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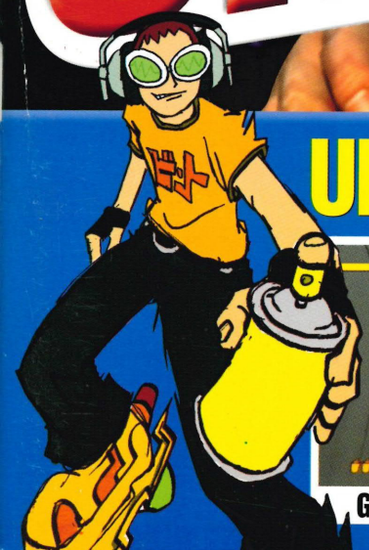

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Alone in The Dark 4
Army Men S's Heroes
Aerowings
Attitude (WWF)
American Pro Trucker
Armada
Aerowings 2
Air Force Delta
All Japan Pro Wrestling 2
Armageddon (Worms)
Aero Dancing

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

C - 03
Crazy Taxi
Crazy Taxi 2
CAPCOM vs SNK
Code Veronica (Res. Evil)
Carrier
Confidential Mission
Chicken Run
Chu Chu Rocket
Chronicles (Tombraider 5)
Charge 'n Blast
Championship Surfer
Climax Landers
Cool Boarders Burrrn
Chaos Adventure
Cueball (Jimmy White's 2)

D - 04
Dino Crisis
Dave Mirra BMX
Daytona USA 2
Dragon's Blood
Dead or Alive 2
Ducati World
Deadly Skies
Dynamite Cop
Disney's Dinosaur
Draconus Cult of The Wyrm
Disney's 102 Dalmatians
Demolition Racer
Demolition (Star Wars)
Daytona USA 2001
Disney's Magical Racing Tour

E - 05
Ecco the Dolphin
Eighteen Wheeler
ECW Hardcore Rev.
ECW Anarchy Rulz
Extreme Sports
Evil Dead
Expendable
Evolution
Four x Four Evolution
Evolution 2
ESPN Int. Track & Field
Elemental Gimmick Gear
Episode One: Racer
Episode One: Jedi P Bats.

F - 06
Fur Fighters
Fighting Force 2
Four Wheel Thunder
F355 Challenge
Four by Four Evolution
F1 World Grand Prix 2
Freestyle Scooter
Flag to Flag
Fire Pro Wrestling D
Frogger 2

G - 07
GTA 2
Grandia 2
Guilty Gear X
Generator Volume 1
Giga Wing
Gauntlet Legends
Get Bass
Giant Gram Pro Wrestling 2
Gunbird 2
Godzilla Gen.: Max. Impact
Godzilla Generations

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

I - 09
Incoming
Int. Track & Field
Illbleed
In the Demon's Hand
Industrial Spy: Op. Espionage

J - 10
Jet Set Radio
Jedi Power Battles
J McGrath S'cross 2000
Jojo's Bizarre Adventure
Jimmy White's 2 Cueball

K - 11
Kao The Kangeroo
Kiss Psycho Circus
King of the Fighters '99

L - 12
Legacy of Kain
Loony Tunes Space Race
Last Revelation
Last Blade 2

M - 13
Metropolis Street Racer
MDK 2
Marvel vs Capcom 2
Mortal Kombat Gold
Marvel vs Capcom
Millenium Soldier: Exp.
MTV Sports Skateboarding
Maken X
Magforce Racing
Mat Hoffman's Pro BMX
Marine Fishing
Max Steel
Magical Racing Tour
MoHo
Monaco Grand Prix
Metro. Highway Battle
Ms Pacman

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

O - 15
Omikron: Nomad Soul
Outtrigger
Operation Espionage
Ooga Booga

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

Q - 17
Quake 3

R - 18
Resident Evil: C. Veronica
Ready 2 Rumble Round 2
Resident Evil 3: Nemesis
Revolt
Resident Evil 2
Railroad Tycoon 2
Red Dog
Rayman 2
Ready 2 Rumble Boxing
Rippin Riders
Rainbow 6: Rogue Spear
Rainbow 6
Roadsters
Record of Lodoss War
Royal Rumble (WWF)
Redline Racer
Racer (Star Wars)
Razor: Freestyle Scooter

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

T - 20
Tomb Raider 4
Tomb Raider 5
Tony Hawk's Pro Skater 2
T. Hawk's Skateboarding
Tokyo Xtreme Racer 2
Trickstyle
Toy Racer
Tee Off Golf
Test Drive 6
Tokyo Extreme Racer
Toy Commander
The Grinch
Toy Story 2
Time Stalkers
The New Nightmare
The Nomad Soul
TNN M'sports H'core Heat
Tech Romancer
Typing of The Dead
Toukon Retsuden 4
Test Drive Le Mans

U - 21
UEFA Striker
Ult. Fighting Champ.
Unreal Tournament
Urban Chaos
UEFA Dream Soccer

V - 22
Virtua Tennis
Vanishing Point
Virtua Striker 2
Vigilante 8 - 2nd Off.
Virtua Athlete 2000
V-Rally 2
Virtua Fightr 3TB
Virtual On

W - 23
WWF Royal Rumble
Wacky Races
WWF Attittude
Worms World Party
Worms Armageddon
Wild Metal
Who Wants To Be A Million.
World Series Baseball 2001
Walt Disney Racing Tour
World Grand Prix 2

Z - 26
Zombie Revenge

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ISSUE TWENTY-NINE LAUNCHING IN THE UK ON 29.11.2001

contents

issue 29

Welcome to your dreams

Editorial

It had to happen... after months of pressure – via emails and letters – asking us to start covering SEGA's games on other formats, we've finally cracked and done it. To be honest, thanks to the lack of news for the Dreamcast at the moment (a situation unlikely to change) and a lack of previewable DC games, we think that showing off the games that SEGA is currently developing for the Xbox, PS2 and GameCube is a wise move. We reckon that it gives you SEGA fans the chance to make an informed choice about which console you'll most likely want to get hold of when the software for the Dreamcast finally dries up – after all, there's no point even thinking about getting anything else when you're no doubt still playing *Headhunter*, *Capcom Vs SNK 2*, *Tennis 2K2* and anything else you've picked up bargain-like from your local videogames store.

As things stand, it looks like the console war will shift up a gear come March, when Nintendo and Microsoft embark on their separate campaigns to dislodge Sony from its lofty perch. We reckon that it's then, and only then, when you should even start to think about purchasing one of the other three, and until then sticking with your trusty DC seems like the only sensible thing to do.

However, that's in the future and there's still enough gaming left in the DC to keep you all happy – not least this month's lead review, the splendid and (dare we say it) much-improved sequel to *Shenmue*, which (by anyone's standards) is something a little special. Thanks to the slavish work of the team, we've also put together the first part of our exclusive guide to the game, which we suspect will prove to be a little useful.

So, as ever, we continue to support the Dreamcast with a passion, but now we are beginning to look to the future. As long as SEGA's a part of videogames, we all know that it's going to be a lot of fun. Enjoy!

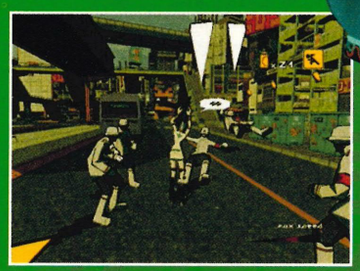
Simon Phillips
Editor

06

Prepare yourself for the trip of your life!

Rez the big story

Forecast

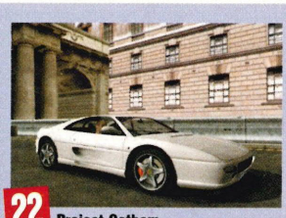


Jet Set Radio Future 16

SEGA shows that even without the DC it's skate, rattle and roll!

14 Gun Valkyrie

20 Sonic Adventure 2



22 Project Gotham

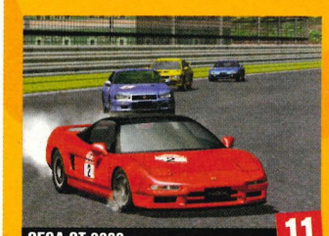
The games that are going to set your gaming world alight!

Newscast

SEGA prepares its onslaught on all formats – Dreamcast Magazine reports...

Phantasy Star Online 08

Virtua Striker 3 08



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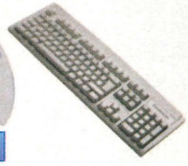
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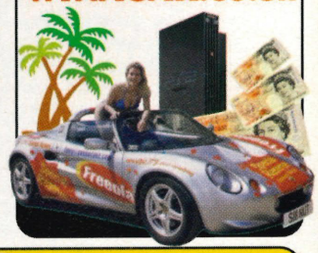

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contents

issue 29 > Welcome to your dreams

the big review

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EXCLUSIVE REVIEW!

Shenmue II 28

Reviews

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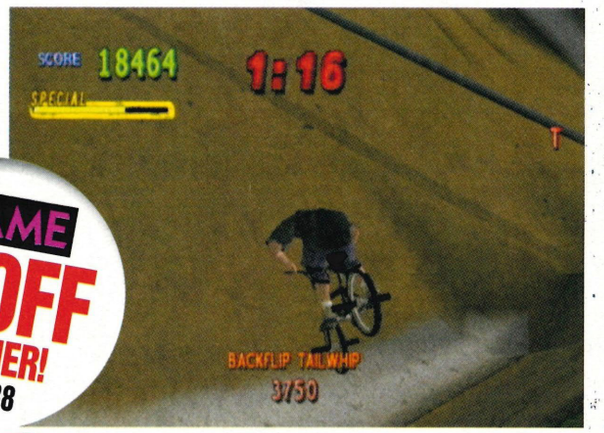


GAME £5 OFF VOUCHER! Page 88

36 90 Minutes

40 Mat Hoffman's Pro BMX

Interact

If it ain't a review, preview or news piece we slam it here for you to enjoy the full Dreamcast effect to the max!

44 Mailbox

48 Dreamcast Solutions

56 Shenmue Walk Thru Part One

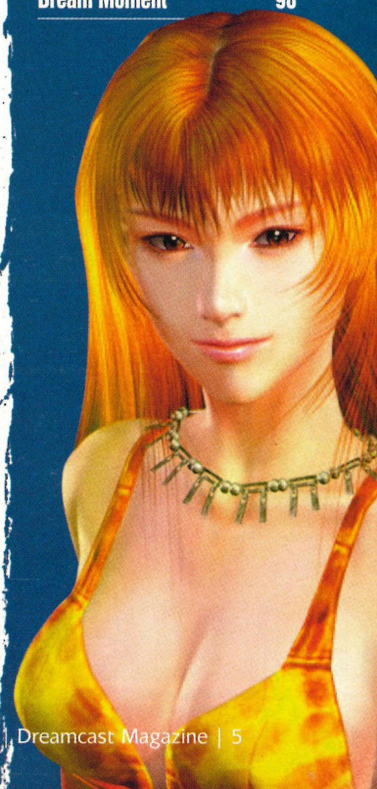
This Issue...

Newscast	
Rez	06
Phantasy Star Online	08
Virtua Striker 3	08
DC>TV	09
Bargain Basement	10
In Your Dreams	10
EB Charts	11
Most Wanted	11
TGN	12

Forecast	
Gun Valkyrie	14
Jet Set Radio Future	16
Sonic Adventure 2	20
Project Gotham Racing	22

Reviews Intro	26
Shenmue II	28
90 Minutes	36
Mat Hoffman's Pro BMX	40

Interact Intro	43
Mailbox	44
Reader Reviews	46
Dreamcast Solutions	48
Shenmue Walk Thru Part One	56
Jet Set Radio Guide	68
Directory	82
Stuff & Nonsense	92
Dream On...	94
Subscriptions	96
Dream Moment	98



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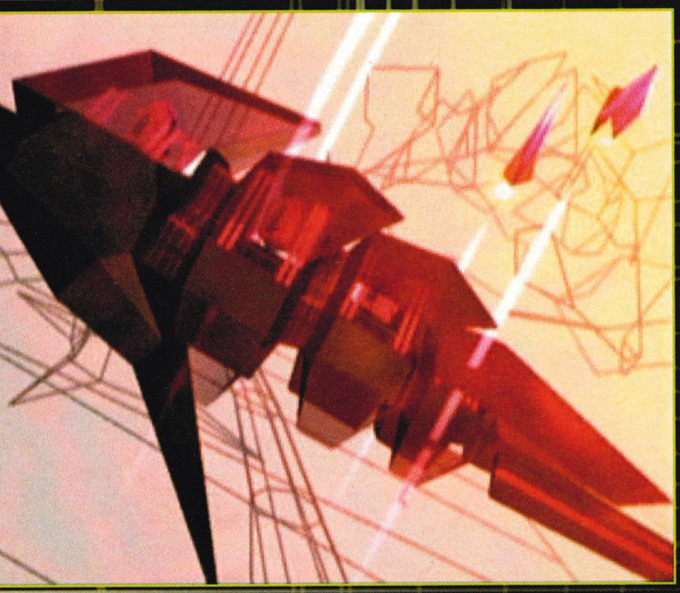
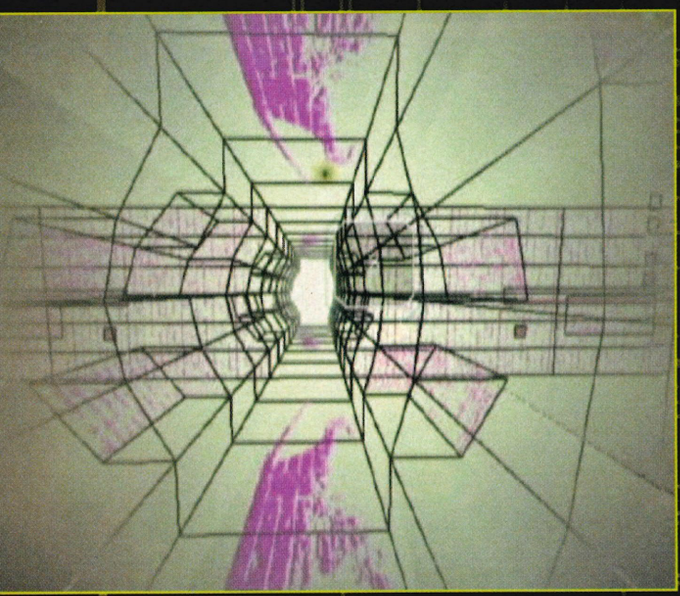


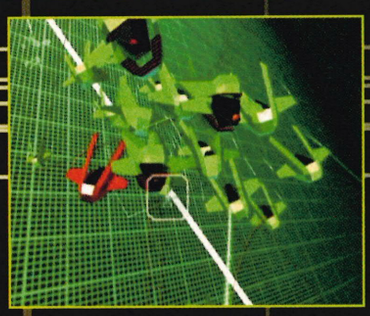
Rez

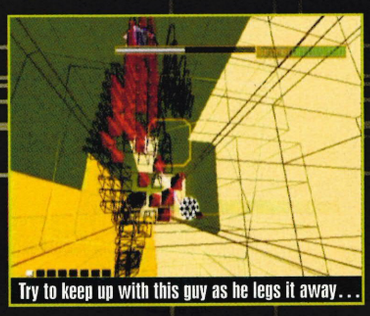


A music-based shoot-'em-up in wireframe – ahh, those crazy SEGA types...

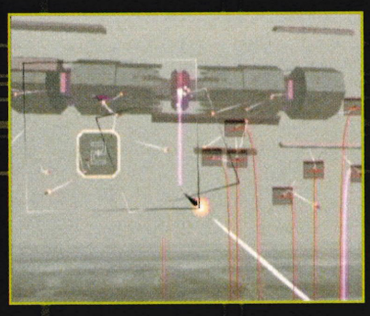
As Roy Castle once said: "Innovation, that's what you need"... or something like that. In the games industry, that's a rare and beautiful thing – for every fifty incredibly obvious racing/fighting/shooting/sports games that come out, you might just find one totally innovative idea, or at least one that's been used and then totally vamped up into something you've never seen before. Of all the developers we know, SEGA is the best at delivering such innovations, whether it's puzzle games packed with mice or dancing games featuring maraca-carrying monkeys. It's no surprise, then, that one of their final games for the Dreamcast is totally and utterly off the wall...

So, *Rez*... what's it all about then? Well, at the very heart of *Rez* lies an old-fashioned shoot-'em-up – to be honest, it shares quite a lot in common with that old classic from the MegaDrive, *Space Harrier*. You take control of a flying central figure, whizzing over the wireframe landscape, taking out anything that moves with your weapons of destruction; it sounds simple and, on the surface, it is. Taking it a step further though, the gameplay within *Rez* is a bit more complicated than just pointing and shooting – you need to concentrate not only on what's going on around you, but also upon the beat running beneath the action. Yeah, we know, that sounds pretty stupid, but it's the only way to explain how the music ties in with the action of the game; they're linked in a way never seen before in a videogame.

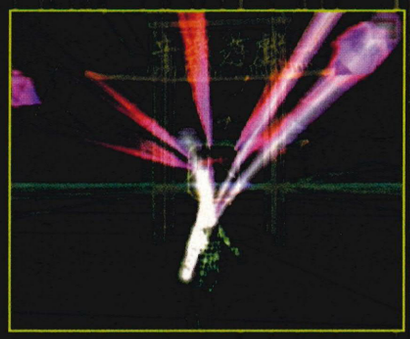




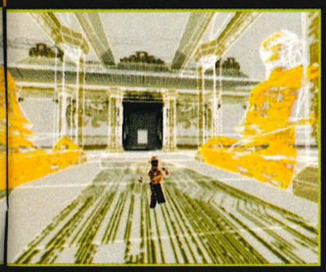
Try to keep up with this guy as he legs it away...

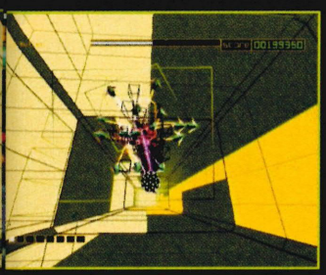


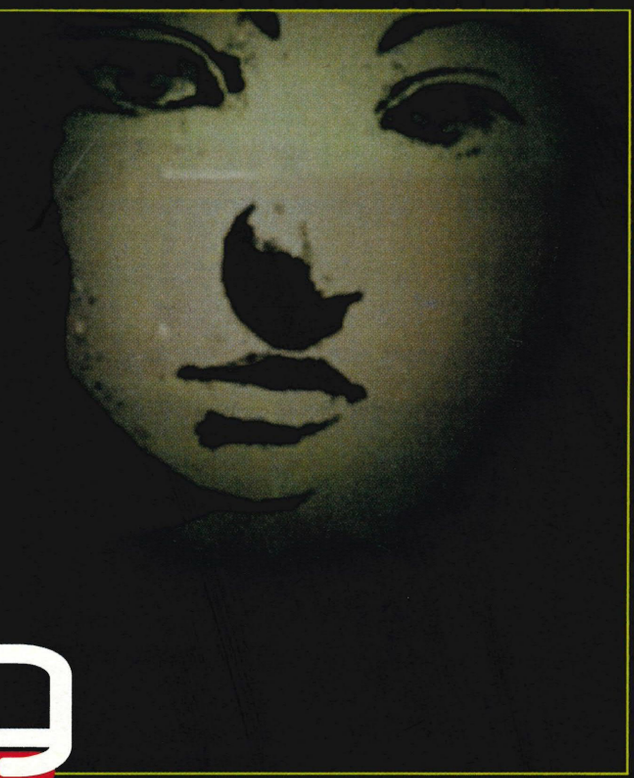
You'll need to take out the missiles as they come.



Don't worry... it'll all make sense when you play it.







the big story

Using an artistic and literary term known as Synaesthesia (which, according to our dictionary means 'the sensation felt in a part of the body other than the part stimulated'... err, right), *Rez* sets out to stimulate your eyes and ears through a combination of visual and audio effects, which send sensations to your brain and thus evokes emotion.

Try to get your head round this... pressing the button to lock onto an enemy creates a sound (not a note – a sound). Actually targeting an enemy creates a different sound and then releasing the button to fire a shot at that enemy produces yet another sound. Imagine all this going on repeatedly, thanks to the number of enemies on screen – and the fact that you can target up to ten enemies at once – then combine that with the ongoing track, pounding beats out as you play... this is how the whole Synaesthesia effect comes into play. Still don't understand? Well, don't worry – this really is one of those games that you have to play before you truly 'get it'.

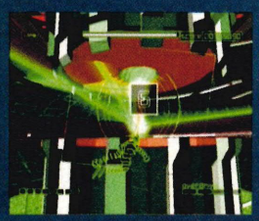
Of course, all this might make you think that *Rez* is far too complicated a game for you to consider buying. STOP. Don't let what we've gone on about confuse you – it really is quite simple to get your head round once you actually have a go. You'll just have to believe us about how excited this game made us and how eager we are to play it once more. We're already counting the days before we get our very own copy... next month, we're definitely going to review it for you and tell you how great it is all over again.

Who's The Boss?

> The big mainframe bosses at the end of each stage are determined to trap you inside with them forever... unless you kick their arses, that is!

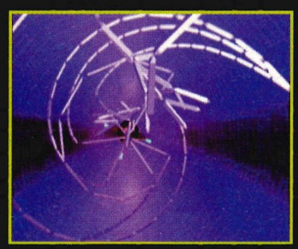
This giant disco ball actually contains a spinning block, complete with deadly missile-launching tentacles. You'll need to wipe out the shield blocking it before blasting the central control to pieces.

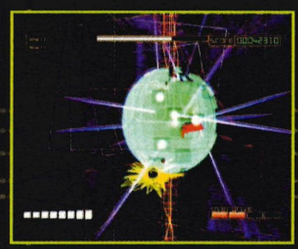
We know... it looks like a giant octopus, but the weak spot is a tiny pod right in the middle. Before you can reach it though, you'll need to fight your way past walls and a bundle of nasty little flying enemies...



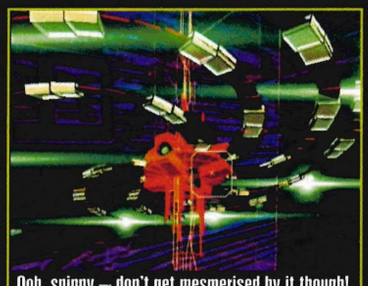
By flying around the outside of this gigantic tower, you can blow down the protective barrier and reach the central column that controls the third stage... but watch out for the tons of missiles it fires at you!

This one's a bloomin' nightmare – although there's loads of tiny cubes flying about, you need to concentrate your fire on the spinning disc that sits at the middle of the madness. It's not easy, believe us!

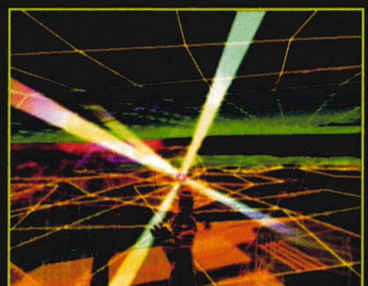


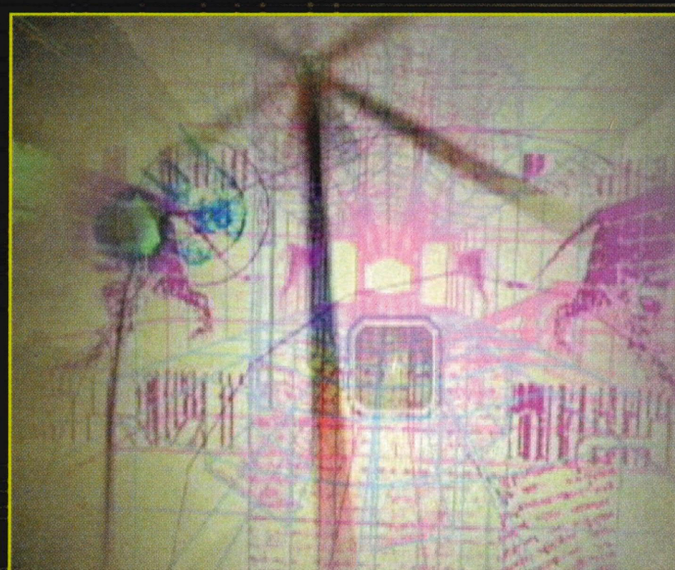


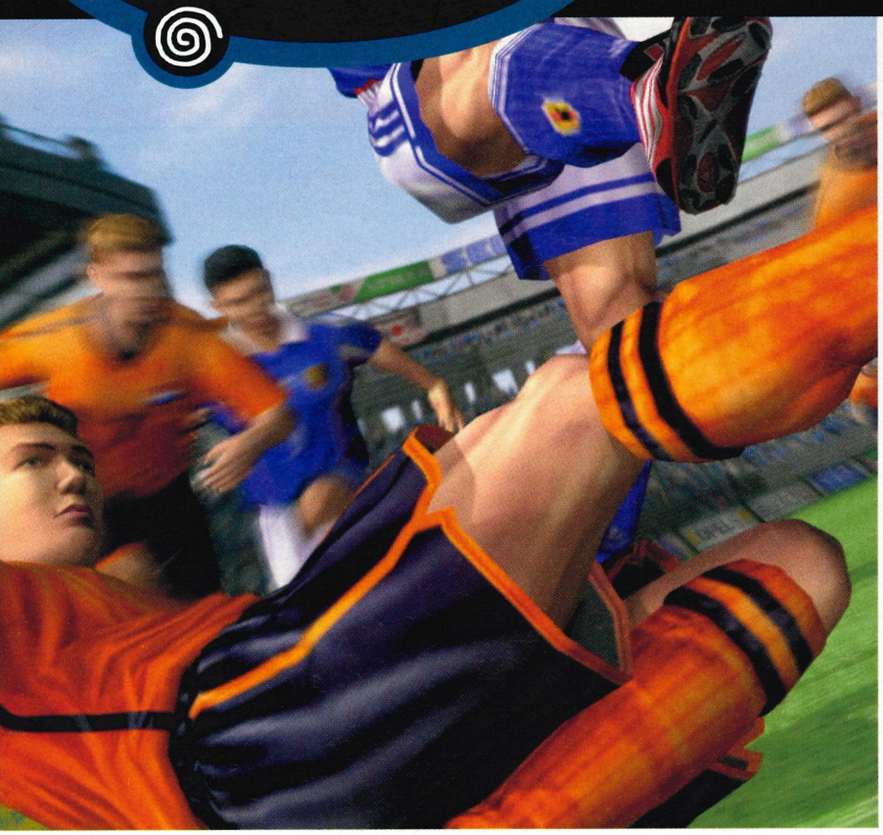
"Don't worry that it looks like someone started making a game and then forgot to finish it"

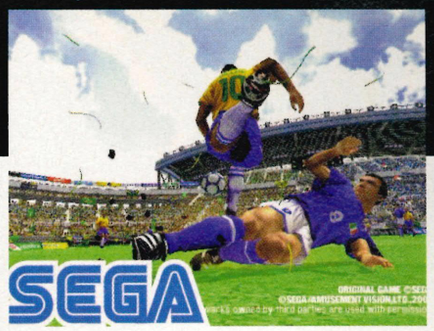


Ooh, spinny – don't get mesmerised by it though!









Virtua Strik

Phantasy Star Online

Finally, a decent excuse to run up a massive phone bill...

Despite being heralded as the very first online console, the Dreamcast was a bit of a letdown for online games... until *Phantasy Star Online* came along. Now, the game that saved SEGA is coming to the GameCube!

Phantasy Star Online was, on the whole, a damn fine game. Offering the chance for gamers all over the world to play together rather than against each other, it opened the eyes of console gamers everywhere to the experiences of online play. Of course, it had faults... but then that's what updates are made for, isn't it? The GameCube version of *PSO* will be a flawless conversion of *PSO ver.2*, as well as having a number of essential improvements, such as the ability to play with your friends offline, a new selection of additional characters and even a whole new level set in the Swamps of Ragol. Roll on March, 2002...

er 3 ver.2002

It's coming home, it's coming... football's coming home to the GameCube!

The people who brought us *Super Monkey Ball* turn their hands to an update of the popular arcade football game – from what we've seen, it's shaping up to be a blinder...

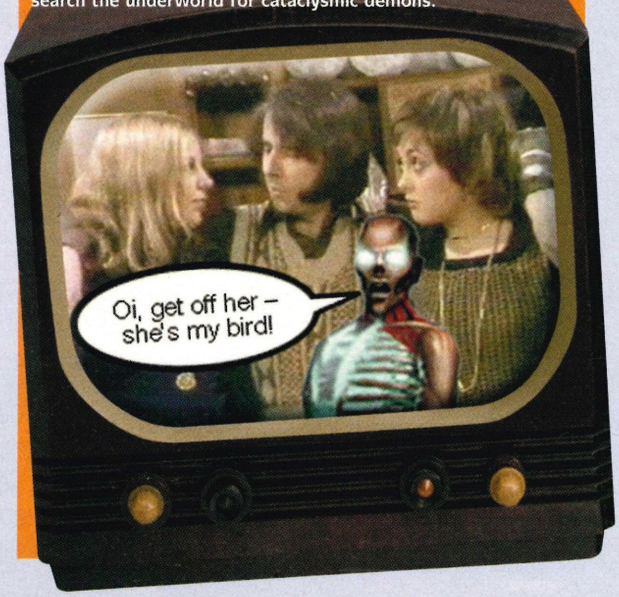
Football's a funny old game and one that isn't easy to convert into a videogame easily... at least, not so it's any good. Many have tried and failed, but *Virtua Striker* always came off better than most – mainly because it looked so darn great. Unfortunately, it didn't play so well and that's why Amusement Vision has gone back to the drawing board with its GameCube conversion of *Virtua Striker 3*. It still looks amazing, but with some tweaks to the gameplay and a bundle of GameCube-exclusive options, there's no doubt it'll be one of the better football titles on the market. Let's keep our fingers crossed shall we?

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

Number 012

Shadow Man About The House

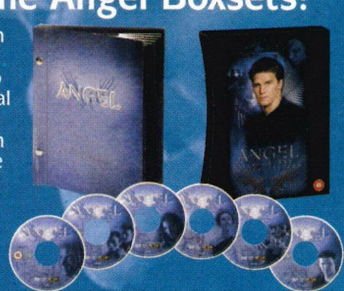
> A show following the hilarious exploits of Robin Tripp and Michael LeRoi, as they attempt to shag the girls they live with, get out of paying the rent to their dodgy landlord and search the underworld for cataclysmic demons.



competition

Pack It In!

WIN! Season One Angel Boxsets!



> There's nothing wrong with being a vampire, or at least that's what Angel sets out to prove. Cursed with life eternal and a raging thirst for blood, this *Buffy* spin-off has proven rather popular – and we have three of these gorgeous boxsets to give away. All you have to do, to be in with a chance of winning, is answer a simple question. Fancy a go? Course you do!

Which ex-Take That singer sang about angels?

Robbie (from Eastenders).
Robin Coltrane
Robbie Williams

When you think you know the answer, stick it, 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:

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

The Editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or its sponsor, Electronics Boutique, may not enter. The winners will be available in writing from Paragon Publishing. The sponsor reserves the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives. From time to time you may be sent news about exciting new products and opportunities that might be of interest to you. If you do not wish to receive such information, please tick this box. ☐
Alternatively please state clearly that you do not wish to receive this information on your postal entry.

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Featuring:
Xmas Gifts
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Text Addiction
And So Much More...

Issue Three
In The Shops
NOW!

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 *Chu Chu Rocket!* and *Sonic Adventure* selling for £4.99, with loads more for just £8.99. 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...

Flashback

> If you really know your videogames, you'll remember a game back on the Amiga called *Another World* – a strange adventure game, by Delphine, that looked amazing (for the day) thanks to the state-of-the-art animation. Unfortunately, the game itself was a bit like the old *Dragon's Lair* titles; you either did the right thing at the right time or you died. When the sequel arrived, we all expected much of the same... but then we realised that Delphine had gone back to the drawing board and brought us something totally wonderful. *Flashback* had a basic premise – having lost your memory on a distant alien world, you had to work out who you are and how to get back home. However, it was also one of the most involving games we'd played for ages – with gorgeous animation, brain-taxing puzzles and some great action to boot. If only you could play this on the Dreamcast... oh, what's this? A MegaDrive emulator for the Dreamcast? Why, thank you very much indeed!

UK Charts Update

sponsored by eb.uk.com electronics boutique

EB Online keeps offering those Dreamcast bargains!

UK RELEASE SCHEDULE

Title	Publisher	Date	Price
Conflict Zone	Ubi Soft	30 November 2001	£19.99*
Dragon Riders	Ubi Soft	30 November 2001	£19.99*
Evil Twin	Ubi Soft	30 November 2001	£19.99*
Shenmue 2	SEGA	30 November 2001	£26.99*
Rez	SEGA	01 January 2002	£29.99*
Phantasy Star Online 2	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...

Festive Fun

Right, what's so great about Christmas? The fact that everyone unites and remembers the birth of Christ? Nope. All the giving and loving? Pah! The fact that parents selflessly rack up a years worth of debt just so their children have a few days of happiness? Getting closer. The answer, of course, is presents, it's that simple. Let's not pretend we actually have any interest in the rest of it, especially when there are so many good games to be playing.

Tennis 2K2 is one such game. Not only is it fun to play on your own, but the four-player element will be irresistible to all family members come Christmas day, giving everyone an excuse not to take up granny's offer of charades, leaving her to indulge in a bottle of sherry and eventually pass out on the sofa at her own convenience.

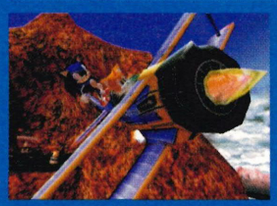
Other Christmas releases include *Headhunter* and *Shenmue II*, two stunning adventure games, both of which you simply must pester your parents for, but be grateful on receipt, that's their overdraft you're eating into and they'd probably be able to afford a better car if it wasn't for you! Merry Christmas!

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	Sonic Adventure 2	£26.99	93%	24
2	Rainbow 6	£14.99	68%	18
3	Ultimate Fighting Championship	£14.99	93%	14
4	Soldier of Fortune	£17.99	86%	24
5	90 Minutes	£25.99	30%	29
6	Crazy Taxi 2	£26.99	92%	23
7	Virtua Tennis	£17.99	94%	12
8	European Super League	£14.99	58%	19
9	MTV Skateboarding	£14.99	68%	17
10	Hidden and Dangerous	£12.99	92%	12



MOST WANTED

What pixillated pleasures are just around the corner...

SEGA GT 2002

SEGA GT failed to emulate the success of the *Gran Turismo* series. Sure, you could make your cars and it was a more enjoyable racing game – at least your opponents seemed to be racing against you. That said, we're aching to get out mitts on the sequel, because we suspect that SEGA will produce a more credible rival to Sony's monster.

Jet Set Radio Future

It appals us that Xbox will receive the sequel to this and not the DC. However, once you've swallowed that bitter pill, one look at the screenshots of *JSRF* and you know that you want to play it. SEGA has done it again – it has only gone and created a game that actually makes the console it is going to appear on seem credible. The only reason to buy an Xbox, yes...

Phantasy Star Online 2

Although we have our doubts about just whether this will get a UK release, those of us who have had to field questions about getting online in the States from the UK, will be very pleased when this gets a PAL release – if only so that everyone will be able to play online and not go through the hassle of connecting up to the US servers.

Guide To dc.TotalGa

An introductory guide to the online version of DREAMCAST MAGAZINE

The DREAMCAST MAGAZINE Web site is pretty expansive, and we'd be fools to pretend that we could show you it all in two pages, so here's a beginner's guide to what you can gain from visiting the site. Fulfilment? Peace of mind? The meaning of life? Why, of course – all this and much more from the virtual pages of Dreamcast.TotalGames.net.

- News
- Features
- Release List
- Reviews
- Previews
- Gallery
- Tips
- Competitions
- Charts
- Forum

mes.net

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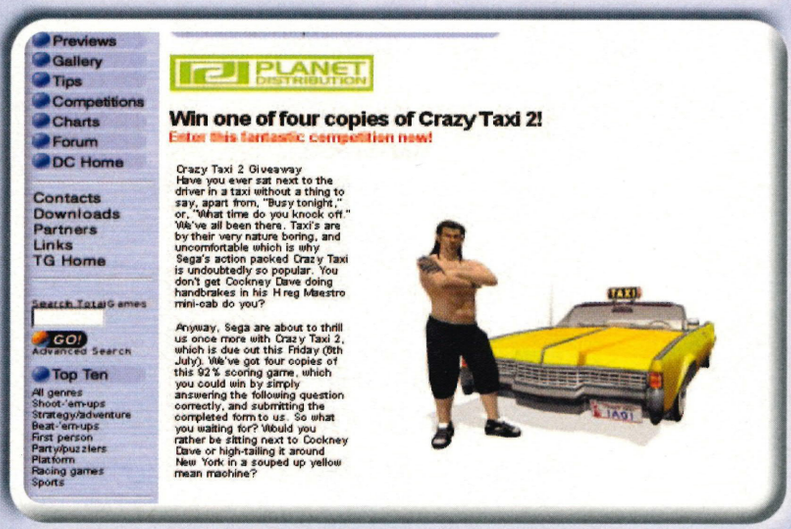
News

The latest news, as it breaks. Announcements, new screenshots, new information... if it's worth knowing, you'll find it here. Updated on a daily basis, you won't miss a thing. Includes stories that won't make it to the magazine.

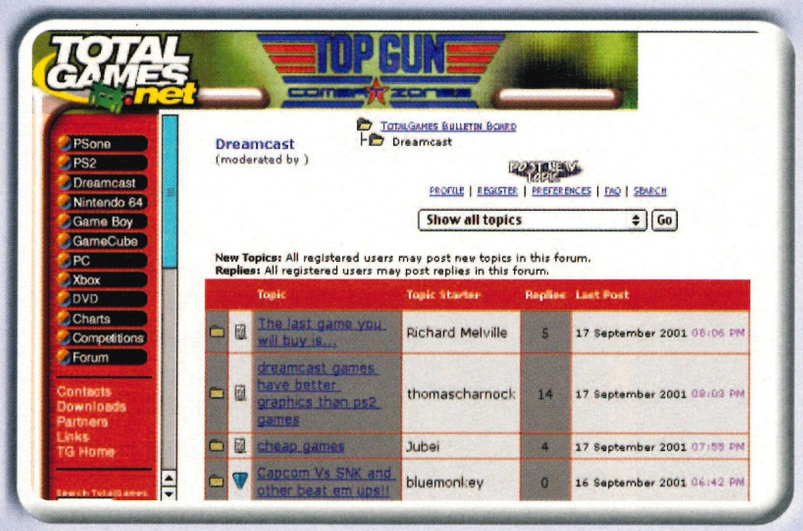


Features

Features from Dreamcast Magazine can be found online, and they will nearly always include extra information and screenshots, which couldn't be fitted into the magazine version. There are even two or three features on there that never made it to Dreamcast Magazine due to space constraints!

Reviews/Previews

Every review and preview for every existing Dreamcast game. This section combines the knowledge of the Dreamcast Magazine team with the accessibility of the Net, to provide an entire database of information for every game preview and review, for every existing Dreamcast game.



Gallery

There are tons of screenshots that don't make it into Dreamcast Magazine – the Gallery gives you the opportunity to see every screenshot that we have. What is more, you also get to see the full-sized versions, for every last bit of detail.

As well as that, all the latest tips, cheats and solutions can also be found here. If you're stuck on a game, it's more than likely that the Tips section will be the answer to your prayers.

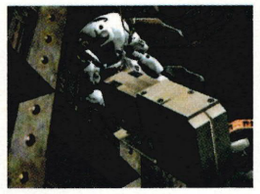
Competitions

Be the first to find out about new competitions. You can't win if you don't take part...

Forum

Now here's where it gets interesting. This is your chance to have your say. Disagree with something that we've said? Disagree with something that a reader has said? The Forum is there for you to voice your opinion. You can even post your own review, help out others with tips on a game, or start off a mass debate about bananas. It's up to you.

Web site: www.smilebit.com/eng/game/gunvalkyrie.html



Gun Valkyrie

Valkyries were mythical female warriors who looked gorgeous and fought like demons... imagine what they're gonna be like with guns!

You're in an alternative reality. Evil alien bugs are wreaking havoc. Who you gonna call...? (Hint: the clue's in the title). Yes, in the finest traditions of all-action videogames, hordes of nasty, smelly, non-environmentally-friendly creatures are being generally unpleasant and it's up to you to sort things out – with extreme prejudice.

The basic idea of *Gun Valkyrie* then shouldn't be much of a surprise – you play the part of a cybernetically enhanced super-trooper (not to be confused with a *Super Trouper* – that's a song by ABBA) who's got a big gun and a hankering for some alien butt kicking.

As you crash into the first level you find yourself running around large areas filled with bug-like adversaries and blowing them all to hell, something which is achieved through the use of both analogue sticks – one to move and one to run. If this sounds tricky, that's because it is, at least until you get the hang of it, but once you do it's action all the way and those bad boy bugs don't stand a chance! Well, that's the plan...

With eight different customisable weapons and a whole ton of characters running (or scuttling) around the screen at any one time, *Gun Valkyrie* is certainly a very promising game.

Our only small niggle at this point is whether or not the control system might be too complex, particularly due to the sheer amount of stuff going on at any one time. The last thing you want when you've got alien bug-monsters coming at you from all sides is to be struggling to point both yourself and your gun in the right direction! Only time then will tell whether the control system will actually be a revolution or a complete and utter flop.

Hey, nice gun! And nice butt too, come to that...

Eat laser death you bug-eyed spindly-legged alien mutha!

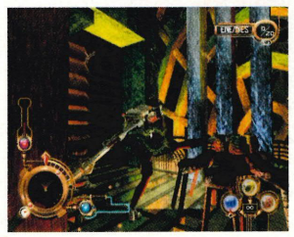
essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	SMILEBIT
PLAYERS	1
% COMPLETE	75%
RELEASE	14 MARCH 2002

ANTICIPATION RATING 80%

"It's up to you to sort things out – with extreme prejudice"

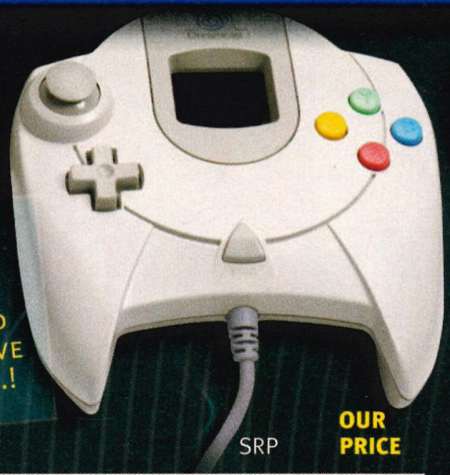


THEY SAY: The classic SEGA shooter *finally* gets an update...

WE SAY: Though it should have been released on the Dreamcast we'll happily duke it out on the Xbox.

GAMESTATION

where it's never game over



Whatever the Future Brings

YOU CAN REST ASSURED GAMESTATION WILL HAVE IT 'INSTORE' FOR YOU...!

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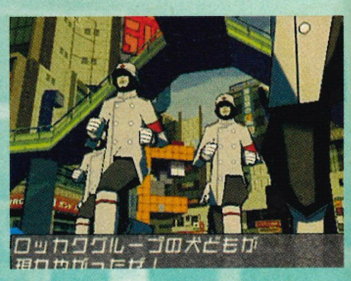
Jet Set Radio Future

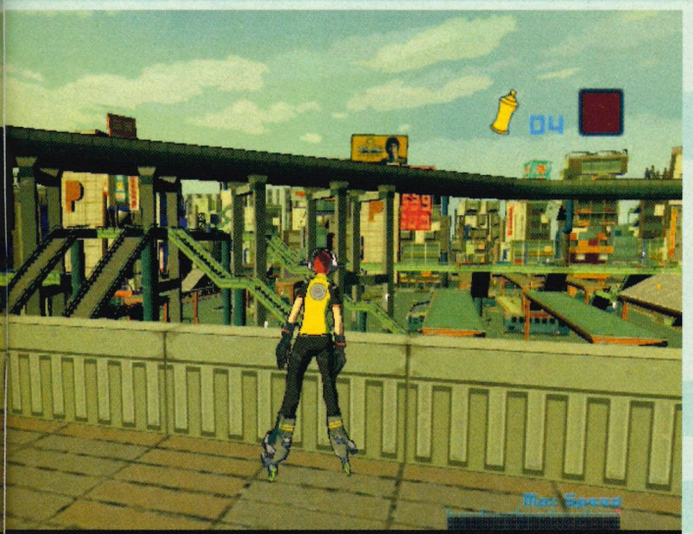
SEGA goes back to the future with its new skate-mad game...

Ahh, teenage rebellion – there's nothing quite like a bunch of youngsters trying to prove that they're better than everyone else. Unfortunately, the best we get round our parts right now is a small group of spotty youths in baseball caps hanging around outside McDonalds... but it's not gonna be like that in the future. Instead, you'll have to cope with in-line skate wearing, spray can-toting, crazy music-listening kids racing round the streets, spraying anything they see with their gang-related tags... at least, you will do if SEGA has anything to do with it.

