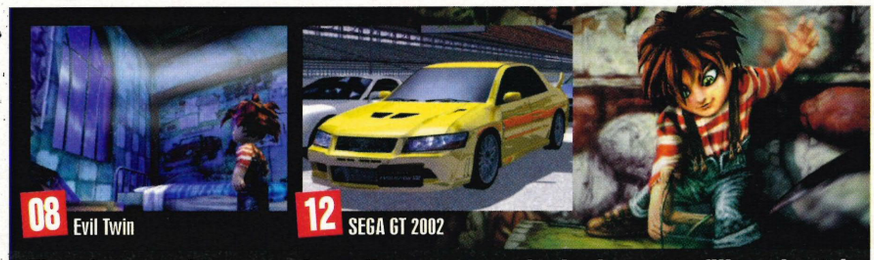
18 SEGA shows that it's not 'Game, Set and Match' with a sequel that surpasses the sporting legend!

Tennis 2K2

Newscast



06 Super Monkey Ball
SEGA monkeys are around on the other next-gen consoles, and it's a game you'll go bananas for!



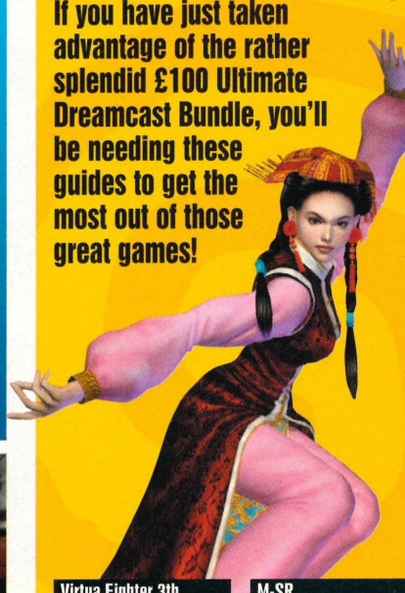
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Virtua Fighter 3tb



M-SR

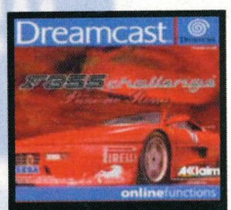
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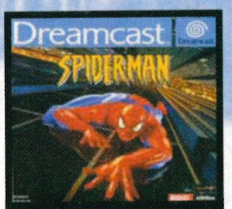
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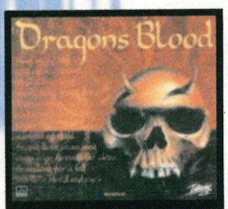
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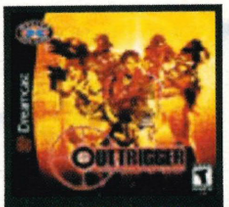
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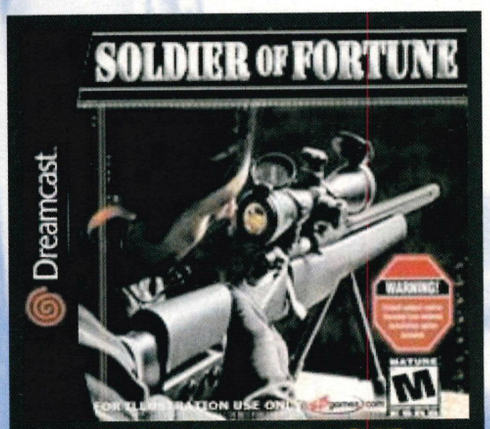
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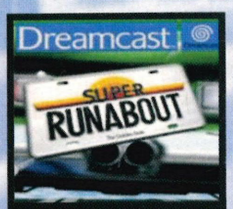
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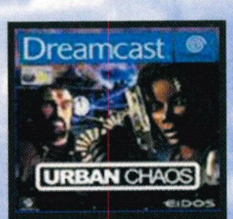
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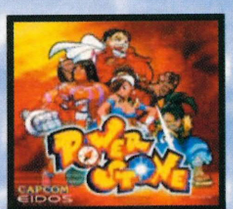
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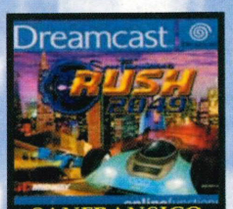
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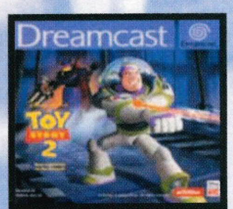
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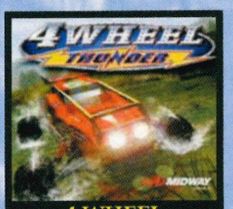
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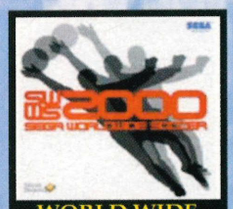
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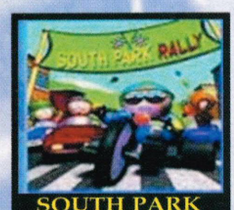
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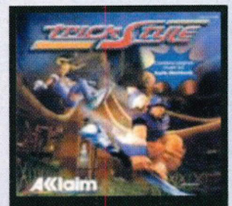
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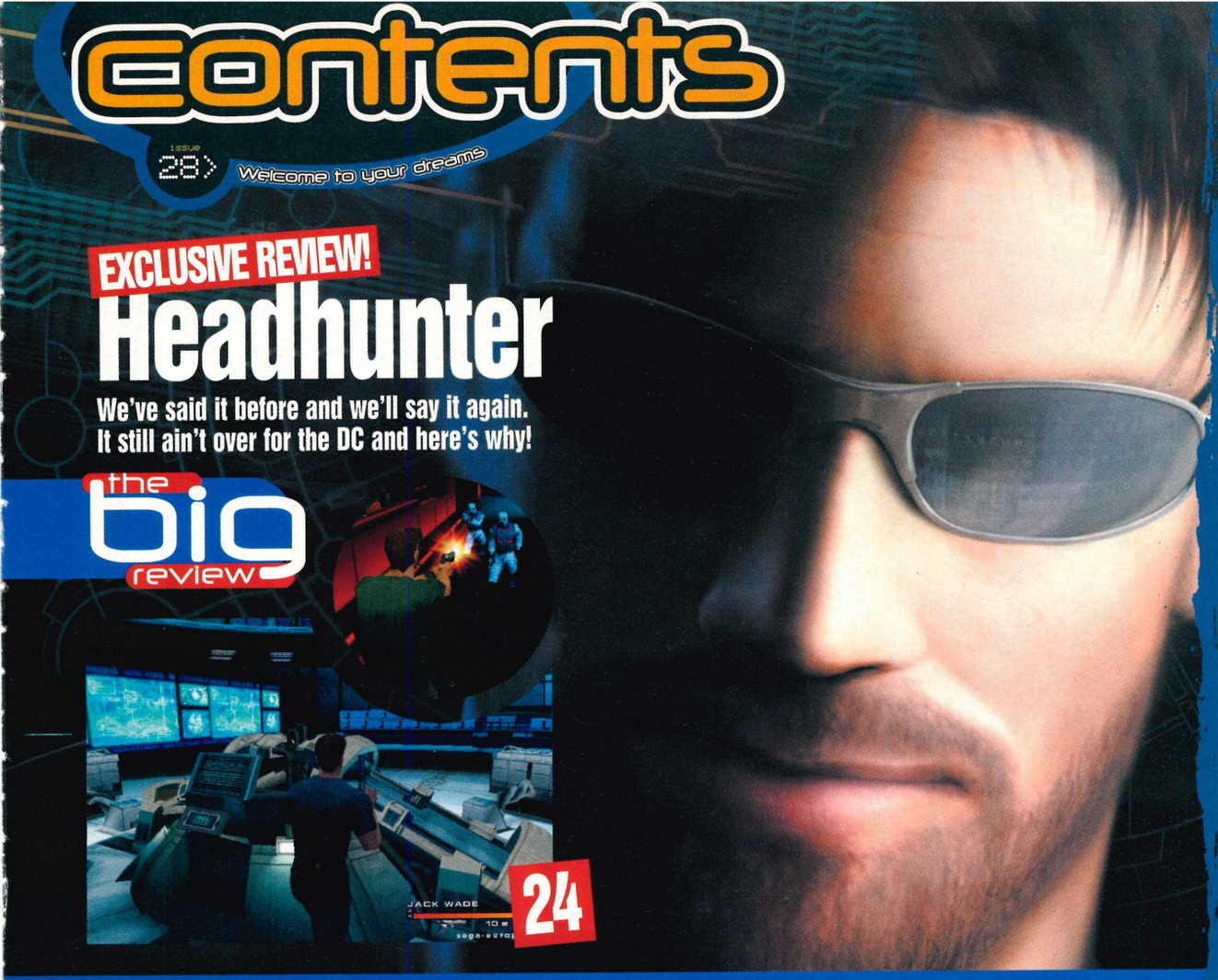
issue 28 > Welcome to your dreams

EXCLUSIVE REVIEW!

Headhunter

We've said it before and we'll say it again. It still ain't over for the DC and here's why!

the big review



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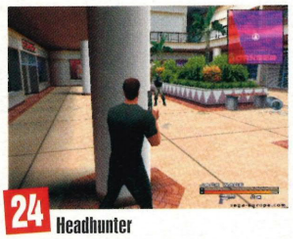
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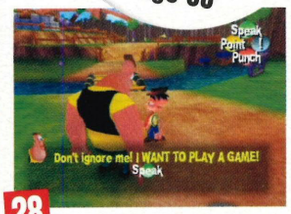


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Precision ball control!







Super Monkey Ball Hits The Streets Of Japan

Monkeys and balls. Could there be a better combination? Why, yes... monkeys in balls, of course! SEGA has been drip-feeding us screenshots of its monkey puzzler for months now – and, finally, the Dreamcast-turned-GameCube launch title has shipped in Japan and, rest assured, it's sweet as.

Initially, *SMB* sold less units than Nintendo's own *Luigi's Mansion* and *WaveRace: Blue Storm* (the only other titles out on launch) but, once everyone realised just how short the little green plumber's game was, they rushed into the shops and eagerly snapped up copies of this fast-disappearing multiplayer fun-fest.

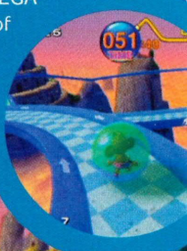
Monkey Madness

Super Monkey Ball sees you guiding a monkey through increasingly complex pathways in order to get to the goal. The only problem is that the monkey is in a ball, and it's the level that you control, not the monkey. The little monkey is completely helpless as you tilt the ground beneath him, causing his ball to roll around. The physics of the ball is perfect, so you have to take into account the momentum of the ball when you come to a corner. It's all very well pelting down a long straight, but you have to remember that the only way to slow down is to tilt the entire level back the other way. Oh, did we forget to mention that every level has a one-minute timer on it?

This is only the one-player game. The multiplayer is where the game really comes into its own. Completing the one-player mode earns you points, which you can use to unlock extra multiplayer games, such as Monkey Bowling, Monkey Racing and Monkey Billiards. Amazingly, all of these mini-games manage to better most of the games that they are imitating. Monkey Billiards is quite simply the finest snooker game that we've ever played! This is yet another case of SEGA proving it is one of the best developers in the world.

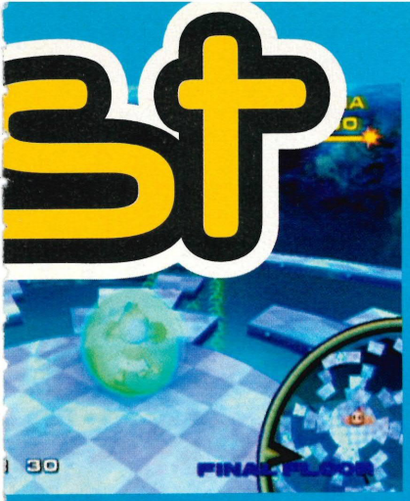








It may look simple, but that's one giant leap for a baby monkey to make.





Super Monkey Ball... it gives you wings!



Gotta Give 'Em Credit

> Amusement Vision has caressed this game from start to finish, which is proven by the Credits screen. Instead of just watching the credits, you have to collect bananas as you roll down a long road. After the various names have zoomed into view, the letters drop down onto the road and block your way. Knocking into them will cost you bananas... and isn't it typical – that all the people involved in making the game have ridiculously long Japanese names!





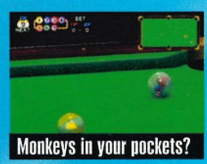
"The little monkey is completely helpless as you tilt the ground beneath him"










Monkeys in your pockets?



Your Monkey Ball character reflects your personality. Martin likes Baby...

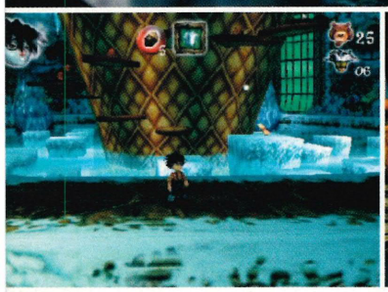
Evil Twin Cyprien's Ch a disappearing act?



He's still angry and we're still waiting to get our hands on the evil half-brother of Rayman...

If it gets too intense there's always the chill out room...

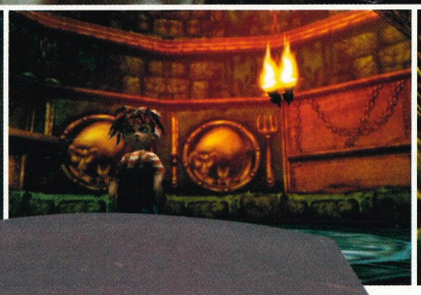
The wait for a PAL release of one of the most promising upcoming third-party games is getting somewhat tiresome, if only because everything that DREAMCAST MAGAZINE has seen – and played – has suggested that, once again, we could have another stunning swan song DC title on our hands. Unfortunately, *Evil Twin* has seemingly been lost in the 'misplaced' games zone – a place where Dreamcast games go to either be canned or released by someone else. However, for all you import gamers out there – and we've shown enough of you how to do it on your PAL machines – by the time you read this those lucky guys stateside will

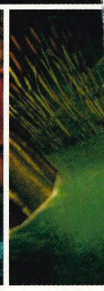




Evil Twin has some mightily impressive back-drops.





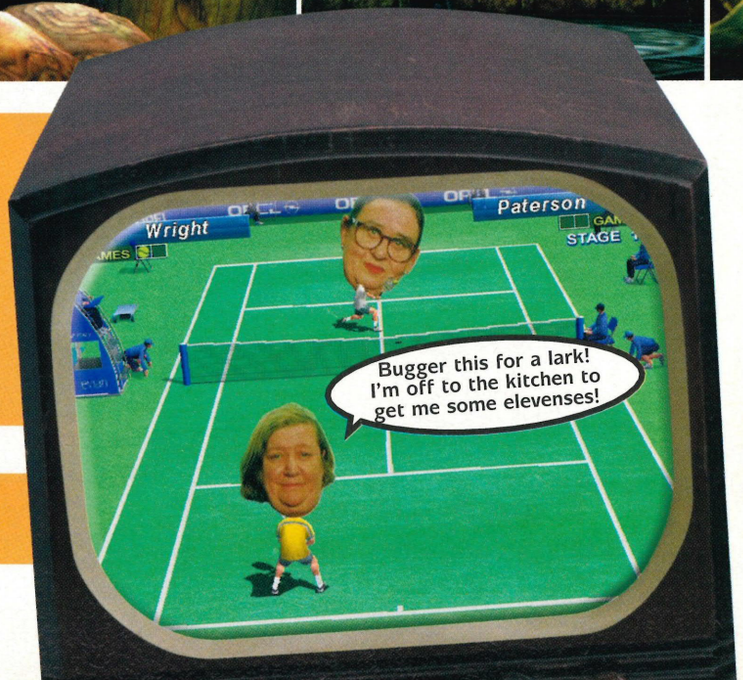


DC·TV

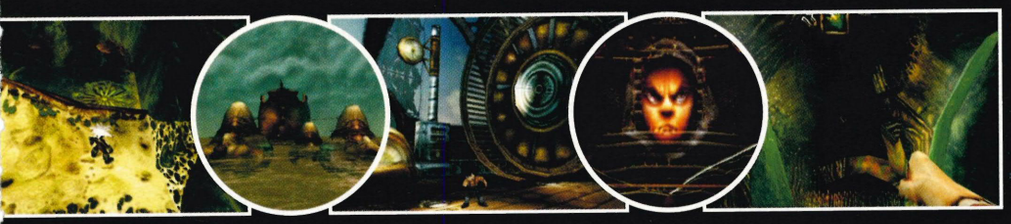
The wonderful world of television comes to the DC

Number One **Tennis 2K2 Fat Ladies**

> Everyone's favourite bike-riding, kitchen-loving posh girls take a break from whipping up fancy meals and instead have a knock about on the tennis court, in an attempt to sweat off last night's roast pheasant.



ronicles does



be wading into the evil world of Undabed and probably loving every minute of it...

Twin Peeks

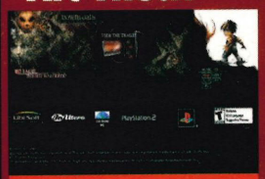
The reason that our anticipation juices have been set to gushing by Ubi Soft's darkest offering is simple: they made *Rayman 2*. Okay, so it was never going to appeal to everyone and, yes, its appearance on the PS2 was a bit iffy, but, quite apart from that, no-one outside of Rare or Nintendo has managed to create as playable and unique-looking platformer. Thankfully, *Evil Twin* looks set to cater for all you miseries out there who thought that the limbless one was for kids (shame on you!).

Twin Falls

So, it's leaping across platforms, fighting evil beasties, whilst searching for your lost friends, all set in some surreal locales. It's hardly original in terms of gameplay, but Ubi Soft is rather adept at taking the humble platformer and then cranking up gameplay to handnumbing levels. Having played *Evil Twin*, it is alarming that it might slip completely from the already meagre Dreamcast release schedule. Here's hoping that this doesn't happen...

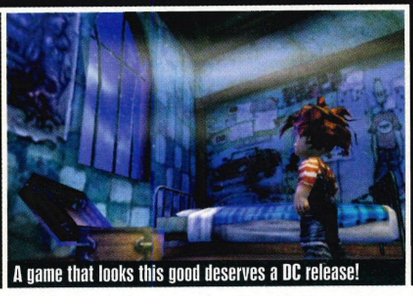
"Ubi Soft is rather adept at taking the humble platformer and cranking up gameplay to handnumbing levels"

Where Art Thou?



> Though a preview copy of *Evil Twin* is sitting here in the office, completely playable and showing alarming signs of being finished, we did a little digging to see what exactly has happened to such a promising game, and we found that even the official site disavows all knowledge of the Dreamcast version... Another one bites the dust? Time will tell...

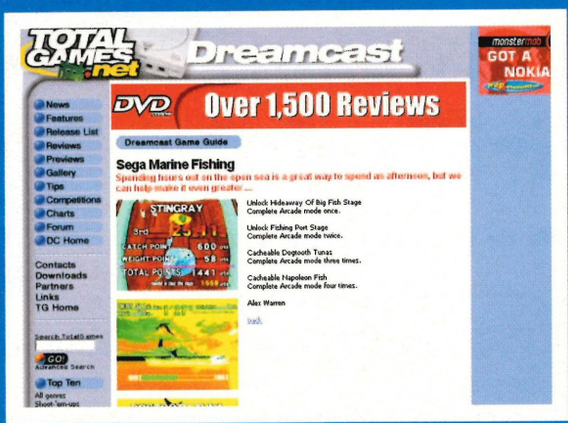




A game that looks this good deserves a DC release!

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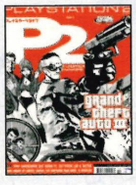
DVD Review ISSUE>31
ISSN: 1466-593X £3.99
Get ready to be spooked with this Halloween special, as we review the most frightening DVDs ever made. You'll also be falling out of chair with laughter, though, as we check out the best of British too – all the top UK comedy on DVD including AB Fab, Blackadder and Carry On... it's hilarious stuff!



Gear ISSUE>03
ISSN: 1473-7922 £2.99
This month the coolest gadgets and extreme sports magazine around gets down and dirty with quad bikes, gets wet with kite surfing and tests – amongst other things – some seriously hot radio control cars. All this plus the latest movies, videogames and DVDs – on sale now!

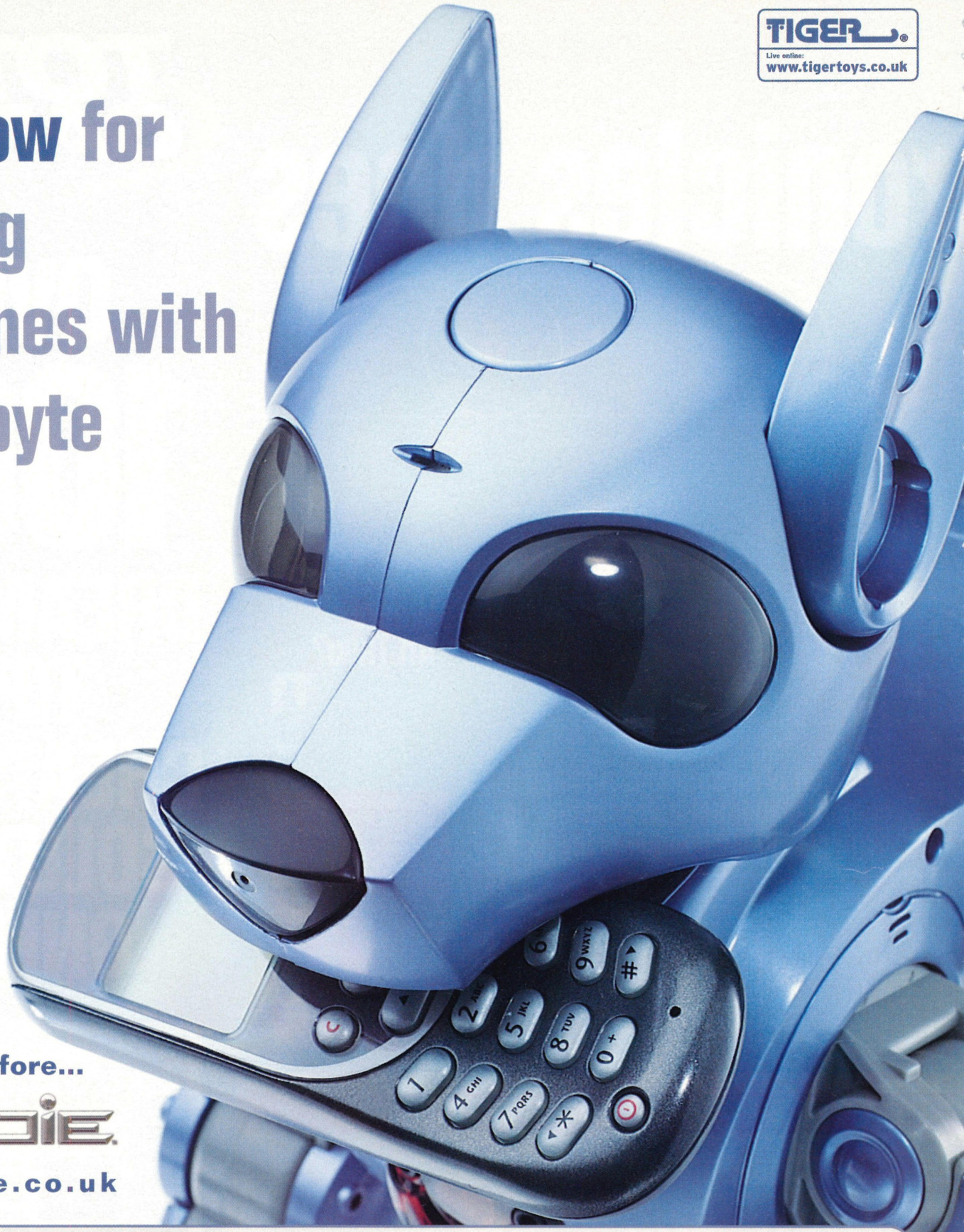


P2 ISSUE>14
ISSN: 1471-1992 £3.50
P2 go *GTA3* crazy this month and, in a special feature, reveal all the scenes the censors didn't want you to see! *Silent Hill 2*, *Time Crisis 2*, *Burnout* and *Pro Evolution Soccer* come under review and we take a retrospective look at the first year of the PlayStation2. Best issue yet!



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We will then send you a message giving you instructions to text us the details of a friend in order to continue to take i-Cybie for a walk. We will then pass i-Cybie's lead to your friend who will also need to text in details of a friend and so on. If you can get 9 mates to walk i-Cybie then you will all get a free, limited edition ringtone sent to your phone.

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IRELAND ORDER NUMBER: 1580 939 966

ORANGE users please call from a normal phone!

TOP20

Ali G 2	11218	Good evening. You's have reached da Staines Massive Punani advice line ansaphone...
Mission Impossible	11111	"Hello caller, your mission, should you choose to accept it, is to leave... "
Austin Powers	11096	"Like, no ones home, baby...Oh behave baby!"
Bohemian Rhapsody	11126	"Is this a real voice? No this is an answerphone..."
Pulp Fiction	11101	"Any of you hang up without leaving a message and I'll execute every last one of you..."
Silence of the Lambs	11104	"Have the lambs stopped screaming? I do wish we could chat longer but I'm having an old friend for dinner..."
Friends	11109	"You better leave a message before you go away..."
Simpsons 2	11119	"Hello, you've reached the home of - whoever you're calling..."
Cartman (South Park)	11231	'Ok Ok, This is Cartman. I'm not coming to the phone so you'd better leave a message or I'll kick your Butt.'
Del Boy	11221	Oi! Rodney, you plonker. Come here. This machine is top of the range, Japanese, state of the art equipment.
Only fools and Horses	11114	"I'm afraid there's no one available to take your call at the moment - Oy!, give me that you little tart!"
Cheech and Chong	11157	"Oh man, thank you for calling the number. No one can come to the phone right now coz they're kinda tied up..."
Fat Fingers	11046	"The fingers you have used to dial are too fat..."
Lee Evans	11238	'Hello...erm...hello...erm. This is...this is...forget it. No. I'm erm...I'm erm...am I?...
Lilly Savage	11226	This is an answer phone right? And what you do is leave a message. Now I'm either out seeing a stripper in bed...
Dumb and Dumber	11098	"Want to hear the most annoying sound in the world?..."
Richard Wilson	11223	What??? . . . I'm supposed to what? . . . leave a message? . . . but I'm not calling anyone . . .
Terminator	11105	"Don't terminate your call, I'll be back...."
Murray Walker	11222	Hello, and welcome to the British answer phone. . . leave a short message after the pip stop. GoGoGoGoGo!!!!!
Clint Eastwood	11162	"There's no one here but Smith, Weston and me..."

Music

Uncle Kracker	11278	"Can't answer the phone right now, I'm too busy listening to Uncle Kracker, leave a message."
Englishman in NY	11135	"I don't think I am home right now my dear..."
Wonderful World	11193	"Well I don't claim to be here this moment, bit I'd long to be, cause baby by being here this moment...
Wonderful World	11192	" ...and I think to myself who the hell can it be....."
Sexy thing	11190	"I believe in miracles, when you call, you sexy thing.....I believe in miracles , when you leave your name....."
Man in Mirror	11189	"Just one message get's me oh so exited.....If you wanna make the world a better place....."
Military Rap	11188	"I don't know who you are, Where you calling near or far..."
Mexican	11187	"Well you know I'm at the Fiesta, I will call you when I take a Siesta"
You've Got To Be	11153	"You've got to be good, you've got to be kind, you've got to leave a message..."
Tell Me Why	11152	"Tell me why, why you called on my phone..."
Spice Girls	11151	"If you want to be my lover, you have got to leave. Leave your name and number..."

Movies

Austin Powers	11096	"Like, no ones home, baby...Oh behave baby!"
Pulp Fiction	11101	"Any of you hang up without leaving a message and I'll execute every last one of you..."
Mission Impossible	11099	"...Leave your name, phone number and the name of the country you wish to invade"
Dumb and Dumber	11098	"Want to hear the most annoying sound in the world?..."
Terminator	11105	"Don't terminate your call, I'll be back...."
Silence of the Lambs	11104	"Have the lambs stopped screaming? I do wish we could chat longer but I'm having an old friend for dinner..."
Ace Ventura	11228	Hi, this is Ace. Ventura. Pet detective. Somewhere out there is a lonely, needing animal....All righty then.'
Queen Amidala	11268	"This is Queen Amidala of the Naboo.....we have blocked all incoming communications...
Jar Jar Binks	11267	"Heloooo.....me's a out at the moment.....you's a can leave us a message....."
Yoda	11266	"Mmm. The force is strong in this one. You will leave a message after the beep"
Darth Vader	11265	"I sense a disturbance in the force, the dark side is calling me....."
Humphrey Bogart	11154	"Of all the answering machines in all the world you had to call mine..."

People

Chris Tarrant	11240	'How do you feel? Relaxed? Confident? Good. Okay...Final answer?'
Lee Evans	11238	'Hello...erm...hello...erm. This is...this is...forget it. No. I'm erm...I'm erm...am I?'
Murray Walker	11222	Hello, and welcome to the British answer phone...leave message after the pip stop. GoGoGo!!!!!'
David Beckham 2	11220	Oh please let me leave the answerphone message Victoria. . . I'll wear the thong again . . .
Lilly Savage	11226	This is an answer phone right? ...leave your mess after the long moan.'
Elvis Presley	11172	"Hey baby, this here's the King..."
Madonna	11169	"What are you calling for? Remember when you hear the beep to express yourself..."
Clint Eastwood	11162	"There's no one here but Smith, Weston and me..."
Cheech and Chong	11157	"Oh man, thank you for calling the number. No one can speak right now coz they're kinda tied up..."
Robin Williams	11179	"Hello, you've reached Dr Heimlich, leave a message"
John Wayne	11178	"Hold on there pilgrim, just because this is an answering machine doesn't give you the right to hang up..."
Barbara Walters	11177	"Hello, the house you have called..."
Shirley Temple	11176	"Sorry but no one is at home, gosh oh gee but I have fun, taking down messages one by one"
Sylvester Stallone	11174	"Hello, just a minute, it's for me..."
Ronald Reagan	11173	"Hello, I'm here taking your message, why are you calling and what do you have to say?..."
Mick Jagger	11168	"How you all doing out there? I can't hear you..."
Michael Jackson	11167	"Hi, thanks for calling, I don't want to say too much - it's too painful..."
Paul Gascoigne	11166	"Wah Hey man...Leave us a message after the beep or I think I might start to cry ..."
Zsa Zsa Gabor	11165	"Hello darling, I was just clipping my poodles and I think they are all gay..."
W.C. Fields	11164	"An answering machine, enough to drive a person to drink..."
Dame Edna Everage	11163	"Hello possums, I'm sorry I'm not able to pick up the Megastar Hotline right now..."
Rodney Dangerfield	11161	"Hi, this is Rodney Dangerfield. No one can come to the phone, they're out seeing my new movie..."
Alice Cooper	11160	"Hello you rotten little bloodsuckers, this is Alice Cooper..."

Fun

Workout	11095	"and 5, 6, 7, 8, can't talk right now..."
Witch	11094	"Gobble gobble troil and bobble, I'm not home so what's the trouble..."
Win a car	11093	"Congratulations, you are the one millionth caller and you have just won a brand new car!..."
Warning	11092	"Warning, this call is being monitored and is being traced to your number...."
Voice Blackmail	11091	"Your voice patterns are now being digitally encoded and stored..."
Vampire	11090	"Good day, we are all lying down on the job at moment...but your call is not in vein..."
Turtle Tribute	11089	"We can't come to the phone right now because our pet turtle, Tippy, has passed away..."
Trailer	11088	"And now, from the household you tried to reach - The untold story of how they missed your call ..."
Texan	11087	"If you leave your name and number I'll show the flow of the phone activity at this time..."
Telephone Tag	11086	"It's Telephone Tag Time again! You leave a message on this machine, then you get a return call..."
Teenager	11085	"Like hi, ok, like all my parents say I do is give them attittude, right?..."
Talk Show	11084	"Hello there and welcome to the show, todays topic is answering machines..."
Spooky	11083	"Thank you for calling, please leave a sound byte...."
Special	11081	"Hello, ..you must be someone very special!...."
Space Station Mir	11080	"Good day comrades, Thank you for calling Space Station Mir...."
Space Shuttle	11079	"Good day, thanks for calling the Space Shuttle..."
Sixth Sense	11078	"We know you you are and what you want so at the sound of the tone please hang up"
Silly Voices	11077	"Hello, you have reached the Monty Python Silly Voices Preservation Society"
Sex and Lies	11076	"Hi, Thanks for calling The White House...."
Seconds Remaining	11075	"you will have exactly 10 seconds less remaining in your life..."
Screening	11074	"Hello, we're home right now screening our calls..."
Secretary	11073	"Hello, no, no, he went out for 15 minutes half an hour ago and won't be back for 2 hours..."

1. **Switch your phone to Voicemail.**
2. **Change your pin number from the default pin and have it to hand.**
3. **Ensure there are NO new messages in your voicemail inbox.**
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Default pins are: BT Cellnet 8705, Orange 1111, Vodaphone 3333, one2one 1210, Virgin 7890.

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Bargain Basement

Being a Dreamcast owner has never been better... or cheaper!

Amazon

> You can always rely on Amazon to come up with the goods, especially when the goods are dirt cheap games. Sure, you can pick up second-hand games in the high street shops for under a tenner, but how about brand new games for that price? Head over to www.amazon.co.uk and that's what you'll get – with games, including *ShadowMan* and *Re-Volt* selling for £4.99, with loads more for just £9.99. Can you afford not to check it out? No, didn't think so.

Electronics Boutique

> You might think that all the high street shops have stopped stocking Dreamcast products, but if you look a little harder (at the back of the shops) you'll find some ace bargains going on. Apart from the second-hand buckets, where you can find some gems for under a tenner, you can also buy some of the Dreamcast's best titles, brand new, for less than £20. If you still don't own a Dreamcast then some of the bundles are amazingly priced, even if some of the games in them aren't the best.

All prices are correct at time of going to press.

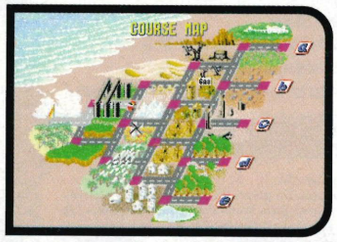
In Your Dreams...

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...

Outrun





> If you want to go way back to when we were young (well, 1987 anyway), you'll remember a top racing game called *OutRun*. The concept was simple – you and your blonde ladyfriend had to race along the road at ridiculous speed in an attempt to get to the end... oh, and that was about it. Although not exactly heavy on plot, *OutRun* was great simply because it was so damn fast; never had we seen the road fly by at such a rate. Add to that all the annoying traffic and tight bends that you had to negotiate and it all added up to one hell of an addictive game, especially when there were so many different routes to take along the way. Of course, it's not like this game has gone the way of the dodo... you CAN play *OutRun* on the Dreamcast! True, you'll need to fork out on a copy of *Shenmue II* and then play through it for a bit, but after you've visited the Pine Joy Arcade and played *OutRun* once, you can play it as much as you like from the main menu. Yay!



Somebody Has To

SEGA GT 2002 shows us how it should've been done – on the Xbox...

It's not that often that we'll admit to being jealous of a rival console, but (for obvious reasons) even our eyes have begun to search the horizon for something to play our beloved SEGA games on. Though we are still weighing up the pros and cons of each we'd just like to show these to you – they're screenshots that demonstrate why Microsoft chose the colour green as part of the Xbox logo...

Copy Cat?

Largely ignored by most of you, *SEGA GT* was basically *Gran Turismo* brought back to graphical life by the



"It might just prove to be one of the games that puts Microsoft's gaming brick into households"







Do It Properly...



Dreamcast. Unfortunately, SEGA did the job a little too well, only to find that gamers eschewed it in favour of *Gran Turismo 2* on the PlayStation – simply because it cuffed SEGA GT about the ears in the brevity department, in spite of the fact that it looked like a dog.

However, WOW Entertainment, continuing in SEGA's pursuance of console domination of a 'platform-agnostic' kind, is now developing what it must surely consider to be a *GT3*-beater on the Xbox. As the shots scattered around the page show, with a little bit of thought and work – to ensure that it offers everything and more than its PS2 rival – it might just prove to be one of the games that puts Microsoft's gaming brick into households...

Details?

Little has been confirmed, other than an early 2002 release date, but the usual drip-feed info 'leaks' have already whetted the appetites of gamers, who are wishing not only to enjoy a bit of *M-SR* action (in the form of *Project Gotham Racing*), but also secretly wanting the tired Sony racer to be upstaged. Isn't it about time the *Gran Turismo* developers showed a little concern for the apparent lack of opponent AI in the game, we ask?

We're not really bothered about such trifles (honest we're not), but we are massively excited by prospect of SEGA pushing the boundaries of the racing genre, and *SEGA GT 2002* could be the game that does it – shame it's coming out on the Xbox really...

GT Good...

Don't despair, if you missed out on *SEGA GT* the first time round – you can still get your hands on it for less than £20! With over 100 cars to unlock and 22 tracks in the *Gran Turismo* mould, if you've played *M-SR* to death and fancy a bit of a new challenge then you could do a lot worse than this! We didn't give it 89% for nothing y'know!





Got one of these? ▲ Then get this! ▼







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NewTones....

Gorillaz	Rock Da House	61199
Kylie Minogue	Cant get you outa my head	61175
Afro Man	Because I Got High	61223
Destinys Child	Emotion	61264
Britney Spears	I'm a slave for you	61225
Michael Jackson	You rock my world	61197
City High	What would you do?	61198
D12	Fight Music	61272
Bell + Spurling	Sven, Sven, Sven	61265
DJ Otzi	Hey Baby!	61220

Pop Tones

61255	Limp Bizkit	*Boiler*	61193	Steps	*Chain Reaction*
61194	Alien Ant Farm	*Smooth Criminal*	61205	Liberty	*Thinking it over*
61211	Uncle Kracker	*Follow me*	61253	Jennifer Lopez	*I'm Real*
60287	OPM	*Heaven is a half pipe*	61240	Gaberille	*Dont need the sun to shine*
61027	Robbie Williams	*Eternity*	61091	Nelly Furtado	*Turn off the light*
61174	Samantha Mumba	*Come on over*	61256	Natalie Imbruglia	*That Day*
61170	Victoria Bkm.	*Not an innocent girl*	61166	Shaggy	*Luv me, luv me*
61053	Atomic Kitten	*Eternal Flame*	60076	Shaggy	*It Wasn't me*
60194	Geri Halliwell	*It's Raining Men*	61008	Gorillaz	*19-2000*
61219	Star Sailor	*Alcoholic*	60128	Gorillaz	*Clint Eastwood*
61004	Pink Mya etc.	*Lady Marmalade*	61167	Louise	*Stuck in the middle*
60174	Gaberille	*Out of Reach*	60045	Limp Bizkit	*Rollin*
60185	Shaggy	*Angel*	60047	Bob The Builder	*Mambo No. 5*
61068	N' Sync	*POP*	61159	Emma Bunton	*Take my breath away*
60142	Nelly Furtado	*I'm Like a Bird*	60200	S Club 7	*Don't stop movin*

R'n'B

61181	Mary J. Blige	*Family Affair*
61236	Usher	*You got it bad*
61016	Usher	*You Remind me*
61254	Kelis	*Young, Fresh & New*
61022	3LW	*No more (gonna do right)*
61003	Brandy	*Another day in Paradise*
61244	R Kelly	*Feelin On Your Booty*
61037	Destiny's Child	*Bootylicious*
60024	Destiny's Child	*Independent women*
60117	Destiny's Child	*Survivor*
60186	Sisqo	*Thong Song*
61217	Mariah Carey	*Never too far*

RAP

61064	Eve	*Let me blow your mind*
61261	2 Pac	*Letter to my unborn*
61050	Wyclef	*Perfect Gentleman*
61043	D 12	*Purple Hills*
61266	2 Pac	*Do For Love*
61067	Missy Elliot	*One Minute Man*
61274	Eric Sermon	*Music*
61080	MOP	*Ante up*
61191	Ludacris	*Area Codes*
61241	Lisa 'lefteye' Lopes	*Block Party*
60172	Eminem	*Slim Shady*
60034	Eminem	*Stan*

Tv Tones...

Dawsons Creek	61247
East Enders	60277
Friends	60222
X-Files	60298
Neighbours	60286
Coronation Street	60275
Only Fools & Horses	61127
Dallas	60221
The A-TEAM	60220

FilmTones...

Mission Impossible	60044
James Bond	60205
Inspector Gadget	60260
God Father	60127
The Exorcist	60223
Pretty Woman	60213
Pulp Fiction	61024
Italian Job	60207
Star Wars	60204

Football

60240	Glory Glory	*Man U / Spurs*	61250	3 Lions	*All*
60164	You'll never walk alone	*Liverpool*	60238	Vindaloo	*All*
60226	Blue is the colour	*Chelsea*	60137	Match of the Day	*Theme*
60239	Forever blowing bubbles	*West Ham*	61251	We are the champions	*All*
60230	Daydream believer	*Sunderland*	60232	Here we go, here we go	*All*
60231	Z Cars	*Everton*	61153	God save the Queen	*All*

Dance

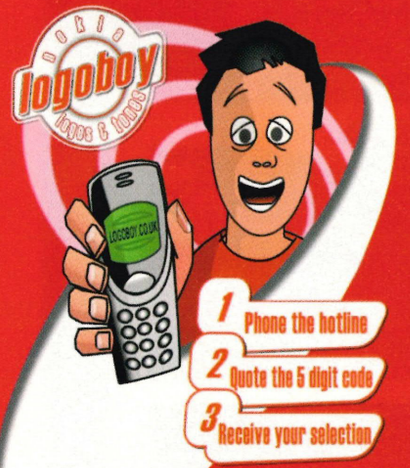
61146	Superman Lovers	*Starlight*
61214	Jean Jaques Smoothie	*2 People*
61150	Sophie Ellis Bextor	*Take me Home*
61237	Armand Van Helden	*Free some time*
61072	Ian Van Dahl	*Castles in the sky*
61178	Kosheen	*Hide you*
61070	Roger Sanchez	*Another Chance*
61232	N Trance	*Set you free*
60020	Darude	*Sand Storm*
60058	Moloko	*Sing it back*
60139	Modjo	*Lady*
60276	Daft Punk	*One more time*

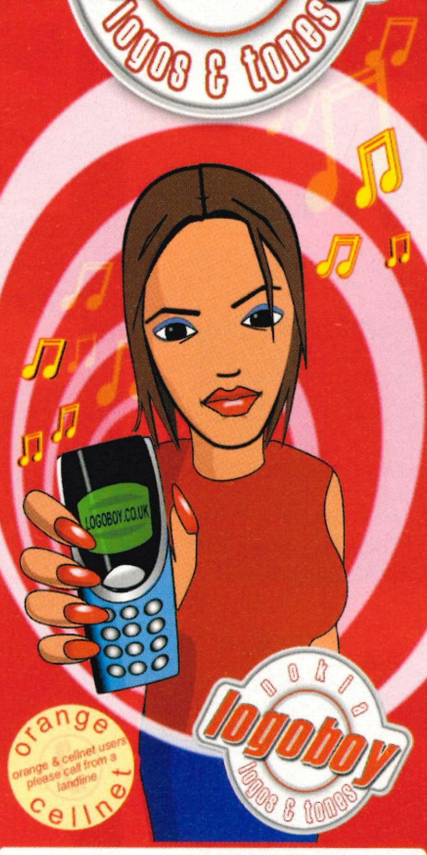
Garage

61231	Mis-teeq	*One night stand*
61074	So Solid Crew	*21 Seconds*
61258	So Solid Crew	*They don't know*
61171	Artful Dodger, Mel Blatt	*24, 7*
61257	Par-T-One	*I'm So Crazy*
61200	Genius Crew	*Course Bruv*
61235	The Streets	*Has it come to this?*
60169	Craig David	*Can you fill me in?*
61005	Pied Piper	*Do you really like it*
61279	B15 Project	*Feels So Good*
60061	Oxide Neutrino	*No good for me*
61058	Sticky ft.Ms Dynamite	*Boo*

BOYBANDS

61172	Blue	*Too Close*
60274	Blue	*All Rise*
61078	Five	*Let's Dance*
61280	Five	*Closer To Me*
61243	O Town	*We fit together*
61186	Westlife	*When ur looking like that*
61270	BB Mak	*Unpredictable*





BrandLogos

Ferrari 10921	CK 10758	10764		
10822	TT 10895	Red Bull 10793	diesel 10911	adidas 10703
No Fear 10730	MOSCHINO 10953	adidas 10827	Just do it. 10786	DKNY 10829
cream 13267	PLAYBOY 10831	MINISTRY 13278	GC 2001 30151	MINISTRY OF SOUND 30150

FilmLogos

PLANET OF THE APES 30198	30480	STAR WARS 11753		
KNIGHT'S TALE 30253	TOMB RAIDER 30251	JURASSIC PARK 3 30108	ANGEL 30476	AUSTIN POWERS 11788
SHREK 30237	X-MEN 30488	BLADE RUNNER 11835	FIGHT CLUB 30268	SCARFACE 30450
The Godfather 11784	Buffy 30171	CHARLIE'S ANGELS 11831	MATRIX 11760	SCREAM 11869
PROFESSOR X 30496	SCARY MOVIE 2 30225	SPY kids 30255	STAR TREK THE NEXT GENERATION 30086	snatch 30206

MusicLogos

geri halliwell 30238	ATOMIC KITTEN 13264	Stereophonics 13157		
Britney 13100	destinyschild 30093	16005	LimpBizkit 13178	GORILLAZ 16014
D12 30248	Wreckage 30249	2PAC 13262	MADONNA 13161	EMINEM 13190
ELVIS 16000	OutKast 30100	Robbie 13263	chemical brothers 30233	Kylie 13162
ARTFUL DODGER 30089	Shaggy 13292	Five 13151	MARILYN MANSON 30162	LIBERTY 30477
USHER 30043	MICHAEL JACKSON 13105	Fatboy Slim 13169	16001	blue all rise 30111

CartoonLogos

KICK ASS 11868	11811	Harry Potter 30017		
SPIDERMAN 30074	30087	11001	THE SIMPSONS! 11067	11115
11058	11023	30218	30481	Wolverine 30492
TIGGER 30244	pooh bear 30272	11039	30494	30487
HONG KONG 11877	Winnie 11041	11073	SONIC 12100	30451

Favourites

30199	GRAN TURISMO 30183	Dreamcast 12127		
PS2 THE THIRD PLACE 30122	PlayStation 12142	METAL GEAR 30121	TEKKEN 30464	QUAKE III 30201
LIL DEVIL 30410	11782	30257	MORTAL KOMBAT 12126	10029
WARNING 11329	ASTARFLEET TRICORDER 30447	SEXBOMB 13116	PLAYBOY 10831	I ♥ BEER 12700
JUST DO IT 30263	AYIA NAPA FANTASY ISLAND 13256	FREESTYLER 30417	NBA 10811	Soapstars 30475
30140	PARTY TIME 30420	URBAN PIRATE 30387	Danger 11414	BAD BOY 11660

Footie

Arsenal 11953	England 11935	USA 12225		
LIVERPOOL 11981	MANCHESTER UNITED 11950	LEEDS 11974	11926	12979
CHELSEA 11957	FULHAM FC 12049	TOTTENHAM HOTSPUR 12016	BECKS 30471	HOT LUVA 30259
ASTON VILLA 11954	The Saints 12039	BOLTON WANDERERS FC 12043	ENGLAND 11959	12936
Hammers 12086	NEWCASTLE UNITED 11986	ROVERS 12000	BECKHAM is god 12078	10283

Wrestling

30105			
HARDY BOYS 17502	RIKISHI 17515	Wrestlemania 30215	
TRIPLE H 17513	THE ROCK 30463	SMACKDOWN 30205	

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UK Charts Update

sponsored by eb.uk.com electronics boutique

EB Online keeps offering those Dreamcast bargains!



