THE OFFICIAL NO.1 DREAMCAST MAG

TOTAL GAMES .net

Dreamcast magazine

The world's most advanced console magazine!

ISSUE 33

WORLD EXCLUSIVE REVIEW!

PHANTASY STAR ONLINE VERSION 2

SEGA's online masterpiece is back and it's bigger and better than ever!

PLUS: THE BEST DC RACERS

TOP TEN DRIVING GAMES

We reveal the driving games that no Dreamcast owner should be without!

EXCLUSIVE HEAD HUNTER FULLY MAPPED SOLUTION

REVIEWED!

- Speed Devils
- Daytona USA
- Crazy Taxi 2
- Sega Rally 2
- F1 World Grand Prix 2
- MSR
- Crazy Taxi
- Ferarri F355 Challenge and more...

269 GAMES REVIEWED INSIDE!

METROPOLIS STREET RACER

DAYTONA USA

LE MANS 24 HOURS

£5 OFF ANY DC GAME INSIDE

Priced £29.99 or over

This magazine is not endorsed, sponsored or otherwise authorised by SEGA

"excite, enthuse and inform"

Issue 33 £3.50

9 771466 238023 33

PARAGON PUBLISHING

The Cheatmistress Presents

CHEATS UNLIMITED

TIPS, CHEATS & WALKTHROUGHS

THE WORLD'S NUMBER 1 CHOICE FOR CHEATS & GUIDES

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

A = 0 1
Aero Dancing
Aerowings
Aerowings 2
Air Force Delta
Alien Front Online
All Japan Pro Wrestling 2
Alone in the Dark 4
American Pro Trucker
Any of the SNK Games
Arcadia (Skies of)
Armada
Armageddon, Worms
Army Men S's Heroes
Attitude (WWF)

B = 0 2
Bangaio
Bio Hazard 2
Bio Hazard 3: Last Escape
Bio Hazard: Code Veronica
Blue Stinger
Buggy Heat
Bust A Move 4
Buzz Lightyear Star C.

C = 0 3
CAPCOM vs SNK
CAPCOM vs SNK 2
Carrier
Championship Racing
Championship Surfer
Chaos Adventure
Charge 'n Blast
Chicken Run
Chu Chu Rocket
Climax Landers
Code Veronica (Res. Evil)
Confidential Mission
Cool Boarders Burrrn
Crazy Taxi
Crazy Taxi 2
Cueball (Jimmy White's 2)

D = 0 4
Dave Mirra BMX
Daytona USA 2
Daytona USA 2001
Dead or Alive 2
Deadly Skies
Demolition (Star Wars)
Demolition Racer
Dino Crisis
Disney's 102 Dalmatians
Disney's Dinosaur
Disney's Magical Racing Tour
Draconus Cult of The Wyrm
Dragon's Blood
Dream Soccer
Ducati World
Dynamite Cop

E = 0 5
Ecco the Dolphin
ECW Anarchy Rulz
ECW Hardcore Rev.
Eighteen Wheeler
Elemental Gimmick Gear
Episode One: Jedi P Bats.
Episode One: Racer
ESPN Int. Track & Field
Evil Dead
Evolution
Evolution 2
Evolution, 4x4
Expendable
Extreme Sports

F = 0 6
F1 World Grand Prix 2
F355 Challenge
Fantasy Star Online
Fighting Force 2
Fire Pro Wrestling D
Flag to Flag
Four by Four Evolution
Four Wheel Thunder
Freestyle Scooter
Frogger 2
Fur Fighters

G = 0 7
Gauntlet Legends
Generator Volume 1
Get Bass
Giant Gram Pro Wrestling 2
Giga Wing
Godzilla Gen.: Max. Impact
Godzilla Generations
Grandia 2
Grinch
GTA 2
Guilty Gear X
Gunbird 2

H = 0 8
Hail to King (Evil Dead)
Half Life
Hardcore Heat
Hardcore Revolution
Headhunter
Hidden & Dangerous
House of the Dead 2
Hundred & Two Dalmatians
Hydro Thunder

I = 0 9
Illbleed
In Nippon Pro Wrestling 2
In the Demon's Hand
Incoming
Industrial Spy: Op Espionage
Int. Track & Field

J = 1 0
J McGrath Supercross '00
Jedi Power Battles
Jet Set Radio
Jimmy White's 2: Cueball
Jo Jo's Bizarre Adventure

K = 1 1
Kao the Kangaroo
King of the Fighters '99
Kiss Psycho Circus

L = 1 2
Last Blade 2
Last Escape (Biohazard 3)
Last Revelation
Le Mans 24 Hours
Legacy of Kain
Loony Tunes Space Race

M = 1 3
Magforce Racing
Magical Racing Tour
Maken X
Marine Fishing
Marvel vs Capcom
Marvel vs Capcom 2
Mat Hoffman's BMX
Max Steel
MDK 2
Metro. Highway Battle
Metropolis Street Racer
Millenium Soldier Ex.
MoHo
Monaco Grand Prix
Mortal Kombat Gold
Ms Pacman
MTV Skateboarding

N = 1 4
NBA 2K
NBA 2K1
NBA Hoopz
NBA Showtime
Nemesis (Resident Evil 3)
NFL 2K
NFL Blitz 2000
NFL Q'back Club 2000
NHL 2K
Nightmare Creatures 2
Nomad Soul

O = 1 5
Omikron: Nomad Soul
Outrigger

P = 1 6
Pacman (Ms)
Pen Pen Trilcelon
Phantasy Star Online
Plasma Sword
Pop 'N Music
Powerstone
Powerstone 2
Project Justice
Psychic Force 2012
Puppies to the Rescue
Puyo Puyo

Q = 1 7
Quake 3

R = 1 8
Racer (Star Wars)
Railroad Tycoon 2
Rainbow 6: Rogue Spear
Rainbow Six
Rayman 2
Ready 2 Rumble Boxing
Ready 2 Rumble Round 2
Record of Lodoss War
Red Dog
Redline Racer
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil: C. Veronica
Re-Volt
Rez
Rippin Riders
Roadsters
Royal Rumble (WWF)

S = 1 9
Samba de Amigo
San Francisco Rush 2049
Sarge's Heroes
Seaman
Sega Bass Fishing
Sega Extreme Sports
Sega GT
Sega Marine Fishing
Sega Rally 2
Seventh Cross
Shadowman
Shenmue
Shenmue 2
Shotuko Highway Battle
Silent Scope
Silver
Skies of Arcadia
Slave Zero
Sno-Cross Champ Racing
Soldier of Fortune
Sonic Adventure
Sonic Adventure 2
Sonic Shuffle
Soul Calibur
Soul Fighter
Soul Reaver
South Park
South Park Rally
Space Channel 5
Spawn
Speed Devils
Speed Devils 2
Spiderman
St. Fighter 3: 3rd Strike
St. Fighter 3: D. Impact
Star C Buzz Lightyear
Star Gladiator 2
Star Wars Demolition
Star Wars Jedi P. Battles
Star Wars Racer
Starlancer
Street Fighter Alpha 3
Street Fighter Zero 3
Stupid Invaders
Super Runabout
Super Speed Racing
Suzuki Alstare Ext. Racing
Sword of the Berserk
Sydney 2000

T = 2 0
Tech Romancer
Tee Off Golf
Tennis 2K2
Test Drive 6
Test Drive Le Mans
The Grinch
The New Nightmare
The Nomad Soul
Time Stalkers
TNN M'sports H'core Heat
Tokyo Extreme Racer
Tokyo Xtreme Racer 2
Tomb Raider 4
Tomb Raider 5 Chronicles
Tony Hawk's Pro Skater
Tony Hawk's Pro Skater 2
Toukon Retsuden 4
Toy Commander
Toy Racer
Toy Story 2
Track & Field
Trickstyle
Typing of The Dead

U = 2 1
UEFA Dream Soccer
UEFA Striker
Ult. Fighting Champ.
Unreal Tournament
Urban Chaos

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

W = 2 3
Wacky Races
Walt Disney Racing Tour
Who Wants 2BA Million.
Wild Metal
World Grand Prix 2
World Series Baseball 2001
Worms Armageddon
Worms World Party
WWF Attitude
WWF Royal Rumble

X = 2 4
Xtreme Racer 2

Z = 2 6
Zombie Revenge

0-9 = 2 7
18 Wheeler
4x4 Evolution
102 Dalmatians

PlayStation
PlayStation2
Dreamcast
NINTENDO 64
PC
GAME BOY ADVANCE
GAME BOY COLOR
GAME CUBE
XBOX
SEGA SATURN

All logos are trademarks of their respective companies

THE ABOVE LIST IS JUST A SELECTION OF WHAT'S AVAILABLE

WHAT MAKES CHEATS UNLIMITED NO 1?

- OVER 10,000 CHEATS AVAILABLE
- THE LATEST CHEATS ADDED EVERY DAY
- COMPILED BY GAMING EXPERTS
- 100S OF QUALITY WALKTHROUGH GUIDES

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER

09066 094 747

PERSONS AGED UNDER 16 MAY CALL THIS NUMBER

09066 094 218

CALLS TO THE ABOVE NUMBERS COST ONLY 60p PER MINUTE

NON-UK CALLERS: +44 700 590 7575

TO SAVE TIME DURING YOUR CALL YOU MAY PRESS:

(*) TO RESTART THE SERVICE AND GET MORE CHEATS

(#) TO MOVE BACK ONE MENU SELECTION

Please ensure you have permission from the bill payer before calling. Each call to the under 16's number will cost no more than £3.00, and will end at 5 minutes. Please put any comments or questions in writing to Interactive Telcom Ltd, 8 Grants Walk, PI25 5AA, or email: custserv@cheatsunlimited.com, or call our

Customer Service: (Freephone) 0800 081 6000

ISSUE THIRTY THREE LAUNCHING IN THE UK ON 28.03.02

contents

33

Welcome to your dreams

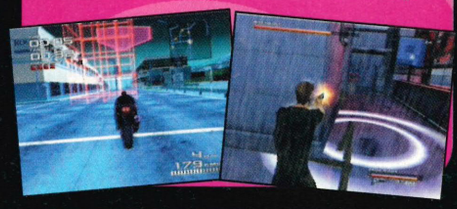
Reviews	
Phantasy Star Online Ver.2	04
M-SR	10
Crazy Taxi	14
Speed Devils	20
SEGA GT	22
Crazy Taxi 2	26
F355 Challenge	30
Le Mans 24 Hours	34
SEGA Rally 2	38
Daytona USA 2001	42
F1 World Grand Prix 2	46

Guide	
HeadHunter	50
A-Z of Cheats	70
Directory	88
Subs/Back Issues	96
Dream On	98

Phantasy Star Online Ver.2

SEGA continues to support the Dreamcast's online community with this stellar update!

50 Headhunter
Massive guide and maps for this stunning Stealth-'em-up!

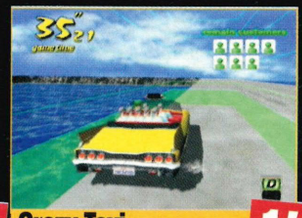


70 A-Z OF CHEATS
Hints, Cheats Tips and Guides

PLUS: THE BEST DC RACERS

TOP TEN DRIVING GAMES

MSR 10



Crazy Taxi 14

F355 Challenge 30

Seag Rally 2 38

Web site: www.sega-europe.com

Phantasy Star

It might be one of the very last games for the Dreamcast, but that doesn't mean you absolutely have to get it...

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

Think about it... since when in any of the *Final Fantasy* games could you be trapped in some tricky swordplay with a monster on your last hit points, only to be saved by a globule of pink plasma shooting from the other side of a hill, as a trusted comrade came sending up

essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	SONIC TEAM
RELEASE	OUT NOW
PRICE	£29.99
GENRE	ACTION/ADVENTURE
PLAYERS	1
VM UNIT	SAVE GUILD CARD
PERIPHERALS	VIBRATION PACK, KEYBOARD MODEM

online information

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

awesome moment

Roaring and spitting fire, a huge dragon glides downwards.

Online Ver.2

dust clouds as he hurriedly makes his way towards you? It was wonderful and close friendships were made. But after a while it all went wrong once people realised that you could do more than just play the game... after all, who'd want to do that eh?

Abuse Of The System

You see, the first couple of months were great. You would log on and meet with a few people, get through the pleasantries then beam down and kick some Ragol ass. With only four dungeons though, this soon got boring – it was just hack and slash all the way. The odd rare item was found, but the novelty of these was short-lived through the event of hackers, dupers (people duplicating items) and Action Replay users. As a result, the action moved onto conversation; people would just stand around yakking about cyber-sex with those cute little androids and doing all manner of activities... including having online weddings (and we should know, because we were witnesses at one... urgh). This was no bad thing... (well, maybe if you're the kind of gamer who never leaves their bedroom) but it wasn't what the game was designed for.

So enter *Phantasy Star Online Ver.2*; Sega's attempt to add some much-needed freshness to the proceedings. A lot of people have been looking forward to this as after all, *Phantasy Star Online* is one of the biggest online games ever and certainly the biggest console one at any rate. An

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

Magical Mags

Once you start playing *Phantasy Star Online* and have a mooch around to get used to the controls, you might wonder what the floating thing that hovers behind your shoulder is. Well, don't panic – it's the friendly Mag that all Rangers have. Mags are actually intelligent little creatures that help out their owners when they're in trouble by storing up Photon Energy; when it's fully charged, this energy can be unleashed in the form of either an attack or other power depending on how your Mag evolves.

Of course, you've got to help your Mag evolve in the first place – although it starts out as a weak helpless creature, you can feed it various items that build up its stats and eventually change it into another form. What you feed it determines the outcome of what it becomes, so make sure you keep tabs on what you give it; the difference between an offensive or defensive Mag depends on it!

[1] Ha! There's nothing like a good axe to clear a crowd [2] What was that? Over to the left...hmm nothing... [3] Puff! Hmm, achoo! Excuse me...

continued

continued

[4] If you see this ugly mug online, don't be afraid to wave hello! [5] The forest levels are simply stunning [6] Nothing like a nice photon-shower first thing in the morning

Identikit

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

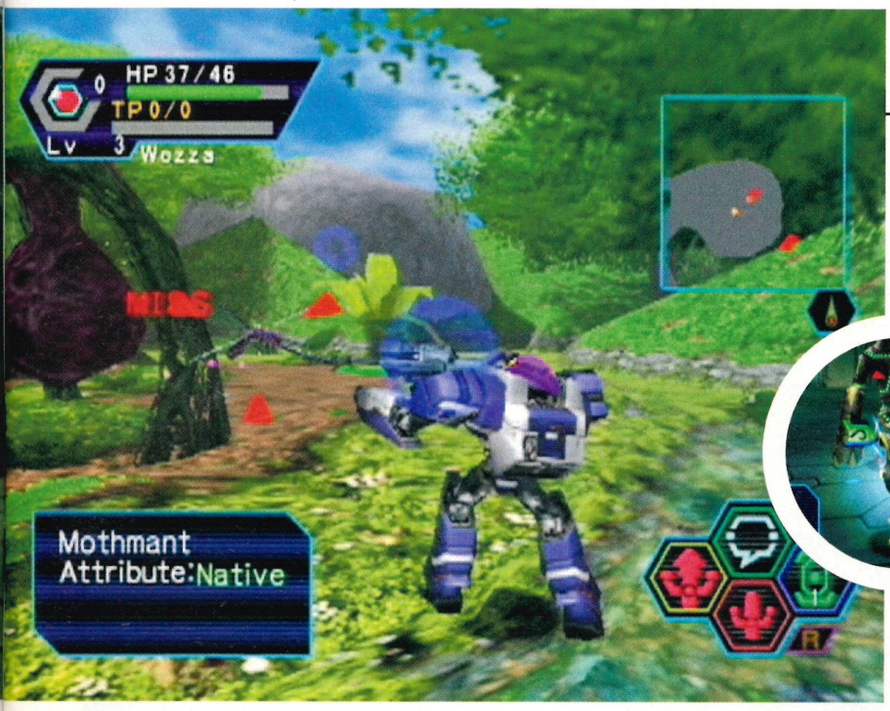
update to something of this magnitude is not an everyday occurrence... but you should note the keyword 'update' there. The problem here is that a lot of people will be disappointed with this disc because it's not a new game, it just adds to the *Phantasy Star Online* experience rather than revamping it totally.

All This And More

So what can you expect with this disc? Well, the first change you will notice is that the hidden costumes in the original game are now freely available, if you're starting a character from scratch. To be honest though, if you are not planning on going online, that's your lot. The original was notorious for being dull offline and sadly, the same applies here. There is a new difficulty mode (Ultimate), complete with a shiny new Dragon... err, and that's it. Those of you with no intention of going online might as well stop reading right now, because this game clearly isn't going to be for you. Of course, it's an entirely different matter altogether if you've got

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

Much like an episode of *Scooby-Doo*, Ragol is literally littered with traps – everything from exploding proximity mines and ambushes from tons of monsters, to giant slabs of rock waiting to fall on your head. Those of you with sharper senses might spot them coming, so you'll have to keep your eyes open at all times...



your new DreamKey 3.0 handy – there's a whole new world (or several parts of one at least) waiting for you...

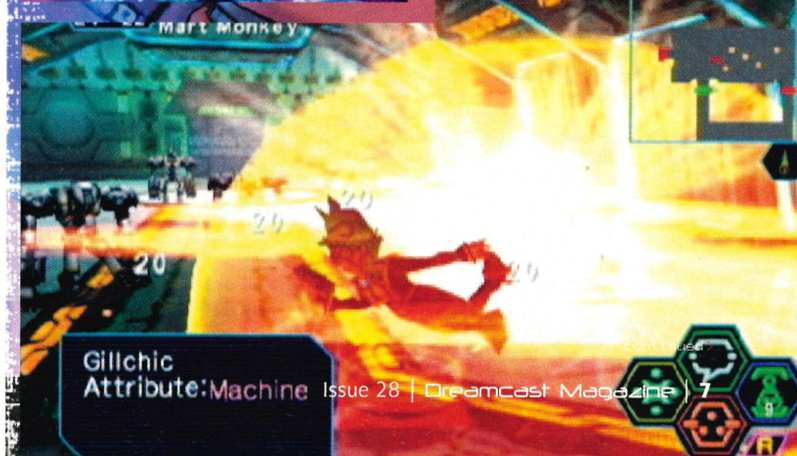
Give Me Options

For starters, when setting up team you have several more options. If you've got your original *PSO* save game handy, then this is the time to whip it out and load it up – you can use your old character to continue where you left off. Providing you are at or above level 80 with your original Ranger you can choose to play in Ultimate mode, which is a far harder difficulty setting that you have ever seen on this game before.

You can also set up a challenge, which is where you and some buddies start off in one of the dungeons at level 1, with only your starter weapon (such as a nice green sabre, a handgun or perhaps a small stick...) and no ability to teleport back to Pioneer 2.

The excellent touch about this mode is the way that if one of the members of your team dies, then the mission is over – it adds a whole new element of teamwork to the game and, needless to say, having a varied set of character classes on your side is essential. On top of these rather minor changes though is the addition of two (yes, you read it right, two) totally new areas to explore on top of the usual Forest/Mines/Caves/Ruins combination that we're all so used to. Strangely, these can only be explored by gamers willing and able to

"Those of you with no intention of going online might as well stop reading"



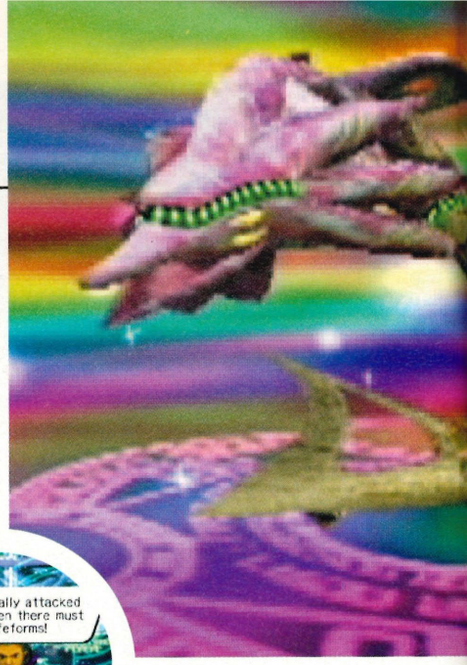
infoburst

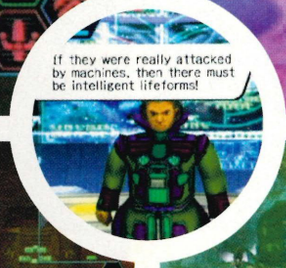
Extra information

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

continued >

Web site: sega-europe.com





get themselves online – talk about alienating a portion of your target audience. Still, it is meant to be an online game...

Added Incentives

Another nice little touch for those of you going online with *PSO* is that players who just want to hang out in the lobbies rather than go and kill some monsters can have a bit of a kickabout to keep themselves occupied. Check out the football game available in every lobby – you'll have to get a bit of a team together (in fact, it's the perfect opportunity to start your own online league... hey, everyone's got to start somewhere) but once you've got several people involved, it's goal-scoring action all the way. It's especially cool because the ball often takes the form of things besides a football – there's nothing quite like kicking a giant Chu Chu or a large orange Kapu Kapu (both from *Chu Chu Rocket!*) around the pitch on a Sunday afternoon.

The other major addition to the world of *Phantasy Star Online* is something that before now was only available to those of you who used cheats and were totally unsporting... yes, you can now kill each other instead of helping out. Head into the new Battle mode and you can sort out all manner of deathmatch goodies – whether it's a basic one-on-one fight or a massive team brawl where anything goes, you can go all out and kick some Ranger butt.

For beginners out there, there's even the option to reduce everyone else's levels right down to nothing; useful when you're only a newbie and everyone else has been slaying dragons left, right and centre. Of course, you'd think that this battle option might not be much cop thanks to the way that *PSO* works, but it's actually quite fun – the arenas available are well-designed and there is plenty opportunity for hiding and stealth, as well as all-out gunfights. Just remember that brute force isn't always the best option...

Unfortunately though (aside from a ton of new weapons and armour to collect) this is about all the new disc has to offer. In no way is this new release going to convert *PSO*-haters, but for

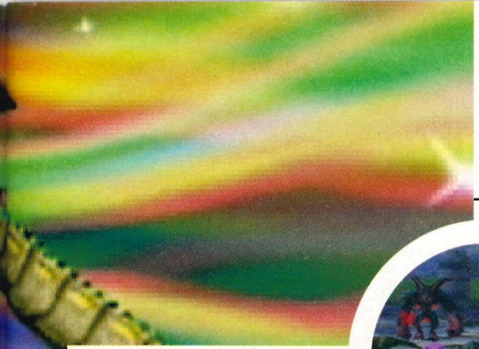
The Secret Society

If you want to get anywhere down on Ragol, you'll need to become a member of the Hunter's Guild – the only place where you can actively sign up for various missions down on the planet surface. Once you've started a mission, it's your duty to finish it... unless you chicken out because it's too tough. Of course, that isn't the way to become a true hero now, is it?

• Before you can even think about leaving the Pioneer 2, you'll need an actual reason to do so – that's why nipping in to collect a mission from the Hunter's Guild desk is essential. Have a chat with the lovely lady behind the desk and choose from the list to start your mission...

• Much of the time, accepting a mission will cause people to appear near the Hunter's Guild desk that will assist you along the way. Depending on what the mission involves, they may give you valuable information or even come with you... although you'll have to protect them if they do.

• Of course, completing a mission isn't as easy as you might think – even the very early missions in the Forest area require you to fight your way through a horde of monsters after your blood. Usually, you'll have to clear an area of enemies before you can progress to the next...



everybody out there who found themselves victim to 'Phantasy Fatigue' (you know the symptoms – co-worker late every morning, red rings round the eyes, stumbling into things whilst muttering about monogrinders and agitos) this might be worth considering.