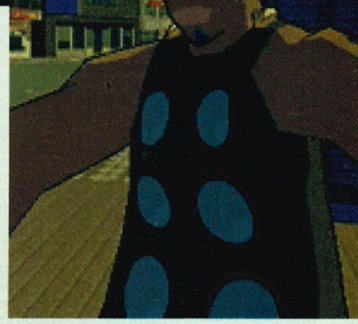
Now, even though it quite clearly isn't a threat any more to consoles like the Xbox, we've got fond memories of the Dreamcast. It had a number of top-quality titles that oozed innovation and managed to prove that SEGA could make some of the best games on the planet. One of the better titles we can think of was *Jet Set Radio* – a crazy cartoon-style skating game where the aim was to rebel against authority and paint the town... well, a number of different colours. Of course, it had problems, but then isn't that what sequels are for? Of course it is – that's why we're



You'll need to talk to all the fellow skaters you meet... oh, and learn Japanese as well. That might help a bit...



The awesome power of the Xbox allows Jet Set Radio Future to have some massive levels. You can skate round all of the city, you know!



getting incredibly excited about the fact that *Jet Set Radio Future* (the follow-on to *Jet Set Radio*) is coming exclusively to the Xbox, thanks to those lovely SEGA people. Ahh, bless.

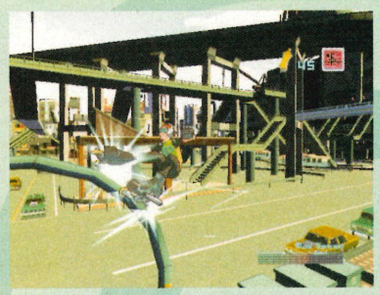
Despite the efforts of the GGs in the first game, life in Tokyoto hasn't changed much, and several years into the future since their last outing (hence the new 'Future' tag on the end of the title), the gang is still facing the pressures of conformity. The police are out to get them, rival gangs are invading their turf and, everywhere you look, there's nothing but blank walls filling the city. So what can you do? Why, you can get out there with your spray cans and show everyone who rules in this crummy town, that's what! Yep, SEGA has quite clearly decided that if it ain't broke, you only have to fix it a little bit to make it absolutely perfect. Thank the lord for that...

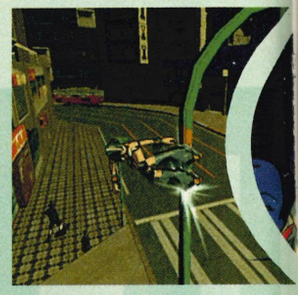
The idea is a simple one – armed with a number of spray cans of paint (which you'll need to replenish around the city at various intervals), you

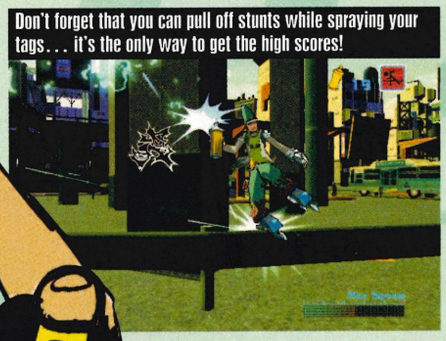
"The Xbox version of Jet Set Radio is a giant leap above anything that the Dreamcast could do"

Grandma, What Great Music You've Got!

Of course, a game like *Jet Set Radio Future* needs a kicking soundtrack... much like the original game had. Thankfully, SEGA has thought about this and enlisted the skills of Wave Master – its in-house audio studio, who managed to do such great things the first time around. That's not all though; on top of that, SEGA has brought in world-famous production experts The Latch Brothers (a bunch of blokes who apparently like to dress up as giant animals... bizarre) and these guys are currently remixing tunes by bands like BS2000, Q-Tip and Bran Van 3000 to include in the game. Like we said, there's nothing quite like a top soundtrack to get your gaming juices going...







Don't forget that you can pull off stunts while spraying your tags... it's the only way to get the high scores!

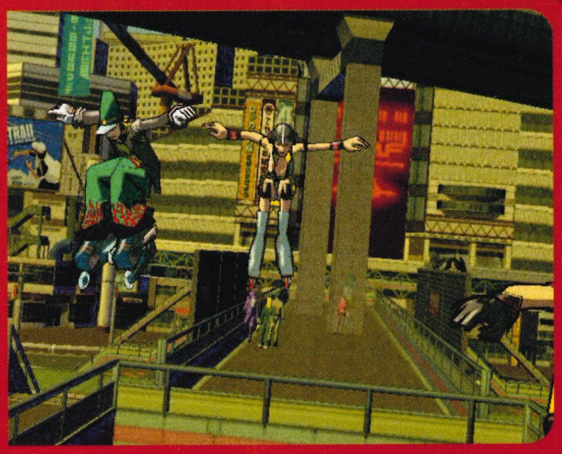
need to skate around and wipe out any trace of the rival gangs. How do you do that? Well, each gang has its own 'tag' – a painted symbol used to show superiority. By finding these tags and spraying over the top of them with your own, you can prove that you're the ruler of the district... well, that's the theory anyway. To reach all of the tags though (as well as the blank walls that are just ripe for the spraying), you'll need to get the hang of pulling off some blinding tricks and stunts along a variety of ramps, rails and walls – the better you do, the more you'll find!

Of course, that's not the half of it. Along the way, you'll meet up with new characters who have no love for either you or the rival gangs... they're pretty much neutral in this whole war. Still, that's not to say they can't be persuaded to join your motley band of rebels – all you have to do is prove how good you are with your skates. Whether it's an all-out race around town or having to match them trick-for-trick on your highly versatile skates, you'll need to recruit as many people as possible before you can claim to have one of the best gangs on the block...

Not surprisingly, the Xbox version of *Jet Set Radio Future* is a giant leap above anything that the Dreamcast could do. By improving the already excellent cel-shaded animation and combining it with some rather lovely blurring effects (in particular, when the

Two Heads Are Better Than One

> Whereas the original *Jet Set Radio* was strictly a one-player affair, this time around you've got the opportunity to play against your friends to see who's the greatest *Jet Set Radio* player ever. Although SEGA is keeping tight-lipped about what kind of things you'll get to do, we're sure that it'll include such delights as a race round town (with the fastest skater being the winner) and a graffiti extravaganza, where the person who sprays the most tags round town comes out on top. Needless to say, SEGA is going to make sure this is a multiplayer experience like no other seen before!



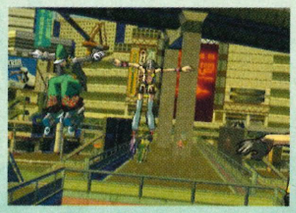
The police in Tokyoto aren't too happy to see you spraying the town!

As you would expect from SEGA, the lighting effects are stunning!

The clock is ticking... you'd better get a move on!

"If it ain't broke, you only have to fix it a bit to make it absolutely perfect!"

skaters use their boost abilities), SEGA has done a wonderful job... and we've only seen a brief taster of what's on offer! On top of that, we've already had confirmation of a number of extras that'll be thrown in with the Xbox game – the ability to create your very own gang tag, as well as being able to play against your friends in a exclusive Multiplayer mode are all things that we're getting very excited about. The one area that SEGA has yet to comment on is the online aspect of it all, but considering that the Dreamcast version had the option to go online (although not in a playing aspect), we doubt it's something that SEGA will simply forget about for the Xbox release. One thing's for sure, though... *Jet Set Radio Future* is going to make one hell of an impact when it lands on the Xbox and we'll be the first on the scene when it does!



essential information

Dreamcast magazine

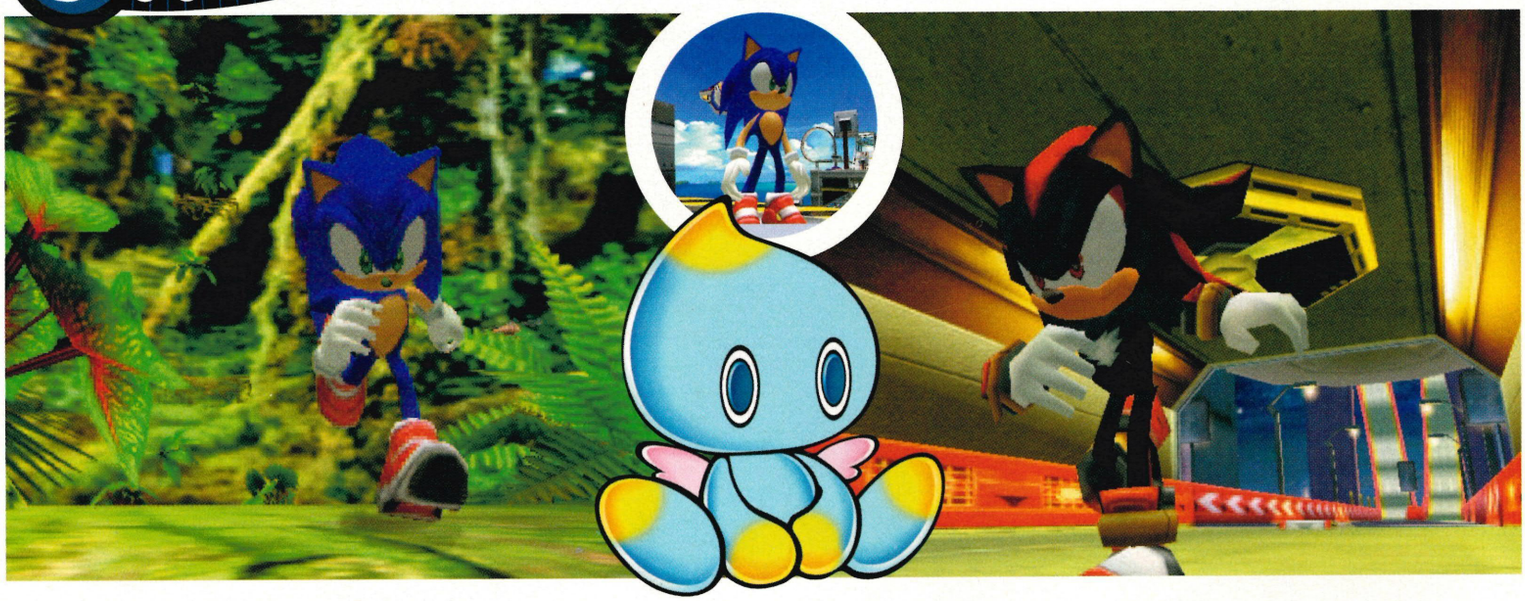
PUBLISHER	SEGA
DEVELOPER	SMILEBIT
PLAYERS	SKATING
% COMPLETE	65%
RELEASE	SUMMER 2002

ANTICIPATION RATING 90%

THEY SAY: We take *Jet Set Radio* and tweak it, polish it and make it even better than it ever was...

WE SAY: Bugger, it's not going to make it to the DC... On the bright side, it looks amazing!

Web site: www.sega.com



Sonic Adventure 2 Battle

SEGA's mascot sprints onto the GameCube with an all-new multiplayer mode!

essential information Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	SONIC TEAM
PLAYERS	2
% COMPLETE	75%
RELEASE	TBA

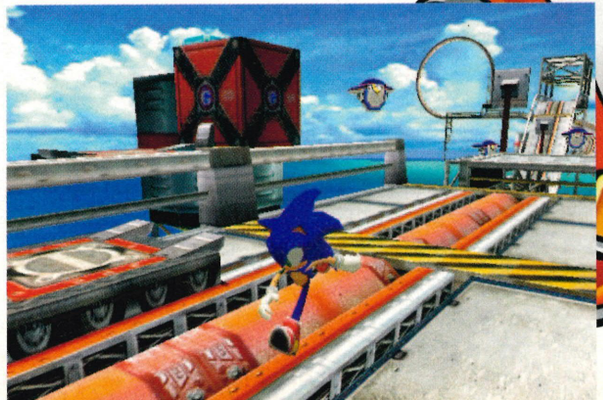
ANTICIPATION RATING 85%

THEY SAY: Sonic needs a new home and the GameCube will do just fine, for now...

WE SAY: Sonic on the GameCube? Hell yes, and it's going to be even better than the Dreamcast version!

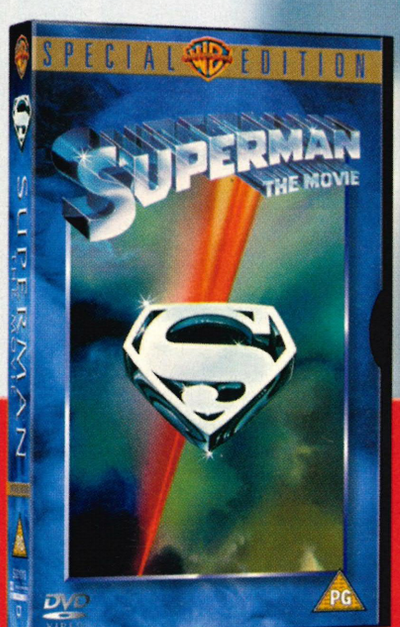
He might not be as famous as Mario (heck, no game character is), but Sonic sure is a nippy little bugger. Indeed, the whole focus of his games has always been speed – flying through each level at the speed of light, trying to grab as many rings as possible. Still, Nintendo fans have never been able to experience his adventures... until now, that is. With a port of *Sonic Adventure 2* on the way from SEGA itself, it looks like the face of Nintendo platform gaming is about to change...

So, what can we expect from the blue hedgehog? Well, loads – with *Sonic Adventure 2* being his biggest game yet, there's tons of stuff to experience. Not only are there more than 30 levels in the game, but you've also got the chance to see the story from the other side... namely, the enemy. As well as taking control of Sonic, Tails and Knuckles (the 'good guys'), you can also play as Dr Eggman, Rogue and even evil alter-ego of Sonic, Shadow. As you'd expect from SEGA, *Sonic Adventure 2* is a roller coaster ride of platform action, combined with enough new mini-games and added GameCube extras to make it worth your while. We'll bring you more as we have it...



Sonic has some trucking good fun!

"YOU'LL BELIEVE A MAN CAN FLY!"



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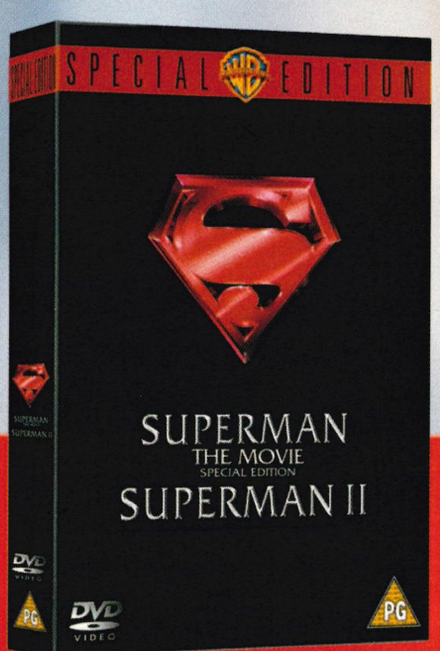

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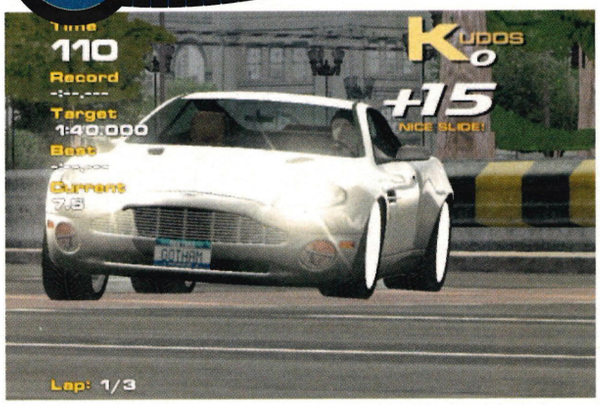
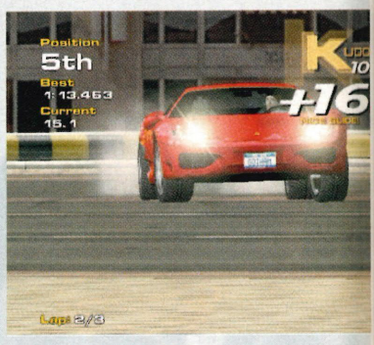
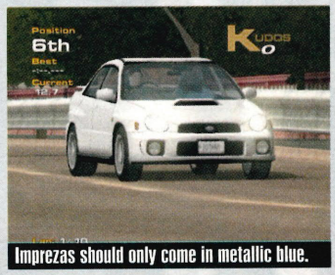


Project Gotham





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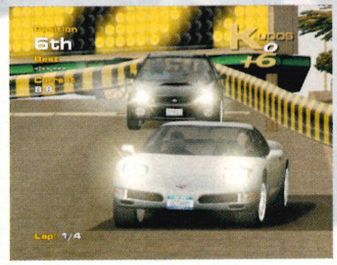
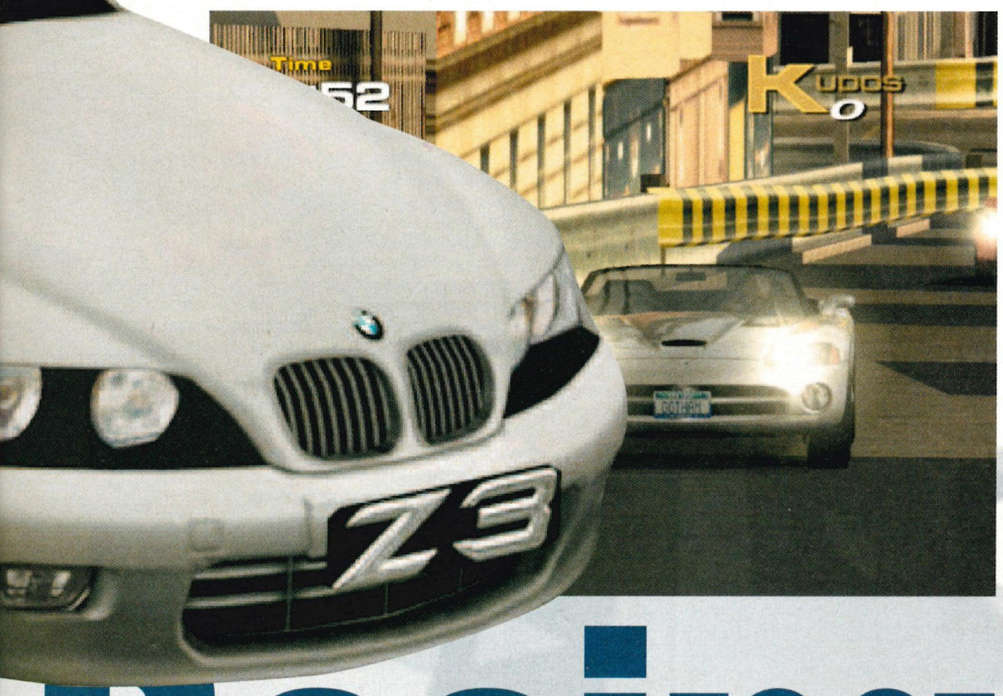


Lap: 1/ 10



Racing

The most realistic racing game ever devised!

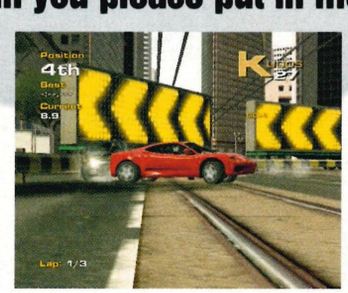
When you look for quality racing games, Sony has *Gran Turismo 3*, whilst SEGA had its *Metropolis Street Racer*. The question is, what does the Xbox have in store for the racing fanatic? Well, how about an unofficial sequel to *M-SR*...

The mysteriously named *Project Gotham Racing* is being developed by Bizarre Creations – who, funnily enough, also created the superb *M-SR*. And if you thought the Dreamcast title was good, wait until you see this! The 200+ circuits are based around four cities (London, Tokyo, San Francisco and New York) and they look mind-bogglingly real. Each of the cities has been split into three areas, and every single one of these is brimming with small geographical details made up from thousands of actual photographs – the results are truly realistic!

The 20 cars on offer also look like they've come straight out of the manufacturers' showrooms. Car fans will be pitching trouser tents at the mere thought of getting behind the wheel in this game. It's understandable though, because *Project Gotham Racing* is about being cool as much as it is about actually winning races. A kudos system rates your driving style – push it to the edge and you are going to be rewarded.

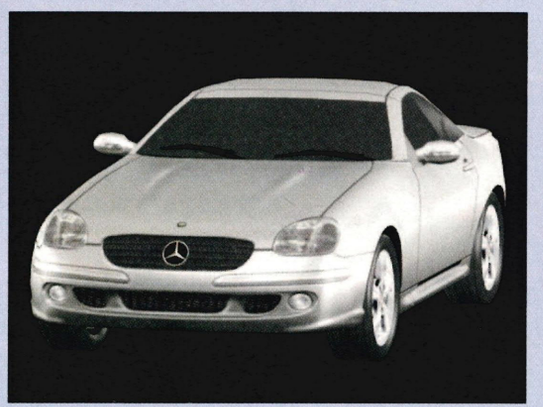
Still, showing off is all very well, but if you can't do it against other humans then what's the point? Luckily, this game allows you to do just that in a split-screen, four-way battle! If you have an Xbox shopping list then add *Project Gotham Racing* to the top of it – your life without this game is totally meaningless!

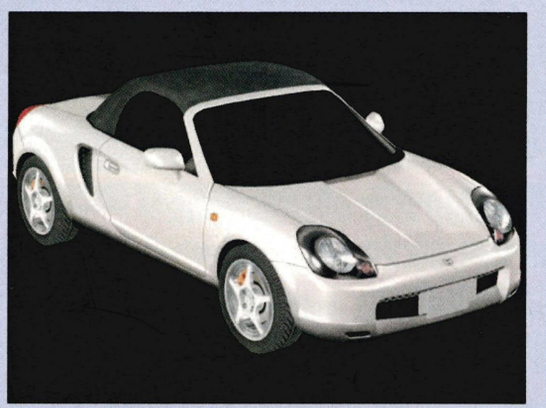
"We've actually had to say to the artists, for the first time ever, 'Can you please put in more polygons!'"



Cool Cars

With 16,000 polygons in each mean machine, they had to look good really, didn't they?





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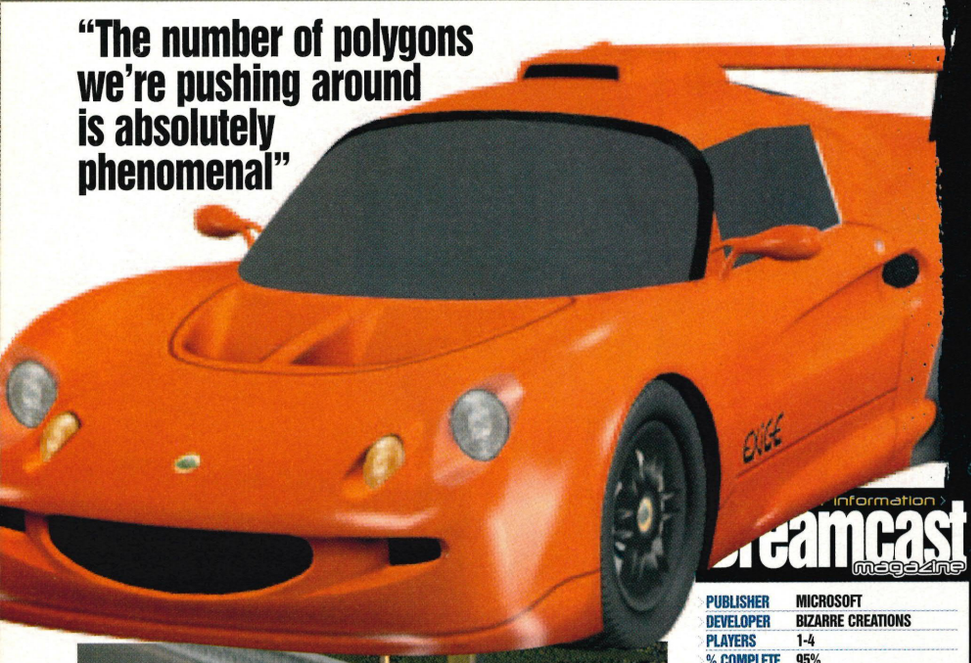
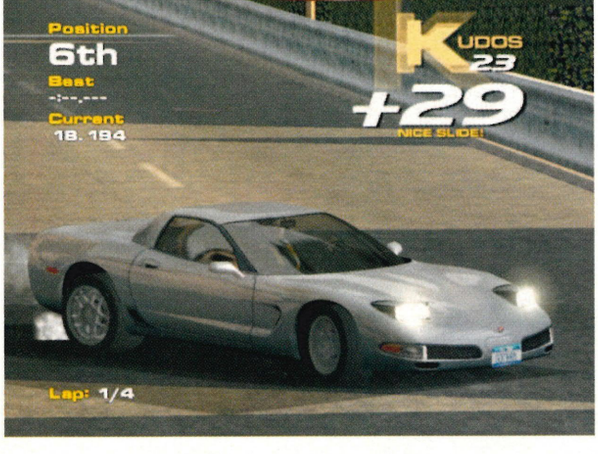
Web site: www.xbox.com



"The number of polygons we're pushing around is absolutely phenomenal"



information > Dreamcast magazine

PUBLISHER	MICROSOFT
DEVELOPER	BIZARRE CREATIONS
PLAYERS	1-4
% COMPLETE	95%
RELEASE	14 MARCH

ANTICIPATION RATING 90%

THEY SAY: *M-SR*, one of the best racing games ever, has had a massive overhaul.

WE SAY: Envious? Too right! We've seen this in action and it once again we're very excited!

Bizarre Creations Interview

> Sarah Chudley, Bizarre Creations

What advantages has Xbox brought to this project?
The number of polygons we're pushing around is absolutely phenomenal. We've been really impressed with the Xbox. There's 16,000 polygons in each of the cars and I wouldn't even want to guess how many there are in the scenery, but we're actually getting a hell of a lot of detail. All the reflections in the cars are real-time, everything you pass by is reflected in the cars. To achieve this effect, and the reflections on the road, we have to render the scene eight times over, which – we think – is really impressive.

The graphics look simply stunning and the cars seem to handle really well. Tell us a little more about what you've achieved in Project Gotham Racing.
Each car has its own dynamics, and we've tried to make everything as real as possible. When you brake, the brake discs on the car will move, and every car is based on a real model. We've tried to make the game feel like you're actually there, in that city. The most exciting thing for us, as games developers, is that the manufacturers have actually allowed us to damage the cars. If you hit a barrier at 180mph, you want to see crumples.

Another thing we've included is the real DJs, from the real cities, playing real tunes on the radio. It's all part of trying to increase the realism. If you don't like the tunes they're playing, you can put your own in.

Anyone who has played your Dreamcast game Metropolis Street Racer will know about the Kudos system, has this been retained for Project Gotham Racing?
This is the whole crux of the game, this is what the game's all about – it's about style. Have you ever been playing a racing game, you've just had a brilliant race, everything's clean, you haven't hit the side, you haven't hit another car and you've done some brilliant manoeuvres – you play the replay and it looks phenomenal – what do you get? First place, and that's it! So this is what the Kudos system is all about – you are going to be rewarded for that first place, but you're also going to be rewarded for how you achieved it. If you powerslide around the corners you gain Kudos points; if you slalom around cones and look cool, you'll get extra points; if you want to take the car up on two wheels – great, you'll get points for that too! The other thing about the Kudos system is the ability to set your own bar. You can set your own goal for the race. If you gamble to complete a track in a lower time, you'll get more Kudos points if you manage it!

You must have travelled all around the world to research this game, why have you chosen the locations you have?
The cities were chosen with distinct things in mind. If you go to Europe, you will go to London, if you go to Japan, you will go to Tokyo, and San Francisco and New York are major cities in America. We've tried to take places that represent the view of a foreign country that the people of the world may have. There's something in here that everyone can relate to. We would have loved to have put Paris into the game, but we were advised that there's a law in France that the owner of a building holds the copyright on that building, so having to get permission from each copyright owner in a two kilometre radius would have made recreating Paris a logistical nightmare.

How much in Project Gotham Racing has come directly from Metropolis Street Racer on the Dreamcast?
We know what worked in *M-SR*, and we know where the problems were. The best way of describing it is that we've taken the spirit of the game. This game is a 95% code rewrite. We've now got the permission from the manufacturers for the cars to leave the floor, so the game has completely new dynamics. We've worked a lot into the Kudos system to make it what we wanted all along. We want people to see this game as the definitive Bizarre Creations racing game. We've actually had to say to the artists, for the first time ever, 'Can you please put in more polygons!'

NewTones....

N Sync	Gone	61367
Bell & Spurling	Sven, Sven, Sven	61265
S Club 7	Have You Ever	61369
WestLife	Queen Of My Heart	61322
Oxide & Neutrino	They Only Wanna Know U Cos	61319
Limp Bizkit	Boiler	61255
Daft Punk	Harder Better Faster Stronger	61220
City High	What would you do?	61198
Five	Closer To Me	61280
Atomic Kitten	You Are	61374

Pop Tones

61197	Michael Jackson	*U Rock My World*	61175	Kylie	*Cant Get U Outta My Head*
61170	Victoria Beckham	*Innocent Girl*	61150	Sophie Ellis Bextor	*Take me home*
61053	Atomic Kitten	*Eternal Flame*	61211	Uncle Kracker	*Follow Me*
61027	Robbie Williams	*Eternity*	61194	Alien Ant Farm	*Smooth Criminal*
61220	DJ Otzi	*Hey Baby*	61091	Nelly Futardo	*Turn off the light*
61253	Jennifer Lopez	*Im Real*	60163	Wheatus	*Teenage Dirtbag*
61205	Liberty	*Thinking It Over*	60185	Shaggy	*Angel*
61141	Geri Halliwell	*Scream if you wanna.*	61370	Shaggy	*Dance & Shout*
61225	Britney Spears	*Im A Slave 4 U*	61166	Shaggy	*Luv Me, Luv Me*
61287	iio	*Rapture*	60128	Gorillaz	*Clint Eastwood*
61004	Pink Mya etc	*Lady Marmalade*	61199	Gorillaz	*Rock Da House*
61315	Cher	*Music Is No Good Without U*	60045	Limp Bizkit	*Rollin*
61193	Steps	*Chain Reaction*	60129	Hear Say	*Pure and Simple*
61379	The Charlatans	*A Man Needs To....*	60184	S Club 7	*Dont Stop Movin*
60047	Bob The Builder	*Mambo No. 5*	61240	Gabrielle	*Dont need the Sun to Shine*

R'n'B

61181	Mary J. Blige	*Family Affair*
61264	Destinys Child	*Emotion*
61064	Eve	*Let me blow your mind*
61236	Usher	*You Got It Bad*
61382	Macy Gray	*Sexual Revoultion*
61003	Brandy	*Another day in Paradise*
60157	Usher	*Pop your collar*
60174	Gaberille	*Out of Reach*
60117	Destinys Child	*Survivor*
61037	Destinys Child	*Bootylicious*
60186	Sisqo	*Thong Song*
61217	Mariah Carey	*Never to far*

RAP

61223	Afro Man	*Because I Got High*
61261	2 Pac	*Letter To My Unborn*
61191	Ludacris	*Area Codes*
61050	Wyclef	*Perfect Gentleman*
61272	D 12	*Fight Music*
61266	2 Pac	*Do For Love*
61377	Babba Sparxx	*Ugly*
61383	DMX	*Who We Be*
61285	Blu Cantrell	*Hit Em Up Style*
60060	Out Kast	*Miss Jackson*
61363	Dr Dre	*Bad Intentions*
60034	Eminem	*Stan*

XmasTones

We Wish U A Merry	61310
Silent Night	61307
Red Nose Reindeer	61306
Jingle Bells	61302
Frosty The Snowman	61308
Oh Christmas Tree	61304
Good King Wenceslas	61298
Bethlehem	61305
White Christmas	61294

FilmTones...

Mission Impossible	60044
James Bond	60205
Star Trek	61130
Godfather	60127
The Exorcist	60223
Pretty Woman	60213
Great Escape	60212
Italian Job	60207
Star Wars	60204

Football

60240	Glory Glory	*Man U / Spurs*	60232	Here we go, here we go	*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*	60212	Great Escape	*All*
60230	Daydream believer	*Sunderland*	60211	Dambusters	*All*
61250	3 Lions	*All*	61153	God save the Queen	*All*

Dance

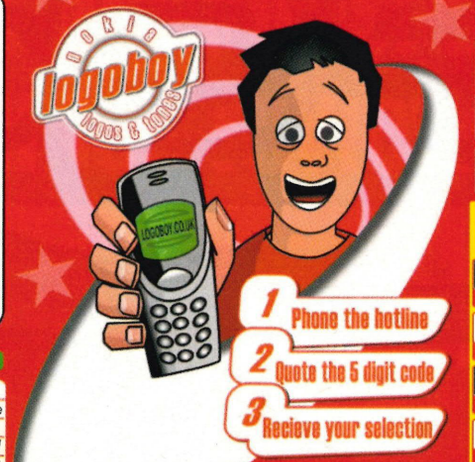
61146	Superman Lovers	*Starlight*
61214	Jean Jaques Smoothie	*2 People*
61324	Basement Jaxx	*Where's Your Head*
61299	Groove Armada	*My Friend*
61371	Train	*Something More*
61072	Ian Van Dahl	*Castles in the sky*
61178	Kosheen	*Hide you*
61070	Roger Sanchez	*Another Chance*
60020	Darude	*Sand Storm*
61364	Fragma	*Say That You Are Here*
60139	Modjo	*Lady*
60276	Daft Punk	*One more time*

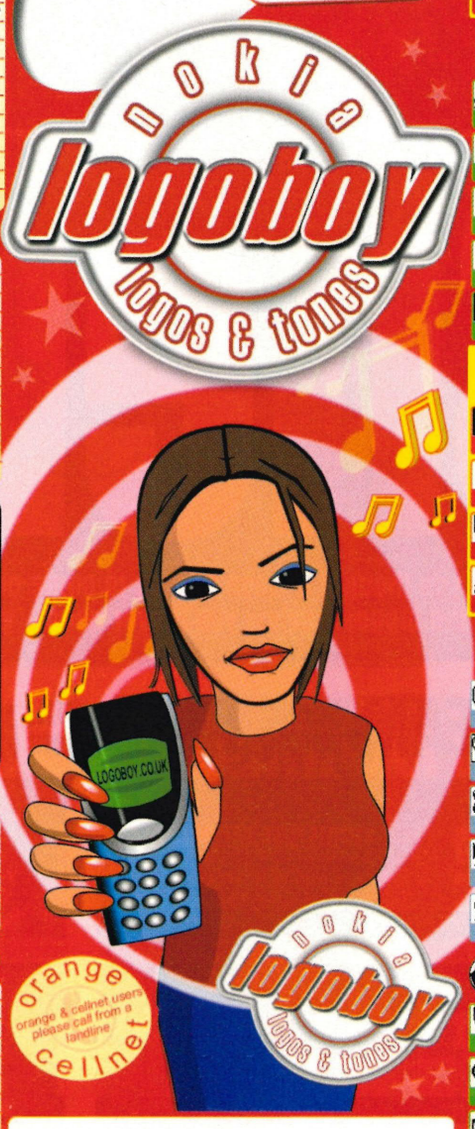
Garage

61373	Wideboys	*Sambucca*
61149	Ed Case	*Who*
61231	Misteeq	*One Night Stand*
61074	So Solid Crew	*21 Seconds*
61160	De Nada	*Love you anyway*
61258	So Solid Crew	*They Dont Know*
61200	Genius Crew	*Course Bruv*
61235	The Streets	*Has It Come To This?*
61005	Pied Piper	*Do you really like it*
61279	B15 Project	*Feels So Good*
61286	Daniel Beddingfield	*Get Thr u This*
61058	Sticky ft.Ms Dynamite	*Boo*

BOYBANDS

61375	Blue	*If You Come Back*
61172	Blue	*Too Close*
60274	Blue	*All Rise*
61368	N° Sync	*Teaming Up My Heart*
61068	N° Sync	*POP*
61144	O Town	*All or Nothing*
61063	Damage	*So what if I*
61002	BB Mak	*Still on your Side*
61062	Backstreet Boys	*More than that*
61186	Westlife	*When your looking like.*
60162	Westlife	*Uptown Girl*
61078	Five	*Let's Dance*





BrandLogos

POLO SPORT 10733	CK 10758	10764		
10822	MINISTRY OF SOUND 30150	GAP 10721	diesel 10911	adidas 10703
ICEBERG JEANS 10882	MOSCHINO 10953	VERSACE 10883	MANGO 30033	DKNY 10829
M 13959	Lamborghini 30510	Ferrari 10921	PORSCHE 10892	TT 10895

FilmLogos

KNIGHT'S TALE 30253	TOMB RAIDER 30251	JURASSIC PARK 3 30108	ANGEL 30476	AUSTIN POWERS 11788
SHREK 30237	007 11799	BLADE RUNNER 11835	FIGHT CLUB 30268	SCARFACE 30450
The GodFather 11784	Scarface 30171	LORD OF THE RINGS 30441	MATRIX 11760	SCREAM 11869
reservoir dogs 30202	SCARY MOVIE 2 30225	TERMINATOR 30141	STAR TREK THE NEXT GENERATION 30086	RAMBO 30449

MusicLogos

	geri halliwell 30238	ATOMIC KITTEN 13264	DR DRE 30054	
BRITNEY SPEARS 30256	destinys child 30093	16005	Limp Bizkit 13178	Gorillaz 16014
U2 30248	Wheatus 30249	13262	MADONNA 13161	EMINEM 13190
ELVIS 16000	OutKast 30100	Robbie 13263	Chemical Brothers 30233	Kylie 13162
STEPS 30164	Shaggy 13292	Five 13151	NIRVANA 16040	Jamiroquai 16035
USHER 30043	*NSYNC 30106	MADONNA 16002	16001	MICHAEL JACKSON 13105

CartoonLogos

		KickASS 11868	11811	Harry Potter 30017
SPIDERMAN 30074	30087	10213	The Simpsons! 11067	11610
11058	TIGGER 30244	Disney 30521	11149	Chicken Run 11171
Tweety 30146	pooh Bear 30272	11039	11073	11011
Sylvester 30145	Winnie 11041	30040	11053	HONG KONG 11877

Favourites

		VERY HOT STUFF 30504	30524	SPACE INVADERS 30217
Dreamcast 12127	whassup! 30528	30537	10220	PARENTAL ADVISORY EXPLICIT LYRICS 11500
LIL DEVIL 30410	U CHEEKY monkey 30505	30512	CHILLIN OUT 30502	30451
X-MEN 30516	TAKE NO 30507	HOT Babe 30258	PLAYGIRL 10832	PLAYBOY 10831
HAPPY NEW YEAR 30541	Sex Bomb 30501	FREESTYLER 30417	BABYLON 11829	BECKS 30471
Let it Snow 30538	30480	PARTY TIME 30420	12939	30497

Footie

		Arsenal 11953	GOD BLESS AMERICA 30529	12291
LIVERPOOL 11981	MANCHESTER UNITED 11950	LEEDS 11974	Wales 11930	12979
CHELSEA 11957	FULHAM F.C. 12049	TOTTENHAM HOTSPUR 12016	IRELAND 11932	12301
ASTON VILLA 11954	The Saints 12039	GLASGOW RANGERS 30513	ENGLAND 11959	12315
Hammers 12086	NEWCASTLE UNITED 11986	Celtic 30542	SCOTLAND 11923	10442

Wrestling

				WF 30105
WWF ATTITUDE 30474	STONE COLD STEVE AUSTIN 17511		CHYNA 11724	
Undertaker AMERICAN BADASS 30213	ROCK 30473		SMACKDOWN 30205	

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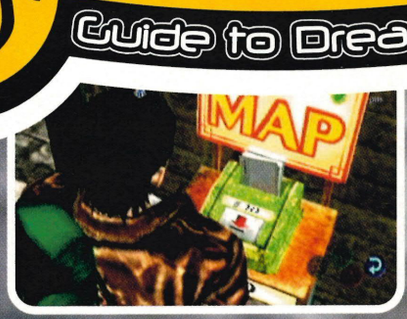
the game

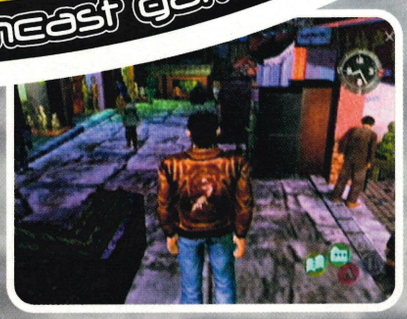
Guide to Dreamcast gaming

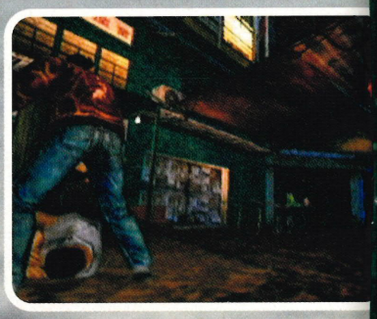
Reviews Editorial

... and then she slipped right down over the bar stool! Ha, ha! Oh... hello. So good that you could join us here at the Casa De Dreamcast this month; it's Happy Hour right now (which means that all the drinks, food and Chandra are half price) and we're feeling fine. Why? Because despite this Christmas looking like a complete Sony washout – boo, PlayStation 2! – the Dreamcast is still managing to tick over with some of the greatest games around. Naturally, we're all rather relieved that *Shenmue II* actually came out in the UK – simply because when it was canned in the US, we all cacked our collective pants. What's more, there's more to look forward to in the shape of the PAL release of *Rez* and more import goodies like *Ooga Booga*, *Bomberman Online* (which, quite frankly, rocks the khazbar like nothing we've ever seen) and *Cosmic Smash*. Ooh, lovely. In the meantime though, why not kick back and relax with a nice mug of Ovaltine – it's all the rage on the south coast, don't you know...

Martin Mathers
Games Editor
(forever and a day, at this rate)







Shenmu

28 **Finally! And you thought it wasn't going to come out in the UK... shame on you! Here's the biggest review you'll ever need – we're just too good to you.**

DREAM TEAM

Seeing as how we're STILL doing Dreamcast Magazine, we'd like to apologise to the members of the team for the following reasons:

SIMON PHILLIPS

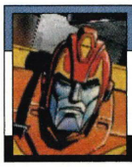
Lips gets an apology for getting a promotion... because now he practically lives in the office and even keeps a sleeping bag under his desk. Hmm.

Game Of The Month: Hitting The Fan

CHANDRA NAIR

We'd like to apologies to Chandra for comparing him to Craig David. We know now this is not a true comparison – our Chandra's actually the spitting image of Darius.

Game Of The Month: Mincing Around



ROB SULLIVAN

Ooh, where to start? Well, dropping an entire magazine on the poor boy (not literally) at the very last minute and then laughing might be a good one...

Game Of The Month: Ignoring Team Cake

SIMON CANN

We'd apologise to Simon for something, but let's face it – the man has pretty much deserved everything that we've ever done to him in the past.

Game Of The Month: International Jet Setting

STEPHANIE PEAT

We have to apologise to Steph for bringing her onto the mag so late and forcing her to pose for photos for our 'private stash'... in Cube.

Game Of The Month: Looking Shiny

SIMON GRIFFIN

For taking the mickey out of the fact that Simon is hairy, we humbly say sorry. After all, it's not his fault that he looks like the floor of a barber's shop.

Game Of The Month: Not Liking PR People

CYRA COOMBER

Insinuations that Cyra had relations with her boyfriend last month didn't go down too well... but we won't apologise, because we thought it was funny.