UK RELEASE SCHEDULE

Title	Publisher	Date	Price
Evil Twin	Ubi Soft	16 November 2001	£19.99*
Headhunter	SEGA	16 November 2001	£29.99*
Floigan Brothers	SEGA	23 November 2001	£29.99*
Tennis 2K2	SEGA	23 November 2001	£29.99*
Shenmue 2	SEGA	30 November 2001	£29.99*
Propeller Arena	SEGA	01 January 2002	£29.99*
Rez	SEGA	01 January 2002	£29.99*
Phantasy Star Online	SEGA	01 January 2002	£29.99*



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

EB.uk.com

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





With 90% of all orders delivered within 48 hours, great prices and secure shopping, Electronics Boutique's online arm, www.EB.uk.com, is the best way to buy your games. If you've got your finger on the pulse you can pre-order and have the game delivered on the day of release! Not happy? Simply send the game back or take it to one of our stores within ten days! It's easy @ EB!

EB Guide To...

Getting Real

By now, everyone reading this is probably aware of the horrible tragedy that occurred on 11 September in America. Continuing as normal was part of America's plan to keep morale high, but many games publishers seem to be worrying – delaying games all over the place, just in case the release of certain games and the loosely-similar content within happen to offend anyone.

Propeller Arena has been delayed as a result of the events, but should it have been? Sure, the game has aircraft in it, but that's where the comparison ends. It doesn't involve the World Trade Centre buildings, passenger aircraft, hijacking or the deaths of any innocent civilians.

The fact is it's just a game and, if continuing as normal after the tragedy is to be achieved, companies need to be able to tell the difference between insensitivity and common sense. They need to accept that maybe people are more worried about the actual events in hand and are not keeping an eye on the last few videogames of a dying format, looking for vague similarities.

Jay Filmer – EB Online Assistant Editor

TOP TEN SELLERS ON EB.uk.com

The games that you like to play...

No.	Title	Price	DM Rating	Issue
1	Soldier of Fortune	£19.99	86%	24
2	Sonic Adventure 2	£27.99	93%	24
3	Virtua Tennis	£19.99	94%	12
4	Crazy Taxi 2	£29.99	92%	23
5	Dino Crisis	£9.99	76%	16
6	Revolt	£9.99	70%	03
7	Ready 2 Rumble: Round 2	£9.99	85%	17
8	Resident Evil 3	£12.99	68%	17
9	TrickStyle	£9.99	79%	02
10	Hidden and Dangerous	£12.99	92%	12



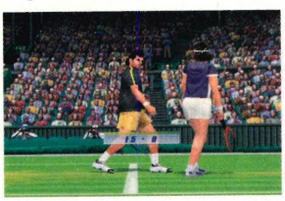


MOST WANTED

What pixillated pleasures are just around Dreamcast corner...

Tennis 2K2

We want it and we want it bad. After arriving in the office at the eleventh hour, we luckily managed to squeeze *Tennis 2K2* into this month's reviews section... but we didn't get much of a chance to play it ourselves. Considering that we've only got one disc to share between four people, we need our own copies right now!



Bomberman Online

Mmm, *Bomberman*. Unfortunately, our friends over in the US are remaining tight-lipped about when SEGA is planning to release possibly the best online game ever, so we're still hanging on tender-hooks, waiting to get our hands on a copy. Nevertheless, we are adamant that this WILL be the only import game worth buying soon...



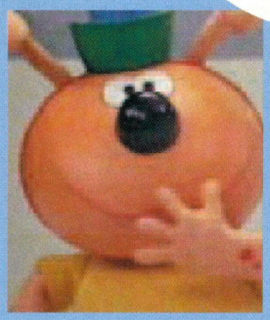
A Gamecube

Well, it had to happen sooner or later didn't it? Having now played games like *Luigi's Mansion*, *Wave Race: Blue Storm* and *Super Monkey Ball* (as well as seeing the footage of *Star Fox Adventures*, *Resident Evil*, *Star Wars: Rogue Leader* and *Zelda*), we know – without a shadow of a doubt – where we'll be putting our hard-earned cash next.



the game

Guide to Dreamcast gaming



Reviews Editorial

And now, the end is near and so I face the final curtain. My friend, I'll say it clear – I'll state my case, of which I'm certain. I've lived a life that's full, I travelled each and every highway... and more, much more than this, I did it my way. Regrets, I've had a few but then again, too few to mention. I did what I had to do and saw it through without exemption. I planned each charted course, each careful step along the byway and more, much more than this, I did it my way. Yes, there were times, I'm sure you knew when I bit off more than I could chew, but through it all when there was doubt, I ate it up and spit it out – I faced it all and I stood tall and did it my way. I've loved, I've laughed and cried, I've had my fill, my share of losing and now, as tears subside, I find it all so amusing to think I did all that. So may I say, not in a shy way... oh, no, oh, no, not me, I did it my way. For what is a man, what has he got? If not himself, then he has naught to say the things he truly feels and not the words of one who kneels – the record shows I took the blows and did it my way!
Uh, thank ya very much.

Martin Mathers
Games Editor
(30 years, man and boy... hardest job in the world)







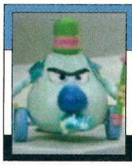
Tennis 2K

18

And there was you thinking that the sequel to the best sports game ever would never arrive. Shame on you for having such little faith!

DREAM TEAM

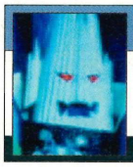
The times, they are a-changing – with more movements this month than Simon after a curry, we thought we'd fill you in...



SIMON PHILLIPS

Having now been promoted to the position of Group Editor no less, Lips now wears a crown around the office and sits on a golden throne. Ooh, posh.

Game Of The Month: Pass The Parcel



CHANDRA NAIR

Being the News Editor of our new CUBE magazine has done wonders for Chandra's sex life – he now gets less than ever before. Ahh, poor bloke.

Game Of The Month: WaveRace: Blue Storm



ALEX WARREN

Good old Wozza has been moved over to GEAR Magazine – that would be great if he didn't have to work with the man-beast known only as 'The Kimbernator'.

Game Of The Month: Headhunter (again)



WILL JOHNSTON

Being the bitter, twisted and totally cynical bloke that he is, we're not surprised that Will refuses to work anywhere else. Damn his eyes!

Game Of The Month: Grand Theft Auto 3



ROB SULLIVAN

He's the new man to the team, but already Rob has stamped his mark on the magazine... by being the only person actually doing some work on it!

Game Of The Month: Kung-Fu Fighting



SIMON GRIFFIN

He's been skiving off from work with a 'stomach infection' this month – just as *Tennis 2K2* came into the office. Coincidence? We think not, Watson...

Game Of The Month: Tennis 2K2



CYRA COOMBER

Our dear old Sub Editor has had it rough this month... but then she had to come back off holiday and spend time away from her boyfriend (boom boom).

Game Of The Month: Going Ginger



SIMON CANN

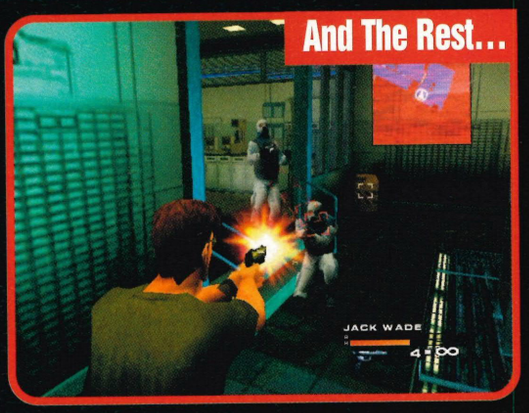
The man known to many as Mr Cann is still slaving away on our sister mag, PLAY, but manages to brew his own beer on the side in a barrel under his desk.

Game Of The Month: Capcom Vs SNK 2

All the latest Dreamcast games reviewed and rated!



And The Rest...



Headhunter 24
Three words for you: Best. Dreamcast. Game. Ever. Oh, alright – so that's four words. It doesn't matter... you simply have to own this game!

Floigan Brothers 28
One's big and dumb, while the other is short and... err, dumb. Yep, the Floigan Brothers are here in the shortest Dreamcast game in history!

Capcom Vs SNK 2 32
They've gone and done it again! Capcom takes the beat-'em-up genre, muddles it around a bit and comes up with their finest game yet.





DREAMCAST OPINION

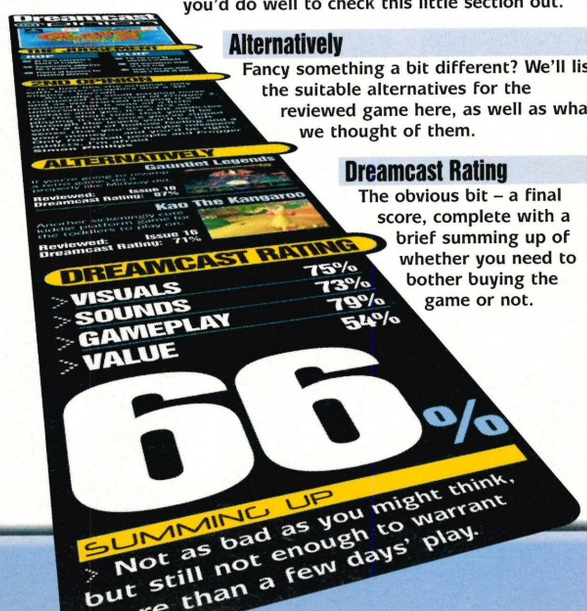
> Yes, it's the only reviews summary worth reading! To make life easier, we've broken it down for you into bite-sized chunks...

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
The only games worth having... at this late stage of the day, anything getting over 90% is something you've simply got to get your hands on.

75% – 89%
Although not exactly the best games around, those that manage to score in this category are still worth taking a gander at if you've got the cash.

50% – 74%
Hmm... are you sure you like this sort of thing? If not, you'd be wise to give it a miss – but then there are bound to be people that like it, eh?

25% – 49%
This is when the alarm bells should start ringing – don't consider getting a game with this kind of score unless you're REALLY sure...

0% – 24%
Unless you're desperate to waste your money or simply insane, we hope that you'd avoid games in this category like the plague.

review

Web site: www.segasports.com

Tenni

Forget about the wind and rain outside, get out some strawberries and cream, stick on a bit of Cliff (on second thoughts don't) and get ready for the sequel to the best sports game ever.

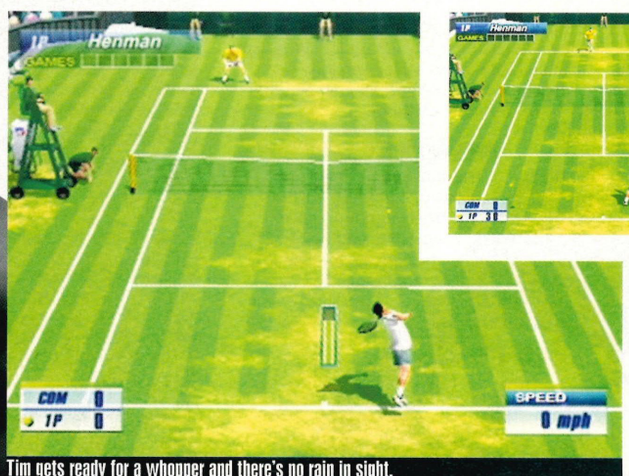
It seems like an age gone by since *Virtua Tennis* was released on the Dreamcast and hailed as one of the best sports games... actually no, one of *the* best games, on the Dreamcast, ever. It received a massive 94% in this very mag all those months ago and ever since we've been clamouring for more of the same. Well, the wait is over and *Virtua Tennis 2* is here, although with a slight name change to *Tennis 2K2* (presumably to tie in with SEGA's other sports titles, such as *NBA 2K2* and *NFL 2K2*).

The beauty of the original was, because the controls were so simple, anyone could have a go and be half decent after a few games. Apart from that it was simply fun to play, a factor missing in many of today's games. Whether you were playing against the computer or with three mates in a doubles game, the enjoyment never stopped. You'll be pleased to hear that Hitmaker has changed very little to the basics of the game and has managed to retain the fun that made *Virtua Tennis* such a a great game. Fortunately, their policy seems to be "If it ain't broke, don't fix it." (just tinker with it a bit).

You Cannot Be Serious!

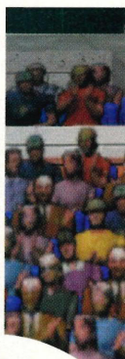
The biggest change to the game is the welcome addition of female players, a feature that was sadly lacking from the original. There's no Anna Kournikova, but since she has her own game on the PlayStation (Namco's *Smash Court Tennis*, which has the lovely lass's name and picture plastered all over the box)

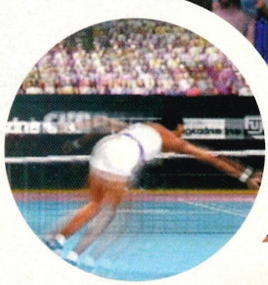
"The whole thing is still one of the most enjoyable gaming experiences to be had"



Tim gets ready for a whopper and there's no rain in sight.







infoburst

Extra information

- You don't need to check the weather forecast while Wimbledon is on as it's almost guaranteed to rain.
- Tim Henman would have certainly made it to the final this year if not for the rain. Fact!
- Goran Ivanisevic was just very lucky, Tim'll show him next year.
- Oh well, at least Sampras didn't win again, that boy wins too much.

essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	HITMAKER
RELEASE	OUT NOW
PRICE	£29.99
GENRE	SPORTS
PLAYERS	4 PLAYERS
VM UNIT	SAVE GAMES
PERIPHERALS	ARCADE STICK VIBRATION PACK

online information

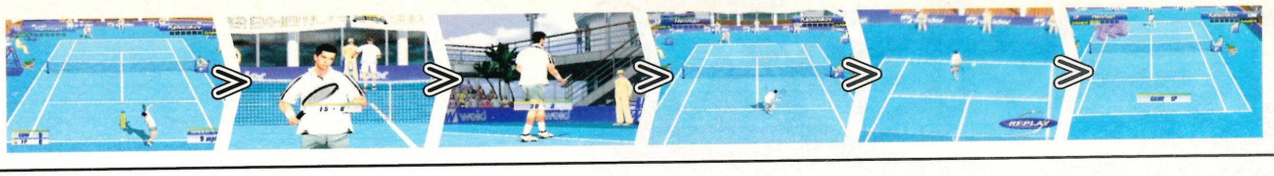


www.tennis.com

There's only one place to go for all the latest tennis news and that's tennis.com, rather obvious if you think about it. It has info on all the tournaments and players.

awesome moment

The best feeling has to be destroying your opponent without them getting a point.



S 2K2

there was never much chance of her making an appearance. But don't stop reading is disgust just yet though, as there's an impressive line-up of female players to satisfy even the most ardent fan. Featuring the likes of the Williams sisters, Monica Seles and Lindsay Davenport, you'd be forgiven for thinking 'Anna who'?

As far as the male players go the line-up is pretty similar to the original, with a few players being dropped for the likes of Pat Rafter, Thomas Enqvist and Magnus Norman. Unfortunately, there's still no sign of Andre Agassi, Pete Sampras or new Wimbledon champ Goran Ivanisevic (who's probably busy watching the Teletubbies), but at least old Tim's still there and no sign of any pesky rain to put him off this time (damn our English summers).

Pulling Strings

Gameplay-wise the buttons have been changed slightly to accommodate the new Slice/Spin button, which takes the place of the Lob button. So now you can do some evil drop shots and watch your opponent stand there in disbelief. Don't worry though, you'll still be able to lob – just press both the buttons to send the ball flying over their heads.

One gameplay feature that has sadly been overlooked is the ability to play an entire five-set match, rather than just one set. This would make it the ultimate tennis sim, but the game does have its roots in the arcade, so it can be forgiven for this shortcoming.

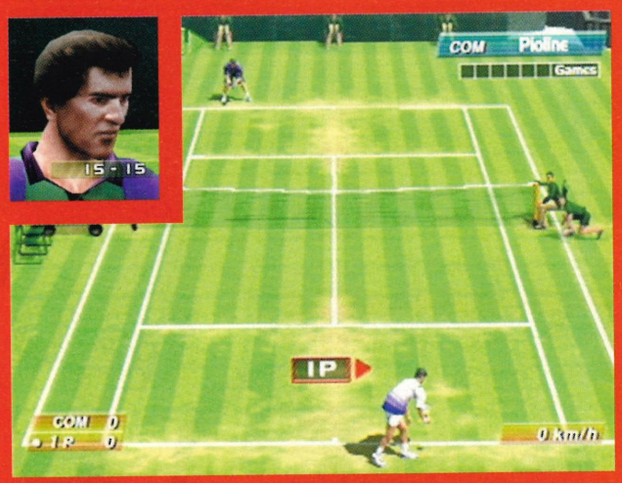
The difficulty level does seem to have been turned up a notch and even seasoned *Virtua Tennis* players will find this new game tough to beat at first. Even if you can beat the original game on Very Hard don't expect to be able to do so with *Tennis 2K2* without some serious practice first.

The three main game modes have remained the same – Arcade, Exhibition and World Circuit. Arcade giving you a quick fix, Exhibition allowing you to play one game, changing as many options as you want, and World Circuit giving you a simulation-like experience.

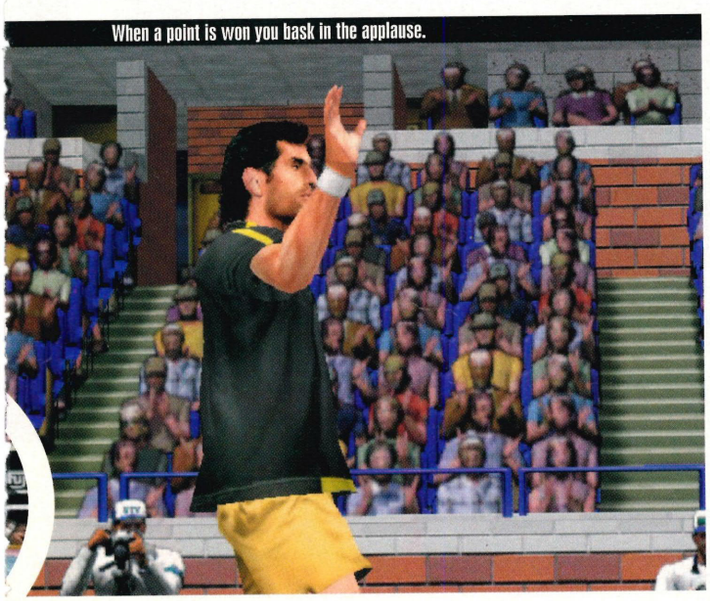
As far as the World Circuit mode goes this is the other major overhaul the game has received. In the original this mode was more simulation than the rest

Spot The Difference

The first thing that hits you when you play *Tennis 2K2* is the greatly improved graphics. Not only do the faces look more like the real thing, the players' movement is a lot smoother than before. Take a look at these shots of *Virtua Tennis* then and compare them to the new one to see just how much they've been improved.







When a point is won you bask in the applause.

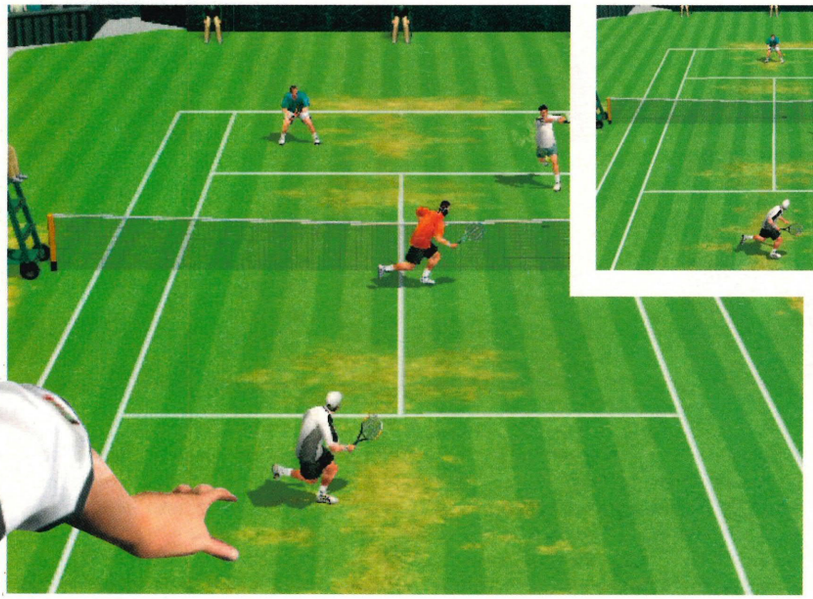


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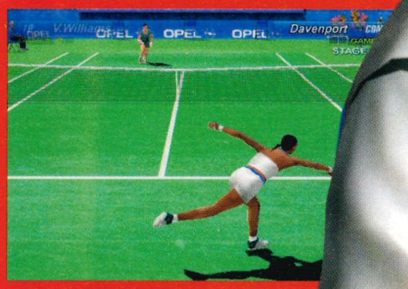
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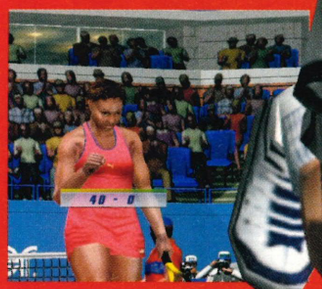


This is not the way to win – get up off the floor fool!













of the arcade-style game, but in *Tennis 2K2* they've taken it one step further by incorporating many new elements.

Before you can even begin your career, you must create two players – one male and one female – to send into competition. You can change almost anything about them, including their face, hairstyle and hair colour, skin colour, height, weight, clothes, which hand they use and even whether they use one or both hands when performing a back hand. This means you can create a player in your own likeness or one in the likeness of a player not featured in the game, such as Agassi or Sampras.

Champion

The aim of the World Circuit mode is still to become the world number one, but now there is a calendar that tells you which dates the tournaments are on. Each tournament requires you to have a certain level of skill and if you're not up to scratch then you'll have to wait until it comes around again the next year. You

Are You Experienced?

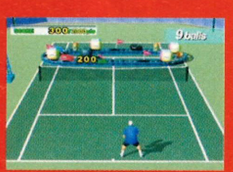
If you thought the training mini-games were tough in *Virtua Tennis* then get ready for an even greater challenge. Some of the games from the original have made the transition, such as Bullseye and the Tenpin Bowling game, but the majority are new and even wackier than before. With games like Danger Flags, which requires you to run over flags while avoiding balls, and Disc Shooter, which has you hitting the ball at discs that flip over for points, you're sure to be training for a long time.







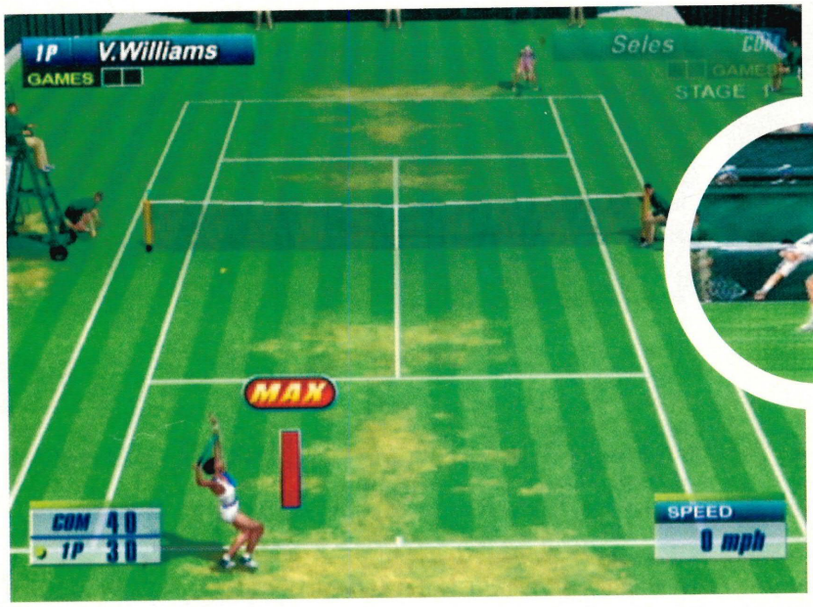


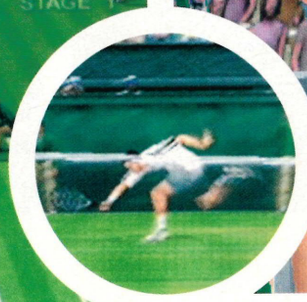
















The Williams sisters go at it, like sisters should.

increase your skill level by completing the training mini-games. Some of these have made the journey over from the original and some are new – like the funfair-style Prize Sniper, which requires you to hit items off a revolving conveyor belt for points.

The shops are another feature that have remained, but have also been improved. Now you can buy better racquets, which give you different degrees of power, angle and control. Also available for purchase are new outfits, stages and doubles partners – who have a contract of two months, so once you've picked one you're not stuck with them forever.

Completing the World Circuit unlocks the secret characters King and Queen who, like King and Master in the original game, are very tough to beat.

Hey, Good Looking

Graphically, the original was up there with the best, but Hitmaker has managed to improve on this, as well as making the















"The speed of the game has also been increased, making your reactions even more important this time round"

continued

continued >







players look even more realistic and their movements more convincing. So much so that you would be forgiven for thinking you were watching a real game if you weren't stood too close to the TV. The speed of the game has also been increased, making your reactions even more important this time round.

One annoying feature of the original was the slow speed at which your player stood up after making a dive. This has been rectified and they now jump up as quick as they can to carry on with the match, rather than lying there wondering what just happened as the ball flies passed their ear.

OUT!

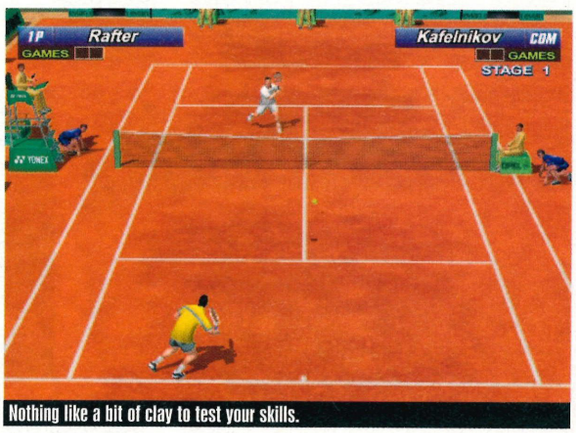
One thing that has sadly been removed is the crowd movement. In the original they would clap and cheer, giving the whole proceeding a great atmosphere, but now the crowd just sits there, motionless, no matter how fantastic the shot you just made was. We can only assume that the improved graphics and speed have caused this to be removed, which is a real shame as there are almost no sports games these days in which the crowd doesn't react in some way.

Musically *Virtua Tennis* was never fantastic, but the tunes did seem to suit the game. Unfortunately, there is also a new batch of in-game tunes that sound like they were written for a completely different type of game. Thankfully, they can be turned off – so if you don't like them you can dispense with them.

Complaining about the music just shows what little there is to fault in *Tennis 2K2*. The whole thing is still one of the most enjoyable gaming experiences to be had (but you knew that already). Hitmaker has managed to improve on what was already a fantastic game. Despite a couple of niggles, *Tennis 2K2* comes out on top as the best sports game the Dreamcast has ever seen and is ever likely to see, because if there is a *Tennis 2K3* it will probably never make it onto our beloved white box.

Simon Griffin

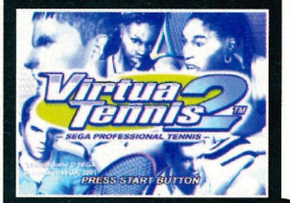




Nothing like a bit of clay to test your skills.



Dreamcast Magazine Opinion



THE JUDGEMENT

SMASH	CRASH
⊕ Improved graphics	⊖ Unfortunately, no crowd movement
⊕ Improved speed	⊖ Bad music
⊕ World Circuit is now an even bigger challenge	⊖ Still only able to play one set

2ND OPINION

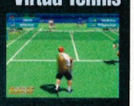
> *Tennis 2K2*, wow – what a game this is! Although it doesn't quite have the impact – this is a sequel after all – of the original (*Virtua Tennis*), it is still an almighty stunner of a game. Some of you out there will initially balk at the change in controls and the subtle differences in the way it plays. Well, stop moaning why don't you! Personally, I felt that Hitmaker has taken one of the best sports games ever and made it, well, even better. And that deserves a round of applause! A stunning sequel with, for once, enough new good stuff to make it an essential purchase, even if you own the original!

Simon Phillips

ALTERNATIVELY

Virtua Tennis

The original, but – can you believe – no longer the best.



Reviewed: Issue 12
Dreamcast Rating: 94%

Virtua Athlete

Proof that the Virtua name doesn't always mean good.



Reviewed: Issue 14
Dreamcast Rating: 54%

DREAMCAST RATING

VISUALS	94%
SOUNDS	85%
GAMEPLAY	97%
VALUE	95%

95%

SUMMING UP

> The best just got better. It's the greatest Dreamcast game ever, sports or otherwise.

WHO SAID CUBES HAVE TO BE SQUARE?





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- Massive solutions to the best games

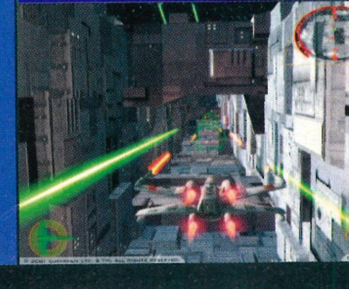












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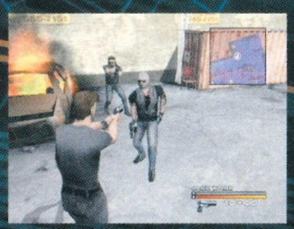
review

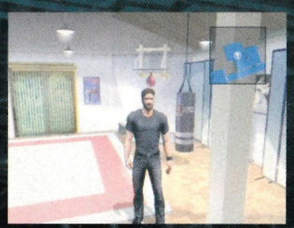
Web site: www.amuze.com

Head









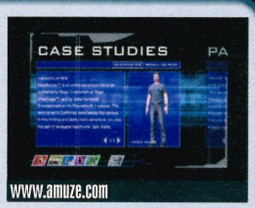


essential information

Dreamcast magazine

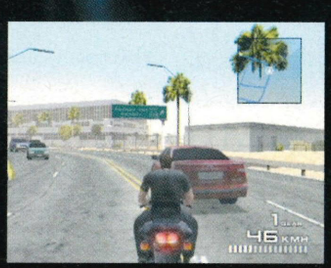
PUBLISHER	SEGA
DEVELOPER	AMUZE
RELEASE	NOVEMBER 2001
PRICE	£39.99
GENRE	ACTION/ADVENTURE
PLAYERS	1 PLAYER
VM UNIT	SAVE GAMES
PERIPHERALS	ARCADE STICK VIBRATION PACK

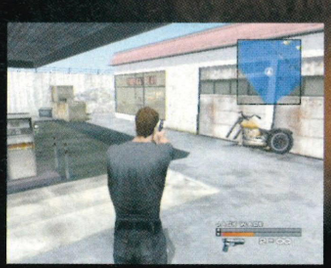
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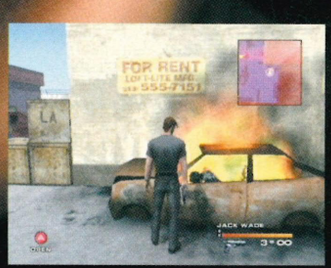


www.amuze.com

The Amuze Web site isn't very interesting. Only a small amount of information is available about Headhunter, with the rest focusing on the developer's history.









"Voice acting is of a high quality, although the laconic Jake sounds suspiciously similar to Clint Eastwood"

hunter

After various delays and doubts about its release, the much-anticipated *Headhunter* has finally arrived. Could this be one of the last great Dreamcast games? We think so.

Okay, so by now most of us have come to terms with the sad fact that the Dreamcast is entering the twilight stages of its all too short life. However, the good news is that it looks set to go out with a rather loud bang. If proof were needed of this then *Headhunter* (developed by Stockholm-based codeshop Amuze) must surely be it. Suffice to say, having played the game through to its dramatic finale, we can state quite categorically that this is one of the most polished and ambitious titles to have graced SEGA's 128-bit console to date.

California Dreaming

The game is set in a depressingly plausible 21st Century California, where law enforcement has been privatised and healthy human body organs are a greatly sought after commodity (creating a large black market, of course). An organisation, known as the Anti-Crime Network (ACN), offers mercenary detectives (known as Headhunters) a bounty for the successful apprehension or elimination of known criminals. As the player, you assume the role of one such character – a hard-boiled ex-Headhunter know as Jake Wade.

The Big Sleep

At the outset of the game, Wade awakes to find himself suffering from a nasty bout of amnesia. Of more concern, however, is the fact that he's strapped to an operating table and surrounded by some weird scientist types. After making his escape Jack passes out and regains consciousness in hospital. This is where the game begins in earnest. Following the death of Chris Stern – the founder of the ACN – Jack is approached by Stern's daughter (Angela) who hires him to find out who killed her father and why. What ensues is a mission where no-one can be trusted and nothing is quite what it seems.

Gameplay itself is split into distinctive main styles. The most substantial of these are the third-person adventure sections, where Jack must explore various locations such as warehouses and garages to locate members of the criminal underground. These sections blend together various ideas from similar games – most notably the stealth of *Metal Gear Solid*, with the puzzle solving and blasting of the *Resident Evil* titles. However, to describe the game as a clone would be to do it an injustice, as developer Amuze has obviously lavished a great deal of attention on both the title's plot and its mission structures. The latter is particularly well handled, with each task requiring a good combination of brains and brawn. Consequently, if you're

infoburst

Extra information>

- The hunting of heads was made illegal in Britain in the year 1863. Thereafter anyone found guilty of Head-hunting faced a serious drubbing.
- Head-hunting also means the recruitment of executives from one company to another, often rival, company – usually through an agency. But we don't think that this game is about that sort of head-hunting.
- If you lose your head why not try looking for it on the kitchen table or in the dresser in the hallway? We often leave our head in silly places late at night, just try to remember where you last had it. That is all.





When up close certain foes attack with their bare hands.





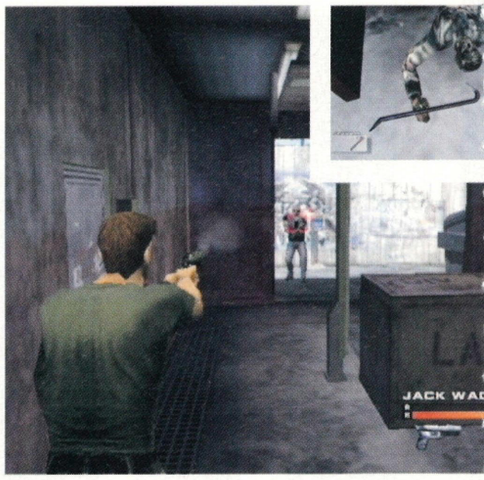
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The puzzles are straightforward. A crowbar might be handy here.



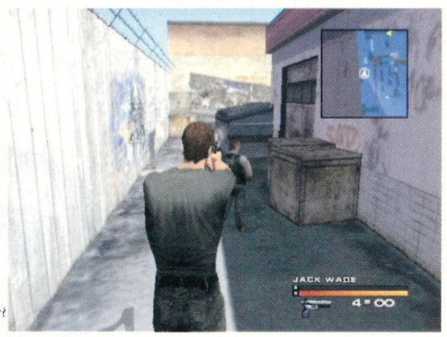
exploring a gangster filled hideout you are not going to last very long by wading in there with all guns blazing. Instead a mixture of stealth and cunning must be employed.

Softly, Softly

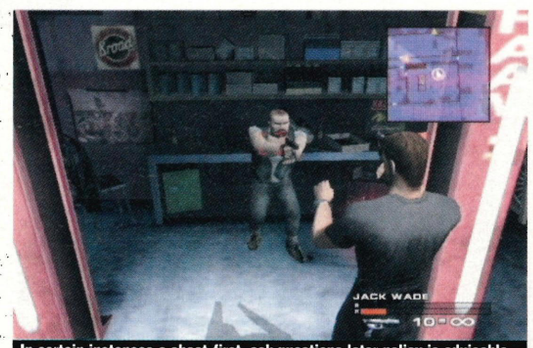
By slyly creeping up behind unsuspecting foes and then eliminating them you can save yourself a lot of trouble. Naturally, at certain points there's no alternative but to resort to gunplay, and fortunately Jack has access to a varied selection of weapons, which are easy to employ thanks to the game's excellent combat system. By holding down the right-hand trigger button the view switches to a first-person perspective and any nearby foe will be targeted. Should you find yourself faced with multiple enemies then a quick tap of the X button will flick between targets. Once you've got to grips with this combat becomes an enjoyable experience, with Jack also being able to perform evasive rolls and use nearby scenery as cover (in a nod towards Namco's *Time Crisis* games). A broad range of weapons ensures things don't grow dull, including stun guns, grenades and proximity mines, and these encourage the player to use different tactics against the enemy.

Dumbing Down

Sadly, two factors make things slightly frustrating here. Firstly, the camera angles can, at times, be confusing and often you'll find yourself facing the wrong way as bad guys pump you full of lead. Secondly, you have the slightly suspect AI of the enemy. For example, at one point in the game Jack was crouched behind a crate but still visible to a nearby enemy. Unfortunately, rather than come







In certain instances a shoot-first, ask questions later policy is advisable.



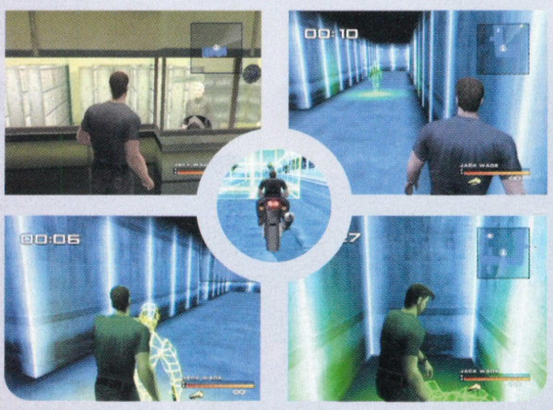




Jake – cle

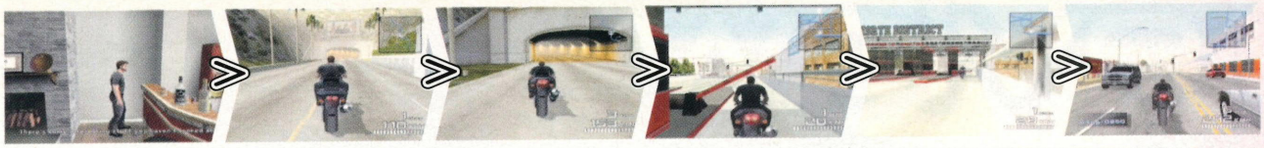
Licence To Thrill

> At the start of the game Jack is suffering from amnesia and to make matters worse has had his Headhunter licence revoked. Fortunately, several L.E.I.L.A. (Law enforcement intelligence and licence approval) training missions can be embarked on – each of which tests a specific ability. These include sneaking past virtual guards undetected and riding your cycle through a series of checkpoints within a certain time limit. By successfully passing these tests Jack gains access to new weaponry and gadgets, as well as classified information on certain felons.



awesome moment

When you find yourself sat on a sexy looking state-of-the-art motorcycle. Lovely.

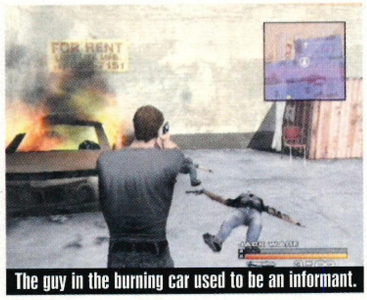












The guy in the burning car used to be an informant.

round and get a clear shot, the said enemy simply stood there, firing at the crate and doing no harm whatsoever. This doesn't always happen, but when it does it takes away from the otherwise excellent feel of the game. With that said, the bosses you encounter make up for this, with their intelligent attack patterns and cunning strikes.

Easy Rider

But, what of the other section of the game mentioned earlier? Well, unlikely as it may be, Amuze has managed to fit a whole motorbike riding section into the proceedings. This gameplay mechanic is used to take Jack from one location in the city to another. The quality of these cycle stages is surprisingly high, with the city roads being packed with traffic and highly detailed scenery, such as billboards and the like. By driving at high speeds without colliding into anything you gain points. Once enough of these have been gained an icon appears on the map showing you the next location you must visit. Suffice to say, burning around the streets offers a nice break from the main game and the exceptionally high quality of what is essentially a sub-game is laudable. Indeed, you suspect that with a little more work these stages could have been turned into a stand-alone release.

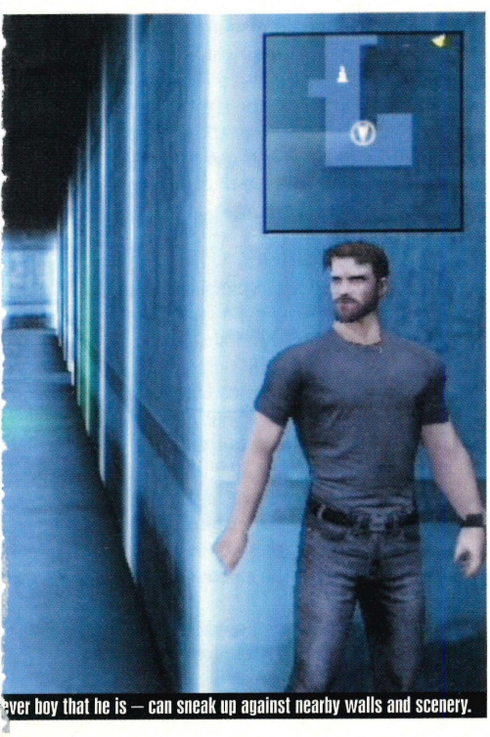
Visually the game is impressive throughout, with the streets of California and the locations Jack explores all featuring a good level of detail. Lots of little touches also help bring the game world to life, for example, empty cans can be kicked around the floor, whilst some stages see rats scurrying about the place underfoot. Likewise, the character animation of both Jack and the other people he encounters is suitably smooth. Furthermore, voice acting is of a high quality (although the laconic Jake sounds suspiciously similar to Clint Eastwood) and various spot effects heighten the already atmospheric feeling the game generates. However, all this would be academic if the game played like a turkey, but as you may have guessed by now it doesn't. The fusion of genres works extremely well and the structure of each mission changes so that the player must constantly learn and employ new techniques. Wrapping everything up is the twisty-turny plot that (unlike so many similar titles) actually drives you on to see what's round the next corner. Ultimately, *Headhunter* is one of the best Dreamcast releases of the year and, therefore, serves as an excellent swan song for SEGA's last piece of consumer hardware.

Simon Cann

Get Out Your Leathers

> In addition to the action/adventure sections, *Headhunter* also allows you to get on the saddle of a dirty great big motorcycle and burn around the streets of California – as you search for your next quarry. However, before you can progress to the next mission you must gain a set number of points. These points are amassed by riding at breakneck speeds without crashing. Your best bet is to find a good long stretch of road and then tear full-throttle through the city traffic. This could have been a game in its own right you know.



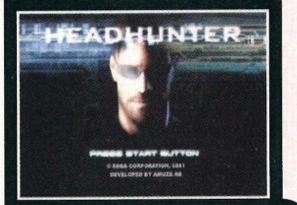


ever boy that he is – can sneak up against nearby walls and scenery.