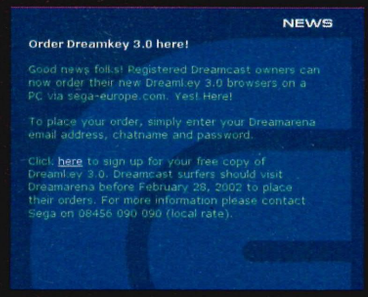
It renews the old excitement of logging on to the servers and before you know it a whole slew of memories will come washing back; old friends will be met and new ones will be made. The only problem here is that you'll need to own the new DreamKey 3.0 in order to get online and if you haven't already got one... well, you might be out of luck, unless you can get online from a regular PC and order one that way (you can't get online with your Dreamcast to order one without it... go figure). Still, those of you who are totally stuck will probably be able to pick a suitable replacement from a reputable import shop if you look hard enough...

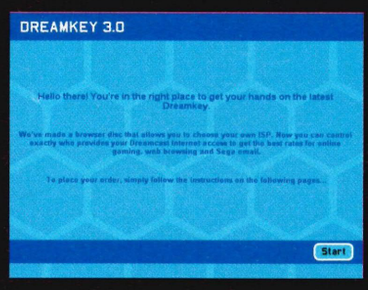
Gary Adams

Dream A Little DreamKey

› As we've mentioned, *Phantasy Star Online ver.2* is meant to be played online to get the full experience – naturally, that means you'll have to connect to the Internet before you can do so. Of course, you'll be reading this well after 28 February which means that Sega has stopped providing an online service... bugger, eh? So now, you'll just have to take your new DreamKey 3.0 and... what's that? You haven't got one? Oh dear – then you find yourself in a spot of bother then.

You see, all Dreamcast users had to sign up for a new DreamKey through DreamArena before the end of February in order to receive their discs – if you didn't do so, you can't order one through your Dreamcast. The only way to get hold of one now is to head for www.sega-europe.com via a regular internet-capable PC and order one by using your DreamArena e-mail and password as access. If you haven't got those to hand, you're well and truly buggered... looks like you'll have to stick to playing all those offline games instead, eh?





Dreamcast magazine pinion

THE JUDGEMENT

STAR	POO
⊕ Relaxed and laid-back gameplay	⊖ Same old, same old
⊕ Hundreds of new items	⊖ Limited combat methods
⊕ Fluid game mechanic	⊖ Lacks real pace at times

2ND OPINION

› If you're a company planning to release the same game all over again, the genre is all-important – you can get away with it in some cases. Beat-'em-ups... yep, that's reasonably acceptable (as the *StreetFighter* series has shown). Puzzle games... okay, we'll take that as well (*Bust-A-Move*, anyone?). As a rule though, adventure games suck when done as carbon copies. Unless you've either got money to burn or a serious obsession about *Phantasy Star* – and plan to meet your 'soul mate' online... yeah, not sad – then don't bother with this rather obvious cash-in of a game.

Martin Mathers

ALTERNATIVELY

Phantasy Star Online

Same game, different name... go figure, eh?

Reviewed: Issue 19
Dreamcast Rating: 90%

Resident Evil Code: Veronica

Our favourite roam around/kill everything adventure game.

Reviewed: Issue 10
Dreamcast Rating: 94%

DREAMCAST RATING

VISUALS	95%
SOUNDS	85%
GAMEPLAY	84%
VALUE	40%

72

SUMMING UP

› A bunch of new things only playable online doesn't really save this from being a bit of a rip-off.

review

web site | www.sega.com

Metropolis Street R

A year and a half. A year and a flippin' half we had to hang on for this. Was it worth the wait? Oh, you'd better believe it baby...

essential information

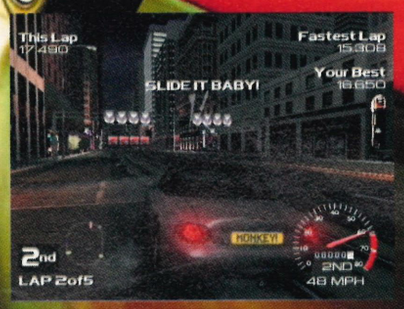
Dreamcast magazine

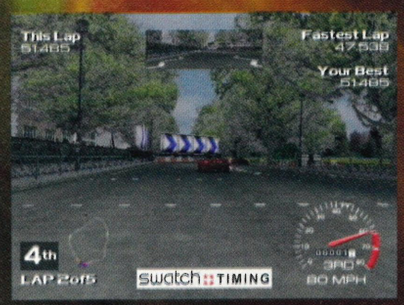
PUBLISHER	SEGA
DEVELOPER	BIZARRE CREATIONS
RELEASE	OUT NOW!
PRICE	£39.99
GENRE	RACING
PLAYERS	2
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK RACE CONTROLLER

infoburst

Extra information

- In case you haven't been paying attention, *M-SR* was originally a launch title for the Dreamcast. Delayed? You betcha.
- Normally, Mart absolutely hates 'realistic' racing games... but he loved *M-SR*. Don't you just hate it when that happens?
- Racing games that Mart can't stand to be in the same room as include *Gran Turismo*, *Ridge Racer V* and (unfortunately) *Sega GT*.



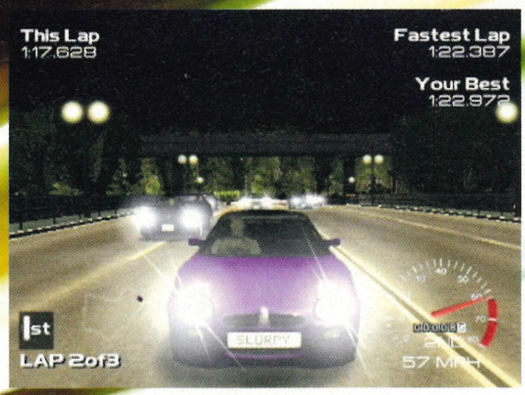


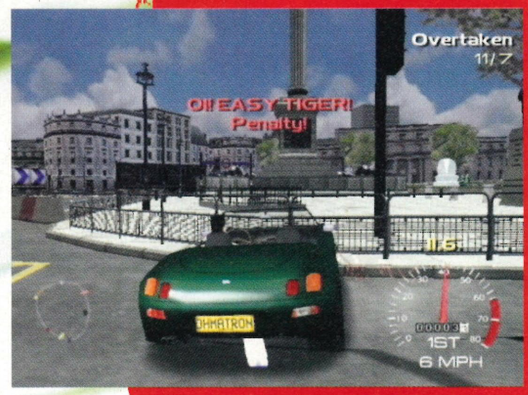
awesome moment

Speeding through St James' Park is pretty special... get outta the way, punk!

acer

Dreamcast Magazine ULTRA





"We can categorically tell you that M-SR is one of the finest games we have laid our hands on for a very, VERY long time"

Finally, after more months than we can count on our pudgy little fingers, *Metropolis Street Racer* really IS about to arrive. Are you excited yet? Well, you should be – despite being quite a bit different to all the other racing games out there at the moment, we can categorically tell you that *M-SR* is one of the finest games we have laid our hands on for a very, VERY long time. Of course, when we say games we mean games in general – we ain't just limiting ourselves to the racing genre here, people. *Comprendez*?

You Know You Want It

Right, so if you haven't just skipped ahead and checked out the final score before going off to make a cup of tea, you'll probably be interested to know exactly what it is that we love about *M-SR* so much. Not surprisingly, the answer is pretty much everything – from the moment you turn it on, you can tell that all the extra time and effort that the bods at Bizarre Creations put into producing the finest game they could muster really paid off. Hats off to them; they might have annoyed us constantly by putting the game back and back because they weren't happy with it but at the end of the day, you've got to love them for what they've finally come up with.

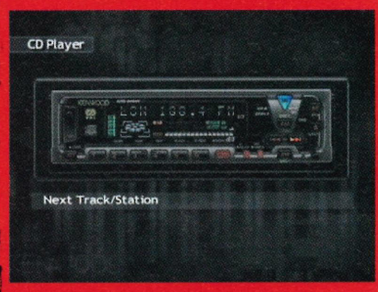
As you'd expect, *M-SR* is a driver's game; much in the same vein as *Sega GT* and *Ferrari 355 Challenge*, fans of the genre will be in absolute heaven while most of you who have a hatred against realistic racing games will probably be put off from the start. We only say 'most', though, because unlike the aforementioned racers, *M-SR* goes out of its way to try and win non-car loving types around by being the most accessible racing game out there. It works too – there's no ridiculous difficulty curve to contend with (*Ferrari*, that means YOU), you can get your hands on great cars from the go (cough, *Sega GT*, cough) and what's more... well, it's actually fun without losing the serious racing edge. Really, it is.

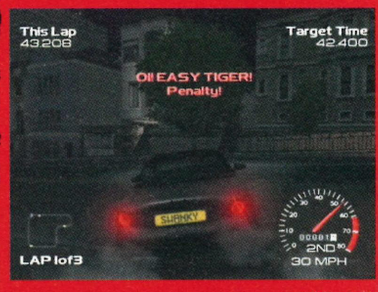
Chapter And Verse

Although there's everything on offer that you'd expect from your average racing game (Single Race and Practice modes, Time Trials and so on) you'll most likely be spending much of your time on the Street Racing section of the game simply because that's where all the action is. Think of it as a single-player mode taken to the extreme – there's more challenges, races and extra goodies here than you might have ever thought possible and believe us, you certainly won't be finishing it in a hurry...

Attention To Detail

Ever wanted a game in which nearly every detail can be tweaked and changed depending on how you feel? Well, with *M-SR* (and as they keep telling us in all our favourite haunts... Burger King, the pub and the local VD clinic) 'You've got it!" Virtually everything in the game can be customised to suit your taste – the more time you put into it, the more things you can play around with and make your own. Examples? Well, the cars can be messed around with until they look exactly how you want them to; the colour, windows, whether you have a hard or soft top and even your licence plate can be personalised accordingly. The races can be made as hard as you like thanks to the adjustable target system – you'll get more Kudos for beating those tougher times as well. Heck, even the messages that appear on screen and the in-car entertainment system can be messed about with... what more do you want, blood?





continued

review

1

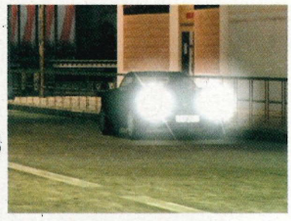
2

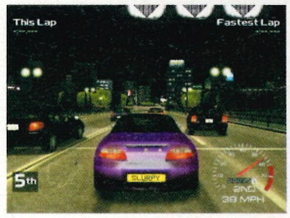
3

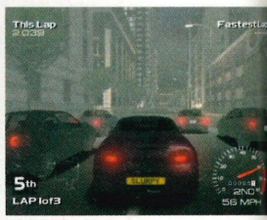
[1] Hey look – it's Big Ben! Get your cameras out, folks… **[2]** Racing round Nelson's Column… ahh, we could tell you a few stories about that… **[3]** Daytime in Tokyo and there isn't a cloud in the sky. Ain't that just typical?

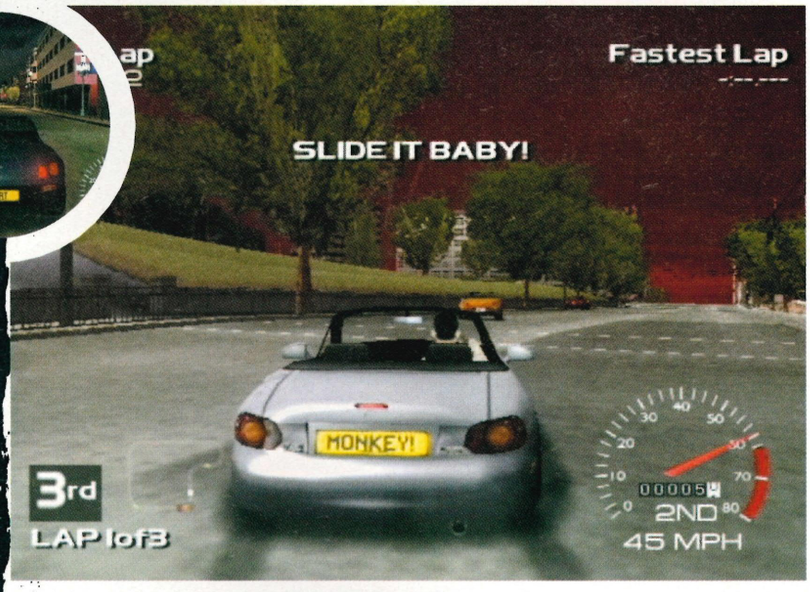
All Around The World

As we've reported so many times in the past, *M-SR* features tracks set in three different locations from around the world – London, Tokyo and San Francisco. Rather than just coming up with a few random courses and chucking in local landmarks to make it look like these places though, Bizarre Creations has gone for ultra-realism and used real maps to create their courses. When you're racing past the Houses Of Parliament, zipping through Fisherman's Wharf and speeding down cramped alleys in Shibuya, just think that you could actually do that in real-life… if you could afford a top car and the plane tickets, that is. Even better, the game plays out in real-time according to the clock in your Dreamcast – once you've set it up correctly you can take a trip round Tokyo in the early morning, dash around San Francisco after lunch and still be back at Buckingham Palace in time for tea with the Queen. Smart.









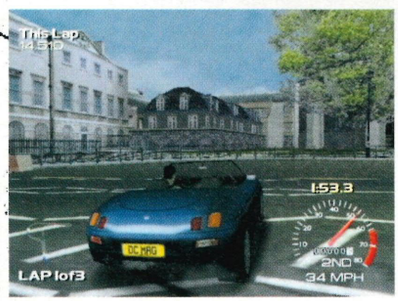
"There's virtually nothing wrong with M-SR – in trying to deliver the best pure racing game on the Dreamcast, it's gone and done just that"

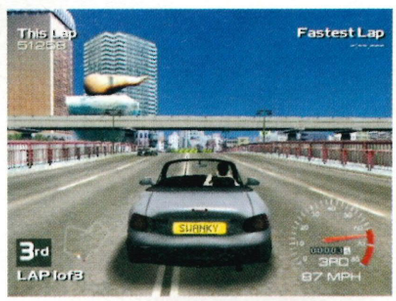
The premise is simple – split into 25 different chapters, there are ten races in each one for you to complete… yep, that's 250 separate races for those of you who aren't so hot at maths. Every time you successfully finish the challenges in a chapter, you'll receive a new car to add to your garage, although more can be earned through various 'special' races during each chapter… there are over 50 cars in total, so you'll be here for a while. Don't think for a second that you'll just be speeding round and beating other cars, though – there are a large number of tasks to perform ranging from basic Hot Laps (your average lap time has to be lower than the target) and Timed Runs (complete three laps in a set time) to One-On-One sprints and even full-blown Championship competitions. But even all this is just the tip of the iceberg…

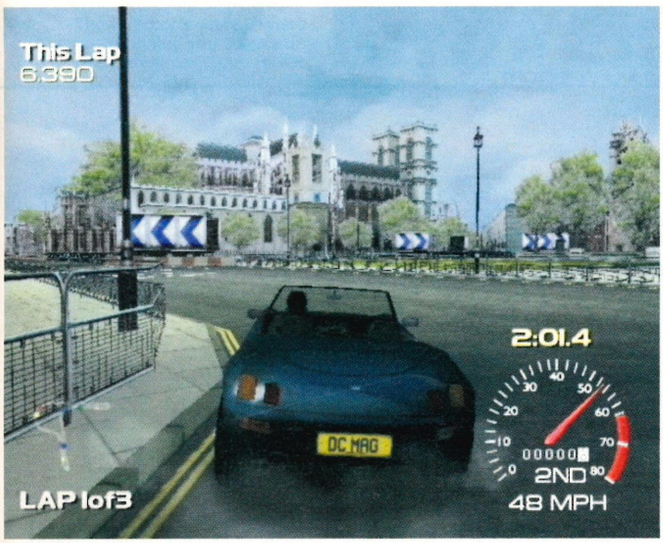
Kudos To You, Fella

You see, being a success in *M-SR* is all about Kudos – by driving particularly well, performing hair-raising handbrake turns and avoiding collisions with obstacles and other cars, you'll be awarded valuable Kudos points. While you'll need a rather large amount of Kudos before being allowed to move onto the next chapter, it's not always easy to earn; pulling off handbrake turns through each corner in order to build up Style points often results in a reduction in Skill points and vice versa. Thankfully, you can earn Jokers that can be bet on each challenge – win and you'll double the number of points earned instantly but if you lose… well, your score won't be looking too healthy afterwards.

Still, with the whole game focused on customising everything to your own tastes (check out the 'Attention To Detail' section for more information on that) you'll be pleased to hear that you can up your Kudos level by tweaking the challenges to suit your abilities. Sure, the game offers basic goals that need to be met before each one is complete but usually, even a trained baboon (or Simon at a push) can make







those with little trouble. To top up your Kudos, you'll need to make things a bit tougher for yourself and that's where the adjustable goals come into play. For example, while you might be set a basic limit of 35 seconds for a lap around St James' Park, your superior driving skills can easily shave a good 15 seconds off that. The answer? Lower the limit, sprint round the track in double quick time and earn yourself a whole bag of Kudos into the bargain. Like we said, a fantastic idea.

The Car's The Star

Quite shockingly (and after much extensive playing time) we're pretty sure that there's virtually nothing wrong with *M-SR* because in trying to deliver the best pure racing game on the Dreamcast, it's gone and done just that. It's easy enough for the casual gamer to get into without being discouraged and yet offers enough challenge and skill for hardcore driving nuts to love it to pieces. If there was one complaint, it would be that despite allowing you to customise your car how you like it, you can't actually fiddle with the car itself – however, if the difference between winning or losing was shortening your rear axles by half an inch, non-fanatics would switch off immediately so it can only be a good thing in the end. Face the fact; you might have had to wait ages for it to arrive and had all your PlayStation-loving friends point and laugh at you, but now it's time to turn the tables. Buy *M-SR*, sit them down in front of it and then tell them to go and shove *Ridge Racer V* up their arses. You know it makes sense.

Martin Mathers

You Wait For Ages...

... and then three come along at once. Usually. Except in the case of *M-SR*, where there's only one... damn. Still, don't worry – there are plenty of other things on the horizon that we've been waiting for...

A Win On The Lottery

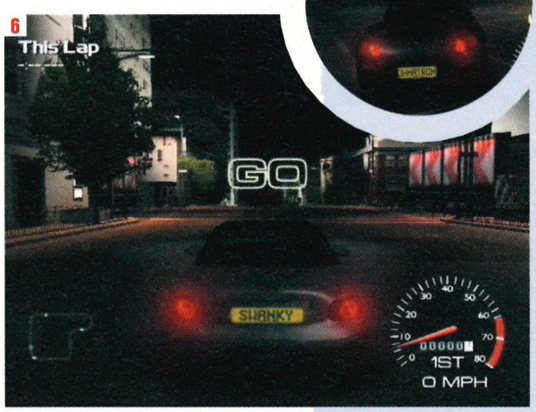
Considering we play the damn thing twice every week, the odds of us winning even a tenner on the National Lottery must be getting pretty good by now. In fact we're so sure of it that when we do win, we'll take you all out for a beer or two. Yep, all of you. As soon as we're successful, we'll let you know. Honest, guv.

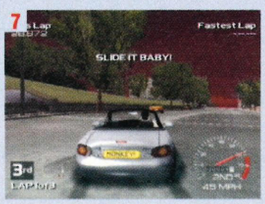
Pay Rises

Oh yes, it's that time again. Appraisals are upon us and the distinct whiff of extra cash is nigh-on certain. All those extra hours and hard work to make Dreamcast Magazine so damn good will surely mean that a few extra magic beans are on the way along with a herd of flying pigs...

The Second Coming

Okay, so we're not exactly waiting for this one – after all, when it does finally come then we won't be able to play games any more, what with the end of the world and all that. Plus it means having to bugger off to Heaven or Hell, depending on whether you've been a nice bloke or not. Mmm, barbeque...





[4] For us, London has to be the best city – if only because we recognise everything. [5] San Francisco, on the other hand... well, we've never been there. [6] Go, go, go! Just floor the pedal and fly off the start! [7] You've got to even out between racing well and sliding round those corners...

Dreamcast Magazine Opinion

THE JUDGEMENT

M-S	ARSE
⊕ Beautiful. Really, really beautiful	⊖ It's one of those 'realistic' racers
⊕ More cars, tracks and challenges than any other game	⊖ Say goodbye to your social life
⊕ THE essential racing game... 'nuff said	⊖ We nearly didn't get the magazine finished in time because of it

2ND OPINION

› This is possibly the best racing game ever made on any system. The visuals are nothing short of superb, with the cities perfectly designed from the biggest building down to the smallest waste bin. You can't help but be impressed by the attention to detail that applies as much to the realistic physics as the graphics. And if that wasn't enough, they've somehow managed to cram in a damn good game that's so deeply involving you'll end up squatting unshaved in front of your Dreamcast wondering where your life went. It's been a long wait, but the end result is sheer racing perfection.
Mark Hattersley

ALTERNATIVELY

Sega GT

An incredibly well-rounded game that'll keep you going for ages.

Reviewed: Issue 17
Dreamcast Rating: 89%

Ferrari 355 Challenge

Have no doubt – this is the ultimate driving experience. Wow!

Reviewed: Issue 14
Dreamcast Rating: 91%

DREAMCAST RATING

VISUALS	97%
SOUNDS	88%
GAMEPLAY	95%
VALUE	94%

96%

SUMMING UP

› The highest score in the history of Dreamcast Mag – do we really need to spell it out for you?

Crazy

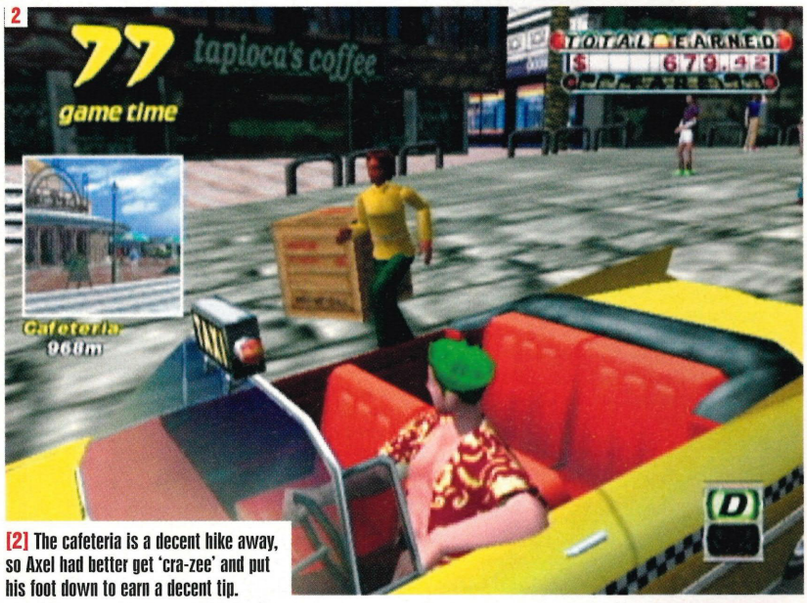
Sega's arcade conversion of Crazy Taxi pulls up to Dreamcast Mag's bumper.

essential information

magazine

PUBLISHER	SEGA
DEVELOPER	SEGA
RELEASE	OUT NOW!
PRICE	£39.99
GENRE	ARCADE/RACING
PLAYERS	1
VM UNIT	SAVE GAMES
PERIPHERALS	ARCADE STICK RACE CONTROLLER

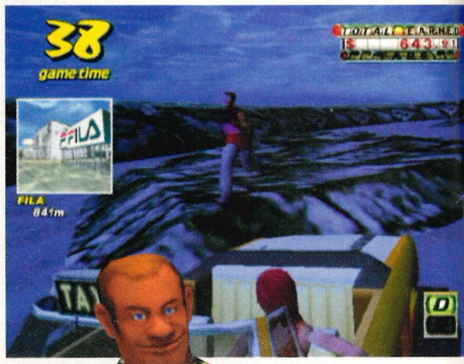
[1] Whether you call 'em shopping centres or malls, as far as BD Joe is concerned, it's another stretch of road.