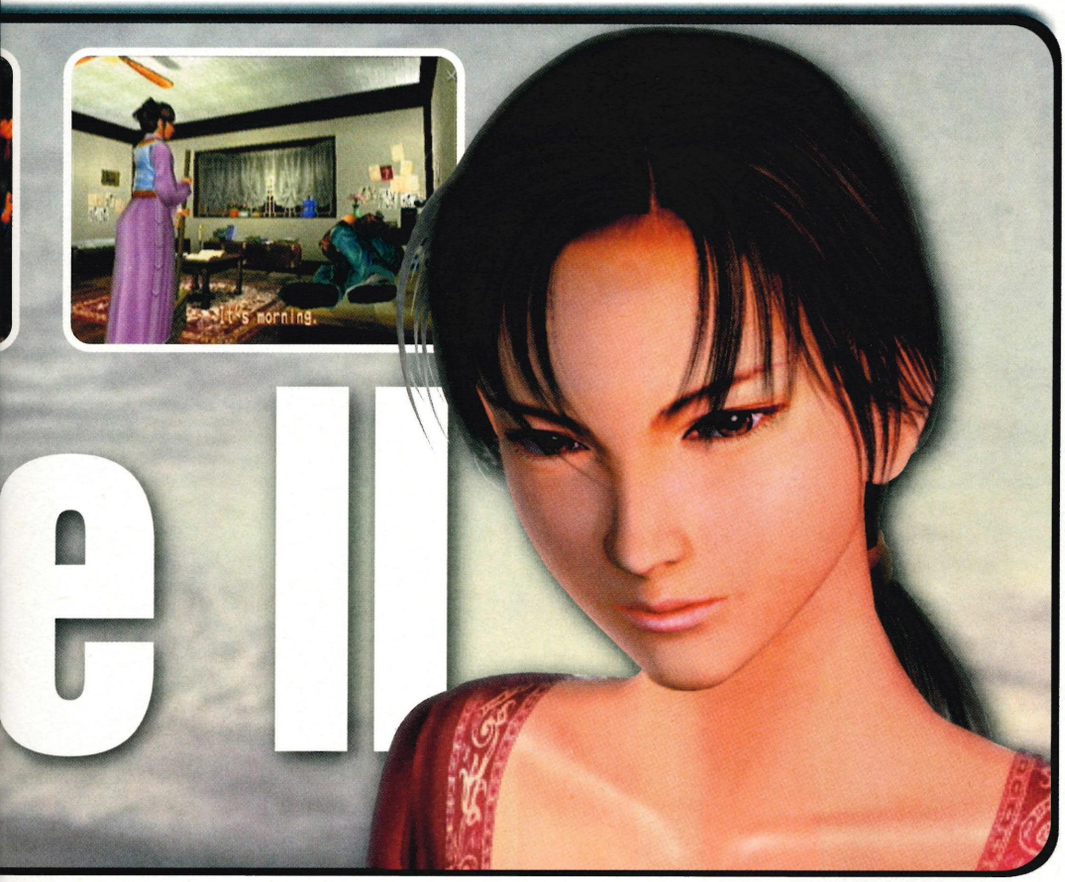
Game Of The Month: Monopoly

RUSSELL MURRAY

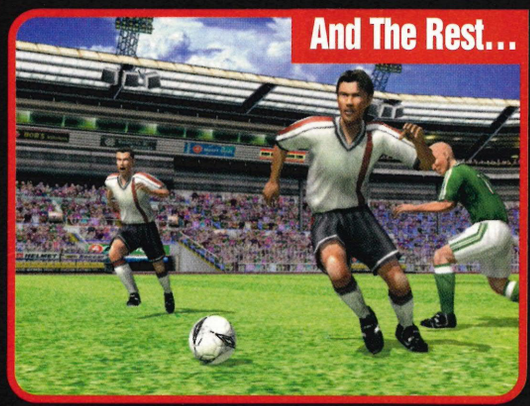
We haven't given Russ much of a chance to work on the mag, so we're making it up to him by letting him write 50% of this month's reviews. Sucker!

Game Of The Month: Going Home Early

All the latest Dreamcast games reviewed and rated!

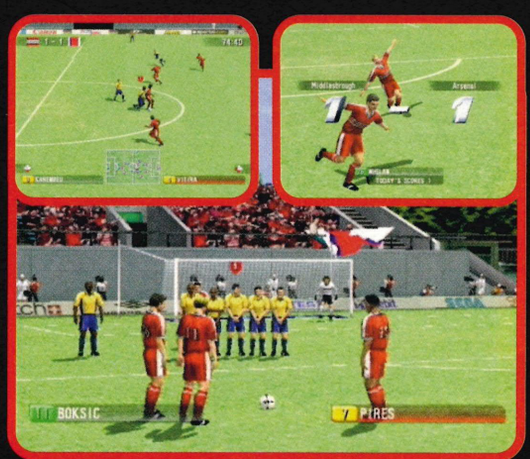


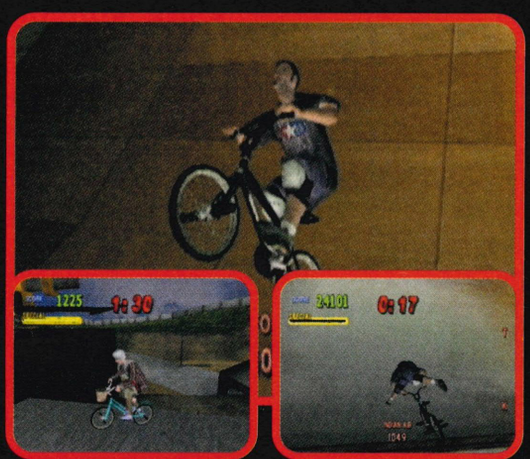
And The Rest...



90 Minutes 36
Extra, extra – read all about it! SmileBit in crap game shocker! How can SEGA think that something like this passes for a decent Dreamcast game, eh?

Mat Hoffman's Pro BMX 40
Imagine *Tony Hawk's Pro Skater*, but then take away the board and throw in a bike instead. Pretty obvious when you think about it all really... great.





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?

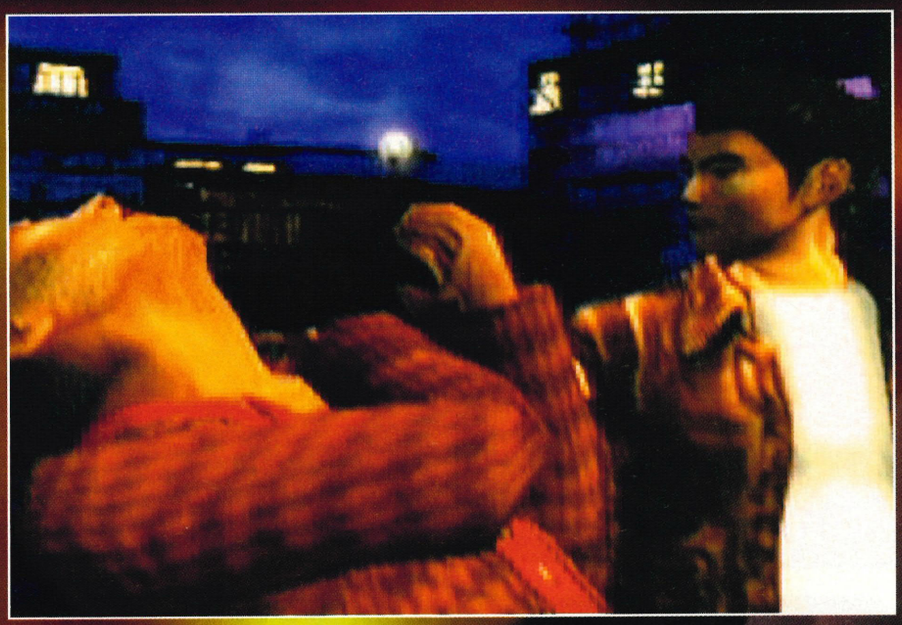
25%–49% – This is when the alarm bells should start ringing – don't consider getting a game with this kind of score unless you're REALLY sure...

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

The US version may have been cancelled, but the Dreamcast's last big game is still coming out here – will it be the last hurrah that the Dreamcast deserves?

Shenmue II



essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	AM2
RELEASE	OUT NOW
PRICE	£29.99
GENRE	ADVENTURE
PLAYERS	1
VM UNIT	SAVE PLAY/GAME
PERIPHERALS	VIBRATION PACK

online information

www.shenmuefansite.com

Loads of stuff from the expected to the completely obscure. It's updated often and has been going for over two years, so it's the best place for *Shenmue* info.

The original *Shenmue* was released nine months ago, to rave reviews from almost everyone who played it. Many said it was boring in places, but it looked stunning, had an incredible amount of freedom and featured the most amazing recreation of a fully living, breathing town ever seen in a videogame. One of the best parts, however, was the epic plot that was on a level with a Hollywood blockbuster instead of a mere videogame. This was also the main complaint that people had – the adventure, for some reason, finished right when the pace of the game was picking up.

Déjà Mue?

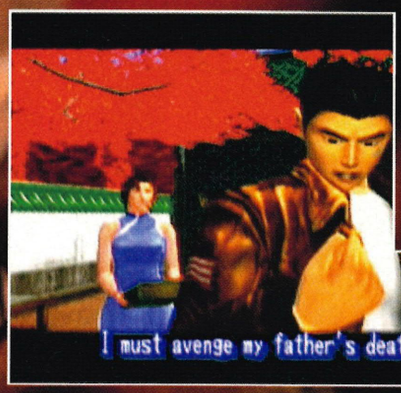
Rather than being a complete sequel, *Shenmue II* is a continuation of the game's story and picks up as our hero, Ryo, arrives in Hong Kong in pursuit of Lan Di, his father's killer.

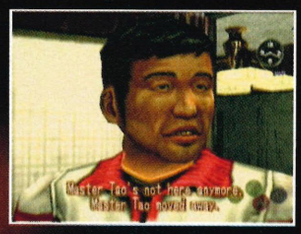
If you've played the original game, the first thing you'll notice when you start playing is that the game is subtitled into English and not dubbed, like the original. Before you complain, this is certainly not a bad thing. It's not very authentic, because the game is set in Hong Kong, so the people should be speaking Cantonese, but you get the high-quality Japanese voice acting, instead of dull and robotic-sounding English voices. On the whole, the translation is very good, but if you speak Japanese you may notice a few errors in it – those errors are very uncommon though, so it's no problem. The voices themselves are very well done and suit their characters, especially with the major ones.

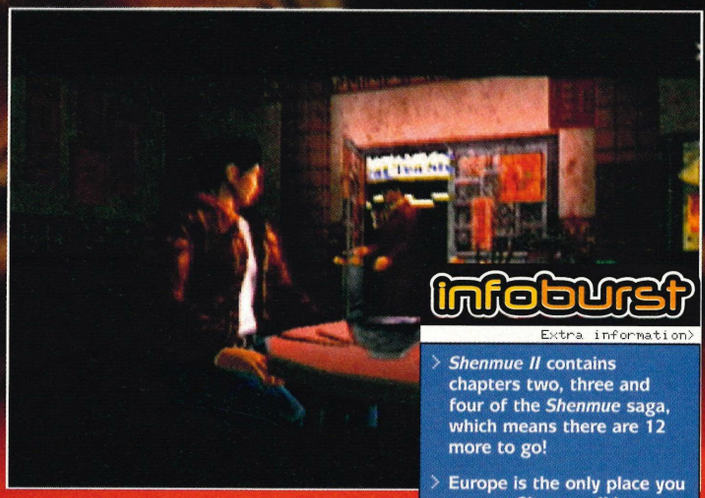
Déjà View

The incredible graphics that *Shenmue* was famous for are even better in the second instalment. The game engine isn't as stunning as a year ago and there is still the occasional slowdown and person fading in. The distant textures look fuzzy in places, but when you see how much detail, how many characters and how big the environments are that your DC is pushing, you will be amazed. The fact that this is on a 'dead', three-year-old system makes you wonder just what AM2 can do with this game on the XBox. Even the regular people that you meet walking around look good and have a lot to say for themselves.

The sound in *Shenmue II* is the one part that isn't quite as good as the original game. *Shenmue* was famous for its beautiful, orchestral soundtrack (which was better than pretty much any game or movie) and the huge amounts of speech – due to that fact that every character, no matter how small, had a line for most situations. *Shenmue II* continues along the same lines and



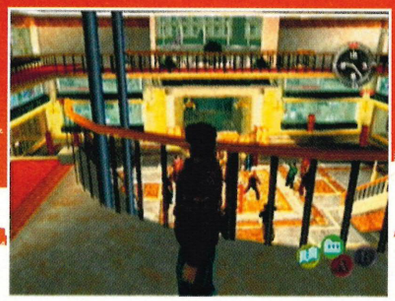




infoburst

Extra information

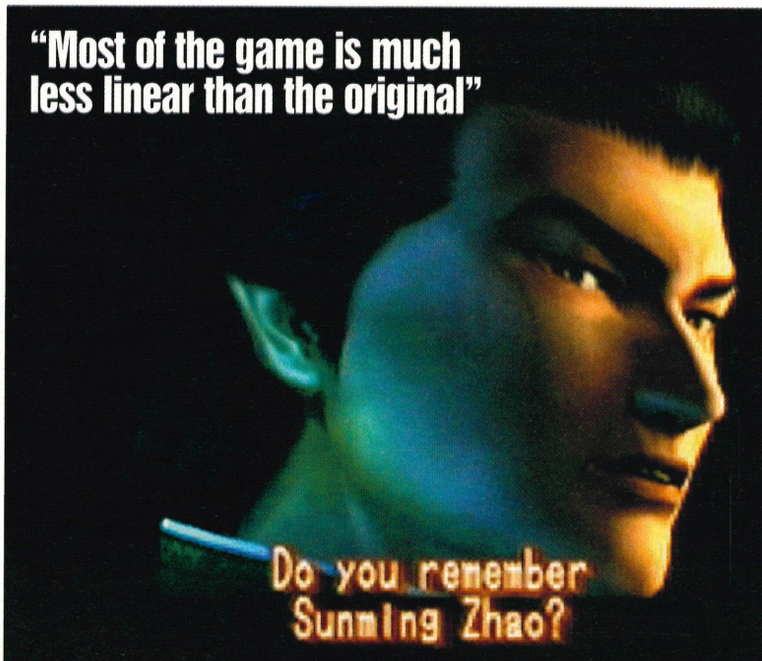
- *Shenmue II* contains chapters two, three and four of the *Shenmue* saga, which means there are 12 more to go!
- Europe is the only place you can get *Shenmue II* in English on Dreamcast, so (finally) we get the treatment we deserve!
- Hidden away in *Shenmue II* is a very obscure character from *Shenmue*, the waiter from the Ajiichi restaurant.
- In 1987 Hong Kong was owned by Britain, so all of the street signs are in English, which makes navigation very easy.



Workaholic

There are many ways to make money in *Shenmue II*. You can work, gamble, sell toys and even take part in illegal street fights against thugs, wrestlers and fighting acrobats. You need money to progress, so you'll have to brush up on your fighting skills.

"Most of the game is much less linear than the original"



Web site: www.sega.com

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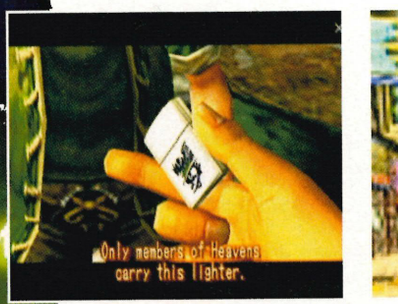
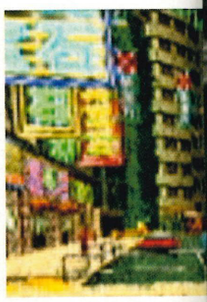
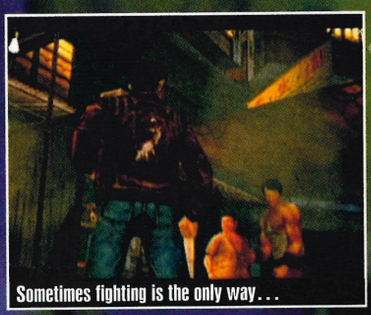
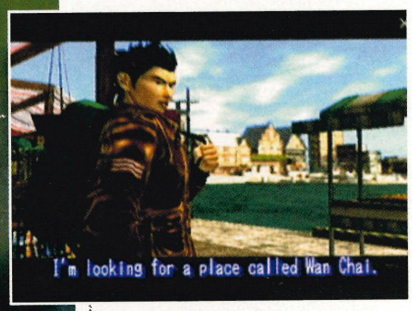
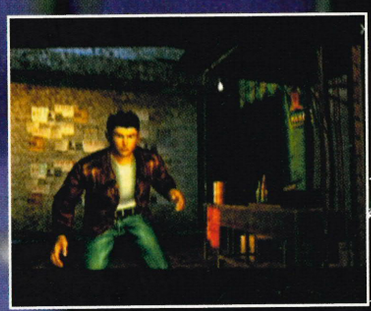
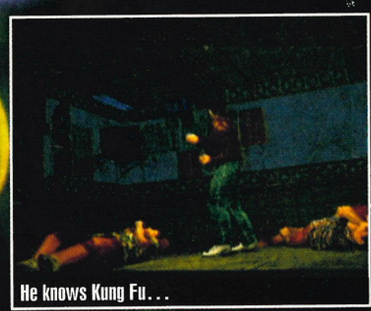





Sometimes fighting is the only way...



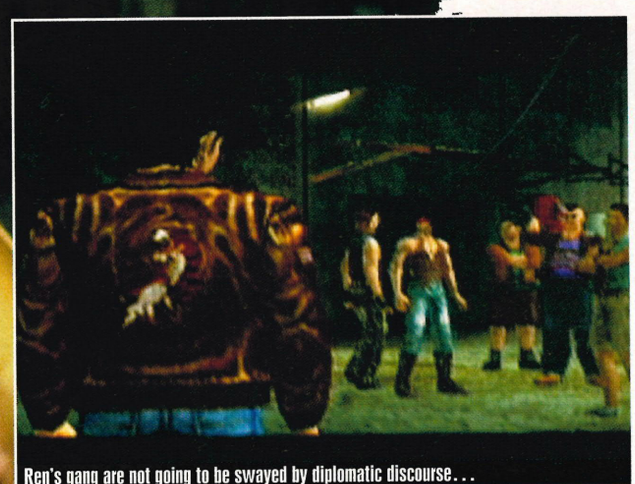


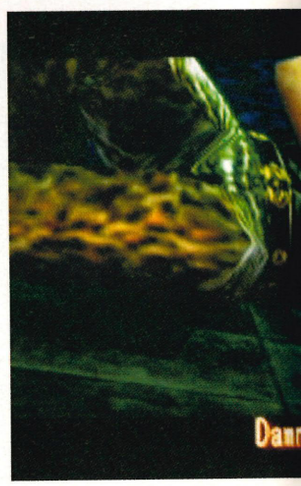

He knows Kung Fu...

although the speech is just as good, if not better, the music just doesn't hit the spot. We're not saying it's bad – far from it – it's just not as great as the original's and the recycled music from the first game doesn't sound right in the new situations. Of course, if you never played the original and music doesn't bother you, you won't care, as it's of a much higher quality than the majority of games out there.

If At First...

The way this sequel works will be familiar to anyone who has played the first game. The controls are much the same, only you now have the option to control Ryo with the analogue stick instead of the D-Pad, and there is a new icon system for talking to people, performing actions, asking for information, etc. It's very simple and very intuitive. For example, if you walk up to someone and press Y (marked with

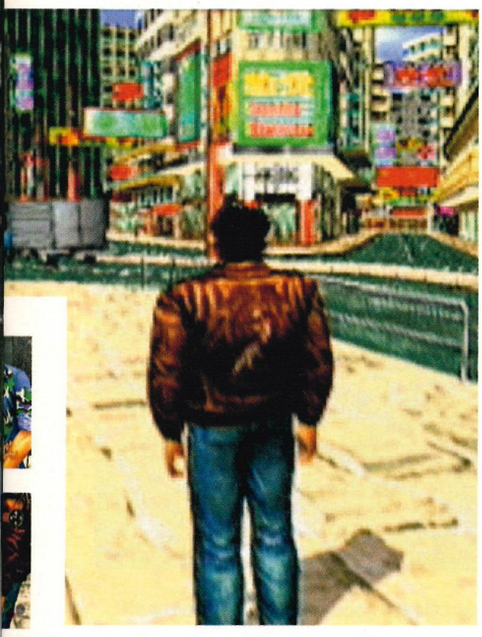

Ren's gang are not going to be swayed by diplomatic discourse...



awesome moment

Ryo's contact is kidnapped by thugs and some very bad men in suits.

"The incredible graphics that Shenmue was famous for are even better in the second instalment"



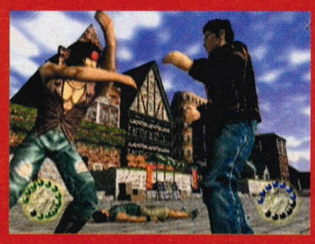
a $ symbol) you get the option to ask them about jobs, pawnshops and places where you can gamble. It's very good, as it stops you having to access a menu to ask specific things. That isn't the only new feature, as you can now play in first-person in certain situations – some free-battles are fought through Ryo's eyes (which makes them more interesting when you have to go through a lot of them), inside buildings you can go into first-person mode and walk around to look at objects and the other main new addition is the new-style QTEs. Whereas in the first game all QTEs (Quick Time Events) were a simple case of pressing the right button when it flashed up on screen, *Shenmue II*'s QTEs use all the buttons (*Shenmue*'s only used six of them) and from time to time you will also encounter the new-style ones, in which the screen will freeze, you are very quickly shown a combination of button-presses, then you must enter the combination again to continue. The outcome of these can mean the difference between life and death most of the time and mean that even when you're watching a cut-scene you have to be on the ball to avoid messing up. It's also very cool that with some QTEs, if you mess up, you'll have to find another way to complete your objective instead of doing it over and over again like in the original *Shenmue*.

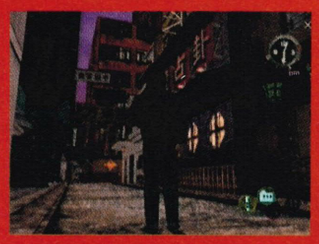
Feel The Need...

Whereas the original game was sometimes criticised for being slow and boring in places, *Shenmue II* is much more action-packed. There's still a lot of gathering of information involved, but you can get all the help you need from a few people. This means that *Shenmue II* can be enjoyed even if you didn't like the original, because you can pass through the boring parts quickly and get into the many free battles

Areas Of Hong Kong

There are four main areas in Hong Kong that Ryo will visit, each of which is divided into smaller areas to make navigation easier. They range from busy markets to tranquil countryside. See for yourself:



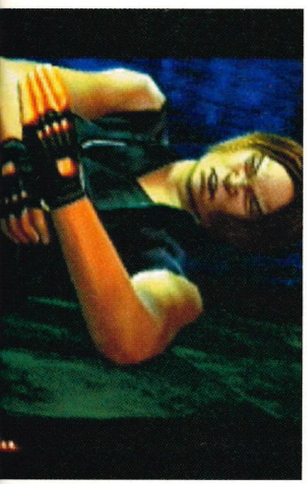


Aberdeen
This is mostly a harbour area, full of souvenir shops and cafés for the tourists and visitors to Hong Kong. The abundance of tourists also makes it a favourite place for pickpockets and criminals to hang out.

Wan Chai
This is a shopping and market area, with different districts selling various things, ranging from food and drink to expensive jewellery and clothes. A lot of people live in Wan Chai and, therefore, it is very lucrative for land sharks.

Kowloon
This is the biggest city in the game and it is, therefore, brimming with huge buildings, which contain traders, apartments and even crime syndicates. Scary!

Guilin
This is the final area of the game and the location of Lan Di's headquarters. On the outside this appears to be a quiet area of beautiful forests, mountains and caves, but it has its share of secrets.



He's a good-looking lad, the ladies throw themselves at Ryo.

It might be a little tough in places but this is no way to end it all...

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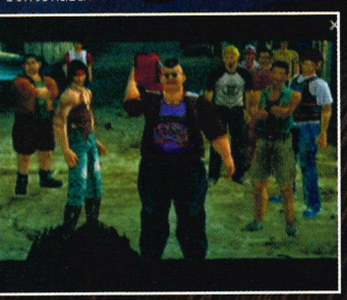
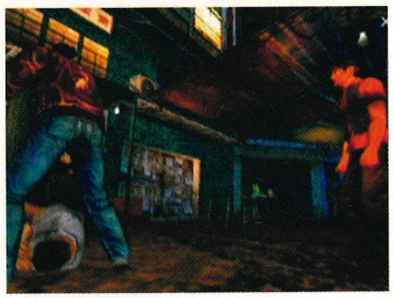


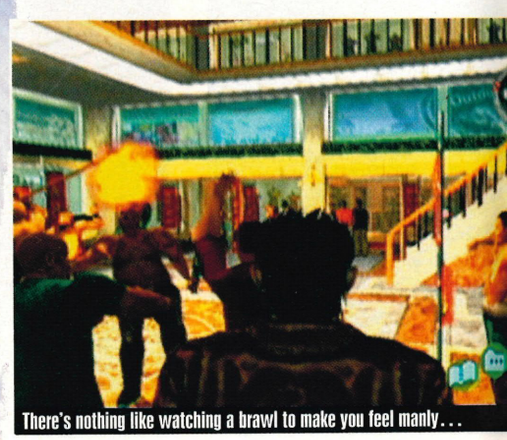


and QTEs, which are the highlights of the game. There are several parts where you'll want to start a new save file, just so you can go back and try it again.

How Big?

Earlier in this review we touched upon the size of the environments – which are pretty unbelievable. When SEGA said that this game was five times bigger than *Shenmue*, it wasn't joking. Everything is bigger – *Shenmue* had a couple of shops; *Shenmue II* has a shopping mall (complete with Tomato Mart). *Shenmue* had five areas; *Shenmue II* has over twenty. The first two main areas, Aberdeen and Wan Chai, which you will spend the whole first two discs in, are nearly twice as big as all of *Shenmue*'s areas put together. When you get to the third area, Kowloon, the size of the game becomes apparent – you'll find 40-storey skyscrapers, with ten or more rooms that you can explore on each. The size of the game's incredible, even if most of the detail is unimportant to the game. Yet, it was disappointing not to see any SEGA consoles in the electronics shops in Wan Chai.

Ryo takes time out to feed the ducks...



There's nothing like watching a brawl to make you feel manly...

Iconoclast

> Ryo's actions are now controlled through a great and simple icon system, with different icons to perform certain actions.

Talk
This will make Ryo talk to someone about whatever is needed in order to further the storyline.

Action
This will make Ryo perform an action that changes with the situation, such as paying for something or placing a bet.

Door
Simple – it opens doors.

Notebook
This will make Ryo check his notebook, which includes a short recap of *Shenmue*'s story and notes as you progress through *Shenmue II*.

System Menu
Looks at items, save options, moves and any other things that you may need to check.

Money
Asks a person about anywhere nearby where Ryo can make money.

Mark
Places a mark on the map to make it easier to find the place. Very useful in the maze-like later areas.

Shenmue II is set in bustling Hong Kong in 1987 and it's completely different to the sleepy Japanese town of Yokosuka from the original. Whereas back home everyone knew Ryo and most people were friendly, in Hong Kong the first kid you meet will get you mugged and steal your money – instead of asking you to care for a cute kitten – which more or less sums up the difference between the settings in the two games.

Work Shy?

Another one of the main criticisms of *Shenmue*, from gamers and press alike, was the job on the forklift trucks that Ryo had to do to progress in the game. You got paid for it, but it was boring and repetitive, and you hardly got to do anything else because it took up so much of the time in the game. We didn't mind, because we got into a lot of cool fights in between working the forklift, which was pretty enjoyable, but *Shenmue II*'s job system will keep people who enjoyed *Shenmue*'s crate-lifting happy, as well as silence the critics of it. Here, if you want to earn money, you can carry crates, work the Pachinko boards, play Pachinko yourself, street fight, arm wrestle, gamble on dice, Mah Jong and even sell your little toys from the machines at pawnshops. During most of the game this is optional, but it becomes essential later on when gangs and informers will only help you for the right price. This means that most of the game is much less linear than the original, as if you need money it's up to you, not your allowance, to get it.

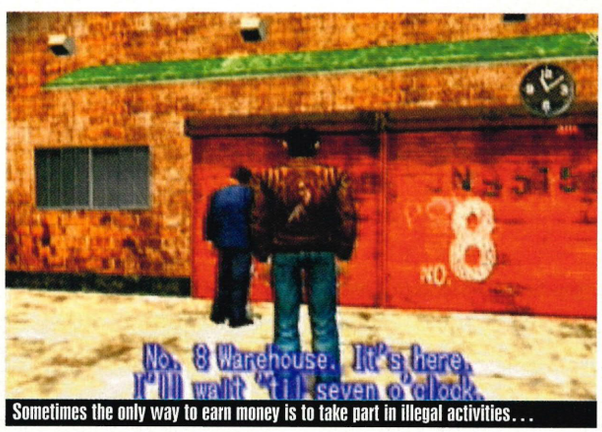
Who, What, Why, When?

The game's story is one of the high-points. It has as many different aspects as the first game and also contains a lot of parts that are related to Japanese, Chinese or martial arts culture, that will make it a must-play for anyone who is interested in that culture and mythology. The story is carried by a great set of characters, a few of which return from *Shenmue*, and a city full of new ones. Ryo is the same as any players of the original will remember, Ren is a tough fighter with a mischievous side to his personality, Joy is a hard chick with a soft spot for Ryo, Xiuying is beautiful and mysterious, with a sense of sadness about her, Wong is kind-hearted and helpful, but stuck alone without a family and the huge supporting cast have their own personalities and backgrounds.

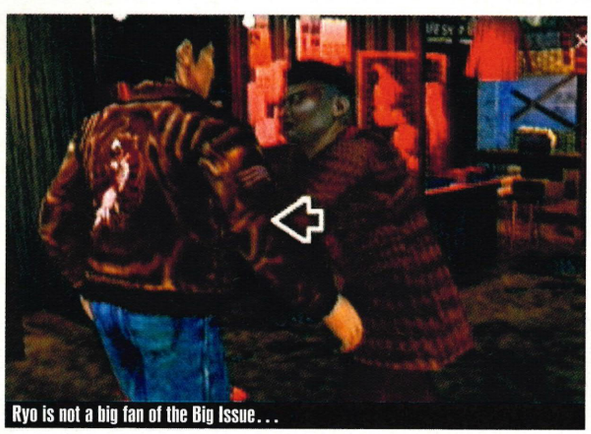
Overall, this game is a must-buy if you liked the original, and a must-try if you didn't. It's one of the most epic and beautiful games on any console and has something to offer whether you like exploration, action, interaction, or anything else. Even haters of the original *Shenmue* will probably have some fun with this, and those looking for more of the same will certainly be satisfied. It's still a little dull in places, but that's very uncommon. This game is everything a sequel should be and so much more – get it and let your beloved Dreamcast go out with a bang.

Olly Dean

"This game is everything a sequel should be and so much more"



Sometimes the only way to earn money is to take part in illegal activities...


Ryo is not a big fan of the Big Issue...

Dreamcast magazine Opinion

THE JUDGEMENT

SHENMUE	SHENPOO
⊕ Incredible graphics	⊖ Slowdown and fade-in
⊕ Great story line	⊖ Some fuzzy textures
⊕ Less linear than Shenmue	⊖ Slow in places

2ND OPINION

> Thankfully, Yu Suzuki and his team have taken a long, hard look at the original and made the sequel an awful lot better. Moreover, it's now much easier to get into thanks to the removal of the more tedious waiting aroud-type elements which ensures that the boredom factor has been eliminated.
However, most of you out there will have played the original and there's little doubt that you'll love this. It's just a shame that the series will continue on other formats and most likely, the Xbox. Another triumph on the DC. Go out and buy this now!
Simon Phillips

ALTERNATIVELY

Shenmue
The first game in the series, and a must-play for all Dreamcast fans.

Reviewed: Issue 16
Dreamcast Rating: 85%

Skies Of Arcadia
A different style of adventure, but great fun nonetheless.

Reviewed: Issue 20
Dreamcast Rating: 94%

DREAMCAST RATING

VISUALS	95%
SOUNDS	92%
GAMEPLAY	94%
VALUE	95%

94%

SUMMING UP

> Get this as your DC's last great game – you don't play this epic, you experience it. A must-play whether you liked *Shenmue* or not.

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review

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Extra information

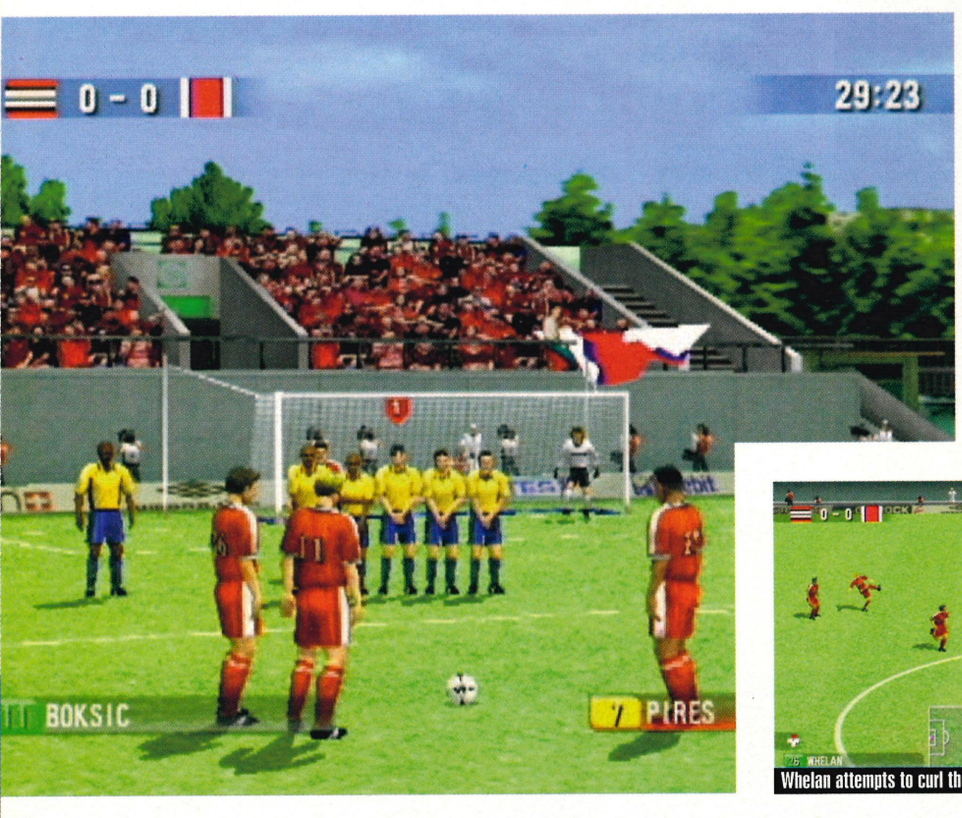
- Instead of sitting in front of he TV swearing at this game, there are many other football related things you can do:
- You could go to the hairdressers and ask for a trendy David Beckham-style mop chop.
- You can head down to the park with a ball and play headers and volleys.
- Or you may decide to go to a nightclub for a shed load of lager and then maybe a punch-up afterwards.

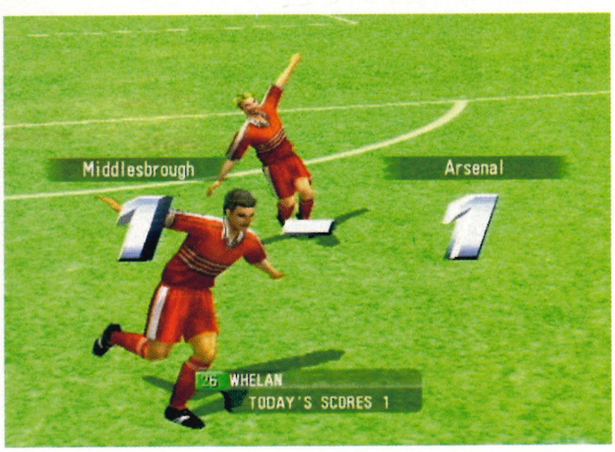
essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	SMILEBIT
RELEASE	OUT NOW
PRICE	£29.99
GENRE	SPORT
PLAYERS	2
VM UNIT	SAVE PLAY
PERIPHERALS	ARCADE STICK MODEM

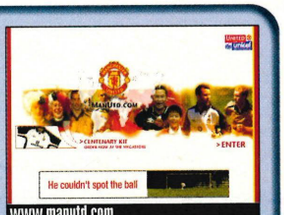
90





Whelan attempts to curl the ball up and over the wall.

online information



www.manutd.com

Man U is pretty much the best footie team in the world. 90% of its supporters have never been anywhere near Old Trafford, so – to appease – them here's the Web site...

awesome moment

See how good the players look as they walk out onto the field.

Minutes

The nation's favourite game is about passion and team spirit. Can this new footie game capture any of that excitement in order to breathe a little more life into Dreamcast?

Unfortunately, the answer to the question is no – and quite how this game made it through the testing phase we'll never know. It lacks any passion or flair and somehow manages to make football seem very boring. The graphics are fairly crisp, with characters that actually have the same names as their real-life counterparts. Quite why all this effort was made is questionable, as when you pick up the controller to take over your heroes they react like they are all 80-years-old. The game plods along at a crawl, with lots of stumbling around and, at times, it resembles women's football – only ten times worse.

The action buttons are fairly well arranged on the pad for easy use, although pressing them will not always produce a response from your player. The directional pad is not available for use in the match and the analogue stick is also slow to react to your commands. When in control of the ball, you can press the flair button, which seems to do either absolutely nothing or makes you run towards the goal as fast as you can. Opting to pass can also be tricky, as the players will sometimes pass the ball backwards or even just tap it to the opposition. It is almost impossible to outrun the defenders, even if you are Michael Owen, and when you do, you find yourself staring at the keeper. Then your shot will normally fly over the bar or land safely in the goalie's hands. The whole game reacts unbelievably slowly, you often feel like trying to program the controller to perform the entire match in advance and then waiting to see if you guessed correctly.

Are You Blind Referee?

There are several different game modes to try out, including leagues and several cup tournaments with just about every European team available to choose from. If you do not have a favourite club, you can always choose to control the national squads, which also have the full current team of players, including new stars like Steven Gerard and Ashley Cole. There are a lot of nice little graphical touches in the game and when you adjust the speed

The teams walk out onto the pitch.

A huge tussle is going on in the middle of the park.

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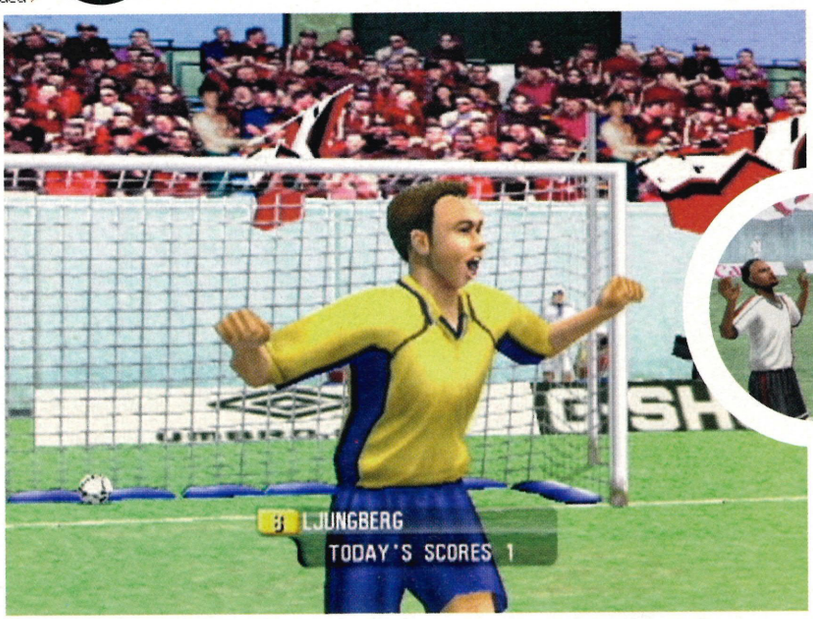


All good goals deserve a decent celebration!

The attacker drops back to collect the ball from midfield.

"Luckily the game is only called 90 Minutes and you do not have to suffer playing it for that long!"

through the Options menu it does become a little more exciting, although slightly more difficult to control. The players can do diving headers and overhead kicks; although making them go on target is another matter altogether. After a short while, the play does seem a little easier to control, but the excitement is missing and could well put you off football for life.

Like most soccer games, there is commentary throughout the match, which sometimes doesn't quite make sense, and although it is not too heavy it does become annoying after a few games. After each goal you get to see your players celebrate in a variety of different ways, and at half-time you can make substitutions or change your team's tactics around. There are plenty of new formations to try out along with the ability to choose which players will take all of your free kicks and corners. The options are really great and probably are the game's best feature, along with the fact that the players' names have been spelt correctly.

Luckily, the game is only called *90 Minutes* and you do not have to suffer playing it for that long. You can choose to play three, five or ten minute halves and we suggest that three minutes will be more than enough for anyone. The awful control and lacklustre speed totally ruins the good old game of football and makes it almost as slow and unimaginative as green bowling or tiddlywinks. There is no passion or thrill in this game and it should be avoided at all costs – like a dodgy Dutch striker or ageing French defender.

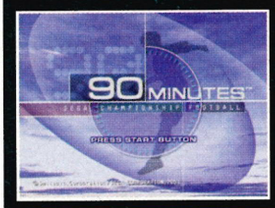
Russell Murray

Generation Games

> There have been loads of football games released, each with different playing styles and approaches to the beautiful game. Here are our top five of all time and guess what... *90 Minutes* is no where to be seen!

1 *ISS* – Konami
2 *Fifa Soccer* – EA Sports
3 *Championship Manager* – Eidos
4 *This Is Football* – Sony
5 *UEFA Dream Soccer* – Silicon Dreams

Dreamcast Magazine Opinion



THE JUDGEMENT

GOAL	PENALTY
⊕ Loads of teams, including the international squads	⊖ The normal game is far too slow, making it dull
⊕ Players have correct names and stats	⊖ No passion or flair involved
⊕ There's a good variety of tactics and formations	⊖ Non-responsive controls when passing the ball

2ND OPINION

> For reasons that will probably never be explained, football games never really kicked off on the Dreamcast. With neither *ISS* or even *FIFA* games making an appearance we've been short-changed with some competent rather than excellent footie games. We were hoping – beyond all hope – that *90 Minutes* might just have been the footie game that we were looking for for that last-gasp moment of football glory. Unfortunately it's not and we are greatly disappointed. Avoid.
Simon Phillips

ALTERNATIVELY

Virtua Striker 2
For arcade footie you can't go wrong, but it's a bit shallow...
Reviewed: Issue 05
Dreamcast Rating: 78%

UEFA Dream Soccer
Hardly *ISS*, but certainly the best footie game on the Dreamcast.
Reviewed: Issue 16
Dreamcast Rating: 79%

DREAMCAST RATING

VISUALS	55%
SOUNDS	40%
GAMEPLAY	20%
VALUE	20%

30%

SUMMING UP

> Slow and boring, with not even a hint of passion, flair or excitement. Not a bit like the real thing, unless you are a Southampton fan!

DON'T JUST READ IT WATCH IT!
gamer.now.com
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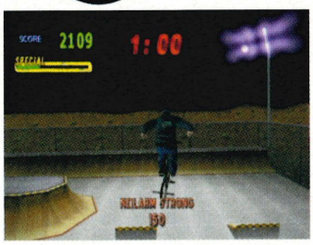
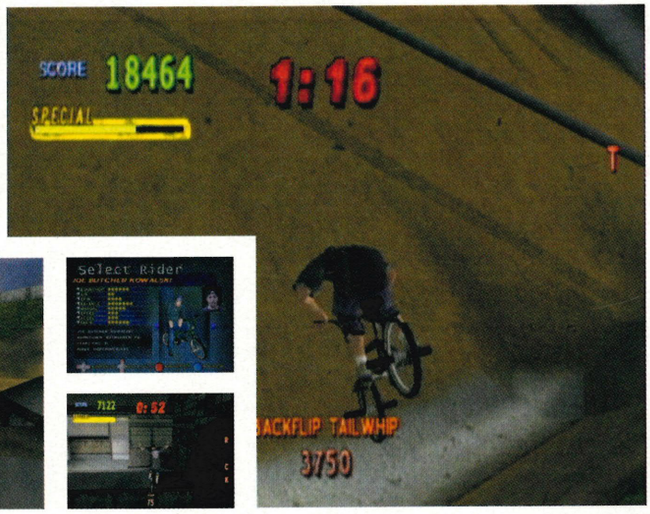
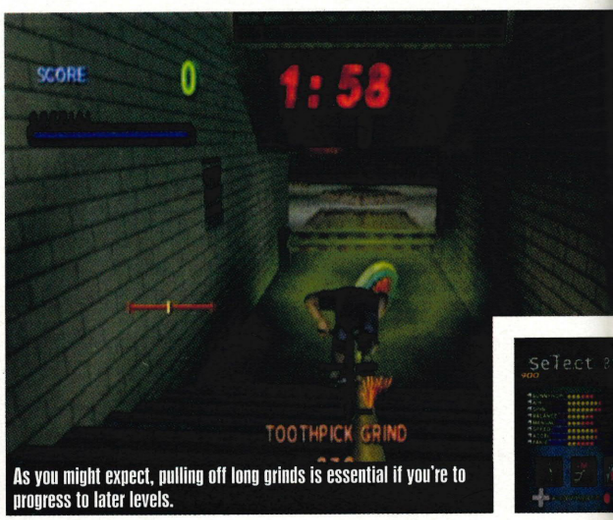
import review

Web site: www.activision.com







As you might expect, pulling off long grinds is essential if you're to progress to later levels.

Mat Hoffman'

essential information

Dreamcast magazine

PUBLISHER	ACTIVISION
DEVELOPER	RAVEN CRAFT
RELEASE	NOVEMBER 2001
PRICE	£39.99
GENRE	SPORTS
PLAYERS	2
VM UNIT	SAVE PLAY/GAME
PERIPHERALS	ARCADE STICK VIBRATION PACK

We've had games based around skateboards, rollerblades and even those bloody annoying micro-scooters. Now saddle up and get ready for a BMX simulation. Will the fun never cease? In a word, yes.