"Unlikely as it may be, Amuze has managed to fit a whole motorbike riding section into the proceedings"



Dreamcast Magazine Opinion



THE JUDGEMENT

HEADS	TAILS
⊕ The visuals are absolutely superb	⊖ The camera angles can be a bit odd
⊕ Excellent variety in the missions	⊖ Some of the enemies are a bit stupid
⊕ It presents a massive challenge – you'll enjoy every minute	⊖ The central character's well-trimmed beard

2ND OPINION

> If the quality of *Headhunter* is anything to go by, you can expect to hear a lot more from Amuze in the future. Quite how the team managed to cram so much into the game is a mystery. The action adventure sections are easily up there with the best titles on the market. Add to this the motorcycle sections, which could have stood as a game on their own and you've got a blinder on your hands. With its excellent visuals, superb mission design and a totally compelling plot, *Headhunter* is a title that you really must own.

Martin Mathers

ALTERNATIVELY

Resident Evil Code: Veronica

The best title in the series, this masterclass in survival horror is a blast.



Reviewed: Issue 10
Dreamcast Rating: 94%

Blue Stinger

This failed to deliver on its early promise. Best give it a miss really.



Reviewed: Issue 02
Dreamcast Rating: 65%

DREAMCAST RATING

VISUALS	92%
SOUNDS	87%
GAMEPLAY	92%
VALUE	89%

92%

SUMMING UP

>An excellent title that seamlessly blends together puzzle, adventure and all-out blasting action.

review

Web site: www.sega.com



essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	VISUAL CONCEPTS
RELEASE	OUT NOW
PRICE	£29.99
GENRE	PUZZLE
PLAYERS	1 PLAYER
VM UNIT	SAVES GAME/MOIGLE DATA
PERIPHERALS	VIBRATION PACK MODEM

online information

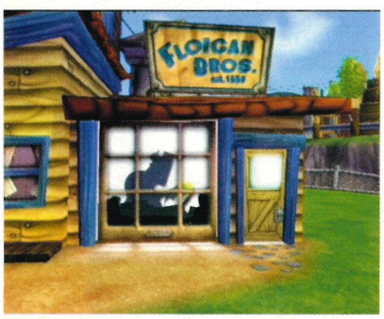


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Hoigle's just eaten some of Mart's cooking!



Floigan Br

'Take this, gamer, may it serve you well.' May it? After all the hype, *Floigan Brothers* has finally arrived, but was it worth the wait?

There aren't really many puzzle games for our beloved Dreamcast, so, way back in issue 17, we excitedly started banging on about this game. And, finally, it's here. Lighthearted and off-the-wall, it's got to be one of the oddest titles we've seen this year – but in a good way, that is. This strange romp takes us back to the old days, when cartoons were... well, real cartoons. None of this modern-day, shoot-'em-up, fancy cartoon malarkey. Oh no. We loved programmes such as *Tom and Jerry*, with classic, colourful animation in which the characters banged each other over the head with saucepans and little tweety birds appeared. And this kind of old-skool fun is what *Floigan Brothers* reflects. That's not to say it's at all out-of-date though – on the contrary, its innovation puts it right into the 21st Century category. Read on and you'll see why...

Cartoon Capers

So, what's it all about? Well, the clue is in the title – there's these two brother, you see, Moigle and Hoigle Floigan. Moigle is the large one, lacking in the brains department, and he's building a secret project in his garage. Unfortunately, he has lost seven of the parts he needs to complete it – and this is where you come in. Controlling his smaller, more resourceful brother, Hoigle, you must help him find the items he needs, at the same time defending the family turf against the Evil Baron Marlodorous, who wants to take over the junkyard with the help of his mercenary kittens.

This is where the fun starts, as you embark on investigating the 13 areas of the junkyard, solving puzzles as you go. For example, you have to dive across Moigle's garden, scaring magpies away so the seeds will grow. Then, once you've fixed the water tank and fed the plants they'll open, rewarding you with one of the seven items.

While this doesn't sound like the most innovative of games, it's the way the brothers interact, in order to help you progress, that gives the game its added edge and originality.

At certain places around the yard are different boxes that will aid in your quest, depending on how you treat Moigle. Inciting different emotions at specific times will elicit certain responses from the ogreous one. For example, if you punch him you'll make him so angry he'll clobber you. Do this in the right places and he'll pummel Hoigle to the ground, roll him up into a ball and use a baseball bat to hit him into the air, thus landing him in otherwise inaccessible areas.

Bargain Basement

In addition to the switch-pushing, pipe-balancing action of the main game, you can also play loads of fun mini-games, which gain you points and help your progression (see Mlni-games Madness).

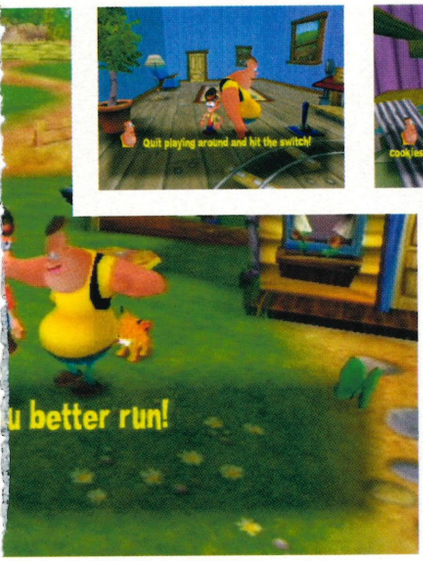
What is also different about *Floigan Brothers* is the fact that you can't die, which is a bonus, as you won't have to keep starting the game over again. For example, if the nasty spider bites you'll just go green and stagger about, all of which lends itself to the cartoon-style of the game.

The gameplay is very innovative, the brilliant voice-acting is of a high quality and the fantastic animation boasts graphically rich detail. SEGA suggests that

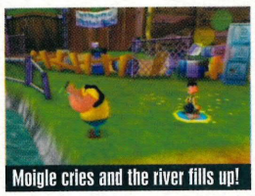
awesome moment

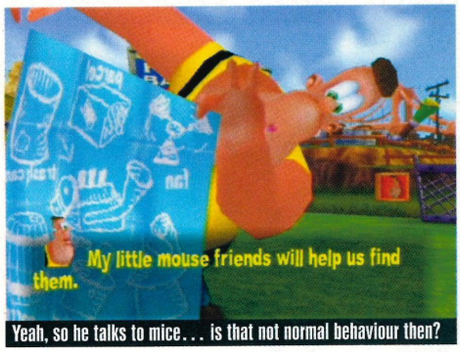
Make Moigle mad and he'll knock you into the middle of next week.











others



infoburst

Extra information

- For those of you who have just started university, a little tip from us – your local junkyard can come in dead handy...
- You'll find all sorts of useful things at 'student' prices (yeah, free).
- Get all those essential domestic appliances: irons, fridges, vacuum cleaners...
- What's more, it's a form of recycling, so you'll be doing your bit for the environment too!

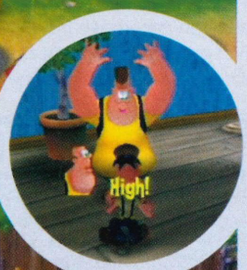
"The gameplay is very innovative, the brilliant voice-acting is of a high quality and the fantastic animation boasts graphically rich detail"

Mini-games Madness

Throughout the main game you can interact with Moigle in the form of various mini-games, such as High Five, Tag, Hide and Seek and Catch. The big dope loves to play – and by engaging in games you can keep him happy and occupied, and he'll be more willing to learn things. So, it's not just for love, there's something in it for you too. If you win the games you get points, which can be used to bribe Moigle if he doesn't want to co-operate. You can also use the points to teach him things – for example, giving you a leg up or curing his fear of spiders, which will help you progress through the game. Trust us – it'll all become clear when you play.









continued

review





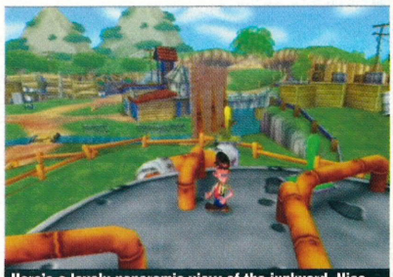
Dreamcast Magazine Opinion

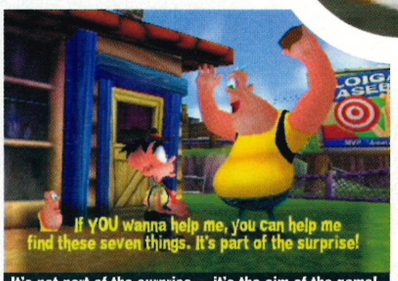




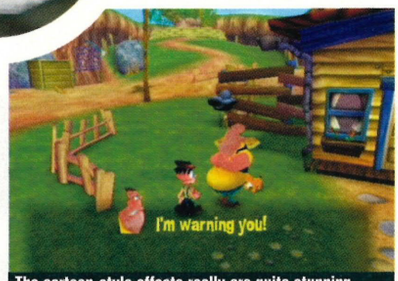


"Unfortunately, the main element, the most crucial part of any title – namely gameplay – is sadly missing"


Here's a lovely panoramic view of the junkyard. Nice.



It's not part of the surprise – it's the aim of the game!



The cartoon-style effects really are quite stunning.

the emotional gameplay will tug at your heartstrings, which isn't strictly true; Moigle just wants to eat and play (although that's pretty true to life, going by most of the males in this office). Yet, although the game certainly boasts originality, it is by no means exceptional.

Pile Of Junk?

Whilst we here at Dreamcast Magazine applaud and encourage innovation, the detailed graphics and novel cartoon-style are about all the game has going for it.

Unfortunately, the main element, the most crucial part of any title – namely gameplay – is sadly missing.

Once you've had a few goes, and you know what you're doing, you can complete the game in a couple hours.What is more, there is not exactly much incentive to play it again, as it's the same challenge and, therefore, you'll finish it in a flash.

However, using your Internet option, you can trade your Moigle for someone else's across the Net, and there are monthly downloadable game elements from SEGA's *Floigan Brother*'s Web site to, according to SEGA, 'keep the game fresh and exciting'.

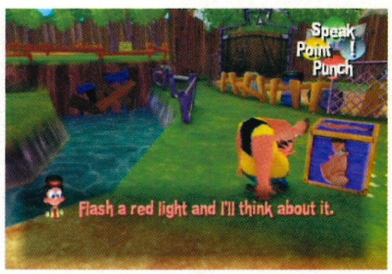
Yet all in all, it's not really enough to improve lastability and you could soon find yourself tiring of the game. This, we feel, is a real shame – as *Floigan Brothers* could quickly end up on the scrapheap that is your played-and-got-bored-of games pile. And we don't think such innovation deserves that.

Cyra Coomber

What A Load Of Scrap

Love junk? Fetish for rubbish? Then you'd do well do check out Channel Four's mind-blowing programme *Scrapheap Challenge*, presented by Robert Llewellyn (Kryten from *Red Dwarf*). Every Sunday night, tune in and watch two teams battle it out and construct a machine for a specific task in just ten hours, using only the junk they can scavenge from their scrapheap. Then they put it to the test and the one that performs the best is a step nearer to winning the ultimate prize – the Scrapheap Challenge Trophy. And then... hello... oh, sorry, you've fallen asleep. Check out more details (if you can handle the excitement) on the Web site www.channel4.com/scrapheap. You can even sign up to be in the next series (Mart's already applied)! So, if you like *Robot Wars* then you'll love this – saddo.







THE JUDGEMENT

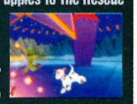
FUNKY	JUNKY
⊕ The cartoon animation is pretty cool	⊖ Lastability? – play it once and it's enough
⊕ The concept is quite an original one	⊖ Can be frustrating as you're not always sure what to do next
⊕ The mini-games are fun and they also help you progress	⊖ The appeal is really limited to kids

2ND OPINION

> As a rule, interactive cartoons are crap – you push a few buttons and die repeatedly as you get it wrong (*Dragon's Lair*, anyone?). Thankfully, Visual Concepts has made a game into a cartoon rather than the other way round and, for this reason, *Floigan Brothers* is – for the most part – tremendous fun. Sadly, the game itself is incredibly short and, if it wasn't for the fact that you have to play the mini-games over and over to earn points, you'd have it finished in less than a few hours. Pity... we were hoping for so much more.
Martin Mathers

ALTERNATIVELY

102 Dalmations: Puppies To The Rescue
More cartoon capers – but this one's with cute puppies. Ah.



Reviewed: Issue 17
Dreamcast Rating: 66%

Donald Duck: Quack Attack
Umm... and on the same theme – more animals. This time ducks. Quack.



Reviewed: Issue 17
Dreamcast Rating: 71%

DREAMCAST RATING

VISUALS	89%
SOUNDS	80%
GAMEPLAY	50%
VALUE	60%

71%

SUMMING UP

> Nice idea, good for kids, but don't expect days and days of challenging gameplay.

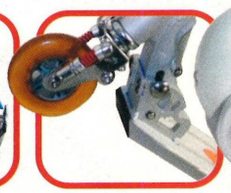
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Sensing that the end is nigh, Capcom leaves the Dreamcast in a blaze of glory... with yet another beat-'em-up. Of course, that ain't necessarily a bad thing, is it?

Why is it that we, the honest public, are so gullible when it comes to sequels? Considering that sequels only appear when the original was incredibly popular (and thus made someone a tidy sum of cash), we can hardly be surprised or disappointed when all we get is a slight variation on a theme rather than a totally new project. Whether it's the next *Jurassic Park* movie, another of those flippin' Ibiza dance albums or the latest Tom Clancy novel – all of which are exactly the same as previous efforts – we spend ages getting excited at the hype, only to be horribly let down when it finally rolls around. Sigh.

So, that brings us nicely onto *Capcom Vs SNK 2* – yet another update to the *StreetFighter* franchise (even though it's not strictly *StreetFighter* by name) that takes the total number for the series way up into the mid-twenties at least. Though we're not tired of the genre as such, to say that we're getting a little fed up of coming up with interesting new ways to introduce yet another déjà vu-inducing beat-'em-up is a hideous understatement. In fact, we can categorically say that this will be the last ever *StreetFighter*-related review you'll ever read in the pages of this mag... if only because it's the last game Capcom is releasing for the Dreamcast. Oh, the irony of it all.

Same Old, Same Old

Right, let's vent some anger before we get started shall we? Here at Dreamcast Magazine, we have to admit to being somewhat hard-core in terms of beat-'em-ups (or in Alex's case, animals). There's nothing we like more than sitting down in our plush games area, picking up some pads and beating seven shades of sugar-free gum out of

essential information >

Dreamcast magazine

PUBLISHER	CAPCOM
DEVELOPER	IN-HOUSE
RELEASE	OUT NOW (JAP)
GOT IT FROM	VIDEO GAME CENTRE (01202 527314)
PRICE	£49.99
GENRE	BEAT-'EM-UP
PLAYERS	2 PLAYERS
VM UNIT	SAVES GAME
PERIPHERALS	ARCADE STICK VIBRATION PACK

"A powerful console like the DC demands more than just the same old visuals that we've seen before, which sadly is what Capcom is producing"

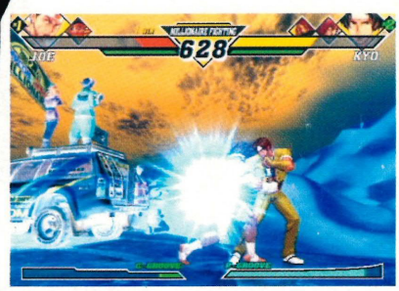
infoburst

Extra information>

- Quite unsurprisingly, *Capcom Vs SNK 2* marks the very last game that Capcom will be releasing for the Dreamcast.
- The fact that it's also coming out on the PlayStation2 makes it even worse for us loyal Dreamcast owners.
- Mind you, after seeing what exciting stuff Capcom has got in store for those of you that buy the GameCube, you can almost forgive them for moving on...



Ahh, the clash of the old and wrinkly titans – these guys are back again!





Todo's a new character, but he's a bit hard to use...

online information



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

Not surprisingly, the official *Capcom Vs SNK 2* Web site is packed full of screenshots, character art... and a bundle of Japanese text. Bugger.

awesome moment

Bah... trust that pesky M Bison to stick his nose into our business. Get him, boys!



Vs SNK 2

each other on the latest beat-'em-up to arrive on the DC. That said though, we feel that some concerns need to be aired about the path Capcom seems to be going down as of late – sure, they're changing the mechanics of the game every time but what about the graphics?

The main problem we've got is about how each of the 44 fighters look, because they're all... well, crap. It's not the animation we dislike, but rather that they all look remarkably blocky and pixelated; an effect that actually gets worse when you run the game through a high-quality VGA monitor. What adds insult to injury are the backgrounds; in direct contrast to the old-school look of the characters, the scenery around each fight is detailed in lush 3D glory (much like it was in *Marvel Vs Capcom 2*). Having played *Guilty Gear X* – a top beat-'em-up with 2D graphics that just scream 'next-gen' – we know that a powerful console like the DC demands more than just the same old visuals we've seen before, which is what Capcom is producing. While we're being picky, another complaint is the music; what's on offer are hardly what we'd call 'fighting tunes'. Still, that's probably because we're as tough as nuts... really, we are.







The Big Switch-A-Roo

So, we've established that *Capcom Vs SNK 2* is pretty much a rehash of past Capcom beat-'em-ups with slightly out-

I Am The God Of Hellfire

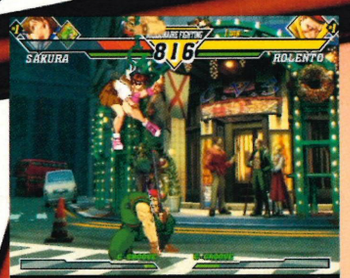
Whereas before you simply had to play through the game and eventually reach the final boss fight (much like every other *StreetFighter* game out there), *Capcom Vs SNK 2* offers something a little bit different. It's all about how well you do during the rest of the game and – more importantly – related to the amount of GP points you earn. Fight well and you'll have a bunch of them, but fight badly and you'll wind up with none. When the final battle comes around, you'll have a regular scrap; complete this and you might get the chance to face off against either Rugal or Gouki. Of course, if you're incredibly good like us then you may even find yourself fighting Shin Gouki or God Rugal... the kings of fighting themselves! Blimey.











Rolento's back to cause some major damage!



Wozza's arms stretch like this... honestly.





Guile's ready to lay the smackdown... oops, sorry. Wrong game...

Get Into The Groove

> We've talked about the fact that there are now six different 'Groove' playing styles available in *Capcom Vs SNK 2*, but what these actually entail is quite a big topic. Let us lead you through them all, step by step...

C Groove
Taken From: *Capcom Vs SNK*
Abilities: Three levels of Super Move are available, as well as Air Blocking and Dash moves.

A Groove
Taken From: *StreetFighter Alpha 3*
Abilities: Custom Combos are available, although you can't block when attempting one.

P Groove
Taken From: *Super StreetFighter II*
Abilities: Super Moves are only available when the bar is full, but your character is stronger and can sustain more damage.

S Groove
Taken From: *Capcom Vs SNK*
Abilities: You can only perform Super Moves when the bar is full, although Desperation and Super Desperation moves are available when your energy is low.

N Groove
Taken From: *King Of The Fighters*
Abilities: Super Moves become available as the bar repeatedly fills, although a Power Max move (with all three bars full) does more damage than usual.

K Groove
Taken From: *Garou: Mark Of The Wolves*
Abilities: When the bar's full, your attack strength goes up – the amount of damage you take goes down.

"Despite all our complaints, we can't help but feel that Capcom Vs SNK 2 is the best damn beat-'em-up we've played for at least a month or two"

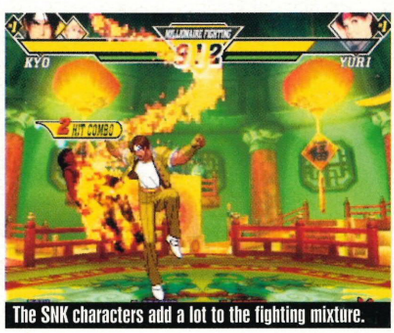
dated graphics, completely annoying music and virtually no originality whatsoever... so it's got to be a bit crap, right? Well, no it isn't. In fact, it's more than just a simple no – it's a totally emphatic NO!, standing 50-foot high in bright, flashing neon lettering. Without wanting to make a dramatic turnaround in opinion that would make even the most cynical gamer sit up and take notice, we can't help but feel that *Capcom Vs SNK 2* is the best damn beat-'em-up that we've played for ages – well, at least a month or two... even though it has only had a few serious changes since the last incarnation.

Fight For Your Right

Looking at the game mechanics rather than those bothersome graphics for a bit, *Capcom Vs SNK 2* overhauls the original game considerably and manages to give fans of both companies exactly what they want. Capcom seems intent on giving players as much freedom as possible; everything that either restricted you, sat hidden in the Secret Shop until you earned enough points, or that you just plain hated has been fiddled about with. The ratio system that made all your favourite fighters weak and worthless in the original – that's been switched in favour of being able to choose which characters you'd like stronger and which you'd prefer weaker, plus you can simply have a three-on-three fight or even a single confrontation. Also, there are now six different 'Grooves' to choose from (see Get Into The Groove); fighting styles that offer unique abilities and Super Move options. Throw in a nice crop of new fighters besides (as well as a few secret characters to find too) and you'll see that *Capcom Vs SNK 2* is actually well worth your consideration.

Of course, the big question that you're probably asking is "Do I really need another 2D beat-'em-up?". If you're a fan (as we are) then the answer is a big yes – heck, we had to pay for our copy of the game, so we're in the same boat as you. If you're not a fan... well, then you probably haven't bought any of the previous games – so again, the answer is yes. Why? Because this is as fine as any beat-'em-up is going to get on the Dreamcast; there won't be any more of them, so you might as well snap it up now while it's going. In either case, you won't regret it... and thankfully, that's the last time we'll have to say that about a *StreetFighter* game. Phew.

Martin Mathers



The SNK characters add a lot to the fighting mixture.

Dreamcast Magazine Opinion



THE JUDGEMENT

COME ON!	GET OFF!
⊕ Even better than the last one	⊖ Originality is truly dead
⊕ Plenty of fighting styles to choose from	⊖ Why can't they vamp up the visuals?
⊕ It's got all your favourite characters	⊖ Turn that damn music off!

2ND OPINION

> For crying out loud – how many times am I going to have to say this!? Give it up, Capcom. And you SNK. I'm not going to warn you again. Oh, actually, I won't have to will I? Sob... sob...
Well, despite it being only a little better than *CVSS*, that still makes it the best 2D beat-'em-up on any system, and that's a great way for the Dreamcast to go out.
If you have *CVSS*, don't buy this... unless you have far too much money to spend. If that is the case, hey, how you doin?
If you don't have any other Capcom beat-'em-up, grab it while you can, 'cos it's a corker!
Chandra Nair

ALTERNATIVELY

Marvel Vs Capcom 2
Tons of characters, special moves and over-the-top effects...

Reviewed: Issue 11
Dreamcast Rating: 89%

StreetFighter III: 3rd Strike
It's *StreetFighter* at its very purest, without all those fancy bits...

Reviewed: Issue 14
Dreamcast Rating: 71%

DREAMCAST RATING

VISUALS	85%
SOUNDS	84%
GAMEPLAY	96%
VALUE	91%

92%

SUMMING UP
> Uninspired, lacking in originality... and still the best beat-'em-up we've ever played. Damn you, Capcom!

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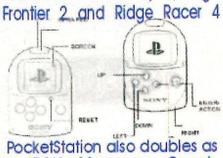
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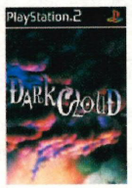
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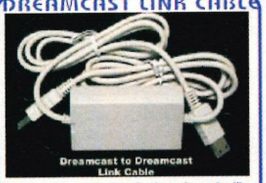
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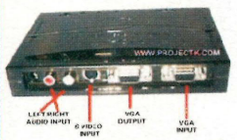
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FINAL FANTASY 7



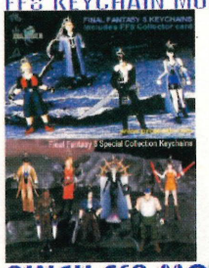
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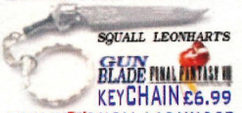
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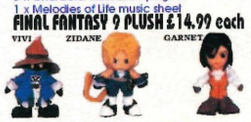
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Who else is still keeping the Dreamcast banner flying for you lot out there? That'll be DREAMCAST MAGAZINE then!

ULTIMATE DREAMCAST BUNDLE PART 1

Virtua Fighter 3tb

Be the ultimate fighter with our knockout guide!

50

Stuff & Nonsense

92 All the latest fun stuff for you to spend your money on...



M-SR

76 A masterclass in possibly the finest driving game ever!

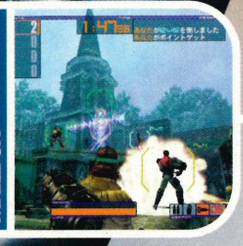


WIN! Dreamcast Games Page 38

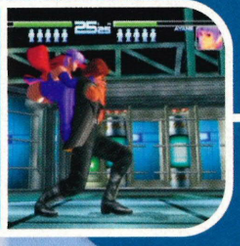
Regulars

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

38 MAILBOX



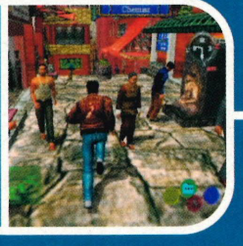
40 READER REVIEWS



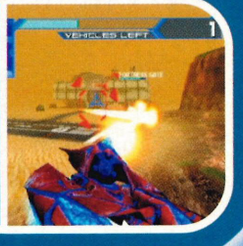
82 DIRECTORY



94 DREAM ON



98 DREAM MOMENT



interact Mailbox



It's phenomenal – the number of letters we still get. You lot out there are amazing! Together, we'll stay that way!

WIN DC GAMES!

Got an opinion, have you? Well don't be a shrinking violet – send us a letter! This month, every main letter printed will be receiving a copy of SEGA's latest football game, *90 Minutes*, which is nice... So, if you fancy getting yourself a free game just for cobbling together a wee missive then you had better get writing in!

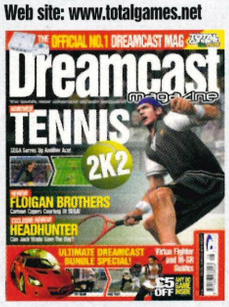


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Don't Leave Us!

The quick demise of the Official Dreamcast Magazine has, undoubtedly, disappointed many readers and I was wondering, as I'm sure a lot of other readers of your excellent mag are, if you will be there with the console till the end? Or, like the other mags, will it stop at any moment? Please let us know!
Ashwin Gavai, via email

DM: It's very simple fella, we are here until you lot out there stop buying the mag! As long as we can fill it – and you want it – we are here to stay!

Stabby Things

Congrats on the brilliant mag. I'm glad to hear that you will be around for as long as the Dreamcast is. I got last month's issue and read the bit about EB's guide to getting real. I agree with Jay Filmer because SEGA has done a lot of things wrong, but SEGA did not stab us in the back. SEGA has taken every window of opportunity to keep itself alive and it eventually came down to this. My only real gripe is with the online play, but if the servers in the UK cost too much money to keep up, I can understand why there is a lack of PAL games which are online-capable. SEGA has made great losses over the years, but still has stuck with us, making great quality games. Why anyone could claim that SEGA has stabbed them in the back is beyond me, and should be locked away very quickly without hesitation.

I'm not a person who hates Sony or Nintendo, as I believe that they are good at what they do, but SEGA mop the floor with them in the games department. Remember that SEGA has gone through a lot, and for this I commend them. It is a brilliant company, and to highlight this, here is a list of its outstanding games:

Kleenex!

> The end is drawing closer now. Supplies are running thin and the passengers are abandoning ship. I watch silently as a group of people wearing T-shirts with the DC logo on it walk by. They are thin and ashen-faced, deprived of the games that give them life. Small white boxes that were once so full of promise lie on the floor, battered and bloody. I pick one up and I watch the small red light on the front slowly fade until it is no more. I shed a tear as I place it back on the cold, hard ground. I think back on how it all went wrong, but just cannot put my finger on it. Surely it had everything? Great games, great characters and a great parent in the form of the mighty SEGA. Yet the majority, they who were the products of Sony's brainwashing, cruelly ignored it. I came to the conclusion that the Dreamcast was not a failure, but an unfortunate victim of a monopoly called Sony. But look into the eyes of the last remaining few members of the resistance as the sun sets over the land of Dreamcast. Look into the eyes of men like Martin Mathers, Alex Warren and Simon Phillips. Look into MY eyes and remember this, Sony and your dark weapon the PS2. We will fight you on the beaches, we will fight you in the hills and in the valleys and we will fight you in the streets and on our doorsteps. We will never surrender. You have destroyed the land of Dreamcast but its spirit and its soul WILL live on. So it is with a tear in my eye that I say: "Please Dreamcast, rest in peace." This is a real and heartfelt letter from a real SEGA and Dreamcast fan and I would like to congratulate you on not conforming with all the other Dreamcast magazines by shutting down as soon as times ahead looked bleak for the beloved white box. Please keep going as long as it is possible for you to.
Kieran Byrnes, via email

DM: We tried looking into Alex's eyes but then we passed out... Anyway, we liked your letter, it's echoed by hundreds of similar ones we receive regularly. You can count on us to remain here for as long as possible, just try to remain calm...

Desperately In Need Of A Keyboard



> i just wrote 2 say why are did you reveiw a playstation 2 game in a dreamcast mag. you know virtua fighter4!!!
ps is the house of the dead 3 still comin out on the dreamcast.
Keywan Pakjou, via email

DM: Er, hello? What are you going on about? Fool.



Sonic Adventure, *Sonic Adventure 2*, *Outtrigger*, *Shenmue*, *Virtua Tennis*, *Tennis 2K2*, *Shenmue 2* etc...

Why is everyone complaining about SEGA? Because they need to get a life, that's why.

Chris Finlay, via email

DM: We-ell, the thing is that SEGA, in spite of all its loveliness, made some mistakes with the Dreamcast and its marketing. Remember the 'six billion players' ad campaign? What about the lovely sponsorship of Arsenal? Sure, many people were unnecessarily anti-Dreamcast because of the Saturn's early demise coupled with an unswerving devotion to PlayStation. However, SEGA did little to push or promote the games which, as you rightly point out, were (and are) awesome. How many people have you shown the Dreamcast's software to and found the same people staggered by the quality of the graphics? We've done it plenty of times and now when we watch the latest PS2 game come into the office looking nowhere near as good as some of the DC's older games it breaks our hearts. SEGA messed up. It had the product, it had the games but SEGA wanted to promote its games machine as a 'lifestyle' product, when all it had to do was show the games to your average gamer... Jay might have gone a little overboard, but in some respects he was right.

It Was Them All Along!

One question: all those months ago, when SEGA supposedly advertised the Dreamcast, why did they do it?

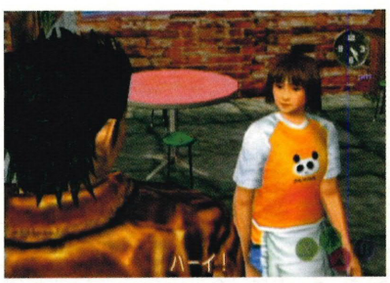
I remember watching one advert – the barber shop six billion players one, and that's it. Like other people who have written into your magazine, I was gutted too and I also expected a bit more of an effort from SEGA, advertising-wise especially. I don't know about you but I sort of get the impression from SEGA that it didn't throw its full weight behind the DC. I know we have had some of the most original games ever thought of, *Jet Set Radio*, *Space Channel 5*, *Shenmue*, but looking at how poorly SEGA made the DC appeal to the consumer, SEGA didn't seem exactly confident.

But, as other readers have said, I can get brand new DC games from £10, what other console can boast that? Oh, and when do you expect DC game production to be fizzled out completely?

Rob Dempsey, via email



DM: You're kind of echoing the response given to the last mail. There can be little doubt that SEGA spent a little too much on sponsorship and inappropriate advertising and when the kitty ran dry SEGA had nothing left to spend on useful advertising, or rather money to spend promoting games. It was a shame and all we can do is enjoy those rather splendid cheap games. It's quite difficult to say when Dreamcast games will dry up but they are still being released right into next year...





A Trip Down Memory Lane...

> Just to let you know it is much appreciated you're still producing the best monthly read, all over the world! Been following your magazine since the first issue, and had a lot of fun reading it. A lot of things have come along, like the 1999 New Year's special with you guys and an alien called Tom, the arcade special where Simon got hopelessly beaten (sorry, Lips), the V.T DC MAG in-house tournament where Paul Morgan (if I do remember correctly) got the trophy instead of Alex (Lol), the *Samba De Amigo* special, lots of strange letters with words like 'Banchi, Sausages, Monkeys and Wazzup', crappy reader reviews stating that top-class games (like *JSR*) were sh*t (yeah, right), desperate Alex on the DreamArena chat special, Nick jumping ship, scary DreamTeam photos, spot-on *Sonic Adventure 2*, *Outtrigger*, *PSO* reviews, free F355 posters, Exploder discs, *Slave Zero* soundtracks CDs, the old man in the pub talking rubbish, the guide to Toyko lavatories, and... *PSO* cheats on the disc that shouldn't have been there... ah well, forget about the last one..

Wishing you the best, keep up the good work!

Ivan Mecking, The Netherlands

*DM: *sniff*, *sniff*, you've just brought it all back to me... I would like to clear this up. The arcade special was fixed! Honest! If you look at it, the one game where I trounced everyone was Silent Scope and exactly how many games of that did we play? Exactly. Everything else was tournament-based and completely unfair...*

Short Cuts

> please don't die dreamcast magazine.
Brooza2k1, via email

DM: Er, okay.

> is there any manager games coming out for the dreamcast can you please email me back
Mr. JM Hurley, via email

DM: No and, er, no!

> i like pasty's they r nice they tast really good with jam
razool, via email

DM: What are you on about, weirdo?

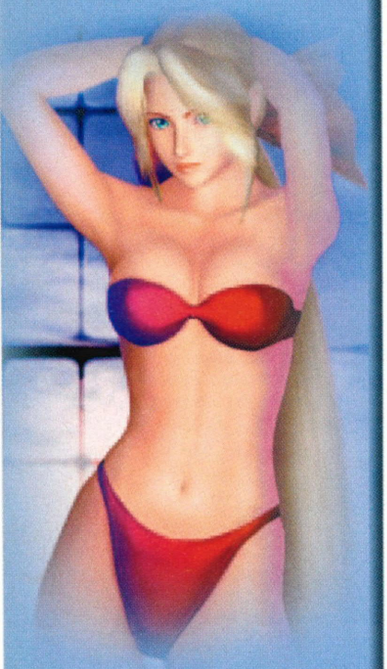
> is there another installment for the resident evil series set for release for the dreamcast?
Daniel Bayliss, via email

DM: Sorry, you'll just have to make do with the superlative Resident Evil: Code Veronica.

> I am sorry, but I have to disagree with your *MGS* score. I know it's an excellent game but 94%? Surely this isn't in the same league as *Calibur*, *Skies*, *Tennis* and *Crazy Taxi*, but also.....to say it betters *Sonic Adventure 2* and *Outtrigger* is a crime amongst crimes!
Vyse, via email

DM: What? Are you mad? One of the best games ever and even though we remain loyal Dreamcasters, it has to be said that Metal Gear Solid is one of the finest games ever! And thanks to Bleem! it's all updated graphically and playable on the Dreamcast. We reckon that MGS deserved every single percentage point that Will gave it.

interact Reader Reviews



100 words for an ickle opinion. It's not much to ask, is it? Keep 'em coming and we'll print 'em – you'll be the envy of your mates!

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.

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

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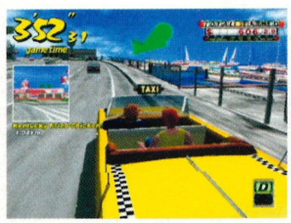


Crazy Taxi

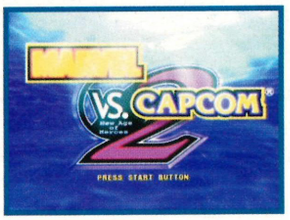
Publisher	SEGA
Developer	In-house
Origin	Japan
Genre	Racing/Driving
Reviewed by	Jonathan Hunter



I never usually buy second-hand games, but when my local EB was selling *Crazy Taxi* for £25 quid, I couldn't resist. But enough of that, what about the game? *Crazy Taxi* is very addictive and the graphics are excellent. I would have to disagree, however, with your 94% rating. How long will it take before you find the whole taxi thing a bit tedious? The soundtrack could be better as well. I mean, were those Offspring's three worst songs? Don't get me wrong, *Crazy Taxi* is a great game, it just could have done with some improvements.



Overall 79%



Marvel VS Capcom 2

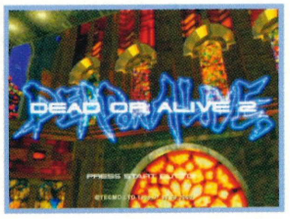
Publisher	Capcom
Developer	In-house
Origin	Japan
Genre	Beat-'em-up
Reviewed by	David Lee



I've never really enjoyed 2D fighting games because they all seem to be the same. 3D fighters, like *Soul Calibur*, offer more. That was until I got *MVSC2*. Wow! Talk about arcade-perfect conversions! The graphics are fantastic – backgrounds are amazing and the character animations couldn't be any better. All 56 fighters are very detailed and each of them has loads of unique moves. At times you'll think that your TV is going to explode due to the sheer amount of action taking place on screen. *MVSC2* is a brilliant game and a must-buy for every DC owner.



Overall 90%



Dead or Alive 2

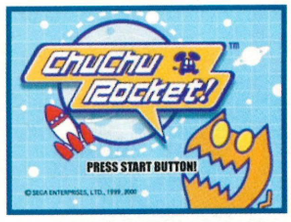
Publisher	Acclaim
Developer	Tecmo
Origin	Japan
Genre	Beat-'em-up
Reviewed by	Chris J Miller



In the first week of buying *DOA2* I was completely addicted, as it has very absorbing gameplay that is simply impossible to resist. It may not be *Soul Calibur* but it brings a lot to the tired genre, including multi-level stages and, best of all, a tag battle – which is especially good in four-player mode as the Story mode is a bit easy and quick to complete, though it still offers extra costumes to earn. Overall, *DOA2* is a thoroughly enjoyable game that brings enough innovation to make it stand out from the other beat-'em-ups.



Overall 93%



Chu Chu Rocket!

Publisher	SEGA
Developer	In-House
Origin	Japan
Genre	Puzzle
Reviewed by	Michael Gallagher



Mouse Mania ...ahh ...quick reverse all the arrows from the last Cat Attack! It's moments like this that people live for. The Chu Chus must be guided into your rocket and Kapu Kapus directed away. Simple? Yes. Good? Yes. However, it can be annoying because you need four-players, as there isn't an option for a two-player game. The puzzles are good and the challenges are... well... challenging, but the main game is a bit too fast and you can lose your own cursor at times. It's good that SEGA gave it to me for nothing, as I wouldn't buy it!



Overall 80%

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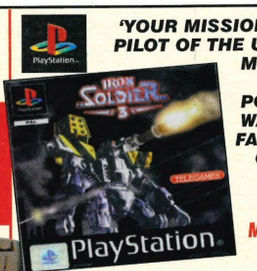
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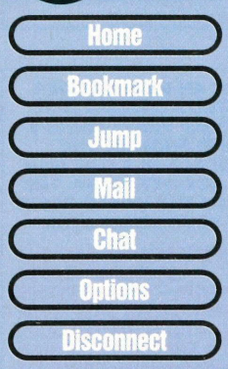
New Telegames Releases Now Available From electronics boutique or GAME

interact DC-Online

The joys of the Internet are upon us once more, as we lead you blindfolded into the best (and worst) places to go on the World Wide Web. This month we look at the latest Kevin Smith movie, stare lovingly at some nice women and find out all about donkeys. Great.

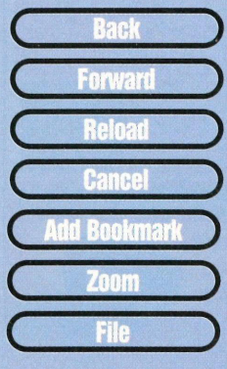
1. **Plug your Dreamcast modem into the phone line.**
2. **Place the Dream Key disc into your Dreamcast and press start. This is your passport to infinite knowledge.**
3. **If it's your first time logging on you will have to register, but if not, you will arrive at the DreamArena, a site only accessible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

L Left Shoulder Button



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

R Right Shoulder Button



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

Duck Soup

www.flipflopflyin.com/specialthings/ralf.html

Site Rating 5 out of 5

> Some things on this earth just cannot be explained – why is outer space so big? What is the meaning of life? How come Gaz and Alex can't find lay-dees to comfort them at night? Most importantly though, we'd like to find out what exactly it is that inspires people to put the most inane things on the Internet... like the adventures of Ralf the Duck. In truth, it's a bit bizarre because despite there being a whole series of cartoons available... well, nothing much happens. Still, it's rather compelling stuff – waiting to find out what happens next (and whether he'll ever make it to the seaside) is enough to keep us glued to our screens for a long time to come...



Dreamcast magazine WEB SITE OF THE MONTH

FILM

Snooch To The Nooch

newsaskew.com

Site Rating 4 out of 5

Mart's Pick

> Okay, so a film set inside the body of a man who's dying of a deadly disease doesn't sound like much, but when you have people like Chris Rock and David Hyde-Pierce starring as germs in it... well, then things start getting interesting. Mixing together live action and state-of-the-art animation, this looks like a top-notch movie for both young and old cinema lovers.



Rock On

rockstarmovie.warnerbros.com

Site Rating 3 out of 5

> Seeing as how he's an ex-pop star, 'Marky' Mark Warhlburg should fit right into a movie based around being a rock legend. On the other side of the coin. though, we know that Jennifer Aniston sucks in all her films, so whether *Rock Star* will turn out to be a good movie or not is something that we'll just have to wait and see. In the meantime, you'll have to check out the Web site...



Sounds Familiar

www.ratracemovie.com

Site Rating 3 out of 5

> You might be a little bit too young to remember (if you're 20 or under) but, for us old fogies, the upcoming movie *Rat Race* rings a few too many bells to be totally original. We're pretty sure we remember a film with people chasing around Monte Carlo looking for a large amount of money buried under some trees back in the Sixties... not that we're THAT old, you understand.



MUSIC

Fred's Pals

www.staind.com/news

Site Rating 3 out of 5

> This month, we'll be listening to... *Break The Cycle* by Staind. They've been hyped as being a breath of fresh air for the rock genre and teamed with their A&R manager (some bloke called Fred Durst... no, we've never heard of him either. Honest) they look set to storm to the top of the charts. It's a top album, so you might want to think about picking up a copy of it real soon.



He's Got Big Hair

www.static-x.com/xnews.html

Site Rating 3 out of 5

> There's no doubt about it – Wayne Static (lead singer of Static-X) has got incredibly big hair. He's also got a big sound to match; the band's latest album, entitled Machine, is a searing mixture of hard guitar and powerful drums added to computerised beats and other weird stuff. Surprisingly, it works quite well... it certainly got Mart's head a-thumping. Check it out if you dare...



Nearly Famous

www.circa.org.uk

Site Rating 4 out of 5

> His album's in the shops already (*24: An Emotional Construction Set* by Circa) and the single is due to hit the shelves any time now, so it's not surprising that our home-grown boy, Chandra, has gone and vamped up his ban"s Web site a bit. It's punchier, prettier and a damn sight more interesting than it ever has been... plus you can buy all their music on the site. Go and visit it right now!



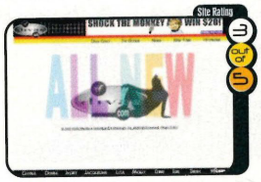
LAY-DEES

Pretty Ladies
www.victoriasecrets.com



> Considering it's not much more than an online shopping network full of pants and swimming costumes, the Victoria's Secrets Web site is certainly packed full of women. Sure, so it equates to the online version of flicking through your mum's catalogue, but when there are so many beautiful ladies on offer (as well as some top shopping opportunities), how could you possibly refuse?

Muscly Ladies
www.wwfdivas.com



> If, however, you like your ladies to be bigger and stronger than you (as well as having more facial hair) then you should go to the WWF Divas Web site for all your female needs. They might have more muscles than you'd know what to do with and be pumped full of plastic but they're women too... they have feelings. At least, we assume they have, somewhere under all that make-up...

Desperate Ladies
www.dateline.co.uk



> Of course, not all ladies are beautiful – some have very nice personalities instead. If you're the sad, lonely and desperate type who doesn't mind what kind of girl you get, then DateLine is the answer for you; it's the best way to meet ladies without having to leave your darkened bedroom. Hey, it worked for Gaz... he ended up dating a 45-year-old dinner lady from Crewe!

COMEDY

He's Thuper
www.mrwinkle.com/diary1-2001.htm



> Think that Hollywood's for humans only? Well, think again – the lure of stardom reaches out as far as the canine community too. Meet Mr Winkle... he's the superstar dog that humans want to meet and dogs want to look like. You can follow him around the world thanks to his photo diary and find out about his favourite things... or you could just get a life and look somewhere else.

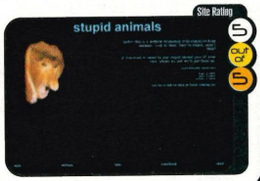
Mmm, Frilly
www.manties.net



Alex's Pick

> As any real man knows, there's nothing quite like the feeling of silk on the skin. That's why we recommend heading on over to the MANties Web site – the only place in the world that sells panties for men. They're soft, sensual and only cost a few pounds... at least, that's what we've been told. We don't actually go around wearing them. Really, we don't.