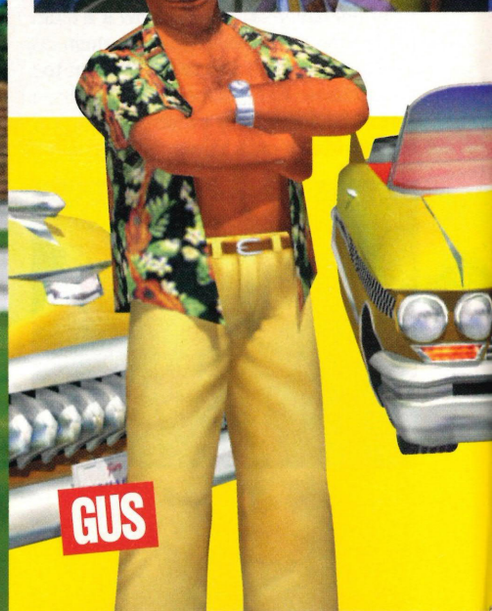


[2] The cafeteria is a decent hike away, so Axel had better get 'cra-zee' and put his foot down to earn a decent tip.

Recent converts to the Dreamcast platform have never had it so good. In the past few months, the quality and quantity factor has been nigh on equal, with the sublime *Chu Chu Rocket!* and arcade-perfect *Zombie Revenge* being the two shiniest diamonds in the pre-Christmas software release rough. So, with its first international Christmas behind it, the Dreamcast can rest on its laurels until well into the spring, right? Not a chance.

Careening down a one-way street, mindlessly scattering the pedestrians in its path, comes *Crazy Taxi*. Another arcade-perfect conversion of a Naomi-board coin-op, with a welcome host of new additions to boot. This beauty wasn't expected to arrive in Japan until late-January, but nonetheless a fully





awesome moment

The director's-style camera angle allows you to create a Hollywood car chase movie.

Taxi

Dreamcast Magazine ULTRA

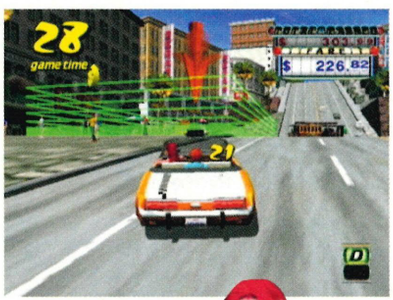
reviewable copy for the UK market arrived in our surprised (but no less sweaty) palms at the beginning of December... and no work was done for a week... or maybe three. In fact, what happened to Christmas and New Year?

For those who haven't frequented their local arcade hall for a while – or who missed our *Crazy Taxi* feature last issue – a brief explanation of the game's aim is perhaps called for. You choose a cabbie, you drive around the city, you pick up a passenger, you take them to their destination, and you perform tricks for extra tips. Repeat until you run out of time. There, is that brief enough?

As with all great ideas, *Crazy Taxi's* premise is a simple one, but in practice it is a turbo-charged, tan-yellowed beauty of epic proportions. It's a fully-leaded adrenalin rush experience to belt it full throttle over a hill, leaping over trams and cars in a ludicrous *Streets Of San Francisco* homage. Like *Driver* on PlayStation, pedestrians leap out of your path (no matter how hard you try and hit them) trash cans and newspaper booths bounce off of your bonnet, and fellow commuters honk and beep as you side-swipe them. The arcade game was pure fun squeezed into a plastic display cabinet, and the Dreamcast version is an exact carbon copy with the major plus points of two additional gaming modes: Original and Crazy Box.

"You Lookin' At Me?"

The Arcade mode does exactly what it says on the tin – it's no more, no less than a flawless arcade conversion. What else would you expect? If Sega isn't able to successfully port over one of its own Naomi-board games over to the Dreamcast then something is sorely amiss. After all, this was one of the main selling-points for Sega's überconsole in the first place. So, the quick-fix nature of the Arcade game is accounted for, but it



Three Degrees Of Crazy

It's not simply a matter of taking your prospective fare to their desired destination. Oh, no. *Crazy Taxi* positively encourages you to earn tips by performing the kind of saucy moves seen in the *Dukes Of Hazzard*. Here's the big three:

Crazy Jump

Well, those conveniently placed ramps on the back of some of the trucks aren't simply there for decoration. Cannonball over congested traffic, give your passenger a brown trouser moment and rake up some top-tippage in the process.

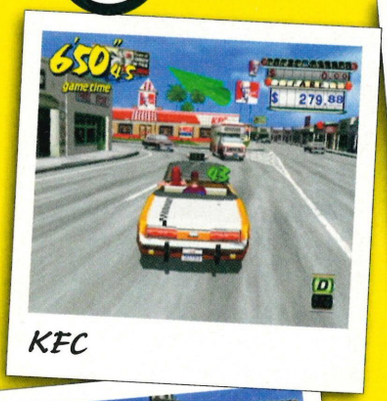
Crazy Drift

The successful execution of a Crazy Drift requires you to quickly shift into reverse whilst driving forwards before yanking it back into drive again and steering hard left or right. A tad fiddly at first, but the whoops and hollers of your passenger will let you know if you've done it right.

Crazy Through

"Hang on to your lugnuts!" The Crazy Through is sure to give you a nervous tick, as you need to drive suicidally close to other cars, trucks and trams. Pulling this one off will require you to suck other vehicles' backdraft, with your first few attempts probably resulting in a multi-car pile-up... never mind, eh?

continued

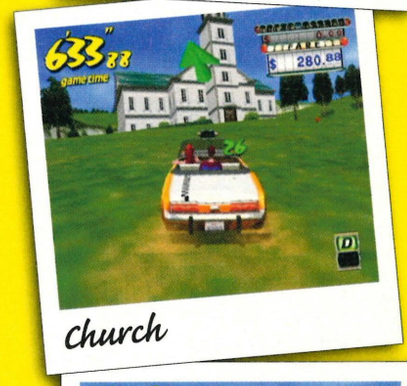


KFC

Tower Records

Pizza Hut

Yacht Harbour



Church

DRIVE ME CRAZY

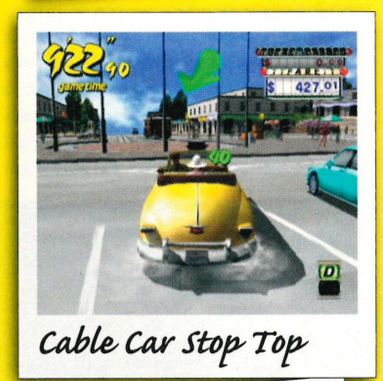
> Welcome to the Arcade city. This handy map, courtesy of DREAMCAST MAGAZINE, will help you find your way around the sights of this busy seaside metropolis.

1 Tower Records
2 KFC
3 Church
4 Heliport
5 R.B. Station
6 Baseball Stadium
7 Police Station
8 Clock Tower Theatre
9 CT Hospital
10 Sky Bank
11 Boarder's Paradise
12 Mall W
13 Mall N
14 Crown Arena
15 Osmous Hotel
16 Bus Terminal
17 Lookout Tower
18 Fire Station
19 Tennis Courts
20 University of S.C.G.P.
21 Cable Car Stop (Top)
22 Sail Street
23 Freshtree Street
24 Cable Car Stop (Bottom)
25 Seaside Market
26 Westside Beach
27 Yacht Harbour
28 Cafeteria
29 Pizza Hut
30 Square Park
31 Popcorn Mania
32 FILA
33 Original Levi's Store

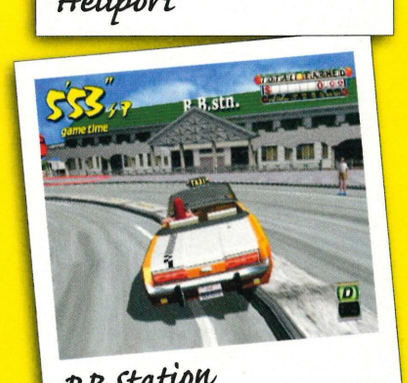
● Starting Point

Westside Beach

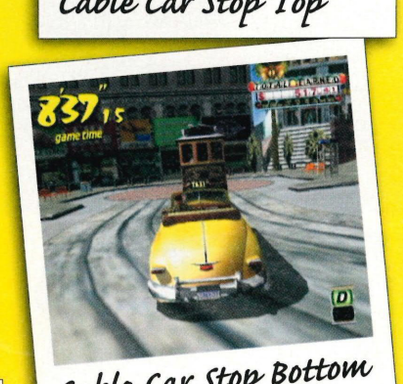
Heliport



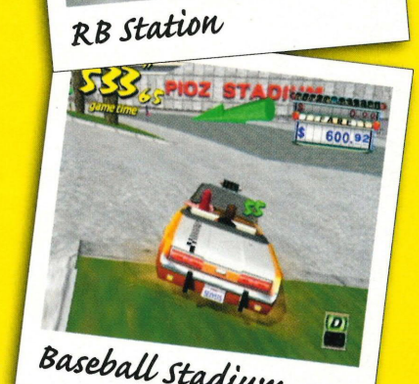
Cable Car Stop Top



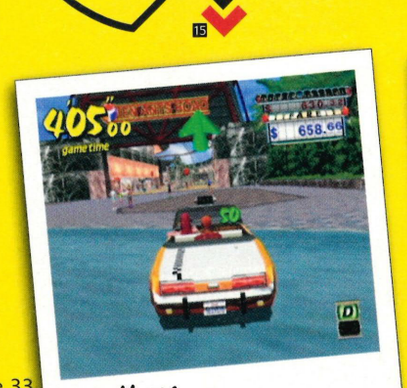
RB Station



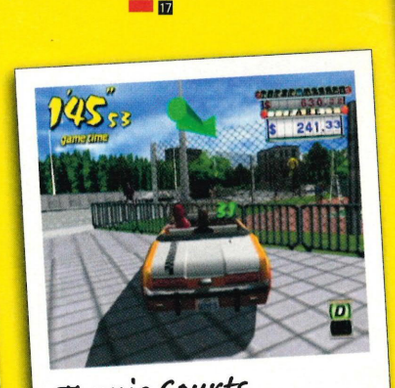
Cable Car Stop Bottom



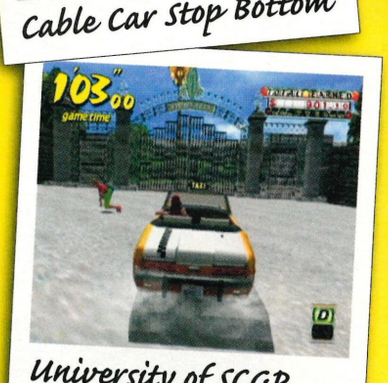
Baseball Stadium



Mall W



Tennis Courts



University of SCGP

"Crazy Taxi is a fully-leaded adrenalin rush experience – it's pure concentrated fun, stuffed onto one Sega-patented GD-ROM..."

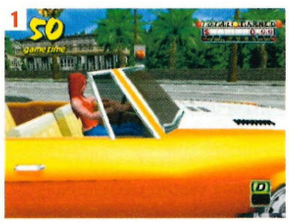
is the extra features that really add weight to the Dreamcast version. The aforementioned Original mode is essentially the same game, but with shiny new hubcap extras, like completely new locations, and additional time to pick up fares and explore your surroundings.

The third gaming mode is Crazy Box: a cheeky arcadey take on *Gran Turismo's* Licence mode, where you need to perform a number of tasks within a time limit. These vary from the bog-standard dropping off of a fare, to bursting 20 balloons, and even knocking over seven sets of bowling pins. What's that, Billy-serious-pants? You expected something a little more realistic?

In a true test of console might, *Crazy Taxi* was vying for attention with the PlayStation biggie *Gran Turismo 2*, which arrived in the DREAMCAST MAGAZINE office at the same time. There could be no greater way of ascertaining the power – or lack thereof – of Dreamcast. Whilst the initial crowds swarmed around our preliminary bashes of the Crazy one, some were tempted away by *GT2* (bloody heathens!) but most soon came back. The consensus of opinion being that they were underwhelmed by the dull graphics and tired gameplay offered by Sony's driving effort, and were eager to try out as the office's top cabbie.

Which brings us along nicely to the fact that a modicum of skill is required when it comes to hitting the streets. The time limit means that you can't really afford to swan off on a sightseeing tour, so it pays to stop as close to a prospective passenger as possible (they have a coloured stop zone encircling them – aim for the middle and you can't go far wrong). Also, mastering the Crazy Drift (aka, a temporary speed boost) will allow you to reach your destination that much quicker, ensuring customer satisfaction and the resultant big tip. Whilst customers like a dash of excitement thrown in with

1



2

[1] Gena's bumper is the kind we'd like to pull up to. [2] The overhead camera allows you to play the game in a Grand Theft Auto style... or something like that. [3] Whoa! Gena's no slowpoke, and she rakes up some major tippage as a result.

3

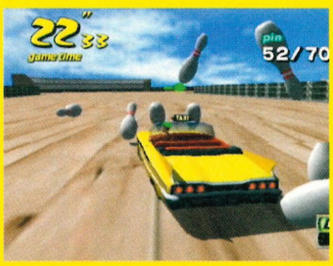
Opening The Crazy Box

The major addition to the Dreamcast version of *Crazy Taxi* is the thumb-rottingly addictive Crazy Box mini-game mode. Initially, there are nine mini-games on offer, with a further seven being opened after you successfully complete some of the challenges.

Once it has got its hooks in you, the Crazy Box mode will take over from the main Arcade and Original gaming options. Primarily because the challenges can be so tough, so frustrating, and so God-damn compulsive! All played within tight time limits, the challenges can range from bursting a number of balloons; knocking down giant bowling pins, picking up and dropping members of a baseball team, and running a complete circuit of the Arcade course. Here's some of the more memorable buggers:

Crazy Bowling

Catapult your cab down a giant bowling alley, performing Crazy Drifts to knock down the seven sets of bowling pins. The corners are nasty in this nightmarish test of speed, dexterity and nerves.



Crazy Zigzag 2

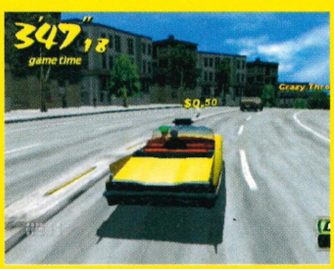
The designer of this one deserves to be shot. As hard as nails, Crazy Zigzag 2 can bring grown men to tears. You need to drop each one of your seven passengers off on a corner of the jetty. Bugger up your Crazy Drift and you'll find yourself on a one-way trip to Davey Jones's Locker.

Crazy Party

"Take me out to the ball game!" Planning is everything on this beauty, as each of the seven baseball players dotted around the game map need to be picked up in strict order if they are to reach the ball game in time. Feel free to use solid objects as emergency brakes... we did!

Crazy Attack

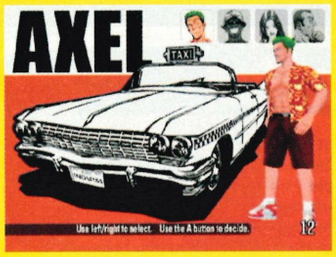
The final challenge is only accessed after all the other Crazy Boxes have been opened, and is currently the only one that the we have yet to master. It sounds simple: complete an entire circuit of the Arcade course. However, you are only given four minutes, and the roads are more congested than Marlon Brando with a particularly nasty head-cold. Meaning that this one's as tight as a gnat's chuff. We *will* break it, oh yes!



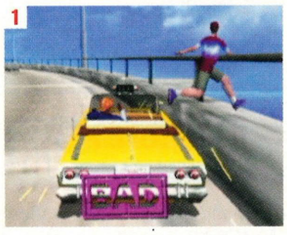
continued >

Crazy Cabbies

There are four eager cab drivers aiming to make the scene in *Crazy Taxi*. Each of them have their uniquely modelled yellow-toned mode of transport, as well as an individual style replete with witty catchphrases and comments. DREAMCAST MAGAZINE runs through the roll-call, as well as explaining exactly what their licence plates mean.



Age: 21
Licence Plate: 1NOM155 – 'I no miss' or 'I don't make mistakes'.
Background: Green-haired punk Axel became a 'crazee' cabbie because he reckoned it would be cool. Apparently, Axel excels in showing his customers a good time, but since *Crazy Taxi* is a family game, we can only assume that means he ensures they see all the sights. As well as driving a cab, Axel also plays in a punk band (explains the green hair, then) attempts to pull women (probably just as badly as we do) and meditates (presumably not when driving though).



[1] If you fail to reach their destination in time, the passenger will bail... even if they're on a busy dual-carriageway! [2] If you were in any doubt that this game is crazy, how about picking up a fare underwater? Nice scuba gear, mate!

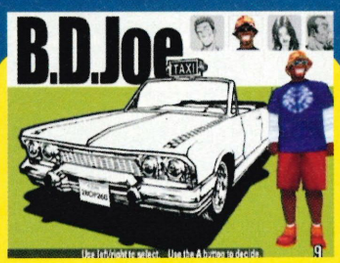
infoburst

Extra information

Each of the four *Crazy Taxi* drivers has their own line of snappy patter, as well as a unique yellow motor.

You can keep track of your progress through the game in the Licence and Ranking modes: the higher your ranking, the higher your licence class.

B.D.Joe



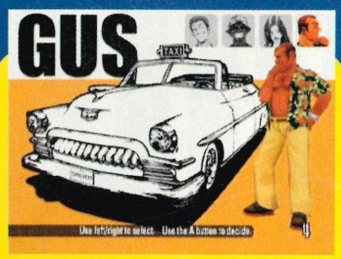
Age: 25
Licence Plate: 2HOP260 – 'Let's get wild and crazy!'
Background: All BD wants to do is make people happy, hence his reason for becoming a cabbie. BD doesn't just perform in his cab either, as he can often be found banging out tunes on a set of garbage can lids in the street. The man who considers being a cabbie as 'far too much fun' has also recently taken up card tricks.

their cab ride, you can wave goodbye to a decent tip if you spend more time banging off of other vehicles and landmarks than sticking to the asphalt.

"Fare Enough, Ol' China!"

The code that DREAMCAST MAGAZINE was sent for review displayed a few disturbing glitches. For instance, the frame rate on the Dreamcast-exclusive Original mode was a tad choppy, speeding up and slowing down in an arbitrary manner. Also, extended play would occasionally result in the road and surrounding areas becoming either transparent or turning pitch black – this would make for a panic-inducing cab ride as you slam straight into a temporarily invisible wall. However, this is the basic kind of stuff that gets kicked into touch during playtesting, so these should be distant memories by the time it hits the shelves.

A final mention should go to the different camera modes available for a test drive. Whilst the default 'behind the car' is the undisputed champ, you are also given the opportunity to view the action from above (*a la Grand Theft Auto*), from the side, from the front (only if you're completely barking, as you can't see what's coming), and even from a 'director's style' action camera. The latter



Age: 42
Licence Plate: ONLY777 – 'Only aim for the jackpot!'
Background: This veteran was the first driver to introduce the crazy style of driving. A trendsetter since he was a tearaway hooligan, Gus is fond of his 1955 jalopy cab. On his off-days, Gus is a master strategist on the card playing scene, which apparently taught him that losing was the key to personal enhancement. Which must make the DREAMCAST MAGAZINE team the most 'personally enhanced' monkeys on the block.

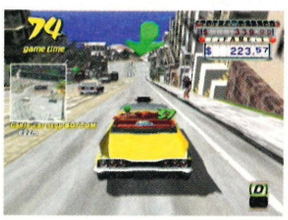
is not for those who take their Crazy driving seriously, but is a barrel of laughs, as it allows you to view the driving action as if it was from a Hollywood movie.

Crazy Taxi reminds you exactly why you play videogames: it's pure concentrated fun, stuffed onto one Sega-patented GD-ROM. This is the perfect antidote for those race junkies who have become a tad jaded by the *de rigeur* 'real' driving sims currently jostling for shelf space. *Crazy Taxi* offers willing and open-minded gamers a wild and whacky rollercoaster ride, with quality extras that add depth to the admittedly limited Arcade mode. Ladies and gentlemen, we have another top-notch Dreamcast title to add to the burgeoning line-up. Nice one, Sega. "Hey! Get off the sidewalk, jerk-off! Cabbie coming through!"
Stuart Taylor

Age: 23
Licence Plate: 5EXY515 – 'Sexy sister!'
Background: The lass with the sass has no overriding desire to make her customers happy, as Gena's work satisfaction comes from hacking her yellow motor down the busy streets at full whack. Any chap who falls for Gena's seductive image should be warned that she has not got time for men in her life... Gena's car is her one and only passion.

3

[3] Lucky for Axel, the game doesn't register vehicle damage... even if you wrap your front-end around a tree.
[4] Gus slams on the brakes for a nigh on perfect drop off... the glowing green box indicates the passenger's destination.



4

infoburst

Extra information

- Probably one of the most famous cab drivers is Travis Bickle, the vigilante nutter portrayed by Robert De Niro in the film *Taxi Driver*.
- The best way to nark off a cabbie is to count out your exact fare very slowly, and not give them a tip (but we wouldn't recommend that, of course).

magazine opinion

THE JUDGEMENT

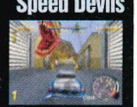
CRAZY	HAZY
⊕ Arcade perfect conversion	⊖ Repetitive music selection
⊕ Excellent additional modes	⊖ Occasional graphical glitches
⊕ Pure and unadulterated fun	⊖ Limited passenger selection

2ND OPINION

> As far as I'm concerned this is the game of the year – and it's only January. It's nothing short of brilliant, purely by its virtue of being such fantastic fun to play. It really is crazy. Without any kind of Championship play you might think that it won't last long. Wrong. You will be coming back to *Crazy Taxi* time and time again, such is it's addictive nature. If you're only going to buy one game this year this has to be it, as your life can never be complete if you don't own this gem of a game. Now, if you'll excuse me, I've just got to go and get my hourly fix.
Alex Warren

ALTERNATIVELY

Speed Devils
Makes *Sega Rally 2* look as exciting as driving a supermarket trolley.
Reviewed: Issue 02
Dreamcast Rating: 92%



Re-Volt
Smart graphics, fast speeds, realistic scenery and some great gameplay.
Reviewed: Issue 03
Dreamcast Rating: 70%

DREAMCAST RATING

VISUALS	95%
SOUNDS	80%
GAMEPLAY	95%
VALUE	92%

94%

SUMMING UP
> Sega has done it again with another flawless conversion. Addictive and fun, fun, fun!

Speed Devils

Ubi Soft's first Dreamcast racer makes *Sega Rally 2* look about as exciting as driving a supermarket shopping trolley!

essential information

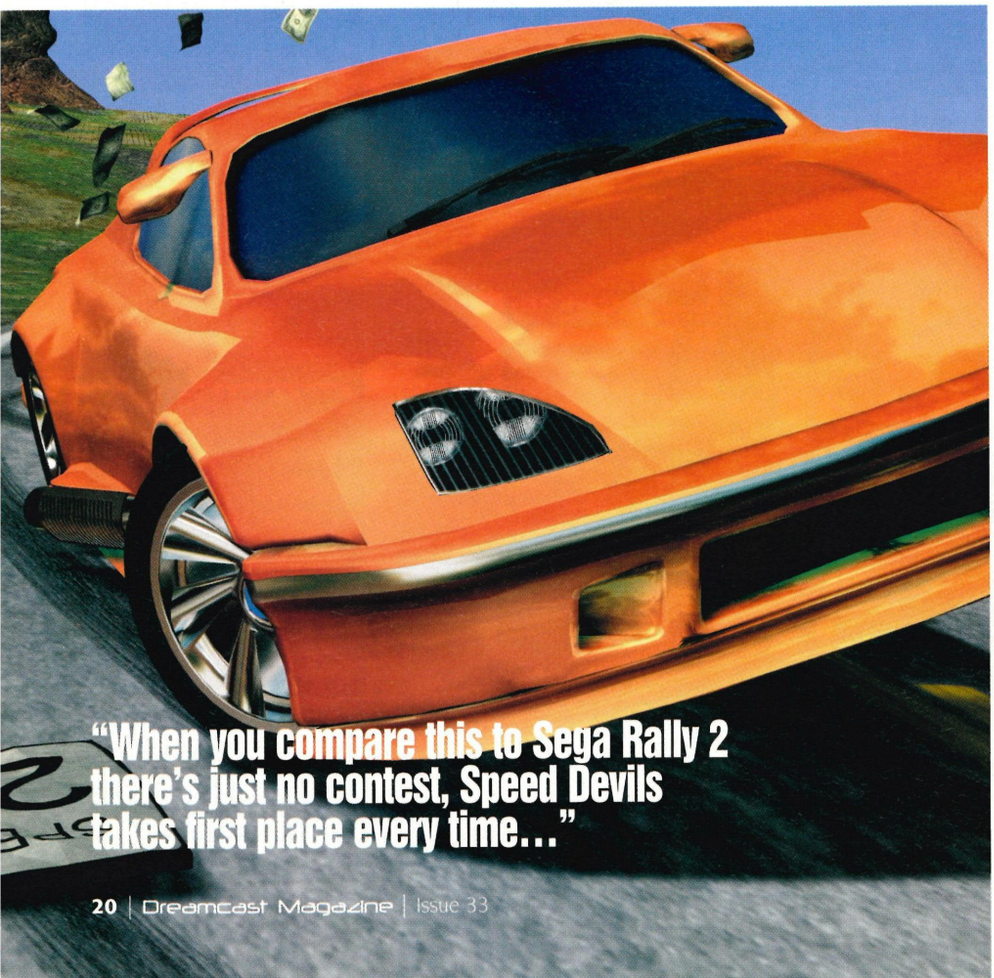
Dreamcast magazine

PUBLISHER	UBI SOFT
DEVELOPER	IN-HOUSE
RELEASE	OUT NOW!
PRICE	£39.99
GENRE	RACING
PLAYERS	2
VM UNIT	SAVE GAMES
PERIPHERALS	ARCADE STICK, VIBRATION PACK, RACE CONTROLLER

infoburst

Extra information

- Gorgeous cars with real-time damage.
- Huge highly detailed circuits.
- Themed audio tracks.
- All sorts of weird obstacles.