During the first year of the Dreamcast's life (in the UK, at least) it suffered from some dreadful third-party ports of fairly mediocre PlayStation titles. It is, therefore, fairly ironic that one of the last third-party games to appear on SEGA's hugely underestimated 128-bit console should be, of all things, a lazy (if not dreadful) third-party port of a fairly mediocre PlayStation title (so much for change).

On Yer Bike

Okay, to suggest that the Dreamcast version of *Mat Hoffman's Pro BMX* is dreadful is, perhaps, a little harsh. However, there's no denying that it was exactly this type of release that saw SEGA's last console shuffle off this mortal coil rather prematurely. As a fairly clued-up Dreamcast owner, you're probably aware that, following the success of the *Tony Hawk's* franchise (on PlayStation), a whole slew of clones followed. One of these wannabes included a BMX-sim for the PlayStation called (yep, you guessed) *Mat Hoffman's Pro BMX* (by Activision of all people).

However, all this stuff and nonsense is academic. The question is, should you buy this Dreamcast port of an almost year-old game? The answer is an unequivocal no. Where do we start here? Well, firstly we have fact that this is distinctly inferior in structure to the fantastic (okay, so you got me here on the ports issue) Dreamcast conversion of Activision's very own *Tony Hawk's Pro Skater 2*. You've got Career, Single Session, Free-Ride and Park Editor modes on offer. Fine, but where are the new options and ideas? They're certainly not to be found in the stunts and tricks that you can perform. No Sir/Madam, you may be on a bike, but – for all intents and purposes – this may as well be a skateboarding sim, because the moves and the way you input them is disturbingly similar to any other game of this ilk that you may have encountered.

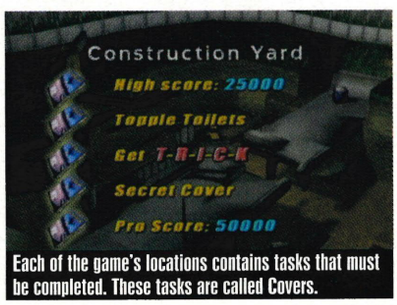
Getting A Puncture

Nevermind. Maybe the stages have been designed with some new-found flare? Afraid not, matey. This is all strictly by-the-numbers stuff. Think a factory, construction site, skate parks and such like and you'll be right on target. This, given the nature of the game's topic, isn't unforgivable, but there seems to be little here to suggest that anytime has gone

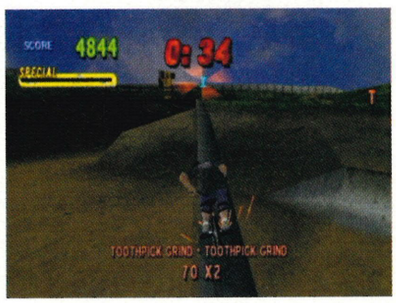
infoburst

Extra information

- The first ever bicycle was invented by celebrated inventor John Logie Baird, who was born in 1987 and tragically died of scurvy in 1983(honest!).
- Logie Baird designed his revolutionary cycling machine during a lunch break, whilst working in the north Swindon branch of Halfords.
- At that moment in time (a phrase used purely to waste time and space), Halfords main business involved the buying and selling of antique bellows
- The term BMX does not stand for Bicycle Moto Cross. It's actually an abbreviation for Barnaby's Munchy Xylos. Nobody knows why.



Each of the game's locations contains tasks that must be completed. These tasks are called Covers.



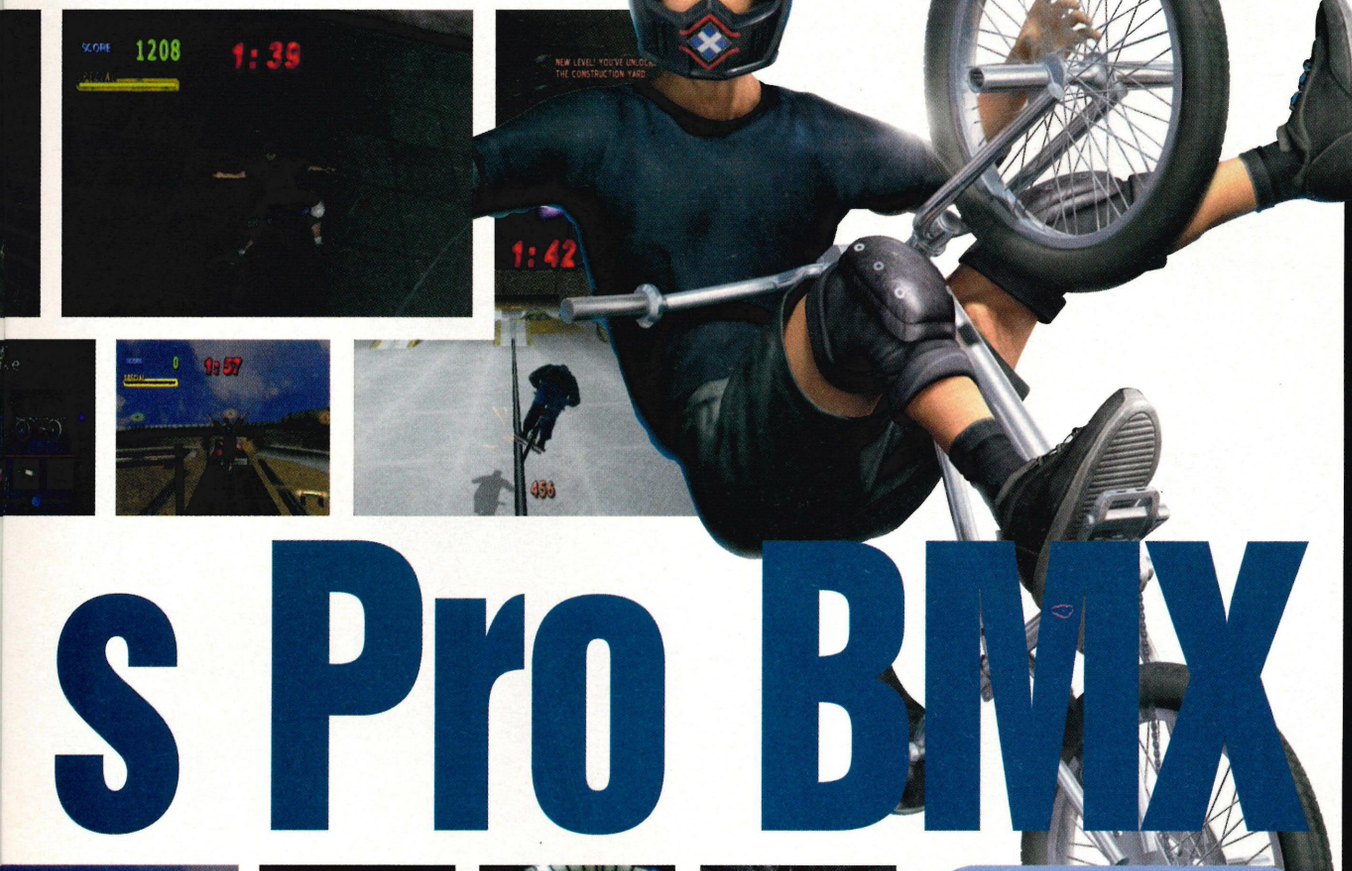
online information

Activision's Web site allows you access to the *Mat Hoffman's* page – where you'll be greeted with some God-awful rawk music and plenty of information about the game.

awesome moment

The first time you catch big-air your breath will be taken away.

s Pro BMX



Should you get caught short, you can always cycle to the nearest toilet.

into introducing Dreamcast-specific features (given that *Mat Hoffman's 2* is well into development on other platforms, this is unforgivable).

Cycling Proficiency

Visually the game does little more than its PlayStation counterpart. Clearly the developer has neglected to exploit any of the power afforded to them by the Dreamcast technology. Thus, what you're presented with here is a slightly polished version of a fairly uninspiring 32-bit title. Naturally, if your favour the BMX over the skateboard, then this may tickle your fancy. As to will the formulaic punk/thrash soundtrack that accompanies the action. However, for most normal-minded gamers, this will come as a rather bitter pill to swallow. It is perhaps a little unfair to criticise Activision for churning out a dreary PlayStation port when so many other firms have done likewise. What's more, *Mat Hoffman's Pro BMX* is not a genuinely bad game, it's just (as has been stated several times already) bloody lazy. Our advice is to pick up a few of the Dreamcast classics that you may have missed first time round.

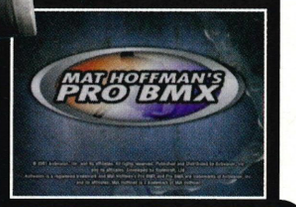
Simon Cann

"The developer has neglected to exploit any of the power afforded them by the DC technology"

Construction Time Again

Should you grow tired of the game's various stages (not an unlikely outcome) then you can build your very own parks. The Course Editor is fairly easy to use and within a couple of minutes you should be able to knock something out that looks at least as good as the main locations. Once you've constructed your architectural masterpiece, you can get on the saddle and go crazy.

Dreamcast Magazine Opinion



THE JUDGEMENT

HEADS	TAILS
⊕ It's Tony Hawk's, but on a bike	⊖ Umm...it's a PSone port
⊕ It's a third-party Dreamcast game!	⊖ Tony Hawk's 2 is much better
⊕ It sure won't spoil your appetite	⊖ The stage designs are dull

2ND OPINION

At this stage in the Dreamcast's life, it's odd to see a third-party release appearing on the console. Sadly, this isn't quite what the doctor ordered. *Mat Hoffman's Pro BMX* is a game with many merits, but there's no escaping the fact that this type of thing has been done before, and done a whole lot better. In terms of both visuals and audio, the game is fairly competent, but the lacklustre level designs do little to endear you to this product. Even a simple-to-use Stage Design option can't raise this above the ranks of mediocre.

Simon Phillips

ALTERNATIVELY

Tony Hawk's Pro Skater 2

Gorgeous graphics, fantastic gameplay and superb stage design!

Reviewed: Issue 17
Dreamcast Rating: 96%

Jet Set Radio

This graffiti-'em-up still stands as one of the best games on the DC.

Reviewed: Issue 15
Dreamcast Rating: 92%

DREAMCAST RATING

VISUALS	74%
SOUNDS	79%
GAMEPLAY	72%
VALUE	59%

68%

SUMMING UP

Sadly, various other similar titles have done all this before. What's more, they did it a hell of a lot better. *Tony Hawk's 2*, anybody?

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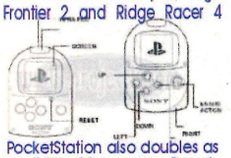

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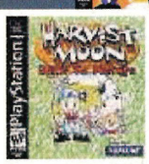

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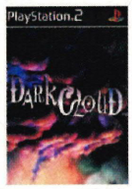

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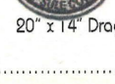

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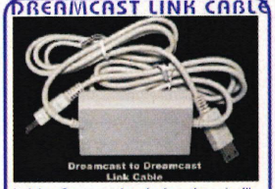

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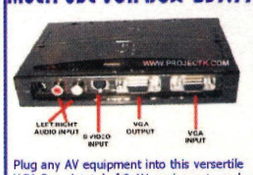

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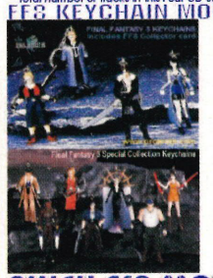

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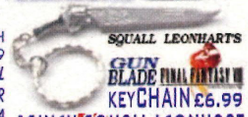

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WIN! Dreamcast Games Page 44

Shenmue II

Stuck? Already? Well, don't be! The guide starts here!

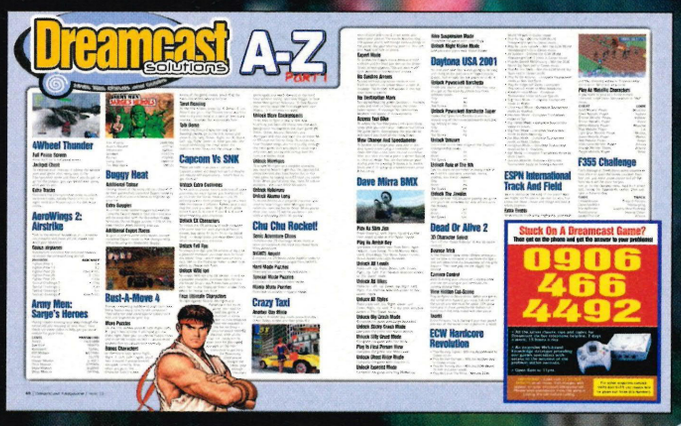
56

Stuff & Nonsense

92 More fun stuff to get for Christmas – not the lady!

A-Z

48 Can't get gaming satisfaction? Then check out the start of huge A-Z!



Regulars

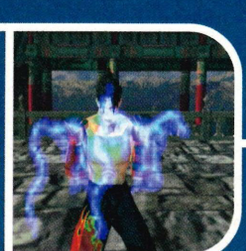
Keep one step ahead in the wide world of the Dreamcast!

44 MAILBOX

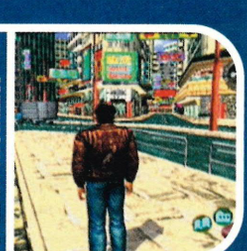
46 READER REVIEWS

82 DIRECTORY

94 DREAM ON



98 DREAM MOMENT



interact Mailbox

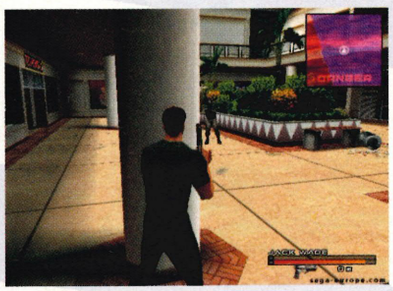
Just you keep on sending them. You people are a real credit to Dreamcasters everywhere – we really do all play together...

SEGA Mag?

Having seen Saturn Mag devote eight pages to Japanese retro compilations, and N64 magazine become reliant on GameCube previews every month, it's obvious how hard it is to fill a magazine when the games start to dry up.

It's a massive shame that the Dreamcast had to die so soon and that so few developers ever bothered to exploit its full potential, but SEGA still remains a force to be reckoned with. Indeed, it is probably the best games developer around, with a great variety of titles. Given that you are covering GameCube and Xbox games by SEGA next issue, and that even *Shenmue II* has been transferred to Xbox, a possible solution for the magazine's future seems clear. You could change your name to SEGA Magazine and become a multi-format magazine, covering all forthcoming SEGA games, regardless of platform. This would certainly provide enough content to fill a monthly magazine, and it would enable you to review great games like *Virtua Fighter 4*, *Sonic Advance* and *Jet Set Radio Future* – as well as keeping the magazine alive. This would provide SEGA with some well -deserved publicity, and would also be invaluable to any Dreamcast owners, unsure of which console to buy next. Despite the Dreamcast's death, I look forward to reading the next issue, and finding out whether the last few games are as great as they promise to be.

Gavin Woodworth, via email



DM: Well, we are trying to remain focused on the Dreamcast for as long as possible. Obviously, this month the review and guide to Shenmue II indicate that this is very much the case. However, we are covering other SEGA releases on other platforms, because we realise that a lot of you out there want to find out about them. However, in the long term we know that content for the Dreamcast will die out and even the sterling work of SEGA's software development divisions won't be able to keep us filling a mag every month. We'll do our best though!

The Dunkirk Spirit...

I, for one, am a Dreamcast fan that will stay until the end! My friend sold his before they even stopped manufacturing them (though he does sell his consoles frequently for one reason or another). There are so many golden GD-ROMS still to come – with both *Headhunter* and *Shenmue II* on the horizon, and old Dreamcast games that are going very cheaply! In fact, thanks to the end of manufacturing the Dreamcast, my collection of games has shot up rapidly – going from around 14 games to a total of around 30 games, in a matter

Play Nicely

> Why is it everybody hates SEGA? I log on to the Dreamcast message boards and see stuff like: 'Why did SEGA have to cancel Dreamcast?' and 'I hate you SEGA'. Everyone knows why SEGA did it, but few are willing to admit it. Instead, they blame SEGA for 'cheating' us out of our cash. I hate to keep saying this, but here goes: 1) SEGA has lost over £600m on the Dreamcast. 2) It costs a lot to maintain and keep open servers for online games, hence the lack of online features in some games. 3) If SEGA kept supporting the Dreamcast, it would have gone bankrupt. 4) Finally, If SEGA didn't make games for other consoles, we would have lost *Sonic*, *Shenmue*, etc. Would you rather a) SEGA go bankrupt, meaning we lose all our fave SEGA games forever or b) SEGA continue making games for other consoles, giving us a good reason to buy an Xbox or GameCube. Please guys, think before you start whining about SEGA cheating you.

Kevin Walsh, Co. Galway,

DM: It's a tricky one. Enough people bought into the Dreamcast and spent hard cash on the console, only to see it fall by the wayside. Most of us expect a console to be supported for around five years, not two, and when you see virtually every promise made to you about online gaming broken, people feel angry. SEGA made some big mistakes with the Dreamcast, certainly in Europe, people were wary of it and most were completely unaware of the brilliant games that it was home to, which is a real shame. Ironically, those same people are positively moist at the prospect of playing SEGA's games elsewhere, they just didn't have the faith in a hardware producer that had let them down before with the Saturn.

However, that said, what's done is done and we're here to keep on enjoying the console for as long as possible. I am sure that we're all agreed on that..

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, *Virtua Tennis 2*, 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!

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

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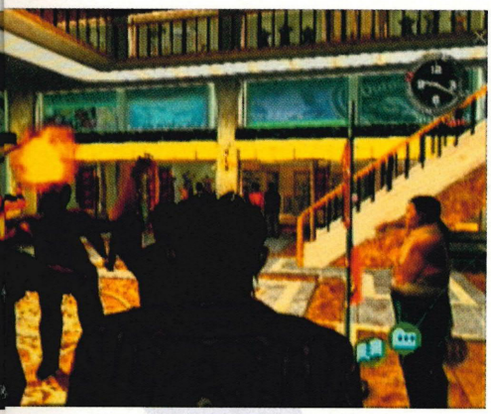
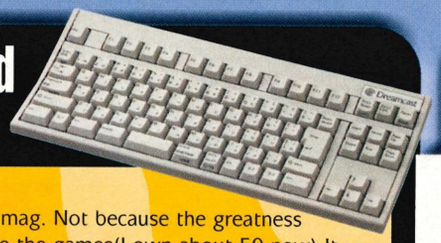


of weeks! The end of the Dreamcast can be looked upon in two ways: 1) It was a sad event, as many titles were passed off onto other consoles (stupid PS 2 stealing our games!) and 2) It was a sad event that led to some good things! I agree with both, because I know that I'll get to play all the sequels of my favourite Dreamcast games, although I'm going to have to buy an Xbox, a GameCube and maybe a PS2 (hopefully not!).
Chris Greenhill, via email

DM: Imagine how we felt – DREAMCAST MAGAZINE was consistently outselling our rival publications (something that always keeps an Editor chipper), we were pushing the magazine and developing it and, more importantly, the games on the DC were – without exception – better than anything else on any other format, and then... bang! All gone... blummin' annoying, I can tell you. However, since that day, there have still been some top games and, as you rightly point out, you can get a lot of gaming for not a lot of money on the Dreamcast. Until the GameCube is released in the UK, we'll all be enjoying the DC even if it means playing the stack of amazing games that makes up the Dreamcast's back catalogue...

Desperately In Need Of A Keyboard



> Dear dreamcast mag.
I,m very very angry. Not because your mag. Not because the greatness of my dreamcast. Certainly not because the games(I own about 50 now) It is those stupid and blind fools of an playstation owner. As I was one of them first. Till I got one Dreamcast last birthday(was i mad at my parents then). Since then I've opened my eyes. Because which console had made me spend about 12 hours of playing in one single day! And which console had made known how an game should look like. etc etc... And I too has been at the "3rd place" of the PS2. It was very very dark and no fun. And I hope you will keep up the good work. (mind my english because i'm a dutch boy!)
Howie Chan, via email

DM: You're a Dutch boy? Sorry, but we are still laughing about the football thing... who qualified then? Answers on a postcard to the usual address...

The Big Breakfast?

Dreamcast may be as good as dead, but its soul will now live on in the bodies of all the other great consoles that grace the planet! And so, whoever wins the console wars, the Dreamcast, and indeed SEGA itself, will have played an integral part in their victory! But there are a few things which aren't clear to me, so I'll ask you:

1) When Dreamcast inevitably dies, will this magazine become a SEGA magazine? Perhaps you can review the SEGA games across all platforms!
2) Did you know that a trial version of *Virtua Fighter 4* will be released with *Shenmue II*? (I read it in Majorca!)
3) What's the difference between *Shenmue II*, and Shenmue Chapter 2?
4) What did you have for breakfast this morning?

Well, hasta la vista,
Tree_House_Frog

DM: Here goes...
1) Unlikely. Changing the mag's name can be a pain. Selling it back to retail under a different guise can be tricky and people will probably most likely move on to another magazine.
2) It's not a playable demo, but rather a disc containing video footage...
3) Nothing...
4) As above. Unless you count several cups of tea and an argument with a flatmate as 'sustenance'.

Short Cuts

> I have been a fan of your magazine for some time and I was wondering if you would consider putting a demo disk on your magazine like the Official Dreamcast Magazine had.
Jamie McClelland, via email
DM: We'd love to, but in honesty, one of the reasons why the Official mag closed was that SEGA was no longer able to supply demo discs, which means that it would be pretty difficult for us to do the same...

> Please help me. I am trapped in Afghanistan with only my Dreamcast and one game, *Exhibition of Speed*... nooooooooooooooooooooooooooooo!!
(ahem) Solar-powered torch, via email
DM: The sad part about it is that you are trying to be funny...

> Take a look at this Moonfruit site. The URL is: http://segazealot.moonfruit.com. I'd be grateful for any feedback once you've had a look. By the way, it might be a good idea to feature amateur/reader sites in your magazine,since you must see hundreds in your work.
Ian Scott, via email
DM: We have looked at it and we recommend that you lot out there have a look too!

> As a new owner of the DC I was wondering if it is still possible to get hold of an Official DC lightgun? I have only seen the Madcatz.....
Ollie Naden, via email
DM: It's the only one you'll get, fella...

There's Life In The Old Dog Yet

> I, just like many other Dreamcast owners, would like to voice my opinion on how underrated I think the Dreamcast is. I bought SEGA's super cool 128bit wonder just over a month ago with *Sonic Adventure 2* and *Quake III Arena* (along with purchasing issue 25 of your magazine, which I think is great, by the way!), and already knew that it had been discontinued. But having already played such marvellous games as *Sonic Adventure* and Crazy *Taxi*, I felt that it would be a wise decision to buy a Dreamcast, as the games would probably be decreasing in price, which meant I wouldn't have to spend much money on some of the best quality games in the universe.

But something that really p****s me off is how people are constantly putting the Dreamcast down. Just because it's not being manufactured any more doesn't mean that the Dreamcast is already yesterday's news. As long as games are still being released, a console should be treated with respect. I am REALLY looking forward to *Evil Twin*, *Virtua Tennis 2* and *Headhunter*, and I'm sure that SEGA (and even third-party developers) has many other surprises up its sleeves. So, to all you cocky PlayStation 2 owners and anyone who is under the fake impression that Xbox is going to cut the mustard, I'd just like to say – give the Dreamcast a go and you'll soon forget about dodgy games and ugly skyscraper-sized consoles (a.k.a . PS2 and Xbox).
Mark "Tiddlywinks" Reece.

DM: It's hard to disagree with you. You should think it your duty to re-educate as many DC virgins as possible. Go on, you know you could do 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.

contact

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

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

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

D2

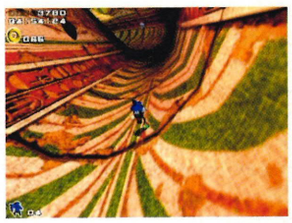
Publisher	SEGA
Developer	Warp
Origin	Japan
Genre	Adventure
Reviewed by	Paul Rogers

When god put me on this planet to play videogames, I never knew that I was going to be blessed by such gems as *D2*, a right sparkler in the Dreamcast crown, it is utterly fantastic. In fact, this game shines out so much, you are blinded by its brilliance. *D2* is the only game that pushes the physical attributes of the Dreamcast to the limits, anymore polygon pushing and the machine would actually explode under its own belief of realism. The atmospherics in this game are to die for; you don't just play this game, you feel it.

Overall 99%

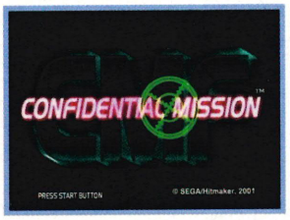
Sonic Adventure 2

Publisher	SEGA
Developer	In-house
Origin	Japan
Genre	Action/Adventure
Reviewed by	Graeme Macfarlane



This is one of the best action/adventure games out for the Dreamcast. It brings a fresh, new look to *Sonic The Hedgehog* games and, for that matter, the whole action/adventure genre. It has a load of new features that *Sonic Adventure* never had.The game is a fast-paced, action-packed masterpiece of programming! The graphics and the detail are brilliant – in fact, the game is completely polished in every way. The controls are easy to get used to and when you do get used to them, hold on to your seats, because you are in for one heck of a ride!

Overall 95%



Confidential Mission

Publisher	SEGA
Developer	In-house
Origin	Japan
Genre	Shoot-'em-up
Reviewed by	Stephen Grimes

One of the best shoot-'em-ups on the Dreamcast. This game has tremendous gameplay and graphics. From start to finish this game is total action.

Although there are only three levels in the game, you'll never want to put it down. *Confidential Mission* is also a two-player game. The two-player mode is even more fun, and you and your friends will have a great time. Throughout the three levels of the game you get a series of tasks, but to find out what they are you'll have to pick up a copy and play this great action game!

Overall 96%

Alien Front Online

Publisher	SEGA
Developer	In-House
Origin	Japan
Genre	Shoot-'em-up
Reviewed by	Rob Dean

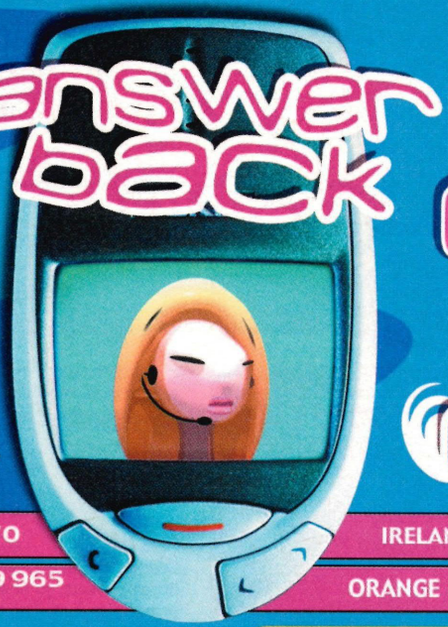
Attention! Take on the might of the alien invaders or the dirty humans in the war game with attitude. Choose one of three vehicles available on either side and go to fight for your team, soldier! Great graphics with pick-up-and-play simplicity and awesome firepower. It's arse-clenchingly difficult in places, but always fun to play. Extensive missions, that are exhilarating and infuriating in equal measure, *AFO* will ensure that you come back time and time again. It's import only, but what the hell – splash the cash, it's more than worth it!

Overall 97%

Coolest Answer Phone Greetings Ever!

answer back

Preview Line



Have A Celebrity Answer your mobile

0907 787 4014

UK - Listen before you call: 0907 015 6570

IRELAND - Listen before you call: 1580 939 965

Calls charged at: £1.00 per/min

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.**
4. **Call and then Switch off your mobile for 10 minutes after ordering.**

Default pins are: BT Cellnet 8705, Orange 1111, Vodaphone 3333, one2one 1210, Virgin 7890.

This service is compatible with All Handsets and all Networks. **Write your new pin number on a piece of paper and have it to hand.** You will also be given an order number that you can quote in the event of any problems. Please ask permission from the person responsible for paying the phone bill before making a call to this service. Services PO Box 144 Stockport SK4 3FT. Calls are charged at £1.50min. Maximum cost of call £3.00 and last no longer that 3 mins. **Customer Service Number 0870 750 4223. Calls from mobiles may be charged at a higher rate and so we recommend you use an ordinary phone.**

Dreamcast solutions A-Z PART 1

Hints, Tips, Cheats and Guides

4Wheel Thunder

Full Pause Screen
Press X+Y for a full pause screen.

Jackpot Cheat
To increase your chances of hitting the jackpot save your game after every race in the Championship mode and then if you do get to go for the jackpot, you can reload your game until you do win.

Extra Tracks
Complete the Championship mode to unlock six more tracks, Arcade Outdoor mode for eight more and Arcade Indoor for five more tracks.

AeroWings 2: Airstrike

Take to the skies of *AeroWings 2* – complete the missions and these are the planes that you'll gain access to.

Bonus airplanes
Successfully complete the indicated mission to unlock the corresponding aircraft.

MISSION	AIRCRAFT
Fighter Pilot 5	T-4
Fighter Pilot 13	T-2
Fighter Pilot 20	Silver F-4EJ
Fighter Pilot 26	F-15DJ
Fighter Pilot 30	F-15J
Tactical Challenge 5	F-104J
Tactical Challenge 6	F-4J
Tactical Challenge 7	F-1
Tactical Challenge 8	Gray F-4EJ

Army Men: Sarge's Heroes

Having trouble blasting your way through the battlefield and rescuing all your men? Then check out these codes to help get you some medals for your chest.

LEVEL	PASSWORD
Attack	LNLGRMM
Spy Blue	TRGHTR
Bathroom	TDBWL
Riff Mission	MSTRMN
Forest	TLLTRS
Hoover Mission	SCRDCT
Thick Mission	STPDMN
Snow Mission	BLZZRD
Shrap Mission	SRFPNK

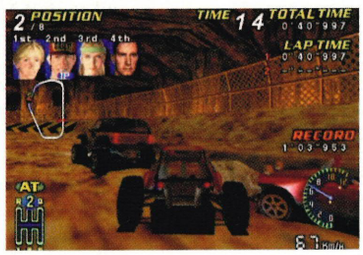
Fort Plastro	GNRLMN
Scorch Mission	HTTTRT
Showdown	ZBTSRL
Sandbox	HTKTTN
Kitchen	PTSPNS
Living Room	HXMSTR
The Way Home	VRCLN

Buggy Heat

Additional Colour
Getting bored of the same old car colours? If so then successfully complete Expert mode to unlock a third colour scheme to brighten up your life.

Extra Buggies
To access some hidden buggies successfully complete Expert mode in first place and you will be rewarded with the Beelzebub Buggy. To access the Jet Buggy achieve 100% on the level checker when building your car.

Additional Expert Races
To gain access to some extra expert courses complete Expert mode on the championship difficulty using the Beelzebub Buggy.



Bust-A-Move 4

Fed up of bursting bubbles all day? Can't take being beaten every time by the computer? Then why not take these special cheats for a spin and brighten up your day!

More Puzzles
On the title screen, press X, Left, Right, Left, X – you'll hear a noise if you have got the cheat right. Now you can choose Puzzle mode and enter the Arcade section to access more puzzles than you would have normally.

Bonus Characters
At the title screen, press Right, Right, X, Left, Left – again, you'll hear a sound if you've entered the code correctly. Now when you go to the Character Select screen in any of the game modes, you'll find the extra characters waiting for you.

Tarot Reading
At the title screen, press Up, X, Down, X, Up. Now if you go to the Options menu, you'll be able to try your hand at a spot of Tarot Card reading... strange, but surprisingly fun!

Talk Demo
Enable the Bonus Characters and Tarot Reading cheats, go to the title screen and press X, Up, Left, Down, Right, Up, X, Down, Left, Up, Right, Down, X. After you hear the sound confirming the cheat, enter the Options screen to access the new goodies.

Capcom Vs SNK

There are tons of secrets to unlock in Capcom's latest 2D beat-'em-up but they're not exactly self-explanatory... here's how to get them all!

Unlock Extra Costumes
To be able to choose from a selection of extra costumes for each fighter, just buy items 01 to 33 from the Secret Shop with the VS points you earn from playing the game – each item represents a different fighter, so you can buy the ones you want. To get them, press either A and B, B and Y, Y and X or X and A when choosing your character.

Unlock EX Characters
To unlock the EX versions of each character (the same look but with slightly different moves) buy items 35 to 61 from the Secret Shop - to select them, just hold down Start when choosing your character.

Unlock Evil Ryu
To unlock Evil Ryu (the EX version of Ryu) as a playable character, purchase item 34 from the Secret Shop – you'll then have an extra ratio tier on the Character Select screen from which to choose him from.

Unlock Wild Iori
To unlock Wild Iori (the EX version of Iori) as a playable character, purchase item 49 from the Secret Shop – you'll then have an extra ratio tier on the Character Select screen from which to choose him from.

Face Ultimate Characters
To fight against Akuma, Morrigan and Nakoruru in the main game, you need to beat the game a number of times before their shadows become available in the Secret Shop – once to unlock item 62 (Akuma), with all the Capcom characters to open item 63 (Morrigan) and with all the SNK characters to get item 64 (Nakoruru). Once you've bought the items, play through the main game again and reach the end of the third bout without losing, with over 60gps, to face either Morrigan or Nakoruru. To face Akuma, you need to reach the final stage with over 80gps... it's certainly not easy!

Unlock More Backgrounds
To be able to fight in one of five new locations, just beat the characters that each background represents in the main game (M Bison, Geese, Akuma, Nakoruru and Morrigan) and then buy each one as items 65 to 69 from the Secret Shop. To access the final Thailand stage, you have to play through the main game until you reach it randomly – only then will you be able to buy item 70 from the Secret Shop.

Unlock Morrigan
To access Morrigan as a playable character, you need to have bought ALL the Capcom EX characters and also have beaten her in the main game by buying item 63 from the Secret Shop. When you've done that, item 74 will be available – she costs 8000 VS points.

Unlock Nakoruru

Unlock Akuma Long
To access Akuma as a playable character, you need to have bought both Morrigan and Nakoruru from the Secret Shop. When you've done that, item 75 will be available – she costs a whopping 9500 VS points!

Chu Chu Rocket!

Sonic Adventure Chaos
Complete the 25 Challenge mode levels in order to transform the mice into Chaos from Sonic Adventure.

NiGHTS Angels
Complete the 25 Mania mode levels in order to transform the mice into angels from NiGHTS.

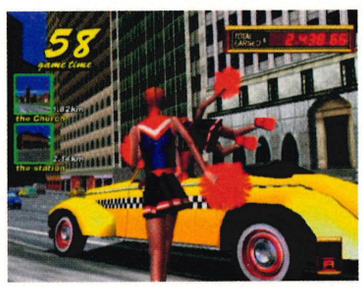
Hard Mode Puzzles
Complete all puzzles in Normal mode.

Special Mode Puzzles
Complete all puzzles in Hard mode.

Mania Mode Puzzles
Complete all puzzles in Special mode.

Crazy Taxi

Another Day Mode
To play in Another Day mode press R at the Driver Select screen and then press R a



second time and hold it down while you select your cabbie. The words 'Another Day' will appear and it will change various things in the game, like your starting position. You will also have new fare locations.

Expert Mode
To access the Expert mode press and hold L+Start and R+Start just before the Driver Select screen appears. This will switch off both destination markers and arrows.

No Guiding Arrows
To play without any arrow markers hold R+Start before the Driver Select screen. A message 'No Arrows' will appear if this has been done correctly.

No Destination Mark
To play without the green destination markers press and hold L+Start before the Driver Select screen. A message 'No Destination Markers' will appear if done correctly.

Access Taxi Bike
To access the Taxi Bike press L+R+Start three times after you select your character but before the game starts. Alternatively, the bike will be unlocked if you finish all the Crazy Boxes.

View Change And Speedometer
To be able to change your view and to see your speedometer, plug a controller into port three and then press Start on that controller after you have started a game in either Arcade or Original mode. You can then change your driving view by pressing B (press A to switch back) and Y. To bring up a speedometer, press X five times.

Dave Mirra BMX

Play As Slim Jim
Press Down x2, Left, Right, Up x2 Y at the rider select screen in 'Pro Quest' mode.

Play As Amish Boy
Complete the game with Dave Mirra, Ryan Nyquist, Joey Garcia, Troy McMurray, Mike Laird, Chad Kagy, Tim Mirra, Kenan Harkin, Shaun Butler and Leigh Ramsdell.

Unlock All Levels
Press Left, Up, Right, Down, Left, Down, Right, Up, Left, Y at the level selection screen in 'Pro Quest' mode.

Unlock All Bikes
Press Up, Left, Up, Down, Up, Right, Left, Right, Y at the bike selection screen in 'Pro Quest' mode.

Unlock All Styles
Press press Left, Up, Right, Down, Left, Down, Right, Up, Left, Y at the style selection screen in 'Pro Quest' mode.

Unlock Big Crash Mode
Complete the game with Leigh Ramsdell.

Unlock Sticky Crash Mode
Complete the game with Kenan Harkin.

Unlock Silly Grunt Mode
Complete the game with Tim Mirra.

Play In First Person View
Complete the game with Mike Laird.

Unlock Ghost Rider Mode
Complete the game with Joey Garcia.

Unlock Exorcist Mode
Complete the game with Troy McMurray.

Bike Suspension Mode
Complete the game with Chad Kagy.

Unlock Night Vision Mode
Complete the game with Shaun Butler.

Daytona USA 2001

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

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

Grip	85
Accel	80
Top Speed	40

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

Grip	100
Accel	60
Top Speed	45

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

Grip	35
Accel	90
Top Speed	90

Unlock Rule of The 9th
Set 1st place record times on every track in each of it's variations – normal, mirror, reverse, and mirror reverse.

Grip	50
Accel	85
Top Speed	85

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

Grip	20
Accel	100
Top Speed	100

Dead Or Alive 2

3D Character Select
Turn off the 'Quick Selector' in the Vs mode options.

Bounce Trick
In the Options menu enter Others, where you will be able to increase or decrease the age – this will determine the bounciness of the girls' breasts. The older you are the bigger the bounce.

Camera Control
Hold B during your character's victory pose and use the analogue pad to rotate the camera around them.

View Hidden Cut-Scene
Play as Ayane in Story mode. When you get to the battle with Kasumi you must K.O her on the ice pit and she must be about 10ft away from you. If done correctly the fireball cut-scene from the intro movie will take place.

Taunts
Press forward, back, forward and then punch and kick at the same time to perform a taunt.

ECW Hardcore Revolution

- Play As Joey Styles - Win the Acclaim belt in Career mode.
- Play As Joel Gertner - Win the Acclaim belt in Career mode.
- Play As Tommy Rich - Win the ECW World TV belt in Career mode.
- Play As Cyrus The Virus - Win the ECW World TV belt in Career mode.
- Play As Taz - Win the ECW World Heavyweight belt in Career mode.
- Play As Louie Spicolli - Win the ECW World Heavyweight belt in Career mode.
- All Jobbers - Defend the ECW World Heavyweight belt 5 times in Career mode.
- Play As Beulah McGillicutty - Win the ECW World Tag Team belt in Career mode.
- Play As The Sheik - Win the ECW World Tag Team belt in Career mode.
- Play As Bill Alfonso - Complete Tournament mode as Rob Van Dam.
- Play As Judge Jeff Jones - Complete Tournament mode as Mike Awesome.
- Random Head Mode - Complete Tournament mode as Louie Spicolli.
- Big Head Mode - Complete Tournament mode as Rhino.
- Little Head Mode - Complete Tournament mode as Roadkill.
- Headless Mode - Complete Tournament mode as Taz.
- Big Hands Mode - Complete Tournament mode as Jason.
- Big Feet Mode - Complete Tournament mode as Balls Mahoney.
- Fat Man Mode - Complete Tournament mode as Spike Dudley.
- Hangman Mode - Complete Tournament mode as Sal E. Graziano.
- Ego Mode - Complete Tournament mode as Chris Chetti.
- Custom Wrestler Textures - Complete Tournament mode as Tommy Dreamer.

ESPN International Track And Field

So you wanna be the king of the track? Well we might not be able to do that for you, but check out these cheats and things will look a whole brighter.

Extra Events
To access the triple jump, high jump, pole vault and trap shooting events in 'Championship' mode enter 'Montreal' as a name.

Play As Metallic Characters
If you want to play as a funky metallic character enter these names when in 'Trial' mode.

CHEAT	CODE
Gold Metallic Player	Montreal
Silver Metallic Player	Sydney
Bronze Metallic Player	Helsinki
Brown Metallic Player	Roma
White Metallic Player	Moscow
Blue Metallic Player	L.A
Light Blue Metallic Player	Munich
Green Metallic Player	Mexico
Red Metallic Player	Tokyo
Silver/Grey Metallic Player	Athens
Orange Metallic Player	Atlanta
Purple Metallic Player	Seoul

F355 Challenge

Can't manage to finish those damn courses in first place to open the bonus courses? Then fear not, just enter these cheats and all the hard work will be done for you.
Just go to the Options menu, hold X+Y down and choose the 'Passwords' option. Then just type in these codes:

CODE	TRACK
CinqueValvole	Pista Di Fiorana
LiebeFrauMilch	Nürburgring
Stars&Stripes	Laguna-Seca Raceway
KualaLumpur	Sepang Circuit
DaysofThunder	Atlanta

Stuck On A Dreamcast Game?
Then get on the phone and get the answer to your problems!

0906 466 4492

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

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

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

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!

Fighting Vipers 2

You know those secret characters are there, but how the hell do you unlock the buggers? Here's how...

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

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

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

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

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

Frogger 2: Swampy's Revenge

Okay, so it might be pretty darn easy, but if you want everything the game has to offer without having to play it all the way through these cheats might be right up your street.

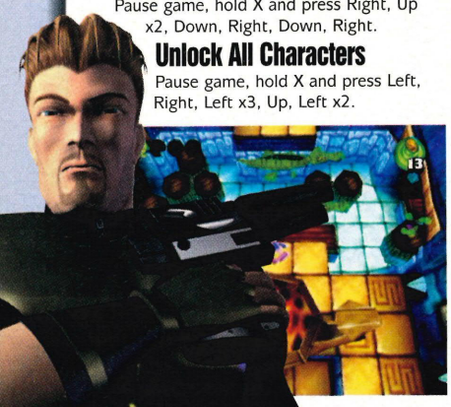
Level Select
Pause game, hold X and press Up, Down, Left, Right x3, Down, Left.

Level Skip
Pause game, hold X and press Right, Left, Up x3, Right, Left x2.

Infinite Lives
Pause game, hold X and press Down x2, Up, Down, Right, Down, Up x2.

Unlock All Bonus Levels
Pause game, hold X and press Right, Up x2, Down, Right, Down, Right.

Unlock All Characters
Pause game, hold X and press Left, Right, Left x3, Up, Left x2.



Fur Fighters

Let the fur fly. Or something like that. If you're having fun playing with Bizarre Creation's furry little friends check out these secrets.

Unlock Thin Mode
Complete the maze in Temple of Gloom to make all the characters incredibly thin.

Access Hidden Artwork
Put the game disc in a PC compatible CD-ROM drive to find artwork of the game's stages and characters in the 'Omake' directory.

Access Mini-Games
Defeat the indicated boss to unlock the corresponding mini-game:

BOSS	MINI-GAME
Claude	Balloon Lift
Esmerelda	Bear Attack
Gwynth	Block Puzzle
Juanita	Snake Classic
Viggo	Bomber Bear
Winnie & Mai	Super Snake

Boss Bonuses
Defeat the indicated boss a second time to unlock the corresponding bonus:

BOSS	BONUS
Claude	Ammo Boost
Esmerelda	3D Mode
Gwynth	Auto Aim
Juanita	Health to 100%
Viggo	Invincibility
Winnie & Mai	Bears 2x Tough

Mini-Game Bonuses
Complete the indicated mini-game under the listed goal to unlock the corresponding bonus:

MINI-GAME	GOAL	BONUS
Balloon Lift	10,000 points	Small character
Bear Attack	10,000 points	Alternate voices
Block Puzzle	Less than 60 seconds	Rotation camera
Bomber Bear	30,000 points	Big head mode
Snake Classic	5,000 points	Rocket camera
Super Snake	10,000 points	Fish-eye lens

GTA2

Get $500,000
Enter 'MUCHCASH' as a player name.

Access All Weapons
Enter 'BIGGUNS' as a player name.

Guilty Gear X

For all those cool secret characters, see below.

Fight As Testment
Reach level 20 in Survivor mode and then beat Testament – you'll now be able to choose him.

Fight As Dizzy
Reach level 30 in Survivor mode and then beat Dizzy – you'll now be able to choose her.

Unlock Guilty Gear Mode
Complete Arcade mode with every character or complete level 100 in Survivor mode.

View Character's Endings
Complete the Arcade mode with a character without using any continues.