Animal Magic
www.stupidanimals.freeserve.co.uk

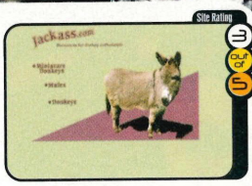


Simon's Pick

> You must realise that a lot of animals look really stupid. Come on... what kind of animal has big, bulging eyes or a nose like a deflated whoopee cushion? Exactly. Thankfully, the Stupid Animals Web site has compiled a whole heap of pictures of stupid-looking animals for you to check out, without having to confront the ugly buggers themselves. How thoughtful.

WEIRD

Hung Like A Donkey
www.jackass.com



> We're all for providing important info on the Internet – where to find a good sandwich in Southampton, what Jordan's turn ons are... that sort of thing. So why on earth is there a complete guide to donkeys? It's not like many people have a soft spot for donkeys, so a thorough guide to Web sites about the damn things would be useful... unless you live on the Isle of Man, we suppose.

Dead And Loving It
www.deadmart.com/mainpage.html



> If it's important info that you're after though, then DeadMart might be the ideal place to go... as long as it's information about autopsies, murderers or other really bizarre and warped stuff. It's certainly interesting to read about the histories of serial killers and the like but be warned – if you're at all sensitive about things like this, you might want to steer well clear.

Pointy Sticks
www.bifrost.com.au/hosting/gnomes



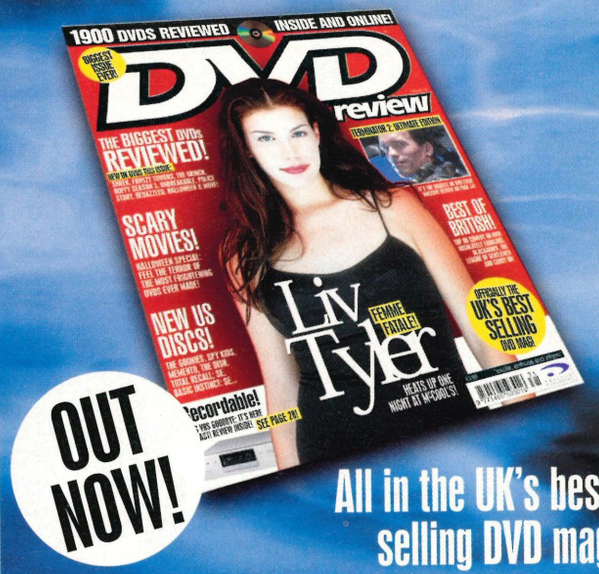
Rob's Pick

> Ever wondered what it'd be like to have a sharp object sticking out of your head? Well, don't panic – you don't have to attack yourself with a pencil to find out. Instead, you can simply buy a gnome from this Web site; the look of agony on his face will surely tell you that having pointy sticks and other things forced into your skull is not a pleasant experience.

Please note: DREAMCAST MAGAZINE cannot be held responsible for the content of any of these Web sites. The views expressed on these Web sites are of the relevant authors and NOT of the staff of DREAMCAST MAGAZINE or Paragon Publishing. Oh, and we reserve the right to engage in a bit of rib-digging (especially about *Robot Wars*). We're not being serious, okay?

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

Dreamcast solutions

Hints and Guides





Sonic Adventure 2

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

Unlock Kart Racing Mode

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

Unlock 'Last Chapter' Story Mode

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

Unlock Two-Player Kart Racing

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

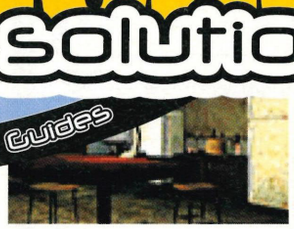
Unlock Boss Time Attack

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

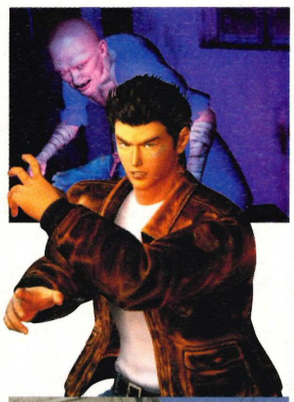
Unlock Story Mode Movies

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









Shenmue

Okay, so there might not be any cheats as such in this game and we're hardly going to do the whole walkthrough in this mag, but here are some hints and tips for you.

Fight In 70-Person Battle

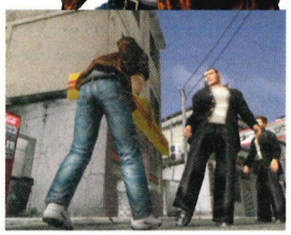
Complete the game and save the Clear Data to unlock the 70-Person Battle option on the Options screen. NB: Disc three has to in the machine for this.

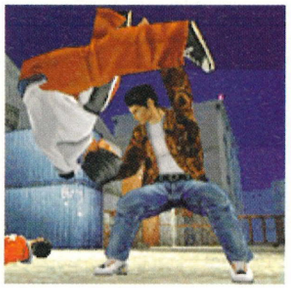
Get Extra Money

The best way to build up your finances is to take the 500 yen you're given each day and then leave the house as usual. Return to the house at any time and go into your room – when you leave it another 500 yen will be available. You can repeat this as many times as you like – hey, you can even become a millionaire.

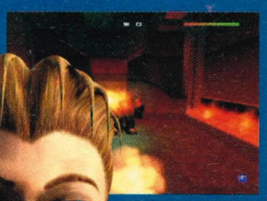
Against All Odds

To increase your chances of winning on the addictive slot machines, go to the Lapis fortune teller and choose Gamble. She will give you a lucky number and if you use the slot machine with the same number your chances of winning will improve significantly – bonus!





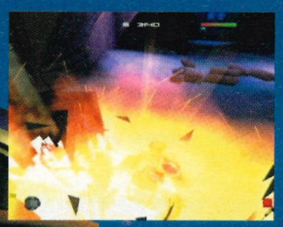
Fighting Force 2





Select Level

To have the choice of which level to enter press Left, Up, X, Up, Right, Y at the Press Start screen. If the code has been entered correctly the screen will flash and, when you start a new game, the list of levels will appear.





Fireworks

To access the Fireworks mode complete the game and then enter the Options screen. You then need to choose the Fireworks option.

Incoming Cheat Mode

To access the Cheat mode in Incoming all you have to do is press Up, Down, Left, Right, X, Up, Down, Left, Right and Y at the main menu and it will display a cheat menu with options that include Level Select, Infinite Lives, Infinite Shields and more!



Tomb Raider Chronicles

> This one's definitely a bit tricky so these cheats will be a bit of a life-saver.

Start At Black Isle

Highlight 'New Game', hold L+R and press Left.



Start At Tower Block

Highlight 'New Game', hold L+R and press Right

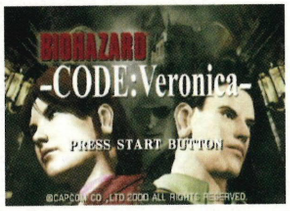








Resident Evil Code: Veronica



Battle Mode

Complete the game with any ranking and the Battle mode will automatically be saved to the VMU, making it selectable at the main menu.

First-Person View

In Battle mode pick up Alexia's sniper rifle once she drops it towards the end of Disc One.

Play As Alternate Claire In Battle Mode

Do well with Claire in Battle mode.

Get Linear Launcher In Battle Mode

To Unlock the Linear Launcher get an A ranking with Chris, Steve Burnside, Albert Wesker and both versions of Claire in Battle mode.

Get Rocket Launcher

Get an A ranking in the normal game by completing it without saving and without using any first aid sprays, and no retries. Also save Steve from the Luger quickly, give the medicine to Rodrigo and complete the game with a time of less than 4:30.

Play As Steve Burnside In Battle Mode

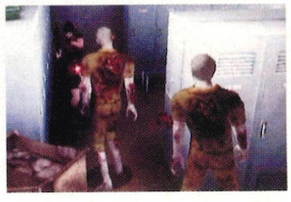
Get the Gold Lugers from the basement office in Disc Two. The right combination is red, green, blue and brown. You can also unlock Steve Burnside by doing well with Chris in Battle mode.

Play As Albert Wesker in Battle Mode

Do well with Chris in Battle mode.







TrickStyle



Infinite Time

If you keep on running out of time go to the Options screen and choose the cheats selection. Enter 'IWISH' as a code and you'll be given infinite time to complete the courses.

Power-up Moves

Having trouble with the power-up moves? Then enter the Options screen and choose the cheats selection. Then enter 'TRAVOLTA' as a code and you'll be sorted.

Big Head Mode

All great games have a Big Head mode somewhere and sure enough there's one in *TrickStyle*. To access these big-headed dudes enter the Options screen and choose the cheats selection. Then, enter 'INFLATEDEGO' as a code and low and behold they'll appear!

Speed Board

Successfully defeat the boss on the US track and the speed board will appear.

Trick Board

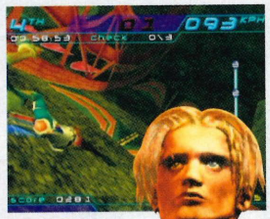
To access the trick board, defeat the boss on the Japanese track.

Combat Board

To access the combat board successfully defeat the boss on the UK track.

Quick Start

To get ahead at the start hold R when the word 'Go' appears during the countdown and you'll get a flying start.







interact competition

Pack It In!

WIN! An Ultimate Dreamcast Bundle Worth £100!

Let's face it... buying a Dreamcast right now is probably the best thing you could possibly do. Sure, there might not be many games coming up for it in the future, but seeing as there's an entire catalogue of top-quality titles going for a bargain price, why worry?

Thankfully, you won't be needing to save up even the paltry £99.99 that'll net you your very own Dreamcast... because we've got five packs to give away! Our friends at Big Ben Interactive have kindly stumped up some top prizes in the form of the Ultimate Dreamcast Pack – that's a Dreamcast, copies of *Jet Set Radio*, *Virtua Fighter 3TB* and *Metropolis Street Racer*, plus a controller and a VM Unit. How much more could you possibly want?

To be in with a chance of winning one of these fabulous prizes, all you have to do is answer the following slightly nasty questions:

1) Across all systems, how many *Sonic The Hedgehog* games have there been?
a) 17
b) 30
c) 34

2) What does the acronym SEGA actually stand for?
a) Service Games
b) Super Ego Game Authority
c) Nothing... it's just a fancy name they made up

3) The R-360 was an arcade cabinet created by SEGA that could turn the player upside down – what game was actually playable inside the cabinet?
a) Super Hang-On
b) Outrun
c) Afterburner

As a tie-breaker, please complete the following sentence in no more than 15 words:
"I deserve one of your tremendous Dreamcast bundles because..."

When you've done all that, stick your answers along with your name and address on the back of a postcard – NOT in an envelope – and send it along to the following address before 31 January 2002:

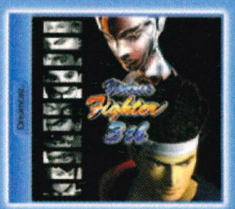
The Greatest Dreamcast Give away... EVER!
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Paragon Publishing Ltd
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Dorset BH1 2JS



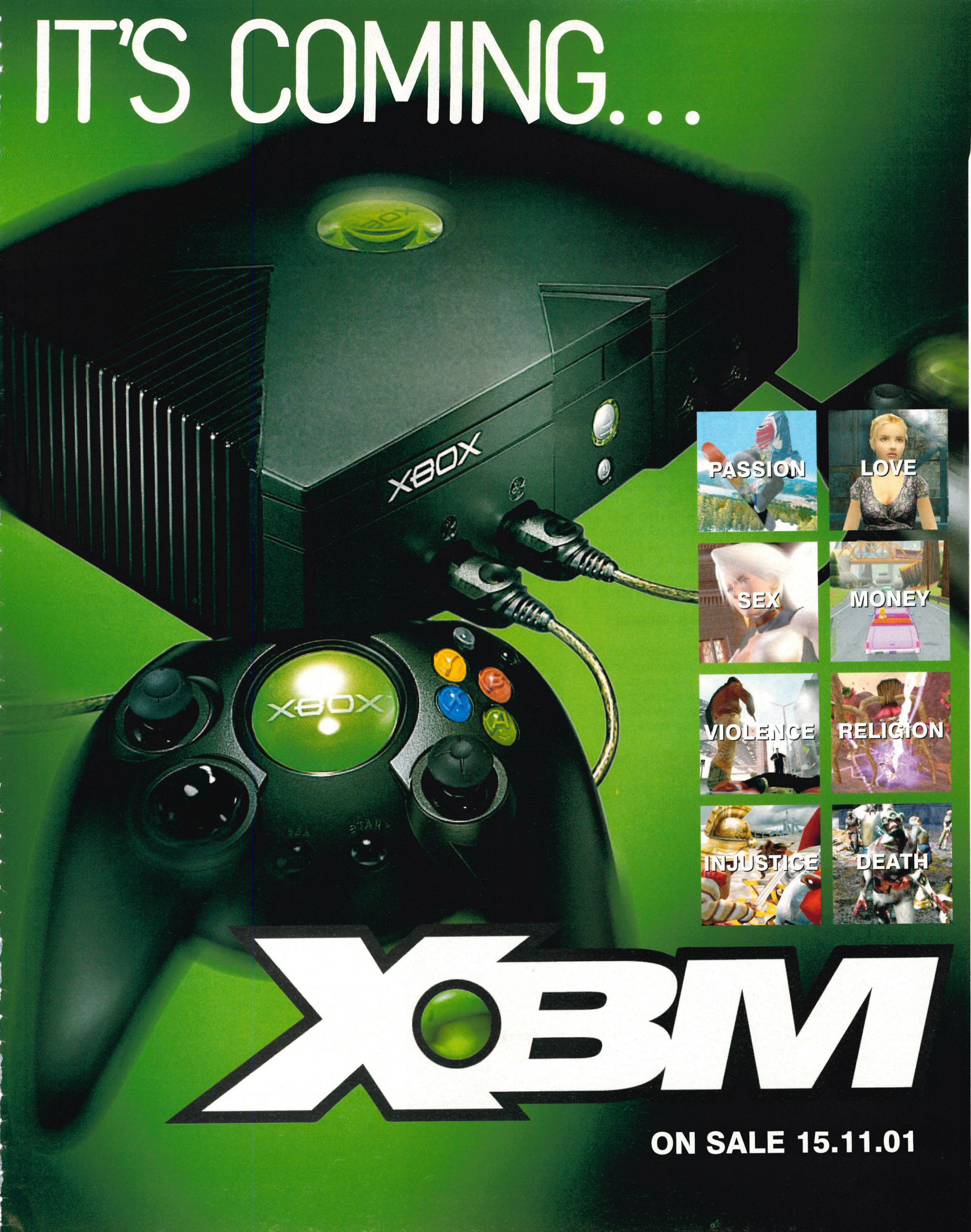
Contains:
- Dreamcast Console
- Dreamcast Controller
- Visual Memory
- Metropolis Street Racer
- Jet Set Radio
- Virtua Fighter 3tb







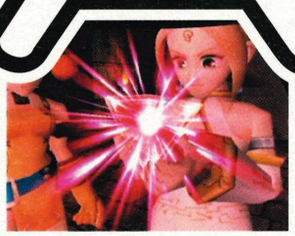
IT'S COMING...



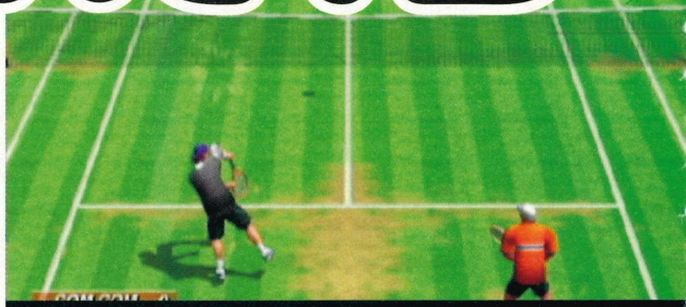
XBM

ON SALE 15.11.01

Questions and Answers







Mmm, November... a time for fireworks, catching flu and buying loads of new Dreamcast games! Of course, all these new games means you'll have a whole new load of gaming problems for the chimps to help with – if you need a hand, just drop them a line at:

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

or you could write an email to dreamcast@paragon.co.uk... although if you expect a personal reply from a monkey, you'll be very disappointed indeed.

Follow The Leader

Q Dear Dreamcast Magazine
I've managed to find the Lost City of Rixis in *Skies of Arcadia* and have got to the point where you have to follow the mysterious person. However, I've followed him for over 30 minutes and have still not been transported to the temple above the clouds. Could you please help me? Thank you.
John Jones, via email

A *You don't have to follow him, John – you have to catch him (although our guide didn't point this out; we've spanked the chimp responsible as a result of it). Keep chasing after him until you reach the series of linked passages at the very end of the path... now you'll need to try and 'cut him off at the pass', as it were, and get in front of him as he runs away. When you eventually catch him, then you will be transported to the temple.*



We Pity The Fool

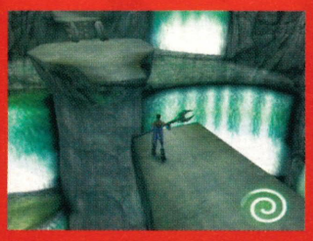
Q Dear Dreamcast Magazine
In the free A-Z of Dreamcast Cheats book I got recently, I was disappointed to find that there were no *Virtua Tennis* cheats included – even though I know that some cheats definitely do exist for the game. It's the best sports game on any console, but on the last few stages of the World Circuit mode I've been struggling to win matches. Can you help me progress with some helpful cheats, please?
Thanks.
Robert Ostrowsky, Sheffield

A *Hang on a minute... if you know that some cheats for Virtua Tennis exist, how come you don't actually know what they are? Oh, we know – your mates told you. Dumb ass! Let's spell this out for you... there are NO push-button cheats of any kind for Virtua Tennis. The only cheats that do exist involve secret costumes for the characters and the two ultimate players (King and Master) – even then, you have to play incredibly well to unlock them. Now get out of our sight!*

Walking On Broken Glass

Q Dear Dreamcast Magazine,
I'm having problems with *Soul Reaver*. In Zephon's Lair I smashed the glass with a picture of bells on, turned the lever and ran through the door that opened. Then I went through the gap in the wall and up the pipe. When I was walking around on the top bit, I noticed four small glass domes on the floor but I've only been able to smash three of these by solving the two box puzzles and by opening the hatches on the pipes. How do I smash the fourth small dome?
Yours sincerely
James Godfrey, via email

A *James, James, James... you're not looking hard enough, are you dear boy? You're certainly in the right area, but there's one more set of pipes that you need to open in order to smash the final glass cover. See that portcullis behind the four switches? Go through it to find two passages, one to the left and one to the right. You've obviously already been down one of them so go the other way to find more pipes – fiddle with these a bit and you'll find salvation!*





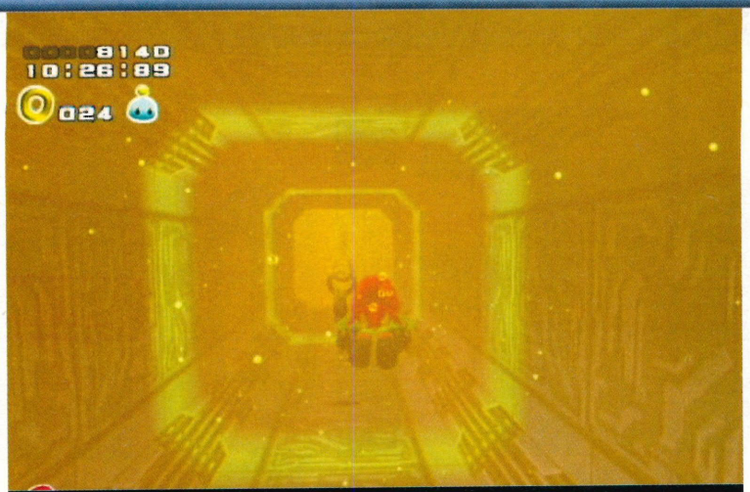


I've Got A Secret

Q Dear Dreamcast Magazine
I recently bought *MDK2* and it is one of the most challenging, engrossing games I've played for a long time. However, I'm now stuck – I can get to the end of Level four ('The Secret Of Shwang') but I can't beat Shwang himself. Could you please tell me how to defeat this alien pain before I pull all my hair out and destroy my pad... oh, and if there are any more cheats besides the useless ones, can you tell me what they are?
Yours hopefully
Stuart Barnett, Dewsbury



A *He's tough, isn't he? If you know how to do it though, it's actually quite easy. To begin with, you need to shoot him in the face and dodge his blasts until the central chamber disappears and he starts running around the outside. Now you've got to use your Sniper Scope to hit his left hand – the one holding Max – until he drops your doggy pal. Finally, you need to watch him running around and hit the spheres on the levers near where he stands to set off lasers that'll ultimately kill him. Oh, and there aren't any more cheats... looks like you'll have to struggle on alone!*

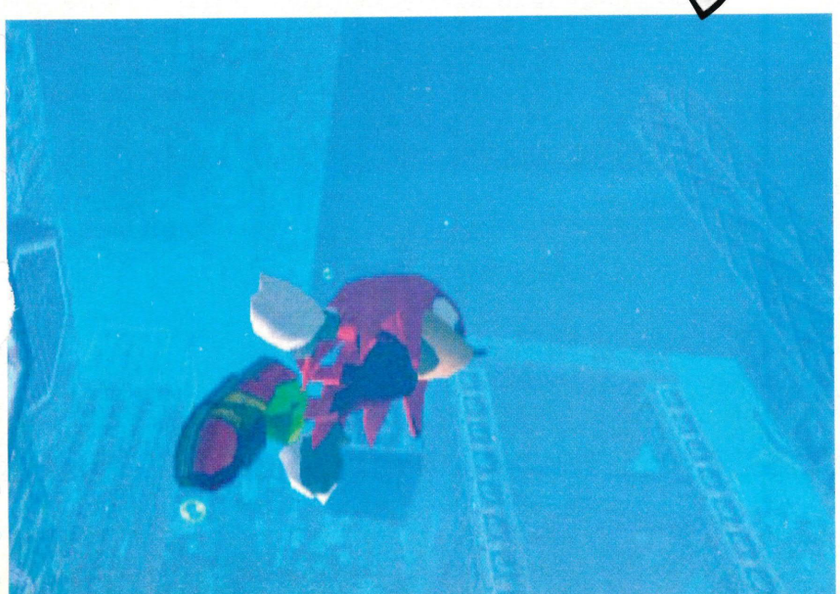


Underwater Love

Q DEAR DREAMCAST MAGAZINE
Please help me! I'm stuck in *Sonic Adventure 2*, where I have to play as Knuckles in the final chapter. For some reason, I always seem to run out of air when swimming to the next room in the passage. Please help me out!
Yours sincerely
Joe Tsang, via email



A *It IS possible, Joe – you just need to move quickly and collect the air bubbles that float around under the water to stay alive. Of course, there is an easier way of doing it; if you head for the Aquatic Mine level, there's a passage on the middle floor than leads to a flooded tunnel. If you can swim down it fast enough, you'll find a handy item that allows Knuckles to breath underwater for an unlimited amount of time. That should make things much easier for you...*



He's From Amsterdam

Q DEAR DREAMCAST MAGAZINE
Hi – I'm Paul from Amsterdam and I need your help. I'm stuck on the first level of *Illbleed*. I'm on the end of the Homerun of Death level. I have to cross the water but Jimmy's father has grown very big and is standing in the water I've to cross. I can't seem to hit him with Jimmy's baseball bat. What do I have to do?
Help me!
Paul (from Amsterdam), via email







A *Don't panic, Paul... even though you're from Amsterdam, we're only too happy to help. Basically, you're going about it all wrong – instead of trying to hit him, you've got to run away from him. Leg it along the floating platforms, hitting the A button every time he swings at you to dodge his hand. Take the left-hand fork when the path splits to reach the control booth; inside, you can attack the worker and shut down the remote-controlled monster for good and complete the level!*

CHEATS UNLIMITED
THE WORLD'S NUMBER 1 CHOICE FOR CHEATS & GUIDES
TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

A Bug's Life	Four Wheel Thunder	Powerstone 2	Spiderman
Aerowings	Fur Fighters	Project Justice	Star Comm. B Lightyear
Alone in The Dark 4	Grandia 2	Quake 3	Star Wars: Racer
Army Men S's Heroes	GTA 2	Railroad Tycoon 2	Starlancer
Bangaio	Hidden & Dangerous	Rainbow 6	Street Fighter 3: 3rd Str.
Blue Stinger	House of the Dead 2	Rainbow 6: Rogue Spear	Street Fighter 3: D. Imp.
Buzz Lightyear Star Com.	Hydro Thunder	Rayman 2	Stupid Invaders
CAPCOM vs SNK	Illbleed	Ready 2 Rumble Boxing	Super Runabout
Carrier	Incoming	Ready 2 Rumble Round 2	Suzuki Alstare Racing
Charge 'n Blast	Inter. Track & Field	Red Dog	Sword of the Berserk
Chicken Run	Jedi Power Battles	Resident Evil 2	Sydney 2000
Chronicles Tombraider 5	Jet Set Radio	Resident Evil 3: Nemesis	Tech Romancer
Chu Chu Rocket	Jimmy White's 2 Cueball	Resident Evil: C. Veronica	Tee Off Golf
Code Veronica (Res. Evil)	Kao The Kangeroo	Revolt	Test Drive 6
Confidential Mission	Kiss Psycho Circus	S Wars: Jedi Power Battle	The Nomad Soul
Crazy Taxi	Last Revelation	San Francisco Rush 2049	Tokyo Extreme Racer
Crazy Taxi 2	Legacy of Kain	Sega Extreme Sports	Tokyo Xtreme Racer 2
Dave Mirra BMX	Loony Tunes Space Race	Sega GT	Tomb Raider 4
Daytona USA 2	Maken X	Sega Rally 2	Tomb Raider 5
Dead or Alive 2	Marine Fishing	Shadowman	Tony Hawk's Pro Skater 2
Deadly Skies	Marvel vs Capcom	Shenmue	Tony Hawk's 1
Dino Crisis	Marvel vs Capcom 2	Silent Scope	Toy Commander
Dragon's Blood	MDK 2	Silver	Toy Racer
Ducati World	Metropolis Street Racer	Skies of Arcadia	Toy Story 2
Dynamite Cop	Millenium Soldier: Exp.	Soldier Of Fortune	Trickstyle
Ecco the Dolphin	Mortal Kombat Gold	Sonic Adventure	UEFA Dream Soccer
ECW Anarchy Rulz	MTV Skateboarding	Sonic Adventure 2	UEFA Striker
ECW Hardcore Revol.	NBA 2K1	Sonic Shuffle	Ulti. Fighting Champ.
Eighteen Wheeler	Nightmare Creatures 2	Soul Calibur	Unreal Tournament
Evil Dead: Hail to King	Nomad Soul	Soul Reaver (L. of Kain)	Urban Chaos
F355 Challenge	Outtrigger	South Park Rally	Vanishing Point
Fighting Force 2	Phantasy Star Online	Spawn	Vigilante 8 - 2nd

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

Virtua Figh

Direct from the arcade and into your front room – all the fighters, all the moves and all the cheats for SEGA's fantastic fighting game.

essential information >

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	AM#2
RELEASE	OUT NOW
PRICE	£39.99
GENRE	BEAT-'EM-UP
PLAYERS	2
VM UNIT	SAVES POSITION
PERIPHERALS	ARCADE STICK
	JUMP PACK



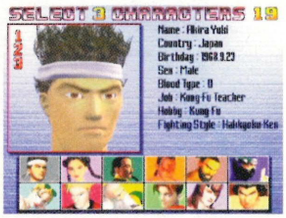
DREAMCAST FEATURES AND MODES

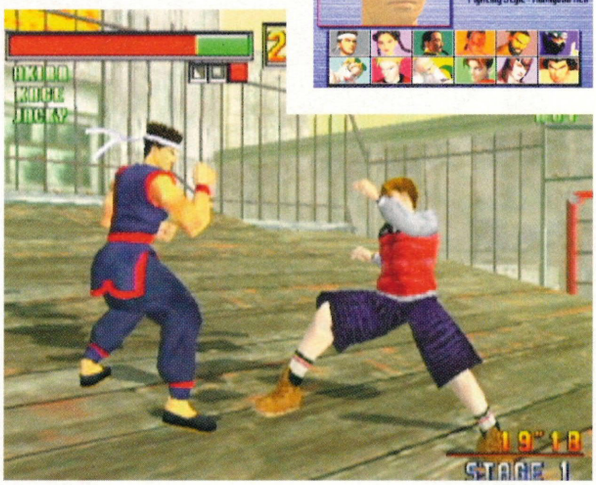
Options

Set match variables, such as number of rounds needed to win a battle, how much energy each character will start with and the difficulty of the CPU controlled players. This should be your first port of call when you initially start the game, as you'll want to set the option to suit your personal skill level and your preferences!

Team Battle Mode

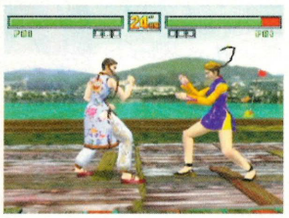
This option separates *Virtua Fighter 3tb* on the Dreamcast, from its arcade counterpart. Here you choose three characters, it doesn't matter which three and, in fact, you can choose the same character three times if you wish, and then you fight a tag-team-style bout against your opponent. You begin the fight with the first character you chose, then when they have lost all their energy the next character leaps in to fill their place. Meaning that even if you lose your first character early you are still in with a great chance of winning the overall match! When selecting your characters make sure you know each one pretty well, the most important character of all is your last, because if you get to the point where you have to use them you cannot afford to make any more mistakes.





Normal Mode

This is the standard Arcade mode. Here you choose a single character and then have to fight your way through the remaining opponents in the game. If you managed to beat all of the regular characters you get the chance to take on Dural, the cyborg who bears



OTHER FEATURES



Change your outfit

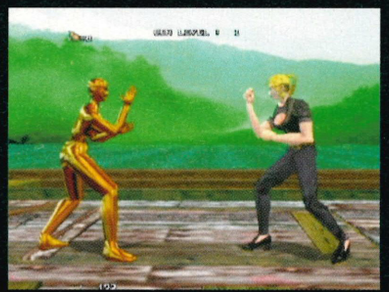
Press any of the attack buttons to choose your character's normal costume, to select the alternative outfit hold down the start button then select with an attack button.

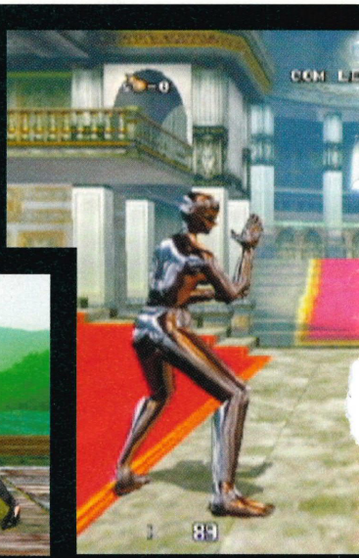




Playing as Dural

It is possible to play as Dural in the Training mode of the game! To do this simply enter the Training mode as normal, then press the Start, A and Y buttons together, this allows you to play as the silver Dural. To play as Dural in her second (gold) outfit, simply do the same but this time press Start, A and X together.





essential information >

Dreamcast magazine says



"A masterpiece of arcade conversion – this game will simply blow you away."

キウエラエ

ter 3tb

more than a passing resemblance to the T1000 from *Terminator 2*!

Training Mode

This option pretty much speaks for itself! Here you can practise your moves, combos, throwing techniques and anything else you fancy without the worry of taking a real beating. The CPU 'opponent' you fight against can be set to a difficulty level between one and eight so you can tailor your training session to suit your own skill level.

Vs Records

This is where all the game records are stored. All the match statistics, character analysis and the like can be found here. In addition, you can also load and save this data onto your memory card from this menu so you can take it to your mate's house and show him just how good you really are!

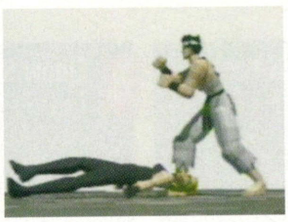
History

Here you'll be presented with movies that are related to *VF 3tb*. For example, you can choose to watch a movie on the history of the game, and once you have successfully completed the Arcade mode you'll also be able to view the ending movie at any time in the future.





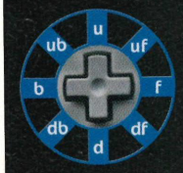




CONTROL YOUR CHARACTER

Throughout this guide you will see phrases such as **DB, f+P**. Here we explain what they mean and how to use the huge move lists provided.

Note: The moves assume your opponent is to the right.



- f Push forward on the joypad
- d Push down on the joypad
- b Push back on the joypad
- u Push up on the joypad
- df Push down & forward on the joypad
- db Push down & back on the joypad
- uf Push up & forward on the joypad
- ub Push up & back on the joypad

Note: Lower case letters means to TAP the joypad in the direction indicated, whilst upper case letters means HOLD the joypad in the direction indicated. The only exception are the four actions below...

- P Tap the punch button
- K Tap the kick button
- G Tap the guard button
- M Tap the move button

So for example... **'F, df+P'** would mean first hold the D-pad forward, then move it to the down & forward position while tapping the punch button.

Button Configuration

It is possible to set the Dreamcast control pad up to your own personnel preference, you can set punch, kick, guard and move to any of the buttons on the joypad! The trick here is to find a set-up you like and then stick to it. There is no point changing the button set-up each time you play as you'll simply forget which button performs which move!



Playing as the Alphabet Man

To play as the Alphabet Man go into the Normal mode of the game and then while on the Character Selection screen go to Akira and press the **Start** button. Now go to Lion and once again tap **Start**. Finally, go to Pai and press **Start** once. With this done select any character with the normal attack button to access him.









continued >



Aoi Umenokoji



essential information >

Dreamcast Magazine

Aoi Umenokoji

Date of Birth	14 March 1979
Sex	Female
Nationality	Japanese
Height	Unknown
Weight	Unknown
Occupation	Martial arts teacher
Blood Type	A
Hobby	Ikebana
Fighting Style	Aiki Ju-Jutsu

infoburst

Extra information>

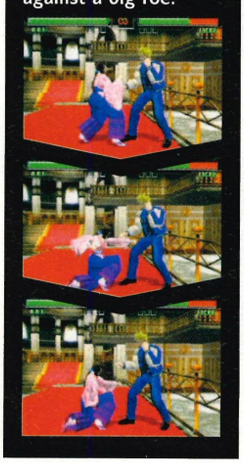
> **Aoi is the lightest character in *Virtua Fighter 3tb* and has the fastest dodge so you can avoid opponent's moves with ease – well, with practice!**

Aoi was a new addition to the *Virtua Fighter* roster in the third instalment but her history and background have many connections with this great tournament. Her father and Akira's father are old friends, and Aoi has trained with Akira on many occasions. She is therefore more than ready for her debut in the *VF3* tournament.

Aoi is one of the faster characters of the game, in very much the same mould as Pai Chan or Sarah Bryant. Therefore, she has excellent speed, great combo ability, but little in the way of power, and this is reflected in her attacks. If you have played as Pai or Sarah in previous *VF* games you'll have a fair idea of what to expect, and more importantly how you should

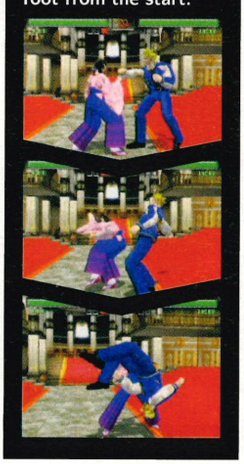
1 Knee Chop
d+P

This impressive move causes a great deal of damage to your opponent. It is easy to perform and lightning fast so it can be used at long range, keeping you out of trouble. The Knee Chop is best used as a surprise strike if you get caught in close against a big foe.



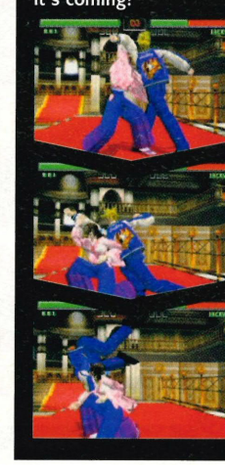
2 Attack Reversal
f+P+K

Reversal attacks are important, and with Aoi's speed they can be deadly. Anticipate when your foe is about to launch a strike and use this against them. Use this move from the outset of battle and you'll have your opponent on the back foot from the start.



3 Joint Smasher
D, f+P+G

This is another great throw that sees Aoi grab her opponent's arm then thrust her fist into the underarm area, smashing the joint in the process. The best thing about throwing attacks is that they can't be blocked, even if the opponent knows it's coming!



4 Elbow Smash
f+P

This is a power move and has the advantage of being fast moving and very easy to perform. The best time to use this attack is when your opponent has been unsuccessful after an attack, block the on-coming move then nail them with the elbow to their head!



5 Double Blow Follow-up
P, P, f+P

This move does pretty much what it says on the tin. Aoi will attack with two powerful crunching attacks before following this up with a third attack for a devastating triple hit combo that can really put an opponent in trouble.



6 Basic Throw
P+G

This throw is the easiest of Aoi's throws and, for this reason, it should be the one you go to when you have little time or energy to use a more powerful attack. It drains a small amount of energy but it leaves your foe grounded and an easy target for punches.



キウアラ王



[1] Being very light on her feet, Aoi can twist and turn around opponents and deliver moves before they've had time to breathe! [2] For a small competitor she has some immense power hidden away in her arms and legs!

approach playing as Aoi! Use fast attacks that chip away at your opponent's energy rather than trying to slug it out at close range, this is even more important when fighting against the game's bigger characters like Jeffry and Wolf! If you get to close to these guys the battle is going to be over pretty fast, instead stay back and use fast attacks to frustrate them, this method can prove very effective indeed.



7 Axe Hand Chop df+P

This is another punch attack that's easy to perform in a tight situation, which makes it great for both close in and medium range attacks. Aoi uses the back of her hand to smash her opponent's face, thus knocking them to the ground in a single attack.



8 Double Elbow Spiral f+P,P

This is the power version of the Elbow Spiral, instead of just one spinning elbow smashing in the face, Aoi's opponent is subjected to two lightning fast attacks that drain loads of energy. This move works from medium or short range.



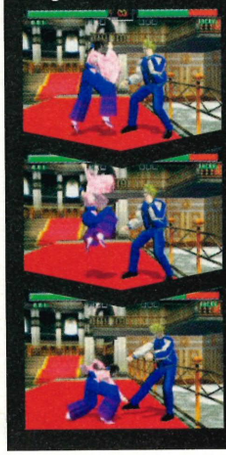
9 Moving Side Smash df+K+M

This move is perfect for fighting against the lightning fast Pai and can be used to really shake up your opponent. As they move in for an attack simply use this move to avoid the incoming attack and launch a counter strike of your own, simple yet deadly.



10 Panda Drop U+P

The Panda Drop may sound like a throwing technique but is actually a leaping punch attack that proves to be powerful, fast and – best of all – easy to perform. This move is good for surprising a foe as the sheer speed makes it tough to block.





COMPLETE MOVES LIST

General Attacks	Method
Low Punch	d+P
Punch	P
Low Kick	d+K
Swinger	d+K+G
Flying Elbow	D, df+P
Elbow Smash	f+P
Twin Punching Kick	P, P, K
Triple Punch into Sweep	P, P, P, d+K
Double Elbow Spiral	f+P, P
Elbow Spiral	f, f+P
Groin Basher	f+K
Leaping Knee	f+KK
Moving Side Smash	df+K+M
Axe Hand Chop	df+P
Shin Smash	db+K
Double Blow	P, P
Punch, kick Combo	P, K
Fake Crouch Punch	d, d+P
Double Blow Follow-up	P, P, f+P
Four Hit Death	P, P, F+P, P
Triple Punch	P, P, P
Forward kick	df+K
Triple Punch into Groin Smash	P, P, P, K
Moving Punch	P+M
Side-on-Smash	P+K
Twin Side-on-Smash	P+KP
Rapid Blow	P+K, P, P
Super Spiral	f+P+K
Twin Blade Bash	f, f+P+K
Flick Kick	K
Panda Drop	U+P
Ground Slice	f+P
Flick Kick Combo	K, K
Flick kick Evade	K+M
Knee Chop	d+P
Mid air kick Reversal	ub+P+K
Reverse Panda Drop	U+P
Falling Log Chop	b, b+P+K
Neck Chop	b, b+P
Double Low Blow	b, b+Pd+P
Super Axe Hand Chop	f+P+K
Attack Reversal	f+P+K

Throwing Attacks	Method
Basic Throw	P+G
Joint Smasher	D, f+P+G
Circular Throw	d, f+P+G
Grounded Throw	df+P+G
Ground Takedown	d+P+K+G
Hair Drag	db+P+G
Reverse Throw (Can only be performed behind opponent)	P+G
Level 6 Obi Throw	b+P+G



continued>



Akira won the second *VF* tournament and after his success he returned to his homeland to tell his friends and, more importantly, his father the news. Unfortunately his father's reaction was not exactly what he expected; the old man tells his son that the hard work is only just beginning and now he must start training for the next tournament!

essential information

Dreamcast magazine

Akira Yuki

Date of Birth	23 September 1968
Sex	Male
Nationality	Japanese
Height	1.80m
Weight	79kg
Occupation	Kung Fu teacher
Blood Type	O
Hobby	Kung Fu
Fighting Style	Hakkyoku-ken

Akira's fighting style, as you'd expect, is identical to previous *Virtua Fighter* games. He relies on fast counterattacks that punish opponents who make mistakes, rather than 'taking the fight to his foe'! While this is a very entertaining style of battle to watch it means that, from the human player's point of view, Akira can be a difficult character to master. When playing as Akira you must learn how to block skilfully and then strike on the counterattack. This requires precise timing, co-ordination and a knowledge of his attacking moves. Start by perfecting your blocking abilities, as this will form the solid defence you'll





Akira Yuki

1 Any Reversal Attack

As a general strategy throughout playing the game with Akira, you should remember than when carrying out reversal attacks you must first anticipate when your foe is about to launch a strike, then use this attack against him. You'll then be very difficult to beat.



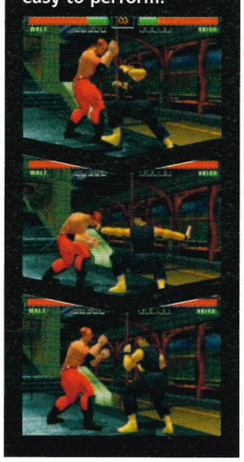
2 Palm Lunge D, f+P

This attack is a great counter strike as it's fast and extremely easy to perform. Delivered well this can knock your foe to the ground, which sets them up for a follow-up attack. This move is best used directly after an opponent has failed to connect with an attack.



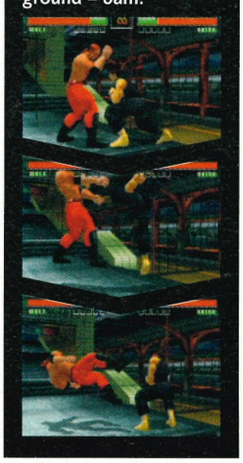
3 Palm Stunner P+K+G

This Palm Stunner move is similar to the Palm Lunge, but rather than knocking a foe to the ground this move will momentarily stun them, giving you the chance to follow up with a big attack for huge amounts of damage! This move is also quite easy to perform.



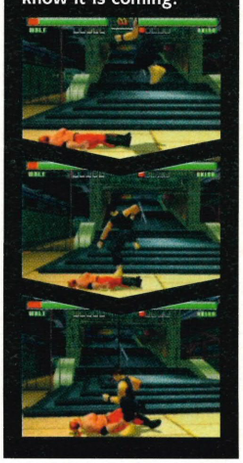
4 Single/Double Leaping Kick f, f+K/f, f+K, K

The double version of this move could be Akira's signature move. It is the one that all Akira players must know and be able to perform. It scores huge amounts of damage and it knocks your opponent right to the ground – bam!



5 Grounded Fist Assault u+P

When any opponent is knocked to the ground you should always follow up with a ground punch attack. This move basically constitutes free damage – as a ground foe cannot block and they cannot avoid the attack, even if they know it is coming!

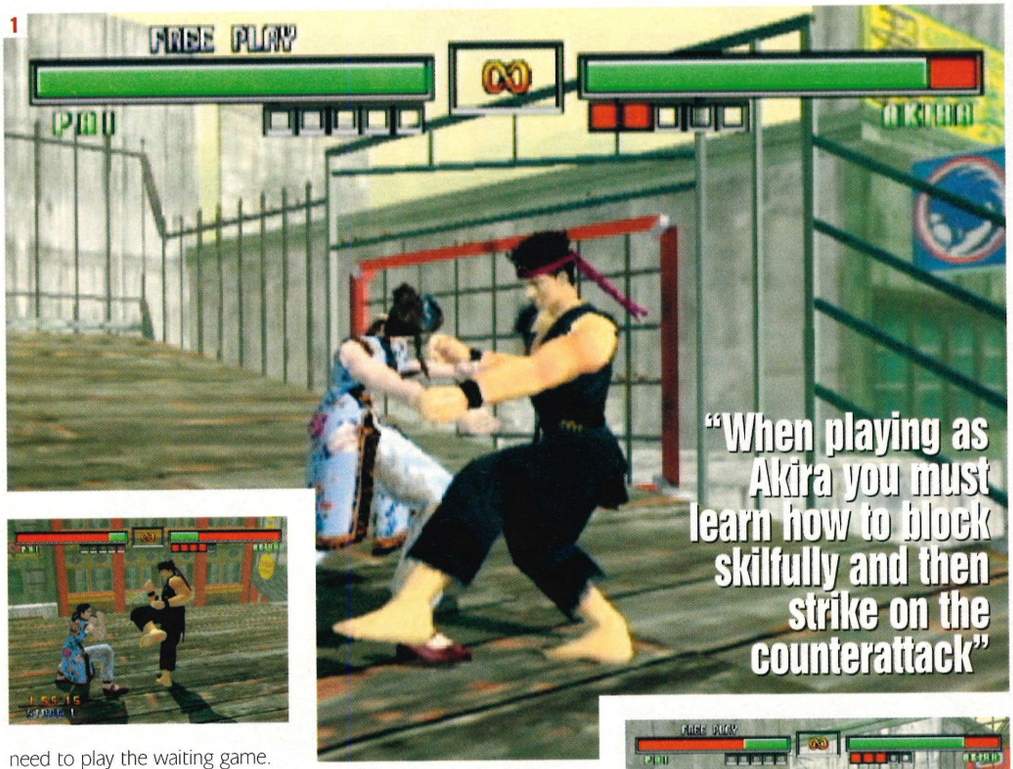


6 Punch-Kick Combo P,K

This is a basic chain of attacks, but nonetheless proves to be very useful in a close battle. The Punch-Kick Combo is fast and, while it doesn't incur huge amounts of damage, it does knock your opponent back – setting them up for a more potent strike.