"When you compare this to Sega Rally 2 there's just no contest, Speed Devils takes first place every time..."

Now we all know that gambling's bad. Yes, it may be legal, but it results in people losing their money, their partners and their homes... er, except the lucky few that win of course, but that doesn't make it right! Ubi Soft however is set to turn all Dreamcast owners into compulsive gamblers with its new racing game *Speed Devils*.

If you had to make comparisons, then *Speed Devils* is most like the *Need For Speed* games on the PlayStation and *Beetle Adventure Racing* on the N64. But it's a lot better. What it has in common with these games is the size and variety of the tracks. Each circuit that you race on is absolutely huge and packed with all sorts of crazy short-cuts, features and obstacles that turn this title from... well, from a great racing game into a *really* great racing game.

Dreamcast magazine ULTRA

Crazy Track Antics

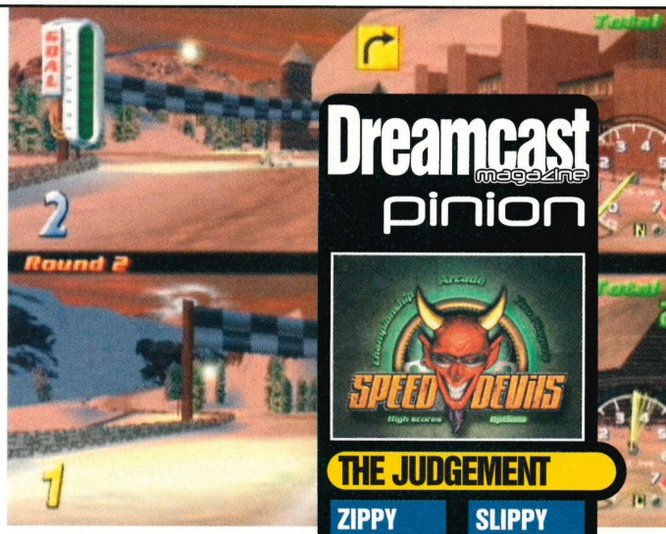
The tracks in *Speed Devils* aren't straightforward, oh no. With each lap that you take you encounter hazards such as rock falls, cranes, bulldozers, ramps, military vehicles, giant animatronic gorillas, alien spacecraft and tornadoes to name just a few. Each of these features can drastically affect the way the race runs. You might, for example, be running along quite happily in first place when suddenly a sign flashes a landslide warning and before you know it a positive avalanche of boulders has knocked your car for six!

When you first begin a game in Championship mode you are given the cheapest,

[1] You've got to watch out for the UFO tractor beams – if they make contact with you they scoop you up and send you flying off course.
[2] Take a turn through Hollywood and you'll find all sorts of strange obstacles, including an animatronic ape and this T-Rex!

awesome moment

It's lap two on the Nevada track and one of the UFOs comes to grief.



[3] This is the car that your sponsor gives you when you first start a championship. What a generous bloke – not! **[4]** Once you've got a bit of cash it's wise to nip into the repair section of the garage and get your car back in full working order. **[5]** You've got to be careful on the rickety wooden bridges or you might find yourself plunging to your doom.

most battered car you can imagine and thus your first race isn't necessarily the easiest because this car isn't exactly a performance model. So what you have to do is make a bit of money, because once you've earned some cash you can repair the damage, buy extra parts and also upgrade to a better model of car. Which brings us to the question: how do you get cash?

Money Makes the World Go Round!

Money is earned in a number of ways. The most obvious way to get some dosh is to win a race, but you also get cash bonuses for having the fastest lap time, the highest top speed and for 'busting' speed cameras – which basically involves driving so fast that when the cops try to clock you, your speed goes off the scale. The other way to make cash is through betting.

Now unfortunately in *Speed Devils* – as in life – you need money to make money. This means that you've got to earn some cash the hard way before you can start gambling. Once you've got a bit of cash behind you though the other racers in the game start making bets with you and – assuming that you win – the cash comes rolling in. The more cash you get, the better you can enhance your car and the bigger the wagers become.

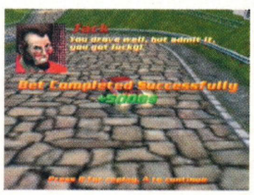
Speed Devils is a superbly addictive game which really gets your adrenaline flowing. A variety of different options are available after each race and the fact that rather than just buying new cars each time you can also upgrade your old one, and can own up to three different cars at once, means that there's loads to do besides just the racing.

The two-player game is as good as the one-player as it still keeps all the special features on the tracks and there are a variety of different modes to try which considerably extend the longevity of the game. When you compare this to *Sega Rally 2*, there's just no contest, *Speed Devils* takes first place every time. So stop reading this and go out and buy it!

Roy Kimber

Bet You I Win!

› Once you've raced a few times in Championship mode, and proved that you can actually tell the clutch from the brake pedal, the other characters in the game will make bets with you. These could be anything from simply getting the fastest lap time to busting a police radar on the highest level. The value of the bet usually reflects the difficulty of the wager. While you don't have to accept the bets, they're a good way of getting cash fast and raising your street cred. Are you hard enough?



Dreamcast Magazine pinion

THE JUDGEMENT

ZIPPY

- ⊕ Gorgeous graphics and presentation throughout
- ⊕ Nice car handling on all the vehicles
- ⊕ The animated tracks are simply brilliant

SLIPPY

- ⊖ For multiplayer, it's two players or nothing
- ⊖ No Internet access features
- ⊖ This game could seriously ruin your social life!

2ND OPINION

›Great game! That's about all I can say on the matter because I need another fix of the speedy action Ubi Soft have created here. Okay, a few more words. Ever since I played an early version of *Speed Devils* over in Paris with Ubi Soft I have been in love with the game. Everything is really well put together: the cars look great, the tracks are long and challenging and the animation as you race around is superb. Play back a lap on replay and you'll notice hundreds of things you missed when racing. All Dreamcast players should have this game!

Nick Roberts

ALTERNATIVELY

Sega Rally 2

A must-buy for anyone looking to get into the racing genre.

Reviewed: Issue 01
Dreamcast Rating: 91%

Suzuki Alstare Racing

Something for everyone including an individual best score time per lap.

Reviewed: Issue 02
Dreamcast Rating: 70%

DREAMCAST RATING

VISUALS	93%
SOUNDS	90%
GAMEPLAY	96%
VALUE	95%

92%

SUMMING UP

› More than a match for *Sega Rally 2* and just the sort of thing the Dreamcast needs!

review

web site | www.sega.com

M-SR and *F355* not enough of a challenge for you? Fancy some good old licence tests and races? Then let *Sega GT* take you on another monster ride...

Sega GT

essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	OUT NOW!
PRICE	£39.99
GENRE	RACING
PLAYERS	2
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK, MODEM RACE CONTROLLER

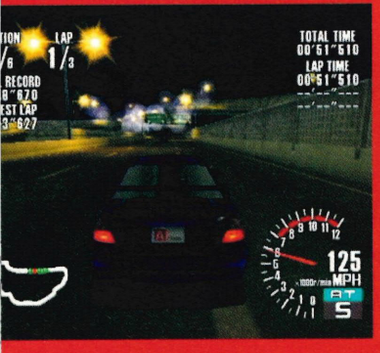
So *Gran Turismo*'s the greatest racing game ever made, huh? Well, sorry to ruin the party Sony, but there's a new kid riding into town and quite frankly, it kicks some serious butt. So you still wanna fight? Make no mistake, *Gran Turismo's* reign as king of the console racers is about to come to an abrupt end. Why? Because *Sega GT* is here.

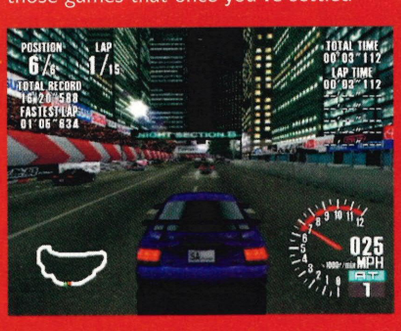
A Grand Day Out

Like *Gran Turismo*, *Sega GT* is one of those games that once you've settled down to play, you'll find infuriatingly hard to leave alone. If you think that it's the sort of game that you can sit down with for a quick spin you'd better think again, as there's no way that you'll be able to play this game for anything less than a month at a time. Be warned now – it will swallow your days whole without you even realising, such is the compulsive nature of the gameplay.

As with *Gran Turismo*, there's a whole series of licence tests which you must endure before you can graduate from driving the crappy 1000cc cars of the E-Class to the turbo-injected beasts of the SA-Class. The real beauty of this, and the game's overall design, is that you have to work your butt off to earn enough money and pass enough tests to be able to indulge in the high-speed delights of the higher range cars. Which basically means you'll be glued to the spot.

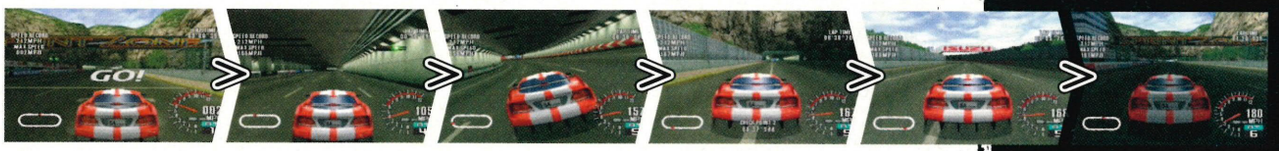
Not only that, but there's a whole load of official and event races for you to get your teeth into, which are where the big bucks are sitting ready to be made. The more races you win, the more money you earn, giving you the funds for those all-important upgrades when you head into the garage. New tyres, engine tuning, new brakes and suspension – you name it, you can tinker with it, thus transforming moderate cars into shadows of their former selves. More importantly though, it means new cars. And when we say new cars, what we really mean to say is a fleet of new cars. Over 100 enough for you?

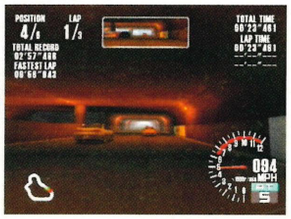


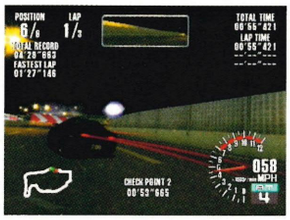


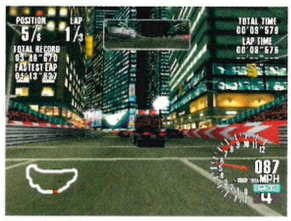
awesome moment

Going around the Speed Zone at 175mph blows your mind.

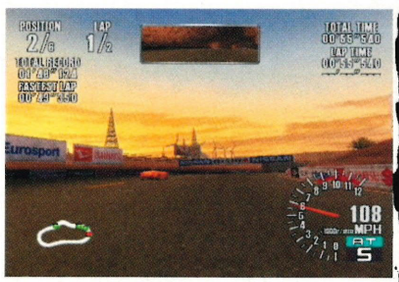


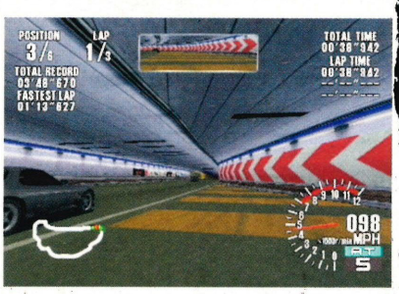






1



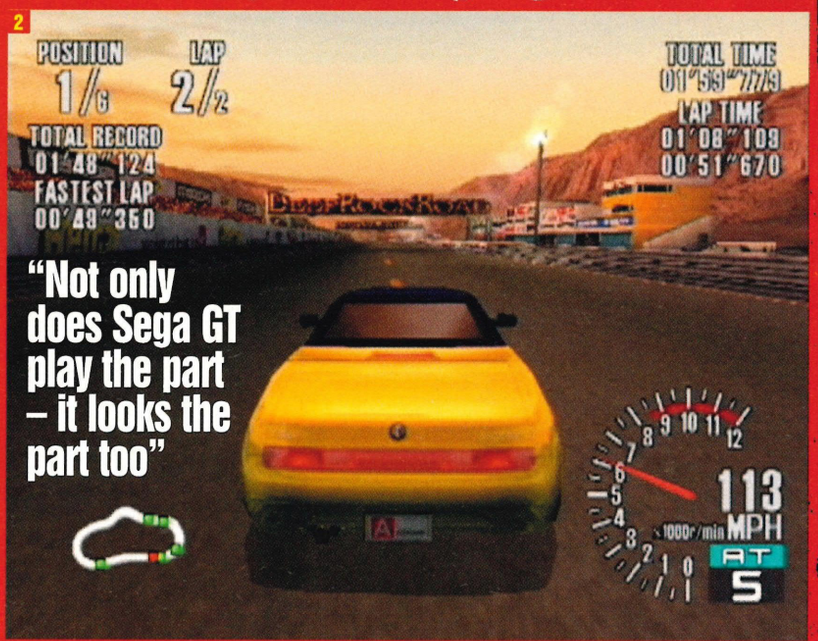


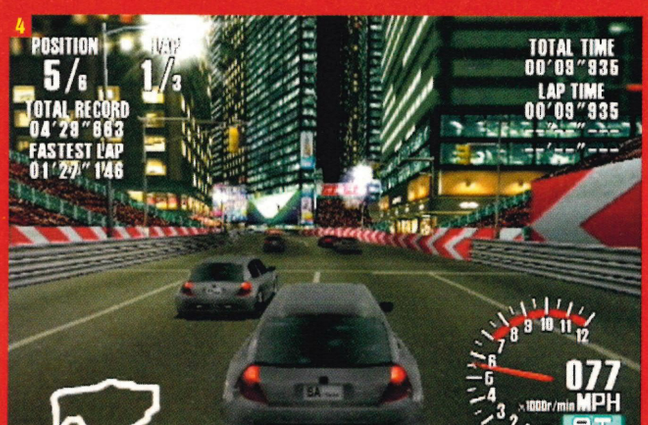
Highway To Heaven

Featuring 17 manufacturers with cars on show, including the likes of Honda, Peugeot, Toyota and Mazda, as well as the newly recruited Ford, Dodge and Fiat licences, to say that you're spoilt for choice would be something of an understatement. Even better, you can feel even the smallest of differences between the cars in terms of speed and handling, which creates a real affinity between driver and vehicle – a sure sign of a great racing game if ever there was one. The cars themselves handle like a dream for the most part, although you will get one or two which slip and slide about like a female mud-wrestler, and are just as hard to handle. But then if you're not satisfied, you can just build your very own personalised dream car down the Carrozzeria if that's what takes your fancy.

But it's not just the massive range of cars and compulsive gameplay that Sega

2





4

[1] Graphically Sega GT is the perfect accompaniment to Ferrari 355 and MSR. [2] The car models might not be the greatest ever seen, but they're licensed, and they handle like a dream. [3] As with every racing game there's the obligatory snow-covered mountain stage, but you can hardly complain when it looks this good. [4] You're going to have to drive your socks off to complete all the licences and open all the expensive high-powered cars.

infoburst

Extra information

- Isn't it great being European? We get more cars and manufacturers than the Japanese.
- Sponsors of the event races include McDonalds, Virgin Atlantic, Excite, Hertz and Bridgestone.

Do It Yourself

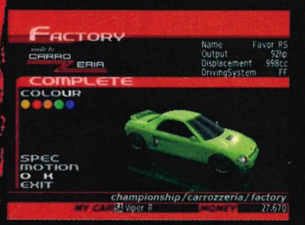
So you've unlocked every car in the game, mastered them all and won every race with them all, leaving you just one challenge – make your own. Just head down the Carrozzeria and build your very own personalised gas-guzzling super car. But it's not as easy as it looks as you'll have to test it rigorously and tweak the set-up to perfection before you can stand a chance of winning races. Just make sure you've got enough money for those all-important upgrades.

First up you've got to choose what size engine you want.

It gets more technical as you decide your engine set-up.

With an impressive choice of bodies, it's a tough decision.

So where do you want the power of your car?

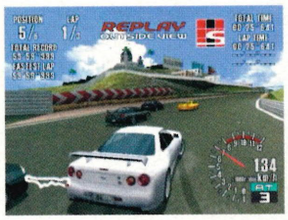


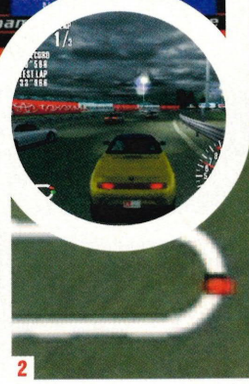
Finally, pick the colour and hey presto – you have your own car!

review

continued>

1





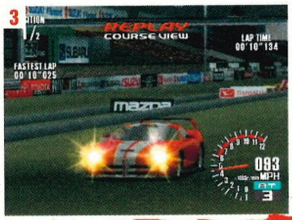
2

infoburst

Extra information>

> In Japan the game was called *Sega GT: Homogolation Special*.

> Play this game for too long and you'll think that you can actually drive in real life, even if you haven't passed your driving test.



3

4

[1] Just check out the wealth of options available to you... now where do you start? [2] Aah... the Dodge Viper. If you want a really vast car then this is the beast for you. [3] If you thought the game looked good, you'd better check out the replays. [4] Although there aren't as many courses as you might like, it's made up for by some great track design.

has deigned to spoil us rotten with. Hell no. Not content with providing us with garage-loads of cars and races galore, Sega has only gone and given us one of the best-looking, not to mention realistic, racing games that you're ever likely to see. *Gran Turismo* might have been the benchmark for racing games on the PlayStation in terms of numbers and depth, but let's face it, it was hardly the most attractive kid on the block.

In contrast, *Sega GT* not only plays the part – it looks the part too, with each car made up of over 1200 polygons, and the courses proving to be idealistically-realised backdrops. In other words, it looks gorgeous – at least for the most part. One or two of the courses, generally the city-based ones, do leave a little to be desired in their general appearance and lack of graphical panache but otherwise there's little to fault them on. As you speed along the twisting tracks of the countryside you can't help but take in the majestic views on offer, but here's a little tip – save it for the replay, as you'll need all your concentration for the road ahead.

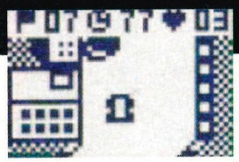
No Tourists Please

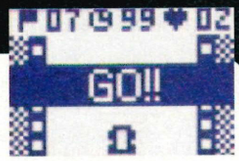
However, as with most games, *Sega GT* does have one particularly vicious thorn in its otherwise unblemished side. The music. Quite why developers continue to punish our ears with some of the worst in-game music ever is one of life's little secrets, and looks to remain so. It's not that it's a problem that's exclusive to this game either – just look at the way the rock riffs of Van Halen ruined the otherwise delightful experience of that other Sega-driving gem, *F355 Challenge*. On the other hand, you could just turn the music off and listen to the purr of the engine and the screeching of the tyres, which is an altogether more appealing proposition.

In the end, there's no denying that as racing games go, *Sega GT* has got it all. It might not quite have the looks of *F355* but the fact that it has over 100 cars and 22 tracks more than makes up for that. The addition of the first proper VM mini-game (see boxout) is just another plus, making it an incredibly well-rounded package. Basically what we're saying is that if you're a driving fanatic and want a racing game that not only looks great but has the ability to keep you hooked for hours, *Sega GT* is undeniably the game to keep your every whim happily satiated. Accept no imitations.

Alex Warren

Homo In Your Pocket





> At long, long last Sega has deigned us worthy of a proper mini-game for the VM unit, the so-called *Homo Pocket*. Weighing in at a massive 128 blocks, it might take up most of your VM unit but who cares. As a wandering racer you must find yourself a drive and with 30 days before race day, you'd better get a move on with your training. You can gain strength and other stats by training (swimming and running) but to train you need money, which you earn by doing part-time jobs, including construction work and a job as a mechanic. Come race day the pressure's on as you race your car in a top-down styled race. It's hardly great, but at least they made the effort.

Dreamcast Magazine Opinion

THE JUDGEMENT

GREAT	GROT
⊕ Loadsa, loadsa cars	⊖ Long learning curve
⊕ Looks great	⊖ You call that music?
⊕ Sooooo much to do	⊖ No... lost us

2ND OPINION

> > Driving games overload! *Sega GT* is a top title that up until recently would have been voted best racing game on the Dreamcast. It borrows the same template as the original *Gran Turismo* which you would have thought would elevate the game somewhat. However, *Gran Turismo 2* went one better, offering even more options, more tracks and a shedload of cars. So whilst *Sega GT* looks good it still seems like a tarted-up *GT* copy and has been totally eclipsed by the superfluous *M-SR*. Definitely worth a look though.

Simon Phillips

ALTERNATIVELY

Ferrari 355 Challenge

This is the ultimate driving experience. Savour it and cherish it!

Reviewed: Issue 14
Dreamcast Rating: 91%

M-SR

One of the highest ever scores for Dreamcast Magazine. Nuff said!

Reviewed: Issue 15
Dreamcast Rating: 96%

DREAMCAST RATING

VISUALS	89%
SOUNDS	79%
GAMEPLAY	88%
VALUE	93%

89

SUMMING UP

> An incredibly well-rounded game that will keep driving enthusiasts happy for a long time.

WE HAVE A MASSIVE BACK CATALOGUE ...

INCLUDING

BUZZ LIGHTYEAR	£9.50
FIGHTING VIPERS 2	£8.99
PROJECT JUSTICE	£9.50
SHADOWMAN	£9.50
SONIC SHUFFLE	£13.99
SOUL FIGHTER	£9.50
VIGILANTE 8	£9.99
VIRTUA ATHLETE 2K	£9.99
WORMS WORLD PARTY	£6.99
PRO PINBALL TRILOGY	£9.50
SEGA GT	£11.99
CHEFS LUV SHACK	£9.99
DRAGONS BLOOD	£9.50
TOMB RAIDER 4	£9.50
TECH ROMANCER	£9.99
HYDRO THUNDER	£9.50
MDK 2	£9.50
UEFA STRIKER	£9.99
DISNEY MAGICAL RACING	£9.99
FUR FIGHTERS	£9.50

MANY MORE TITLES AVAILABLE.....

AND THE LATEST GAMES...

£28.50
EACH

ISSUE 33
28.03.02-28.04.02

TO SHOP AT GAMESTATION...