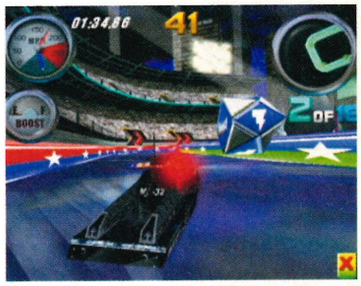
Hydro Thunder

Access All Tracks in Two-Player mode
To unlock the secret tracks you must win every race in two-player mode – you will eventually manage to unlock all the tracks and all the boats.

Race In A Fishing Boat
Not satisfied with all the boats on offer? Well, to play as a fishing boat you must first unlock all the hidden tracks. Then, when at the Boat Selection screen, highlight Thresher and then hold the Left Shoulder and Right Shoulder buttons and press View twice. Then select Chumdinger and you will race in a fishing boat.

Turbo Start
To get a turbo start hold the Left Shoulder button while the game is loading. As the number three disappears release it and then hold the Right Shoulder button. As the number two fades reverse the process (that is, release the Right Shoulder and hold the Left one). As the number one fades repeat step one (that is, release Left Shoulder and hold Right one).

Bonus Track
If you think you've finished all the tracks then think again. Before starting a game, go to the options menu and highlight Back. Then press Up, Up, Down, Up, Down, Down, Start and you will open a new track.



Jedi Power Battles

Using the Force has never been so much fun – thankfully, there's even more to be gained from Jedi Power Battles with these cheats from the Dark Side...

Unlock Ki-Adi-Mundi
Complete all seven training levels and save the game to unlock Ki-Adi-Mundi.

Unlock Darth Maul
Complete the game with Qui-Gon Jinn. At the Character Selection screen, highlight Qui-Gon Jinn and press Start. Darth Maul's picture will replace Qui-Gon Jinn.

Unlock Queen Amidala
Complete the game with Obi-Wan Kenobi. At the Character Selection screen, highlight Obi-Wan Kenobi and press Start. Queen Amidala's picture will replace Obi-Wan Kenobi.

Unlock Captain Panaka
Complete the game with Plo Koon. At the Character Selection screen, highlight Plo Koon and press Start. Captain Panaka will replace Plo Koon.

Unlock Droidekas
Complete the game with Plo Koon.

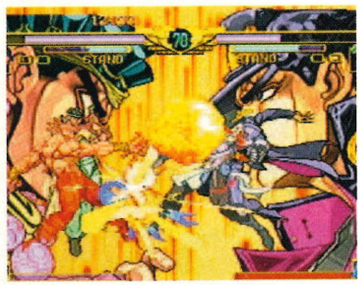
Unlock Kaadu Race
Complete the game with Adi Gallia.

Unlock Survival Challenge
Complete the game with Mace Windu.

Jimmy White's 2: Cueball

Cheat Mode
To access the Cheat mode, enter the snooker hall and then use the Explore mode to zoom in on the single stool that is located to the left of the table – this will take you into a mouse hole. Now look around the mouse hole until you see the message 'Cheats Activated' and this will allow you to play against all the players.

JoJo's Bizarre Adventure



Unlock Kid Mode (Jojo)
To be able to play the characters appearing as kids defeat more than fifteen characters in Survival mode, thereby unlocking the mode.

Fight As Young Joseph (Jojo)
Complete Arcade mode with Joseph to unlock Young Joseph.

Fight As Dio (Jojo)
To unlock Dio complete Arcade mode with Jotaro.

Fight As Evil Dio (Jojo)
To unlock Evil Dio complete Arcade mode with Dio.

Access Alessi Mode (Heritage)
To unlock Alessi Mode complete the Arcade mode with Alessi.

Fight As Young Joseph (Heritage)
To play as Young Joseph in Heritage For The Future, complete the Challenge mode with Joseph.

Fight As Evil Dio (Heritage)
To play as Evil Dio in Heritage For The Future, complete the Challenge mode with Dio.

Fight As Lover Soul (Heritage)
To play as Lover Soul in Heritage For The Future, complete Challenge mode with Jotaro.

Fight As Alternate Holhorse (Heritage)
To play as an alternate Holhorse complete the Challenge mode with Holhorse.

Fight As Alternate Kakyouin (Heritage)
To play as an alternate Kakyouin you must complete Challenge mode with Kakyouin.

Fight As Kam (Heritage)
To play as Kam in Heritage For The Future you must complete Challenge mode with Anubis Nitoutruu Polunaref.

Kao The Kangaroo

If you're having problems hoppin' and skippin' through this down-under adventure, try these cheats on for size. Simply go to the Map screen and hold down both trigger buttons before entering any of the codes for the desired effect:

Unlock Next Level	Up, Up, Left, Down, X
Unlock All Levels	Up, Down, Right, Left, Up, X
Extra Checkpoint	Up, Right, Down, Left, A
Extra Glove	Down, Right, Left, Down, A
Extra Life	Down, A, Up, Left, A
Unlimited Checkpoints	Up, Right, Down, Right, Left, A
Unlimited Gloves	Down, Right, Up, Right, Left, B
Unlimited Lives	Down, Left, B, Left, B, B
Unlimited Energy	Down, B, B, A, Up, Left, Right

Wall Climbing

To have the ability to climb walls pause the game and hold L or R and press Y, Down, X, Right, Up, Down.

Hurt Raziel

To be able to hurt Raziel pause the game and hold L or R and press Left, B, Up x2, Down.

Gain Soul Reaver

To get the Soul Reaver pause the game and hold L or R and press Down, Y, X, Right x2, Down x2, Left, Y, Down.

Gain Aerial Reaver

To get the Aerial Reaver pause the game and hold L or R and press A, Right, Up x2, Y, Left x2, Right, Up.

Gain Kain Reaver

To get the Kain Reaver pause the game and hold L or R and press A, B, Right, Y, Left x2, Right, Up.

Gain Fire Reaver

To get the Fire Reaver pause the game and hold L or R and press Down, Up, Right, Up, Down, Left, B, Right, Down.

Make Fire Reaver

To make the Fire Reaver pause the game and hold L or R and press Y, Right, Down, B, Up.

Cast Force Glyph

To cast a force glyph pause the game and hold L or R and press Down, Left, Y, Down, Up.

Cast Stone Glyph

To cast a stone glyph pause the game and hold L or R and press Down, B, Up, Left, Down, Right x2.

Cast Sound Glyph

To cast a sound glyph pause the game and hold L or R and press Right x2, Down, B, Up x2, Down.

Cast Water Glyph

To cast a water glyph pause the game and hold L or R and press Down, B, Up, Down, Right.

Cast Fire Glyph

To cast a fire glyph pause the game and hold L or R and press Up x2, Right, Up, Y, X, Right.

Legacy Of Kain: Soul Reaver

Gain All Abilities

To pass through shut gates, climb walls, fire force projectiles, swim and have the Soul Reaver. pause the game and then hold L or R and press Up x2, Down, Right x2, Left, B, Right, Left, Down.

Refill Health

To recharge your health pause the game and hold L or R and press Down, B, Up, Left, Up, Left.

Regain Maximum Health

To regain full health pause the game and hold L or R and press Right, B, Down, Up, Down, Up.

Upgrade Health To Next Level

To upgrade your health to the next level pause the game and hold L or R and press Right, A, Left, Y, Up, Down.

Recharge Magic

To recharge your magic pause the game and hold L or R and press Right x2, Left, Y, Right, Down.

Maximum Magic

To gain maximum magic pause the game and hold L or R and press Y, Right, Down, Right, Up, Y, Left.

Pass Through Barriers

To have the ability to pass through barriers pause the game and hold L or R and press Down B x2, Left, Right, Y, Up.

Le Mans 24 Hours

Even though we've been playing it for a while, we've only managed to find one cheat in this ace racer. Still, it's worth a look if you're into it...

Unlock All Tracks

Enter your name as 'GOOZ'.

Unlock All Cars

Enter your name as 'MONSTA' in Championship mode.

Unlock All Championships

Enter your name as 'CARNAGE' in Championship mode.

Unlock Jaguar XR9 Concept Car

Complete Quick Race mode in first place on all tracks.

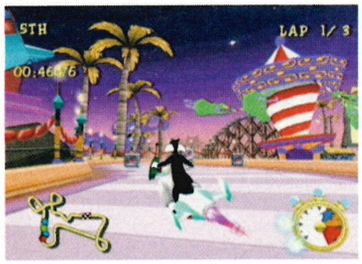
Change Replay Camera Angles

Use the Y button to change the view of the replay.

Quick Race Bonus Car

If you can manage to place first on all of the tracks in the Quick Race mode and collect a bundle of gold medals, you'll be given access to a rather special Jaguar XR9 LM Concept Car.

Looney Tunes Space Race



Okay, so it might be pretty easy anyway, but if you're having trouble making your way through the game then these cheats should help you out.

CHEAT	CODE
Unlock Porky	YAVARMINT
Unlock Marvin	REDWAGON
Unlock ACME 2	MAROON
Unlock Mars 2	SCWEWBALL
Unlock Off World 1	DURNIDGIT
Unlock Off World 2	PALOOKA
Unlock Wild West 1	HOGGRAVY
Unlock Wild West 2	CHITLINS
Unlock Nebula	MRFUZZY
Unlock Galactorama 1	YOIKS
Unlock Galactorama 2	DODGPARRY
Unlock All ACME Events	3LILBOPS
Unlock All Challenges	MOIDALIZE
Unlock All Gallery Items	MICHIGANJ
Unlock Everything	CHEESFISH
Unlimited Turbo?	DUCKAMUCK
Mirror Mode	SAMRALPH
No Gags	SUCCOTASH

Hints & Tips

Collect five turbo canisters for one charge activated on button B. You can use these on selected inclines to gain super speed and jump over large sections of the track to gain a higher placing!

Run over the crates to collect gags and use the A button to fire them off at your opponents.

Watch out for falling Anvils or Safes when you activate this gag – sometimes they fall in front of you or on you and thus you end up getting squished!

Collect a turbo and hold on to it until the last lap – use it to get away from your opponents at the last minute and win the race!

Mag Force Racing

High-speed racing takes a twist and turn with Crave's futuristic racer, but can you take the pace? If not, then try these cheats to help you along.

All Tracks And Tripods

Highlight the 'Tripod Select' option at the main menu and then, hold X + Y and press Up, Left, Down, Rightx2, Up, Down, Right.

Unlock Everything

To unlock all missions and aeroplanes hold L and press X+Y while in the Game Select screen. If done correctly, you will hear a noise.

Unlock Free Flight Missions 20 & 21

Complete all fighter missions and tactical challenges.

Unlock F-18 Aggressor Fighter

Land more than nine carriers in either carrier free flight mission.

Unlock F-15DJ Aggressor 2 Fighter

Get over 50 kills in the game.

Unlock T-3 Fighter

Get over 100 kills in the game.

Cheat Codes

Finish high enough in a race to enter your name on the leader board, then enter any of these codes as your name to activate the cheat.

Make All Power-ups Triple Missiles	MISSI
Make All Power-ups Turbo Rams	TURBO
Turbo Ram Auto-Pilot	AUTOM
Invisible Tripods	GHOST
CPU Controlled Bonus Tripods	HUND
Alternate Sound Effects	RETRO
Debug Mode	JOHNM

Marvel Vs Capcom

Play As Lilith

To play as Lilith highlight Zangief at the Character Selection screen and then press Left x2, Down x2, Right x2, Up x2, Down x4, Left x2, Up x4, Right, Left, Down x4, Right x2, Up x4, Left x2, Down x4, Right, Down. Lilith will then appear below War Machine.

Play As Roll

To play as Roll highlight Zangief at the Character Selection screen and then press Left x2, Down x2, Right x2, Down x2, Left x2, Up, Right, Up x2, Right x2. Roll will then appear for selection to the right of Mega Man.

Play As Gold War Machine

To play as Gold War Machine highlight Zangief at the Character Selection screen, then press Left x4, Down x2, Right x2, Down x2, Left x2, Up x4, Right x2, Left x2, Down x4, Right x2, Up x2, Left x2, Down x2, Right x2, Up x5. Gold War Machine will then appear above Zangief.

Play As Shadow Lady

To play as Shadow Lady highlight Morrigan at the Character Selection screen, then press Up, Right x2, Down x4, Left x2, Up x4, Right x2, Left x2, Down x2, Right x2, Down x2, Left x2, Up x2, Right x2, Up x2, Left x2, Down x5. Shadow Lady will then appear for selection listed below Gambit.

Play As Red Venom

To play as Red Venom highlight Chun-Li at the Character Selection screen and then press Right, Down x4, Left, Up x4, Right x2, Down x2, Left x2, Down x2, Right x2, Up x4, Left x2, Up. Red Venom will then appear for selection above Chun Li.

Play As Orange Hulk

To play as the Orange Hulk highlight Chun-Li at the Character Selection screen and then press Right x2, Down x2, Left x2, Right x2, Down x2, Left x2, Up x4, Down x2, Right x2, Up x2, Down x4, Up x4, Left, Up. Orange Hulk will then appear for selection above Ryu.

Play As Akuma

To play as Akuma press Down, Down/Back, Back, Fierce Punch while playing as Ryu. NB. You must have reached at least Level One on you hyper-combo bar.

Play As Ken

To play as Ken press Down, Down/Back, Back, Medium Punch while playing as Ryu.

Select A Special Partner

To select your special partner before the Special Partner screen appears, hold the corresponding buttons and your special partner will be chosen.

UNKNOWN SOLDIER – Hold Start + Weak Punch
LOU – Hold Start + Medium Punch
ARTHUR – Hold Start + Weak Punch + Medium Punch
SAKI – Hold Start + High Punch
TON-POOH – Hold Start + Weak Punch + High Punch
DEVILOT – Hold Start + Medium Punch
ANITA – Hold Start + Weak Punch + Medium Punch + High Punch
PURE AND FUR – Hold Start + Weak Kick
MICHELLE HEART – Hold Start + Weak Punch + Weak Kick
MIGHTY THOR – Hold Start + Weak Kick + Medium Punch
CYCLOPS – Hold Start + Weak Punch + Weak Kick + Medium Punch
MAGNETO – Hold Start + Weak Kick + High Punch
STORM – Hold Start + Weak Punch + Weak Kick + High Punch
JUBILEE – Hold Start + Weak Kick + Medium Punch + High Punch
ROGUE – Hold Start + Weak Punch + Weak Kick + Medium Punch + High Punch
PSYLOCKE – Hold Start + Medium Kick
JUGGERNAUT – Hold Start + Weak Punch + Medium Kick
ICEMAN – Hold Start + Medium Punch + Medium Kick
COLOSSUS – Hold Start + Weak Punch + Medium Punch + Medium Kick
US AGENT – Hold Start + High Punch + Medium Kick
SHADOW – Hold Start + Weak Punch + Medium Kick + High Punch
SENTINEL – Hold Start + Medium Punch + Medium Kick + High Punch

Marvel Vs Capcom 2

The biggest and best fighting game from Capcom has also got some rather storming little secrets hidden away inside it... here's a few pointers to get you going in the right direction!

Switch Character Order

When you pick your three characters at the start of the game, you don't have to keep them in the same order. If you want a character other than your first selection to begin a fight, you can do it – just hold down the L button before a fight to start with your second fighter or the R button to begin with the third character.

Alternate Costumes

In order to change the costume of your chosen character go to the Character Selection screen, then highlight a fighter and press A or Y rather than X. Remember that you won't be able to change costumes if you haven't bought them for that character!

Cheaper Hidden Characters

Don't like the price that a hidden character you want to buy is offered at? The prices change every time you visit the Shop – just keep exiting and enter the Shop screen until the price of any hidden characters is slightly more reasonable.

MDK2

Kurt Wearing Boxers

Hold L + R and press Xx2, Y, X at the main menu.

Indy 500 Camera View

Pause the game and hold L + R and press B, A, B, A.

Slow-Motion Mode

While playing as Max, hold R and press Up x4.

Full Pause Screen

Pause the game and press X + Y.

Hidden Artwork & Sounds

Place the game disc in a PC compatible CD-ROM drive to find images and sounds from the game.

Millennium Soldier: Expendable

Shield

Up, Down, Left, Right, X, Up, Down, Left, Right, Y

Level Skip

Y, Y, X, X, L, R, Down, Down, Up, Up

Grenades

Down, Down, Down, Down, Down, Up, Up, Up, Up, R

Lives

A, B, X, Y, L, R, Up, Down, Left, Right

Credits

A, B, Left, A, B, Right, B, A, Down, R

Easter Egg

L, Left, R, Right, X, X, Down, Down, R, L

Game Won

L, R, Left L, R, Left, Right, Left, Right, Y, X

Level Select

Up, Down, Up, Down, Up, Down, Left, Right, Right, Y

MoHo

Can't get passed those damned house robots? Having trouble making your way through all the prison complexes? Then throw off those shackles and chains and enter these ace cheats to become the king of the prison.

Unlock All Prisons

Hold down the left trigger and enter the following code at the Prison Select screen – A, B, A, X, A, Y, A, A, B, A, X, X, A, Y, A.

Unlock Bonus Prison

Hold down the left trigger and enter the following code at the Prison Select screen – A, A, A, B, A, X, X, X, B, A, X, X, Y.

Unlock Doctor

Hold down the left trigger and enter the following code at the Single Player Character Select screen – A, A, B, Y, X, B, Y, A, X, B, B, X.

Display Version Number

Hold down the left trigger and enter the following code at the Main Menu – A, A, A, B, Y, A, A, A, Y, X.

Mortal Kombat Gold

Access Cheat Menu

At the Start screen quickly press Up twice, Down twice, Left twice and Right twice. If the code is entered correctly a laugh will be heard followed the word 'Outstanding'. Enter the Options screen and the press L+R and the Cheat menu will appear with various options to choose from.

Easy Endings

Will allow you to see a player's ending by only beating one character.
Fatal 1 – To enact a character's first fatality simply press High Punch.
Fatal 2 – To enact a character's second fatality simply press High Punch.
Pit Fatal – To enact the 'Pit Fatal' hold Down and press High Punch.

Fight As Goro

To play as Goro enable the Cheat menu and at the Character Selection screen, select the hidden icon and hold L+R and press Up, Left, A.

Fight As Noob Saibot

To play as Noob Saibot enable the Cheat menu and at the Character Selection screen select the hidden icon and hold L+R and press Up twice, Left three times, A.

Play As Sektor

In order to play as Sektor, enable the Cheat menu and at the Character Selection screen select the hidden icon and hold L+R and press Up four times, Left four times, A.

Alternate Fighter's Costumes

Highlight a character and hold Start and any button in order to rotate them to reveal their second costume.

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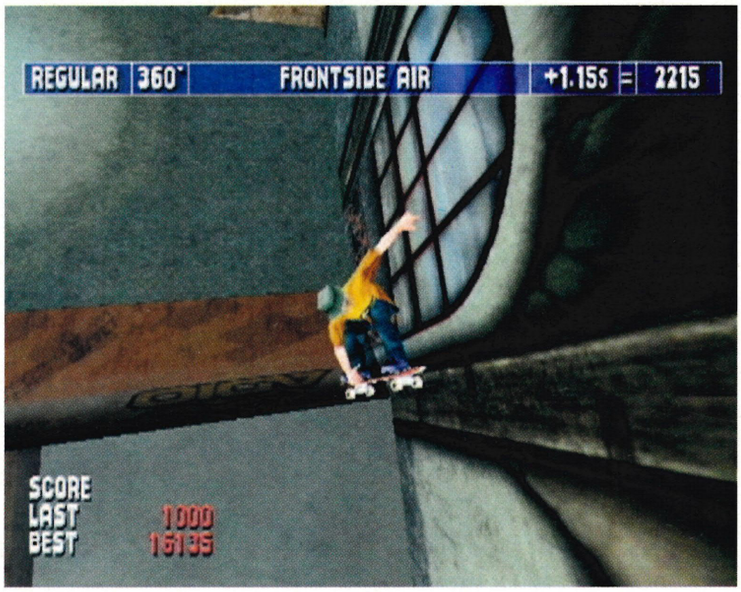


MTV Skateboarding

Yes, we know it's quite a bit tougher than *Tony Hawk's Skateboarding* – that's why we've hunted down the best cheat for you...

Cheat Mode

When you're entering your name in Lifestyle mode, enter PASWRD instead and you'll instantly unlock all the boards, parks, costumes and skaters.

NHL2K

Play As Programmer Team

Hold L+R and press Bx2, and X on controller 4 at the 'Black Box' logo,

Big Head Mode

Hold L+R and press B, A, B, Y on controller 4 at the 'Black Box' logo. If done correctly the words 'Oh Black Box Baby' will be spoken.

Wayne Gretzkey Message

Enter 'Wayne Gretzkey' as a name in the 'Create a Player' option to see the message 'Thanks For The Memories' appear.

Dale Hunter Image

Enter 'Dale Hunter' as a name in the 'Create a Player' option to see his picture in the 'Edit Lines' menu.

Marty Reasoner Image

Enter 'Marty Reasoner' as a name in the 'Create a Player' option to see his picture in the 'Edit Lines' menu.

Ron Hextall Image

Enter 'Ron Hextall' as a name in the 'Create a Player' option to see his picture in the 'Edit Lines' menu.

Tony Twist Image

Enter 'Tony Twist' as a name in the 'Create a Player' option to see his picture in the 'Edit Lines' menu.

Other Players

Enter any person that retired during the 1998-1999 season in the 'Create a Player' option in order to see his picture in the 'Edit Lines' menu.

Programmer Images

Enter any of the names from the development team that are listed in the instruction manual in the 'Create a Player' option and the picture of the corresponding person will appear in the 'Edit Lines' menu.

NBA Showtime: NBA on NBC

Play Any Player On Any Team

To play any character regardless of what team they're on go to the Enter Initials screen and enter the first three letters of the team the player plays for and then enter his jersey number as the PIN number.

Change Costumes

To see a player's alternative costumes when creating a player press up or down and his clothes will change.

Play As Team Mascots

To play as a team mascot enter any of the following names and corresponding PIN and you will unlock that mascot.

TEAM	NAME	PIN
Atlanta Hawks	HAWK	0322
Charlotte Hornets	HORNET	1105
Chicago Bulls	BENNY	0503
Denver Nuggets	ROCKY	0201
Houston Rockets	TURBO	1111
Indiana Pacers	BOOMER	0604
Minnesota Timberwolves	CRUNCH	0503
New Jersey Nets	SLY	6765
Phoenix Suns	GORILLA	0314
Seattle Sonics	SASQUA	7785
Toronto Raptors	RAPTOR	1020
Utah Jazz	BEAR	1228

Create-A-Player Characters

To play any of the following hidden players, enter their name and PIN number in order to unlock them.

PLAYER	NAME	PIN
Kerri the Female Player	KERRI	0220
Kerri in Alternative Uniform	KERRI	1111
Lia the Female Player	LIA	0712
Lia in Alternate Uniform	LIA	1111
Small Alien	SMALLS	0856
Large Alien	BIGGY	0958
Pinto Horse	PINTO	1966
White Horse	HORSE	1966
Nikko the Devil Dog	NIKKO	6666
Clown	CRISPY	2084
Pumpkin	JACKO	1031
Wizard	THEWIZ	1136
Referee	THEREF	7777
Retro Rob	RETRO	1970
Old Man	OLDMAN	2001
MIDWAY STAFF	**NAME**	**PIN**
Mark Turmell	TURMEL	0322
Rob Gatson	GATSON	1111
Mark Guidarelli	GUIDO	6765
Dan Thompson	DANIEL	0604
Jeff Johnson	JAPPLE	6660
Jason Skiles	JASON	3141
Sal DiVita	SAL	0201
Jennifer Hedrick	JENIFR	3333
Jennifer Hedrick	JENIFR	1111
Eugene Geer	EGEER	1105
Matt Gilmore	MATTG	1006
Tim Bryant	TIMMYB	3314
Jim Gentile	GENTIL	1228
John Root	ROOT	6000
Jon Hey	JONHEY	8823
Andy Eloff	ELOFF	2181
Mike Lynch	LYNCH	3333
Paulo Garcia	PAULO	0517
Brian LeBaron	GRINCH	0222
Alex Gilliam	LEX	0014
Jim Tianis	DIMI	0619
Dave Grossman	DAVE	1104
Tim Moran	TIMCRP	6666
Larry Wotman	STRAT	2112
Chris Skrundz	CMSVID	0000
Beth Smukowski	BETHAN	1111
Paul Martin	STENTR	0269

Unlock Other Players

To play as any of the following players, enter the name and PIN at the Enter Initials screen.

PERSON	NAME	PIN
Shawn Liptak	LIPTAK	0114
Isiah Thomas	THOMAS	1111
Tim Kitzrow	TIMK	7785
Willy Morris	WIL	0101
Greg Cutler	CUTLER	1111
Chad Edmunds	CHAD	0628

Access Hidden Courts

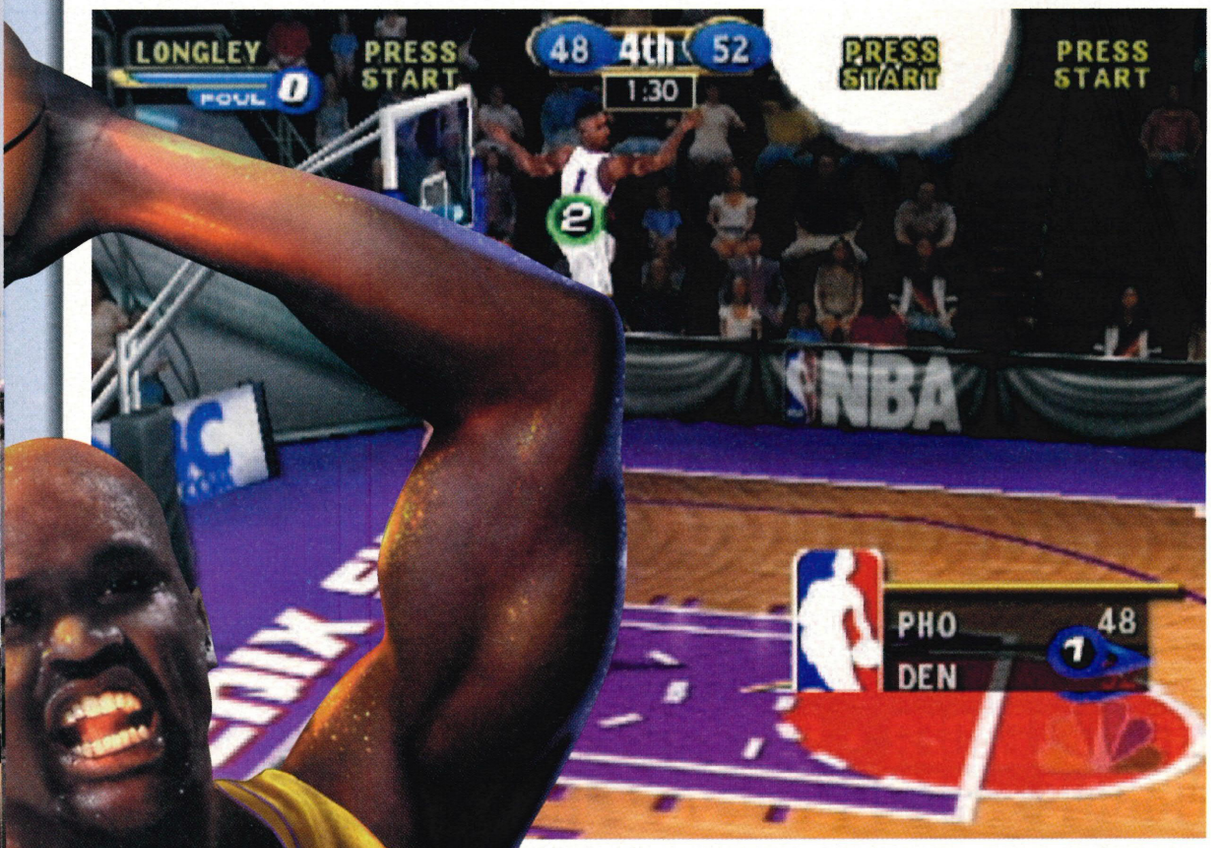
To access play on one of the following hidden courts enter the denoted combinations of buttons immediately after you have selected a player at the Choose Team screen.

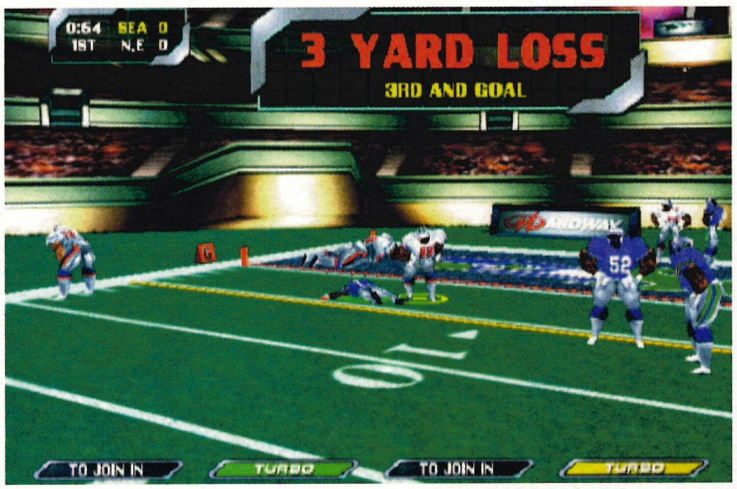
COURT	CODE
Team 1 (Left)	Hold Up + Turbo
Team 2 (Right)	Hold Down +Turbo
Street Court	Hold Left + Turbo
Island Court	Hold Right + Turbo
Midway Court	Hold Up + Shoot + Pass
NBC Court	Hold Down + Shoot + Pass

Access Cheat Codes

After you've chosen all your players and so on and you are at the Tonight's Match Up screen you can use the Turbo, Shoot and Pass buttons to change the symbols at the bottom of the screen and so activate the cheats. For example, for 'Show Hotspot', you'd press Turbo once but not Shoot or Pass, and then you would press Down.

CHEAT	CODE
Show Shot %	0-0-1 Down
Tournament Mode	





(no power-ups)	1-1-1 Down
Show Hotspot	1-0-0 Down
No Hotspots [Note 1]	2-0-1 Up
Fog On [Note 2]	1-2-3 Up
Thick Fog On [Note 2]	1-2-3 Down
Swamp Fog On [Note 2]	1-2-3 Right
Night Fog On [Note 2]	1-2-3 Left
Snow On [Note 2]	1-2-1 Left
Blizzard On [Note 2]	1-3-1 Left
Rain On [Note 2]	1-4-1 Left
Big Head Mode	2-0-0 Right
No Replays	3-3-1 Left
Team Uniform [Note 1]	4-0-0 Right
Midway Uniform	4-0-1 Right
Home Uniform	4-1-0 Right
Away Uniform	4-2-0 Right
Alternate Uniform	4-3-0 Right

Note 1: Two-player agreement required.
Note 2: Only on outdoor courts.

NBA2K

As with most American sports games there are a whole host of cheat codes for NBA2K. Simply enter the following codes at the Code Selection screen, found in the Options menu, for the corresponding cheat.

Access Bonus Teams

In order to access three extra teams enter 'DEVDUDES' as a code. The NBA2K, SEGA Sports and SEGA will then be unlocked and will be available to play on outdoor courts.

Play With Big Heads

To have your team play with Big Heads enter 'FATHEAD' as a code.

Giant Sized Players

To play with giant sized players (and to make slam dunking even easier) enter the word 'MONSTER' as a code.

Miniature Players

To play with a team the size of the 'Borrowers', enter 'LITTLEGUY' as a code.

Access Fat Players

To have a team full of lardy boys enter 'DOUGHBOY' as a code.

Play With 2D Players

To play with a team made up of 2D (and wafer thin) players, enter 'SQUISHY' as a code.

Play With Big Feet

Fed up with your size tens? Then to make your players' feet more like size thirties enter 'BIGFOOT' as a code.

Play With Big Ball

To play with a bigger sized basketball enter 'BEACHBOYS' as a code.

Suffering Coaches

To have your teams' coach writhing around in agony on the sidelines enter 'COACHOUCH' as a code.

View Hidden Message

To see a message in the crowd reading 'Hi Mom, love your child', enter 'HIMOM' as a code.

NFL Blitz 2000

Choose Plays Off-Screen

At the Play Selection screen move to the top left box and press Up twice. Your choice of play will then be hidden and chosen secretly on your VMU.

Access Hidden Players

To access hidden players enter one of the following player names and the PIN number when at 'Enter Names For Record Keeping'.

Cheat Codes

When at the Versus screen press the Turbo, Jump and Pass buttons and the icons below the helmets change. Depending on how many times the buttons are pushed, a different cheat will be activated. When the buttons have been pressed, press the indicated direction on the D-pad and if the code has been entered correctly you will hear a sound and see the name of the code appear. For example, if you want to activate Infinite Turbo press Turbo five times, Jump once and Pass four times before pressing Up. You are able to activate more than one cheat per game.

CHEATCODE	
Infinite turbo	5-1-4 Up
Unlimited throwing distance	2-2-3 Right
Fast turbo running	0-3-2 Left
Power-up offence	3-1-2 Up
Power-up defence	4-2-1 Up
Power-up team-mates	2-3-3 Up
Power-up Blockers	3-1-2 Left
Super blitzing	0-4-5 Up
Super field goals	1-2-3 Left
No interceptions	3-4-4 Up
No random fumbles	4-2-3 Down
No first downs	2-1-0 Up
No punting	1-5-1 Up
Allow stepping out of bounds	2-1-1 Left
Fast passes	2-5-0 Left
Late hits	0-1-0 Up
Show field goal %	0-0-1 Down
Hide receiver name	1-0-2 Right
Invisible	4-3-3 Up
Red, white and blue football	3-2-3 Left
Big football	0-5-0 Right
Big head	2-0-0 Right
Huge head	0-4-0 Up
No head	3-2-1 Left
Headless team	1-2-3 Right
Team big heads	2-0-3 Right
No play selection [Note 1]	1-1-5 Left
Show more field [Note 1]	0-2-1 Right
No CPU assistance [Note 1]	0-1-2 Down
Power-up speed [Note 1]	4-0-4 Left
Hyper blitz [Note 1]	5-5-5 Up
Smart CPU opponent [Note 2]	3-1-4 Down
Deranged blitz mode [Note 2]	2-1-2 Down
Ultra hard mode [Note 2]	3-2-3 Up
Super passing mode [Note 3]	4-2-3 Right
Super blitz mode [Note 3]	4-4-4 Up
Tournament mode [Note 3]	1-1-1 Down
Always quarterback [Note 4]	2-2-2 Left
Weather: clear	2-1-2 Left
Weather: muddy	5-2-5 Down
Weather: rain	5-5-5 Right
Arizona Cardinals playbook	1-0-1 Left
Atlanta Falcons playbook	1-0-2 Left
Baltimore Ravens playbook	1-0-3 Left
Buffalo Bills playbook	1-0-4 Left
Carolina Panthers playbook	1-0-5 Left
Chicago Bears playbook	1-1-0 Left
Cincinnati Bengals playbook	1-1-2 Left
Cleveland Browns playbook	1-1-3 Left
Dallas Cowboys playbook	1-1-4 Left
Denver Broncos playbook	1-1-5 Right
Detroit Lions playbook	1-2-1 Left
Green Bay Packers playbook	1-2-2 Left
Indianapolis Colts playbook	1-2-3 Up
Jacksonville Jaguars playbook	1-2-4 Left
Kansas City Chiefs playbook	1-2-5 Left
Miami Dolphins playbook	1-3-1 Left
Minnesota Vikings playbook	1-3-2 Left
New England Patriots p'book	1-3-3 Left
New Orleans Saints playbook	1-3-4 Left
New York Giants playbook	1-3-5 Left
New York Jets playbook	1-4-1 Left
Oakland Raiders playbook	1-4-2 Left
Philadelphia Eagles playbook	1-4-3 Left
Pittsburgh Steelers playbook	1-4-4 Left
San Diego Chargers playbook	1-4-5 Left
San Francisco 49ers playbook	1-5-1 Left
Seattle Seahawks playbook	1-5-2 Left
St Louis Rams playbook	1-5-3 Left
Tampa Bay Buccaneers book	1-5-4 Left
Tennessee Titans playbook	1-5-5 Left
Washington Redskins book	2-0-1 Left

Note 1 - Two-player agreement required.
Note 2 - Only in one-player game.
Note 3 - Only in two-player game.
Note 4 - Two human team-mates required.

NAME	PIN	NAME	PIN
ALEC	1197	JOVE	6644
ALIEN	1111	LEX	7777
AOB	1111	LT	7777
AUBREY	7777	LUIS	3333
AZPOD	4777	MOOSE	1111
BOXER	2111	MXV	1014
BRAIN	1111	NATHAN	0515
BRIAN	2221	NICO	4440
CALEB	0996	PIRATE	1111
CURTIS	1111	PUNKB	2112
DANIEL	0604	PUNKR	1221
DAVID	3333	RAIDEN	3691
DINO	1111	RALPH	1111
EDDIE	3333	RANDU	6666
FORDEN	1111	ROOT	6000
FRANZ	1010	SAD	1111
GENTIL	1111	SHINOK	8337
GRINCH	0222	SHRUNK	6666
GRINCH	2220	SKULL	1111
GUIDO	2222	SMILE	1111
GUMBY	8698	THUG	1111
JAPPLE	6660	TREX	1111
JASON	3141	TURMEL	0322
JEFF	1111	WHODAT	1844

Pen Pen

Play As Hanamizu

To play as the eighth comedy character, complete all the tracks while earning all silver medals.

Alternate Costumes

In order to unlock every costume that your character has, you must finish in first place on each of the courses and course variations twice.

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Ecco the Dolphin
ECW Anarchy Rulz
ECW Hardcore Rev.
Eighteen Wheeler
Evil Dead
Extreme Sports
F355 Challenge
Fighting Force 2
Four by Four Evolution
Four Wheel Thunder
Fur Fighters
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Starlancer
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St. Fighter 3: D. Impact
Street Fighter Zero 3
Stupid Invaders
Super Runabout
Tee Off Golf
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Tokyo Extreme Racer
Tokyo Xtreme Racer 2
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Tomb Raider 5
Tony Hawk's Pro Skater 2
T. Hawk's Skateboarding
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Toy Racer
Trickstyle
UEFA Dream Soccer
UEFA Striker
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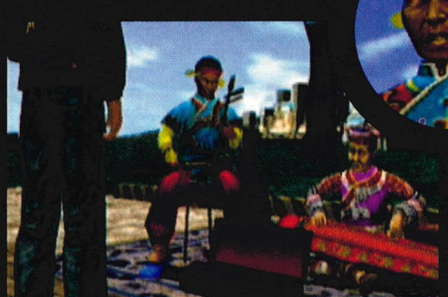
- Talk/confirm
- Cancel/place navigation mark
- Notebook/pay/map
- Money/inventory
- Hold when walking to run or jog
- Hold to go into first-person view
- Help menu
- Moves Ryo/action selection

Part one of our exclusive guide to the greatest adventure game ever!

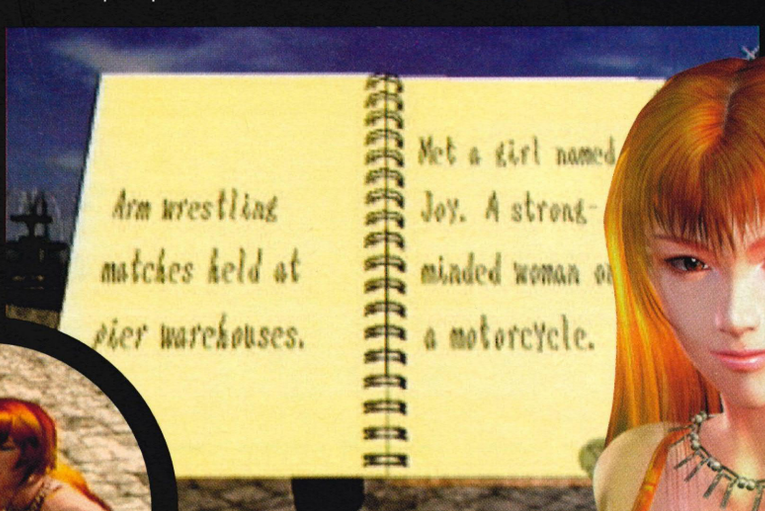
Shenmue II

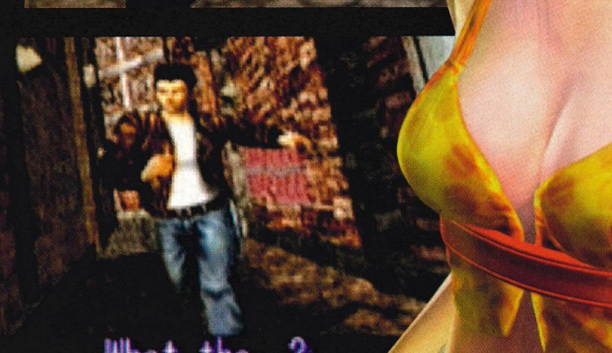
THE SEARCH FOR LISHAO TAO 1:

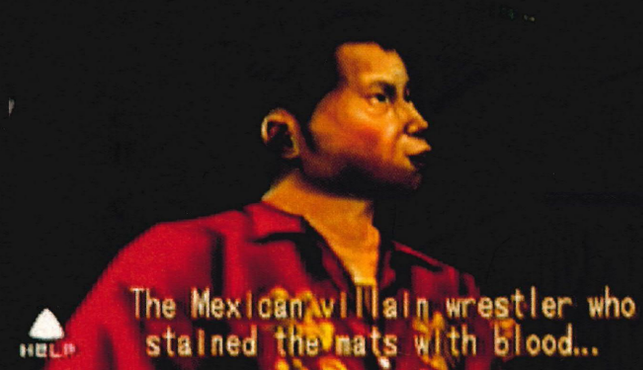


Worker's Pier, Aberdeen

After Ryo reads Chen's letter about Lishao Tao in Yan Tin Apartments, Wan Chai, walk forward until you get a cut-scene with some musicians. They play you a song that supposedly brings luck to travellers. You can choose whether to pay them HK$100 or not. If you do, the woman will point you towards Wan Chai. Continue on past the annoying photographer and tour guides. A woman with a young girl will tell where you can stay for free. Go there and buy a map from the dispenser outside (HK$10) and, if you must, buy some Gotcha-gotcha eggs. Inside you can sleep, save, or bring up the settings menu. There's a free winning can on the shelves at the back. If you look in the drawer next to this you will find a forklift Gotcha-gotcha, and you can take the flier for the Honest Pawn Shop on the table. Take this opportunity to save, then leave and continue on past the fortune teller to the next section of the Worker's Pier. As you walk along, you'll get an opportunity to armwrestle in a competition against a big Mexican wrestler. The promoter will offer you help if you can beat the armwrestler. Agree to a match and pay your HK$10 bet. In the match, bash A as fast as you can and be ready to press left in a QTE at least once. You get HK$100 for winning, and you can play again if you want when given the option. It's much tougher the second time. When you've finished, the promoter will give you directions to Wan Chai. Continue on and meet Joy, one of the new heroines. She warns you about thieves in Hong Kong. Make sure to take notice of this as you are going to be mugged soon. You can save some of your money by buying Zippo lighters from the stall owner along the left as you walk to Wan Chai, but you don't have to. Follow the signs to Wan Chai, but as you enter Queen's Street you'll have your first encounter with the Heavens gang. They've stolen your bag! Ryo will attempt to chase them, but they will have split up and he'll lose them.







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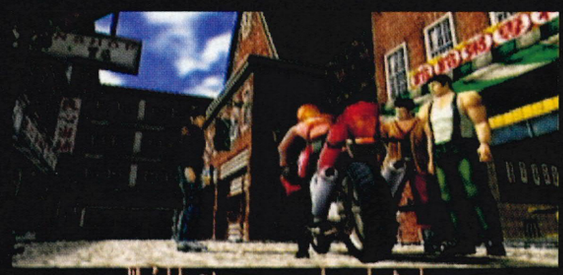


FINDING YOUR BAG:

Queen's Street, Aberdeen

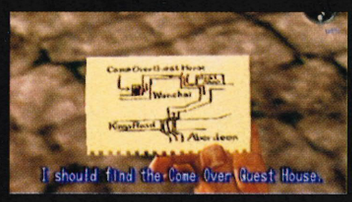
Go into Queen's Street and walk up to the restaurant with the drunken thugs drinking beers outside. They'll attempt to fight you to get some money. Before the fight starts, Joy will appear and break it up. She tells you to look near the fountain in Pigeon Park to find Wong, the boy who stole your bag.