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"When playing as Akira you must learn how to block skilfully and then strike on the counterattack"

need to play the waiting game. With this done it's time to start practising and perfecting the counterattacking moves you need to punish you opponents. The road to becoming an expert Akira player is a long and tough one, however, once you have mastered this character you'll be tough to beat.

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Extra information>

>If you want a strong character, then they don't come much tougher than Akira. As a result, he is one of the most challenging too!





[1] It will take you some time to master Akira's moves, but his strength and power will make it worthwhile. [2] Akira's main weakness lies in a mediocre selection of rising attacks – keep him on top!



COMPLETE MOVES LIST

General Attacks	Method
Low Kick	d+K
High Kick	Tap K
Low Sweep Knockdown	D+K
Low Punch	d+P
Groin Blow	D+P
High Punch (can be repeated for multiple punch attack)	Tap P
Punch-Kick Combo	P, K
Sliding Elbow	f, f+P
Power Elbow	f, f, f+P
Palm Lunge	D, f+P
Rising Uppercut	df, df+P
Twin Palm Lunge	D, b, f+P
Body Smasher	b, f, f+P+K
Moving Elbow	f+P
Shoulder Smash	D, f+P+K
Break Stance	d+P+G
Palm Stunner	P+K+G
Low Leg kick	df+K
Single Leaping Kick	f, f+K
Double Leaping Kick	f, f+K, K
Moving Side Strike	df+K+M
Rising Knee	K+G+K
Medium Spear	df+K+G
Medium Spear, Sliding Elbow	df+K+G, f+P
Evading Punch	P+M
Grounded Fist Assault	u+P
Lunge Attack Reverse	db+P+K
Punch or Kick Reverse	b+P+K
Low Kick Reverse	d+P+K
Medium Kick Reverse	db+P+K

Throwing Attacks	Method
Floor Throw and Follow-up	P+G
Stumbling Throw	b, d+P+G
Fade in/out	db, f+P+G
Water Fall	b, f+P+G
Body Blow	b, df+P+G
Chest Body Smash	df+P+G
Fave Finisher (standing behind opponent only)	P+G
Advancing Throw	db+P+G

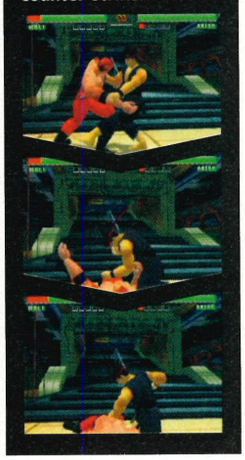
7 Moving Elbow f+P

This is one of the best moves in Akira's fighting arsenal. It is fast and powerful, plus it has the added advantage of being very easy to perform! If you see even a small opening then this is the move to use in order to capitalise on your opponent's mistake.



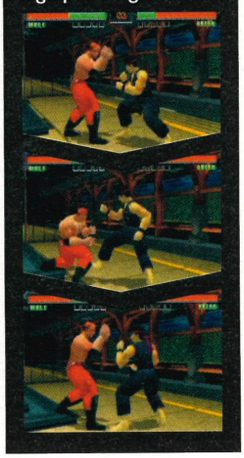
8 Floor Throw and Follow-up P+G

This throw is the easiest of all Akira's throwing techniques and should be mastered. If you are up close you don't want to be fiddling around trying to pull off tough moves, as a missed attack at this range means a certain counter strike.



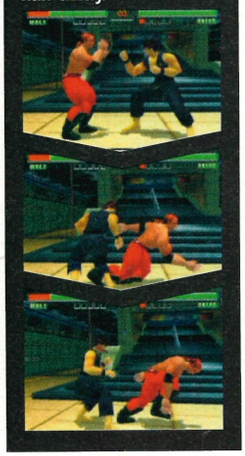
9 Low Sweep Knockdown D+K

Sweeping attacks are the 'bread and butter' of any good beat-'em-up player's attacking arsenal. The sweep is fast and a follow up attack is possible. For the best results you should mix up the sweeps with lots of high punching attacks.



10 Advancing Throw db+P+G

The second recommended throw is tricky, but it is powerful and has the advantage of an extended range. Because Akira lunges forward when performing this move you can execute it from up to a step-and-a-half away.



continued>

continued>

Jacky Bryant



Jacky was not really interested in winning the second *VF* tournament, instead he had his own quest: to rescue his brainwashed sister and then help her recover her memories. Although he was successful in the first part of his quest, his attempt to recover Sarah's mind led to her losing her memory completely and this causes Jacky to grow apart from his sibling. On hearing that Sarah is going to enter the third tournament he decides to follow her.

Jacky was one of the most powerful characters in *Virtua Fighter 2* and, once again, his combination of speed and power make him a force to be reckoned with in the third





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Extra information>

> Jacky is the brother of Sarah Bryant, but this doesn't stop him giving her a good battering when they come up against each other!

essential information >

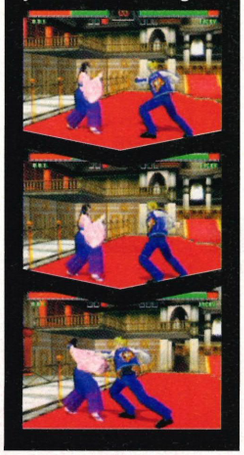
Dreamcast magazine

Jacky Bryant

Date of Birth	28 August 1970
Sex	Male
Nationality	American
Height	1.82m
Weight	75kg
Occupation	Indy car racer
Blood Type	A
Hobby	Training
Fighting Style	Jeet Kune Do

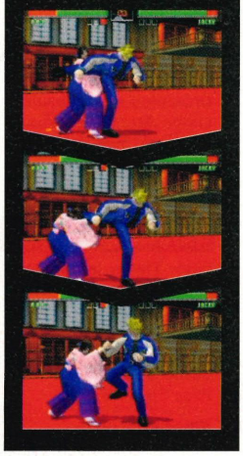
1 Knuckle Follow-up df+P, P, P

The Knuckle as a stand-alone move is powerful, but when you follow this up with a second attack it becomes deadly. Use it to punish an opponent on the counterattack as this raises the chance of your move being unblockable and gives you the true damage.



2 Sliding Heel Kick df+K, K

This kick is similar to the sliding kick that Sarah can perform, and with Jacky's increased power the move is even more powerful. A skilful player can use this excellent move to avoid an oncoming attack, and then land an unblockable hit on the counterattack.



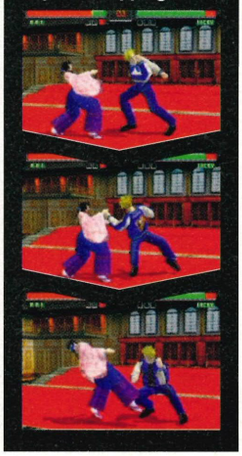
3 Clothesline f, f+P+G

This move is similar to the move that the wrestler Wolf Hawkfield can utilise; Jacky's Clothesline may not be quite as powerful, but it's fast and causes a lot of damage. This move also has the added advantage of being very easy to perform.



4 Jab Into Sweep P, d+K

With Jacky's speed and strength, sweeping attacks are deadly! For the best results you should mix up sweeps with high punching attacks. Your opponent will not know when the flow attack is coming and nine times out of ten he won't have a hope of stopping it!



5 Evading Kick df+K+M

This move is perfect for making use of Jacky's excellent speed, and can be used to shake up your opponent if they are pushing you toward a 'ring out'. As they start to attack use this move to avoid them and then launch a counter strike of your own, simple yet deadly.



6 Head Meets Ground P+G

This throw is probably the best in the game for three very good reasons: it's fast, it's damaging and it's easy to perform. Use this if you find yourself at close range and want to surprise your opponent with an easy knock down.



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tournament. His attacks are simple and easy to perform, but despite this they are amongst the most damaging in the entire game – making him a great character to learn with, and deadly to the point of being almost impossible to beat when in the hands of an expert. In addition to excellent attacks Jacky also has good speed and some great throwing attacks.



[1] Brothers and sisters will always fight like cat and dog – but how many of them enter a fighting tournament against each other? [2] The slippery terrain in this location makes the fight even tougher. [3] In Team Battle mode you can pick your favourite three!



1

2

"Almost impossible to beat when in the hands of an expert"



COMPLETE MOVES LIST

General Attacks	Method
Punch	P
Punch into Swing Kick	P, K
Twin Punch	P, P
Low Punch	d+P
Twin Punch into Back Hander	P, P, b+P
Low Fist	db+P
Low Fist Into Sweep	db+P, K
Low Kick	db+K
Twin Low Kick	D, B+K, K
Shin Smasher	d+K+G
Elbow Crush	f+P
Elbow Into Kick	f+P, K
Elbow Into Punch	f+P, P
Three Hit Destruction	f+P, P, d+K
Double Punch Kick Combo	f+P, P, K
Back Knuckle	P+K
Back Knuckle Combo	P+K, K
Back Knuckle Puncher	P+K, P
Rolling With It Punch Combo	P+K, P, d+K
Punch, Arch-Kick Combo	P+K, P, K
Thunder Kick	d+P+K
Twin Thunder Kick	d+P+K, K
Triple Thunder Kick	d+P+K, K, K
Four Hit Thunder Assault	d+P+K, K, K, K
Thunder Storm Killer	d+P+K, K, K, K, K
Knee Blow	db+P+K
Nail Kick	d+K
Sliding Kick	df+K
Sliding Heel Kick	df+K, K
Big Kick	f, f+K
Moving Side Slash	b+K
Spinning Kick	ub+K
Evading Kick	df+K+M
Heal on the Head	b+K+G
Spinning Smash	b, f+K+G
Three Hit Hell	P, P, b+P, K
Big Kick Finisher	P, P, d+K
Twin Punch Pad	P, P, f+K
Elbow Follow-up	P, P, f+P
Triple attack	P, P, f+P, K
Three hits for one!	P, P, K
Triple Punch	P, P, P
Triple Punch Follow-up	P, P, u+P
Swinging Punch	df+P
Hooking Hell	df+P, P, f+P
Knuckle Follow-up	df+P, P, P
Hooking Three Hitter	df+P, P, P, P
Kicking Change-up	K, P, K
Moving Kick	K+M
Swinger Kick	K+G
Swinger Sweep	K+G, d+K+G
Grounded Attack (Opponent must be on floor)	d, U+P
Grounded Knee Smash (Opponent must be on floor)	u+P
Grounded Head Smash	df+K
Thrusting Punch	b, b+P
Thrusting Kick	b, b+K
Quick Sweep	d+K
Long Sweeper	D+K
Jab Into Sweep	P, d+K
Change Stance	d, d
Back Somersault	d, ub

Throwing Attacks	Method
Head meets Ground	P+G
Arm Bar Bash	df, df+P+G
Falling Smash	f, b+P+G
Clothesline	f, f+P+G
Front Face Bulldog	P+
Triple knee Assault	P+G
Inverted Bulldog	f, f+P+G

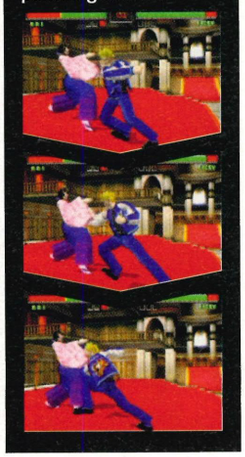
7 Elbow Into Kick f+P, K

The Elbow Into Kick is another easy-to-use, fast-moving and, most importantly, damaging fighting technique. Once the first attack has landed, the second half of the combination move cannot be stopped, making it a tough one for opponents to deal with.



8 Hooking Hell df+P, P, f+P

The Hooking Hell kick is basically a standing sweep move, Jacky will kick his opponents around the shin level with amazing power, and this causes them to fall to the floor, setting them up for a follow-up strike. Use this as an end to a string of high punching attacks.



9 Thunder Storm Killer d+P+K, K, K, K, K

This move is the ultimate Jacky attack. The Thunder Storm Kick can strike an opponent up to five times and cause around 50% damage! However, your foe will be able to stop this combo halfway, even if they sustain early hits.



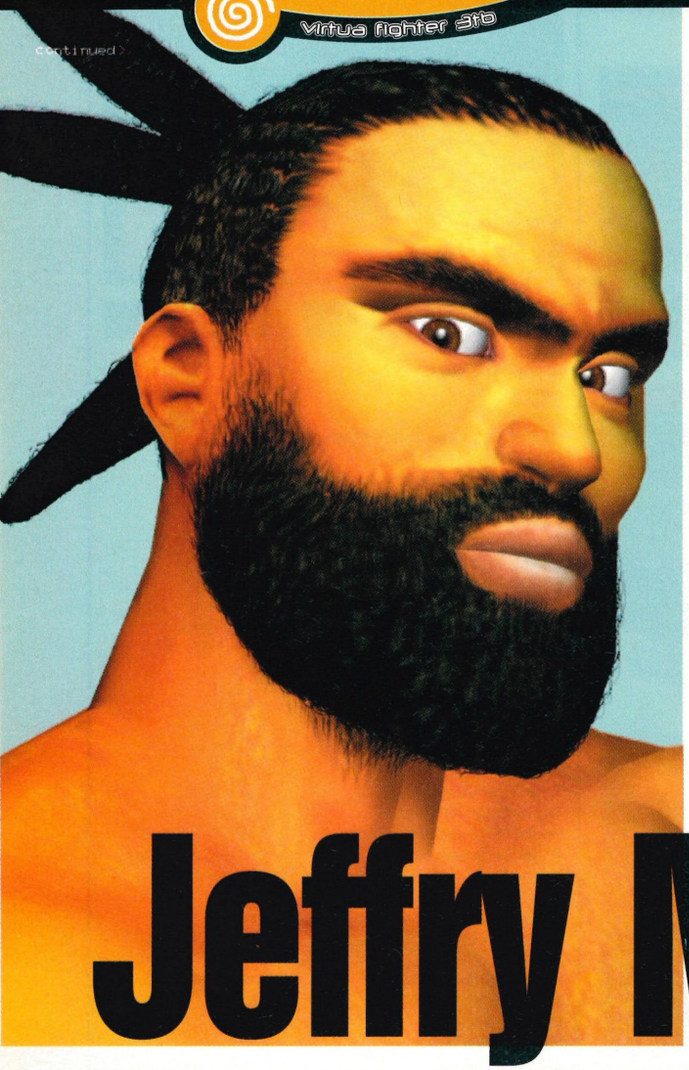
10 Grounded Head Smash df+K

This attack can only be performed on a grounded opponent but this doesn't make it any less useful. When you knock an opponent to the ground always follow-up with a grounded attack, this one sees Jacky launch a huge kick into the helpless foe.



continued>

continued>



Jeffry McWild







Jeffry needs the money that winning the tournament would give him, to buy a new boat and continue his battle against the huge shark that terrorises the fishing waters around his home land. He lost to Pai in the second *VF* tournament and this meant he returned home empty handed. So when he hears that there is to be a third tournament he has no choice but to return to the battleground.

Jeffry McWild is the classic 'power character' in a beat-'em-up; he has masses of hard-hitting moves that can cause huge amounts of damage. However, in previous tournaments Jeffry has simply not had the speed to really make these moves count, but

essential information >
Dreamcast magazine

Jeffry McWild

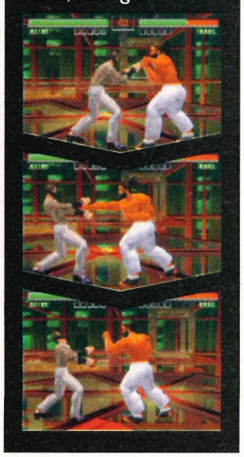
Date of Birth	20 February 1957
Sex	Male
Nationality	Australian
Height	1.83m
Weight	111 kg
Occupation	Fisherman
Blood Type	A
Hobby	Reggae music
Fighting Style	Fist fighting and submission holds

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Extra information>

> Jeffry's advantage is power – it will often only take a couple of fighting attacks in quick succession to finish off the weaker opponents.

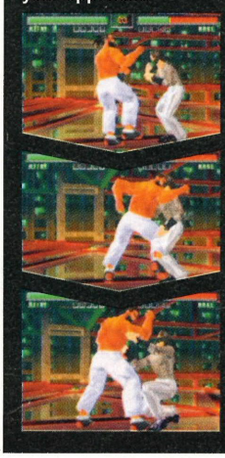
1 Twin Punch Into Uppercut P, P, P

Here Jeffry uses two heavy punches then follows up with a deadly uppercut. This move combines three of his most powerful moves, they also happen to be three of his fastest. For the most effective use wait for an opponent to attack and block, then go!



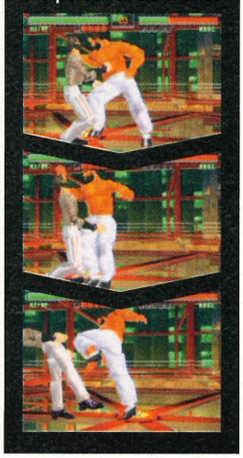
2 Head Butt b, f+P+K

The Head Butt is a great move that can be used as a close range alternative to a throw, however, it can also be used from medium range – as Jeffry takes a step towards his opponent as he launches the move. Use this move to surprise your opponent.



3 Head Butt Into Devil Knee b, f+P+G, f+P+G, b+P+G

If you take all that is good about the Head Butt, then add a knee lift you've got one hell of good combo attack! Jeffry knocks his opponent senseless then goes on to deliver the powerful devil knee.



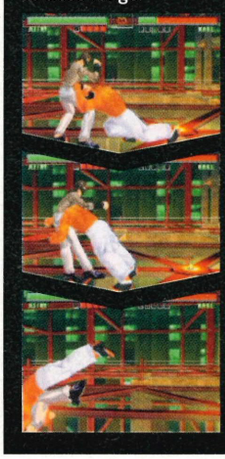
4 Mid Section Smasher Combo b, df+P +K, d+P+G

Jeffry will attack his foe three times in quick succession in the mid-drift; if the first attack lands then the other two are guaranteed! This move also knocks an opponent to the ground for a follow-up.



5 Shoulder Ram b, df+P+G

This is another move that can be used at medium range. Jeffry will throw himself toward his opponent, leading with his huge shoulder, which smashes into his unfortunate foe, thus causing loads of damage. This is also a good move for battling at close range.



6 Pick-Up and Smash d+P+G

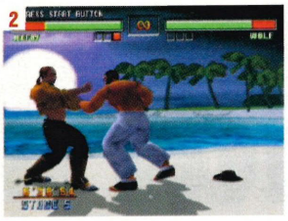
The Pick-up and Smash does pretty much what it sounds like. Jeffry will grab his foe and hoist them above his head, before throwing them to the floor with all his might! As with all his throwing attacks, you have to be close to your foe to use this.



this time around he has been given the speed of foot to actually move in and smash his opponent with these power attacks. If you can actually learn and perfect his huge arsenal of moves then you could have a character that is well capable of winning the prize money he so desperately needs.

"Jeffry McWild is the classic 'power character' in a beat-'em-up"







[1] Two powerful men battle it out for supremacy – who will be victorious? [2] You have to wonder why Wolf wears a hat into battle. It always gets knocked off with the first punch! [3] Either Wolf has had baked beans for his tea or the two of them have stumbled upon a sulphur mine!

7 Triple Head Butt
b, f+P+G, f+P+G, f+P+G

Jeffry will grab his opponent's head then drive his head into theirs three times, causing huge amounts of damage and knocking them to the ground. From this point you are free to use a follow-on ground attack for added damage.



8 Body Press
b+P+G

Once again, power is the order of the day with this great move, Jeffry lifts his foe above his head before dropping them all the way to the ground. If you find yourself fighting at close range then this is the move to use as it's fast, easy and deadly.



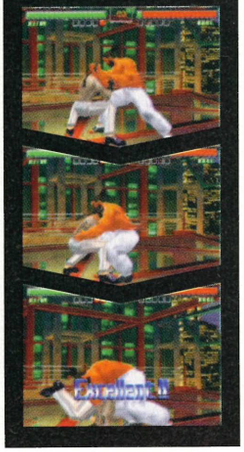
9 Back Breaker
P+G

This is another throw that delivers huge amounts of damage. Jeffry picks his foe up, then brings their back smashing down onto his bent knee with a blood churning crack. This move works well as a counterattack after an opponent has missed with an attack.



10 Pile Driver
df, df+P+G

The Pile Driver is one of the most powerful and spectacular moves Jeffry can use. This throwing attack is graceful, yet causes huge amounts of damage. He'll grab his foe, position their head between his thighs and then smash their head into the ground.





COMPLETE MOVES LIST

General Attacks	Method
Low Jab	d+P
Low punch	D+P
Low Kick	db+K
Heel Slider	d+K+G
Shin Masher	df+K+G
Rising Punch	df+P
Twin Rising Punch	df+P, P
Triple Rising Punch	df+P, P, P
Super Uppercut	df, df+P
Dragon uppercut	DF+P
Elbow Thrust	f+P
Elbow Follow Through	f+P, b+P
Running Elbow Smash	f, f+P
Running Elbow Combo	f, f+P, P
Elbow Finish	b+P
Twin Fist Smash	b, df+P
Twin Fists Combo	b, df+P, P
Heaven Hitter	d+P+K
Evading Angle	f+P+K
Mid-Section Smash	b, df+P+K
Mid Section Smasher Combo	b, df+P+K, d+P+G
Head Butt	b, f+P+K
Speed Kick	d+K
Kicking Cranium	d+K, d, f+P+G
Kicking Follow Through	d+K, P
Lunging Kick	df+K
Knee Lift	f+K
Size 10 Smash	f, f+K
Fishing Line Knee	b+K, P
Mace Kick	b, f+K
Sliding Side Kick	df+K+M
Punch	P
Punch into Kick	P, K
Twin Punch	P, P
Twin Punch Follow	P, P, b+P
Twin Punch Into Uppercut	P, P, P
Whirlwind Punch	f, b+P
Spinning Assault	b, f+P
Fist Stab	P+M
Twin Fist Stab	P+M, P+M
Rapid Fire Stab	P+M, P+M, P+M
Kick	K
Double Kick	K, K
Double Kick Into Punch	K, K, P
Kicking Evade	K+M
Rear End Extermination (Opponent must be on floor)	d, U+P
Ground Splash Down (Opponent must be on floor)	u+P
Ground Assault (Opponent must be on floor)	df+K

Throwing Attacks	Method
Lift and Throw	P+G
Body Slam	d+P+G
Package Throw	db+P+G
Hammer Smash	db, f+P+G
Pile Driver	df, df+P+G
Super Slam	f+P+G
Body Press	b+P+G
Football Tackle	b, df+P+G
Body Breaker	b, f, f+P+G
Hand Grab	d+P+K+G
Power Knee Lift	d, f+P+K+G
Back Bomber	df+P+K+G
Back Breaker	P+G
Super Back Breaker	P+K+G
Arm Grab	b, f, f, b+P+G
Head Lock	P+K+G
Grinding Knee	db+P+G
Shoulder Ram	b, df+P+G
Pick-Up and Smash	d+P+G
Leg Throw	d+P+G
Head Butt	b, f+P+G
Head Butt Follow-on	b, f+P+G, b+P+G
Twin Head Butt	b, f+P+G, f+P+G
Head Butt Into Devil Knee	b, f+P+G, f+P+G, b+P+G
Triple Head Butt	b, f+P+G, f+P+G, f+P+G
Flying Rear Assault	Dash+K+G
Flying Slasher	Dash+P+K

continued>



Kage had a mission in the second tournament, to save his mother, who had been transformed into Dural, from a life of control and torment. He was successful in his quest; he and his mother lived in a secluded mountain hideaway for about a year before she fell ill with a mysterious disease, could this be an after effect of the transformation? Kage then hears that the evil syndicate behind the third tournament has created a new Dural and he enters to investigate how this may effect him and his mother.

Kage is one of those characters who you can describe as a 'good all-rounder'. He isn't particularly brilliant at any one thing, but can more than hold his own in them all, and while this may not look that good 'on paper' when you actually start to play



infoburst
Extra information

Kage is a great character to use when playing against an offensive opponent. He has moves to counter all the best attacks.

essential information
Dreamcast magazine

Kage-Maru

Date of Birth	6 June 1971
Sex	Male
Nationality	Japanese
Height	1.78m
Weight	66kg
Occupation	Ninja
Blood Type	B
Hobby	Mah-jong
Fighting Style	Jujitsu

Kage-Maru

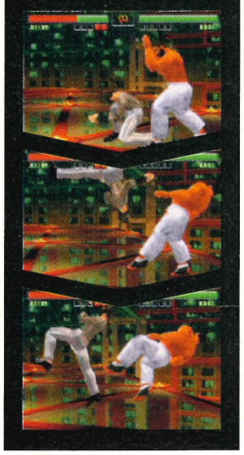
1 Lunging Kick
F+K

This makes good use of Kage's speed, he moves forward while attacking his foe with a straight kick. This move can be performed from a medium distance – because Kage moves toward his foe while attacking, you can easily land this move from a couple of steps back.



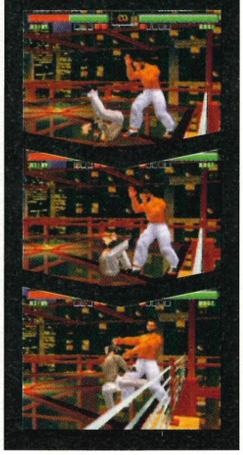
2 Back Flip
d, ub

You may not think that a move designed to avoid contact would be in the top ten attacks, but Kage's Back Flip is a great move that can win matches very effectively. If you get too close to one of the big characters the Back Flip is perfect to retreat to a safe distance.



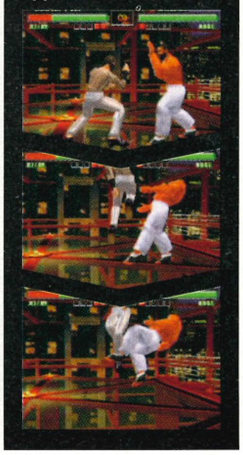
3 Forward Roll into Sweep
b, f+K

This is probably Kage's single best move, he rolls towards his foe and then performs a sweep in one fluid motion. This is deadly and one of the toughest moves in the game to block effectively when used at the right time.



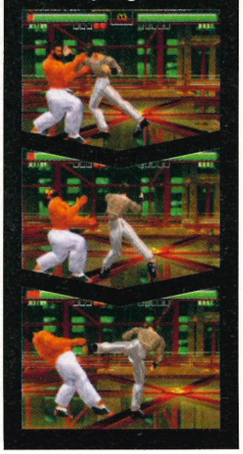
4 Rising Punch
f, d, df+P

The Rising Punch is one of the few power moves that Kage possesses and can be used at close range. Kage launches himself skyward leading with his fist, when performed at close quarters the first thing he'll hit is an opponent's chin.



5 Triple Punch Heel Strike
P, P, P, K

First, the low-heel strike will come as a surprise, particularly after your foe is set in the 'high' guard stance for the punches. This makes blocking the low blow very difficult indeed. Secondly, this move is powerful; if all four hits connect you get 40%!



6 Punch Reverse
b+P+K

Reversal attacks are extremely important and, because Kage only has one of them to learn, using it to maximum effect is essential. If you can anticipate when your foe is about to strike and then use this against him you'll be very difficult to beat.



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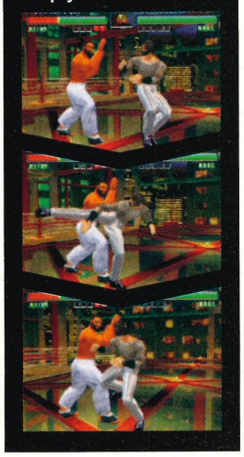


him in a battle you'll realise he has a lot to offer. In terms of power, Kage is once again average, don't expect to be taking off 50 per cent damage with a single hit, but at the same time his attacks are far more damaging than those of the light-weights like Pai Chan. A character who is a good at most areas of fighting, but brilliant at none often lends himself well to the novice player, as rather than focus on one particular strength you can learn all aspects of the game from a character who can hold his own in each. Use Kage to learn the way *VF3tb* works and you won't go far wrong.

"Use Kage to learn the way VF3tb works and you won't go far wrong"

7 Evade Kick df+K+M

As with many other characters, Kage has an Evading Kick and, as before, its impact on the match can be huge. This move works best as a 'wake-up call' for an opponent who thinks they have you on the back foot. As they move in for an attack simply use this.



8 Knuckle into Kick b+P, K

Any move that combines two different attack heights in quick succession will always prove to be difficult to block effectively. Kage will first strike his opponent with a knuckle, a deadly back hand punch attack and then go on to follow up with a low kick.



9 Super Chop f+P+K

Kage will use the outside of his hand to chop diagonally down into his opponent's mid-section ; this point of attack makes it difficult to block and even harder to reverse. While you can land this move from medium range, it is most effective at close range.



10 Shoulder Smash P+G

For many reasons, this throw is probably the best in Kage- Maru's arsenal. it is extremely fast, very damaging and, what is more, it is easy to perform. Use this if you find yourself and close range and want to surprise you opponent with an easy knock down.





COMPLETE MOVES LIST

General Attacks	Method
Low Punch	d+P
Punch	P
Lunging Punch	F+P
Punch into Kick Combo	P, K
Twin Punch	P, P
Twin Punch Follow through	P, P, b+P
Twin Punch Kicker	P, P, b+P, K
Double Strike Straight	P, P, K
Triple Punch Attack	P, P, P
Triple Punch Somersault Kick	P, P, P, b+K
Triple Punch Heel Strike	P, P, P, K
Swinging Punch	db+P
Swing Punch Follow-up	db+P, K
Kick	K
Lunging Kick	F+K
Moving Kick	K+M
Thrust Kick	b+K+G
Low Heel Attack	d+K
Sliding Take Down	db+K
Backward Sweep	f, f+K
Chopping Slice	D, df+P
Deadly Elbow	f+P
Rising Punch	f, d, df+P
Sliding Chop	P+K
Spinning Chop	d+P+K
Revolving Chop	df+P+K
Super Chop	f+P+K
Chopping Combo	f+P+K, P+K
Side Smash	df+K
Knee Lift	D, f+K
Flip Kick	ub+K
Evade Kick	df+K+M
Heel Strike	d+K+G
Reverse Kick Flip	df+K+G
Air Spinner	f, f+K+G
Hell Knuckle	b+P
Knuckle into Kick	b+P, K
Evading Attack	P+M
Air Attack	f, f+P+K+G
Knee Smash (Opponent must be on floor)	u+P
Ground Stomp (Opponent must be on floor)	df+K
Power Punch	b, b+P
Power Kick	b, b+K
Strong Sweep	D+K
Lifting Knee Smash	u+K
Punch Reverse	b+P+K
Roll Away from Foe	f, b
Roll Toward Foe	b, f
Backward Roll into Sweep	f, b+K
Forward Roll into Sweep	b, f+K

Throwing Attacks	Method
Over the Shoulder Throw	P+G
Turn Around Throw	df+P+G
Over the Hill	f+P+G
Snap Throw	b, d+P+G
Ninja Grab	b, f+P+G
Shoulder smash	P+G
Leg Takedown	P+G
Takedown and Punch Follow-up	uf+P+G
Inverted Suplex	u+P+GBig
Toss	b+P+G
Big Toss and Follow through	b+P+G, u+P+G
Sliding Slicer	Dash Toward+K
Back Flip	d, ub
Handstand	b+M

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Lau Chan



In the second *Virtua Fighter* tournament Lau Chan made it all the way to the final, here he met Akira and lost! The margin of defeat was thin, but – none the less – Lau left with a runner-up place, which was not good enough to satisfy his high standards.

However, he didn't have time to dwell on the loss for too long, he discovered that his restaurant was in financial trouble, so Lau swapped the fighting arena for the kitchen in an attempt to restore the reputation of his restaurant. When he receives an invitation to the third *VF* tournament he leaves the kitchen in the hands of his best apprentice and sets off to go one better in this year's event.



essential information >

Dreamcast magazine

Lau Chan

Date of Birth	2 October 1940
Sex	Male
Nationality	Chinese
Height	1.72m
Weight	77kg
Occupation	Chef
Blood Type	B
Hobby	Poetry
Fighting Style	Keon-Ken/Tiger

1 Punching Rage df, df+P, P, P, P

This move makes excellent use of Lau's combination of speed and strength to devastating effect. Lau will move toward his opponent as he unleashes a barrage of punching attacks, one after the other in very rapid succession. This is an excellent move!



2 Basic Throw P+G

Basic throws are probably the most-underrated! They inflict almost as much damage as the more complex throwing attacks, but are easier to perform – making them the ideal way to counterattack a close-in enemy. This move is best used at close range.



3 Flying Kick u+K+G

The Flying Kick is best used as a surprise technique. However, this move is not without its drawbacks and you must be aware of these before you try and use it in a battle situation. Remember though, if you miss or it is blocked you are going to be wide open!



4 Rising Hand Combo Creamer DF+P, P, b+P, f+P

This is another chain of punches that sees Lau inflict damage quickly, however, it differs from other attacks because Lau pauses between the punches. This may seem like you are giving your foe a chase to block, but it throws their block timing off.



5 Power Push into Sweep b, b+P, D+K

The power push is a great move, but when you chain a sweeping attack onto it you've got an even better sequence! The initial attack lands high, while the follow-up strike hits an opponent below the knees and this makes blocking difficult.



6 Rising Hard Punch DF+P

This attack is a great counter strike as it's fast and easy to perform, It also knocks your foe to the ground, which sets them up for a follow-up attack. This move is best used directly after an opponent has failed to connect with an attack – give them what for!



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"The perfect character for novice and expert players alike"

Lau Chan is very similar to his daughter Pai, they have long punching combo attacks and plenty of throwing techniques. Both have the ability to cause large amounts of damage quickly and both make the perfect character for novice and expert players alike. However, you do have to alter your playing style slightly when controlling Lau, the main difference is speed! Lau is not as fast of foot as Pai, but makes up for this with more power in his attacks.





[1] Despite his menacing features, Lau is a good character to choose if you're a Virtua Fighter beginner. **[2]** Lau's punches and kicks are second to none – he has great power!

7 Punch Barrage into Sweep
df, df+P, P, P, P, d+K

This is deadly and the final sweeping attack, which lands low, is almost impossible to block. As with the regular Punch Barrage, Lau storms his foe with four punches, then to finish he'll low sweep.



8 Punch Assault into Kick Flip
df, df+P, P, P, P, b+K

Lau will rush his opponent with a barrage of high punching attacks knocking them back as he lands each one, then – as the last punch lands – he'll perform a somersault kick.



9 Super Ground Attack d, U+P

This attack can only be performed on a grounded opponent, but this doesn't make it any less useful. Whenever you knock an opponent to the ground always follow-up with a grounded attack. Here Lau crushes his foe with a deadly 'feet first' attack.



10 Head Throw b, f+P+G

This throwing attack is quite tricky to perform. However, once you've got the confidence to start using it the power and speed it has will be extremely useful indeed. If you use this throw with Lau's basic throw you'll give yourself a sound base for throwing attacks.



COMPLETE MOVES LIST

General Attacks	Method
Dagger Punch	P
Lunging Dagger Punch	df, df+P
Lunging Sweeper	f, d+K
Basic Sweep	d+K+G
Low Punch	d+P
Low Kick	d+K
Moving Punch	P+M
Kick	K
Moon Kick Follow Through	K, K
Lunging Kick	f, f+K
Heel Kick follow-up	d+K, K
Twin Low Kick	D+K, K
Triple Low Kick	D+K, K, d+K
Kicking Sweeper	D+K, K, D+K, K+G
Twin Dagger Follow-up	df+P, P
Dagger Punch Combo	df+P, P, K
Triple Dagger Blow	df+P, P, P
Kick Flip Finisher	df+P, P, P, b+K
Dagger Punch into Sweep	df+P, P, P, d+K
Moon Kick Finisher	df+P, P, P, K
Low Dagger Punch	df+P
Elbow	f+P
Elbow Combo	f+P, b, f+P
Super Dagger	df+P+K
Super Dagger Combo	DF+P, df+P+K
Sliding Kick	df+K
Sliding Kick into Punch	df+K, f+P
Sliding Kick Combo	df+K, f+P, b, f+P
Heel Strike	D, K
Lifting Kick	ub+K
Waterwheel Kick	uf+K
Moving Side Swipe	df+K+M
Hopping Hell	uf+K+G
Dagger Punch Finisher	df, df+P, P, P
Four Strike 'Mix it up' combo	df, df+P, P, P, K
Punching Rage	df, df+P, P, P, P
Punch Assault into Kick Flip	df, df+P, P, P, P, b+K
Punch Barrage into Sweep	df, df+P, P, P, P, d+K
Five hit Death	df, df+P, P, P, P, K
Rising Hand Punch	DF+P
Punch into Palm	P, b+P
Double Punch Out	P, b+Pf+P
Punch into Sweep	P, D+K+G
Single Impact	b, f+P
Evading Kick Back	K+M
Moon Kick	K+G
Eclipse Moon Kick	b, f+K+G
Lunar Power Push	b, b+P, K+G
Punch into Hell Attack	P, K
Punch into Moon Kick	P, K+G
Twin Punch	P, P
Twin Punch Follow-up	P, P, K
Triple Punch Assault	P, P, P
Triple punch Flip Kick	P, P, P, b+K
Triple Punch Tripper	P, P, P, d+K
Triple Punch into Moon Kick	P, P, P, K
Twin Strike	b+P, P
Power Push	b, b+P
Power Push into Sweep	b, b+P, D+K
Four Power Push Attack	b, b+P, d+P, P, K
Power Push Power Puncher	b, b+P, d+P, P, P
Power Push into Dagger Punch	b, b+P, d+P
Three Hit Power Push Combo	b, b+P, d+P, P
Power Push kick Flip Attack	b, b+P, d+P, P, P, b+K
Power Push change-up	b, b+P, d+P, P, P, d+K
Super Power Push assault	b, b+P, d+P, P, P, K
Alternative Moon Kick	b, b+K+G
Quick Sweep	d+K
Lunge into Dagger	df, df+P, P
Three Hit punch Assault	df, df+P, P, b+P
Four Hit hammering	df, df+P, P, b+P, f+P
Rising Hand Follow-up	DF+P, P
Double Rising Hand Punch	DF+P, P, b+P
Rising Hand Combo Creamer	DF+P, P, b+P, f+P
Rising Twin Hand	DF+P, P, P
Rising Twin Hand into Kick	DF+P, P, P, K
Rising Twin hand Flurry	DF+P, P, P, P
Rising Hand Triple Punch	DF+P, P, P, P, b+K
Rising Hand Sweep Finish	DF+P, P, P, P, d+K
Rising Hand Moon Kick Finish	DF+P, P, P, P, K
Low blow	d+P
Flying Kick	u+K+G
Back Flip Escape	d, ub
Super Ground Attack (Opponent must be on floor)	d, U+P
Regular Ground Attack (Opponent must be on floor)	u+P
Ground Smasher (Opponent must be on floor)	df+K

Throwing Attacks	Method
Basic Throw	P+G
Back Slammer	b+P+G
Lunging Trip	b, d+P+G
Overhead Assault	f+P+G
Head Throw	b, f+P+G
Shoulder Twister	df, df+P+G
Over the Head Drop	b+P+G

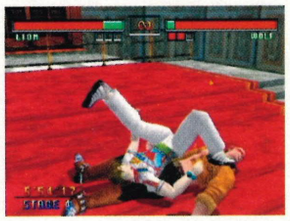
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When Lion fought in the first tournament he didn't know what to expect or how he would fair – he didn't really know if he had the ability to match the other warriors on a competition level. Despite his defeat by Kage-Maru in the first round, Lion found that he had the desire and fire burning deep inside – the fire that sets a *Virtua Fighter* warrior apart from all others. Lion vowed to return to the third tournament and this time prove he was a worthy opponent to everyone he came up against.

Lion may only be a young man, but he has one of the most unorthodox fighting styles in the game, making him very





essential information > Dreamcast magazine

Lion Rafale

Date of Birth	24 December 1979
Sex	Male
Nationality	French
Height	1.71m
Weight	61kg
Occupation	High school student
Blood Type	AB
Hobby	Collecting knives
Fighting Style	Mantis



Lion Rafale

1 Lunge Punch b, df+P

The beauty of this move is that you don't need to be at close range to gain contact, and this makes it the perfect weapon to use against the game's bigger opponents like Wolf, Jeffry and Taka-arashi. Lion will move forward as he throws a powerful punch to his opponent's mid-section .



2 Trip Take Down P+G

This throw is the easiest and for this reason it should be the one you go to when you have little time. This attack will only drain a small amount of energy but it leaves your foe grounded and, therefore, an easy target for a grounded punching attack.



3 Knee Lunge f, f+K

This move has the advantage of being fast and easy to perform, while also causing a good deal of damage. Try and use this attack from medium range, as Lion moves forward as he performs the attack – giving it a longer range than a foe may expect.



4 Eye Rake f+P+K

Here Lion uses a nasty move to blind his opponent for a few seconds. Lion uses his fingers to rake across the eyes of his unfortunate foe, causing a good deal of damage in the process. A good close-range move that can lead to a big follow-up attack



5 Rising Punch Follow-on df+P, P

The Rising Punch is a good move, however, this follow-up move takes it further. You still have the speed and range of the regular rising punch, but the added hits of the follow-on move mean more damage and a knock down.



6 Ground Assault (Short Range) u+P

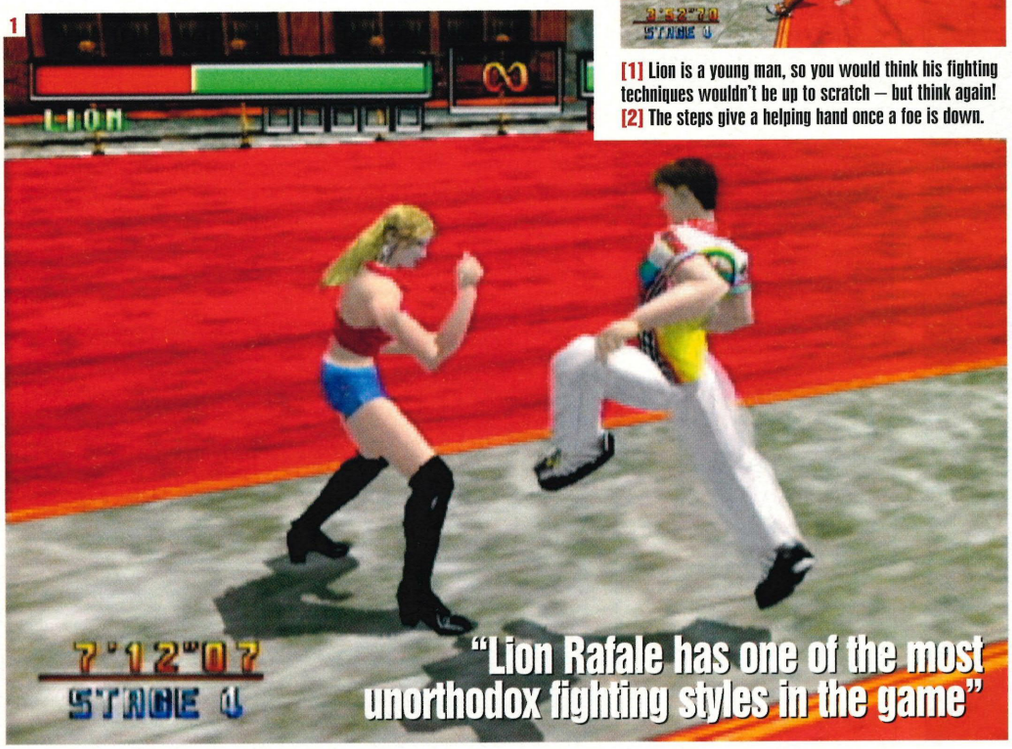
This attack can only be performed on a grounded opponent, in fact, it can be the way to win a close match. Whenever you knock an opponent to the ground always follow-up with a grounded attack, this move is fast, and deadly – which are two very good features!



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difficult to counter attack and, at times, almost impossible to predict. If you are controlling Lion you should use this 'Mantis' fighting style to your advantage, use high punching and kicking attacks, followed up with sweeps and low kicks! This style of attack, combined with his low stance, will make it tough – if not impossible – for an opponent to block the low blows. In addition to this aspect of Lion's game, you should also perfect his throwing attacks as these prove to be excellent counter-attacking weapons.





[1] Lion is a young man, so you would think his fighting techniques wouldn't be up to scratch – but think again! [2] The steps give a helping hand once a foe is down.

7 Sidestep Forward uf+M

Sidestepping moves are one of the best ways to combat an aggressive opponent! If you find yourself up against the likes of Sarah or Jacky then this move could make them think twice. Lion will take a quick step to the side putting him in the perfect position for a combo.