GAMESTATION
where it's never game over

Call.. **0845 345 0335**

WHEN ORDERING PLEASE QUOTE REF NO: DC 33

Click.. WWW.GAMESTATION.CO.UK

Visit..Stores Nationwide... CALL FOR YOUR NEAREST STORE: 0870 112 1111

OR IF YOU WOULD PREFER TO ORDER BY POST PLEASE MAKE YOUR CHEQUE/POSTAL ORDER PAYABLE TO: 'GAMESTATION' AND POST IT TO:

GAMESTATION PO BOX 47 YORK YO30 4YF

OPENING HOURS
MONDAY - FRIDAY: 9:00am-8:00pm
SATURDAY: 9:00am-5:00pm
CUSTOMER SERVICE NO: 0870 876 1444

IN-HOUSE DESIGNER MICHELLE MCDONOG

PRICES CORRECT AT THE TIME OF GOING TO PRESS. PRICES SHOWN APPLY TO MAIL ORDER SHOPPING ONLY. ALL OFFERS ARE SUBJECT TO AVAILABILITY WHILE STOCKS LAST. CASH AND TRADE PRICES ARE SUBJECT TO INSPECTION OF THE GAMES AND WILL BE DETERMINED BY CONDITION OF GAME BOX AND INSTRUCTIONS. THESE OFFERS MAY BE WITHDRAWN WITHOUT NOTICE. ALL PRICES INCLUDE VAT AT CURRENT RATES FOR FULL TERMS AND CONDITIONS APPLY TO: GAMESTATION PO BOX 47 YORK Y030 4YF. PROOF OF POSTAGE IS NOT PROOF OF RECEIPT. THIS OFFER EXCLUDES ALL OTHER OFFERS AND PROMOTIONS.

review

infoburst

Extra information

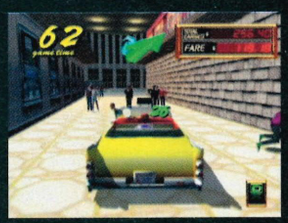
- The office record on the original *Crazy Taxi* was playing the game for nearly an hour straight and collecting 119 passengers on the trot. Yikes!
- However, we could only muster a pathetic 11 passengers and a B ranking on the sequel... see how much harder it is this time around?
- On the other hand,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

online information

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

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

Right Up Your Back Alley



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

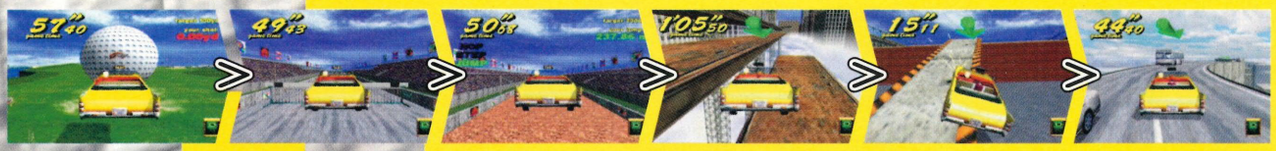
essential information

Dreamcast magazine

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

awesome moment

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



CRAZY TAXI 2

EXCLUSIVE REVIEW!

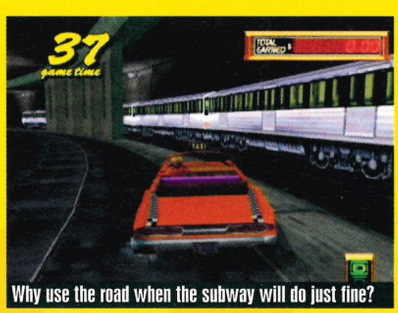
New city, new taxi drivers... same old game? Well, maybe – but that doesn't stop us from loving it all over again...

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

Where To, Guv'nor?

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

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

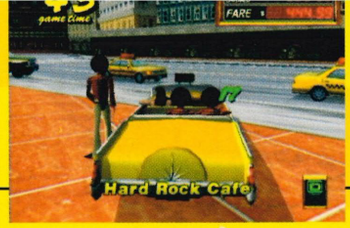


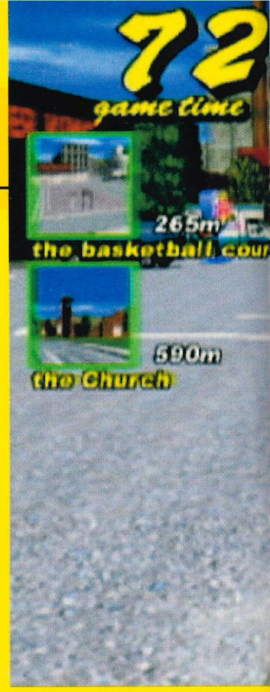
Why use the road when the subway will do just fine?

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

continued

review



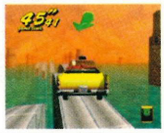


continued >

The Secret Of The Pyramids

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

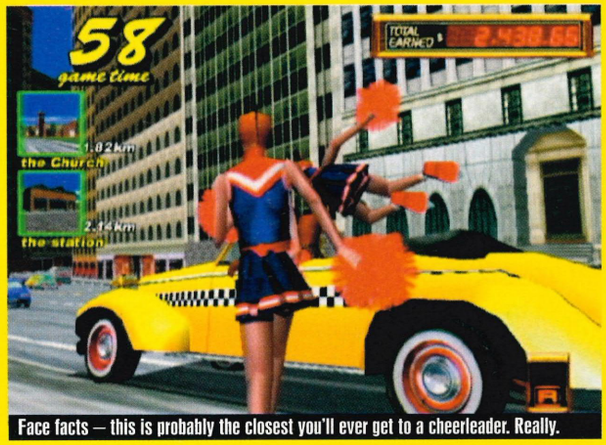
3-2 – CRAZY DROP
The drop-off point might seem really close, but you'll have to negotiate some really horrible platforms to reach it in time...



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

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

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



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

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

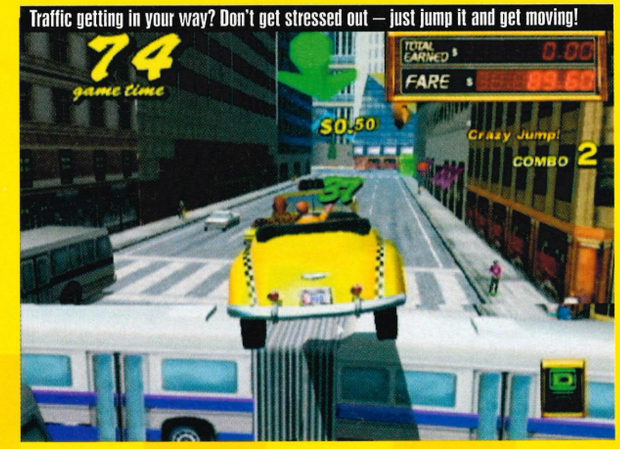
number of improvements made for the home market, it's no surprise that the sequel manages to capture the same frantic arcade feel. In fact, *Crazy Taxi 2* feels somewhat faster than the original, with cars flying by in the opposite direction at a blinding rate and passengers hailing you left, right and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

Saaaf Ov The River

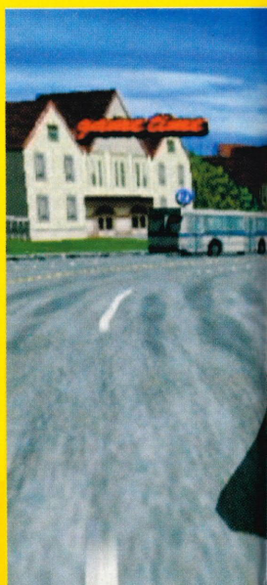
If there's one thing that should be pointed out from the start, though, it's that *Crazy Taxi 2* isn't the walk in the park that the first game was. Although it's relatively easy to get to grips with, even the most seasoned taxi driver (so that's us then) will have trouble getting into double figures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

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

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



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



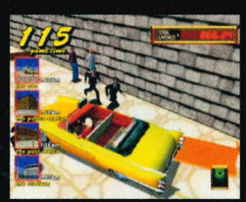
£14.90 To You, Mate

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

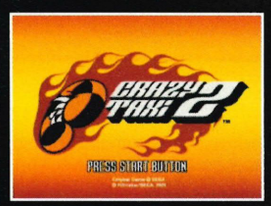
Martin Mathers

Are You Gonna Go My Way?

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



Dreamcast Magazine Opinion



THE JUDGEMENT

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

2ND OPINION

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

Simon Phillips

ALTERNATIVELY

Crazy Taxi

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

Reviewed: Issue 05
Dreamcast Rating: 94%

Super Runabout

Just like *Crazy Taxi*, except nowhere near as good.

Reviewed: Issue 15
Dreamcast Rating: 52%

DREAMCAST RATING

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

92%

SUMMING UP

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

review

web site | www.acclaim.com

Dreamcast magazine ULTRA

essential information

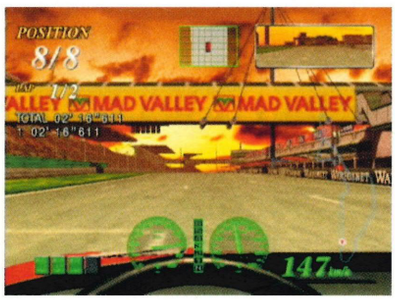
Dreamcast magazine

PUBLISHER	ACCLAIM
DEVELOPER	AM2
RELEASE	OUT NOW!
PRICE	£39.99
GENRE	RACING
PLAYERS	2
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK RACE CONTROLLER

Ferrari 355 Challenge

awesome moment

When sunset hits you're going to have trouble watching the road.



1

2

It's been hyped as the most realistic and best racing game to grace any console... but is it actually any good? Don't ask stupid questions.

Let's face it, you're never going to get to drive a real Ferrari 355, let alone see one, unless you've got yourself a small fortune tucked under your mattress – so get over it. And thank God for games. Even from the days of *Pole Position* and *Out Run,* computer games have served as the best and only way for so many gamers to fulfil their dreams. It might not be the real thing but it's near enough. However, even the modern day equivalents of *Gran Turismo*, *Sega Rally 2* and *Colin McRae* fail in the end to recreate the true reality that makes driving fast cars at even faster speeds such an exhilarating and adrenaline-pumping experience. But not anymore, because the release of Yu Suzuki's *F355 Challenge* is set to blur the edges of reality more than any other game before it. In other words, it's gaming perfection.

Reality Bites

Sure, *F355 Challenge* might well have been an arcade game at its genesis but this is no arcade racer – this is simulation at its highest and most pure level. In this respect the game is more F1 than arcade with precision driving being the nature of the beast – a double edged sword for many. On the one hand it offers the ultimate driving experience that will have hardcore drivers hooked for hours as they try to master the courses, work out all the best angles to take the corners and generally get obsessed with perfection. In contrast, some might find this all a little too serious, but then that's their problem, because you're not going to find a more impressive racing game this side of the galaxy. Yes it's tough, but then where would the challenge be otherwise? In any case, for those who fail to cope with the pace, there's always the Training mode to guide you around the tracks in one piece as well as a number of 'Driver Assists' to help soften the otherwise steep learning curve.

However, the realisation of Yu Suzuki's virtual reality not only relies on authentic gameplay but the visual experience of the game which, quite frankly, is awesome. With the two combined, the end result is mind-blowing. Graphically, the game is of such an incredible standard that it takes it to an altogether different strata. Pop-up? Non-existent. Fogging? Non-existent. Clipping? Non-existent. Get the picture? All you need do is look at the breath-taking views on offer in the game, the sunset skies, the surrounding scenery and the sleek cars to see just how photo-realistic and amazing it really is. The tracks themselves, of which there are 11, are as demanding as you'd expect, varied and exceptionally enjoyable to race, so no worries there.

infoburst

Extra information

- If you wanted to buy a real F355 it would set you back £100,000.
- If you wanted to buy the arcade cabinet it would cost you £18,000.
- Buy the game and the Ferrari Thrustmaster wheel for a near perfect ride for the bargain price of just £90.
- Yu Suzuki, the game's designer, also developed the legendary *Out Run*.

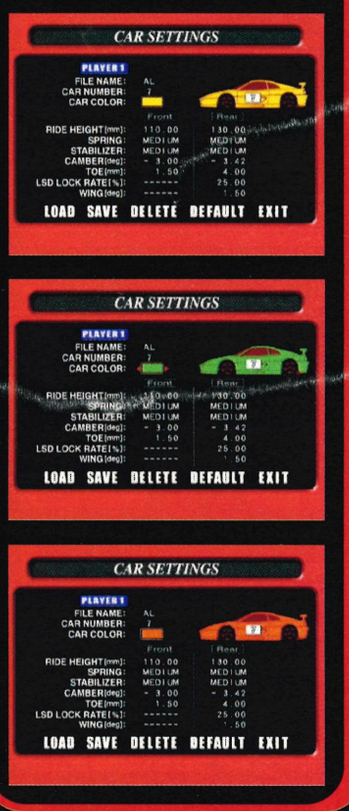
3

[1] The sunset skies are just one breath-taking aspect of the game. **[2]** Make sure you rev the engine up before the lights go green or you'll be left behind. **[3]** For beginners there's a Training mode to help you get to grips with the tracks. **[4]** Two players means twice the fun.

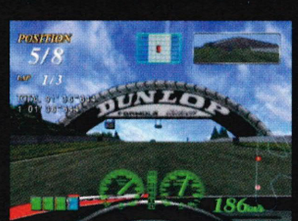
4

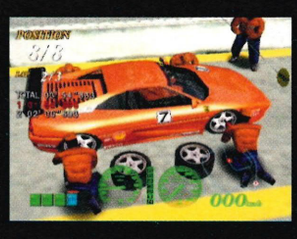
Skinned Alive

There's a fair amount of choices to be made about exactly how you want to personalise your Ferrari, especially in regards to the number of paint jobs on offer. In the end, you can't go wrong with the good old scarlet red.



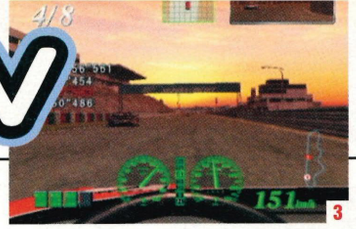
"It might not be the real thing but it's near enough"





review

ontinued>



3

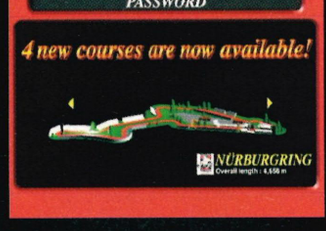
2

1

[1] The inner-city roads of the Long Beach track will test your driving abilities to the limit. [2] When you hear the engine roar you know you're in heaven. [3] It's hard to keep your eyes on the road when the views look this good.

Trackside Action

> As well as the six tracks from the arcade original there are five new tracks in the game that can be opened by winning the others. The new tracks are Atlanta, Pista Di Fiorana, Laguna-Seca Raceway, Sepang Circuit and the Nürburgring. Needless to say, they're all pretty ace.



Oh, and it's pretty speedy too, while never being over the top, running at a incredibly slick 60fps throughout. All this adds up to the grand result of the ultimate driving experience.

Horse Play

But for all the praise that can be piled onto *F355* there are some philistines out there who will find aspects of the game to gripe and groan about. The fact that there's just the one car in the game will have many racing enthusiasts jumping up and down in outrage – d'uh, it's not called *F355 Challenge* for nothing. To be fair, though, you can understand their agitation to an extent, but this discretion is far out-weighed by all the other gleaming aspects of the game. In any case, you can customise the car, choosing your preferred set-up as you tamper with the engine as well as deciding your racing colours, so technically every car is going to be different anyway... so shut your whining.

The fact that there's just the one in-car view is another reason why punters might grumble, but quite why anyone would want to drive from an external view is beyond us. After all, it *is* meant to be a simulation. That said, the game does veer from its sense of recreating reality due to the fact that there is no damage control system incorporated. This means that no matter how many times you crash you'll still be in one piece, albeit a few hundred metres down the track from everyone else. The moral of the story? Don't crash.

So Ferrari So Good

However the most disappointing feature of the game is the music. Or more precisely, Yu Suzuki's fascination with all things Van Halen and rock. But than if that's what gets you going when you're sat in the leather interior of a Ferrari then that's just fine. Thankfully there is the option to turn off the clichéd rock riffs, which allows you to hear the engine's purrs turn into growls, then into a roar, thus creating the perfect Ferrari experience. Heavenly.

What we have in the end, then, is a game that, though undoubtedly awesome, will ultimately only appeal to a select band of hardcore racing fans due to its attention to detail. In this respect, the game's take on reality is its worst enemy as well as being its best asset. So if you're after a quick thrash around a track or two then this probably isn't the game for you, but those prepared to spend some time with *F355* will soon benefit and reap the joys from one of the best, if not *the* best, driving games ever made. Suck on that, PS2.

Alex Warren

"The game's take on reality is its own worst enemy as well as being its best asset"

Get It On

> As the Dreamcast network finally starts to kick in properly more and more games are taking advantage of it, so there's no surprise to see *F355 Challenge* making use of it. It's not great but you can download other user's times as well as upload your own so you can see who really is the Ferrari king.

Dreamcast magazine pinion

THE JUDGEMENT

FERRARI	SKODA
⊕ Most amazing looking game... ever	⊖ Van Halen soundtrack will annoy you
⊕ Will keep you hooked forever	⊖ It's really, really tough
⊕ As realistic as it gets	⊖ There's only one driver view

2ND OPINION

> Mmmm heaven... sorry, where was I? Brum, brum, bbbbbrrrrrrrrrrruuuuuuuumm! Sorry. This game is superb in every respect, it's that simple. Were I reviewing it, *F355 Challenge* would get a higher score as there really isn't another racing game like it on any platform. *Gran Turismo* pales into insignificance beside this and if you like driving games then you simply have, and I mean *have*, to buy this. So go on then, what are you waiting for?

Simon Phillips

ALTERNATIVELY

F1 World GP 2

The definitive F1 racer for Dreamcast.

Reviewed: Issue 12
Dreamcast Rating: 90%

Sega GT

An incredibly well-rounded game that'll keep you going for ages.

Reviewed: Issue 16
Dreamcast Rating: 89%

DREAMCAST RATING

VISUALS	96%
SOUNDS	78%
GAMEPLAY	92%
VALUE	81%

91

SUMMING UP

> Have no doubt, this is the ultimate driving experience. Savour it and cherish it!

ONE STOP MOBILE SHOP

Synetex

CYBER PETS

Get a Cyber pet for your mobile phone just follow the simple steps below...

Step 1 Call **0906 120 6404** or visit www.keipo.co.uk
Step 2 Enter in the 4-digit code of the pet you require
Step 3 You will be asked if you want a boy or a girl pet
Step 4 Enter in your mobile phone number
Step 5 Tell us which network you are on Vodafone or Cellnet

0906 120 6404
www.keipo.co.uk

KEIPO Cyber Pet brought to you by Synetex

RINGTONES

Choose an up-to-date tune
0907 787 0180
Orange & Cellnet users 0905 062 0329
Ireland users 1580 927 190
Fax Back service 1580 927 191

NEW..can't see what you want? Call up and just say the name of your favourite artist and we'll list all the the tunes we have in stock: 0906 664 2054
Callers must be 18 calls charged at £1.50 min max duration 3.5 mins Max cost of call £5.25

New Terrific Tones!

Harry Potter - Film Theme	6214
Hosanna - Jesus Christ Superstar	6245
Phantom Of The Opera	6246
Down Town - Dusty Springfield	6252
Fun Fun Fun - The Beach Boys	6253
One Fine Day - The Chiffons	6257
Sweets For My Sweet - The Drifters	6260
Wouldn't Be Nice - The Beach Boys	6262
You're 16 You're Beautiful	6263
Wherever I Lay My Hat	6261
Star Trek Deep Space 9	6239
Winnie The Pooh - TV Theme	6179
Enter The Dragon - Film	6172
Tarzan - Film Theme	6176
The Can Can - Traditional	6200
Bertha - TV Theme	6163
Rupert The Bear - TV Theme	6165
Some Mothers Do 'Av Em - TV	6166
Casualty - TV Theme	6201
Wonder Woman - TV Theme	6202
The Snow Man - Film Theme	6167

Top 20 Chart

Gotta get thru this - Daniel B	6390
Sophie Ellis Bexter - Murder...	6290
Somethin Stupid - R.Williams	6391
Drowning - Backstreet Boys	6244
Handbags & Glad - Stereoph...	6403
Lately - Samantha Mumba	6344
Will I - Ian Van Dahl	6313
What if - Kate Winslet	6427
Have u ever - S Club7	6302
Country roads - Herms H Band	6443
Resurrection - PPk	6449
How Wonderful... - G Haskell	6566
There's a star - Ash	6516
I don't wanna lose my way - D	6623
In Too Deep - Sum 41	6287
Words are not enough - Steps	6450
Just a day - Feeder	6289
Hey baby - DJ Otzi	5767
Who do you love - D Minogue	6234
El Capitan - OPM	6412
Murder on the dance floor - S.E.B.	6290

New Releases

All you want - Dido	6377
Lift me up - Reel	6381
Tarantula - Faithless	6382
Lately - Sam Mumba	6344
Messin - Ladies First	6345
We're not gonna sleep tonight	6355
AM to PM Christina Millian	6386
Calling - Geri Haliwell	6387
Cry - Michael Jackson	6388
60mph - New Order	6393
Wish you were here - Wyclef	6400
Son of a gun - JX	6398
Just a day - Feeder	6289
Murder on the Dance Floor	6290
Who we be - DMX	6295
Are you looking at me - Ricky T	6267
Livin' it up - Ja Rule	6270
Just 1 Kiss - Basement Jax	5544
Chop Suey - System of a down	6164
If you come back - Blue	6186
Make it last - Embrace	6303

VOICE MAILS

Coolest Answer Phone Greetings Ever!

answer back

0906 121 9751
ORANGE/Cellnet users please call:
0906 690 1901 Calls charged at: 60p per/min
UK - Listen before you call:
0906 641 1977 Calls charged at: 60p per/min

TOP10

Blackadder	1003	Leave me a message so cunning you could stick a tail on it and call it a weasel
Hanibal	3002	Clairice - nice of you to call - leave a message - tick tock - don't want you to eat into my day...
Vinnie Jones	3012	Come on then - leave a message you nonce
Victor Meldrew	1010	I don't believe - it's the answer machine - and I hate answer machines...
Robbie Williams	4003	Hi this is Robbie - be an angel and leave a message
Graham Norton	1004	Who's that calling the pussy phone - isn't it exciting
Chris Tarrant	6002	well you could phone a friend - although you have already done that and they are not in...
Michael Caine	3007	Not a lot of people know this - but - you're only supposed to leave a bloody message
David Beckham	5004	Not Here - Sir Alex wants us to go training - don't like the train myself - prefer to drive
Jennifer Saunders	1024	Hello sweetie! I've been waiting for you to call darling, and leave me a gorgeous little message

Movies

Anthony Hopkins	3001	Big Day - Big World - Leave a big message - big it up
Hanibal	3002	Clairice - nice of you to call - leave a message - tick tock - don't want you to eat into my day - or do I?
Begert	3003	Of all the voice mails in all the world you had to speak into mine
Hugh Grant	3004	Hugh Here - bumbling
Hugh Grant	3005	Hugh here cant come to the phone - to busy hesitating, blinking, and flicking my hair
Michael Caine	3011	Messages - thousands of em - leave another
Vinnie Jones	3012	Come on then - leave a message you nonce
Wallis	3013	Crikey Gromit I hope this new fangled voice mail works better than those new trousers
Withnail	3015	I am not taking calls right now - but give us a tenner and I'll give you a bell
Cary Grant	3017	This is Cary grant, so child leave a message on here will you, and don't
Cary Grant	3018	Hello. I'm sorry I can't talk to you, but I've just been chased across a
Pierce Brosnan	3019	Hi, this is Bond, and yes my phone is on Her Majestys secret answer
Liz Hurley	3020	Hello, Elizabeth Hurley, International English clotheshorse here, some people say I can't act...
Marylin Monroe	3021	Hi it'd me sugar, but I don't think it was me you wanted, was it
Celia Johnson	3022	Sorry, the person you are calling is not available, but don't replace the receiver just yet

Instructions

Great news – our celebrity voicemails can be downloaded onto any phone on any network. All you need to do is select the voicemail you want and follow the next few steps.