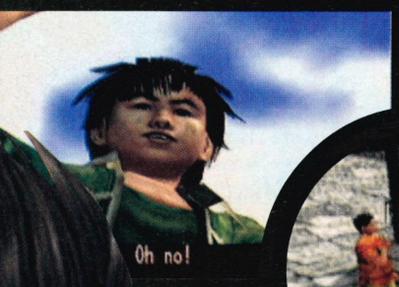
Worker's Pier, Aberdeen

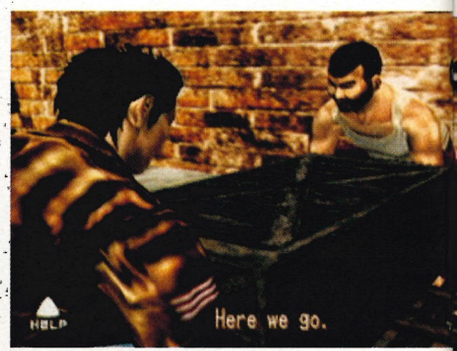
Go to the fountain you saw a few minutes ago and head towards the waterfront. You will see Wong playing near the buildings. Another QTE follows. If you succeed you'll have to fight two Heavens until Wong returns your bag. If you fail this time read on, but if you succeed skip ahead to THE SEARCH FOR LISHAO TAO 2.

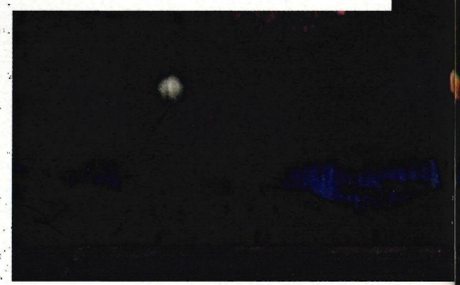
Go to the Lai Lai Eatery (you passed it during the last QTE) and ask the woman in green about Wong. She tells you that you can find him just around the corner. Go where she pointed and you'll find Wong drinking with friends, with your money. He'll run and you'll have another, shorter QTE. If you pass it you'll have a free battle again with two Heavens (skip to the next section), but if you fail read on.

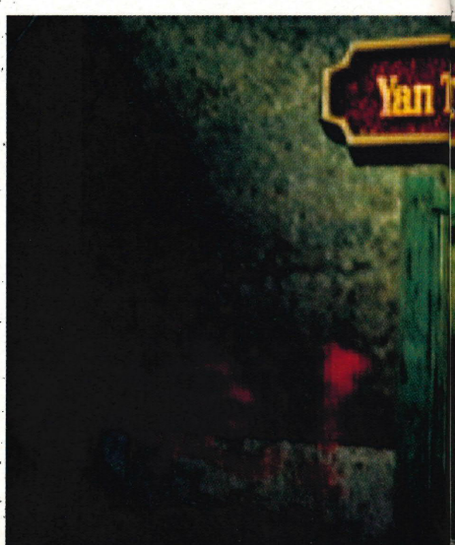
Head to the fountain and look for the alley that Wong ran down. Go into the Lai Lai Eatery and free battle the two Heavens. Win the fight and the boy will appear. If you lose go to the fountain and free battle again. When you manage to beat them, follow Wong and he'll return your bag, but your money has been gambled away. To make up for it, he tells you about a guy in a Guest House in Wan Chai who can help you. He'll draw you a map to the guest house.











THE SEARCH FOR LISHAO TAO 2:

Queen's Street, Aberdeen

>Go all the way through Queen's Street and across the Chinese-style bridge. Cross the bridge over King's Road to enter Wan Chai.

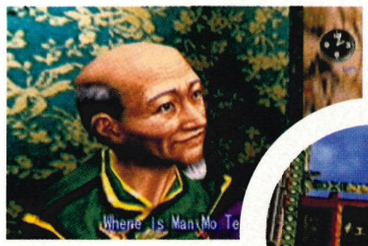
Green Market Qr, Wan Chai

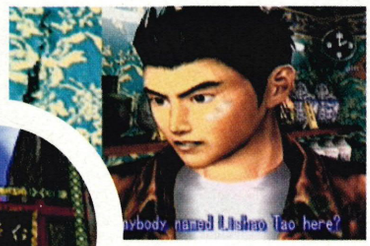
>Continue following the map until Joy finds you. Go into the Guest House and get your room key (203), then go up to your room. After putting your bag safely into the cupboard, save and go to sleep. If it's still day, leave and go back the way you came. You'll meet a man outside a shop trying to straighten a sign. Help him by telling him whether to lift it up or down and he'll tell you where to go next.

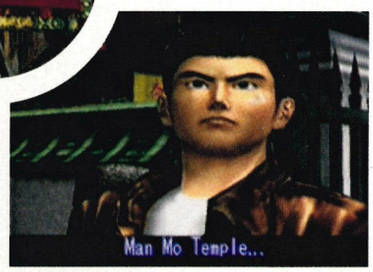
The next day your watch alarm wakes you at 7:45am and Joy pulls up outside.

Fortune's Pier, Aberdeen

>She takes you to Fortune's Pier, where you can work carrying crates until 12pm. Press left and right, when prompted, to avoid dropping the crate. You'll get HK$10 per crate. When you finish return to Wan Chai.





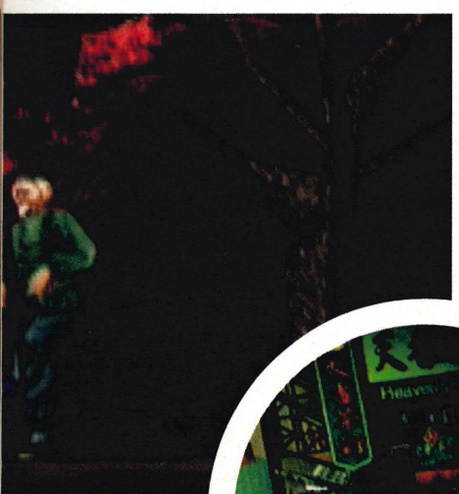


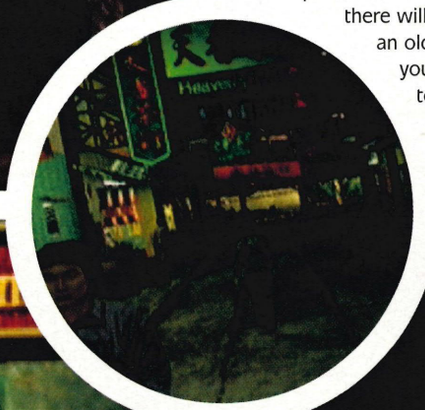
Green Market Qr Wan Chai

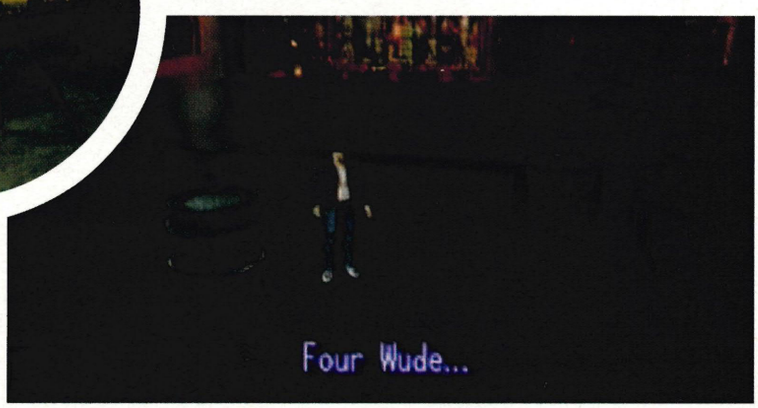
>Head in the direction of your guest house, but head right instead of left at the T-junction in Wan Chai. Continue on past the Guang Martial Arts School where some martial artists are training and go up the steps into South Carmain Qr.

South Carmain Qr, Wan Chai

>Walk straight ahead and enter Lotus Park. There's a short cut-scene with Jianmin, the sensei trainer, under the tree. Spar with him and he'll tell you where to find the Yan Tin Apartments. Continue on and when the street branches take the right fork. Ryo will pause when you reach the Yan Tin Apartments. Enter the building and there will be a cut-scene with an old woman who thinks you're a land shark trying to buy the building. Note the room number that you need - 205. Go up one floor and knock on the door of the room. The guy will tell you that Lishao Tao, who you're looking for, has moved away, but he'll only tell you where if you pay him. If you have it, give him HK$50 and he'll tell you that he's at the Man Mo-something [sic] in Wise Man's Qr. Leave the apartments and follow the signs for Man Mo China/Wise Man's Qr.





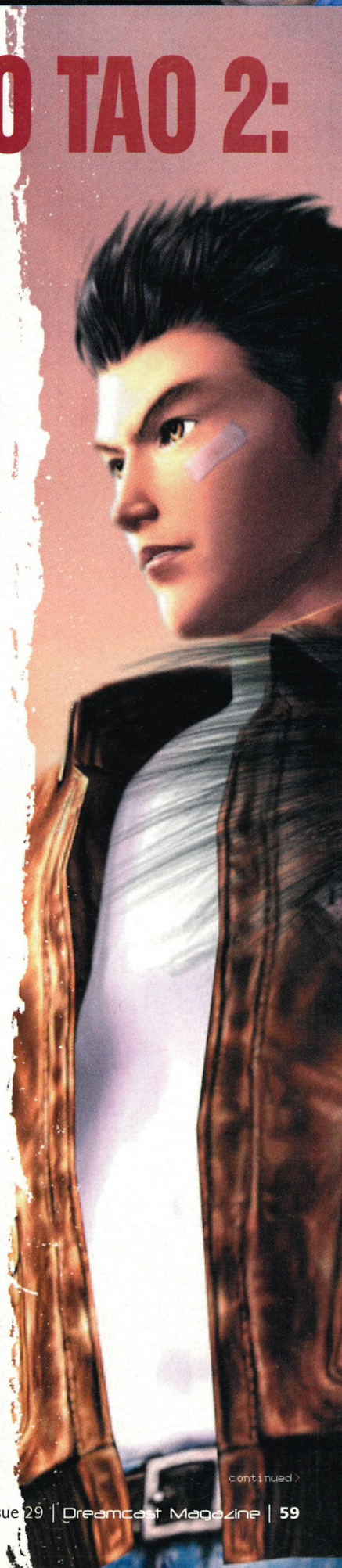


Wise Man's Qr, Wan Chai

>Go to Man Mo Antiques and talk to the owner. Look for the signs to Scarlet Hills and then walk up the huge staircase.

Scarlet Hills, Wan Chai

>Enter the Man Mo Temple on the left. Inside you'll meet Xiuying and a priest, Master Mo. Mo knows Tao, but he'll only take you to meet him if you know about the Four Wude that are essential to martial arts. Head back to Wise Man's Qr.



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Web site: www.sega.com

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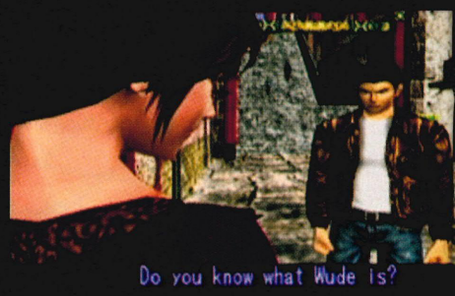
THE FOUR WUDE:

Wise Man's Qr, Wan Chai

>At the bottom of the steps you'll get another short scene with Xiuying. She'll tell you that you should ask a martial artist about Wude. Walk ahead and enter the Wise Man's Kung Fu shop. Inside talk to the owner about Wude. He'll tell you to go to Guang Martial Arts School and ask the sensei, Master Zhoushan. Return to Green Market Qr.



Green Market Qr, Wan Chai

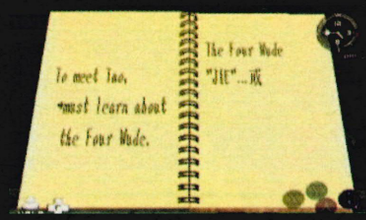
>Enter the Guang Martial Arts School you saw earlier. Talk to the sensei, Master Zhoushan, on the raised platform about Wude. He tells you that he has no right to talk about Wude because he has ruined another man's life. You must find his expelled student who works as a street performer in Golden Qr. Go there.

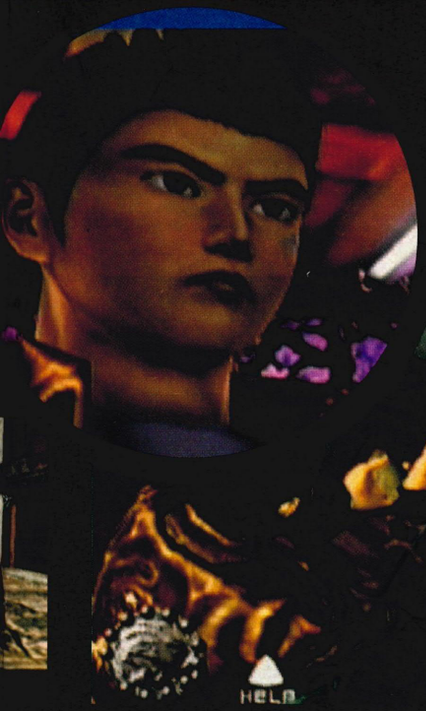
Golden Qr, Wan Chai

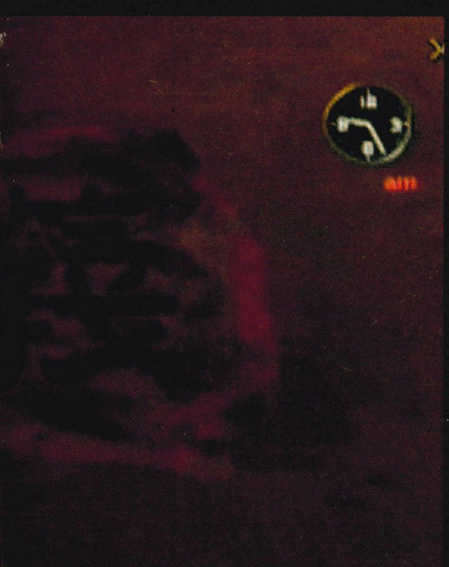
>Go to Golden Qr. and enter the mall (ask any passer-by and they'll take you to it). Go right from the entrance and walk up to the down-and-out on the floor. This will activate a cut-scene in which he'll tell everyone you're a karate expert from Japan who will break a rock for them. Press A when the bar is as full as possible and again when it fills again. Ryo should break the rock. When Ryo tells him about his sensei, he'll give you a letter to take back to Guang Martial Arts School. Take it back and there will be a cut-scene in which Zhoushan will tell you about the first Wude that his student broke by becoming a martial arts street performer: JIE – never showing your skills thoughtlessly. Talk to Zhoushan again and he'll tell you to ask Jianmin, the sensei in Lotus Park in South Carmain Qr, about the second Wude.

South Carmain Qr, Wan Chai

>Return to Lotus Park and talk to Jianmin. Spar with him and he'll teach you a new move, the Tai Chi Iron Palm (X+A). When you've done it he says that he'll tell you the next Wude if you cover the floor in leaves from the tree by using the move on it. Practice on the tree until the bar on your VMU screen is full. You MUST fill the bar to get the note that allows you to progress. Try and time it so that the power bar is as high as possible. When you finish he'll tell you the second Wude: GON – practising every day without fail.







Green Market Qr, Wan Chai

>Go back and ask Zhoushan about a martial artist again. He'll tell you about a martial artist called Zhangyu who owns a barber in three Blades Street, Lucky Charm Qr. Walk through Golden Qr and go up the stairs at the very end to find it.

Lucky Charm Qr, Wan Chai

>Walk down three Blades Street (tailors, cook, and barber – like in Shenmue) and enter Zhangyu Barber's. Zhangyu agrees to tell you about the third Wude while he trims your hair. He tells you not to move no matter what happens. He'll then put his razor to Ryo's throat. You'll have a quick QTE, but DO NOT press anything – he's just testing Ryo's cool. This is the third Wude: DAN – judge with a clear mind. After this he'll tell you about the Bloom Tailor down the street where many martial artists get their clothes made. Leave the shop and turn left to get there. The owner will tell you about Guixhang who lives in Yan Tin Apartments.

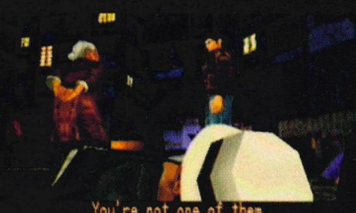
South Carmain Qr, Wan Chai

>Go to the Yan Tin Apartments and free battle the large gang of land sharks, which are annoying the old woman who you saw before outside in the construction site. After you win the old woman will reveal herself to be Guixhang. She tells you that the last Wude is do not hesitate to do the right thing. Unfortunately she forgot the name, but Master Mo at Man Mo Temple will know.

Scarlet Hills, Wan Chai

>Go to Wise Man's Qr, then to Scarlet Hills and the Man Mo Temple. The guy outside won't let you in. When the two options pop up choose to break in. Ryo will divert the man's attention – take the opportunity to enter the temple. Inside agree to clean the soot off the walls. Wipe the wall in the middle of the right-hand wall to uncover the symbol of one of the Wudes. Now, walk up to the altar and clean the wall on the left of it. When you do this it will reveal the final Wude - YI. Xiuying and Master Mo will appear and you'll find out that Xiuying is Lishao Tao! Ryo will follow her outside. You will have to fight Xiuying, but she'll dodge every one of your attacks and will eventually move in and overpower you. She'll hand you a map to her apartment, where you'll be staying now.

Follow the map and meet her outside her apartment block, Da Yuan Apartments. The easiest route is straight down the steps from the temple, straight ahead to Wise Man's Kung Fu, right, and then right again at the second junction. Approach Xiuying or if you're there before her wait until she gets there. Follow her upstairs and you'll reach her apartment.



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THE SEARCH FOR

Wise Man's Qr, Wan Chai

>You'll be woken in Xiuying's room by Fangmei Xun, Xiuying's assistant. You'll have to do service at the temple so you'll be taken to the yard of the Man Mo Temple.

Scarlet Hill's, Wan Chai

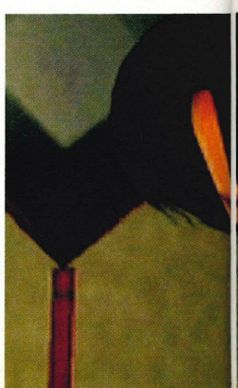
>Here you have a job to do until 12pm. You must carry piles of books from the library to the tables outside, so that they can be aired out. Press A to pick up a pile, then hold R to carry them outside (steering is automatic). The further down you hold it the faster Ryo will walk, but you will have to be ready for some QTEs on the directional buttons – the faster you walk the faster the QTEs come. You'll do this every day for a while, so get used to it. When you finish Master Mo will give you a move scroll (this happens every day). Go back to Wise Man's Qr.

Wise Man's Qr, Wan Chaii

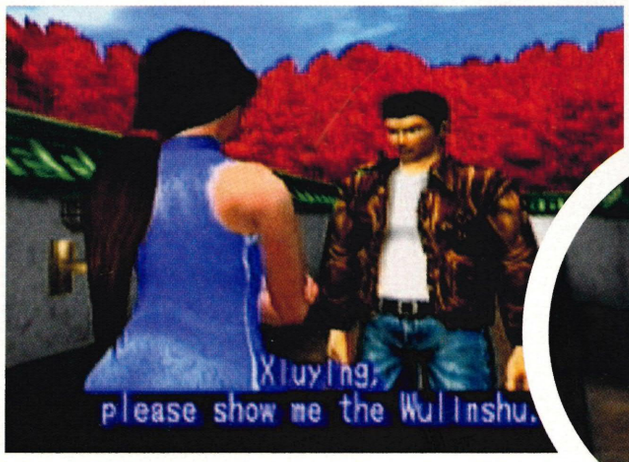
>You can't leave Wise Man's Qr. so ask the owner of the antique shop (at the bottom of the steps leading to Scarlet Hills) if she knows anything about Yuanda Zhu. She knows that he founded the 5 Star Corp and wrote a martial arts book called the Walinshu. She says maybe the Wise Man's Kung Fu Shop has a copy. Go there. Ask the shopkeeper about the Walinshu and he'll tell you that the only copy is kept in the Man Mo Temple Library.

Scarlet Hills, Wan Chai

>The library will be locked, so choose the left option to pass the time until the next day. Then you can air out the books until you finish. At 12pm you can stop, so go into the library and into the back left corner. Press A to inspect the cabinet and Ryo will see a book that he needs – the Wulinshu. Unfortunately, the cabinet is locked. Go outside and head for the front of the temple. As you go round the corner, Xiuying will stop you. Ryo asks for the book, but she wants you to



YUANDA ZHU:

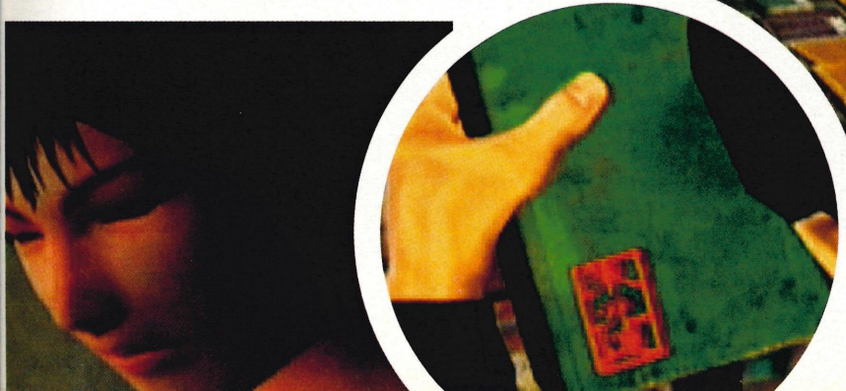


clear the revenge from your mind before she thinks you're worthy of the key. To do this you must catch the leaves like she does.

When you're in first-person mode, use the analogue stick to focus on a leaf and keep it as central as possible in your view, and when you see motion blur on the leaf and hear a chime as you follow it down, press A. You should catch it, but if you don't just try again. Afterwards, Xiuying wants you to do it three times in a row to prove that it wasn't a fluke and that your mind is truly clear. Follow the same tactic as above, but just do it three times. If you miss one you'll have to start again. When you finally manage to do it three times she'll stop torturing you and hand over the key. Go and unlock the cabinet and get the book. When you see that the master of Tiger Swallow Style Kung Fu is Sunming Zhao, Ryo will have a flashback about Lan Di (his first appearance in *Shenmue II*) because Sunming Zhao is the man that Iwao Hazuki killed. You'll get a scrap of paper, which falls out.

Wise Man's Qr, Wan Chai

Head back to Xiuying's apartment and a cut-scene will occur as you go up the stairs of the apartment block. After looking at the picture she drops that says 'Xiuying and Ziming' on the back, you can go to bed. The next morning Fangmei will wake you again. Ryo will ask her who Ziming is and she'll tell you that Xiuying was raised in an orphanage, which her brother Ziming left when she was young.



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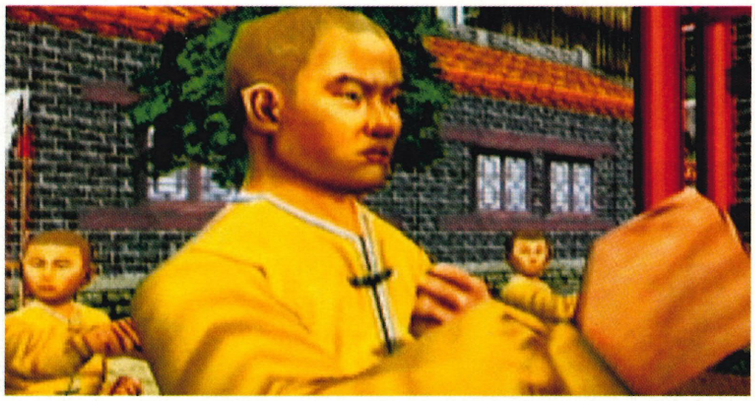
players' guide

Shenmue 2

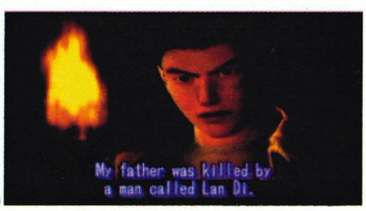


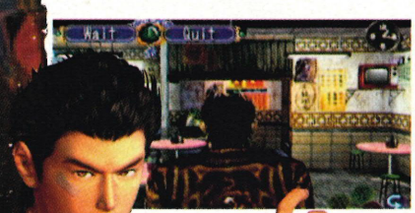
Scarlet Hills, Wan Chai

>You'll have to carry the books from the library. It's the same as before, except halfway through it Fangmei will offer you some tea. Ryo will say that she reminds him of the cat near his house in Shenmue and she'll storm off.

Wise Man's Qr, Wan Chai

>Take the paper to Collect Antiques and the owner will explain it to you. He'll tell you about Guixhang, who knows what it exactly means.





South Carmain Qr, Wan Chai

>Go and see Guixhang in Yan Tin Apartments by entering and knocking on room 101 and she'll tell you how to interpret it. When prompted, arrange the four cups in the pattern shown on the paper.

To do it you must move the leftmost cup up once and the third from left cup down once. Press A when you're finished. Remember this pattern as you'll need it soon.

Green Market Qr, Wan Chai

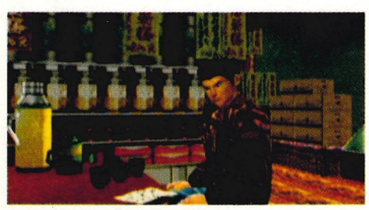
>Go to the Guang Martial Arts School. There will be a short cut-scene. After it, enter the courtyard. Zhoushan will teach you a new throw. Press B, followed by any direction on the D-pad to perform it. On the fourth practice, throw the man towards Zhoushan and you'll have mastered it. Walk through Green Market Qr. towards Aberdeen until you reach a cafe with a woman in a blue kimono outside. Go inside and you'll have to arrange some cups like you did earlier. Do so and you'll be given a note the tells you to go to the Come Over Guest House. When you get there choose to wait. At 7pm you will get a phone call that tells you to go to Man Mo Park.

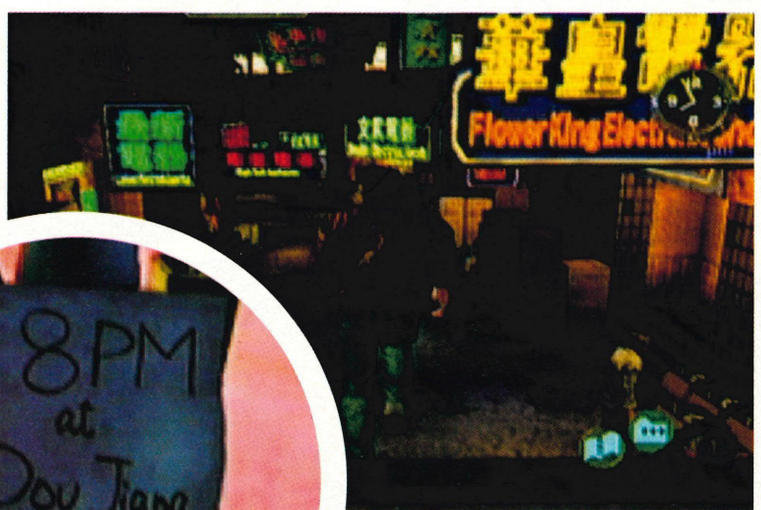
Wise Man's Qr, Wan Chai

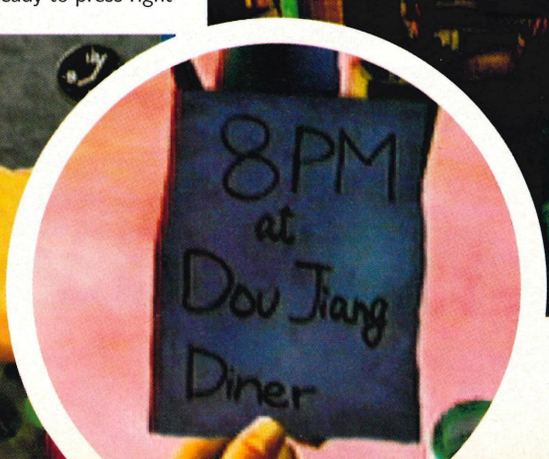
>Find the park and you'll be confronted by a mysterious thug under the tree. Be ready to press right in a QTE. You'll now have to free battle a couple of thugs. At the start of the fight you're surrounded, but if you separate them up and attack them one at a time it's an easy fight. They tell you that Zhu makes contact at the Dou Jiang Diner in Lucky Charm Qr.

Lucky Charm Qr, Wan Chai

>Find the diner and arrange the cups inside. You'll be given another note from the unidentified messenger. Do as the note says by re-entering the diner and choosing to wait until 8pm. As soon as the meeting begins it'll be gatecrashed by a gang of thugs. Free battle them, but Zhu's associate has been taken. There's now a HUGE QTE. This will be your first encounter of the new-style freeze-QTEs. In the first one, when the guy appears with a melon, the action will freeze and you'll be shown a button combination in order to avoid harm. The combination is down, down, X. There will be another freeze-QTE at the end in order to avoid a beating with a lead pipe from a woman named Yuan. The combination is down, right, A. Afterwards Zhu's associate, Zhang, will tell you about Ren, leader of the Heavens gang in Aberdeen.







REN OF HEAVENS:

Scarlet Hills, Wan Chai

>The next day, leave Scarlet Hills. You can't go through Wise Man's Qr because of construction work so take a detour through Lucky Charm Qr. There'll be a cut-scene with Joy as you make your way to Aberdeen.

Worker's Pier, Aberdeen

>Look for the two boat captains on the left as you enter from Queen's Street. Talk to the one on the left. He says that Ren and the Heavens are found in Beverly Hills Wharf. Go to the entrance to Beverly Hills Wharf (you should have seen it at the start of the game, if you didn't go down the alley next to the captains). The guard won't let you in, so it looks like you're going to have to find another way in. Go to Fortune's Pier.

Fortune's Pier, Aberdeen

>Go into Fortune's Pier, go forward, and on the right there's a red metal staircase. Go all the way to the top and enter Blue Sky beer garden. Talk to the man playing darts at the end of the corridor. Agree to play him. Whether you win or not he'll tell you about the Heavens who meet in warehouse eight at 7pm. Go there and choose to wait until 7pm. Free battle the Heavens and if you beat them (not difficult) they'll take you into Beverly Hills Wharf.

Beverly Hills Wharf, Aberdeen

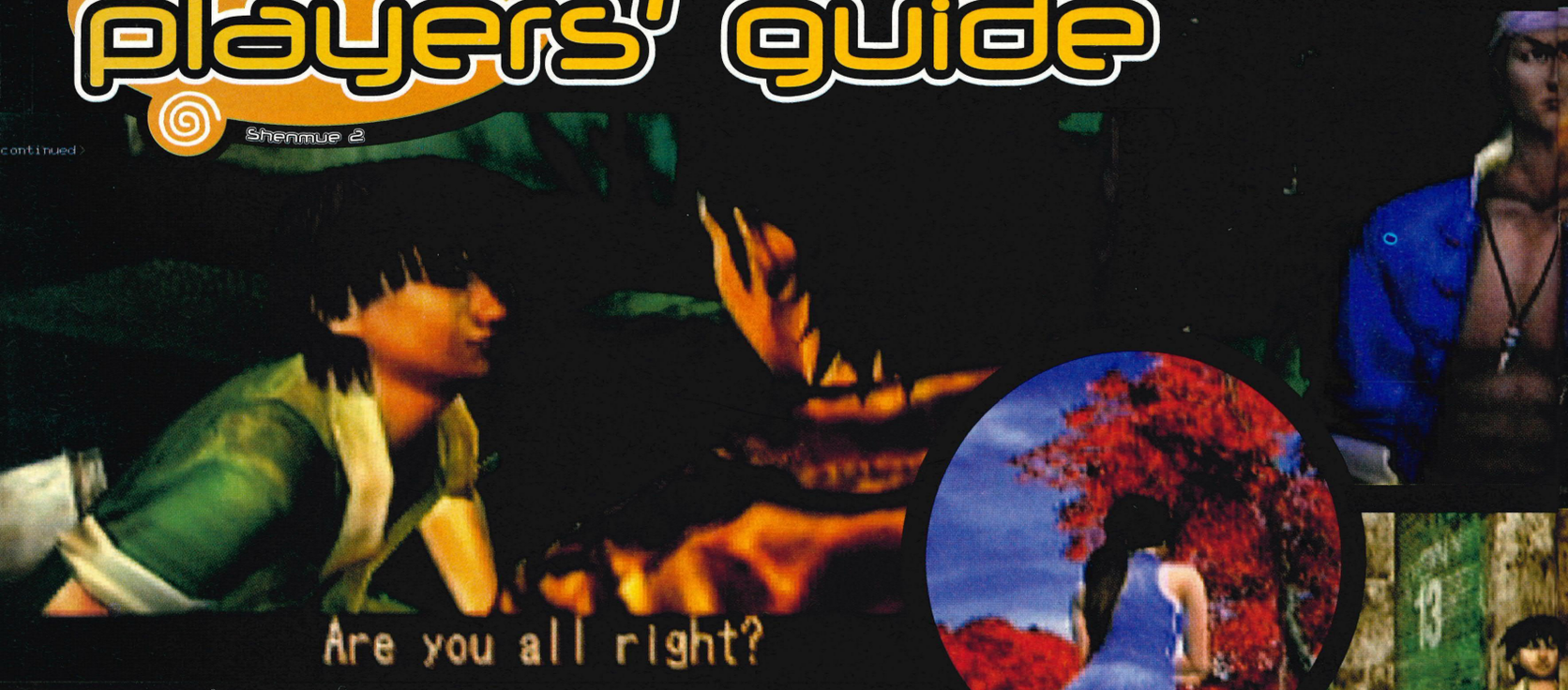
>Inside they'll spring a trap and you'll have to free battle a whole load of Heavens. Eventually you'll be overwhelmed and beaten up. You'll wake up in Wong's boat. The next day he'll give you a Heavens lighter, which acts like a pass to get into Beverly Hills Wharf. Leave the boats and when you reach land turn right, then left up the concrete steps. You'll have your first first-person free battle against one of the Heavens. This is how you'll

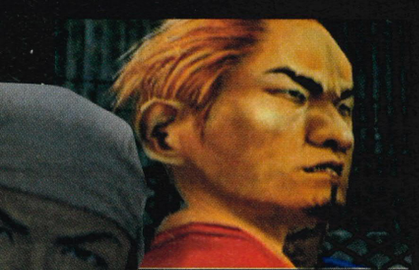
continued>

players' guide

Shenmue 2

continued





fight all the Heavens, so get used to it. Ryo's three-kick combo is very effective against all of them (A, A, A). Walk up to the group of Heavens ahead and talk to the one in red who was on the gate before. Free battle them and he'll tell you about Cool Z, who knows where to find Ren. Continue on and take the first right, then go right again. Fight the Heavens and you'll get a map of Beverly Hills Wharf for winning. Turn back around and walk down the alley on the right. Fight the two Heavens, then go into the scrap heap where Cool Z is found.

Cool Z says he'll take you to Ren for HK$500. Take this opportunity to place a navigation mark (B) in this area, because Beverly Hills Wharf is like a maze until you get used to the layout and you'll probably have trouble finding this place again without it. You'll have to raise the money, but there are a lot of ways to do it. You can fight the wildman in the ring in Beverly Hills for cash that increases with each level. To beat him you have to cause him pain (basically knock him out) in five hits. We got the money by working at Fortune's Pier, but you could always work the Pachinko boards or gamble. When you've got the cash go and see Cool Z again. He'll take you to Ren's warehouse.

Inside Ren will take your money and pull a knife on you. You'll have to press left, right, A in a freeze-QTE. Impressed, Ren will give you a map of Fortune's Pier that lets you know where to meet him.

Fortune's Pier, Aberdeen

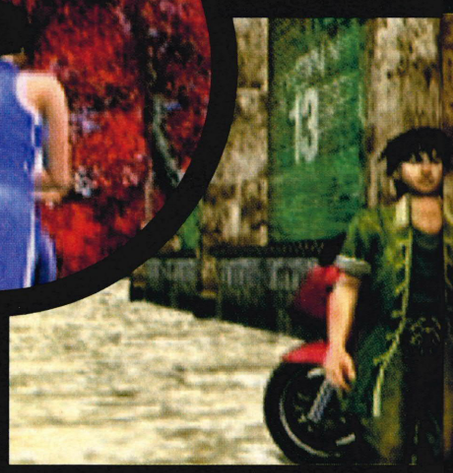
>At the pier follow Ren's map to meet him outside a warehouse. Ren will take you into F warehouse. He'll spring a stealthy attack, but Ryo will accidentally blow your cover and you'll be found. Free battle two thugs. Whether you win or not, go outside where Wong and Joy tell you where to find Ren (he ran off while you were fighting!).

Worker's Pier, Aberdeen

>Go to the fountain in Pigeon Park for a cut-scene. All the Heavens will run in different directions. You can follow any one, but the easiest thing to do it to go to Lucky Plaza in Queen's Street where Ren is hiding. It's an alleyway on the left of the street.

Queen's Street, Aberdeen

>When Ren sees you he'll run into the construction site. Ryo will follow him and you'll have another QTE on your hands. The proper combination is down, A, left, then you'll have to be ready on the left and right buttons as Ryo is off balance, walking across a thin plank. When you reach the roof you'll have to press up, A, up in a freeze-QTE. Ryo and Ren will fall off the roof and land on a conveniently placed truck. Ren will notice the Phoenix Mirror, which has fallen out of Ryo's pocket and agrees to help him find Zhu, who is hiding in Kowloon.



Scarlet Hills, Wan Chai

>Go to the Man Mo Temple and head around the back. Xiuying will have a flashback about her brother Ziming and then teach you a new move (back+X+A). Perform it on Master Mo to learn it. Fangmei will give you a photograph of everyone from the temple, and you'll be on your way to Kowloon!

want you to keep your prom
Where's Yuanda Zhu?
ny photos of Tao.

Jet Set R

If you think you're the rudest skater in town then you've got another thing coming! The Jet Set team are here to show you how it's done – respect!

essential information
Jet Set Radio

Publisher	SEGA
Developer	Smilebit
Origin	Japan
Price	£39.99
Genre	Skate Action
Release	Out Now

one player | vibration pack

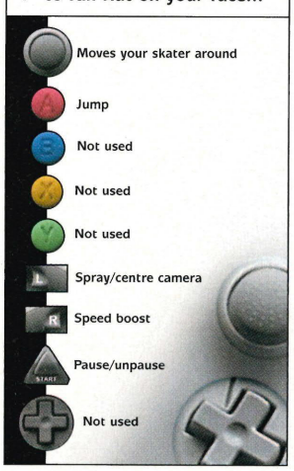
arcade stick | modem

visual memory
VM information

Save position	Y
Logo during play	Y
Mini-game	N

CONTROLS

Helpful if you don't intend to fall flat on your face...



Tricks Of The Trade

There are tons of tricks to learn in *Jet Set Radio*, and you're going to be stumped without them, so stick your cap on backwards and get ready to catch some serious air!

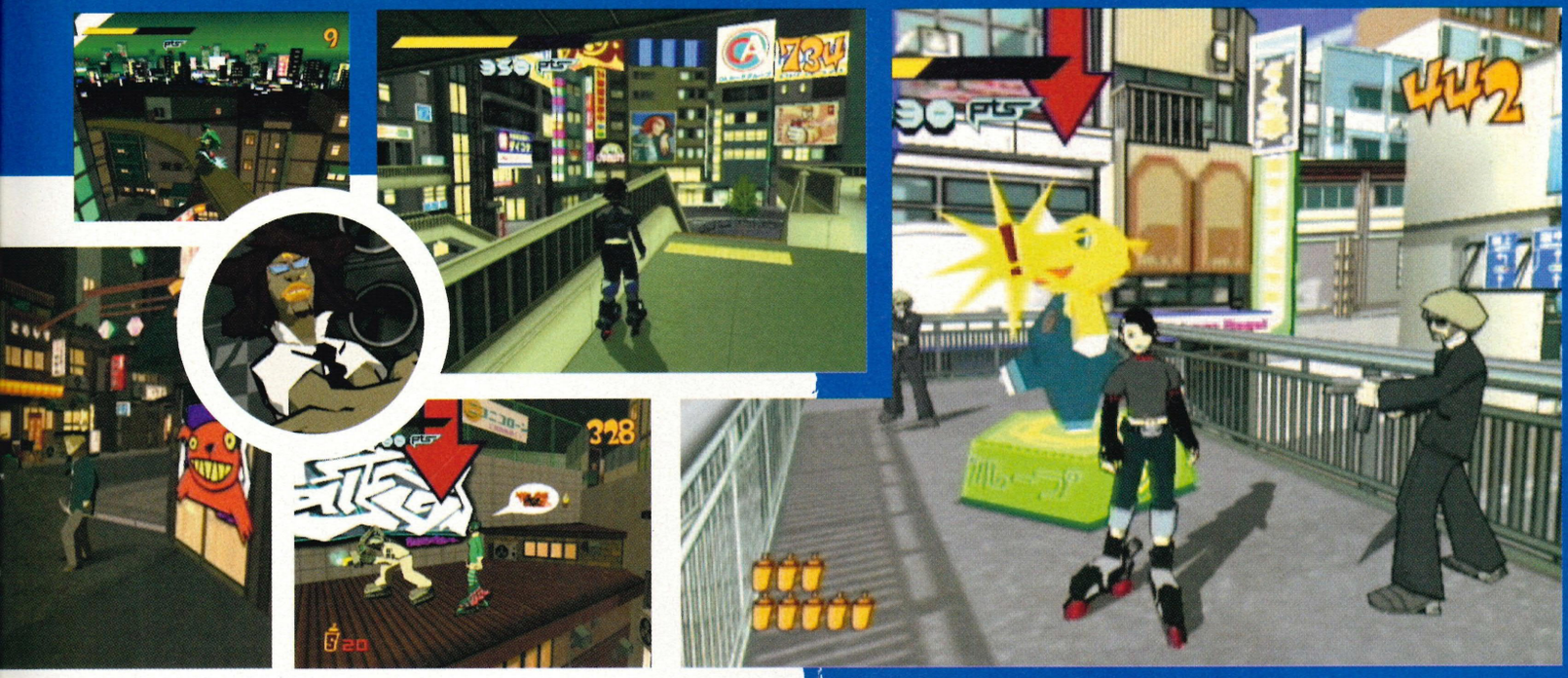
Rail-Grind
Jump onto any rail/barrier/fence/pipe, and you'll perform a rail-grind. This move can be used to maintain speed and to cross gaps.

Wall-Grind
Certain walls can be used to grind against. Once you have started grinding, you can propel yourself off from them by pressing the jump button. This move is vital in getting up to those out-of-reach tokens.

Emergency Stop
If you are travelling at speed and need to stop quickly, just press the joystick in the opposite direction to perform a dust cloud-inducing emergency stop!

Air Tricks
Tricks will be performed automatically as part of a jump, but only if you are travelling fast enough. A trick will propel your skater a little bit higher than usual, as well as increasing their speed.

Tagging On-The-Fly
If there are a number of spray points in a row, they can often be done all in one go. If they are on a wall or next to a barrier, simply grind past them all and spray as you go!



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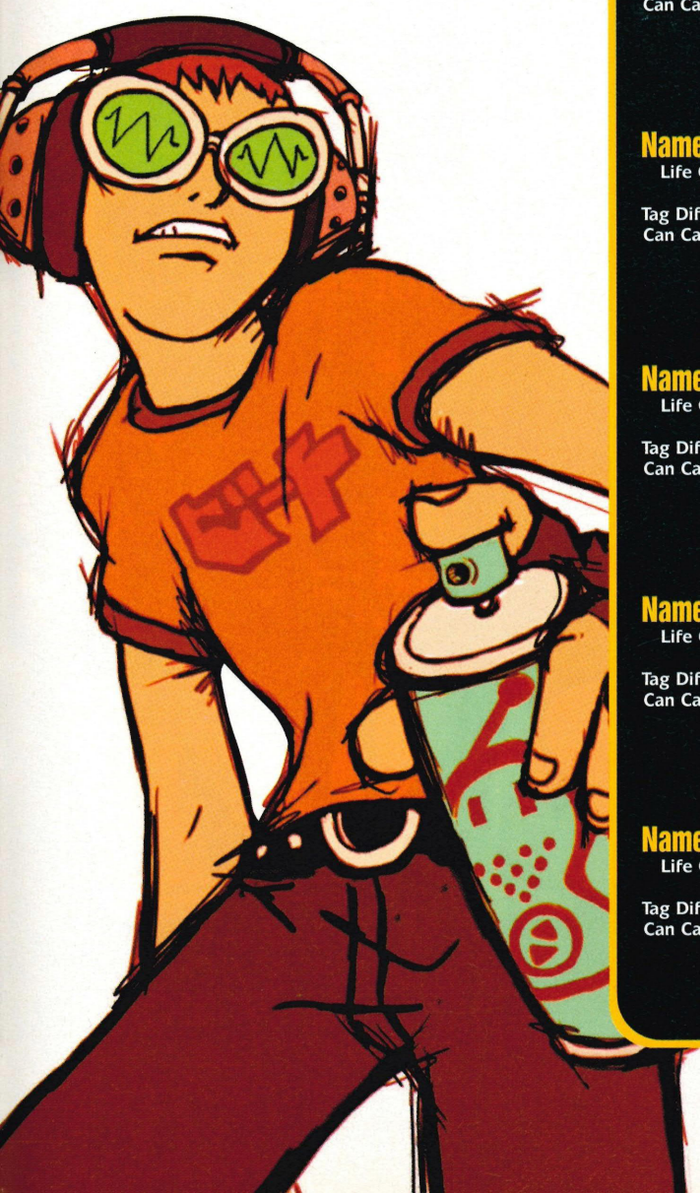

Meet The Gang

> There are a total of ten playable characters. They aren't all selectable from the start, though – you'll have to prove to them that the Jet Set groove is the way to go. Each character has different strengths and weaknesses – we've listed them all for you, so all you have to do is choose your favourite!