8 Low Sweep d+K+G

Once again the sweeping attack should be the main stay of a good attacking range, and with Lion this is even more important. Because of the Mantis-style crouches Lion uses, his centre of gravity is already low, and this means he can perform sweeps fast.



9 Kick Throw D, f+P+G

The Kick Throw is more powerful than Lion's basic throwing attack. Once you've got the confidence to start using this attack rather than the basic throw, the power and speed it has will make it extremely useful indeed. You'll soon have your opponent beat!



10 Triple Punch P, P, P

Here Lion uses his speed to overwhelm his opponent with three fast punches in quick succession, simply tap the punch button three times and Lion will do the rest. This move is a great counterattack and works well after you use one of his sidestep moves.





COMPLETE MOVES LIST

General Attacks	Method
Regular Punch	P
Punch into Kick	P, K
Super Punch	b, b+P
Super Kick	b, b+K
Twin Punch Assault	P, P
Low Punch	d+P
Moving Punch	db+P
Twin Moving Punch	db+P, P
Edging Punch	DF+P
Twin Edge Punch	DF+P, P
Lunge Punch	b, df+P
Kick	K
Twin Kick	K, K
Side Swipe	d+P+M
Hand Swipe	d+P+K
Power Swipe	df+P+K
Low Kick	d+K
Twin Low Kick	d+K, K
Low Moon Kick	d+K, K+G
Upside Down Kick	db+K
Follow Through Kick	db+K
Low Sweep	d+K+G
Sweep Lunge	df+K+G
Rising Punch	df+P
Rising Punch Follow-on	df+P, P
Running Uppercut	D, f+P
Elbow Smash	f+P
Elbow Lunge	f+P, P
Lunge Smash	f, f+P
Spinning Punch	b+P
Reverse Spinning Punch	b+P, P
Spinning Punch Combo	b+P, P, K
Overhead strike	u+P+K
Moving Strike	df+K
Rising Knee	f+K
Knee Lunge	f, f+K
Lunge Combo	f, f+K, K
Jump Kick	u+K
Double Jump Kick	u+K, K
Inverted Kick	uf+K
Moving kick	df+K+M
Spinning Kick	f, f+K+G
Twin punch Follow-on	P, P, d+P
Triple Punch	P, P, P
Moving Punch	P+M
Wing Up Swipe	f+P+M
Eye Rake	f+P+K
Twin Eye Rake	b+P+K
Evading Kick	K+M
Ground Assault (Long Range) (Opponent must be on floor)	d, U+P
Ground Chopper (Opponent must be on floor)	df+P
Ground Assault (Short Range) (Opponent must be on floor)	u+P
Spinning Wheel	d, ub
Sidestep Backwards	ub+M
Sidestep Forward	uf+M

Throwing Attacks	Method
Trip Take Down	P+G
Eye on the Needle	df+P+G
Kick Throw	D, f+P+G
Counter Strike	f, f+P+G
On your Back	f, b+P+G
Revolving Throw	b+P+G
Mid-air Kicker	b, f+P+G
Neck Breaker	uf+P+G

continued>



Pai Chan

Pai lost to her father in the second tournament, but in defeat she learnt a lot about the man she once thought she hated. Maybe he wasn't so bad after all, what ever drove him to forsake his family for the thrill of battle must be very strong, and Pai was beginning to understand this after her own experiences on the field of battle.

Pai Chan is a fast character, no doubt about that, in fact, she is probably one of the fastest in the game and this makes her a good character for a novice player, but deadly in the hands of an expert! Speed may come at the expense of power, but this is the trade-off you'd expect in a beat-'em-up. You must learn to use her impressive speed to overcome these shortcomings in her fighting style. Learn her moves so you can use them at even



essential information

Dreamcast magazine

Pai Chan

Date of Birth	17 May 1975
Sex	Female
Nationality	British/Chinese
Height	1.66m
Weight	49kg
Occupation	Action super star
Blood Type	O
Hobby	Dancing
Fighting Style	White crane fist



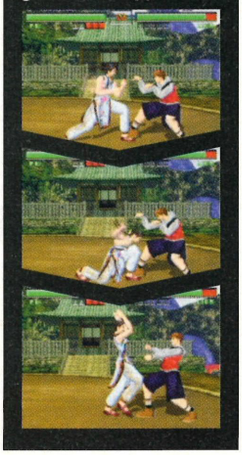
1 Quick Kick Evade K+M

This move is perfect for the lightning fast Pai and can be used to really shake up your opponent. As they move in for an attack, simply use this move to avoid the incoming attack and launch a counter strike of your own. She may be small – but she's deadly!



2 Thrusting Punch f, f+P

This is a great mid-range attack that can be used to finish off an ailing opponent or surprise a foe who is unwilling to come forward. Pai launches herself forward, fist first, knocking an opponent to the ground with ease. Use this to get near an opponent.



3 Speed Sweep db+K+G

Sweeping attacks should the base of any good beat-'em-up player's attacking arsenal and with Pai it's no different! The sweep technique is fast, very fast indeed and because it knocks your opponent to the ground a follow-up attack is then possible.



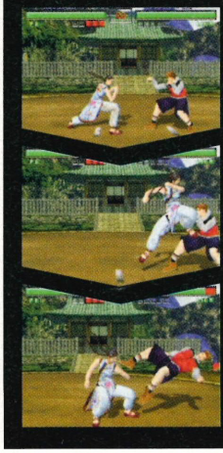
4 Double Punch Follow Kick df+P, P, K

This combination of punch and kick attacks relies heavily on Pai's amazing speed and, when used sparingly, can be a real killer. Pai launches two high punching attacks followed by a deadly high kick that'll knock your foe to the ground.



5 Leaping Kick ub+K

This leaping kick is another fast attack that'll have your foe seeing stars in a matter of seconds. Use this move when things are tight and you're at close range. The sheer speed and ferocity of the attack will make it tough, if not impossible, to block effectively.

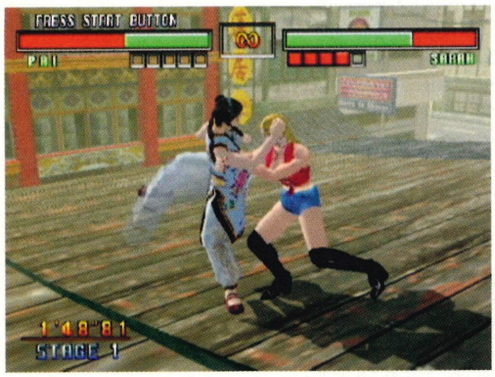


6 Triple Punch Combo P, P, P

This Triple Punch may only be a very basic move, but when the chips are down it's just the thing to finish off a close battle to your advantage. Simply tap the Punch button three times and Pai launches a string of short, sharp jabs! Enough to finish off anyone!

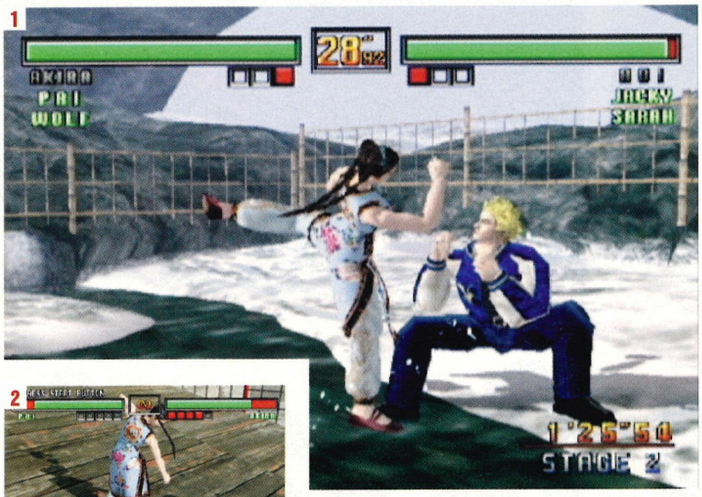


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the shortest notice and you'll have an opponent on the back foot from the start, and from here you are in a good position to dominate the match with short, lightning-fast attacks and counter strikes. Pai is a good character to choose if you are new to the world of *Virtua Fighter* as she is simple, yet effective, to control and, better still, you'll find that as your skills grow, you can turn her into an butt-kicking machine!



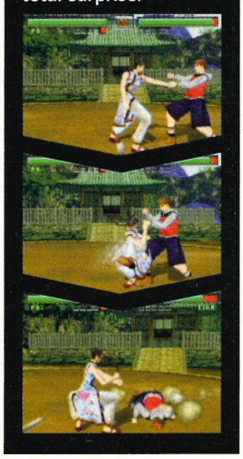




[1] Pai is Lau's daughter, so has been taught many of her fighting techniques by her dad! [2] The most vulnerable position for any opponent to be in is on the floor – the follow-up move options are almost endless!

7 Triple Punch into Sweep
P, P, P, d+K

This is a continuation of the Triple Punch. As before Pai starts with three short jabs, but it is then followed up with a low sweep that takes her opponent's legs from under them. The follow-up sweep will then come as a total surprise!



8 Any reversal attack

Reversals are extremely important, and with Pai's speed this factor can be a deadly one. If you can anticipate when your foe is about to strike, and then use this against him, you'll be very difficult to beat. You should establish this part of your game from the start.



9 Head Smasher
P+G

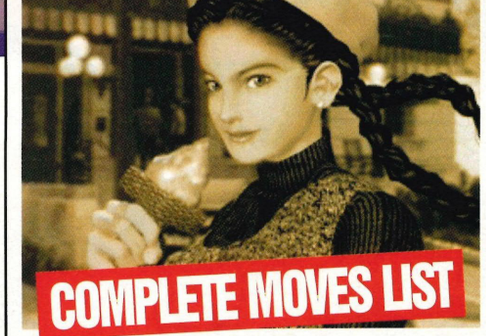
This throw is powerful, fast and, best of all, easy to perform. Use this if you find yourself in close range and want to surprise your opponent with an easy knock down – and don't forget to follow up with a ground attack for added damage. Easy stuff!



10 Over The Head
f+P+K+G

There's no more powerful an attack than lifting your opponent high into the air and slamming them into the ground. This will usually take a good percentage of their energy down, so you can then follow it up with your more familiar and favourite attacks.





COMPLETE MOVES LIST

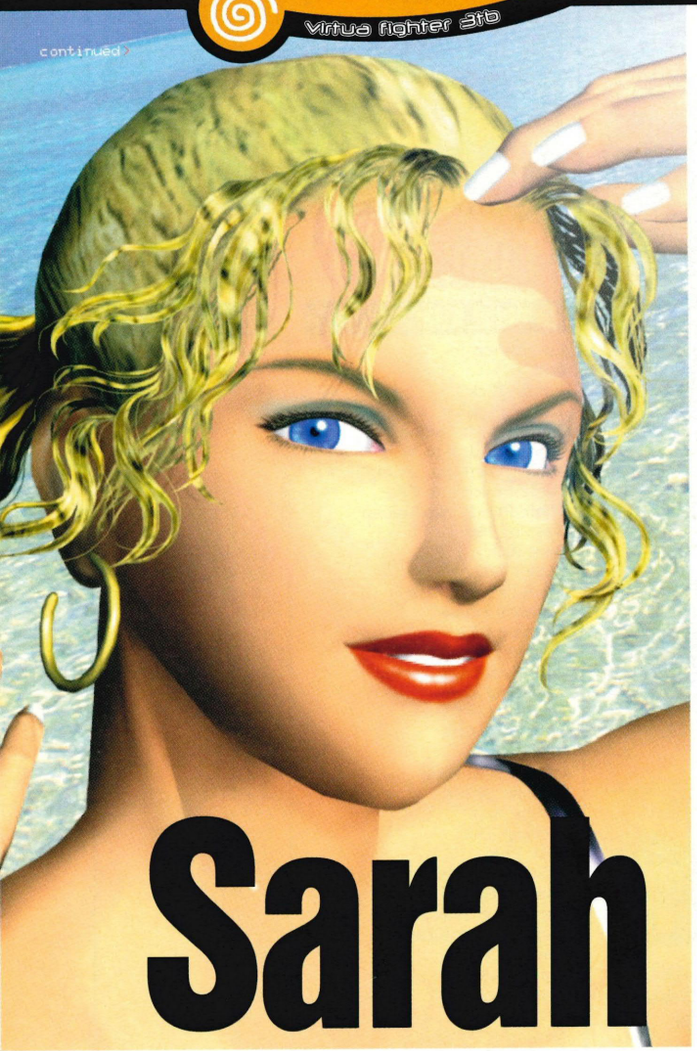
General Attacks	Method
Low Punch	d+P
Low kick	d+K
Punch, Kick	P, K
Twin Punch	P, P
Triple Punch Combo	P, P, P
Triple punch into Kick	P, P, P, f+K
Triple punch into Swing Kick	P, P, P, K
Triple Punch into Flip	P, P, P, b+K
Triple Punch into Sweep	P, P, P, d+K
Dashing Hand	db+P
Foot Kick	d+K, K
Speed Sweep	db+K+G
Thrust Punch, Kick	f, f+P, K
Forward Lunge	b+P
Twisting Kick	df+K
Double Punch Follow Kick	df+P, P, K
Twin Punch Leg Sweep	P, P, d+K+G
Sweeping Kick	d+K+G
Low Double Punch	df+P, P, P
Twin Back Kick	ub+K, f+K
Bird Kick	uf+K
Double Bird Kick	uf+K, K
Evading Swing	df+K+M
Rolling Kick	f+K+G
Leaping Kick	Dash toward+K
Back Flip	d, ub
Rolling Kick Follow-on	f+K+G
Punch into Flip Kick	df+P, P, P, b+K
Punch into Swing Kick	df+P, P, P, K
Leaping Back Kick	ub+K
Moving Lunge	P+M
Lunge kick	f, f+K
Twin Hand Shot	D, f+P
Slice	f+P
Thrusting Punch	f, f+P
Quick Kick Evade	K+M
Half Moon Kick	K+G
Inverted Half Moon	b+K+G
Spinning Air kick	ub+K
Knee Smasher (When opponent is on the floor)	d, U+P
Standing Smash (When opponent is on the floor)	df+P
Reversal Attack	db+P+K

Throwing Attacks	Method
Head Smasher	f, b+P+G
Crescent Throw	D, f+P+G
Upside Down Throw	f+P+G
Around the World Throw	f+P+G
Head Smasher	P+G
Swinging head Throw	b, f+P+G
Over the Head	f+P+K+G
Floor Throw	P+G
Power Push	df+P+G
Reverse Punch	P+G



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Sarah Bryant

In the second tournament Sarah was brain washed and 'programmed' to kill her brother Jacky, however, he managed to rescue Sarah only to find that her memory had been completely wiped! As Sarah lived her life from day-to-day she found that her memories would slowly come back to her, however, on the battlefield they would recur much more often and vividly. When she heard about the third tournament she decided to enter in the hope of recovering the rest of her memory.

Sarah is very similar to Jacky in terms of the moves she has, and the fighting style that she uses. Lots of punching attacks with high and low endings mean that Sarah can confuse an opponent with ease and make it very difficult for them to predict her fighting pattern.







essential information
Dreamcast magazine

Sarah Bryant

Date of Birth	4 July 1973
Sex	Female
Nationality	American
Height	1.73m
Weight	55kg
Occupation	College student
Blood Type	AB
Hobby	Sky diving
Fighting Style	Jeet Kune Do

1 Dashing Knee Lift Dash+K+G

The dash knee lift is the perfect example of why Sarah is such a good character. This move is fast, powerful and can be used at either close or medium range making it versatile! Sarah will move toward her opponent while leaping into the air and raising her knee.



2 Over the Head Suplex Dash+K+G

The is very similar to the suplex moves that Wolf uses, and serves to be one of Sarah's best attacks. Use this move if your opponent misses with an attack or you want to surprise one of the bigger foes with some real rough stuff at close range.



3 Illusion Kick df+K, K

The Illusion Kick has it all: speed, power, a knock down on contact and it's almost unblockable! Use this move at medium range to really shake up an opponent. Don't forget that if you knock them to the floor always follow up with a ground attack.



4 Elbow Thrust f+P

This is another lunging move, meaning that it is effective from both short and medium range. Sarah uses her elbow to smash her opponent's face with amazing speed and power, this move also scores a knock down on a clean hit so once again follow it up!



5 Triple Punch into Rising Kick P, P, P, u+K

This amazing combo takes the basic Punch Assault and adds a rising kick. Sarah will use her speed to rush her opponent with a barrage of high attacks knocking them back as she lands each one, then she'll perform a somersault kick.



6 Double Punch into Kick P, P, K

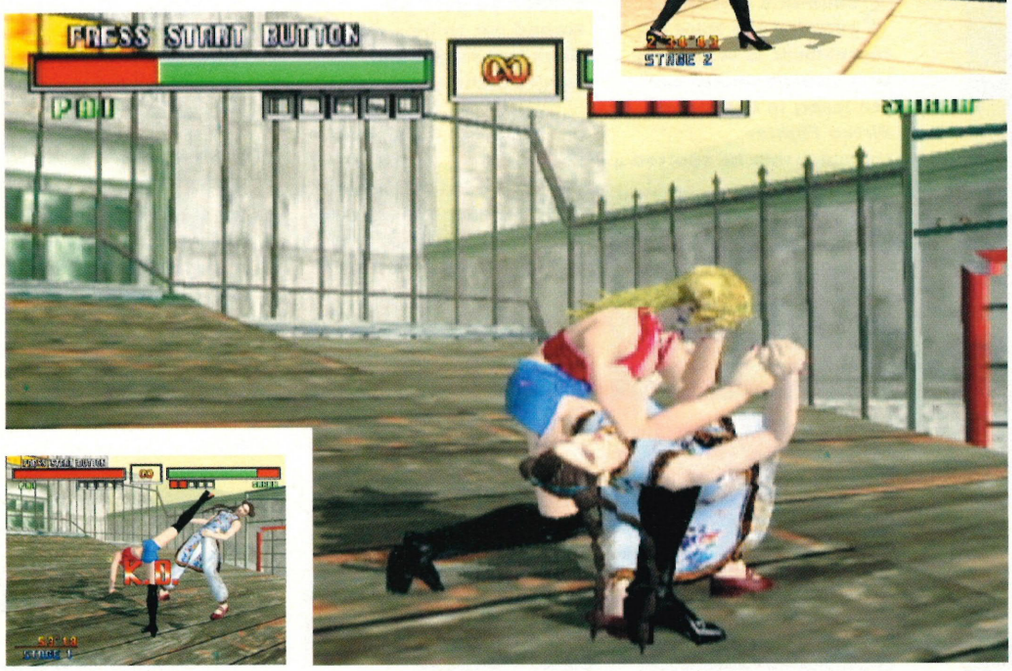
This combo combines a couple of punches with a kick to finish. Sarah's speed is once again used to good effect, as getting the initial punch to make contact is essential to the rest of the combo to score damage.



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As is usually the way with beat-'em-ups, the female character has slightly more speed, but sacrifices power to her male counterpart. This is also true in the case of Jacky and Sarah, so make use of her increased speed by moving around the battleground as much as you can. This tactic gives you the chance to get the position you need to launch the right attack and, better still, you'll also give yourself the chance to score some easy 'ring out' victories!





"Sarah can confuse an opponent with ease and make it very difficult for them to predict her fighting pattern"

7 Punch/Kick two-in-one P, K

The two-in-one attack has been around for as long as the beat-'em-up, and here Sarah performs this excellent combo perfectly. First tap the Punch, then the Kick button and Sarah delivers a deadly two-hit barrage that scores a knock down should both hits connect!



8 Back Smash P+K+G

This throwing technique is as easy to perform as Sarah's basic throw, but is slightly more powerful and this means that – once you've got the confidence to go for it in a battle – the Back Smash should be your number one choice. Timing is of the essence!



9 Illusion Kick into Football Kick df+K, K, f+K

Here we see a move based on the great Illusion Kick, but here – instead of just the basic move – Sarah follows this up with a football-style kick to her opponent's mid-section. The second kick lands between the high and low guard positions.

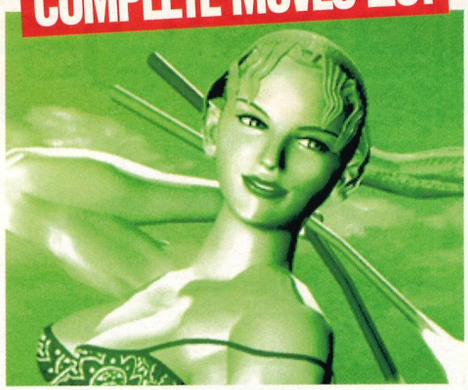


10 Low Kick d+K+G

With Sarah's excellent speed there will be no stopping her when she's using the Low Kick effectively. Get in close to your opponent and avoid their blows then let them have a barrage of these effective kicking combos. The battle will soon be yours!



COMPLETE MOVES LIST



General Attacks	Method
Punch	P
Punch into Side Swipe	P, d+K
Punch/Kick two-in-one	P, K
Twin Punch	P, P
Triple Punch Finisher	P, P, b+P
Triple Punch into Kicking Flip	P, P, b+P, K
Double Punch into Kick	P, P, K
Standard Triple Punch	P, P, P
Triple Punch into Knee	P, P, P, K
Triple Punch into Rising Kick	P, P, P, u+K
Double Power Punch	P, P, u+P
Double Punch Combo	P, P, u+P, K
Hack	df+P
Evading Punch	P+M
Low Jab	d+P
Kick	K
Twin Kick	K, K
Kick then Punch	K, P
Knee Strike	b+K
Knee Strike Follow-on	b+K
Moving Kick	K+M
Hurricane Kick	uf+K+G
Low Punch	D+P
Low Kick	D+K
Twin Lock Kick	D+K, K
Quick Kick	d+K+M
Shin Smash	d+K+G
Sweep	df+K+G
Elbow Thrust	f+P
Elbow Thrust Combo	f+P, b+K
Elbow Chop	f+P, df+P
Elbow into Knee	f+P, K
Football Kick	d+P+K
Twin Football Kick	d+P+K, K
Big Boot	d+K
Twin Big Boot	d+K, K
Spinning High Kick	db+K
Side Swipe	df+K
Illusion Kick	df+K, K
Illusion Combo	df+K, K, b+K
Illusion Kick into Football Kick	df+K, K, f+K
Oasis Kick	df+K, K, K
Crouching Knee	D, f+K
Double Knee	D, f+K, K
Twin Knee	D, f+K, K
Regular Knee	f+K
Knee Lunge	f, f+K
Spinning Kick	u+K
Moon Dive	u+K, u+P
Flip Kick	ub+K
Moving Side Smash	df+K+M
Moon Kick	K+G
Hooking Kick	db+K+G
Forward Kick	f+K+G
Head Rush	b+K+G
Leaping Kick	u+K+G
Heal Head	ub+K+G
Ground Assault (Long Range)	d, U+P
Ground Assault (Short Range)	u+P
Ground Kicking	df+K
Quick Sweep	d+K
Backward Flip	d, ub
Reverse Falling Danger	uf+P
Forward Falling Danger	uf+P
Dashing Knee Lift	Dash+K+G

Throwing Attacks	Method
Over the Head Suplex	Dash+K+G
Neck Take Down	f, f+P+G
Knee Bash Assault	b+P+G
Leg Drag	b, f+P+G
Back Smash	P+K+G
Neck Cracker Sweet	uf+P+G
Knee Bash from Hell	b+P+G

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Shun-Di

Shun-Di's reason for entering the third tournament is something of a strange one to say the least; in the second *Virtua Fighter* championship he spotted a shadowy figure that turned out to be a disciple Shun had raised and taught many years ago. Shun-Di couldn't get this man out of his head – why would he come to the *Virtua Fighter* tournament and why would they meet after so much time? Unfortunately, Shun-Di never met up with his disciple so he could not answer these questions. However, when Shun learns of the upcoming tournament he decided to enter in the hope of solving the mystery.

Shun-Di is a strange character to both play and fight against! His 'drunken' style of Kung Fu is rather weird, has no real pattern to it and seems to be a complete mess most of the time, however, this couldn't be further from the truth! An

essential information>

Dreamcast Magazine

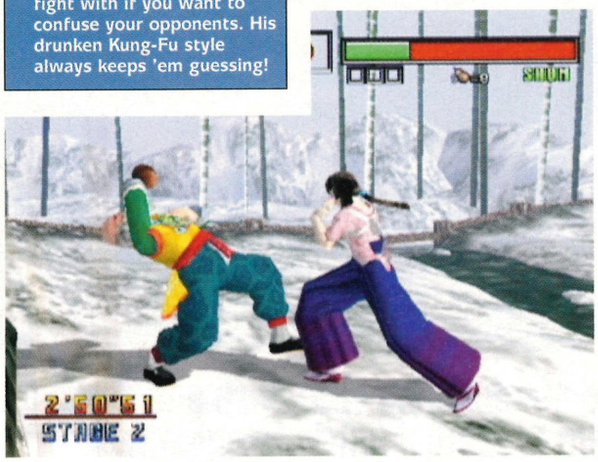
Shun-Di

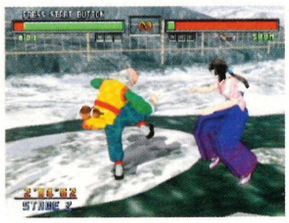
Date of Birth	2 January 1912
Sex	Male
Nationality	Chinese
Height	1.64m
Weight	63kg
Occupation	Herbal doctor
Blood Type	O
Hobby	Collecting medical herbs
Fighting Style	Drunken Fist

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Extra information>

> Shun is a great character to fight with if you want to confuse your opponents. His drunken Kung-Fu style always keeps 'em guessing!





1 Punch Barrage P+G

With the strange fighting stance that Shun-Di uses, even a simple move like the Punch Barrage can become a deadly weapon, particularly when used as a counterattack. Begin this move while standing a few steps away from your foe.



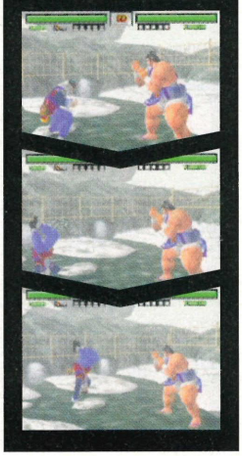
2 Swig of Drink d+P+K+G

Now you might think that drinking on the job would be a bad thing, but in good old Shun's case it can actually make him even more unpredictable! The more Shun-Di drinks the looser his fighting position gets and this means it becomes difficult for your foe.



3 Handstand f, b

Shun-Di leaps onto his hands and then hops around the battle area launching attacks at will. This has a two-fold effect. First, when playing a human player the mere site of Shun leaping around is enough to distract them. Secondly, Shun has a new set of moves that can only be performed from here!



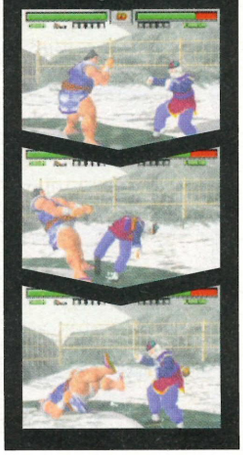
4 Lunging Double Fist UF+P

This is a great mid-range attack that can be used to finish off an opponent whose energy is running low. Shun launches himself forward, knocking his opponent back with the initial punch, then knocking them to the ground with the follow-up attack.



5 Waterfall Kick f, f+K

This kick is simple to perform, however, don't let this fool you into thinking it is a move that can't offer you anything, even when playing against *VF3* masters. The Waterfall Kick is fast moving and this makes it great for surprise attacks at close range.

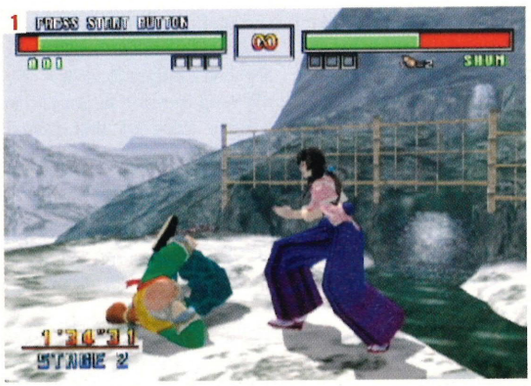


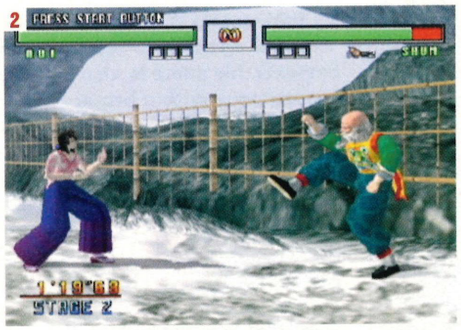
6 Double Punch into Low Kick P, P, M, d+K, K, G

In this move Shun-Di will start by attacking with two high punches, and once the first has landed the second is a guaranteed hit! Then he follows this up with a sweep that is both fast, and powerful. What a great move!



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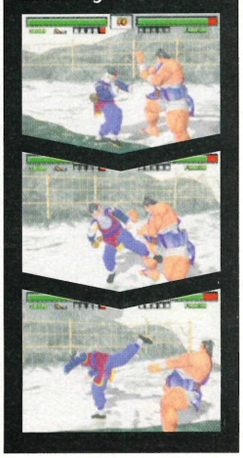


[1] As if Shun's great special moves weren't impressive enough, he's so confident of winning the fight that he can lie down on the job! [2] You can make Shun-Di perform a little dance to celebrate winning! [3] This game is a fitting tribute to the acting talents of Buster Merryfield.

experienced Shun-Di player can use many tricks to fool his opponent into a false sense of security, all manner of comical moves are at his disposal, things like the 'sit down' and the 'hand stand' tricks, for example. However, with his opponent distracted they will not remain upright for very long! Another thing that makes Shun-Di a good character is the sheer amount of moves he has to choose from, just check out his list and you'll see that on this score he is second to none. Shun-Di is a character who lacks speed and can be difficult to control at the outset, but once these initial problems have been overcome he can be a deadly fighting force. One for the *VF3* experts to try!

7 Double Punch into Double Kick
P, P, M, d+K, K

This is an excellent variation on the Double Punch Low Kick move – this time the second half of the combo hits high. Learning how to read an opponent is the most difficult, yet most useful, part of playing *Virtua Fighter 3tb*.



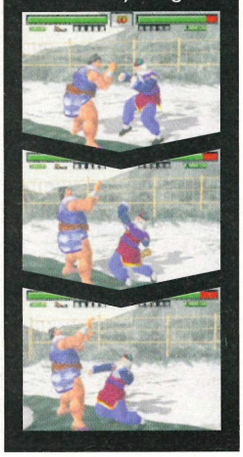
8 Sliding Kick K+M

This Sliding Kick is similar to the move performed by the Bryants, however, with Shun-Di's low centre of gravity his version of the move is more potent. A skilful player can use this move to avoid an oncoming attack, then land an unblockable hit.



9 Uppercut Combo df+P, P+K

The Uppercut is a powerful move and when you put its effects into a combo you've got something to behold. Shun leaps forward launching this three hit combo with both speed and power. The chance of landing both hits (which score a knock down) is high!



10 Punch-Kick Two-in-one
f, f+P+K

Just because this move is basic it doesn't mean that it's not going to be any use. First tap the Punch, then the Kick button and Sarah delivers a deadly two-hit barrage that scores a knock down should both hits connect!



COMPLETE MOVES LIST

General Attacks	Method
Dagger Punch	P
Lunging Dagger Punch	df, df+P
Lunging Sweeper	f, d+K
Basic Sweep	d+K+G
Low Punch	d+P
Low Kick	d+K
Moving Punch	P+M
Kick	K
Moon Kick Follow Through	K, K
Lunging Kick	f,, f+K
Heel Kick follow-up	d+K, K
Twin Low Kick	D+K, K
Triple Low Kick	D+K, K, d+K
Kicking Sweeper	D+K, K, D+K, K+G
Twin Dagger Follow-up	df+P, P
Dagger Punch Combo	df+P, P, K
Triple Dagger Blow	df+P, P, P
Kick Flip Finisher	df+P, P, P, b+K
Dagger Punch into Sweep	df+P, P, P, d+K
Moon Kick Finisher	df+P, P, P, K
Low Dagger Punch	df+P
Elbow	f+P
Elbow Combo	f+P, b, f+P
Super Dagger	df+P+K
Super Dagger Combo	DF+P, df+P+K
Sliding Kick	df+K
Sliding Kick into Punch	df+K, f+P
Sliding Kick Combo	df+K, f+P, b, f+P
Heel Strike	D, K
Lifting Kick	ub+K
Waterwheel Kick	uf+K
Moving Side Swipe	df+K+M
Hopping Hell	uf+K+G
Dagger Punch Finisher	df, df+P, P, P
Four Strike 'Mix it up' combo	df, df+P, P, P, K
Punching Rage	df, df+P, P, P, P
Punch Assault into Kick Flip	df, df+P, P, P, P, b+K
Punch Barrage into Sweep	df, df+P, P, P, P, d+K
Five hit Death	df, df+P, P, P, P, K
Rising Hand Punch	DF+P
Punch into Palm	P, b+P
Double Punch Out	P, b+Pf+P
Punch into Sweep	P, D+K+G
Single Impact	b, f+P
Evading Kick Back	K+M
Moon Kick	K+G
Eclipse Moon Kick	b, f+K+G
Lunar Power Push	b, b+P, K+G
Punch into Hell Attack	P, K
Punch into Moon Kick	P, K+G
Twin Punch	P, P
Twin Punch Follow-up	P, P, K
Triple Punch Assault	P, P, P
Triple punch Flip Kick	P, P, P, b+K
Triple Punch Tripper	P, P, P, d+K
Triple Punch into Moon Kick	P, P, P, K
Twin Strike	b+P, P
Power Push	b, b+P
Power Push into Sweep	b, b+P, D+K
Four Power Push Attack	b, b+P, d+P, P, K
Power Push Power Puncher	b, b+P, d+P, P, P
Power Push into Dagger Punch	b, b+P, d+P
Three Hit Power Push Combo	b, b+P, d+P, P
Power Push kick Flip Attack	b, b+P, d+P, P, P, b+K
Power Push change-up	b, b+P, d+P, P, P, d+K
Super Power Push assault	b, b+P, d+P, P, P, K
Alternative Moon Kick	b, b+K+G
Quick Sweep	d+K
Lunge into Dagger	df, df+P, P
Three Hit punch Assault	df, df+P, P, b+P
Four Hit hammering	df, df+P, P, b+P, f+P
Rising Hand Follow-up	DF+P, P
Double Rising Hand Punch	DF+P, P, b+P
Rising Hand Combo Creamer	DF+P, P, b+P, f+P
Rising Twin Hand	DF+P, P, P
Rising Twin Hand into Kick	DF+P, P, P, K
Rising Twin hand Flurry	DF+P, P, P, P
Rising Hand Triple Punch	DF+P, P, P, P, b+K
Rising Hand Sweep Finish	DF+P, P, P, P, d+K
Rising Hand Moon Kick Finish	DF+P, P, P, P, K
Low blow	d+P
Flying Kick	u+K+G
Back Flip Escape	d, ub
Super Ground Attack (Opponent must be on floor)	d, U+P
Regular Ground Attack (Opponent must be on floor)	u+P
Ground Smasher (Opponent must be on floor)	df+K

Throwing Attacks	Method
Basic Throw	P+G
Back Slammer	b+P+G
Lunging Trip	b, d+P+G
Overhead Assault	f+P+G
Head Throw	b, f+P+G
Shoulder Twister	df, df+P+G
Over the Head Drop	b+P+G

continued>

continued

Taka-arashi

Taka-arashi is a famous Sumo wrestler in Japan, however, his name is also synonymous with a brutal and vicious form of Sumo that is frowned upon by the sport's elders. While in America, Taka-arashi agrees to settle a bar dispute in an underground fight, which he wins easily. Shortly after this display of raw power Taka-arashi receives a invitation to the third *Virtua Fighter* tournament, his reputation extends even further!

If you hadn't guessed, Taka-arashi is all about power and this is something that he has in massive amounts! He can finish off an opponent in a matter of seconds with a few well-chosen moves. In addition to this, he also has a bucket load of throwing moves that put him in a league along side that of Wolf Hawkfield. However, as you can probably guess, all this power comes at the expense of speed, and poor old Taka-arashi is easily the slowest of all the characters in *Virtua Fighter 3tb*. To excel as



essential information > Dreamcast magazine

Taka-arashi

Date of Birth	11 November 1968
Sex	Male
Nationality	Japanese
Height	Unknown
Weight	Unknown
Occupation	Ex-sumo wrestler
Blood Type	O
Hobby	Shougi
Fighting Style	Sumo





[1] The saying goes, 'The bigger they are, the harder they fall', but in this case it should be 'The harder they punch'! [2] Just as Lau thought he had won the battle, Taka-arashi goes and feints on top of him!

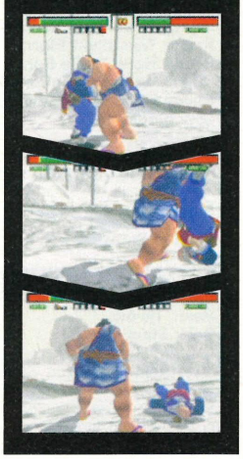
1 Ultimate Six Punch Combo P, P, P, P, P, P

This kind of six-hit combo attack isn't the sort of thing you'd expect a Sumo giant like Taka-arashi to use, but his sheer power makes it really deadly! Taka-arashi moves toward his foe delivering huge punches.



2 Hip Throw P+G

This throwing attack is simple, yet very effective. Taka-arashi grabs his foe and hurls them over his huge hips and toward the ground with amazing power. Use this move to really pummel an opponent who dares to get too close, with your foe grounded follow up with a ground attack.



3 Sumo Lunge Combo f, f+P, P

This is a great mid-range attack that can be used to finish off an opponent whose energy is running low. Taka-arashi launches himself forward knocking his foe backward with every huge punch, only one punch is required to knock an opponent to the floor.



4 Sumo Hold b, f+P+G

The Sumo Hold is another throwing attack, and is really quite simple to perform. Taka-arashi uses his huge body and power to literally crush his opponent to death, and once the move is finished his foe will fall to the ground so you can do a follow-up!



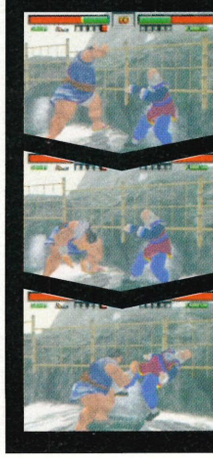
5 Open Palm Attack f+P+K

Taka-arashi moves toward his foe, lunging at them with a huge hand outstretched. This causes huge amounts of damage on contact! This version of the Palm Attack may not be as fast or graceful as Akira's, but it makes up for this with the massive power involved!



6 Sumo Lunge f+P+G

This attack is a great counter strike as it's fast and easy to perform and knocks your foe to the ground, which sets them up for a follow-up attack. This move is best used directly after an opponent has failed to connect with an attack.



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a Taka-arashi player you must learn to utilise his power and throwing attacks, and at the same time use the Move button to set up chances where you can actually use these attacks. He has the power to be champion, do you have the skill?

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Extra information

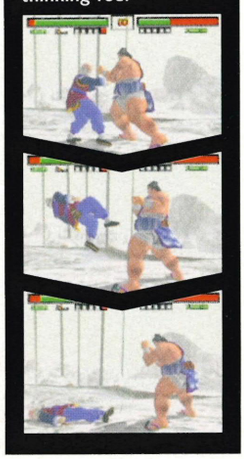
> Enemies can interrupt many of Taka-arashi's slapping moves, so be ready with a counterattack at all times! Nice pants though!





7 Knee Blow f+K

The Knee Blow is similar to the Triple Smash, but here Taka-arashi uses his huge knees to pummel his opponent into submission. This move is not a throwing attack and, as such, can be blocked or, worse still, reversed by a quick-thinking foe.



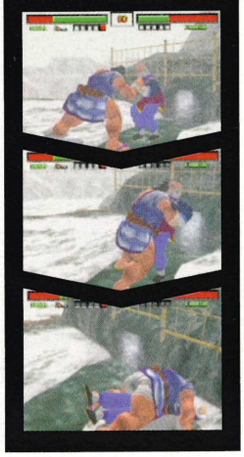
8 Twin Hand Push b, f+P

This move takes the Single Hand Push and doubles it, meaning twice as much power and, more importantly, twice as much damage! On the down side this means that connecting with the move successfully is slightly more difficult. Practice this one!



9 Triple Smash f, f+P+G

Taka-arashi grabs his opponent and then delivers three huge blows to their mid-section. Because this move is classed as a throw, it is best used at close range or as a counterattack. Don't forget, though, that throwing attacks can't be blocked.



10 Hammer Attack Evade b+P+K

The big man sidesteps before launching a huge hammer-style attack to his now helpless foe! This move works best as a way of deterring aggressive opponents from rushing toward the Sumo giant, or used when you are being pushed toward a 'ring out'!



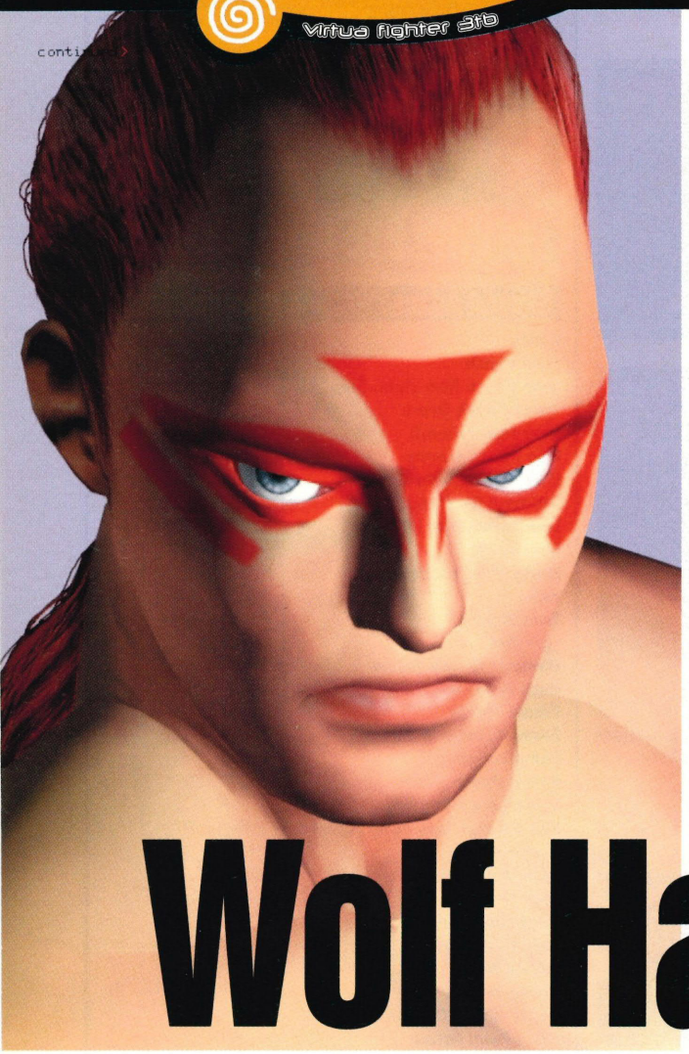


COMPLETE MOVES LIST

General Attacks	Method
Punch	P
Twin Punch	P, P
Twin Punch into Sumo Slap	P, P, f+P
Three Punch Death	P, P, P
Four Punch Death	P, P, P, P
Five Punch suicide	P, P, P, P, P
Five Punch Super Combo	P, P, P, P, P, f+P
Ultimate Six Punch Combo	P, P, P, P, P, P
Low Sumo-Slap	d+P
Low Slash	d+P+K
Rising Punch Combo	df+P, P
Kick	K
Twin Slash	D+P+K, P+K
Low Kick	d+K
Hammer Attack Evade	b+P+K
Back Knuckle	P+K
Elbow Throw	f+P, f, b+P+G
Elbow Combo	f+P, P
Sumo Lunge	f, f+P
Rising Punch	df+P
Sumo Lunge Combo	f, f+P, P
Sumo Lunge into Punch Combo	f, f+P, P, P
Elbow Attack	f+P
Twin Uppercut	df, df+P
Foot Crush	b+K
Single Hand Push	b+P
Twin Hand Push	b, f+P
Falling Axe	db+P+K
Rising Smash	df+P+K
Super Rising Dragon	DF+P+K
Open Palm Attack	f+P+K
Twin Open Palm Attack	f+P+K, P
Palm Push	D, b, f+P
Sumo Smash	D, +P
Triple Pen Palm Attack	f+P+K, P, P
Low Sweep	d+P+K+G
Inward Kick	df+K
Knee Blow	f+K
Dashing Kick	Dashing+P+K
Grounded Stomp (Opponent must be on Floor)	df+K
Grounded Smash (Opponent must be on Floor)	df+P
Twin Grounded Smash (Opponent must be on Floor)	df+P, P

Throwing Attacks	Method
Hip Throw	P+G
Lunging Forward Throw	P+K+G
Lunging Forward Throw	P+K+G
Sumo Hold	b, f+P+G
Sumo Hold into Throw	b, f+P+G, b+P+G
Sumo Hold into Floor Smash	b, f+P+G, d+P+G
Sumo Hold into Hip rush	b, f+P+G, db+P+G
Sumo Hold into super Throw	b, f+P+G, P+G
Late starter Throw	d+P+K+G
Triple Smash	f, f+P+G
Head Thrust	db+P+G
Face Smash	df+P+G
Sumo Throw	D, b+P+G
Huge Hug	f, f+P+G
Head Grab & Follow-up	b, f+P+G
Super Hip Toss	b+P+G
Sumo Lunge	f+P+G
Lunge into Throw	f+P+G, b+P+G
Lunge into Trip	f+P+G, d+P+G

continued >



essential information >

Dreamcast magazine

Wolf Hawkfield

Date of Birth	8 February 1966
Sex	Male
Nationality	Canadian
Height	1.81m
Weight	110kg
Occupation	Wrestler
Blood Type	O
Hobby	Karaoke
Fighting Style	Pro Wrestling





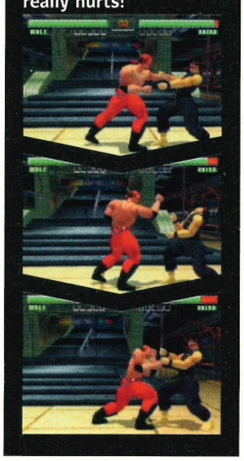
Wolf Hawkfield

Wolf is a man of nature – he lives and works in his native Canada using the forces of nature as his training aids! One night Wolf had a vivid dream and, after consulting a local fortune-teller, he decided that it was his destiny to enter the third *VF* tournament! The fortune-teller said it was a path of his life that he could not ignore. Maybe Wolf will find what his path is at the tournament.