1. **Divert your phone to voicemail (We would advise you to take note of any voicemails in your mailbox and delete any new and saved messages before calling the order line)**
2. **Make sure you know your voice mail pin number. If you have never changed your mobile pin number it will be set to a default pin, these are: - Cellnet 8705 - Orange 1111 - Vodafone 3333 - One2one 1210 - Virgin 7890. (Orange and Vodafone users – if you have never changed your default pin you will need to change it before ordering your 'celebrity' voicemail – you can easily do this by dialing your voicemail and selecting the appropriate options)**
3. **Make sure your voice mail is activated and already has a greeting recorded.**
4. **If you are an Orange user and you still use your default voicemail greeting you will need to record a personal greeting before ordering your celebrity voicemail.**
5. **Finally switch off your mobile phone. During your call to the order line we will be making a call to your voicemail – so please don't hang up until you are told to do so and leave your phone switched off for five minutes after hanging up.**

LOGOS

Buy ONE get ONE FREE

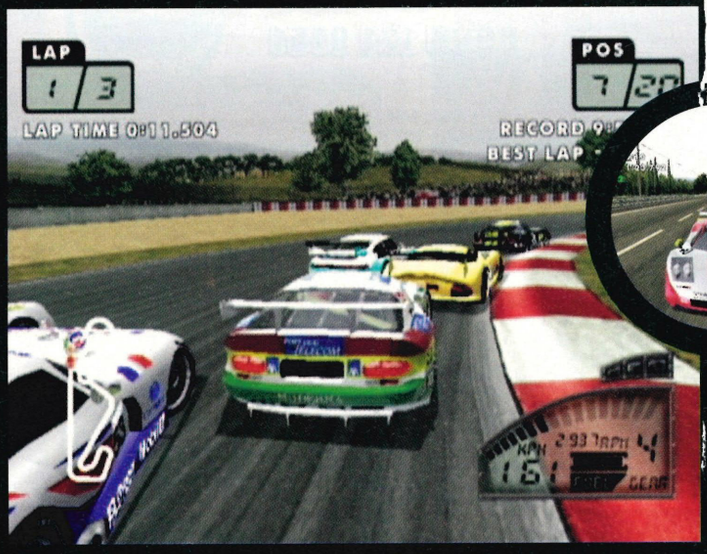
Orange/Cellnet users: 60p per min

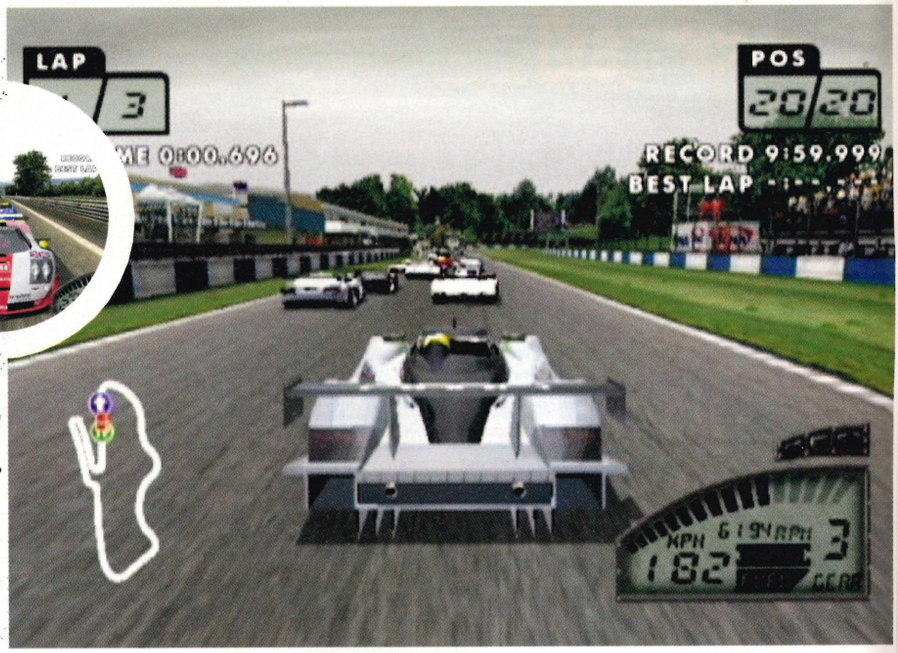
0906 120 6392 **0906 160 0017**

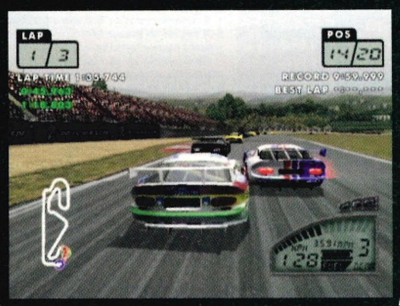
Ask permission from whoever pays the phone bill. Calls are charged as follows:-0907 charged at £1.50 min and last 2mins Help line 0870 750 4223. 0905 charged at £1.00 min and last no longer than 3 mins. 0906 charged at £1. 50 min and last 2 mins Help line 0870 756 8959. 1580 charged at £1.50 min. Orange and Cellnet Cost 60p min and last 2 mins. Ireland calls cost £1.00 min amd last 3 mins. Services PO BOX 144 Stockport SK4 3FT.

review

web site | www.infogrames.co.uk







essential information >

Dreamcast magazine

PUBLISHER	INFOGRAMES
DEVELOPER	MELBOURNE HOUSE
RELEASE	OUT NOW
PRICE	£39.99
GENRE	RACING
PLAYERS	4
VM UNIT	SAVE GAMES
PERIPHERALS	RACE CONTROLLER

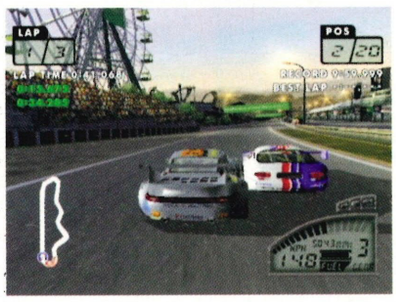
Le Mans 24

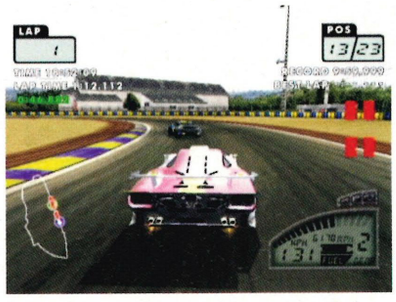
Have you got the stamina and the endurance to attempt the world's most gruelling race? Better crack open the Red Bull...

Dreamcast magazine ULTRA

The luge, what's all that about? Some crazy berk dons a tight-fitting lycra suit, jumps on the sporting equivalent of a dinner tray and hurtles down an icy toboggan run at break-neck speeds, and this is all in the name of sport... why? It's just craziness, like pole-vaulting. Why is this necessary? When has anyone ever needed to use a pole to gain access to loftier climes? Surely we have stairs, lifts or escalators for that sort of thing? And don't even get us started on the 10,000 metres... get a bus!

When you think about it, a heck of a lot of the sporting events that ensure that certain satellite and cable channels can give you 24 hours of sport 365 days a year are a bit pants. In the world of motor racing, the wooden spoon must surely go to the Le Mans 24 Hours event. Le Mans started in 1923, when cars were not known for either their speed or endurance – back then it was really something rather special for any car not only to travel moderately fast but also be able to keep running day and night. Nowadays though, your average Reliant Robin could attain this feat so, again, what's the point? Well, none that we can see. However, this hasn't stopped Infogrames bringing the *Le Mans* series to as many different platforms as it can.





awesome moment

And day seamlessly becomes night... now ain't it pretty.

Foursomes

Normally we don't like highlighting the bleedin' obvious. However, we reckon that this is one of the most enjoyable four-player games available on the Dreamcast and as such, it is worth noting. It looks great, it plays brilliantly and it never drops below 30fps. How good is that?

[1] Though you don't get full replays, they do look spectacular. [2] The streamlined Audi is rather sexy, but you shouldn't be looking behind you!

Hours

So what can this largely esoteric sporting event add to a genre of games that is rapidly becoming fatuous and bloated to grotesque proportions on the Dreamcast? The answer is, surprisingly, quite a lot actually...

Want A New Motor?

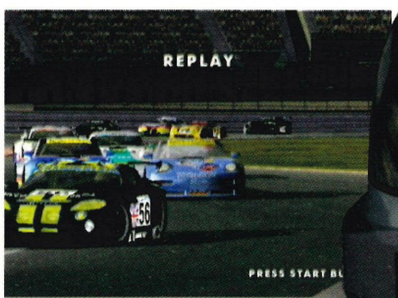
Weighing in on the Dreamcast are no less than 22 games in which racing or vehicular action are the main order of the day. Though this is not a number that is comparable to the glut of racing games on the PlayStation, it's still a heck of a lot and most follow a familiar tried and tested pattern, shying away from any kind of originality whatsoever. You know the score; here's some cars, some tracks, combined with a few different modes (Arcade, Time Trial... that sort of thing) and bingo, you've got a winning driving game on your hands. Well, maybe... obviously, *M-SR* has been the most recent revelation because not only is it a damn good driving game but it also dares to be different with tremendous success. With that in mind, *Le Mans'* lack of originality would initially seem to be its downfall. Not so, though, as the game is impressive in its own right and for our money, every bit as enjoyable *because* it doesn't try to add a new twist to the genre but focuses on good old-fashioned gameplay – and it does so to brilliant effect.

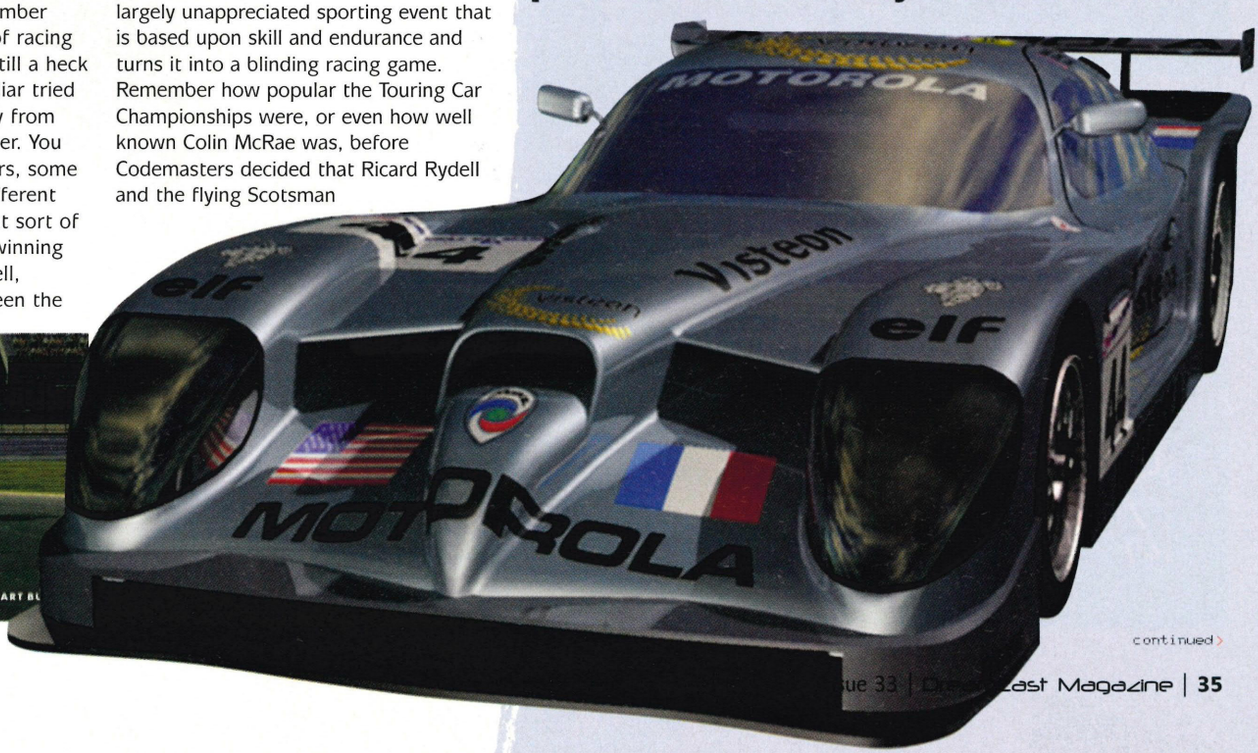
A Quiet Drive In The Countries

Le Mans doesn't rely on a popular licence or the appetite-whetting chance to drive some of the world's most desirable cars. Instead it takes a less well-known and largely unappreciated sporting event that is based upon skill and endurance and turns it into a blinding racing game. Remember how popular the Touring Car Championships were, or even how well known Colin McRae was, before Codemasters decided that Ricard Rydell and the flying Scotsman needed to be made popular in such stellar games as *TOCA* (and sequels) and those rather successful rally games? Exactly! Melbourne House has tried to emulate this success by utilising the 24 hour racing event as a backbone for its game. The developers have fleshed out a fine racing game with a wealth of options and ten tracks (though more would have been nice, as you get 17 in an F1 game) from around the globe that tirelessly challenge and effortlessly impress.

In many of the key aspects of the game, it is hard to fault. It looks awesome, it's certainly the fastest racing

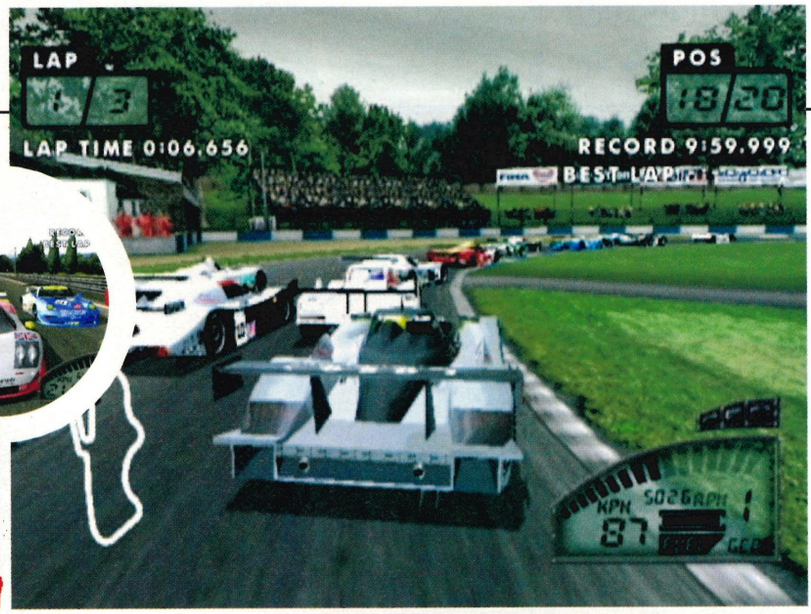
"Le Mans takes an established genre and polishes it to ultra-shiny button standards"

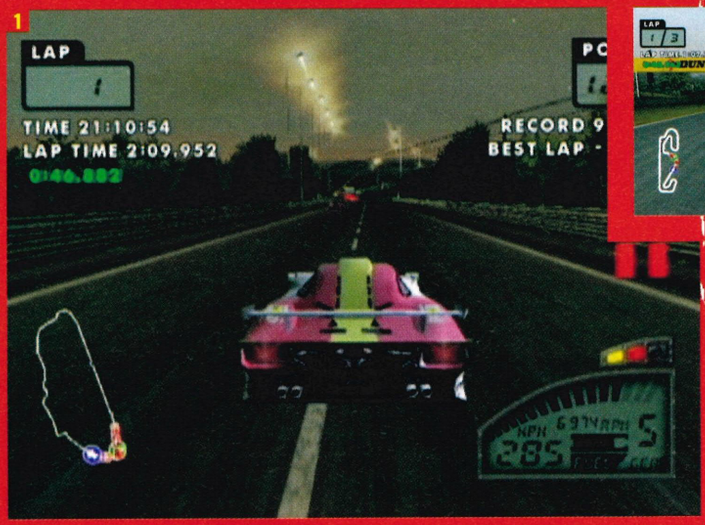


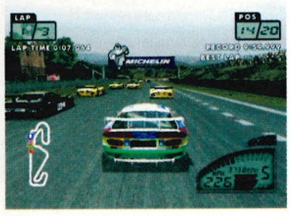


continued

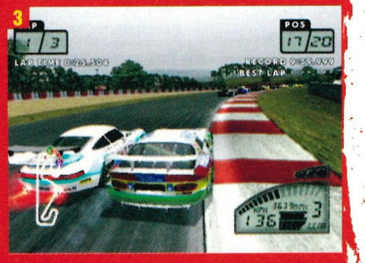
review







[1] Hurtling down the straight as the light begins to fade. It sho' look perdy! [2] If you can't beat 'em you can at least try to slow 'em down! [3] You have to try to get past your opponents any which way you can, but taking a tighter line on corners is extremely effective!



game on the Dreamcast to date and the skill levels (Rookie, Intermediate and Expert) are so well balanced that there's plenty of challenge for even the hardiest driving fan, with enough left in the bag for added replay value. What's more, there is a genuine structure to the game offering you the chance not only to hone your driving skills but also unlock both tracks and a vast array of bonus cars (there are 40 vehicles for you to take for a spin). In fact, the atmosphere and attention to detail (see boxout) makes a lot of racing games that we've seen on the Dreamcast over the last year look somewhat amateurish – every other racing game that follows this will have a very tough job living up to the standards set by *Le Mans*.

Pit Marks

However, *Le Mans* isn't quite as finely tuned a game as we might hope. Sure, there are 40 vehicles for you to race but you occasionally get the impression that though the cosmetics of the car have been changed (sometimes drastically) the handling is a little too benign – surely racing cars at speeds in excess of 220kph should be a little more difficult and each vehicle ought to handle more obviously differently than they do. However, the biggest flaw in the game is that for all its attempts at a simulation-type approach (the realistic weather effects, the tyre wear and the atmospheric lighting effects) there's no crash physics – slam into a wall, rival racer or other obstruction and your car is unaffected. Strangely, this influences the way you drive. Without having any real reason to drive properly, other cars are barged out of the way or are used as an extra braking device which allows you to catch up to them, ram into them and eventually pass them with ease. This is not good, it's certainly not sporting and you won't find this sort of thing happening in real-life.

That said, the good clearly outweighs the bad. The graphical fripperies (glowing disc brakes, sparks, smoke, imitation reflections on the cars, weather effects, virtually no pop-up and those amazing lighting effects that transform day almost seamlessly into night) added to some superbly-realistic audio effects all blend with an easy-to-get-into game with plenty of longevity and an excellent four-player mode that is every bit as smooth as it is fast. It may not possess the originality of *M-SR* nor does it have the allure of a bright red car that makes your knees tremble. However, *Le Mans* takes an established genre and polishes it to ultra-shiny button standards and as such, is every bit as good a racing game. It really does deserve a place in your ever-growing racing game collection ahead of all other standard driving games that are currently available for your Dreamcast.

Simon Phillips

"It doesn't try to add a new twist to the genre but focuses on good old-fashioned gameplay"

1

Extremely Silly Sports

Having said that the racing event Le Mans is, well, a bit daft, we decided to delve a little deeper into the wide world of pointless sporting events. No doubt you can find most of them on cable TV...

[Note: Before anyone writes in we'd like to point out that this is a joke. Okay?]

Reliant Robin Banger Racing

What? It's got three wheels, it's unstable, doesn't go very fast and yet there are people out there who go out on a Sunday and race these things... there are even people who, presumably, pay good money to watch it. The mind boggles.

Snail Racing

If you are lucky a snail will travel 0.03mph, which by anyone's standards is a mite slow. However, this hasn't stopped people setting up a World Snail Racing Championship. If that doesn't scare you then nothing will...

Chess

Whilst we have no problem with people enjoying a nice game of chess, we do have something of a problem with the idea of this game becoming part of the Olympics. We kid you not, the powers that be are thinking about it. Imagine if it were televised live...

Fishing

This has to be the sporting equivalent of watching paint dry. And yet, should you be unfortunate enough to live with someone who actually likes fishing you'll probably find him/her tuning in to watch berks catching fish on a Sunday on cable TV... WHY, WHY, WHY?

2

[1] Who needs brakes when you can slam into the back of opponents to slow you down? [2] Racing in the wet can be a treacherous experience. Remember not to attack the corners at high speeds. [3] Night racing looks absolutely stunning, though your headlights seem rubbish.

3

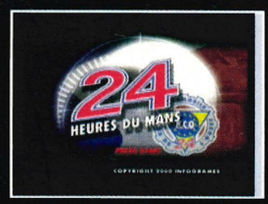
infoburst

Extra information

Eutechnix developed the first versions of *Le Mans* on the PlayStation and the PC. Despite showing early signs of promise, they were a bit pants...

We thought that Melbourne House was no more. Having had early success with *Way of the Exploding Fist* and *Fighting Warrior* back in the days of 'Home Computers' we thought that the Australian development house folk were soaking up the rays on some far-flung beach...

Dreamcast magazine Opinion



THE JUDGEMENT

THROBBIN'	ROBIN
⊕ Silky smooth even with four players!	⊖ More arcade than simulation
⊕ Stunning eye-candy effects	⊖ More tracks would be nice!
⊕ Great learning curve with bags of longevity	⊖ The licence may put some people off

2ND OPINION

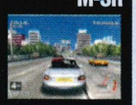
After *M-SR*, it's only to be expected that comparisons are going to be made between that and *every other driving game*. You might have expected that *M-SR* would have left *Le Mans* languishing in the pits, right? Well, you're wrong. Although it's true that *M-SR* is a great game, it's not quite as much a pure racer as *Le Mans* and that's where Infogrames' title really shines. Offering as close to the real experience as you're going to get without being French, this is a driver's driving game and if that's your bag then you're going to love every minute of it.

Martin Mathers

ALTERNATIVELY

M-SR

Got one of the best ever scores in the history of this mag. Nuff said!



Reviewed: Issue 15
Dreamcast Rating: 96%

Ferrari 355 Challenge

The ultimate driving experience. You must savour and cherish it!

Reviewed: Issue 14
Dreamcast Rating: 91%

DREAMCAST RATING

VISUALS	94%
SOUNDS	92%
GAMEPLAY	85%
VALUE	87%

91

SUMMING UP

A visual and aural treat with plenty of challenge. A great game that leaves others lagging behind.

website | www.segarally.com

Sega Ra

After the original virtually sold the Saturn by itself, can the much-anticipated *Sega Rally* sequel repeat that startling performance as the world's best arcade racer goes 128-bit?

essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	IN-HOUSE
RELEASE	OUT NOW
PRICE	£39.99
GENRE	RACING
PLAYERS	2
VM UNIT	SAVE GAMES
PERIPHERALS	ARCADE STICK, MODEM STEERING WHEEL, JUMP PACK

The instant *Sega Rally 2* hit the arcades, fans of the original flocked from every crevice around the world to play what is now one of the greatest arcade hits of the decade. Gamers repeatedly pumped large handfuls of coins into the arcade machine, so why should the console conversion be any less popular?

After eagerly turning on the Dreamcast and patiently waiting as the new European blue logo pops up, the familiar *Sega Rally* title screen appears, and with the touch of a button you're presented with a number of options to choose from.

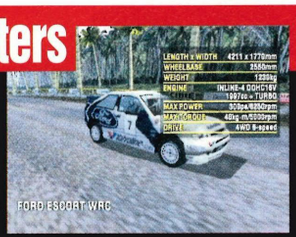
The arcade option is the first to catch your eye, as the temptation to jump straight in and thrash your supercharged rally car around a muddy track provides too great to pass up. With the choice of 'Championship' or 'Practice' appearing before you, the urge to jump straight in, front wheels first, is only natural – after all, there is no time to waste practising when there is a championship to be won!

Easy Left

After choosing one of the nine cars initially available – with bonus cars awaiting you – the quick loading times are a godsend, considering how much detail has been put into the graphics. The wonderful high resolution of the screen looks just fantastic on a large TV – and sounds superb if you have a surround sound set-up. Unlike the hurried Japanese release, us Europeans have the honour of playing the best version of the game (at last!) as improvements to the graphics

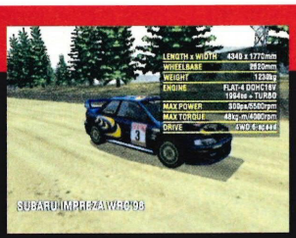
The Rally Masters

You're never going to win the race without a good race car, and there are some impressive machines in Sega's home version of this arcade classic. The game is packed full of statistics that all car buffs are going to go wild for, so lets see exactly what makes these rally cars tick-over!