Name: Beat

Life Gauge:	4/5
Skill:	4/5
Tag Difficulty:	4/5
Can Capacity:	20

Name: Cube

Life Gauge:	3/5
Skill:	3/5
Tag Difficulty:	4/5
Can Capacity:	25

Name: Gum

Life Gauge:	2/5
Skill:	3/5
Tag Difficulty:	5/5
Can Capacity:	15

Name: Bis

Life Gauge:	2/5
Skill:	4/5
Tag Difficulty:	3/5
Can Capacity:	20

Name: Corn

Life Gauge:	3/5
Skill:	4/5
Tag Difficulty:	2/5
Can Capacity:	30

Name: Yo-Yo

Life Gauge:	2/5
Skill:	4/5
Tag Difficulty:	5/5
Can Capacity:	15

Name: Combo

Life Gauge:	5/5
Skill:	2/5
Tag Difficulty:	3/5
Can Capacity:	25

Name: Sugar

Life Gauge:	4/5
Skill:	2/5
Tag Difficulty:	5/5
Can Capacity:	15

Name: Grime

Life Gauge:	4/5
Skill:	3/5
Tag Difficulty:	2/5
Can Capacity:	30

Name: Soda

Life Gauge:	4/5
Skill:	2/5
Tag Difficulty:	3/5
Can Capacity:	40

continued >

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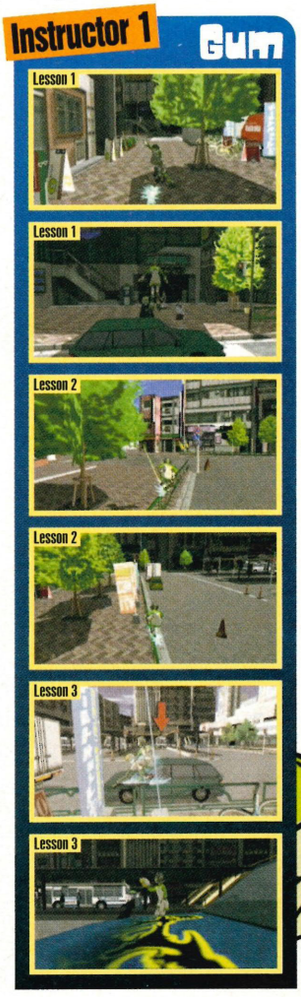
LEVEL 1 Bus Station

Instructor 1: Gum

Lesson 1: Skate across the road then turn left and go along the pavement. Cross the road and jump onto the car.

Lesson 2: Skate forwards and jump onto the barrier. Grind along it and drop off the other end. Cross the road and grind along the next barrier that runs perpendicular to the previous barrier.

Lesson 3: Skate forwards and pick up the paint cans. Grind along the barrier that runs past the cars and spray both of them.

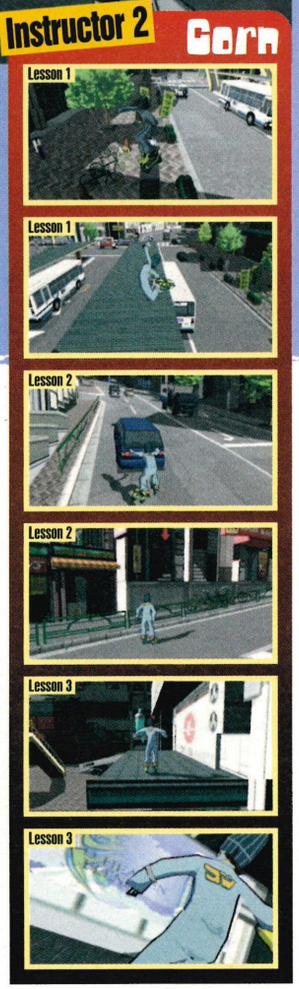


Instructor 2: Corn

Lesson 1: Jump over the gaps until you get to the red arrow. Imitate the directional commands at the bottom of the screen on your joystick.

Lesson 2: Grind along the first barrier and jump up to the right-hand barrier on the stairs. Grind along and down, and jump onto the roof of the bus shelter.

Lesson 3: Stand at the end of the road until the blue car comes along. Press the L trigger as it passes to grab onto it. Use the car to get to the top of the hill where the paint cans are. Collect them and skate back down the hill. At the first main junction, go right, grind along the barrier on the far side and spray the area shown by the red arrow.



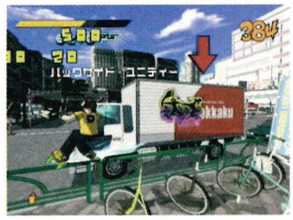
Get Spraying!

Safe Areas: Walkways, On The Bus Shelters, Shop Roofs.

Now that you've completed the lessons, you're ready to paint the town in the official Jet Set colours!

The first thing to do is to get the rival gang out of the way. Barge the Love Shockers away from the three buses and spray the sides. At this point, the police will turn up. There are four vehicles left to spray. The first two can be done 'on the grind' as they are next to a barrier. The second two are taxis – just skate past them and spray them.

In the corner of the main area there is a car parked next to a truck. Jump up to the roof of the shops using the car and the truck. There are some rival markings up here that need covering up. Cover them in the team logo to complete the level.



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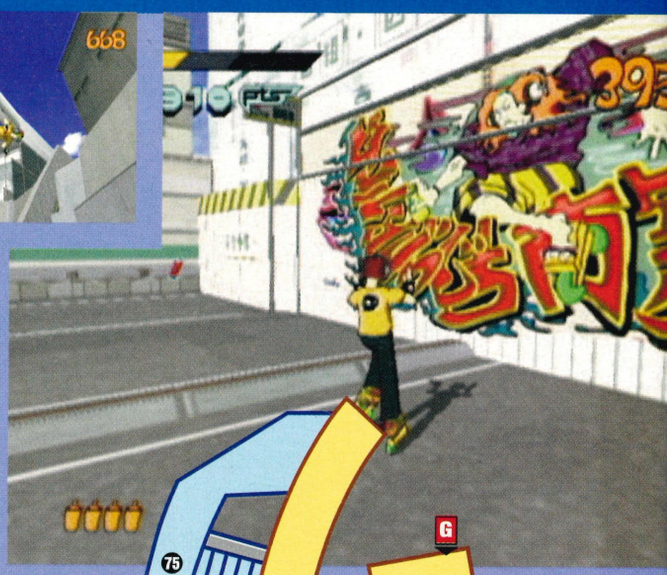
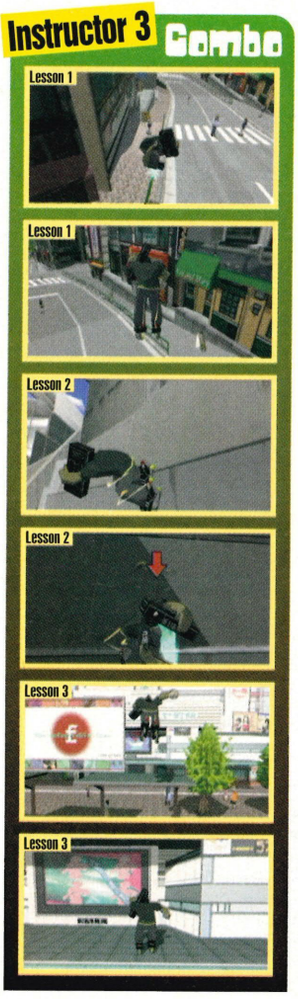


LEVEL 2 Streets Of Shibuya

Instructor 3: Combo

Lesson 1: Jump onto the left-hand barrier and grind along it. Jump from the left-hand barrier to the right-hand barrier on the far side. Grind along it, and drop off the end.



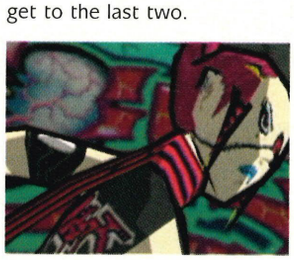
Lesson 2: Collect the paint cans and jump up so that you pass the red arrows. There are three arrows in this halfpipe and you need to spray them all.

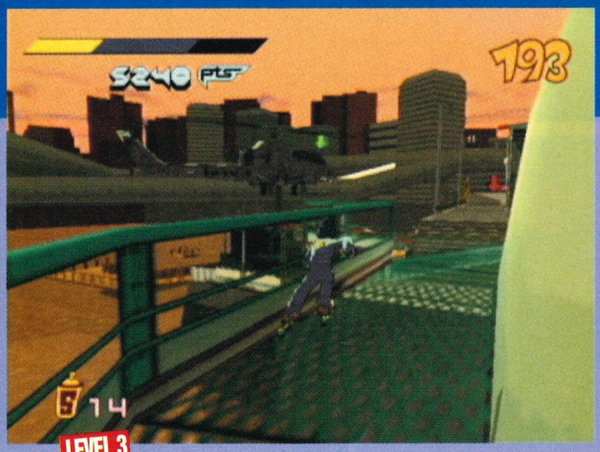
Lesson 3: Get some speed up by pressing the R trigger, then jump across to the next bus shelter. Use R again to get to the next one. You should have enough momentum by now to be able to jump to the ledge without stopping.

Get Spraying!

Safe Areas: Unused Water Pipes, Unfinished Road.

The level starts in the unused water pipes. Turn around and collect the paint cans. Keep going in the same direction and jump up to spray the wall. Go back past the point where you started and find the other green arrows. You won't have enough paint to do them all. There are some steps next to the last arrow. Go up them and through the gate. Climb up the stairway to the bridge and collect the cans and the canister. Be quick as the chief is about! Go back down into the pipes and spray the remaining area. Head for the stairway in the area where you started and climb up it. Skate to the far side and cover the wall in paint. There is a playground full of cans next to you, so you know where to go if you run out! At the far end of this area is a crane. Grind along it to cross the gap and cover the graffiti on the other side. Now it's time for the playground. At this point, the police would have been called in. This means that both the chief and police with tear gas are about! There are two barriers, one at each end of the playground. Each barrier has two spray areas, which can be done 'on the grind'. There is also an advertising board which you'll have to wall-ride and a small area on the floor. Collect as much paint as you can and head left, down the street. There are four areas that need spraying down here – one on each side of the road and two just past the road block (turn left at the junction). You'll have to jump over the police cars to get to the last two.





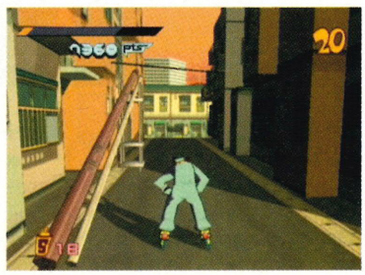
LEVEL 3 Harbour

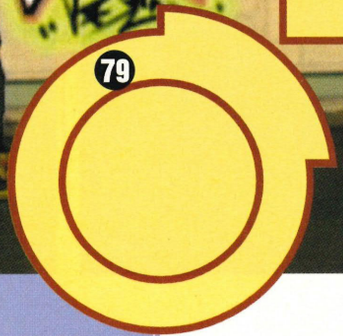
Get Spraying!

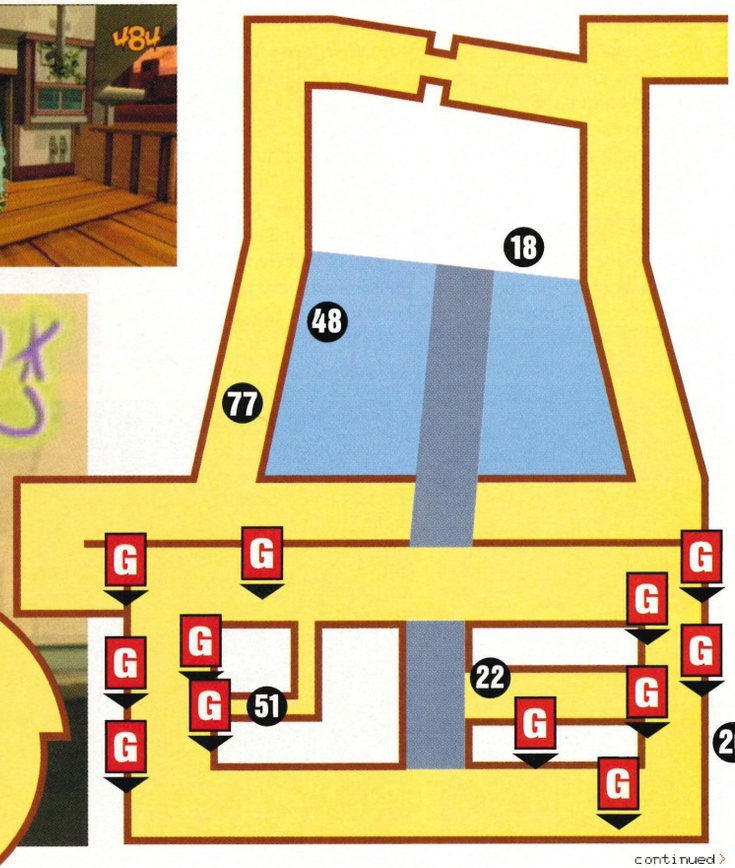
Safe Areas: Anywhere other than the upper level.

The Poison Jam gang are taking over Harbour Town! There are loads of hidden passages and short cuts in this level, but the main task of the level is very simple. Go up the stairs on the left. You can choose between two different ways. The first is to carry on and follow the orange walkway through the large warehouse. The second is to turn around and use a wall-grind into a jump to cross the gap. Both routes will take you to the same place.

There are three different routes now. The first is to go up the double stairway, the second is to jump onto the roof via the car and the third is to skate through the shops and jump across the gap. All three routes will take you up to the highest section. This is where the spray areas are. Find the large wall first – this takes the longest to do, so get it out of the way. The rest are very easy to find – they're on the walls in this section. After a while, the chief will arrive with a group of police dogs. They shouldn't cause much trouble as long as you keep moving. Towards the end, a police helicopter complete with missiles will attack you! By this point you should almost be finished, but if the chopper gives you hassle, just jump up at the windshield and give it a good spraying. Now just get the job done and get out of there!







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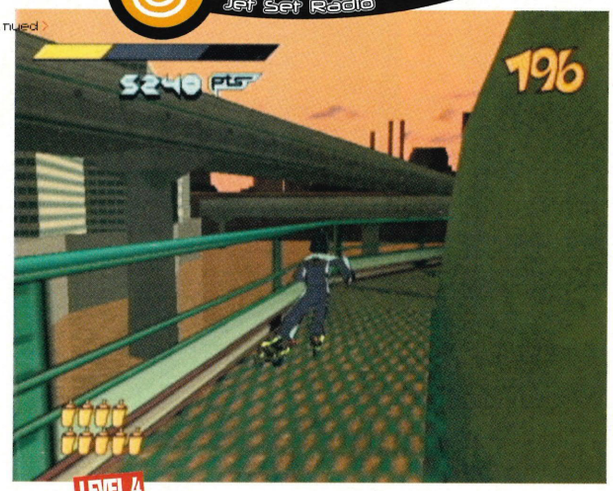
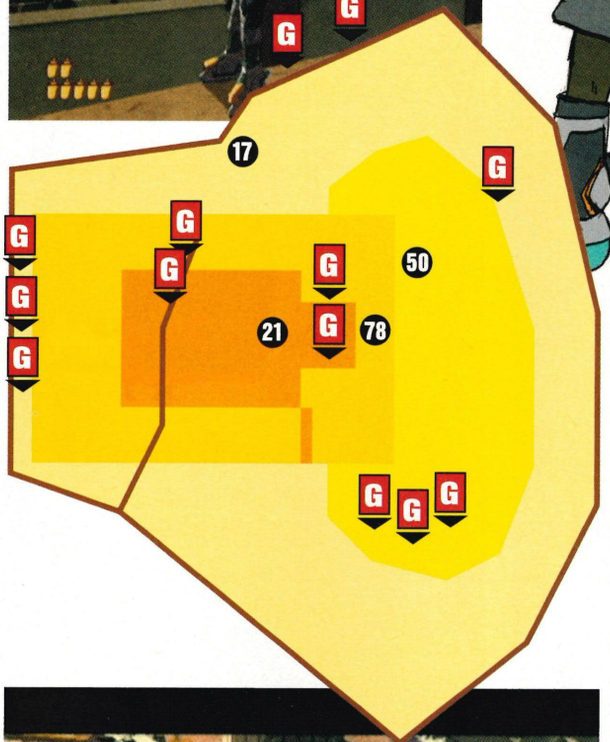
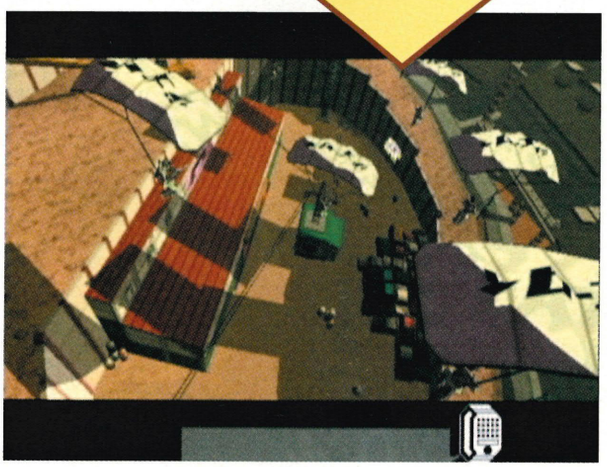


LEVEL 4 The Junkyard



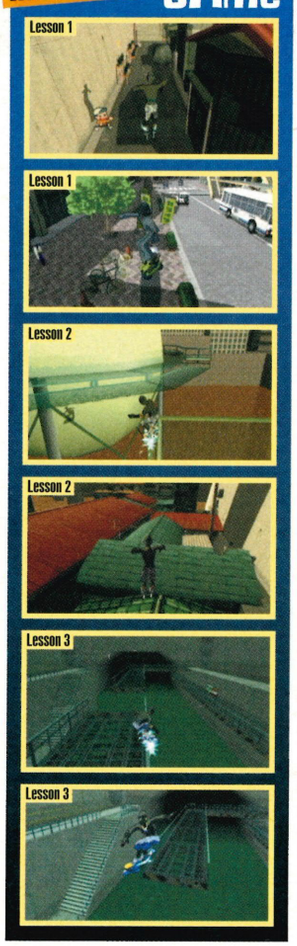


Instructor 4: Grime

Lesson 1: Simply do a wall-grind to cross the gap.
Lesson 2: Jump onto the fence, grind along it and jump onto the rooftops at the end.
Lesson 3: Do a running jump onto the right-hand barrier – immediately jump over the gap to the left-hand barrier. Quickly leap to the far left-hand barrier and do a wall-grind on the wall ahead of you.

Get Spraying!

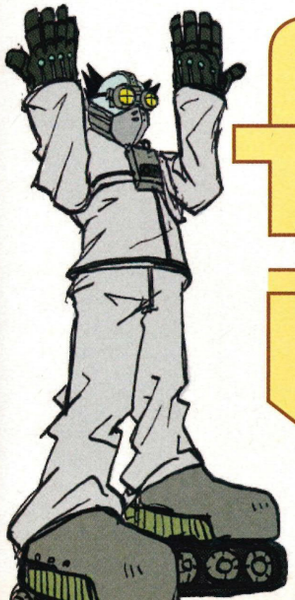
Safe Areas: The Warehouse Jump down onto the roof of the warehouse. Barge the guys out of the way and spray over their logos. Drop to the floor and spray the two in the lower area. There are also three in a row on the back wall – they're quite high up and you'll need to do a jumping wall-grind to get them all. The remaining spray points are on the upper levels – a SWAT team has just parachuted in, so you'll have to be careful! Go into the warehouse and stock up on paint and health. Now, go back up to the upper levels and find all the spray points. Before you finish, three choppers will fly in. Their missiles are very powerful, so keep moving. For extra credit, you can spray their cockpits and take them out!

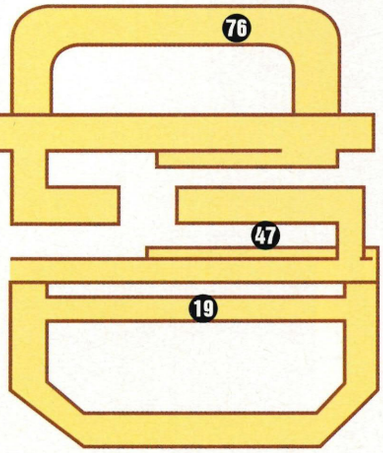


LEVEL 5 The Poison Jam Gang

Your task on this level is to defeat the group of rivals who are skating around like a bunch of lunatics! You can do this by spraying them – each time you do so, they will lose some energy until, eventually, they'll stand in a corner stamping their feet.

The best tactic is to let one of them past you and then give chase. Don't bother confronting them head-on, as they'll flatten you. Catch up with them by performing rail-grinds and wall-grinds. When you are close enough, the paint symbol will come up. Keep tapping the L trigger to hurt them.





LEVEL 6 Benten Ghetto

Instructor 5: Bliss

Lesson 1: Simply perform a few jumps as you would have done in the halfpipe in Level 2.

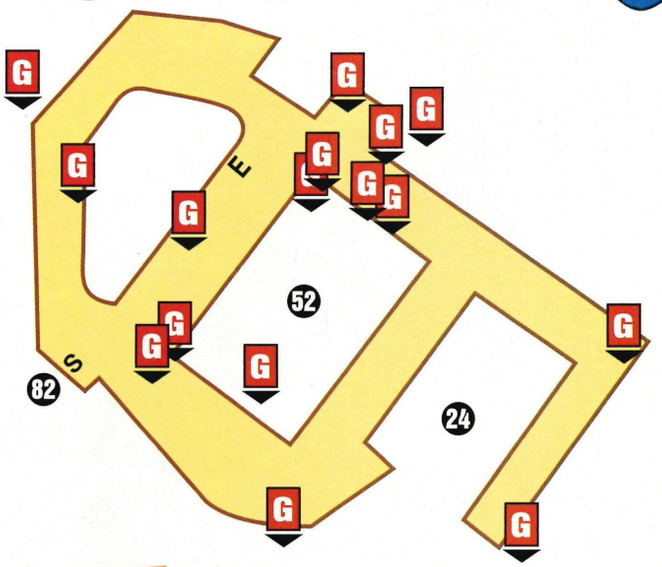
Lesson 2: Perform a running jump onto the crane. Grind halfway down it and jump to the telephone wire on your right. Quickly jump again to the next telephone wire and land on solid ground.

Lesson 3: Drop down to the telephone wire, grind along it, jump to the next one, then jump to the roof below.

Get Spraying!

Safe Areas: Anywhere other than street level.

This level is really simple! Drop down to the street below. Make your way to the tower entrance (shown on the map as 'E') and climb up the stairs. Spray the big logo at the top, and grind along the helter-skelter-style bar, collecting the paint cans as you go. Drop down to the street again and find all of the spray points. Towards the end, the police will turn up, so quickly find the spray points and use one of the diagonal bars to get up to the roofs. Use the map to find the remaining spray points. The chief will turn up with reinforcements, but he can't touch you while you're on the roofs, so don't worry about it.



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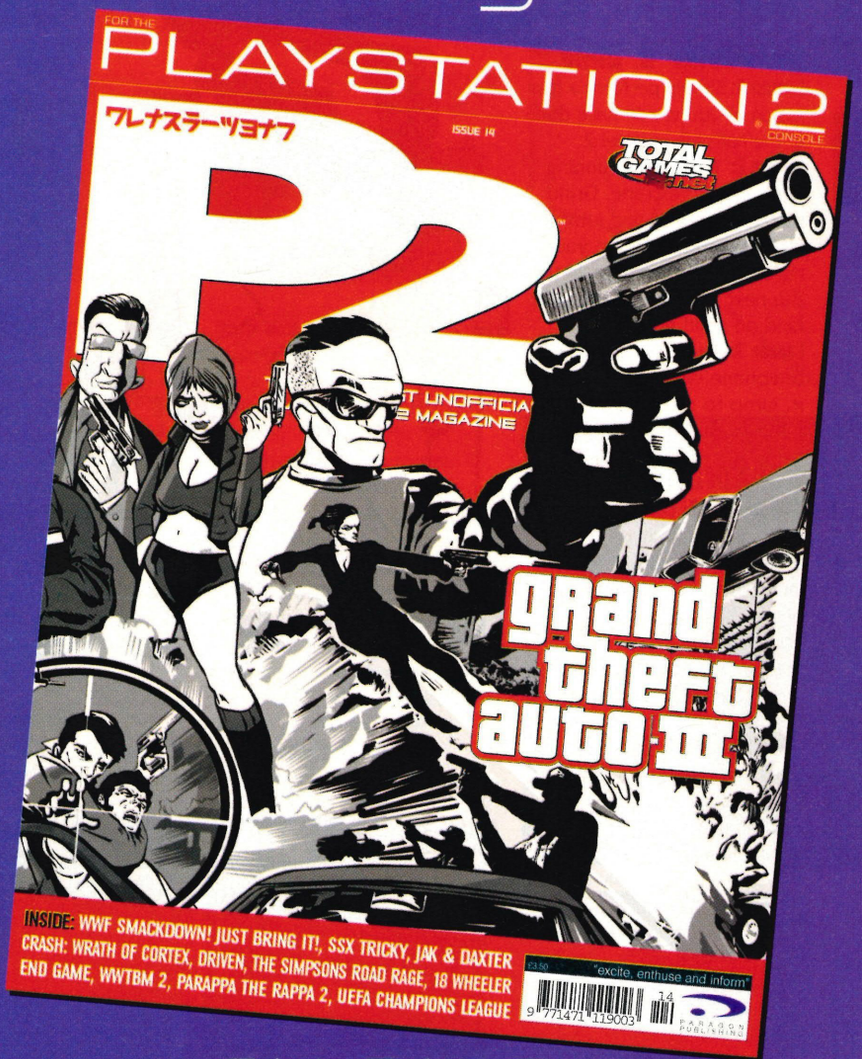

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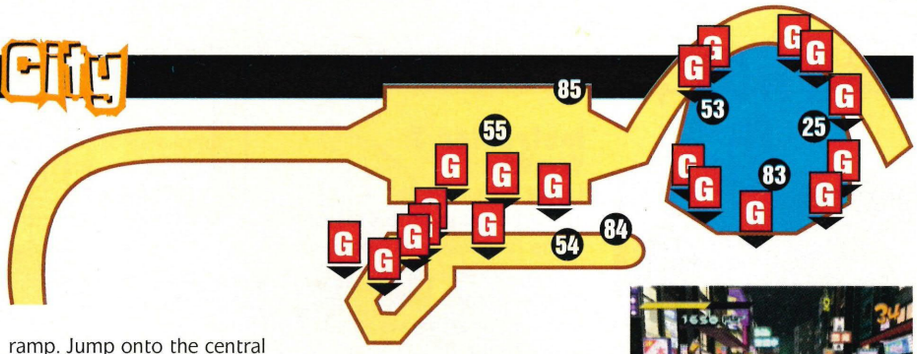
LEVEL 7 Benten City

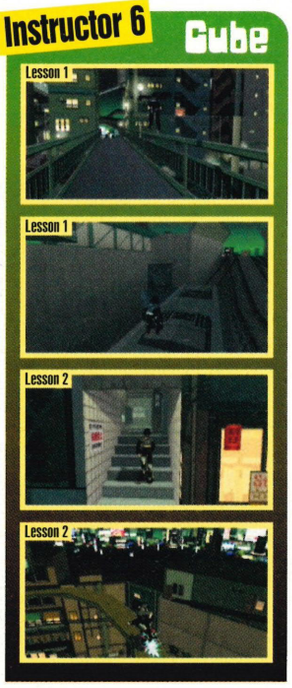


Instructor 6: Cube

Lesson 1: Skate down the flyover and jump onto the railing. Jump down to the train on your right.

Lesson 2: Climb to the top of the tower and grind down the helter-skelter. Do a big jump off of the end, so that you land on the bar on the other side. Grind along this bar and drop off at the end.

Lesson 3: Gather up your speed and grind up the side of the ramp. Jump onto the central structure and grind along the wire that leads to the gate. Jump through the gate.

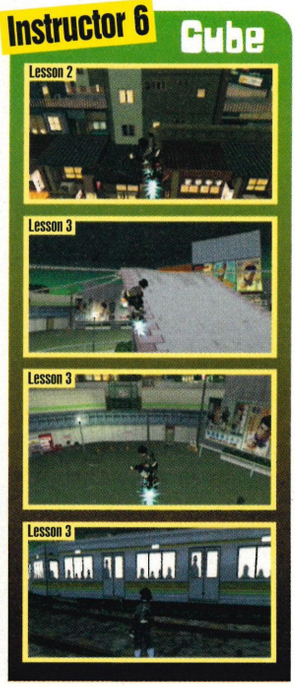


Get Spraying!

Safe Areas: Railway line, walkways, anywhere off the ground.

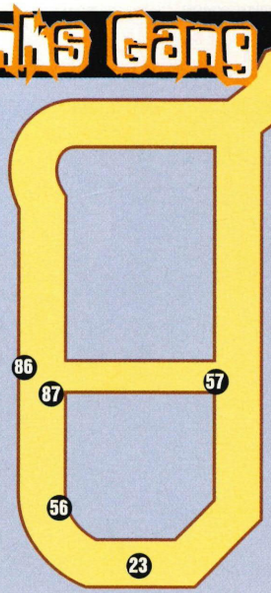
Skate along the carriage and jump over to the crate holding the token. On the opposite side of the area is a crate that needs spraying. Turn around and skate up the hill. Follow the track until you get to a green gate on your right. Go through and drop down. Get all of the spray points on the lower level by grinding along the barriers, then wall-grinding the advertising boards. After a few have been done, the chief and his troops will turn up. Finish up and use the ramp to get up to the central structure. There are two spray points at the end of the wires – just grind along them to get there.

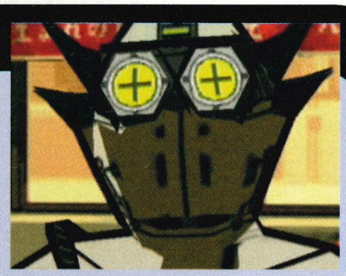
Drop down and use the tip truck to get up to the ledge. Break through the board and follow the alleyway to the high street. The chief is getting a bit angry and he's resorted to using tanks! Spray all the areas in the high street and hide at the end of the road. There are a few first-aid sprays round here. The big logo at the end should be attempted in two parts, as the tanks will lock on to you if you stay there for too long!



LEVEL 8 The Noise Tanks Gang

This is probably easier than the Poison Jam gang, as there's no water to fall into on this level. Stock up on paint, find the members of the gang, and catch up with them by using rail-grinds and by cutting corners.





Jet Set Tokens

> You're going to need to find all the tokens to boost your rating. As well as that, the tokens allow you to learn more advanced spraying techniques! We've got the locations of all 90, right here!

Token 1 Level: n/a
You get it automatically

Token 2 Level: n/a
Complete Gum's lessons.

Token 3 Level: n/a
Complete Corn's lessons

Token 4 Level: n/a
Complete Combo's lessons.

Token 5 Level: n/a
Complete Sugar's lessons.

Token 6 Level: n/a
Complete Grime's lessons

Token 7 Level: n/a
Complete Bliss's lessons.

Token 8 Level: n/a
Complete Cube's lessons.

Token 9 Level: n/a
Complete Yo-Yo's lessons.

Token 10 Level: n/a
Complete Soda's lessons

Token 11 Level: 1
On the roof of the shops. Get to it via the car and the truck that are parked up next to each other.

Token 12 Level: 10
In the middle of the road, on the main street.

Token 13 Level: 2
For this token, jump from the barrier onto the roof of the building that overhangs into the water pipe.

Token 14 Level: 10
There are a number of A-boards at the side of the road. Knock them over to find the token.

Token 15 Level: 1
Get onto the long bus shelter, which is opposite token 11. Grind along the top of the (very short) traffic lights and jump up to the token.

Token 16 Level: 2
Get on to the top of a bus by jumping from one of the bridges. Ride the bus and jump up to the token.

Token 17 Level: 4
From the start, do a running jump onto the wall to the right of you. Grind along it and jump up to the token.

Token 18 Level: 3
From token 20, do a running jump onto the next bar and grind along it. At the end, jump up to the token.

Token 19 Level: 5
Go into the southern sewage area and barge through the boxes in order to get to the hidden passageway.

Token 20 Level: 3
From the start of the level, skate forwards and jump onto the bar that is sticking out of the water. Grind along it to the small mud island.

Token 21 Level: 4
Go into the warehouse and make your way up to the upper floor. Jump across the gap to reach the token.

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Token 22 Level: 3
The alleyway in which this token lies has a bar leading up to a wire. Do a running jump onto the bar and grind along the wire.

Token 23 Level: 8
Go up the stairs to the flyover. Face the wall and you'll see a red platform. Jump onto it and position yourself so that you can see what traffic is coming down the road. Watch out for the colourful truck – jump onto it when it arrives. The token is quite high up in the middle of the road – you'll have to do a running jump to get to it.

Token 24 Level: 6
From the starting point, do a running jump onto the bar ahead of you, then immediately jump over to the balcony on the left.

Token 25 Level: 7
From the central structure, grind along one of the wires and then jump over to the pink octopus.

Token 26 Level: 15
In the Subway, wall-grind off the wall and propel yourself onto the central barrier. Grind along the central barrier and jump up to the token.

Token 27 Level: 15
Just after token 26, at the platform. Do a running jump onto the railing. Grind along it and jump to the right-hand wall. Wall-grind it and propel yourself up to the token.

Token 28 Level: n/a
Get a Jet rating on all Harbour levels.

Token 29 Level: n/a
Get a Jet rating on all Benten levels.

Token 30 Level: n/a
Get a Jet rating on all Shibuya levels.

Token 31 Level: n/a
You get it automatically.

Token 32 Level: n/a
Complete Gum's lessons.

Token 33 Level: n/a
Complete Corn's lessons

Token 34 Level: n/a
Complete Combo's lessons.

Token 35 Level: n/a
Complete Sugar's lessons.

Token 36 Level: n/a
Complete Grime's lessons

Token 37 Level: n/a
Complete Bliss's lessons.

Token 38 Level: n/a
Complete Cube's lessons.

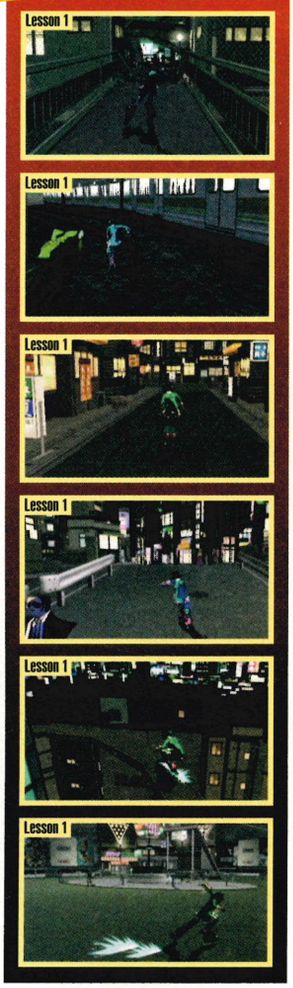
Token 39 Level: n/a
Complete Yo-Yo's lessons.

Token 40 Level: n/a
Complete Soda's lessons

Token 41 Level: 1
Grind along the barrier that runs past the car and the van (the ones that need spraying) and jump up to the token at the end.

LEVEL 9 The Race

Instructor 7 Yo-Yo

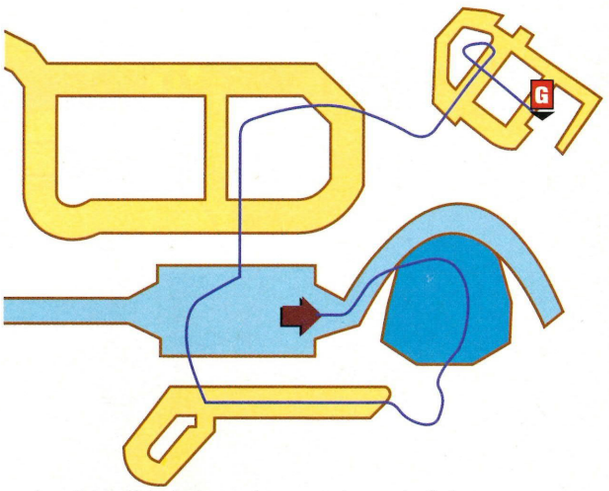


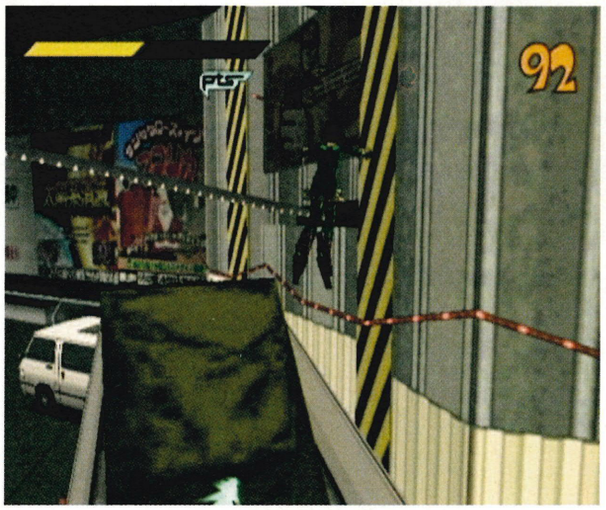
Instructor 7: Yo-Yo

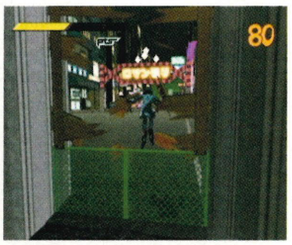
Lesson 1: Beat Yo-Yo

The problem with this lesson is the fact that you won't have a clue where you're going at first – it'll take you a couple of attempts to figure it out.

Skate up the incline, using jumps and rail-grinds to gain momentum. Crash through the gate on the right-hand side and jump to the floor. Skate up the tip truck and smash through the advertising board. Follow the alleyway through to the high street. Grind along the barriers to keep your speed up and take the second exit on the right. Grind along the right-hand side of the flyover and jump down to the flyover on your right. Cross the road – the subway entrance will be directly in front of you. Go through the subway. Go straight ahead – at the end of the street, on the left, is the entrance to the tower. Climb the stairs and grind down the helter-skelter. Jump off at the end and land on the next bar. Jump to the spray point and spray the wall.

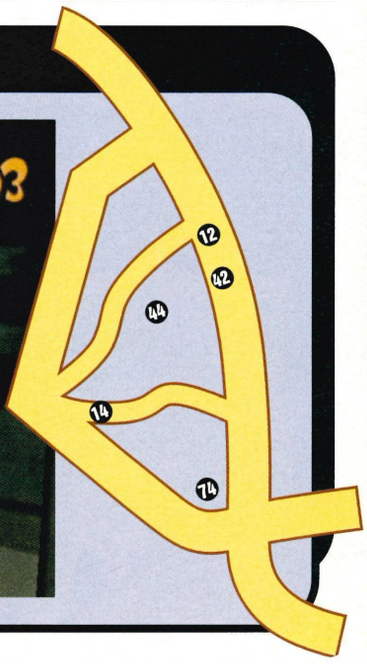






LEVEL 10 The Love Shockers Gang

This is the easiest gang confrontation yet! Simply chase them up and down the hill until you've sprayed them enough to stop them. There are barriers running along all the roads so you'll have no problems catching them up.

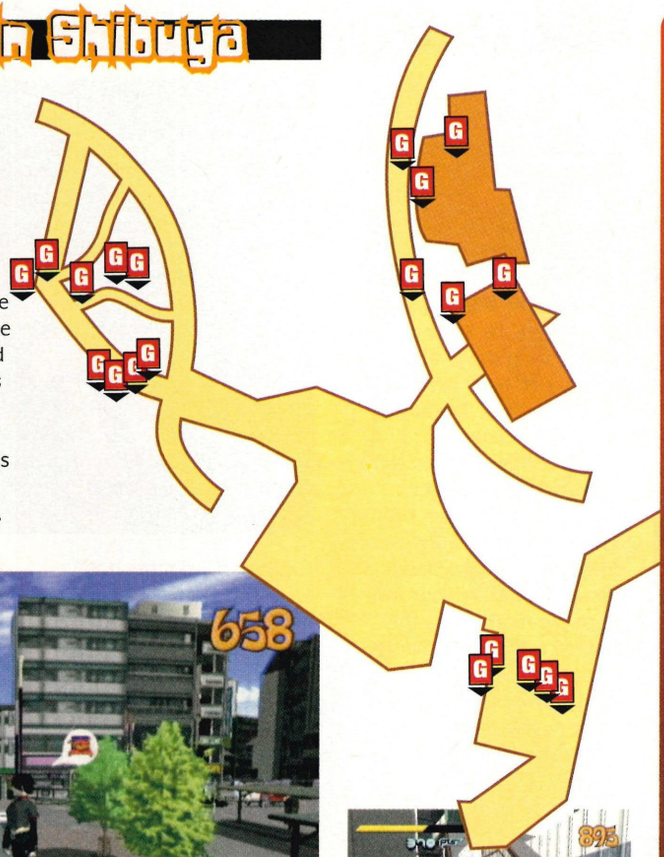


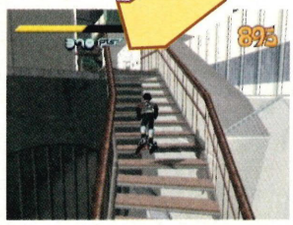
LEVEL 11 The Golden Rhinos In Shibuya

The Golden Rhinos have come to retake Shibuya! Mark your territory and defeat the troops.

You'll start out on the unfinished freeway. Jump over the gap and go down the stairs to the water pipe. Grab the paint and turn left. Hit the spray point and go through the tunnel. Now that this area has been opened, you'll be able to go through to the bus station. Repaint all the spray points. Be careful when you get near the car and the truck – they're booby-trapped, as is the bus nearest the video-walls. Edge your way towards them. When the explosions start, back off.

With the bus station clear, go back to the water pipe. The other end of the pipe is also open and it will take you through to the sloping streets area. The pink cobbled street is booby-trapped, so be careful. Paint the town, then go back to the water pipe. Go up the stairs to the bridge area. Skate along the street and paint the two spots on the walls. Turn left at the junction, spray the walls and drop down into the pipe. Climb up the stairs and spray the areas at both ends of the unfinished flyover. Lastly, spray the playground and the two bridges. There is only just enough time to do this – if you make a mistake, you may as well start again!

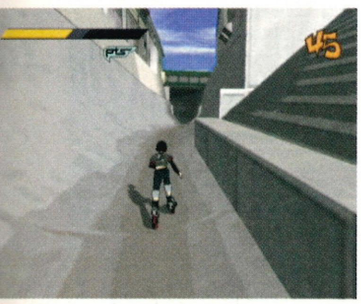


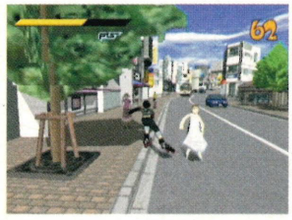


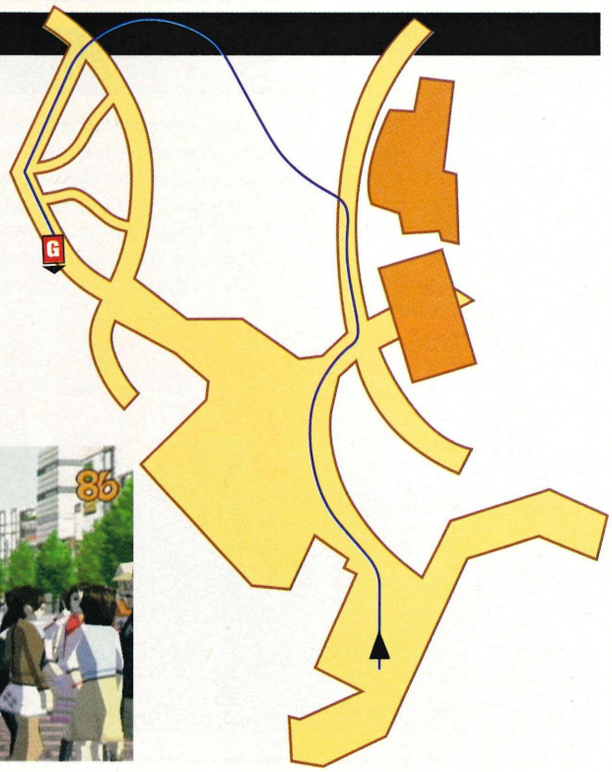
LEVEL 12 The Race II

Instructor 8: Sugar

Lesson 1: Beat Sugar Jump across the bus shelters and drop down onto the road. Go past the stairs that lead to the water pipe and go into the pedestrianised area. Take the first right to lead you into the playground area. Skate up the road and jump left into the water pipe. Follow the pipe to the sloping streets area. Take the first right and use the barriers to gain speed. The spray point is at the end of the road on the right-hand side.