Wolf is a pro wrestler and, as such, has a huge arsenal of throwing moves to choose from, all of which are extremely powerful! The biggest problems that players tend to run into when playing as Wolf are a result of his lack of a high punch or kick reversal. Consequently, this can make life very difficult when playing against the game's more aggressive characters like Jacky, Pai and Lau. To become a Wolf expert you must concentrate on getting those throwing attacks perfected, then learning to back them up with a solid array of regular attacks. You must also learn to use the Move button to manoeuvre yourself into a position where you can use Wolf's powerful attacks effectively.

1 Twin Punch into Elbow Smash
P, P, f+P

This uses Wolf's brute force to really cause huge amounts of damage to the enemy. This three-hit combo may not be as fast as a similar move for, say, Sarah Bryant or Pai Chan, but the power is far greater and it can really hurts!



2 Flash Suplex
b+P+G

This move incorporates pure wrestling skills to perform a back suplex. This move is both easy and powerful, making it perfect for close range combat. The best way to set yourself up for a throwing attack is to use the Move button, here you can dodge your foe then counter.



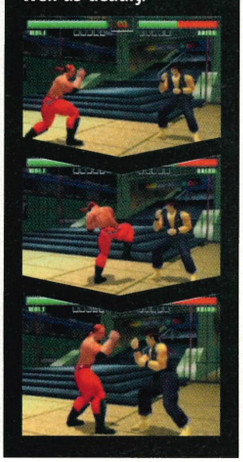
3 Grab f+P+G

It's more a case of what this move leads to than what it initially does. When you perform this move you can then go on and perform a second move in the chain to form a deadly throwing-combo attack. These are the hardest of all Wolf's moves, but as you'd expect they are also the most powerful.



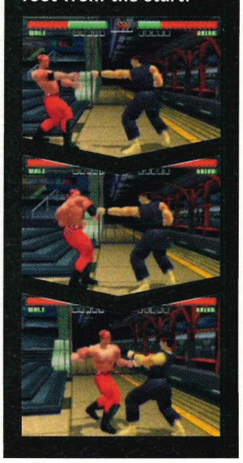
4 Dashing Shoulder Assault
Dash+P+K

Wolf launches himself toward his opponent's shoulder and causes huge amounts of damage. The other advantage of this move is that it can be performed from medium range, which makes it versatile as well as deadly.



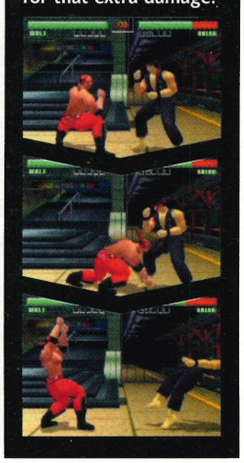
5 Mid Attack Reverse
db+P+K

If you can anticipate when your foe is about to launch a strike, and use this against him, you'll be very difficult to beat. If you can establish this part of your game from the outset you'll have your opponent on the back foot from the start.

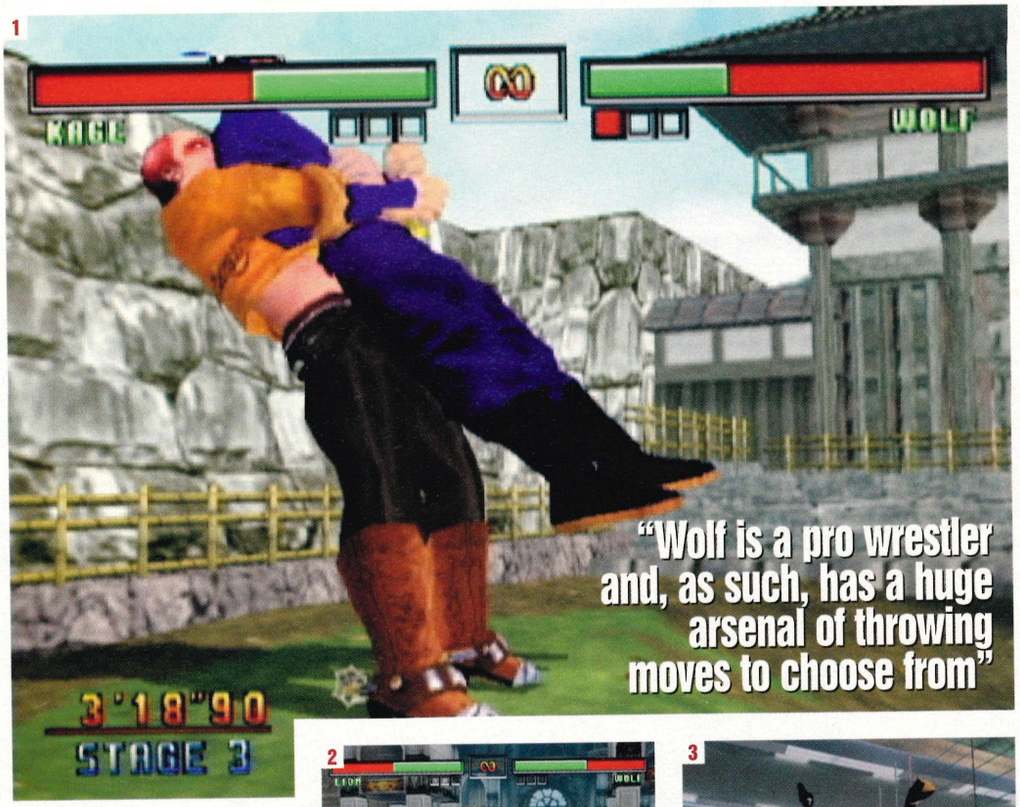


6 Twin Rising Punch
D, f+P

Here Wolf uses his huge fists to strike his foe twice with amazing power. This move is best used at close range, as you'll get the full effect of the move and score a certain knock down. Don't forget to follow up with a ground attack for that extra damage!

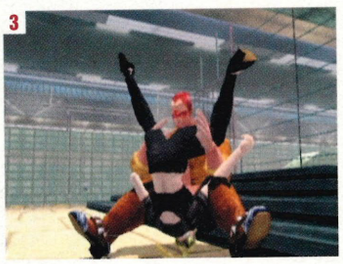


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[1] Many of Wolf's moves rely on brute force for their effectiveness – and he's got plenty of it! His moves aren't too tricky to master either. [2] A shoulder barge from a man like Wolf would be enough to put most of us in hospital for a week! Lion is a weaker character, so has real trouble. [3] Err... your face or mine?





7 Mid-air Kick uf+K

This move is not without risk, and you must be aware of this before you try and use it in a battle situation. The most important thing to remember is that if you miss with this move, or worse still it is blocked, you are going to be wide open to a counterattack.



8 Rolling Kick b, f+K+G

This is deadly and one of the toughest moves in the game to block effectively when used at the right time. This move can be used from medium or long range which makes it the perfect weapon for a surprise strike, providing you don't over use it.



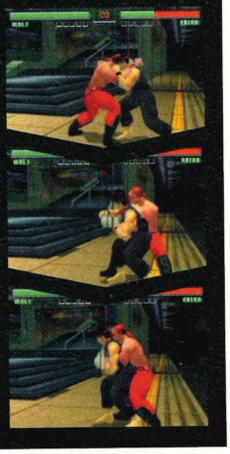
9 Punch Evade P+M

Wolf shows us a different side, he sidesteps his foe before delivering a punch. This move works best as a 'wake-up call' for an opponent who thinks they have you on the back foot. As they move in for an attack simply use this move to avoid the attack.



10 Grab into Stance Change into Suplex f+P +G, f+P+G, P+G

This move is used to change your stance after you have performed the Grab move mentioned earlier in this top ten. This allows you to chain another throw onto the combo.



COMPLETE MOVES LIST

General Attacks	Method
Punch	P
Punch into Kick	P, K
Twin Punch	P, P
Twin Punch into Elbow Smash	P, P, f+P
Twin Punch Super Combo	P, P, f+P, b+P
Twin Punch into Throw	P, P, f+P, db+P+K+G
Twin Punch into Rising Punch	P, P, P
Elbow Crush	b+P
Low Jab	d+P
Low Punch	D+P
Clothesline	df+P+K
Kick	K
Twin Kick	K, K
Evading Kick	K+M
Cutting Strike	K+G
Low Kick	d+K
Low Power Kick	f, d+K
Swing Punch	db+P
Rising Punch	df+P
Twin Rising Punch	D, f+P
Uppercut	DF+P
Body Smash	f+P
Twin Body Smash	f+P, P
Turning Punch	f, b+P
Devil Clothesline	f, b+P, P
Drop Shoulder	b, f+P
Hand Chop	uf+P
Back Knuckle	d+P+K
Mini-Drop Shoulder	b, f+P+K
Low Leg Smash	df+K
Lifting Knee	f+K
Mid-air Kick	uf+K
Moving Side Kick	df+K+M
Dancing Lunge	f+K+G
Rolling Kick	b, f+K+G
Punch Evade	P+M
Super Clothesline	f+P+M
Reverse Back Smash	P+K
Flashing Fist	f+P+K
Flying Knee Assault	f, f+K+G
High Attack Reverse	b+P+K
Mid Attack Reverse	db+P+K
Dashing Shoulder Assault	Dash+P+K
Grounded Elbow Strike (Opponent must be on floor)	d, U+P
Grounded Falling Elbow (Opponent must be on floor)	df+P
Grounded Elbow Smash (Opponent must be on floor)	u+P

Throwing Attacks	Method
Vertical Suplex	P+G
Body Smash	df+P+G
Rotating Swinger	b, f+P+G
Side On Suplex	d+P+K+G
Arm Lock Suplex	db+P+K+G
Body Drop	df+P+K+G
Falling Death	df, df+P+G
Wrist Screw	f, b+P+G
Arm Bar into Breaker	P+K+G
Arm Takedown	f, f+P+G
Wall Smash	f, b+P+G
Grab	f+P+G
Grab into Suplex	f+P+G, b+P+G
Grab into Punch Smash	f+P+G, db+P+G
Grab into Neck Crush	f+P+G, df+P+G
Grab into Power Smash	f+P+G, P+G
Grab into Stance Change	f+P+G, f+P+G
Grab into Stance Change into Suplex	f+P+G, f+P+G, b+P+G
Grab into Stance Change into Face Push	f+P+G, f+P+G, df+P+G
Grab into Stance Change into Palm Assault	f+P+G, f+P+G, f+P+G
Grab into Stance Change into Suplex	f+P+G, f+P+G, P+G
Super Smash	uf+P+G
Power Slam	df+P+G
Ground Grab	d+P+G
Arm Bar	b, f, b, f+P+G
Flash Suplex	b+P+G

Web site: www.sega.com

M-SR



essential information >

Dreamcast magazine says



"Possibly the best racing game ever made on any system."

CONTROLS

You'll never make her go if you don't know which buttons to press...

- Steers car
- Handbrake
- Not used
- Not used
- Rear view
- Brake
- Accelerator
- Pause
- Camera and horn

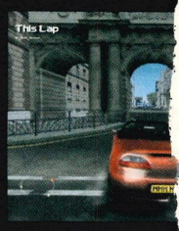
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Dreamcast magazine

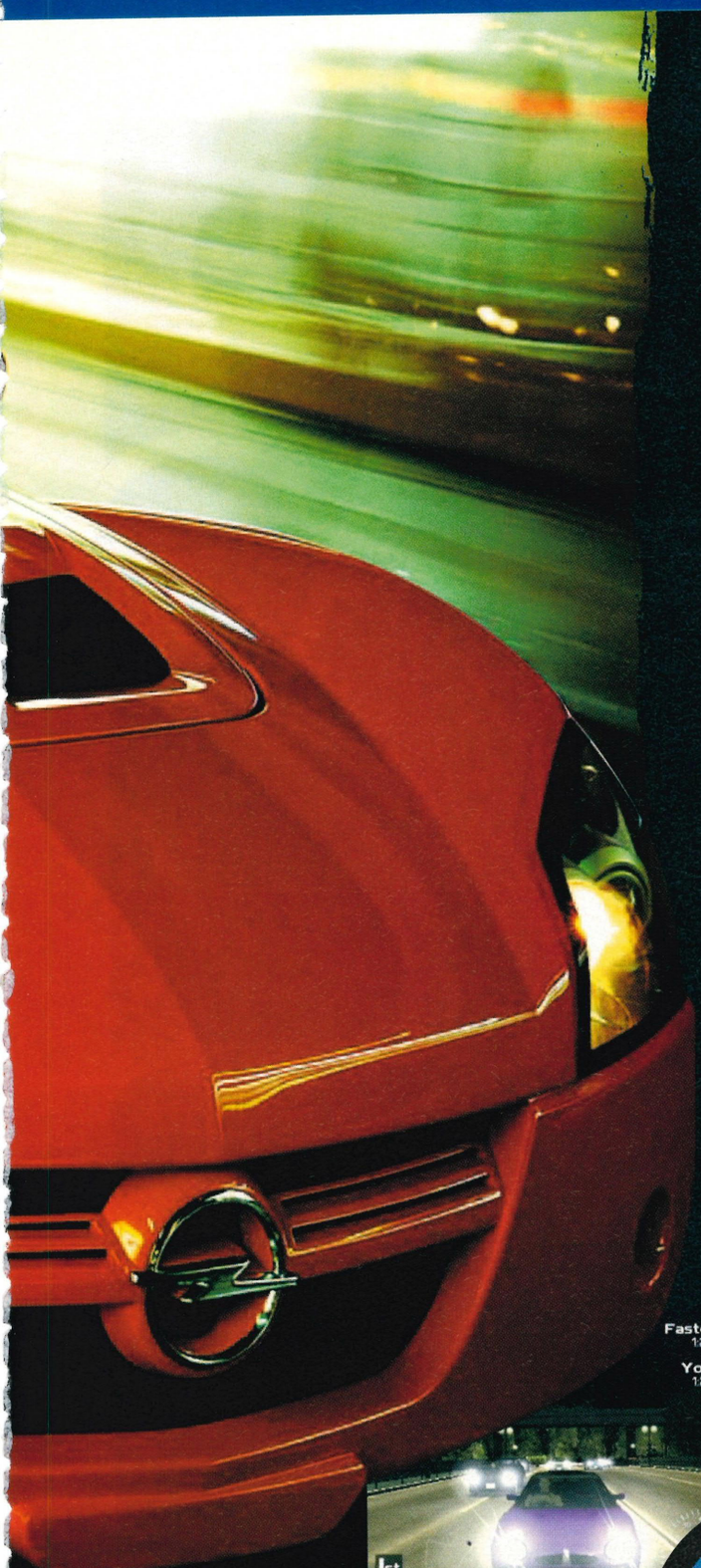
PUBLISHER	SEGA
DEVELOPER	BIZARRE CREATIONS
RELEASE	OUT NOW
PRICE	£39.99
GENRE	RACING
PLAYERS	2
VM UNIT	SAVES POSITION
PERIPHERALS	VIBRATION PACK
	RACE CONTROLLER
	MODEM
	KEYBOARD

Push your driving skills to the limit as DREAMCAST MAGAZINE welcomes you into the beguiling world of driving at its most intense.

M-SR







1



Start Your Engines!

They don't make it easy! *Metropolis Street Racer* is a complex game – even getting started can be a real slog. Assuming that you've managed to set the clock and sorted out your name, the first thing that you'll want to do is get racing. Well, you can't! Nope, you have to go through a rather specific process to earn a vehicle for you to drive.

Firstly, you'll have to go to the garage where you'll be offered the choice of a FIAT Barchetta, a Mazda MX–5 or the MG MGF. You can select one to take for a test drive; we recommend the MG, partly due to the fact that it is (or was) British, but also because it'll see you through the early chapters very comfortably indeed.

As long as you are happy with the car, you then have to select an empty space in your garage and challenge for the right to own the car of your choice. When you've customised it to your liking, you'll be set a timed challenge based on a circuit from either London, San Francisco or Tokyo. Thankfully, you'll have unlimited time to race it around in the hope that you can beat the specified lap time. Once done, the car will be yours to race in the proper Street Racing section of the game – phew!



2

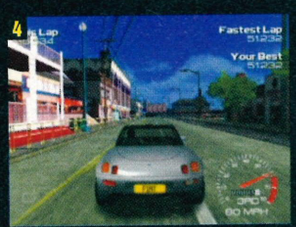


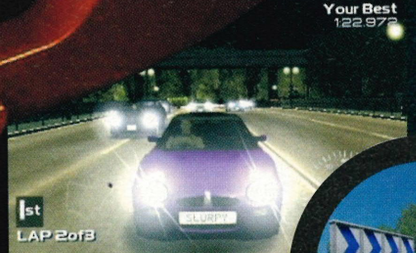
[1] Get ready to race in all kinds of different weather conditions! **[2]** Call us patriotic but we love the MGF – it will see you through the early chapters in style. **[3]** It might be sexy, but for our money it simply doesn't cut the mustard. It might suit your driving style though. **[4]** San Francisco Rush 08:45!

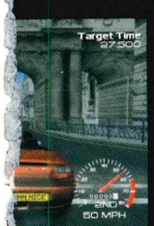
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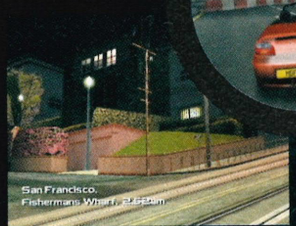
4











Tokyo. Shinjuku. 7.55pm

continued >



1 Hot Lap

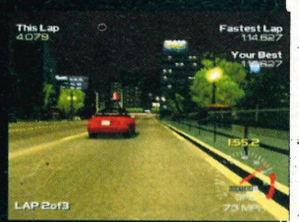
Here you will be literally racing against yourself (in the form of a ghost car) and the clock. You're set a time limit and are expected to beat that time if you want to earn points to progress further into the game. There are, however, two types of Hot Lap challenges. The first is just a simple 'beat a single lap time to earn the points'. The second is slightly more challenging in that you'll be given an average lap time, taken from all the laps you have to do. This means that you'll have to maintain a constant time across all of the laps – one lapse of concentration could lead to a failed challenge.

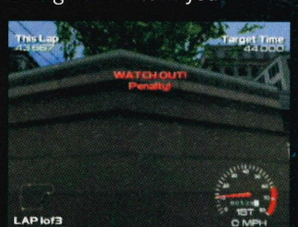
Top Tips:

When trying to beat a single lap time, it is best, where possible, to achieve this time in the first lap. Once you've done that, use the remaining laps to pull Kudos-earning skids or, if you are an amateur driver, take the rest of the laps nice and easy. Obviously, earning much-needed Kudos points would be best, but there is a temptation to steam around the laps unnecessarily fast, which may incur penalties that will lower your overall score. Basically, if you are not an expert, take it easy!

2 Timed Run

Similar to the Hot Lap challenges, except that here you'll have a set time to complete a number of laps rather than a lap time to beat. Again, you are racing against yourself and the clock. As if that weren't enough, each of these courses is littered with a brace of slow-moving (see also: law-abiding) drivers. You cannot hit these cars, even if they get in your way! Doing so will earn you penalty points that will prevent you from earning the highest number of points available to you.





Top Tips:

The key to success on these challenges is to learn the courses first. Some of the longer courses have some tricky tight bends that will cause you problems lap after lap, slowing you down and preventing you from completing the challenge.

Style Challenge

With 25 chapters (themselves each with ten chapters), *Metropolis Street Racer* will take the average gamer months to complete. However, with these helpful hints and tips, you should literally fly through the game.



Kudos Rating

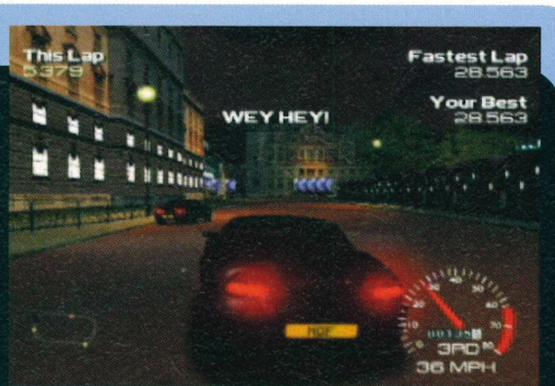
KUDOS ['kju:dos] n.
1. Respect given to a skilled individual.
2. Praise bestowed for status achieved.
3. Honour bestowed upon the ultimate winner.

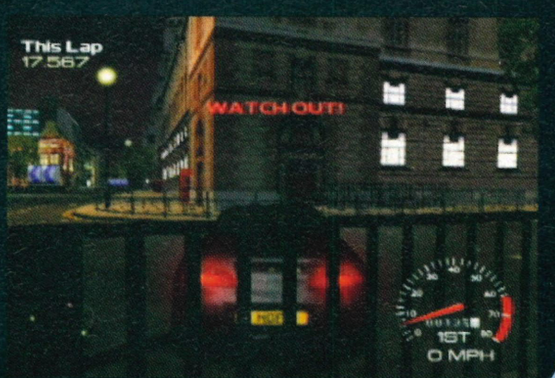
(From Greek: 'magical glory')

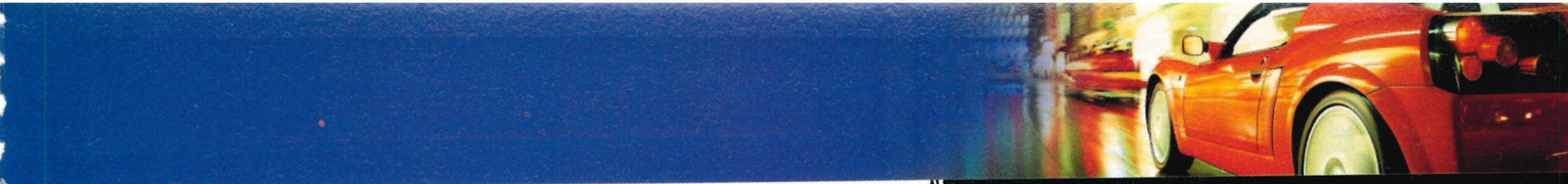
The mainstay of the game is the Kudos rating. Sure you can just race. But the game proper is about proving your worth as a racer, battling through the 250 stages until you have the highest score possible and thus becoming the ultimate driver. Every challenge is rated not only on your skill level, but also upon just how stylish a driver you are. Here's how to boost those Kudos points to make completing the game just that little bit easier.

1 Hand Job

Cornering is one of the single most important skills that you'll need to acquire. Not only will it shave vital seconds off your lap times, but if you can pull off a cool handbrake turn, you'll earn even more style points. Unlike most driving games, where touching the handbrake instantly gratifies you with a perfect handbrake turn, *M-SR* is a little bit more difficult (see also: realistic). Pressing the A button at high speeds will fish-tail your car and you'll swerve all over, hitting the side of the track and ultimately coming to a standstill. This is not good. The secret to a good handbrake turn is to dab the brake a little before you use the handbrake. This will slow the car down enough to make the skid much more controllable (don't forget to steer into the skid!). In time you should be able to take every tight corner with ease, without hitting barriers, to earn you those all-important style points.







2 No Bumpin' And Grindin'

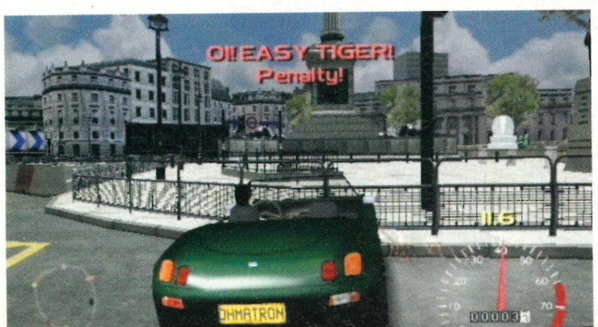
Okay, so you can beat the challenges and get first place in every race, but that's still not enough! Not only will you be awarded points for driving well and performing the task, but you'll also be penalised for shoddy driving. Clipping kerbs, slamming into walls and colliding with any other vehicles will incur a penalty. Damn it, if other racers hit you, you get penalised! It might not seem fair, and occasionally you'll have to make contact with something that you shouldn't, but you have to drive with due care and attention to gain the most points. Minimise this problem by practising each circuit before you attempt the challenge; that way no corner will surprise you and you'll be able to concentrate less on the circuit and more on completing the challenge.

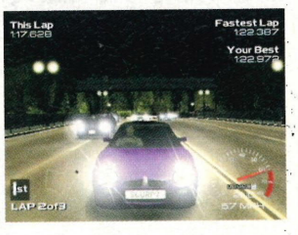












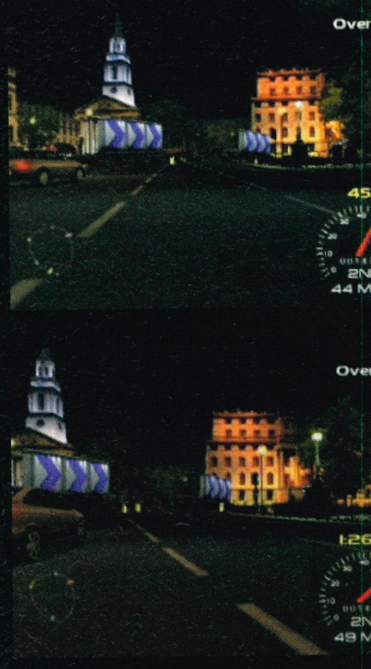


3 Challenge

These kinds of tests try to combine all the skills that you have garnered whilst playing the game. These can range from overtaking as many cars as you can within a set time limit, to more challenging tests like maintaining a high average speed over four or more laps.

Top Tips:

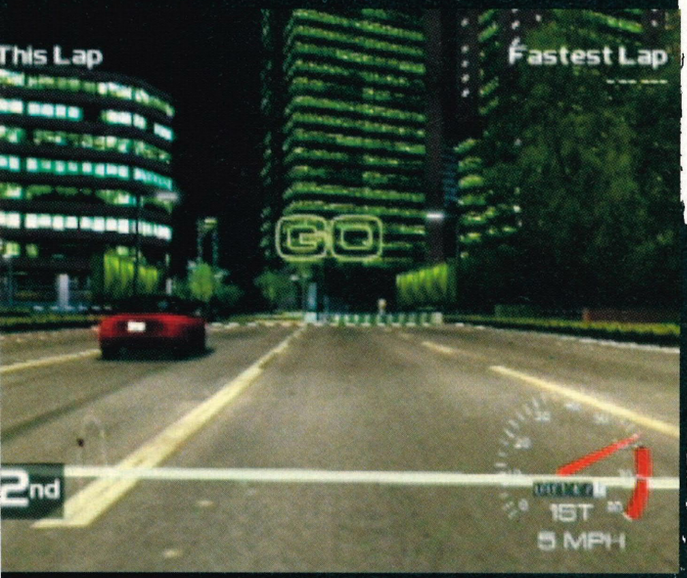
You're very much on your own here, due to the variety of the challenges. Nonetheless, the usual rules apply: learn the circuit first, avoid any traffic and watch the score tally, speedometer or clock that appears on screen. This will enable you to monitor your progress and make sure that you don't fail.





continued >

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4 One On One

Here you finally get to race against someone other than yourself, but it's certainly no pushover! The key to earning points here is to give your opponent a head start. This'll boost up your skill points grading at the end of the race.

Top Tips:

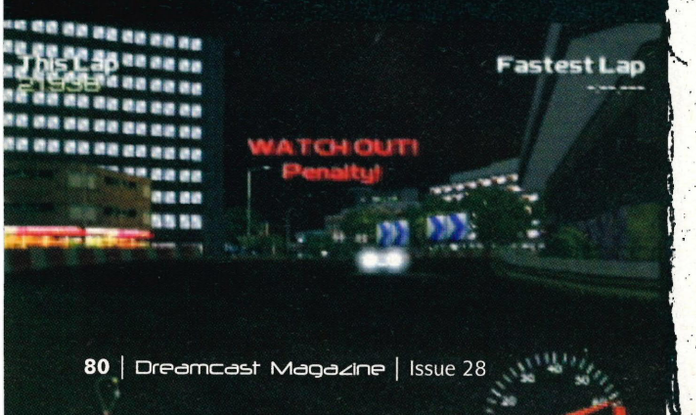
Some of the circuits are relatively small, which means that giving your opponent a massive head start is virtual suicide. So check out first just how big they are, so that you don't throw the race away before you've even started.

Beginners should be able to give their rival about two seconds head start, which will still earn you even greater skill points but will also allow you to get nicely ahead of your opponent at the earliest opportunity.

Once ahead of your rival, keep pressing the 'Y' button to monitor where your opponent is. This is important for two reasons: firstly you'll know how far ahead you are (obviously), and secondly, you'll be able to swerve around to make sure that he can't overtake.

Check the route taken by your opponent. Your rival will pretty much opt for the best route available, and it's worth learning which lane to race or find out the racing line to use on corners. By doing so, you'll also be able to follow that route when you're ahead of him, which should help to stop him getting past you.

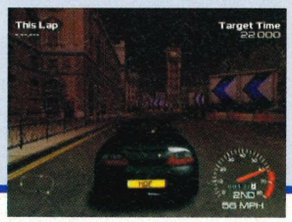
Mastering the art of the handbrake turn is a must. Your opponents will tend to slow down and take corners properly, which is a relatively time-consuming process. However, by performing the handbrake turn, you can shave precious seconds off your lap times and, when particularly close to your opponent, you should be able to squeeze past them.

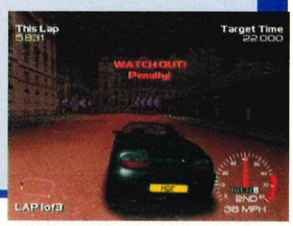


3 The Par's The Star!

Every challenge that you undertake will have some kind of limit, be it time allowed to complete it or number of cars that you need to overtake. More often than not there'll be a par rating for the car, which tells you what you should be able to achieve for that vehicle. However, as you progress through the game, you'll find that you can beat the so-called par rating for the stage. If you can do so and have lowered the limits accordingly before you start the challenge (see screenshot), you'll be rewarded handsomely. We recommend that you check out the Hot Lap stages, especially those with short circuits. Here, with practice, you'll be able to smash those par times with ease and earn massive amounts of Kudos points!







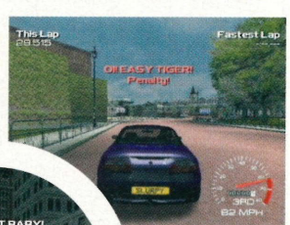
4 It's A Knockout!

Periodically, you'll be awarded a Joker. For those of you who remember *It's a Knockout*, you'll know how this works. With every challenge you attempt, you are always offered the chance to play the Joker; should you then be successful, you'll get double the points you earn. However, should you fail, you'll be penalised twice as hard, so think carefully about how you use Jokers. We'd recommend that you use them in conjunction with any stage that you know you can complete below the par rating (see above). If you can do this, you can easily earn more than 500 points. Which is nice...



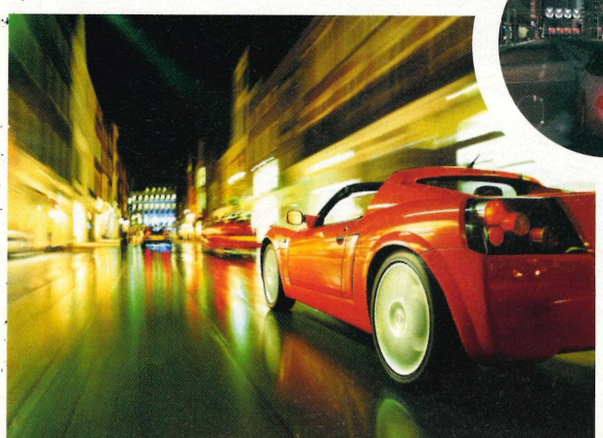


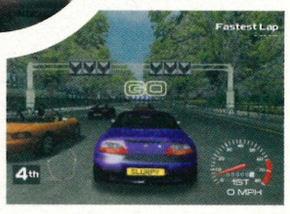






[1]With skids comes Kudos points!
[2] Better get your skates on if you want to win the race.







5 What Car

As you progress through the game, you'll be offered the chance to improve your status by upgrading your car. Just because you are offered a car though, it doesn't mean that you have to take it. Every time you earn a new car, make sure that you test-drive it first. It may be that there's little difference between the car(s) you have in your garage and the one you are offered. It may be the car you already have is best suited to your style of driving. If you change your car you might have to change how you drive, which could cause you serious problems in the pursuit of Kudos. You have been warned!



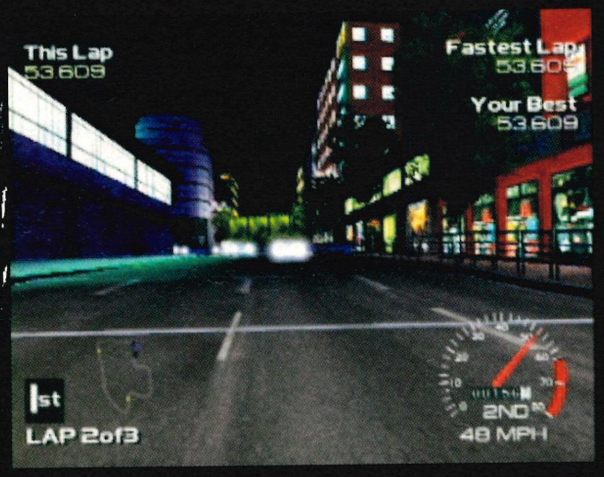


5 Street Race

More opponents and more danger! The penultimate challenges are against increasing numbers of opponents. The way to earn points is to correctly guess which position you'll place at the end of the race. Of course, the greatest number of points is to be had from gaining first place, which will take some practice!

Top Tips:

With the right car, a knowledge of the track and the skills that you have learned whilst playing the game, you should be able to place first every time. Street Race challenges are basically the same as the Head To Head challenges, so use the tips and skills learnt there (just remember that there are more opponents this time). Don't expect to win initially, but it's certainly worth playing the levels over and over again until you do so – the points that you'll earn will be vital in later levels. Perseverance is definitely the key to success.



BEAT THESE TIMES!

So, you reckon that *M-SR* is a bit of a doddle? We asked Bizarre Creations' Kevin Reilly to send us his favourite lap times and circuits. See if you can beat these – with the same cars, of course!

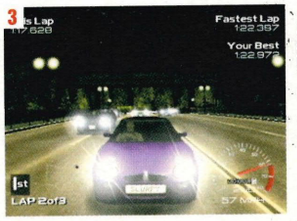
Chapter 1 Hot Lap – Stage 2
Track: Great George Street East II (St James Park, short)
Car used: Miata
Time: 17.802

Chapter 5 Hot Lap – Stage 1
Track: Trafalgar East (Trafalgar, short)
Car used: Peugeot 206
Time: 17.030

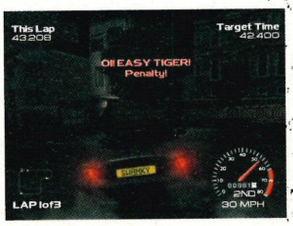
Chapter 10 Hot Lap – Stage 1
Track: Houses Of Parliament South (Westminster, short)
Car used: Alfa 156
Time: 25.869

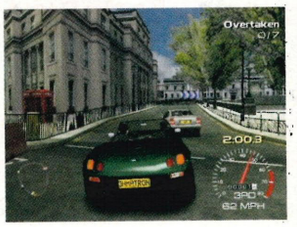
Chapter 13 Hot Lap – Stage 2
Track: Embarcadero East (Fisherman's Wharf, medium)
Car used: TT Coupe
Time: 48.243

Chapter 16 Hot Lap – Stage 2
Track: Chuo-Dori Higashi (Shinjuku, short)
Car used: FTO
Time: 29.801



[3] When you are ahead, always check where your rivals are. That way they won't overtake you!





6 Championship

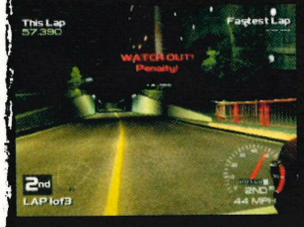
After you have waded through the other nine challenges in the chapter, this is the ultimate test of your skills. Essentially this is the same format as the Street Race challenge, but with points awarded for the position you finish the race in. However, the stakes are higher because you have to race more than one circuit and accurately predict how many points you'll accrue. Again it's worth replaying this challenge over and over until you win all the races and attain the most points.





Top Tips:

Everything you have learnt in every other challenge will be necessary here if you want to be successful.





directory

>www.totalgames.net

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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 seven 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 pages come in very handy!

Reviewers

The member of the DREAMCAST MAGAZINE team who put the game through its paces...

- Damian Butt
- Ryan Butt
- Simon Cann
- Nerys Coward
- Simon Hill
- Will Johnston
- Roy Kimber
- Kendall Lacey
- Ben Lawrence
- Martin Mathers
- Paul Morgan
- Russell Murray
- Chandra Nair
- Graeme Nicholson
- Snehal Noorani
- Simon Phillips
- Mike Richardson
- Jem Roberts
- Nick Roberts
- Tom Sargent
- Stuart Taylor
- Alex Warren
- Louise Wells

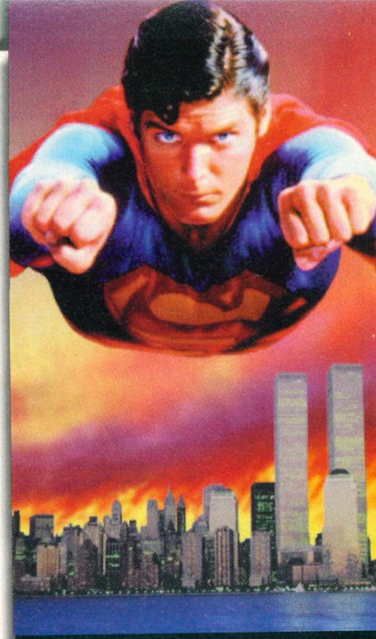
What's That All About Then, Eh?

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
If you can't work this one out, you're probably not going to get very far...	Which company is responsible for putting the game on the shelves.	How many people can actually play at any one time.	Does the game make use of the DC VM unit?	Does it have online capabilities? Still a tad short on ticks...	Which gizmos, like a steering wheel, are handy to have with the game.	The issue in which the game was reviewed.	The most important bit – is it actually any good?

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

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
18Wheeler: American Pro Trucker	SEGA	2	✔	✗	Steering Wheel	22	71%
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	53%
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	61%
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	45%
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							

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
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	65%
We Say: "Some lovely visuals and nice touches don't go far enough to cover up what is essentially a rather repetitive game. Shame." MM							
Ducati World	Acclaim	2	✔	✗	✗	20	30%
"An absolute shocker of a biking game that you shouldn't even attempt to go near – it's for your own safety." SP							
Dynamite Cop 2	SEGA	2	✔	✗	✗	03	69%
We Say: "Dynamite this game may be, but it has a far too short a fuse, and leaves the player feeling a little cheated." MR							
Ecco The Dolphin: Defender Of The Future	SEGA	1	✗	✗	✗	08	91%
We Say: "As soon as you see *Ecco The Dolphin* in action you'll be dribbling more than a group of blokes at the annual 'Miss Wet T-Shirt' tournament." MM							
ECW Hardcore Revolution	Acclaim 4	4	✗	✗	✗	08	33%
We Say: "There are so many reasons why you shouldn't rush out and get this it might explain why Acclaim were reluctant to send us a review copy." MM							
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	50 zzz%
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	48%
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							

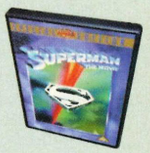


DVD Reviews

Superman: The Movie

Cert | PG
Publisher | Warner Home Video
Price | £19.99

> Yes, this is a really old movie... the very first of the *Superman* movies, in fact. Of course, that doesn't mean that you shouldn't own it – considering that it's been lovingly remastered and bundled onto a DVD with a whole host on extras (including documentaries on the special effects and the actual making of the film, trailers, deleted scenes and some other goodies besides), you really should make this one of your essential purchases. Mind you, it's been ages since we last watched the actual film; we're pretty sure that we don't remember Lois Lane looking so unattractive or the opening sequence lasting for so flippin' long...

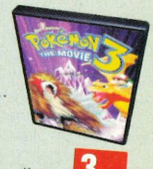


4/5

Pokémon 3: Spell Of The Unknown

Cert | U
Publisher | Warner Home Video
Price | £17.99

> Ahhh, Pokémon... don't you just love them? Well, no – of course you don't, unless there's something slightly wrong with you. Still, there's no doubting the popularity of the little blighters and that's why we've been considerate enough to look at the DVD of the third *Pokémon* movie. It's pretty obvious, really – Ash and his mates, Misty and Brock, find themselves up against the evil power of the Unown, who've rather inconsiderately kidnapped new girl Molly. It's got all the original Pokémon in it, as well as over 100 of the 'new' Gold and Silver Pokémon and... do you really care? If so, this is the ideal DVD for you – otherwise, you'd do well to steer clear.



3/5

continued>

directory

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

continued >

CD Reviews

Artist: System Of A Down Toxicity

> You wouldn't have thought that a band hailing partly from Armenia would be of interest to many of us, but that's where you're wrong – System Of A Down are one of the hottest properties around today. Their current album has a number of hard-pumping guitar tracks that'll have you flying around in a mosh-like state... most noticeably, *Chop Suey*, and *Bounce* are especially noisy and enjoyable. If you really do like your music loud, proud and undeniably enthusiastic then this is most certainly the album for you.



4/5

Artist: Rammstein Mutter

> Slightly lighter than their previous efforts, *Mutter* is still a striking effort from Rammstein – an interesting combination of heavy guitar and lifting operatic voice. There's only one small problem that might prevent you from getting as much out of this album as you might like... it's all in German. Still, with songs like Ich Will (I Want), Sonne (Sun) and Links 2 3 4 (Left 2 3 4) being strong enough to keep you interested regardless of language, you shouldn't trouble enjoying this.



4/5

Artist: Sum 41 All Killer, No Filler

> The popularity of skate punk music these days (as seen in top skating games like *Tony Hawk's Pro Skater 2*) is surely a good thing – especially if what we get is anything like Sum 41. These Canadian chaps like nothing more than jumping madly around and playing their guitars, so there's not much to do but sit back and enjoy it. Of course, one thing that stands out about bands like this is that many of their songs sound the same; there's no getting away from the familiar, it seems. Mind you, would you really want to?