Ford Escort WRC

A great car not only for the beginner, but for the more experienced driver too. High speeds and great handling do the Ford badge justice.



Subaru Impreza WRC '98

The car which took Colin McRae to the dizzy heights of fame and fortune.

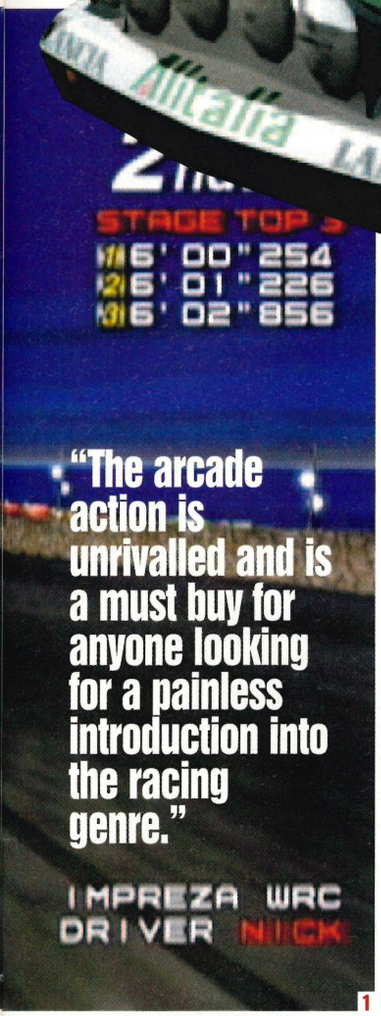
Mitsubishi Lancer Evolution V

The Lancer is on course for equal status with the Subaru, but there is very little to separate them.

awesome moment

No racing game is complete without a mad helicopter flying overhead.

lly 2



1

and realism of the cars and courses have been made.

3... 2... 1... Go! The rally engine roars into life as the race against the clock and the opposition is on. The speed of the game seems true to the arcade, however, the keener eye will spot the odd amount of slow-down as the programming struggles to maintain the striking visuals when large amounts of detail whisk there way onto the screen. Fortunately, your initial perception of this action soon disappears as you're sliding around medium lefts and tight hairpins, attempting in vein to nudge that little closer to the car in front.

Easy Right

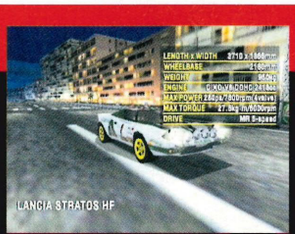
If you're still gasping for more off-road action, then the '10 Year Championship' should quench your thirst. Each year actually consists of four courses, with the aim to place in the top three to continue onto the next year. The learning curve is initially easy and gets progressively harder each year. Bonus cars can be unlocked by winning each yearly championship, which is coupled with a nice victory FMV celebration sequence. Car settings also come into play – and will keep the simulation fans temporally happy – as fiddling around with your transmission, gear ratios, suspension, steering, brakes and tires will effectively improve or dampen your chances of success.

The multi-player aspect is one of the biggest reasons behind the game's success in arcades; whether there are two – or even eight of you – there is an uncontrollable urge to ram in coin after coin, with the solemn intention of beating your mate to the chequered flag. Although there can be only two players on one Dreamcast, utilising the Sega network, the number of opponents is endless as the possibilities of playing against other Dreamcast owners throughout the UK presents

2

3

[1] A daring overtaking manoeuvre could pay off big time if the Peugeot manages to hold the outside line. [2] Watch out for the crowd – they often get in the way. [3] You can go head-to-head against a friend as the Dreamcast manages to maintain the fantastic speed without slowdown.



Lancia Stratos HF

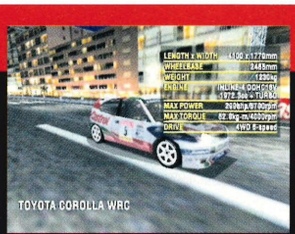
The Lancia Stratos is not the fastest car in the bunch, but the handling is quite superb. However, it's prone to the odd amount of oversteer.

Lancia Delta HF Integrale

Perhaps the pick of the pack. This speedy has the looks, moves and handling to match the best.

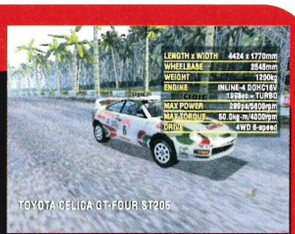
Peugeot 306 Maxi

This one from Peugeot is a surprisingly poor car to drive. Nice acceleration fails to counteract the terrible handling – particularly on tight corners.



Toyota Corolla WRC

The first of the Toyota's is a good all round automobile – it's handling is nothing to shout about, but then again nothing to criticise either.



Toyota Celica GT-Four ST205

The tasty Celica is more suited to tarmac racing than the muddy heights of rally driving.

continued >

review

website | www.segarally.com

Challenging Courses

The diverse tracks and conditions available do this arcade conversion justice as you can see for yourselves.

Desert

A bright and breezy course with fairly simple corners to negotiate and familiar surroundings from the original Sega Rally.

Mountain

A Tarmac separated with gravel surface with the weather changing at the drop of a hat. High speeds are often essential.

Snowy

Hazardous conditions can create one crash after another on this icy track. Although initially a wide course, the other two laps are not so easy.

Riviera

A typical street circuit with a mixture of tight hairpins and medium turns. A nice long straight presents overtaking opportunities.

Muddy

Slip-sliding all over the track is not necessarily a bad thing – unless you lose control of the vehicle altogether and end up in the crowd!

Isle

Wind and rain prevent this coastal drive from being anything but relaxing. Stick to the inside line whenever possible.

continued>

itself, thanks to the much-herald network play using the console's built-in modem. If it all goes to plan for Sega, late nights and overheating Dreamcast consoles will be a common occurrence as friends and strangers compete over the network.

Medium Left

The success of *Sega Rally 2* is not solely down to its eye-catching visuals, great lighting and weather effects. With time on Sega's side, it's the little things that make it stand out amongst it competitors, both on the Dreamcast and off. Great course design, varied handling styles of cars (which actually makes driving each car a new challenge), inclusion of the original *Sega Rally* tracks and the odd spectator risking life and limb by dashing across the race track seconds before you come hurtling around.

There maybe a lack of car damage, CPU intelligence and the limitation of only two camera views, but this is not surprising when you remember that what we have here is a conversion and not an original console idea – still, it would be nice wouldn't it!

Getting used to a new joypad is rarely welcome, as we all have our old favourites, but the longer you spend thrashing your Lancia Delta through the six track locations (each with three variations) the more your opinion of the Dreamcast controller grows as the analogue throttle and brake introduce a greater feel of control.

Sega Rally 2 may not be the best racing game to hit the console – Sony PlayStation's *Gran Turismo* still holds that honour – but the arcade action is unrivalled and is a must buy for anyone looking for a painless introduction into the racing genre.

Paul Morgan

[1] The conditions are treacherous as the Celica switches up a gear and looks to mount a serious challenge on the 306. [2] The helicopter pops up out from the clouds once more as you thrash your brand spanking new Celica around the tarmac circuit. [3] By winning in each year of the 10 Year Championship you will unlock one of the many cars hidden within the game. [4] Perhaps the biggest attraction to the Dreamcast is the potential of network gameplay.

infoburst

Extra information>

- Using your new Dreamcast modem you will be able to play against other racing nuts on the Net!
- There are nine cars to select when you start, plus bonus ones to discover when you're a *Sega Rally* expert.
- Although not arcade perfect, the visuals in *Sega Rally 2* are good enough to impress your PlayStation owning mates!
- If you want to check your scores against the experts take a look at www.segarally.com – it's a web site full of best times!

Dreamcast Magazine Opinion

THE JUDGEMENT

TREAD	DREAD
⊕ Fast, arcade-style gameplay.	⊖ The cars seem to occasionally float.
⊕ Good two-player split-screen mode.	⊖ A few more tracks would have been welcome.
⊕ Multi-player games over the Net!	⊖ It doesn't come with a hydraulic chain!

2ND OPINION

> A Sega console wouldn't be complete without another conversion of *Sega Rally* – many Saturns were sold on the strength of the original and I'm sure the same will be true of the Dreamcast. This is one impressive conversion too – turning the Model 3 arcade machine into a 128-bit console masterpiece must have been a tough task for Sega, but we must really take our hats off to them! It's all here – the graphics, the sounds and the addictive gameplay. It's even got a multi-player mode that allows you to play over the Net – great!

Nick Roberts

ALTERNATIVELY

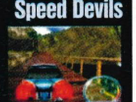
Toyko Highway Challenge

Not the best game, but it looks fantastic!

Reviewed: Issue 03
Dreamcast Rating: 64%

Speed Devils

Makes *Sega Rally 2* feel like driving a shopping trolley.



Reviewed: Issue 02
Dreamcast Rating: 92%

DREAMCAST RATING

VISUALS	94%
SOUNDS	90%
GAMEPLAY	89%
VALUE	90%

91

SUMMING UP

> Sega have come up trumps with another excellent conversion that'll sell the Dreamcast by the bootload!

All New

Prize Explosion!

Prize Explosion!

Prize Explosion!

Microsoft X-box

Get your hands on it NOW
CALL 0906 960 1141

Prize Explosion!

Prize Explosion!

Prize Explosion!

Win

Wap all you want with the latest mobiles
CALL 0906 960 1131

Win

Fabulous Widescreen TV can be yours!
CALL 0906 960 1132

Win

Mini disc or MP3 Players to be won!
CALL 0906 960 1133

Win

WWF videos,posters, games & tickets
CALL 0906 960 1134

Win

£400 worth of your most wanted clothes
CALL 0906 960 1136

Win

£300 worth of Jewellery & Make-up
CALL 0906 960 1137

Win

PlayStation2 or PSone
CALL 0906 960 1135

Win

WIN-iMac
with iTunes and more!
CALL 0906 960 1138

Win

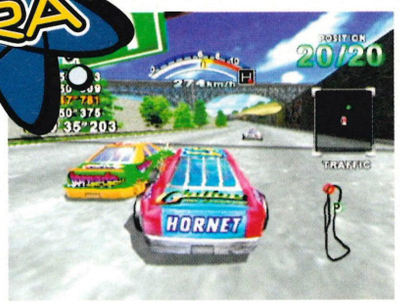
Digital Hi-Fi System
CALL 0906 960 1139

Win

CDs, DVDs + DVD player
Unbelievable combination to win
CALL 0906 960 1140

Calls charged at £1.00 per min. Maximum cost of call £3.00. Ask permission from the person responsible for paying the phone bill before making a call to this service.
Competition closes 30/04/2002 after which time they may be replaced by similar on the same numbers. Winners will be picked randomly from correct entrants.
For rules or winners names send a SAE to Boom, PO Box 144 Stockport, Cheshire, SK4 3FT.

review

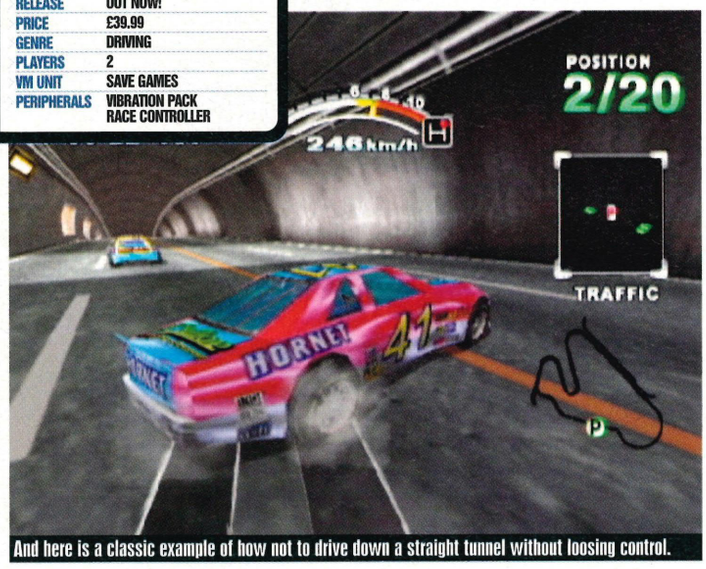


Dreamcast Magazine ULTRA

essential information >

Dreamcast Magazine

PUBLISHER	SEGA
DEVELOPER	AMUSEMENT DIVISION
RELEASE	OUT NOW!
PRICE	£39.99
GENRE	DRIVING
PLAYERS	2
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK RACE CONTROLLER



And here is a classic example of how not to drive down a straight tunnel without loosing control.

Daytona U

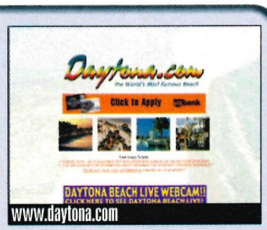
Could it be that we've finally found an arcade conversion greater than the original classic, online and looking good?

You know you're in trouble when you find yourself having impure thoughts about an inanimate object. If you're stealing hours from the day just to be in its company, showering it in golden coins and climbing inside at every god forsaken opportunity you know you need help, because it's just not natural. *Daytona* in the arcades was different. It looked good, played even better and even the faint smell of greasy burgers and fries pumping from the nearby kiosk wasn't enough to keep ardent racing fans away from its undeniable charms. How can anything that feels this good possibly be bad? No reason at all, and you've nothing to be ashamed of. Unfortunately, by its very arcade nature, having a major 'thing' for the world's finest racing game has its price – on average a quid a go. But once it had its hook in you there wasn't much you could do. Say it slowly, Day-tone-ahh! Never beaten, never bettered. Never truly converted to a home system. Sure, the

"You'll probably want to try this out in your local arcade before you reach in your pocket"

Strange, that bonnet's the colour of Martin's lunch box

online information



Nope, this has nothing to do with the race. It's a site for Daytona beach and hotel information. Not a stock car in site (sic), but you can see a webcam of the sands. Nice.

awesome moment

With forty cars on the track you're never short of some fool to overtake.

SA 2001

Saturn had a fair stab at the job but no matter how much you convinced yourself that you'd finally managed to get the game back to your place for an all-night session without anyone leering over your shoulder, you knew something was missing. It almost looked the same, almost played the same, but you just couldn't ignore the fact that you had ended up on a date with *Daytona*'s uglier sister.

Go Speed Racer!

With this in mind, we come to the Dreamcast version, and it has to be said that first impressions were not good. Fair enough, what we had before us looked and sounded like our favourite coin-op and therefore already had one up on the Saturn. Rolling start? Check. Fiendishly upbeat yet occasionally irksome music and the so impossibly American announcer (that he's got to be Japanese) shouting positive instructions at you every opportunity? Check. In every way possible, this was more *Daytona* than we'd thought possible. It seemed like the Holy Grail had finally been found. Then the controller was picked up and all hope was lost. In fact, to say that controlling *Daytona* on a Dreamcast pad is tricky doesn't really do it justice. It's sensitive to the point of just being plain reckless. If the player wants to turn left, by God, he's going to be turning left all the way to the corrugated barrier. But this is *Daytona* and no highly volatile control was going to stop us from having what we had been promised and what we knew we deserved.

First Gear, Alright!

Whoever looked at these cars and complained that they aren't official licensed vehicles can get to the back of the class. *Daytona*'s colourful little speed demons are beautiful through and through – fact.

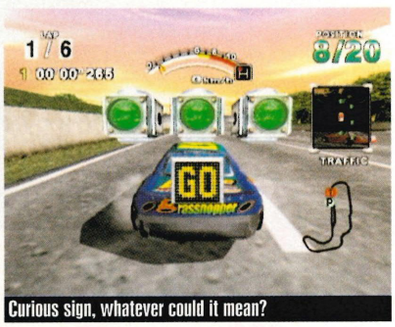
continued

review

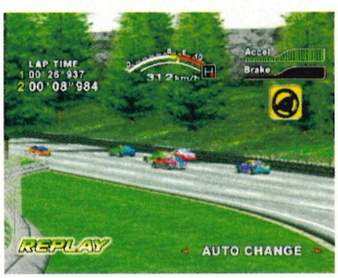
Web site: www.sega.com

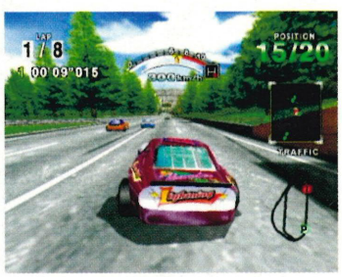
continued >

This is the one-stop arcade-perfect game that you know you've been wanting for all these years. You know you want it, it's like you've wanted it forever...



Curious sign, whatever could it mean?





Reach Out And Touch Somebody...

> Holy hot wheels! Will the miracles of the Internet never cease? *Daytona* allows you to play against four other players online with the minimum game lag and maximum speed. Still, it does make you wonder why you'd bother. If you want to race against many humans you're still better off playing down the local arcade. You might even meet a real person of the opposite sex and hit it off in a big way. Remember, nothing impresses more than a speed freak racer taking a tight corner while controlling a perfect power slide (pumping garage music optional). Go on, get down there and meet that special person. That special, *real* person made out of flesh and bits and things.

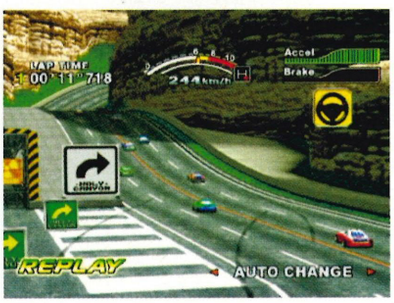
Out came the pad, in went a Ferrari Wheel and things were never to be the same again. Bingo – solution found! But to say that this game is arcade perfect with a wheel is telling only half the story...

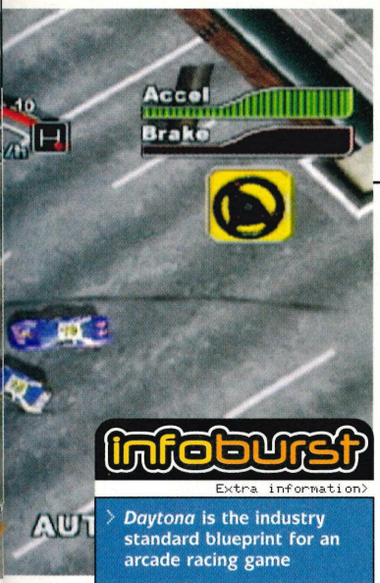
Steve McQueen

Daytona has existed in many incarnations and USA 2000 takes the best from each. We've got three from the original arcade *Daytona*, two from the Saturn's Champion Circuit Edition and a further two brand new bonus pieces of asphalt joy. Two classic sections and a brilliant newcomer, that's not bad. But when you consider that, amazingly enough, it actually looks better than anything you might find in Sega Park you know that something God-like is in progress.

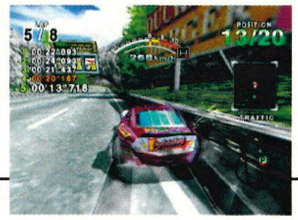
Now this is when we'll start blinding you with science. If you've never played *Daytona* then the first thing you'll need to know is that it's arcade racing. Forget all that *Vanishing Point* will try and tell you about accurate weight shifting and three dimensional physics, because that is strictly for the birds. This is pure power-sliding magnificence where cars, in a way only possible through the vehicular use of Velcro, can rip over a rise at speed without flying through the air like led zeppelins. If you smack your tail end into an object, stationary or in motion, you'll tumble through the air on every axis known to man, then land facing the right way. Sure, it makes no sense to anyone who's ever hit a patch of black ice in a Robin Reliant, but it works within the confines of the game. You can also have up to forty stock cars involved in a race, with a maximum of twenty on the screen at one time. And while all this is going on you'll never once feel the frame rate drop below a blistering sixty frames a second and you'll see no pop-up.

Along with the pure seat-of-your-pants sex that is the speed and mayhem of each lap comes the game's vibrant and tongue-in-cheek look. These are cars of many, many colours. Shiny power beasts that could only ever exist in the imaginary world found at the end of any pier thoughout the country. You can almost taste the glorious inheritance of ancient Sega classics seeping through every pore of this puppy. This baby didn't just appear by sheer chance, but is a direct result of the successes and failures of the pioneering racers that went before it. It is truly a game that





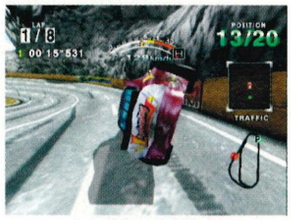
The traffic radar allows you to see approaching cars, giving you the opportunity to get out, or right in their way. Which is handy.

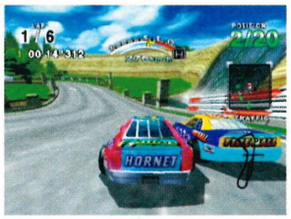


infoburst

Extra information

- *Daytona* is the industry standard blueprint for an arcade racing game
- *Daytona*'s soundtrack matches Aqua's *Barbie Girl* for being truly disgusting, yet quite pleasant really.
- Arcade wheels never have the same movement as those found in real cars so calling a game an accurate simulation is really absolute billiards.
- *Daytona* doesn't have this problem as it's not trying to be anything but pure arcade genius. Huzzah!





stands tall on the shoulder of giants and no mistake.

Automotive Addiction

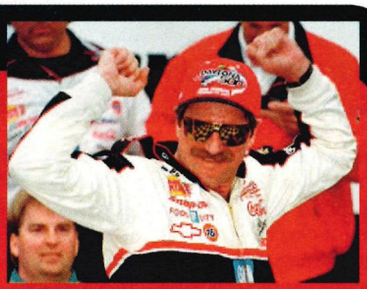
So you're looking at the screenshots, glancing at the score and wondering what the fuss is about. You see a racing game that looks like it has more in common with the psychedelic ferocity of Teletubbie dodgems than the intricate delicacies offered by *Ferrari F355*. So you'll probably want to try this out in your local arcade before you reach in your pocket.

Racing fans are split into two groups. You have those who pretend that they're not looking at a flat screen and are pegging down the lanes of Brands Hatch, and those who have the imagination to enjoy a game without needing the reassurance of men in white coats, notepads and pen retainers. Fact is that the former will fall in love with the game while the latter are really only playing because they can't afford a car that costs the same as Belgium's gross national product. Decide which one you fit into, then forget all about that pretentious nonsense and buy *Daytona* anyway cos it's the mutt's.

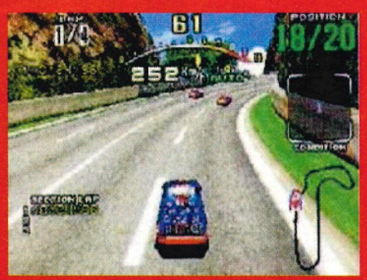
Will Johnston

"This baby didn't just appear by chance, but is the direct result of the successes and failures of the pioneering racers that went before it"

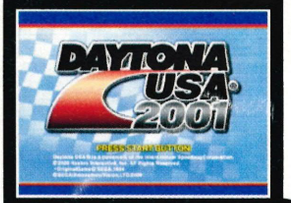
Rings Of Saturn



Daytona was one of the first games available for Sega's previous wonder-block, the Saturn. As a showcase for the machine's capabilities, it did its best, bless it. By today's standards the low frame rate, track and car detail and eye-smacking pop-up wouldn't stand a chance. However, these problems were all but sorted by the release of the *Championship Circuit Edition*, pictured here. But still it had its problems, as these screens show. As a wise man once said, you can never look back, possibly due to his arthritic neck. Anyway, the Dreamcast now has the world's best version of the classic and no revisionist look at history can change that fact.