Token 42 Level: 10
In the middle of the road, on the main street. Very close to token 12.

Token 43 Level: 2
Get some speed up and grind up the side of the elephant slide – propel yourself into the air and up to the token.

Token 44 Level: 10
There is an alleyway leading off from the main road that has a pink tiled path. Go to the top of the stairs and jump over to the token.

Token 45 Level: 1
You'll need to ride on a car/truck to be able to reach this token. Look at the map for its position.

Token 46 Level: 2
You'll have to gather up a fair bit of speed for this one. Go to where the crane is and grind along the central reservation barriers, jumping as you go. Jump up to the crane and grind off the end of it.

Token 47 Level: 5
Take a running jump from the walkway to reach the token. You should be able to land on the lower walkway.

Token 48 Level: 3
This token is hidden in the corner of one of the shops.

Token 49 Level: 13
From the start of the level, grind down the telephone wires and jump off at the end.

Token 50 Level: 4
Grind down the crane's arm, then jump onto the telephone wire and grind along it.

Token 51 Level: 3
Behind the large wall in the upper section, you'll find an alleyway. It's hidden by a pile of boxes, but you can smash straight through them.

Token 52 Level: 6
Grind down the helter-skelter and jump up at the end to grab the token.

Token 53 Level: 7
This token can be found at the top of the large advertising board, to the right of the tip truck. Grind along one of the wires and jump up to it.

Token 54 Level: 7
Go to the parked cars in the high street. If you run up a windscreen, you'll be given a boost, which will get you high enough to reach the token.

Token 55 Level: 7
On the right-hand side of the high street are a number of passages leading to flyovers. Go down the second one, grind along the right-hand railing and jump up to the token.

Token 56 Level: 8
The token is in the tree – unfortunately, it's slightly too high to get to by grinding off the barriers. There is a ledge about three metres up, on the wall nearest the tree. Get to it by going up the stairs and doubling back. Drop down to the platform and do a running jump to the token.

continued

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Token 57 Level: 8
The token is between the two stairways. Simply slide down the stairway and jump up to it.

Token 58 Level: n/a
Get a Jet rating on all Harbour levels.

Token 59 Level: n/a
Get a Jet rating on all Benten levels.

Token 60 Level: n/a
Get a Jet rating on all Shibuya levels.

Token 61 Level: n/a
You get it automatically.

Token 62 Level: n/a
Complete Gum's lessons.

Token 63 Level: n/a
Complete Corn's lessons

Token 64 Level: n/a
Complete Combo's lessons.

Token 65 Level: n/a
Complete Sugar's lessons.

Token 66 Level: n/a
Complete Grime's lessons

Token 67 Level: n/a
Complete Bliss's lessons.

Token 68 Level: n/a
Complete Cube's lessons.

Token 69 Level: n/a
Complete Yo-Yo's lessons.

Token 70 Level: n/a
Complete Soda's lessons

Token 71 Level: 1
As for token 45, except for the fact that this token is in a different position.

Token 72 Level: 2
Stand on the right-hand side of the crane and look down into the gap. Straight ahead of you, you'll see a rooftop with a token on it. Take a running jump over to it.

Token 73 Level: 2
Stand in the token 72 spot and look back into the gap. There is a fenced-off area on the other side. Jump over to it and you should land on a ledge just in front of the fence. Open the gate and grab the token.

Token 74 Level: 10
Go to the main junction located at the bottom of the hill. There is a roof above a shop that you can get to by grinding along the barrier and jumping.

Token 75 Level: 2
Go to the bridge nearest the end of the road. Now stand by the sign that the token is above. Dash towards the bridge and jump onto the inside barrier. Grind along it and as soon as you start to go down the other side, jump over to the token.

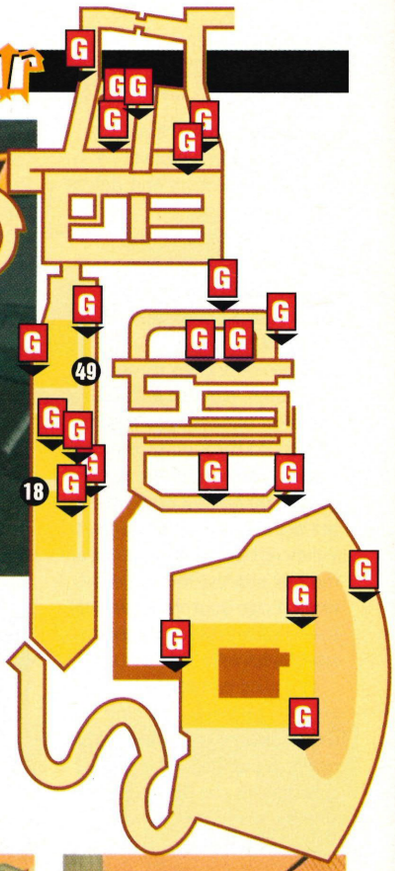
Token 76 Level: 5
Go to the northern sewage area and stand on the grate. It will collapse, dropping you into the room below.

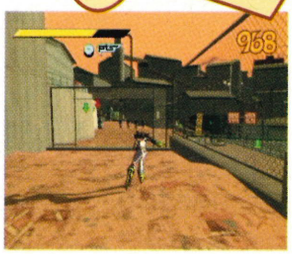
LEVEL 13 The Golden Rhinos In Harbour

This is extremely hard to do unless you follow two simple rules. Despite the fact that there appears to be an enormous amount of spray points, you only have to spray the red ones. The green ones are a bonus, but you'll never complete the level if you try to get them all! Secondly, your route around the level will also make a huge difference to your success. The best route is as follows...

Stay on the rooftops and jump over to your right, chasing off the sniper. Drop down to the street and skate down the hill. Spray the rhino statue, then make your way up to the rooftops via the covered car. Use the map to find all the red spray points, then, staying on the roofs, go to the top of the hill and follow the muddy path to the junkyard. Drop down to the roof of the warehouse and spray the statues. Take out the sniper on the central structure and find any remaining spray points.

The warehouse holds a ton of health and a secret passage leading to the sewers. Once in the sewers, there are several spray points in the sections leading off from the main area, two large points in the main area and one statue in the small room at the bottom of the stairs. Once this area is clear, exit via the opening at the end of the main area. You will end up in very familiar surroundings. Turn right, climb up the stairs, then turn and wall-grind across the gap. Go up the stairs and jump over to the water tower for a single spray point. Go back down the stairs and onto the roofs. Spray all of the red points to complete the level.

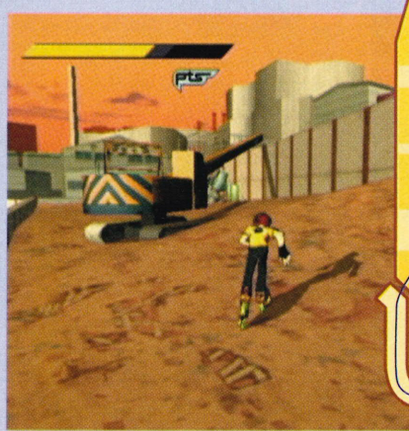


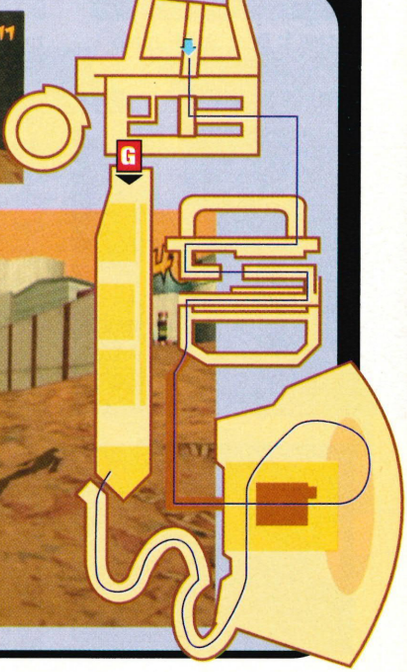


LEVEL 14 The Race III

Instructor 9: Soda

Lesson 1: Beat Soda
Go past the stairs and go into the sewer passageway. Make your way over to the opposite side of the sewer system, using short cuts where possible. Once you emerge in the junkyard warehouse, jump up to the muddy track via the cars. Follow the track to the rooftops, then skate down to the spray point at the bottom.

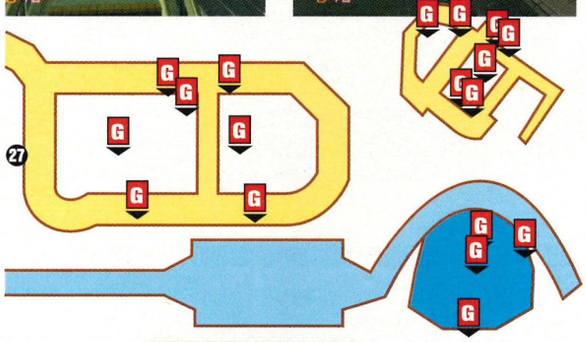




LEVEL 15 The Golden Rhinos In Benten

This is the easiest of the Golden Rhino levels. Grab the paint in front of you. Turn around and spray the area at the back. Avoid the giant at all costs! Go to the end of the high street, collecting as much paint as you can, and make your way through to the ramp area. Find the red arrows and spray them. The doorway in the central structure is now open, so go down to the Subway. Wait for the train to pass and follow it up the track.

When you get to the next station, exit via the stairs. At this point, you may have to use the flyovers to get back to the high street and stock up on paint. Find all the spray points in the Benten Ghetto, then use the subway to get to the helter-skelter area. Spray all the spray points to complete the level.



LEVEL 16 The Golden Rhino Gang

These guys are basically evil clones of the Poison Jam gang. One of them skates around the streets and is easy to catch. The second gang member only skates on the streets for a short time before going onto the rooftops – wait for him to come down before tagging him. The third gang member skates along the telephone wires – don't bother chasing him, wait for him to come to you. Ride the helter-skelter and jump over to the second bar. Grind along it to the balcony. The final member will turn up here for a rest, at which point you can tag him!

Rooftop Confrontation

Your final battle will be with the boss of the Golden Rhino gang himself! There are four platforms leading off from the centre. All of them have a spray point, which is guarded by a fire-breathing rhino. Two of the platforms can be reached by grinding along the bar that runs between them and the centre. The other two can only be reached by navigating your way over a number of rotating cogs. As soon as you start spraying, the rhino will attack – ignore him! Spray as fast as you can, and get back to the centre before the platform breaks up. Once all the platforms have been sprayed, the rhino will explode and the central podium will be smashed open by the debris. Grind up to the top of the podium, using the steel bar, and tag the boss to complete the game!

Token 77 Level: 3
Climb up to the top of the double stairway and turn around. Jump onto the fence and grind all the way down. Jump up at the end to grab the token.

Token 78 Level: 4
Drop down onto the roof of the warehouse.

Token 79 Level: 3
As for token 77. However, instead of grinding all the way down, grind a short distance, then jump onto the strange-looking tower ahead of you.

Token 80 Level: 3
Climb up to the forth or fifth step on the stairs at the start of the level. Jump up to the wall and propel yourself off it to get the token.

Token 81 Level: 13
In between the rooftops is a secret entrance, leading to a telephone wire with a token along it.

Token 82 Level: 6
Locate the entrance to the subway ('S' on the map). Get up onto the roofs and make your way back to the roof of the subway entrance.

Token 83 Level: 7
This is on one of the wires that's leading off from the central structure.

Token 84 Level: 7
On one of the first roofs (right-hand side) that you come to in the high street. Grind along the nearest barrier and jump up.

Token 85 Level: 7
Next to one of the trains is a crate. Either jump from the train, or do a wall-grind to get to it.

Token 86 Level: 8
This is hard! There are two sealed corridors that join the buildings on either side of the road. You can get onto one of them by grinding up the stairs and jumping over to the bar. You'll need to keep up your speed to get there. Do a running jump onto the bar and grind along it. Just before you get to the end, jump up, wall-grind along the wall and propel yourself over to the token.

Token 87 Level: 8
Make your way up to the sealed corridor. Wait for the moving platform to come over and jump on it. Ride it over to the token.

Token 88 Level: n/a
Get a Jet rating on all Harbour levels.

Token 89 Level: n/a
Get a Jet rating on all Benten levels.

Token 90 Level: n/a
Get a Jet rating on all Shibuya levels.

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
- Cyra Coomber
- 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

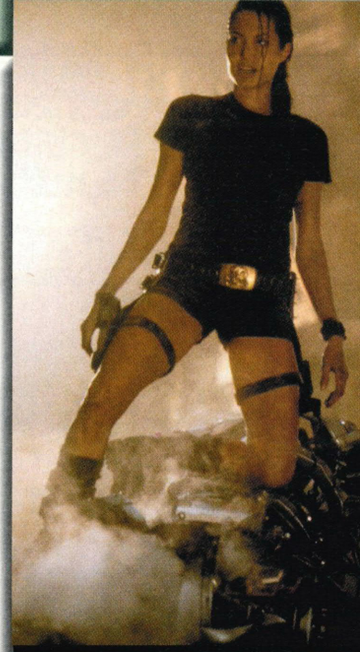
What's That All About Then, Eh?

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							
Flogian Brothers	**SEGA**	1	✔	✔	VIBRATION PACK	28	71%
We Say: "Nice idea, good for kids, but don't expect days and days of challenging gameplay." CC							
Frogger 2	**Konami**	4	✗	✗	✗	17	50%
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							
Headhunter	**SEGA**	1	✔	✗	ARCADE STICK	28	92%
We Say: "An excellent title that seamlessly blends together puzzle, adventure and all-out blasting action." SC							
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							

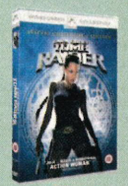


DVD Reviews

Tomb Raider: The Movie

Cert 12
Publisher Paramount Home Ent.
Price £19.99

> Angelina Jolie is Lara Croft. She rolls around in caves and looks good in tight shorts! Despite being an American, Jolie makes a brave attempt at taking the quintessential English heroine from the console to the cinema. In the first of a probably lengthy series of Lara Croft movies, Ange tries to track down the legendary 'Triangle of Light', which can give the bearer the power to control time. If you're looking for deep drama, look elsewhere. If, however, you're after the best attempt so far to produce a live-action version of a smash-hit videogame, packed with fantastic stunts and visually gorgeous set pieces... then Tomb Raider's your movie!



4/5

Pearl Harbour

Cert 12
Publisher Buena Vista Home Ent.
Price £17.99

> This follows the build-up to the bombing of Pearl Harbour in WWII, with the typical Hollywood garnish of a love story and a couple of square-jawed all-American heroes. Ralf (Affleck) and Danny (Hartnett) are pilots and friends caught up in the crossfire and who soon find their problems aren't restricted to the skies. As tensions rise, so does the budget, and there follows one of the most spectacular action sequences of all time.

This was one of year's biggest films and the impressive extras prove they wanted this two-disc DVD to make a similar impact. The action sequences are awesome, but it's hard to get excited about anything else. If you like Hollywood 'epics', then it certainly might be worth a look.

3/5

continued>

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

continued

CD Reviews

Robbie Williams Swing When You're Winning

Whether or not you like this album depends on two things – if you're a die-hard Robbie obsessive or a swing fan – because you'll have to be one or the other, most probably the former, to fully appreciate this album. Robbie's attempts to invoke the ghosts of the likes of Sinatra, Bobby Darin and Nat 'King' Cole are in vain, as you can't better the best. That said, he has a fair old crack at it and, to be honest, he's utterly enchanting along the way... versions of *Mack The Knife*, *Mr Bojangles* and a rather fine *Well Did You Evah?* will have you bopping around and swinging in no time.

4/5

Green Day International Superhits

If ever there was a group deserving of the description 'singles band', then that band would have to be Green Day. Listening to *International Superhits* is like a soundtrack of the 1990s, only at breakneck speed, and with 21 tracks it's one hell of a ride. The fact that their last twelve singles have all been Top 40 breakers is testament to the enduring mass appeal of the band, even more so in a time when the charts have been dominated by anything but rock.

4/5

So Solid Crew They Don't Know

Hailing from the 'mean streets' of Battersea in South London, So Solid are currently being touted as the future sound of young Britain. If you're the kind of person who gets their mates together and goes clubbing, this will be right up your street – the distinctive garage beats will certainly get your party jumping, as they say. If, however, like us, you prefer to sit back and actually listen to the music... well, you might notice that most of the tracks actually sound very much the same – just at different speeds.

2/5

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Midway Arcade Greatest Hits - Volume 1	**Midway**	**2**	✗	✗	✗	**10**	**27%**
We Say: "We don't care how 'classic' these games are – they just ain't worth the cash. Now, if *Gauntlet* was in there somewhere..." MM							
Millennium Soldier: Expendable	**Infogrames**	**2**	✗	✗	✗	**01**	**80%**
We Say: "If you're a seasoned gamer who remembers the likes of *Smash TV* then you'll know exactly what to expect from *Millennium Soldier*." NR							
MoHo	**Take 2**	**2**	✗	✗	ARCADE STICK	**16**	**80%**
We Say: "A uniquely odd game which, although genuinely good fun to play, has an unplaceable something missing." AW							
Mortal Kombat Gold	**Midway**	**2**	✗	✗	✗	**03**	**77%**
We Say: "Although a dying breed, *MKG* breathes new life into the series making it one of the more enjoyable Dreamcast beat-'em ups." AW							
Mr Driller	**Virgin Interactive**	**1**	✗	✗	ARCADE STICK	**17**	**80%**
We Say: "Despite a distinct lack of games modes and options, *Mr Driller* is quite simply brilliant fun!" AW							
MTV Sports: Skateboarding	**THQ**	**4**	✗	✗	ARCADE STICK	**17**	**68%**
We Say: "There's plenty to recommend *MTV Skateboarding* but at the end of the day it's no match for the might of *Tony Hawk's*." AW							
NBA Hoopz	**Midway**	**4**	✔	✗	ARCADE STICK	**20**	**88%**
"Looks fantastic, great fun to play with your mates and basically kicks ass. Reality – who needs it?" AW							
NBA2K	**SEGA**	**4**	✔	✗	✗	**06**	**89%**
We Say: "As an overall package this game is absolutely brilliant, although it does have limited appeal." AW							
NBA Showtime: NBA Vs NBC	**Midway**	**4**	✔	✗	✗	**04**	**82%**
We Say: "You don't have to be Shaquille O'Neal to be able to play Midway's top BB sim, as you can get straight onto the court with a minimum of fuss." AW							
NFL2K	**SEGA**	**4**	✔	✗	✗	**04**	**74%**
We Say: "When compared to the likes of *NFL Blitz*, *NFL 2K* is made to look wearisome and monotonous." AW							
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							

best of GENRE

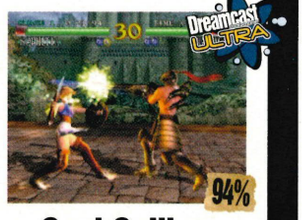
You can't buy every game, so to stop wasteful purchases, here are the games you *have* to own!

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...

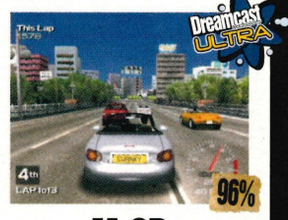
Beat-'Em-Up



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

Tennis 2K2

> And why not? When one of the finest sports games ever makes its way into the building, you just have to spend a little time devoting yourself to mastering its every subtle nuance, don't you! Some carped that it was more sensitive, others felt that it was an all-round improvement... oh, how we just love playing such great games! Thank you, Iawd!

Super Monkey Ball

> It's not that we've swapped sides or anything (promise), but even we have to admit that we're rather enjoying getting to grips with SEGA's latest game. Come on, it's got monkeys, it's got balls and yes, it's absolutely super! Oddly enough, it's also the best reason that there is (to date) for buying one of those new GameCube things...

Rez

> For too short a time, *Rez* popped into the office and, once again, the Dreamcast ably demonstrated that it is still capable of attracting attention, thanks to the kind of innovative software that it has always been home to. All wanted to play it and all loved its trance-like qualities... we want finished copies and we want them soon!

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
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							
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	74%
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!

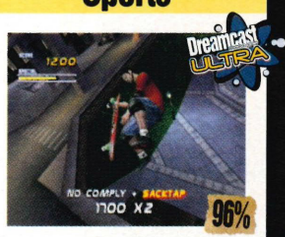
A crazy game of cat and mouse, *Chu Chu Rocket*, is miles better than most puzzle games. It's also one of the most addictive games that you'll ever play!

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!

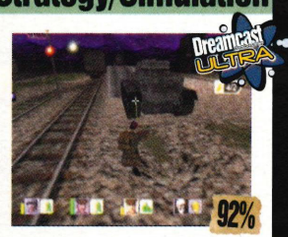
Sports



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

Transformers: All Fall Down

Publisher | Titan Books
Price | £10.99

> If you were never into Transformers when you were young (unless you're still young, in which case we forgive you), then there was obviously something missing from your life. We loved Transformers, we did – in fact, we had everything from the toys and comics to the lunch boxes and pyjamas. Now that we're older, it's good to reminisce, and that's why *All Fall Down* is so great. As the comic that followed the movie all those years ago, it was pretty damn fine and now it's been reprinted for everyone to enjoy. Don't just stand there... go out and get it right this minute!

5/5

From Hell

Publisher | Titan Books
Price | £12.99

> Soon to be appearing as a fully-fledged Hollywood flick starring Johnny Depp and Heather Graham (growl), *From Hell* is the comic book that redefined graphic novel horror. Even if you've never read a comic in your life, you'll know the story – it chronicles the gruesome murders committed by Jack The Ripper during the 19th Century and the exploits of Inspector Fred Abberline as he attempts to piece together the clues leading to the Ripper's identity. It's a gripping story and most certainly not one for the faint-hearted... remember, we did warn you. Don't come running to us when you're scared...

4/5

Drawing Cutting Edge Comics

Publisher | Titan Books
Price | £9.99

> Okay, so this one isn't exactly a graphic novel, but it's certainly an essential title for anyone who's ever been interested in how the people, without whom the comic industry wouldn't exist (namely, the artists), do the things that they do. If you're the kind of person who fancies themselves as a budding comic artist and need a bit of guidance on how to come up with those top-notch drawings and stylings that make today's graphic novels and comics so darn great, this is the book to read – it's got all the technical know-how and skills you'll need to get yourself in. All you need is a bit of luck...

4/5

continued >

directory

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

continued>

Videos

Crouching Tiger, Hidden Dragon

Publisher Columbia Tri-Star Home Video
Cert 12
Price £14.99

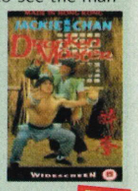
> The Hong Kong movie industry went years without much recognition from Hollywood. All it needed was a movie of high calibre to penetrate the West. That movie was *Crouching Tiger, Hidden Dragon*. Directed by Ang Lee, it follows the characters Li Mu Bai and Yu Shu Lien (Chow Yun Fat and Michelle Yeoh) and it tells the tale of unspoken love, revenge and magic, set in 19th Century China. With martial arts choreographed by Yuen Wo Ping (*The Matrix*) this movie really is a must.

5/5

Drunken Master

Publisher Medusa Comms. And Mktg. Ltd
Cert 15
Price £12.99

> So, you've been wooed by *Crouching Tiger*, what next? Well, if you fancy a drop of the hard stuff then get this! Although Jackie Chan has had some recent successes stateside with *Rush Hour* and *Shanghai Noon*, *Drunken Master* is where you should head to see the man in his prime. Packed with Chan's now trademark humour and stunts, *Drunken Master* deserves to be in every self-respecting martial arts movie fan's collection.

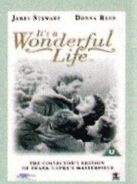


5/5

It' A Wonderful Life

Publisher Universal Pictures Video
Cert u
Price £14.99

> This is the story of an altruistic bank manager who, having committed suicide, is saved by his guardian angel. The angel takes him on a journey, in order to show him what the world, or rather his home town Bedford Falls, would have been like without him. Okay, we admit, it's a bit gushy, but when it's cold and dark outside, there's nothing like a movie with the feel good factor cranked up to the max... and this most certainly is it. Buy it!



5/5

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%
Capcom Vs SNK	**Capcom**	2	✗	✗	Arcade Stick	14	87%
Capcom Vs SNK 2	**Capcom**	2	✔	✗	Arcade Stick	28	92%
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%
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%

2nd coming

› 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							
Tennis 2K2	SEGA	4	✔	✗	Arcade Stick	28	95%
We Say: "The best just got better. It's the greatest Dreamcast game ever, sports or otherwise." SG							
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	62%
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							

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%

Soldier of Fortune

› We liked it at first, we enjoyed the first-person loveliness of it all and there was much to enjoy. However, compared to other shooters here was a game that had comedy gore value and little else. The loading tmes were abysmal and the lack of multiplayer mode has rather relegated this to the second division.It's cheap though...

Before 86%

Updated Score **74%**

Tokyo Highway Challenge 2

› Another game that sort of impressed. The original signified what was capable on the Dreamcast and for that reason alone we kinda liked it. However, the sequel which tried to improve upon the original paled into insignificance when compared to *M-SR* which was reviewed in the same issue. Have we played it since? Has anyone? No.

Before 75%

Updated Score **65%**

The Nomad Soul

› So David Bowie makes an appearance, is that any reason for this game to get a good score? Er, no. The thing is, it's dull and, at times overly complicated. Nobody bought it when it was released and now people constantly email us asking for a solution to it. Why? Because you can buy it cheap virtually everywhere, that's why? Avoid!

Before 84%

Updated Score **62%**

ntinued >

Box Office

John Carpenter's Ghosts of Mars

Distributor Sony Pictures

> When a police transport train rolls into the city of Chryse on Mars, lieutenant Melanie Ballard (Natasha Henstridge) is the only person found on board. What happened to the rest of her team? It all went wrong, thanks to the intervention of the 'ghosts of Mars' – indigenous Martian creatures, who possess humans and turn them into bloodthirsty, raging animals intent on cutting everyone's heads off. Check your brain in at the door, then check this out.

4/5

Ghost World

Distributor MGM Pictures

> Enid (Birch) and Rebecca (Johansson) are best friends who graduate from their much-detested high school and try to find a flat together. As the pressures of 'adulthood' force them apart, Enid befriends eccentric record-collecting loser Seymour (Buscemi) and slowly faces up to life in the real world. It's slow, but funnier than it sounds – thanks to black one-liners and observations about the difficulties of teenage life.

3/5

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Tokyo Highway Challenge 2	**Ubi Soft**	2	✗	✗	STEERING WHEEL	17	65%
We Say: "Although significantly better than the original, this is a game that just doesn't seem to light the blue touch paper." AW							
Tomb Raider Chronicles	**Eidos**	1	✗	✗	✗	17	70%
We Say: "Looks like the Emperor is absolutely naked. Sorry Lara, but it's time to stop adventuring and start having babies." WJ							
Tomb Raider: The Last Revelation	**Eidos**	1	✗	✗	✗	07	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 *WDWO: 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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Eternal Ring
Evolution
Evolution: The World Of Sacred Device
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F
F355 Challenge
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G
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JoJo's Bizarre Adventure

K
Kessen
Killer Loop
King of Fighters Dream Match '99

L
Legacy of Kain

M
Mag Force Racing
Maken X
Marvel vs. Capcom 2: New Age Of Heroes
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O
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P
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Ridge Racer 4
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S
Samba de Amigo
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Silent Hill
Silver
Sin
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Unreal
Urban Chaos

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Wetrix+
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Worms
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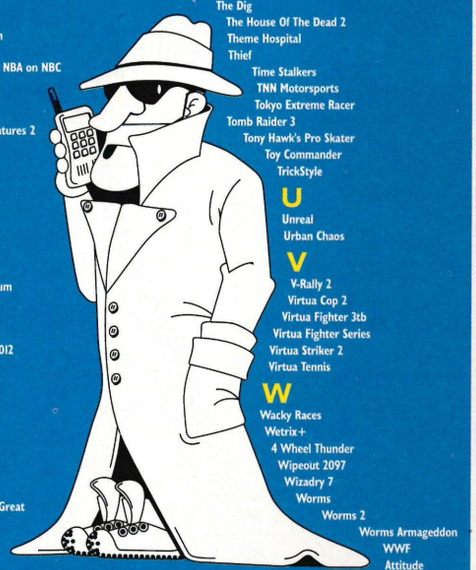

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stuff & nonsense

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

Coats

Manufacturer	Jeep
Tel	01250 873 863
Cost	£54.99 - £139.99

Here's a question for you – how do you stay warm, yet cool in the winter cold? Get yourself a coat from the latest range from Jeep, of course. Clocking in at £54.99 is the double layered Stanton jacket, while the rather trendy sheepskin-lined Starke Ribcord is a bargain at £95. Pick of the bunch though, and the jacket guaranteed to keep you warm while still looking the business, is the clay coloured Scottdale that will set you back around £140.

Airgo Pogo Stick

Manufacturer	Logic 3
Web Site	iwantoneofthose.com
Cost	£79.95

However hard we try, we just can't escape the toys of our youth. Last month it was the Odd Balls and this month it's pogo sticks. Rest assured though, the Airgo is not your average pogo stick. Hell, no. With a T-6 aluminium frame and an incredible high pressure air-ram cylinder propulsion system (don't ask), this baby's got some serious bounce. So far, the record height by a pro Airgo bouncer is a whopping five feet... not that we've managed to get anywhere near that – what do you think we are, nutters? Needless to say, it's utterly ace and, with any luck, should meet with as much success as those scooter things.

Drum Pro DD-55

Manufacturer	Yamaha
Web Site	www.yamahapkclub.com
Cost	£179.99

› While beating a pad with a piece of wood isn't our usual thing, when Yamaha sent us its latest drum machine we couldn't resist testing out our musical skills... much to the annoyance of the rest of the office. You see, our combined musical talent is about equivalent to that of a gerbil – yes Martin, that includes your Karaoke skills! Still, it didn't stop us having a laugh and at least pretending to be the drummer in our various favourite bands... in our dreams.

Air Kantara

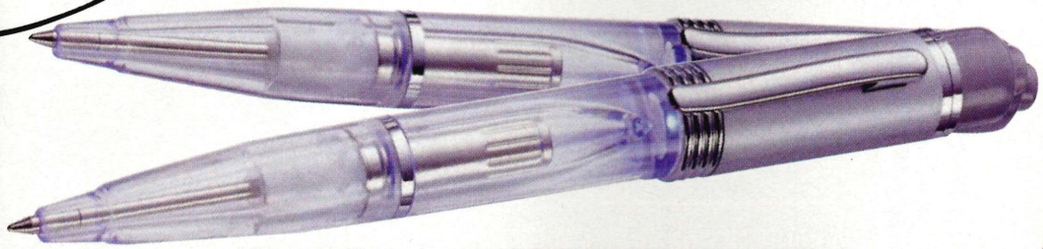
Manufacturer	Nike
Web site	www.nike.co.uk
Cost	£90

› If you're into running, you're going to be into the latest trainer in Nike's Bowerman range, the Air Kantara. You wouldn't think that a trainer could be so high-tech, but the Air Kantara really is as advanced a running shoe as you're going to find. We could go into all the details, but we wouldn't want to bore you – suffice to say that this trainer is mighty fine. Offering maximum comfort, style, cushioning, stability and durability – you really don't want to be seen running for the bus in anything else!

Blue Diode Pens

Manufacturer	EFX
Tel	01789 451 204
Cost	£7.25

› If you're one of those people that have a thing about working late then these pens might be just what you're after, to add an extra bit of light to your night-time existence. Simply click the top and you'll have a bright electric blue light shining out your pen. Which is nice...



OPM-A3 Uniround

Manufacturer	Kenwood
Tel	01923 816 444
Cost	£TBC

› Fed up with metres of wires and cables from various speaker systems, hi-fis and DVDs clogging up the rooms in your house? Then maybe we could interest you in Kenwood's revolutionary new Uniround speaker system. Right, you see that little thing on the stand to the left? Well, that's a surround sound speaker. Place it anywhere in a room and anything playing through it will sound like it's coming from all around you. Clever, huh? Basically, the Uniround incorporates three tiny speaker units into its shell and the magnetically shielded satellite speaker helps reproduce spectacular omni-directional sound. As we said, it's very, very clever indeed.

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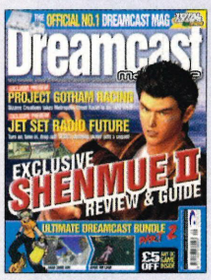

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Tekke

Fancy playing one of the best PlayStation beat-'e ups ever? Well, now you can thanks to Bleem!..

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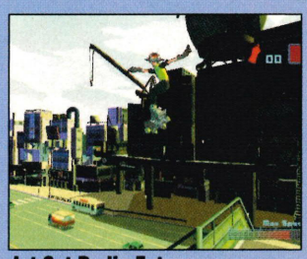

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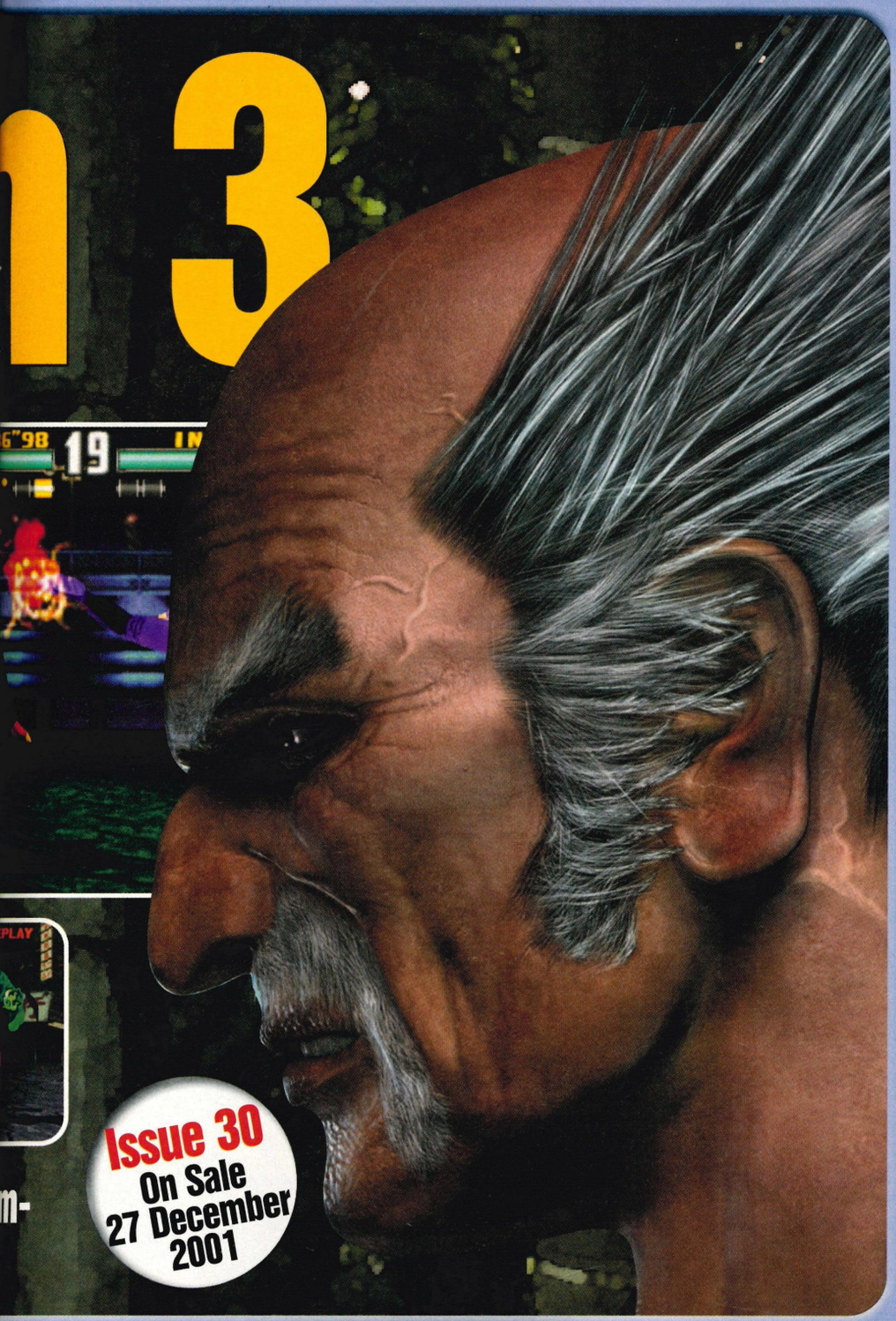
Phantasy Star Online (GC)



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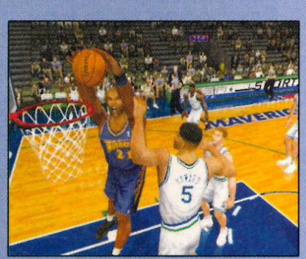
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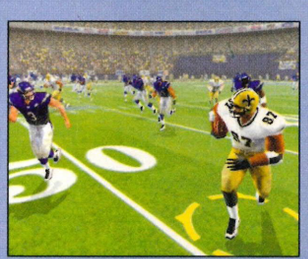
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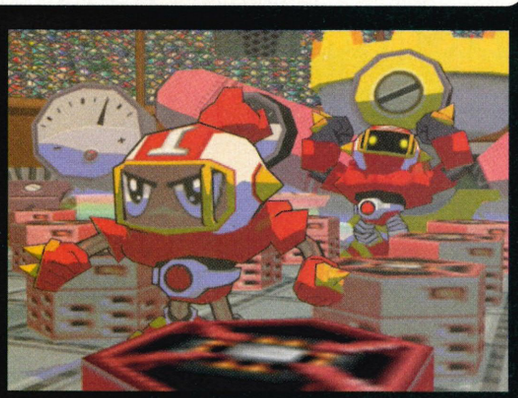


Bomberman Online

Blow your mates to pieces with possibly the greatest multiplayer game on the Dreamcast EVER!

Rez

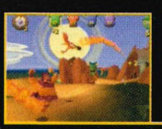
It's still coming... we promise. Just one more month to wait until the review!

PSO ver2.0 (PAL)

You've seen the import version – has SEGA got enough left in the PAL tank?

Garou: Mark Of The Wolves

SNK says farewell to the games industry with this top-notch 2D fighter!



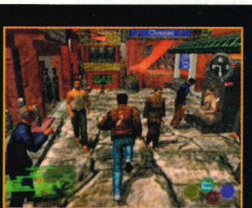
Ooga Booga

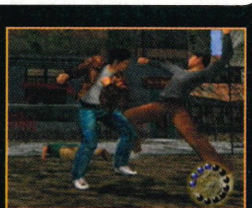
Multiplayer gaming as you've never imagined it... on an island?!

Cosmic Smash

Bounce your balls against a brick wall – hey, we do it every issue!

SOLUTIONS NEXT ISSUE





Shenmue II: Part Two

We packed as much of the solution as we could into this issue... but there's still more to come! Join us, next time!

Plus cheats, tips and hints for all these great games...
Tekken 3, 90 Minutes, Headhunter, Mat Hoffman's Pro BMX, Cosmic Smash and so much more!

Note: we reserve the right to alter the contents.

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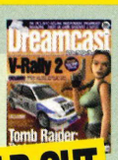

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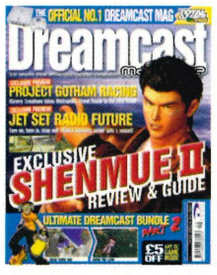

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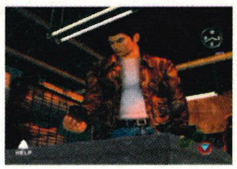

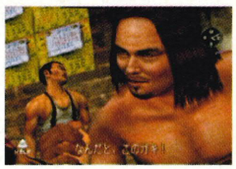

dream moment

Number 026

Shenmue II

Day Five, Making Money

"Got Any Spare Change, Guv'nor?"

You've been waiting for this game for what seems like forever now – with the Dreamcast winding down, we wouldn't have been surprised if SEGA had decided to can the release of *Shenmue II* altogether. Indeed, the US launch has been cancelled thanks to the movement of the game onto the Xbox, but luckily we don't have to worry about that here in the UK… because it's out right now! The continuing adventures of Ryo, as he tracks down his father's assassin, has kept us on the edge of our seats all month and now that you can finally get your hands on it, we're no doubt expecting a flood of letters and emails about how much you all love it. Hey, it happened with the last game.

Of course, it's money that makes the world go round and *Shenmue II* is no exception – without some cold hard cash behind you, Ryo isn't going to get very far. Thankfully, there are plenty of ways to earn some dollars… even though they might be considered a little dodgy by the local law enforcement. Illegal gambling certainly isn't the best way to meet the right people, but playing dice in the warehouses around the pier might sort out your cash flow problems. If that's not to your taste, you can work on the docks or at the Pachinko stalls… but real men might fancy having a go at some arm wrestling. Just don't bite off more than you can chew…

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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Life and stuff. Sometimes the warmth, compassion and the joy of those special everday moments really makes us choke…

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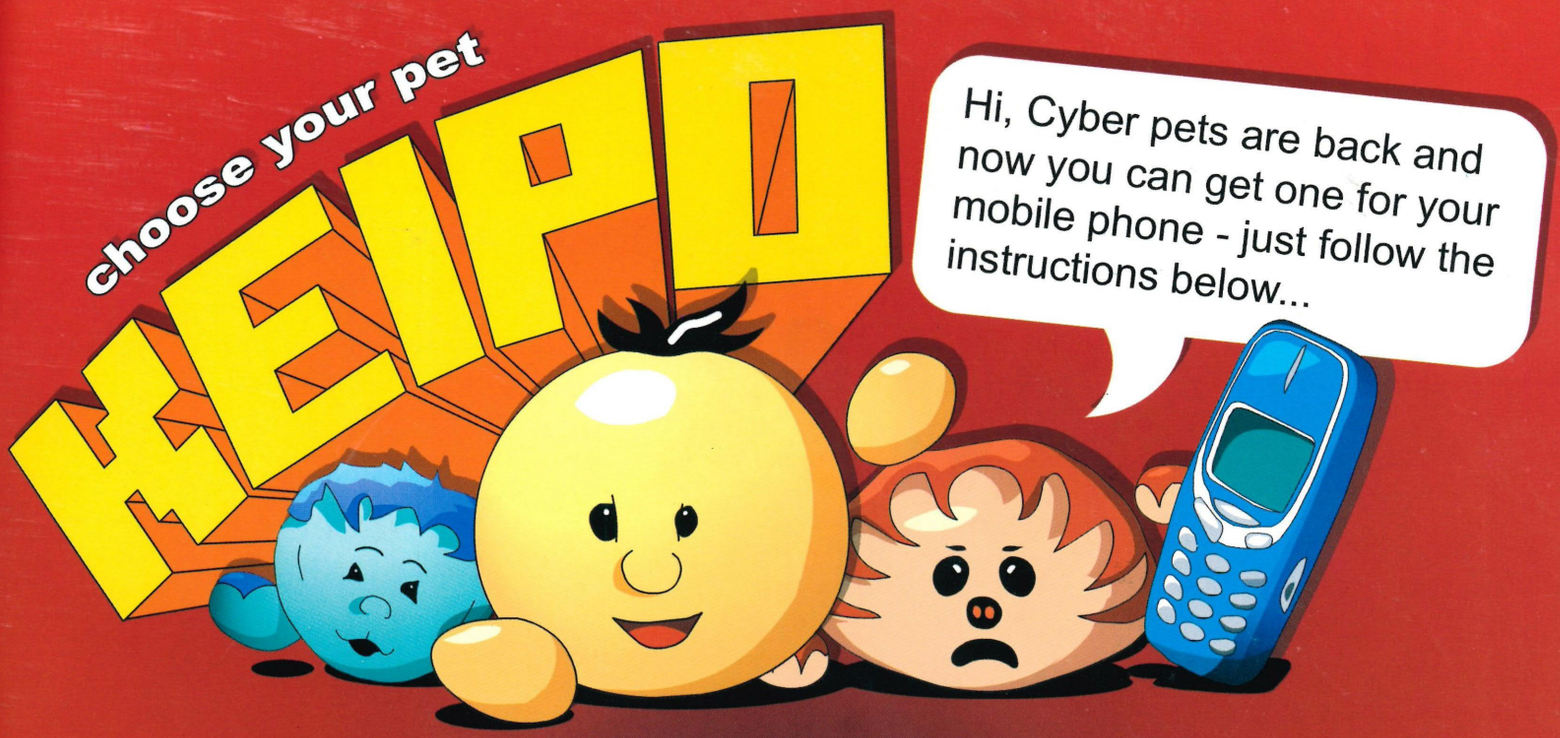

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