3/5

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Millennium Soldier: Expendable	**Infogrames**	2	✗	✗	✗	01	80%
We Say: "If you're a seasoned gamer who remembers the likes of *Smash TV* then you'll know exactly what to expect from *Millennium Soldier*." NR							
MoHo	**Take 2**	2	✗	✗	ARCADE STICK	16	80%
We Say: "A uniquely odd game which, although genuinely good fun to play, has an unplaceable something missing." AW							
Mortal Kombat Gold	**Midway**	2	✗	✗	✗	03	77%
We Say: "Although a dying breed, *MKG* breathes new life into the series making it one of the more enjoyable Dreamcast beat-'em ups." AW							
Mr Driller	**Virgin Interactive**	1	✗	✗	ARCADE STICK	17	80%
We Say: "Despite a distinct lack of games modes and options, *Mr Driller* is quite simply brilliant fun!" AW							
MTV Sports: Skateboarding	**THQ**	4	✗	✗	ARCADE STICK	17	68%
We Say: "There's plenty to recommend *MTV Skateboarding* but at the end of the day it's no match for the might of *Tony Hawk's*." AW							
NBA Hoopz	**Midway**	4	✔	✗	ARCADE STICK	20	88%
"Looks fantastic, great fun to play with your mates and basically kicks ass. Reality – who needs it?" AW							
NBA2K	**SEGA**	4	✔	✗	✗	06	89%
We Say: "As an overall package this game is absolutely brilliant, although it does have limited appeal." AW							
NBA Showtime: NBA Vs NBC	**Midway**	4	✔	✗	✗	04	82%
We Say: "You don't have to be Shaquille O'Neal to be able to play Midway's top BB sim, as you can get straight onto the court with a minimum of fuss." AW							
NFL2K	**SEGA**	4	✔	✗	✗	04	74%
We Say: "When compared to the likes of *NFL Blitz*, *NFL 2K* is made to look wearisome and monotonous." AW							
NFL Blitz 2000	**Midway**	4	✔	✗	✗	03	89%
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							
NFL Quarterback Club 2000	**Acclaim**	4	✗	✗	✗	04	56%
We Say: "Dull, boring and mindless, *NFL Quarterback Club* is American football at its worst, without even a sniff of enjoyment." AW							
NHL2K	**SEGA**	4	✗	✗	✗	11	85%
We Say: "Fast, frantic and great fun to play." AW							
Nightmare Creatures 2	**Konami**	1	✗	✗	✗	12	39%
We Say: "The only good thing this game has to offer is that you can kick doors down FBI-style." CD							
Outtrigger	**SEGA**	4	✔	–	KEYBOARD & MOUSE	24	92%
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							
Pen Pen	**Infogrames**	4	✗	✗	✗	02	68%
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							
Phantasy Star Online	**SEGA**	1	✔	✔	KEYBOARD	19	90%
We Say: "Great when online, but it's a tiny bit repetitive otherwise – just like every RPG, it certainly isn't for everyone." MM							
Plasma Sword	**Virgin**	2	✗	✗	✗	12	54%
We Say: "Could a game get any more generic and unoriginal? We don't think so..." MM							
POD 2	**Ubi Soft**	2	✗	✔	STEERING WHEEL	16	59%
We Say: "Despite having online capabilities, *POD 2* is so badly done that it's almost unplayable. Sad, but true." RM							
Power Stone	**Eidos Interactive**	2	✗	✗	✗	01	92%
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							
Power Stone 2	**Eidos**	4	✗	✗	ARCADE STICK	13	92%
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							
Project Justice	**Virgin**	2	✗	✗	ARCADE STICK	18	91%
We Say: "It's not fair – why won't Capcom stop making decent beat-'em-ups? It's a conspiracy, we're sure." MM							
ProPinball Trilogy	**Empire Interactive**	4	✗	✗	✗	21	81%
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							
Psychic Force 2012	**Acclaim**	2	✗	✗	✗	04	65%
We Say: "Graphically and aurally there is nothing here that couldn't have been ably produced on a PlayStation. A poor, poor game." ST							
Quake III Arena	**SEGA**	4	✗	✔	MOUSE & KEYBOARD	16	90%
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							
Racing Simulation: Monaco Grand Prix	**Ubi Soft**	2	✗	✗	STEERING WHEEL	03	83%
We Say: "The controls can be a little too sensitive. Nowhere near as good as *F1 World Grand Prix*." MR							
Railroad Tycoon 2	**Take 2**	1	✗	✗	✗	14	33%
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							
Rainbow Six	**Virgin Interactive**	1	✗	✗	✗	18	68%
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							
Rayman 2: The Great Escape	**Ubi Soft**	4	✗	✔	✗	07	92%
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							
Ready 2 Rumble Boxing	**Midway**	2	✔	✗	✗	01	90%
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							
Ready 2 Rumble Boxing: Round 2	**Midway**	2	✗	✔	ARCADE STICK	16	85%
We Say: "A hilarious take on the po-faced sport that plays like a dream." WJ							
Record Of Lodoss War	**Activision**	2	✗	✗	✗	18	81%
We Say: "Killing beasties and collecting 'precious items' is all *Lodoss* has to offer, though it does these few tasks admirably." WJ							
Resident Evil 2	**Virgin**	1	✔	✗	✗	05	73%
We Say: "Nothing more than a cheap conversion of the PC version that fails to do justice to the Dreamcast." AW							

best of GENRE

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

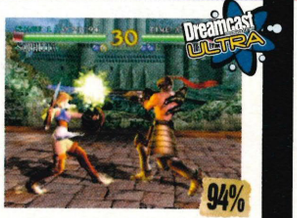
Action/Adventure



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...

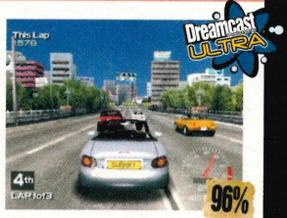
Beat-'Em-Up



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...

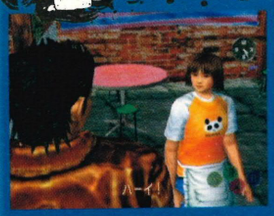
Driving/Racing



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



Shenmue: Chapter 2

> Having spent ages bashing through the Japanese version of the game (and doing surprisingly well, despite the language barrier), we've finally had the chance to play some early PAL code with English subtitles. The result? We actually know what's going on... which is a first, considering we don't usually have a clue at all.

Propeller Arena

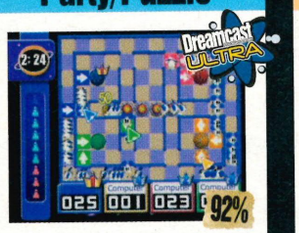
> We love games that bring the whole team together, so the arrival of *Propeller Arena* this month was no exception. There's nothing quite like chasing after each other in a plane, banking and diving before finally moving in for the kill. In fact, Alex has spent plenty of time on Gaz's 'six' this month... but that's just because it's the way he likes it.

Tennis 2K2

> Ahh... how could we not be playing this? Sure, it turned up incredibly late in the day (less than a week before deadline) but considering it gave us the opportunity to sit down for some wholesome doubles action, we couldn't complain. Oh, and then there's the fact that it's bloomin' excellent as well... don't forget that.

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Resident Evil 3: Nemesis	Virgin Interactive	1	✗	✗	✗	17	68%
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							
Resident Evil Code: Veronica	Eidos	1	✗	✗	✗	10	94%
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							
Re-Volt	Acclaim	2	✗	✗	STEERING WHEEL	03	70%
We Say: "The game has some really smart graphics with realistic scenery and lightning fast speeds along with some great gameplay." AW							
Red Dog	SEGA	4	✗	✗	✗	02	71%
We Say: "As a multiplayer it's fun, if nothing particularly outstanding, but the overall package is a winner." RK							
Roadsters	Titus	4	✗	✗	STEERING WHEEL	10	48%
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							
Rogue Spear	Virgin	4	✔	✗	KEYBOARD	21	77%
We Say: "Much better than the last Rainbow Six outing, but still not quite up to the excellence that the PC version achieved." MS							
Samba De Amigo	SEGA	2	✗	✔	MARACAS	16	92%
We Say: "It's totally bonkers and the best fun you'll have with a pair of maracas and a Dreamcast this Christmas." AW							
San Francisco Rush 2049	Midway	4	✗	✗	STEERING WHEEL	13	71%
We Say: "For all the promise that *Rush 2049* shows, it doesn't live up to expectation." AW							
Sega Bass Fishing	SEGA	1	✗	✗	FISHING ROD	03	80%
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 Extreme Sports	SEGA	2	✗	✗	✗	15	86%
We Say: "It's great fun but the lack of a good multiplayer mode cuts the life of this one in half." MM							
Sega GT	SEGA	2	✔	✔	STEERING WHEEL	16	89%
We Say: "An incredibly well-rounded game that will keep car and driving enthusiasts happy for a long, long time." AW							
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							

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!

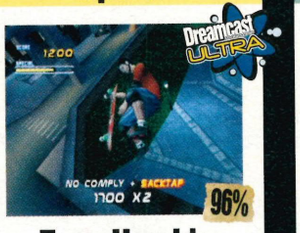
Shoot-'Em-Up



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!

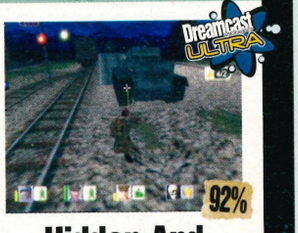
Sports



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

Green Lantern Vs Aliens

Publisher | Titan Books
Price | £9.99

> Ahh, the age-old question – what would happen if one of our favourite JLA members (namely The Green Lantern) was to find himself facing unbeatable odds in the form of some rather nasty Aliens? Thankfully, we don't have to wonder any more because this tale manages to fill us in on all the juicy details. There's plenty of gorgeous art to be admired here, as well as a story with more twists and turns in it than a very twisty-turny thing. We never would have thought that it was the fault of The Green Lantern that the Aliens were causing a threat in the first place! Definitely worth buying.



5/5

Aliens Vs Predator Vs The Terminator

Publisher | Titan Books
Price | £9.99

> Building on top of the *Aliens* franchise once more, we've got this – a bizarre, yet rather exciting look at what would happen if Skynet (the mad computer behind the creation of the Terminators) got his hands on the Aliens. Naturally, a number of recognisable faces are present; both Ripley and the female android from *Alien: Resurrection* appear to try and stop the Terminators spawning the ultimate Alien/Android monster. The Predators, meanwhile, seem intent on just killing anything that moves... at least, they do to begin with. It's a good enough story and something worth picking up.



4/5

Mindhunter

Publisher | Titan Books
Price | £9.99

> Okay, now things are just getting a little bit out of hand. Having read our fair share of *Aliens Vs* comics, we'd have to say that having four enemies facing off in one comic (the full title is *Aliens Vs Predator Vs Witchblade Vs The Darkness*) is just a tad much. Still, that's something we'd be able to overcome... if the story itself wasn't so strangely uninteresting. Followers of the *Witchblade* comics – drawn by the man behind the *Tomb Raider* comics, no less – might be able to find some respite in this latest instalment, but everyone else would do well to steer clear of it...



2/5

continued>

directory

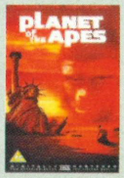
Action/Adventure | Beat-'em-up | Driving/Racing | Party/Puzzle | Platform | Shoot-'em-up | Sports | Strategy

continued >

Videos

Planet of the Apes

Publisher | 20th Century Fox Home Entertainment
Cert | PG
Price | £9.99

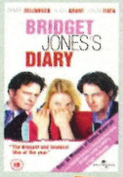


> Okay, so we've had the summer blockbuster by Tim Burton, but now the overblown, underwritten experience is now but a distant and somewhat painful memory. Here for you lovers of old-skool techonology is the video of the original – released to remind you that all the money in the world and enough latex and video trickery does not a great film make. Here is the original, startlingly timeless if only for that unmatched and tremendously striking closing scene.

4/5

Bridget Jones's Diary

Publisher | Columbia TriStar Home Video
Cert | 15
Price | £16.99



> Based on the book that everyone bought because most people wouldn't know a good book if it leapt out at them, it covers the life and loves of the eponymous heroine. Oh how we laughed at the roguish antics of 'our' Hugh and oh how we swooned at Colin Firth... It's all predictable stuff with some chucklesome moments thrown in for good measure. However, like the British gangster movie, we're getting sooo tired of this sort of thing.

2/5

Doris Day - Young At Heart/The Thrill Of It All/ Lover Come Back

Publisher | 4 Front Video
Cert | PG
Price | £12.99



> We were already concerned about the state of the planet – the ozone layer and the like. However, this collection of Doris Day classics has rather tipped the scales. We know this isn't going to appeal to any of you, but you may have Grandparents and they'll lap this up. With Xmas around the corner, this box-set could ensure that instead of those lovely M&S Y-fronts that they were going to get you, you might end up with a decent Chrimbo present!

3/5

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
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	18%
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							
StreetFighter III: 3rd Strike	Virgin	2	✗	✗	ARCADE STICK	14	71%
We Say: "As far as the *StreetFighter* series goes, you really couldn't do much better than this." MM							
StreetFighter III: Double Impact	Virgin Interactive	2	✗	✗	✗	08	74%
We Say: "We're not saying that it's bad... we're just saying it's *StreetFighter*. Again. You've seen it all before, so why bother." MM							

import directory

Import Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Aero Dancing F	CRi	1	✗	✗	✗	08	82%
Alien Front Online	SEGA	1	✔	✔	Microphone	27	92%
Arabian Nights: Price Of Persia 3D	Mattel	1	✔	✗	✗	26	54%
Atari Anniversary Pack	Infogrames	4	✗	✗	✗	25	65%
Bakuretsu Muteki Bangaioh	ESP	1	✗	✗	✗	05	65%
Bang! Gunship Elite	Red Storm	1	✔	✗	Vibration Pack	27	50%
Berserk	Ascii	1	✗	✗	✗	05	75%
Biohazard	Capcom	1	✔	✗	✗	06	93%
Carrier	Jaleco	1	✗	✗	✗	09	69%
Cannon Spike	Capcom	2	✗	✗	Arcade Stick	21	62%
Capcom Vs SNK Pro	Capcom	2	✗	✗	Arcade Stick	25	91%
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	✗	✗	Arcade Stick	21	80%
Gunbird 2	Capcom	2	✗	✗	✗	09	81%
Gundam Side Story: 0079	Taito	1	✗	✗	✗	10	80%
Heavy Metal: Geomatrix	Capcom	4	✔	✗	Arcade Stick	26	68%
Hoyle Casino	Sierra	4	✗	✗	✗	25	61%
IIIBleed	Crazy Games	1	✗	✗	✗	23	87%
Industrial Spy – Operation Espionage	UFO Interactive	1	✔	✗	✗	26	74%
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%

> Not everyone gets things right first time and we're no exception, experts though we are. Re-scored just for you...

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Stupid Invaders	*Ubi Soft*	1	✔	✗	Mouse	22	74%
We Say: "Ideal for adventure lovers, but if you've only got a five minute attention span you'll hate it." MM							
Stunt GP	Eon	4	✔	✗	Steering Wheel	21	80%
We Say: "Much more fun than *Re-Volt*, but still suffers from enough faults to stop it being totally perfect." MM							
Super Magnetic Neo	Crave	1	✗	✗	✗	13	85%
We Say: "If you can get past the frustrating difficulty level, this is actually a pretty damn smart game." MM							
Super Runabout	Interplay	1	✗	✗	✗	15	52%
We Say: "Great ideas, but completely arse in every other department." MM							
Surf Rocket Racers	Ubi Soft	2	✗	✗	✗	18	65%
We Say: "With its dodgy water effects and lack of difficulty, *Surf Rocket Racers* is too short-lived to hold your interest for more than a few days." MM							
Suzuki Alstare Extreme Racing	Ubi Soft	2	✔	✗	Steering Wheel	02	70%
We Say: "Suzuki has plenty for the racing enthusiast, including an individual best-times scoreboard per lap, but it's best to try before you buy." SN							
Sword Of The Berserk: Guts' Rage	Eidos	1	✗	✗	✗	09	73%
We Say: "As much fun as *Sword Of The Berserk* is, there just isn't enough of it. Too much time is spent on the cut-scenes and not enough on the action." AW							
Sydney 2000	Eidos	4	✗	✗	Arcade Stick	13	65%
We Say: " As much as we'd like to enjoy this game, we just can't get over how poor it is." AW							
Tech Romancer	Virgin Interactive	2	✔	✗	Arcade Stick	08	90%
We Say: "What *Tech Romancer* lacks in sheer beauty, it more than makes up for in playability and pure enjoyment." MM							
Tee Off Golf	Acclaim	2	✗	✗	✗	05	80%
We Say: "*Tee Off Golf* is the perfect way to fill in the gaps that punctuate the winter days." AW							
The Grinch	Konami	1	✗	✗	✗	18	57%
We Say: "As good as the film might have been, this is a really poor effort that could, and should, have been a whole lot better than it actually is." AW							
The Next Tetris	Ubi Soft	2	✗	✗	✗	23	57%
We Say: "Not really the kind of thing we expect after paying out for a machine that can do so much more." SG							
The Nomad Soul	Eidos	2	✗	✗	✗	08	84%
We Say: "*The Nomad Soul* is a rewarding experience for those who are willing to give it a chance." MM							
Time Stalkers	SEGA	1	✗	✗	✗	14	36%
We Say: "It plays in a way that makes spending an afternoon watching some fish fingers defrost sound interesting." WJ							
Tokyo Highway Challenge	Crave	2	✗	✗	Steering Wheel	03	64%
We Say: "*Tokyo Highway Challenge* isn't one of the best Dreamcast racing games but it does look fantastic." AW							
Tokyo Highway Challenge 2	Ubi Soft	2	✗	✗	Steering Wheel	17	75%
We Say: "Although significantly better than the original, this is a game that just doesn't seem to light the blue touch paper." AW							

Import Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Maken X	Atlus	1	✔	✗	✗	04	75%
Mars Matrix	Capcom	2	✗	✗	Arcade Stick	22	74%
Marvel Vs Capcom 2	Capcom	2	✔	✔	Arcade Stick	08	92%
Metal Gear Solid	Capcom	1	✔	✗	✗	26	93%
Mr Driller	Namco	1	✗	✗	✗	12	83%
Neo Golden Logress	Success	1	✗	✗	✗	25	83%
NHL2K Sega	SEGA	4	✗	✗	✗	08	84%
Phantasy Star Online Ver.2	SEGA	1	✔	✔	Keyboard	25	82%
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%
Razor Freestyle Scooter	Crave	2	✔	✗	Vibration Pack	27	62%
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%
Samba De Amigo ver.2000	SEGA	2	✗	✗	Maracas	27	88%
Seaman	SEGA	1	✗	✗	Microphone	14	84%
SEGA Bass Fishing 2	SEGA	1	✔	✗	Fishing Rod	27	61%
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%
Spec Ops: Omega Squad	Ripcord	1	✔	✗	✗	26	18%
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	✗	✗	Light Gun	08	69%
Virtua On	SEGA	2	✗	✗	✗	05	80%
World Series Baseball 2K2	SEGA	2	✔	✔	Vibration Pack	27	69%

Frogger 2



> Oh how Martin played this game... It seemed that for a wee while the Dreamcast only had just the one game available for it. He insisted it was good, we insisted that it was just a half-baked rehash of a classic game. However, after he had completed it, *Frogger 2* disappeared never to been seen again. Good for a while, but not good enough!

Before 66%

Updated Score **50%**

KISS Psycho Circus



> 71% Whar?Who ever let this happen is clearly a heavy metal-obsessed loon! Okay, so we favour games where you get to shoot at things but *Kiss Psycho Circus* holds a place in our hearts as one of the worst first-person shooters on the Dreamcast. Given that there are enough shooters to keep you more than happy, this is one game to avoid!

Before 71%

Updated Score **48%**

Deep Fighter



> Martin, in a rare moment of generosity, decided that over-long FMV and slow gameplay was the kind of thing we should semi-embrace. Er, no! All this fishy stuff intersperced with 'that bloke from The Butterflies' was dull with no replay value whatsoever. Has it resurfaced from the bowels of the cupboard? Er, not likely!

Before 68%

Updated Score **45%**

continued>

Box Office

Zoolander

Distributor Paramount Pictures

> It's a fact – Ben Stiller is a comedy genius. Having originally created Derek Zoolander (male model extraordinaire) as a one-off comedy character, he's been brought back for a feature-length movie – and believe us when we tell you it's brilliant. Trying to find himself after losing his coveted Male Model Of The Year award, Zoolander ends up having to foil a international plot of terror... with hilarious consequences. A must-see movie.



Joyride

Distributor 20th Century Fox

> Haven't we seen this before? If we remember correctly, *Duel* (directed by Steven Spielberg) was about a truck driver intent on killing some poor bloke and now we've got this. *Joyride* plays the 'murderous trucker out for revenge' card quite well, but seeing as the kids he's after brought it on themselves... well, it's hard to feel sorry for them. Not entirely bad, but not great either we're afraid.



Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Tomb Raider Chronicles	**Eidos**	1	✗	✗	✗	17	70%
We Say: "Looks like the Emperor is absolutely naked. Sorry Lara, but it's time to stop adventuring and start having babies." WJ							
Tomb Raider: The Last Revelation	**Eidos**	1	✗	✗	✗	07	72%
We Say: "Thanks to the power of the Dreamcast, every stage of *Last Revelation* looks jaw-droppingly amazing." MM							
Tony Hawk's Pro Skater 2	**Activision**	2	✗	✗	✗	17	96%
We Say: "Without a doubt the finest skateboarding game in existence – until *Tony Hawk's 3* comes out!" MM							
Tony Hawk's Skateboarding	**Crave**	4	✗	✗	✗	10	84%
We Say: "An essential purchase for any Dreamcast owner. We just can't emphasise how great this game is!" MM							
Toy Commander	**SEGA**	4	✗	✗	✗	02	86%
We Say: "The game is a dream to play, with very little slow-down and a graphics engine which is solid, producing few glitches." LW							
Toy Story 2	**Activision**	1	✗	✗	ARCADE STICK	16	70%
"Disney fans can rejoice, but everyone else should try before they buy." MM							
Trick Style	**Acclaim**	2	✗	✗	✗	02	79%
We Say: "*Trick Style* is a great visual and aural showcase for the Dreamcast, but as a game it's good but not great." ST							
UEFA Dream Soccer	**SEGA**	4	✗	✗	ARCADE STICK	16	79%
We Say: "It's third time lucky for Silicon Dreams as this is by far and away the best of the football games they've done." AW							
UEFA Striker	**Infogrames**	2	✗	✗	✗	02	67%
We Say: "It's very much from the old *FIFA* pick-up-and-play mould, but for die-hard enthusiasts, it all feels a bit too watered-down." RB							
UFC	**Crave**	2	✗	✗	✗	14	93%
We Say: "A near-perfect realistic fighting game, marred only by the fact that experts might find it a bit too easy." MM							
Unreal Tournament	**Infogrames**	4	✔	✗	KEYBOARD & MOUSE	22	87%
We Say: "Great game but the missing online play means that *Quake III*'s your best option." MM							
Urban Chaos	**Eidos**	1	✗	✗	✗	14	49%
We Say: "Quite clearly this is the worst game of its genre on the Dreamcast, not to mention an embarrassment." AW							
V-Rally 2: Expert Edition	**Infogrames**	4	✗	✗	STEERING WHEEL	09	86%
We Say: "*V-Rally 2* doesn't quite come up to the same standards as *Sega Rally 2*, meaning that although it's a very good game it's just not great." AW							
Vigilante 8: Second Offense	**Activision**	4	✗	✗	✗	04	78%
We Say: "This isn't your run of the mill racing game or your typical shoot-'em-up, but something completely inimitable and unique." AW							
Virtua Fighter 3tb	**SEGA**	2	✗	✗	✗	01	80%
We Say: "An arcade-perfect conversion of a great game. *VF3tb* isn't the best one-player game in the world, but with some mates it's awesome!" SH							
Virtua Striker 2	**SEGA**	2	✗	✗	✗	05	78%
We Say: "*Virtua Striker* is an excellent arcade-style footie game, it's great for a laugh and it certainly looks the part." SP							
Wacky Races	**Infogrames**	4	✗	✗	STEERING WHEEL	09	85%
We Say: "A top fun racer that makes a change from all the realistic 'driving' games around. It's wacky with a capital 'W'!" MM							
Walt Disney World Quest: Magical Racing Tour	**Eidos**	4	✗	✗	STEERING WHEEL	13	68%
We Say: "As much as *WDWQ: MRT* tries to replicate the fun and frolics of other kids' racing games it ultimately fails to do so." AW							
Wetrix+	**Take 2 Interactive**	2	✗	✗	✗	08	71%
We Say: "Puzzle fans will find themselves in cerebral cortex-munching nirvana." SP							
Wild Metal	**Rockstar**	2	✗	✗	✗	07	58%
We Say: "*Wild Metal* amounts to no more than a dull, unimaginative, shameful waste of GD-ROM technology." ST							
Worms Armageddon	**Hasbro Interactive**	4	✗	✗	✗	04	73%
We Say: "As ever, Team 17 has delivered the goods, *Worms Armageddon* is the finest and most enjoyable of the series." AW							
Worms World Party	**Virgin**	4	✗	✔	ARCADE STICK	16	85%
"If you are even slightly into online games at their best, you'll want to get hold of this right now." MM							
WWF Attitude	**Acclaim**	4	✗	✗	✗	03	41%
We Say: "If you want a game that you can use as a frisbee when you're away from your Dreamcast... this is it". AW							
WWF Royal Rumble	**THQ**	4	✗	✗	ARCADE STICK	13	91%
We Say: "*WWF Royal Rumble* is a great representation of the crazy world of the WWF and should find favour with fans everywhere." KL							
Vanishing Point	**Acclaim**	2	✔	✔	STEERING WHEEL	19	82%
We Say: "A fine looking, if a little hardcore, driving game offering everything but the one thing we all want – a bog standard arcade racing mode." SP							
Virtua Athlete	**SEGA**	4	✗	✗	ARCADE STICK	14	54%
We Say: "It's good, but not great – we were hoping for so much more. We like our games to last more than a few days..."MM							
Virtua Tennis	**SEGA**	4	✗	✗	✗	12	94%
We Say: "An exceptional piece of programming that justifies the purchase of a Dreamcast." PM							
Who Wants To Be A Millionaire	**Eidos**	4	✗	✗	✗	14	59%
We Say: "Sheer popularity of the name will ensure its success, but in the long run, a lot of people are going to be disappointed." CN							
Zombie Revenge	**SEGA**	2	✔	✗	✗	05	68%
We Say: "*Zombie Revenge* proves once and for all that the Dreamcast really is just an arcade machine in disguise." AW							

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5745 Baila - Zucchero
5744 There Must Be An Angel - No Angels
6085 Only Time - Enya
5536 Can't Get You Out Of My Head - Kylie Minogue
4850 BBC Cricket - TV Theme
3763 Out Of Reach - Gabrielle
5579 Crying At The Discotheque - Alcazar
3764 Don't Stop Movin' - S Club 7
5324 All Or Nothing - O-Town
4766 Lady Marmalade - Christina Aguilera
5322 Eternal Flame - Atomic Kitten
5743 La Bomba - King Africa
6086 What I Mean - Modjo
5270 Eternity - Robbie Williams
5417 Follow Me - Uncle Kracker
4457 Who's That Girl - Eve

A2Z 100

4847 A Team - TV Theme
4680 Airwolf - TV Theme
0268 Angels - Robbie Williams
5213 Another Chance - Roger Sanchez
5550 Badboy For Life - P Diddy
5316 Banana Splits - TV Theme
4850 BBC Cricket - TV Theme
0166 Benny Hill 2 - TV Theme
0173 Beverly Hills Cop - Axel F - TV Theme 2
4846 Buffy The Vampire Slayer - TV Theme
3744 Butterfly - Crazy Town
5333 Can He Fix It - Bob The Builder
0294 Changes - 2 Pac
3721 Clint Eastwood - The Gorillaz
5061 Dambusters March - Film Theme
1507 Dancing Queen - Abba
4640 Do You Really Like It - DJ Pied Piper
3764 Don't Stop Movin - S club 7
5322 Eternal Flame - Atomic Kitten
5270 Eternity - Robbie Williams
0052 Flintstones - TV Theme
5306 Flower Of Scotland - Scottish Anthem
5417 Follow Me - Uncle Kracker
5375 Fraggle Rock - TV Theme
5265 Friends - TV Theme
4823 Ghostbusters - Film Theme
4134 Glory, Glory - Manchester United
0062 God Save The Queen - Birtish Anthem
0065 Halloween - Film Theme
4855 Hawaii 5 O - TV Theme
5215 Heaven Is A Halfpipe - OPM
5362 Hong Kong Fuey - TV Theme
0201 I Will Survive - Gloria Gaynor
0199 Indiana Jones - Film Theme
5077 Irish National Anthem
0075 Itchy And Scratchy - TV Theme
4455 It's Raining Men - Geri Halliwell
0025 James Bond - Film Theme
5266 Jaws - Film Theme
0204 Knight Rider - TV Theme
3480 Kurt Angle - WWF Wrestling Theme
4766 Lady Marmalade - Christina Aguilera
5350 Little L - Jamiroqui
5229 Luv Me Luv Me - Shaggy
4690 Magic Roundabout - TV Theme
5571 Mambo No5 - Bob the Builder
3541 March On Together - Leeds Anthem
0221 Match Of The Day - TV Theme
4837 Medal - Kurt Angle - WWF Theme
1584 Missing You - Puff Daddy
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4859 Professionals - TV Theme
1515 Real Slim Shady - Eminem
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0128 Scooby Doo - TV Theme
0374 Sexbomb
3705 Shaggy - it Wasn't Me
3722 S*** On You - D12
5309 Simply The Best - Tina Turner
1513 Stan - Eminem
0151 Star Wars - Main Theme - Film Theme
4827 Phantom Menace - Duel Of The Fates
4863 Starsky And Hutch - TV Theme
5523 Stuck In The Middle With You - Louise
4280 Survivor - Destiny's Child
3755 Suspicious Minds - Elvis Presley
5431 Take Me Home - Sophie Ellis Bexter
0001 Take On Me - Aha
3690 Teenage Dirtbag - Wheatus
4689 The Exorcist - Film Theme
0033 The Final Countdown - Europe
4841 The Game - Triple H - WWF Theme
3548 The Great Escape - Film Theme
0087 The Lion Sleeps Tonight - Tight Fit
4826 The Magnificent Seven - Film Theme
0099 The Muppets - TV Theme
5468 The Supermen Lovers - Starlight
1579 The Way I Am - Eminem
0155 Thunderbirds - TV Theme
0157 Titanic - Film Theme
5502 Too Close - Blue
4864 Top Gun - Take My Breath Away
3679 Touch me - Rui Da Sliva feat. Cassandra
0159 Tubular Bells - Mike Oldfield
5441 Turn Off The Light - Nelly Furtado
5063 U Remind Me - Usher
3484 Undertaker (New) - WWF Theme
3719 Uptown Girl - Westlife
0005 Walk This Way - Aerosmith
4750 We Come 1 - Faithless
5084 Welsh National Anthem
1576 Who Let The Dogs Out
3670 Whole Again - Atomic Kitten
5338 With Or Without You - U2
3725 X - Xzibit
3545 You'll Never Walk Alone 2 - Liverpool
1512 Zombienation - Kernkraft 400

0609 POOH
0510
1898 SIMPLY THE BEST
4110 Shaggy
4247 Newcastle
1989 CENSORED
4044
4022
1672 oasis
1719
2034 COME ON BABY
2827
4329 I ♥ BEER
0452
1714
2060 100% SEXY
3040 HARDY BOYS
1716 The Matrix
3052 Y2J
1478
2762 I ♥ YOU
1961 CENSORED
1721 JEDI
3051 TRIPLE H
0681
2754 my angel
0566
3501 UNITED
3934 CARDIFF CITY
2764 Lover
1835 THE ROCK
4060 Pit Bull
0635 FLAT ERIC
1472 WEST HAM
2376
1996 SEXBOMB!
0525 VIPER
0832 I Love U
4254 BECKS
3049 STONE COLD STEVE AUSTIN
1552 Buffy
4111 Robbie
4020
4031
0823 True Love
2789
4159 DR DRE
4164 limp bizkit
0675 STAR WARS
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0410
1720 AUSTIN POWERS
0828
0562 SUBARU IMPREZA WRX STI
0835
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4272 RANGERS
0665
4804 BOMBERS
3050 DEADMAN THE UNDERTAKER
2872 I'm sorry
1168 NO FEAR
0636 FLAT ERIC
4299 porn
4246 LIVERPOOL
0707 SPEED
2841 love you
1469 ROVERS
0710 TITANIC
2900
4024
0641
2432
1717 X-MEN
0543 BMW
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Gunbird 2
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H
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Immortal

I
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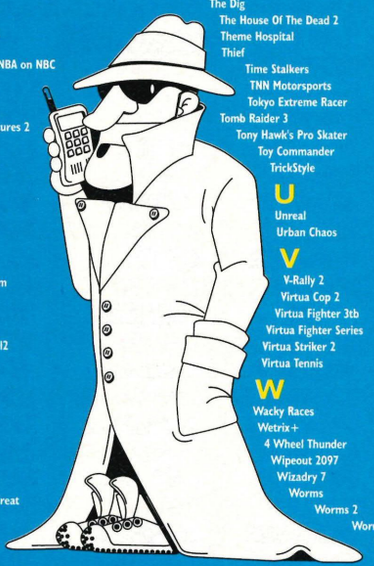
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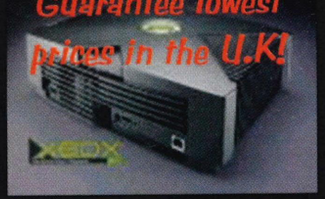
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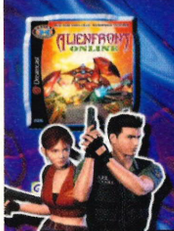
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stuff & nonsense

Who comes up with all of this stuff? We don't know, but at least we get to play!

Insecto Bots

Manufacturer	Vivid Imaginations
Tel	01702 200 660
Cost	£19.99

› There's an invasion of giant-sized insects on their disease invested way, folks, and they sure ain't pretty. Fresh from the hunting grounds of Vivid Imaginations come the Insecto Bots – insects that aren't to be messed with. In reality the Insecto Bots are just the latest in an ever increasing range of interactive pets, only insects can't really be classed as pets. So, as you'd expect, they interact with each other, react to light, sound and touch – making them the perfect room guard, or not as the case might be.

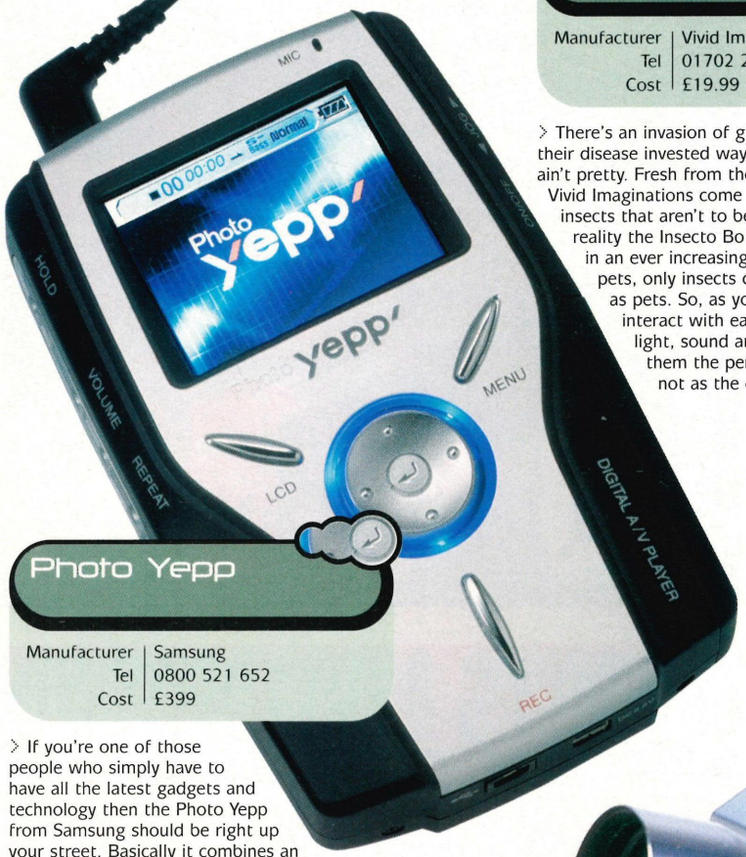


Photo Yepp

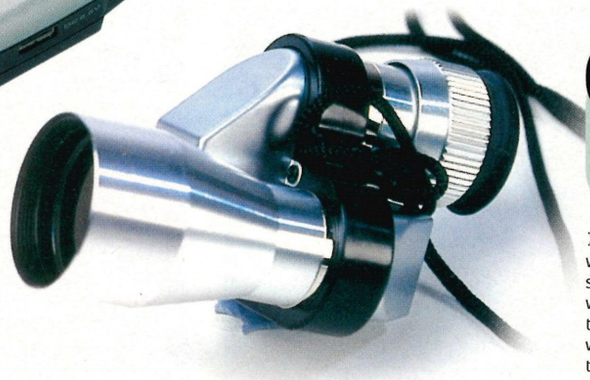
Manufacturer	Samsung
Tel	0800 521 652
Cost	£399

› If you're one of those people who simply have to have all the latest gadgets and technology then the Photo Yepp from Samsung should be right up your street. Basically it combines an MP3 player with the ability to display pictures downloaded onto its 64MB memory from a PC. It might not be as fancy as a MP3 player/digital camera cross (now that really would be something special), but it's still pretty neat giving you music on the go and a portable digital photo album.



Monocular Telescope

Manufacturer	EFX
Tel	01789 451 204
Cost	£40.45



› You never know when you might need to whip out a telescope for a closer view of something. Whether you're out at sea whale watching, in the woods bird watching or down the beach bird watching... d'oh! Anyhow, whatever it is you're doing, EFX's monocular telescope is the perfect gadget as its absolutely minute and will fit in any pocket with ease... without making you look too inconspicuous, well – not very.



Sarcastic & Affirmation Balls

Manufacturer	Accoutrements
Web site	www.paramountzone.co.uk
Cost	£7.95

› If you've ever been to America (or just watched the *Wonder Years*) you'll know that all Americans live and die by their Magic 8 balls... well, maybe not. Anyway, here are two more additions to the family – the Affirmation and Sarcastic balls. The Affirmation ball will reassure you of any decisions you make and generally make you feel good about yourself, while the Sarcastic ball... well, that just takes the piss really.

CDJ-1000

Manufacturer	Pioneer
Tel	01753 789 789
Cost	N/A

> Some said that the CD was the death of vinyl but it wasn't, thanks in no small part to all the DJs out there. However, with the release of Pioneer's CDJ-1000, the death of vinyl could be back on. The CDJ-1000 is a Pandora's box of technology that lets DJs use CDs exactly as they would vinyl record. It perfectly emulates a turntable allowing DJs to cue, pitch-bend, back-spin and even scratch CDs in exactly the same way they would a record. Pure quality in other words.



Beatman Mini CD/MP3 Player

Manufacturer	Freecom
Web site	www.beatman.co.uk
Cost	£99

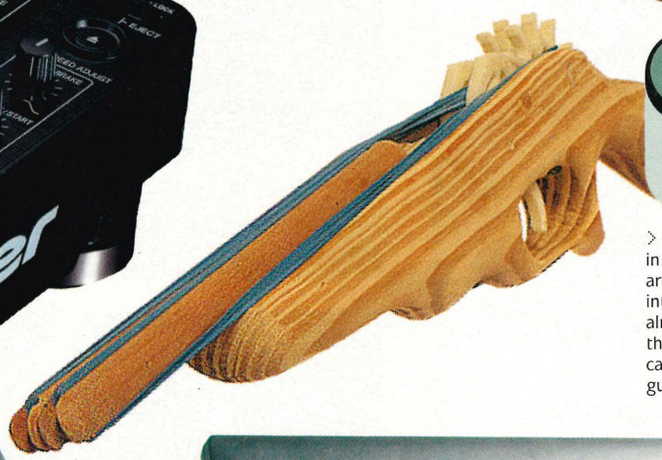
> Now this is what you call a cool gadget. It's not just a CD player, it's a mini CD player... and a mini CD player that plays MP3 files burnt onto the discs. Simply pick your favourite tunes, burn them onto the mini CD via a PC and Bob's your uncle (no, really he is). Each mini CD holds a whopping three and a half hours of your favourite music and checking in at only 99p each it's not exactly going to cost you much to sort out a sizable collection.



Double Barrel Elastic Band Gun

Manufacturer	N/A
Web site	www.iwantoneofthose.com
Cost	£24.95

> For any school kid, or for anyone who works in an office for that matter, rubber band wars are part and parcel of everyday life, so the introduction of this new super weapon was almost inevitable. A double-barrelled beast like this is not something to be messed with and causes quite a sting if you're caught with your guard down. Battles will never be the same!



Advantix Preview Camera

Manufacturer	Kodak
Web site	www.kodak.co.uk
Cost	£199.99

> You can always rely on Kodak to come up with the goods and this camera is just another world first. It's a cross between a digital camera and a normal camera. How's that then? Well, once you've taken a picture the camera will then display the picture on a screen, so that you can see whether you need to take the picture again or not. So, if you take a picture of someone who has their eyes shut just at the wrong moment, you'll know to take it again.



TFT LCD Monitor

Manufacturer	Logic 3
Tel	0208 902 4422
Cost	£350

> If you want a crystal-clear screen to play all your top Dreamcast games on, and to see them how they were fully intended to be seen, then Logic 3's TFT LCD Monitor is just the trick. But at £350 you'd expect nothing else, now would you! There's no question that the picture is immaculate, but to hook it up with your Dreamcast you'll need an additional cable that isn't supplied. Goddamn.



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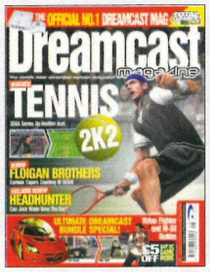
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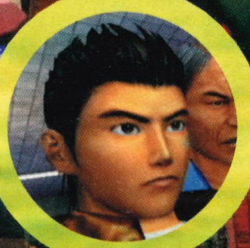
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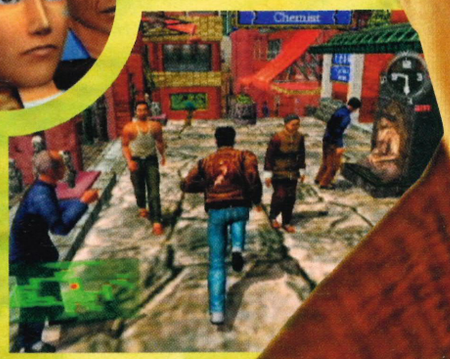
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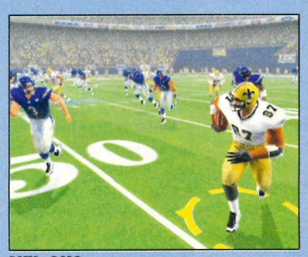
Finally... it's made it to the UK! We'll be here next month with the exclusive PAL review – damn right!

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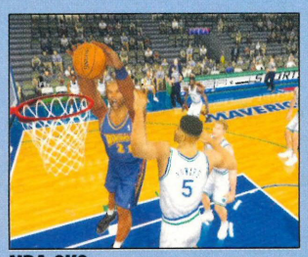
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Sonic Adventure 2 Battle



NFL 2K2



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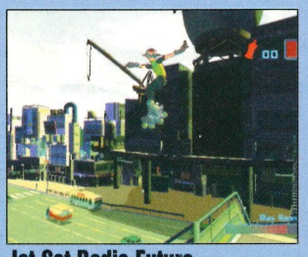
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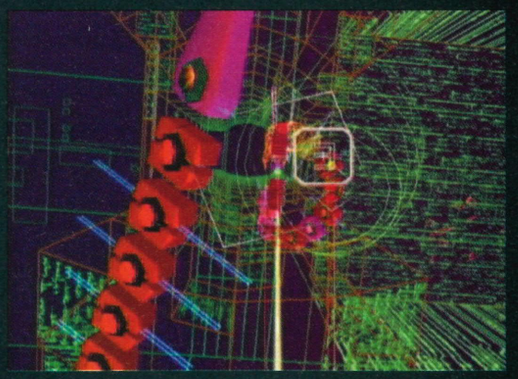


Super Monkey Ball


SEGA GT 2002


Jet Set Radio Future

REVIEWED NEXT ISSUE



Rez

The music game that's got SEGA in a spin finally arrives on the Dreamcast... and we've got the exclusive review!



Ooga Booga

Join us down on the island with this top online multiplayer mosh!



Cosmic Smash

Anyone for tennis? Only if we can bash it up against a wall, mate...



90 Minutes

The very last football game on the Dreamcast gets a good going over!



Bomberman Online

It's here! The greatest game to ever grace the Dreamcast is here! Yay!

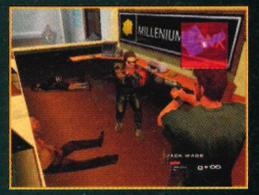


Mat Hoffman's Pro BMX

Just when you thought it was safe to get back on your bike... here's Mat!

SOLUTIONS NEXT ISSUE





Headhunter

We tried – oh lord, how we tried to get it into this issue... but we failed. But not next issue... it'll be right here!

Plus cheats, tips and hints for all these great games...
Tennis 2K2, 90 Minutes, Capcom Vs SNK 2, Floigan Brothers, Cosmic Smash and so much more!

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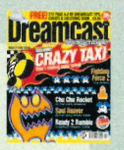
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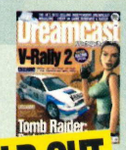


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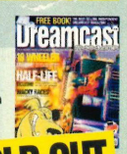


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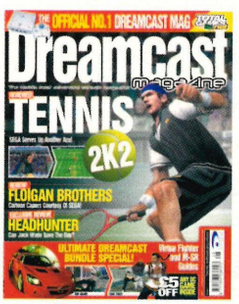
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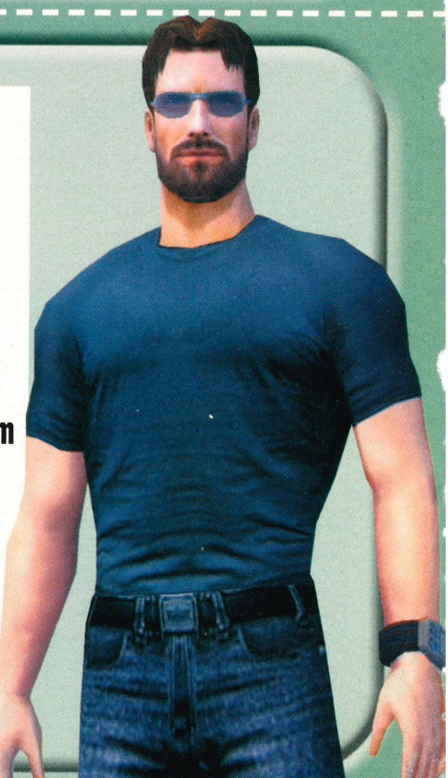
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dream moment

Number 025

Alien Front Online

Tactics, Alien Campaign





"Take us to your leader, puny humans!"

When we discovered that all of the upcoming online games from SEGA would have their Internet options removed from the PAL releases, we were shocked. Here was the Dreamcast, a machine touted as being the first ever Internet-ready console... and there wouldn't be any more online games? Frankly, we were as appalled as you were. Still, there's always a light at the end of the tunnel and this was no exception. We've been firm advocates of importing games for a long while now, so if we told you that getting American copies of games like *Outtrigger*, *Propeller Arena* and (our favourite) *Alien Front Online* would mean you could still play them over the Internet... well, you would wouldn't you?

From our rather extensive play of this top game though, one fact has become totally clear – everyone prefers to play as the aliens. Go online to join a Deathmatch game and the chances are you'll wind up on the Army side, simply because all the Alien spots will have been snapped up already. Even when playing through the Tactics mode of the game, it's much more satisfying to play as the marauding monsters from outer space – there's nothing quite like stomping around Tokyo or reducing a battalion of tanks to smouldering metal. Anyway, who wants to be the good guys when there's so much destruction to be had?

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

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