Dreamcast Magazine Opinion



THE JUDGEMENT

PORSCHE	SKODA
⊕ True arcade perfection	⊖ Looks cute, yet a bit dated
⊕ Excellent with a steering wheel	⊖ Useless when played with a pad
⊕ Absolutely faultless play	⊖ Could do with more tracks

2ND OPINION

Yes, we'll be the first to admit that upon initially sitting down to play *Daytona USA 2001*, we were more than a little disappointed. "It's a bit bland, isn't it?" said one person. "The handling's rubbish!" said another. In fact, we carried on like this for some time... until we actually 'got it'. There wasn't a particular thing that made us suddenly sit up and take notice – we just ended up having a whale of a time trying to play this blinder of a racing game. Ignore whatever initial impression you might get in the first five minutes and trust us – you'll love *Daytona* to pieces.

Martin Mathers

ALTERNATIVELY

Ferrari 355 Challenge

Accuracy over immediacy in this high-performance beaster of a game.

Reviewed: Issue 14
Dreamcast Rating: 91%

Metropolis Street Racer

Softer handling than *Ferrari* but with sublime real-world city streets

Reviewed: Issue 15
Dreamcast Rating: 96%

DREAMCAST RATING

VISUALS	80%
SOUNDS	85%
GAMEPLAY	95%
VALUE	90%

90%

SUMMING UP

A more than arcade-perfect conversion that is guaranteed to impress fans of the ageing original.

F1 World Grand Prix 2

Dreamcast magazine ULTRA

The original was the undisputed King of Dreamcast Formula 1 racers. The question is, what can this much-anticipated sequel bring to the starting grid?

essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	VIDEO SYSTEMS
RELEASE	OUT NOW!
PRICE	£39.99
GENRE	RACING
PLAYERS	2
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK, RACE CONTROLLER, ARCADE STICK

The smell of burning rubber, ludicrous speed, driver rivalries and of course the cars. Let's face it, Formula One must rank as one of the most exciting sports on God's fair earth. Therefore, it came as little surprise when the coupling of the high-speed sport with the power of the Dreamcast produced one of the best interpretations of the sport to have ever graced a console.

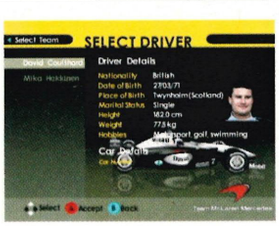
Yes indeed, the original *Formula 1 World Grand Prix* was a racing *tour de force*. Its combination of great graphics, well-observed detail and downright adrenaline-soaked action ensured that it sold by the lorry-full. However, the game was not without its flaws (albeit small ones), its biggest shortcoming being the omission of a straight Arcade mode, which sadly put off the more casual members of the gaming fraternity.

Fortunately, Video Systems has produced a sequel that tears up the rule-book and improves on its illustrious predecessor in almost every respect. Indeed, *F1 World Grand Prix 2* delivers the most comprehensive simulation of the sport yet seen on a console and should also appease critics of the first game, who felt it was too unforgiving.

Pole Position

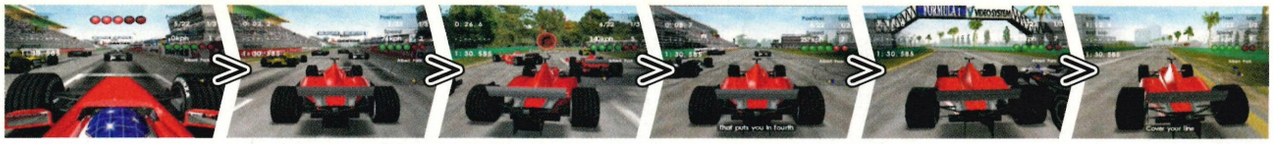
All the usual trimmings are on offer: variable weather conditions, realistic pit crew (who offer in-race advice), the option to adjust your vehicle's set-up and, of course, the obligatory two-player mode, which suffers from none of the problems typically associated with split-screen competition. The front end is also up to scratch with realistic engine noises and a notable increase in the graphical quality of the game. Make no mistake, this is a stunning piece of software.

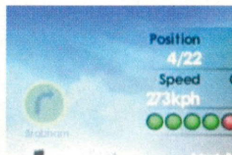
In terms of play modes, this second instalment offers players the choice of Single Race, Time Attack and Championship modes. Single Race, as the title implies, allows wannabe Michael Schumachers to select any one of the game's gloriously realised 16 tracks (yes, that includes the new Sepang track in Malaysia) and then compete against some of the world's greatest drivers in a one-off pedal-to-the-metal competition. Time Attack mode is self explanatory, but for the benefit of you *Daily Mail* readers



awesome moment

The tension as you wait for the flag to drop and weave into pole position is superb.

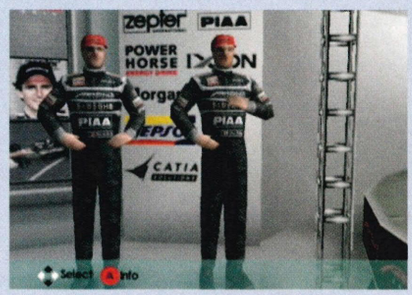




[1] Draw distance is impressive throughout – witness the detail in this Monaco scene. [2] The sound effects are great – the reverberation as you drive through a tunnel is especially convincing. [3] The computer opponent's AI is high and each driver closely mimics his real-life counterpart!

Tony Hart!

> The game's Gallery mode is a fine inclusion. Here F1 fans can examine the cars in glorious detail as well as being able to check up on the statistics of the various drivers. Fans of the sport will no doubt be in their element here.



out there, it basically allows you to pit your skills against the clock in a bid to obtain the fastest times.

Naturally, the most substantial challenge can be found within the game's comprehensive Championship mode. Here players can select from any of the 11 F1 Teams, as well as choosing from all 22 of last season's drivers. Unfortunately, the game features statistics from the 1999 season so don't expect to see Jenson Button on offer in the Williams camp (an option to change drivers around between teams would have been a nice addition).

Winners' Podium

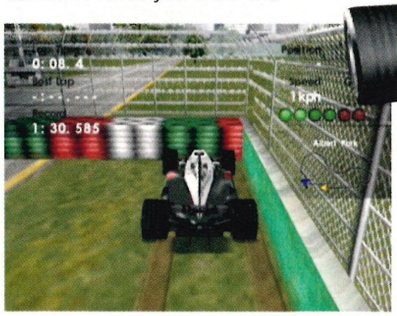
Fortunately, such trivialities become academic when you enter the Championship and realise just how much the game has to offer. Three difficulty settings are available (Amateur, Pro and Expert), lending the game a beautifully graded learning curve, and even Grand Prix aficionados will find themselves tested by the impressively intelligent computer opponents.

"Many hours of play will be required before you can fully appreciate the sublime handling of the vehicles"

However, at the end of the day, the most important factor in any racing game is the feel of the vehicles and how well they handle, particularly with Grand Prix games. We're glad to report that in this area, the game excels. Video Systems has provided both arcade and simulation set-ups so players can adjust their vehicle's setting to suit their specific needs. Hence, with realism turned down you're free to throw your McLaren around the torturous yet incredibly detailed hairpins of the famous Monaco track.

Whilst this is fun, the real pleasure of the game comes from mastering the intricacies of Simulation mode. The excellent car physics engine ensures that boy racers won't have a chance of just hammering their way round the tracks to victory. Many hours of play will be required before you can fully appreciate the sublime handling of the vehicles, but the reward for investing such time is immense. Indeed, the feeling of euphoria that you get as you desperately hold off your nearest rival to take the chequered flag makes all those practice hours seem worthwhile.

So the quality of the gameplay is assured, but what about presentation? Well, a



infoburst

Extra information

> Whilst commentating Murray Walker once pointed out, "With half the race gone, there is half still to go."

> Another nugget of Murray's wisdom was, " It's raining and the track is wet."

> The FIA recently insisted that Silverstone provide evidence of their ability to handle all kinds of weather conditions.

> Failure to produce the above evidence could see the British Grand Prix dropped from the F1 calendar. Cripes!

continued >

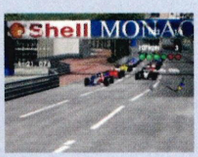
review

website | www.sega-europe.com

continued

The Editor's Cut

> The Broadcast option allows you to play editor to footage of each of the 1999 seasons' races. An easy-to-use camera makes it possible to sit back and enjoy every last moment of the race. It may be a cliché but such is the graphical quality of the title, you could almost be convinced you were watching the real thing. It really does look that good!



[1] Driving the wrong way is not advisable, but you can cause some brilliant pile-ups. [2] Track-side gravel and grass will play havoc with your tyres for the rest of the race! [3] When racing in the Arcade mode, collisions are nigh-on impossible to avoid.

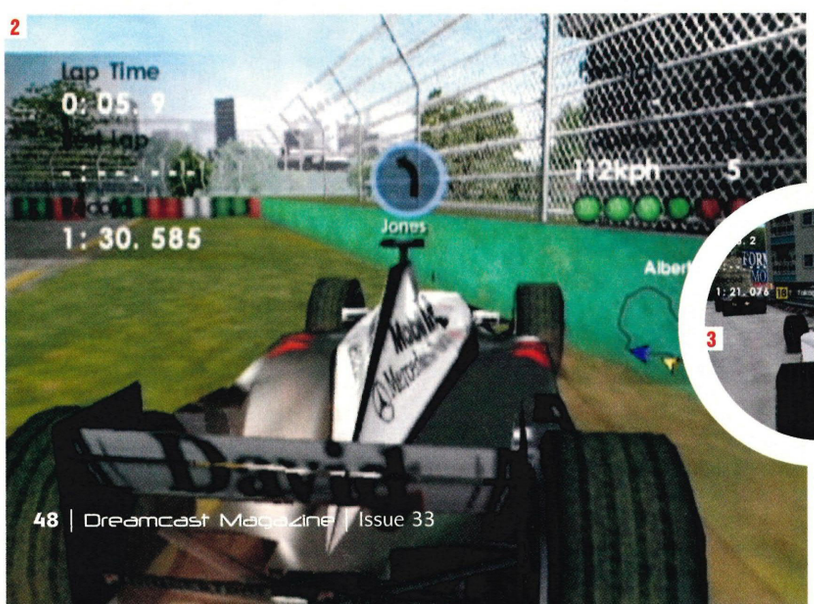
quick glance around the screenshots on these pages should confirm the fact that the game is a visual wonder. Graphically, it stands as one of the finest looking games on the Dreamcast. Richly detailed and pop-up free tracks glide along at an implausibly quick rate and even with a screen full of cars, the silky smooth frame rate is rarely compromised.

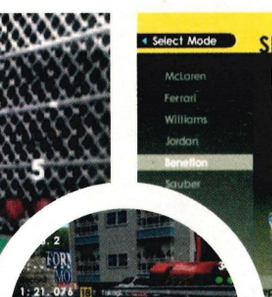
Chequered Flag

The cars themselves also feature an incredible amount of detail, which can perhaps be best appreciated in the game's user-friendly Gallery mode. Here you can take an up-close look at any of the vehicles and unlike lesser titles, the detail just gets better and better the closer you zoom in. In visual terms the jewel in the crown is the Replay mode, which allows you to not only select any car on the track, but also offers a plethora of camera perspectives from which to view the action.

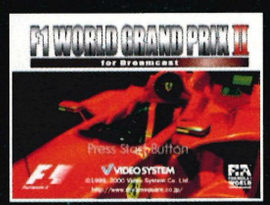
Ultimately, what we have with *F1 World Grand Prix 2* is an uncompromisingly realistic interpretation of a thrilling sport. F1 fans (even those who own the first game) must make this their next purchase. Likewise, those who found the first game too difficult should also consider giving this a go. You'll find yourself very pleasantly surprised.

Simon Cann





Dreamcast magazine opinion



THE JUDGEMENT

HITS	PITS
⊕ Incredibly detailed visuals	⊕ Where's Murray Walker?
⊕ Excellent and realistic car handling	⊕ Perhaps too demanding for some
⊕ Stuffed with options to keep you busy	⊕ Stuffed with options

2ND OPINION

> Sequels are usually hard to recommend, especially Formula One games. However, what we have here is a game that has been rigorously tweaked *and* has the latest team stats and courses. As such, it is one of the most complete F1 games to date – it is accessible enough for beginners to cut their teeth on some of the world's most demanding racing circuits and yet it is also difficult enough to challenge even the hardiest racing game fans. This should ensure that as long as you are prepared to put the effort in there's a fantastic game for you to enjoy. If you're an F1 fan, you *need* this.

Simon Phillips

ALTERNATIVELY

F1 World Grand Prix

The in-car display really shows off the Dreamcast's power.

Reviewed: Issue 03
Dreamcast Rating: 80%

Ferrari 355 Challenge

For realistic handling and great graphics there's none finer than this

Reviewed: Issue 14
Dreamcast Rating: 91%

DREAMCAST RATING

VISUALS	92%
SOUNDS	89%
GAMEPLAY	91%
VALUE	90%

90%

SUMMING UP

> The comprehensive options and attention to detail will keep you playing this game for months.

King Cat Entertainment

Call: 020 8972 9494 *(24hrs)*
Mon-Sat 11am/7pm

WWW.KINGCAT.CO.UK
secure online ordering

Payments to:
King Cat
PO Box 24363
LONDON
SW17 9FF

VISA

Action Figures
Videos/DVDs
T-Shirts
Posters
Games
and loads more...

Graphic Novels

SAILOR MOON

Massive selection of Anime products.
Check online or call for details.

YU-GI-OH!
CARDCAPTORS

Call: 0906 557 5551
For your brochure and chance to win loads of Anime goodies.

XBOX

Dark Summit	Jet Set Radio Future
Genma Onimusha	Halo
Simpson Road Rage	Project Gotham Racing
Mad Dash	Dead or Alive 3
Bloodwake	Tony Hawk's Pro 3
Max Payne	Oddworld: Munch's Oddysee
Transworld Surf	Amped
Wreckless	and more...

Advance

Tekken Advance	Street Fighter Alpha 3
Golden Sun	Sonic Advance
Breath of Fire 2	Dark Arena
Crash Bandicoot:	Mario Advance 2
Animal Forest	Robopon: Cross Version
Scorpion King	Robopon: Ring Version
Broken Sword	and more...

GameCube

Fifa 2002	Luigi's Mansion
Sonic Adventures 2	Wave Race: Blue Storm
Rogue Leader	Super Smash Bros. Melee
Pikmin	James Bond: Agent under Fire
Turok Evolution	NBA 2k2
Super Monkey Ball	and more...
StarFox Dinosaur Planet	

PS2

Metal Gear Solid 2	Controllers
Final Fantasy X	Memory cards
New Platinum Range	and loads more...

Dial-a-Prize

Call
0906 577 5551
& Win, Win, Win!!!

Call
0906 577 5552
& Win, Win, Win!!!

call to dial-a-prize cost £1.50 per min. average call 2 mins. ask bill payers permission before calling. for rules of entry and winners write to: king cat, po box 24363 london sw17 9ff.

TELEGAMES

Creating Games For Gamers

- First person shooter.
- Full 3D smooth scrolling.
- Digitized stereo sound effects.
- Multi-player (4) mode with Link cable.
- In-game adjustments for screen brightness.
- One player Death Match against three robots.
- In-game adjustments for player rotation speed.
- EEPROM back-up to save two separate games.
- FMV (full motion video) introduction.
- Smoke and transparency effects.
- Too many adversaries to count.
- Twelve levels to infiltrate.
- Nine unique weapons. ● In-game speech.

Atari Jaguar

New Boxed Set With FREE Game
CD UNIT NOT INCLUDED
£24.99 Scart Version Including Scart Lead or **£29.99**

Atari Lynx II

Now With 2 FREE Games. 16 Bit Console RF Boxed Unit
Dozens More Games For Both Systems From Only £9.99
£24.99

'YOUR MISSION AS AN IRON SOLDIER PILOT OF THE UNITED REPUBLIC IS TO MINIMIZE PENTA FORCES AND PROTECT THE POPULACE IN A ONE MAN WAR AGAINST PENTA. THE FATE OF THE WORLD RESTS ON YOUR SHOULDERS'.

Buy Any 2 TELEGAMES Products For Only £40.00
(As Listed)

GB Advance	'Back Track'
GB Color	'Rhino Rumble'
GB Color	'Yars' Revenge'
GB Color	'Shamus'
GB Color	'Towers'
PlayStation	'Iron Soldier 3'

PSone Console With 2 Games £89.99
In Stock Now

GameBoy Printer Paper
£15.00 For 6 Rolls
GameBoy Printers Now In Stock

Dreamcast

Choose 2 Dreamcast Games For Only £20.00*

NBA Showtime
Fur Fighters
~~SOLD OUT Speed Devils~~
F1 World Grand Prix
World Wide Soccer
Revolt
Chu Chu Rocket
Soul Fighter
Virtua Fighter 3TB
Slave Zero

* Choose From Above List Please Provide Choice Of 4

Official Race Controller £15.00

Official Keyboard £7.50

Dreamcast Scart Leads £4.50

Official Visual Memory Card only £14.00

STEERING WHEEL + PEDALS

N64
With Rumble Force Action
gamester
Only **£19.99**

SPECIAL OFFER: GameBoy Pocket and Color Car Adapters Only £2.00

SNK-Neo Geo Console And FREE Game Offer

WAS OVER £600.00 **£175.00**
Ex Display
or
Buy ANY Neo Geo Game At Normal Price
(or Purchase the Console Offer Above)
And Get Any One Of The Following Games At The Very Limited Offer Prices :

Alpha Mission 2	~~£140.00~~	£15.00	Ghost Pilots	~~£120.00~~	£15.00
Super Spy	~~£140.00~~	£15.00	Riding Hero	~~£100.00~~	£15.00
NAM 1975	~~£100.00~~	£20.00	Sengoku	~~£120.00~~	£15.00
Blue's Journey	~~£140.00~~	£25.00	World Heroes 2 Jet	~~£170.00~~	£20.00
Ninja Combat	~~£140.00~~	£15.00			

PC Engine GT With 2 Games
New Boxed System
£250.00

Turbo Grafx Console with 2 games only **£85.00**
New System

TELEGAMES

Personal callers welcome at our shop at Kilby Bridge. Order Processing. Post & Insurance - extra charge. Order with confidence from the largest stockists in Europe. Send SAE for game lists. (State system(s) required). Kilby Bridge, Wigston, Leicester LE18 3TE OPEN:
Mon - Sat 9am - 6pm Sunday 10am - 1pm Tel (0116) 288 0445 Fax (0116) 281 3437 - Email sales@telegames.co.uk

FULL LIST/OFFERS ON OUR WEB SITE: WWW.TELEGAMES.CO.UK

New Telegames Releases Now Available From dixons for budget or GAME

Games And Accessories Available Now Call For Details

Games And Accessories In Stock £Call

solution

Hints, Tips, Cheats and Guides

The Headhunters are the new law in town and every criminal has a price on his head. Take to the streets and train to become a certified crimebuster, then use our guide to take you to the top of the league.

HEADHUNTER

infoburst

Extra information

> Some of the items you need to pick up are extremely well hidden and are difficult to see if you are running through the levels at top speed. Slow down a little and ensure you search every corner thoroughly.

essential information

Dreamcast magazine

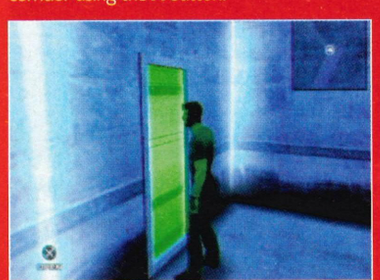
PUBLISHER	SEGA
DEVELOPER	AMUZE
RELEASE	OUT NOW!º
PRICE	£39.99
GENRE	ACTION/ADVENTURE
PLAYERS	1
VM UNIT	SAVE GAMES
PERIPHERALS	ARCADE STICK VIBRATION PACK

TRAINING

BEFORE YOU CAN START THE GAME, YOU'LL HAVE TO COMPLETE THE VIRTUAL REALITY TRAINING. THIS WILL HELP YOU TO GRASP THE BASIC FUNDAMENTAL CONTROLS AND ALSO TEACH YOU HOW TO USE YOUR WEAPONS.

MISSION 1

The first training mission is about character control and interacting with the scenery. To pass the test, simply walk down the hall and then open the door at the far end of the corridor using the **A** button.



MISSION 2

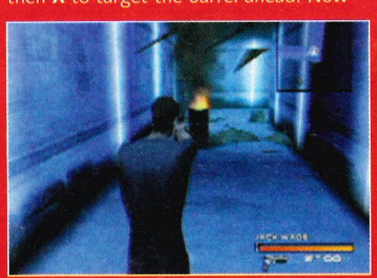
This is all about using your weapon. Simply press the **R** button to ready your weapon, then press **A** several times to kill the enemy simulant in the centre of the room. Exit through the door on the far side to complete the test.

MISSION 3

Here you'll learn how to cope with multiple targets and learn how to switch between them. Press **R** to aim your gun, then **X** to target a different simulant. You can also hold **X** and then manually target the gun using the analog stick. Shoot only the simulant highlighted in green. When all the sims are dead, exit the room to pass the test.

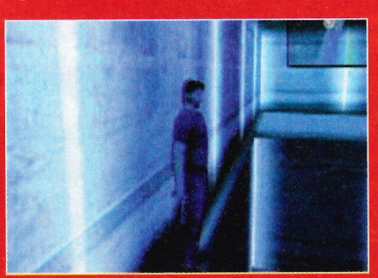
MISSION 4

This explains how you can target objects. Start by pressing **R** to raise your gun, then **X** to target the barrel ahead. Now press **A** a few times to make the barrel explode, destroying the boxes behind. Continue along the corridor and blow up the second barrel to kill the grey simulant. You can now leave through the door at the end.



MISSION 5

This introduces you to the wall-hugging mode, which can help you to walk across thin ledges and sneak up on enemies. Walk forwards and get close to the wall on the left, then press **Y** to back up against it. You can now shuffle left and right without having to worry about falling. When you've got past the pit, press **Y** again to leave the wall, then cross over and hug the wall on the opposite side. Sneak up to the corner, then press **R** to spin around the corner, then press **A** to fire at the simulant. When it's dead, exit through the door at the end of the corridor.



MISSION 6

This is all about stealth and avoiding enemy fire. The simulant at the end of the hall is on patrol and your task is to get past him without taking any damage. Press and hold **L** to crouch down, then press **B** and a direction to roll across the floor in combat style. Use the crates as cover and roll over to the next one when the simulant turns away. When you reach the end of the passage, don't try to kill the sim – just dash into the passage on the left and into the vortex in order to complete your training.

Items

Here are the items that you can find inside the buildings. Find THEM!

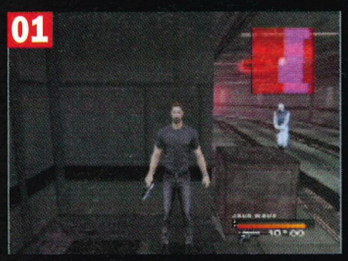
AREA 1 ESCAPE

After the cut-scene showing you escape from the lab, it's time to fight your way through the complex.

Move forwards and dash into the first alcove on the left, then press **Y** to back up to the wall. Approach the corner to get a view of the area ahead **[01]**, then wait until you see the guard before popping your head around the corner to shoot him. A few short blasts should take him out, then run along the corridor and around the corner. Keep running forwards, then crouch and hide behind the crate on the left **[02]**. When you see the guard ahead, jump out and unload your weapon into his chest. Continue along the passage and turn the corner to the right. Seek cover behind the crate on the right and quickly kill the next guard who emerges from the end of the passage.

Move forwards again and around the corner to the left, then dash inside the next alcove and seek cover against the wall. Wait for the guard to unload his pistol into the crate, then pop out and fire several shots into his torso. Dash past the dead guard, then move over to the left side of the passage and crouch behind the crate. Kill the guard who jumps from the left alcove, then target the guard across the passage **[03]**. Once he's dead, dash past the bodies and along the corridor, then open the door at the end to escape the complex.

01



02

03

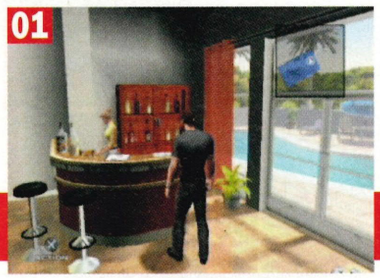
▲ Quickly shoot the two guards and then dash to the door to escape.

AREA 2 STERN MANSION

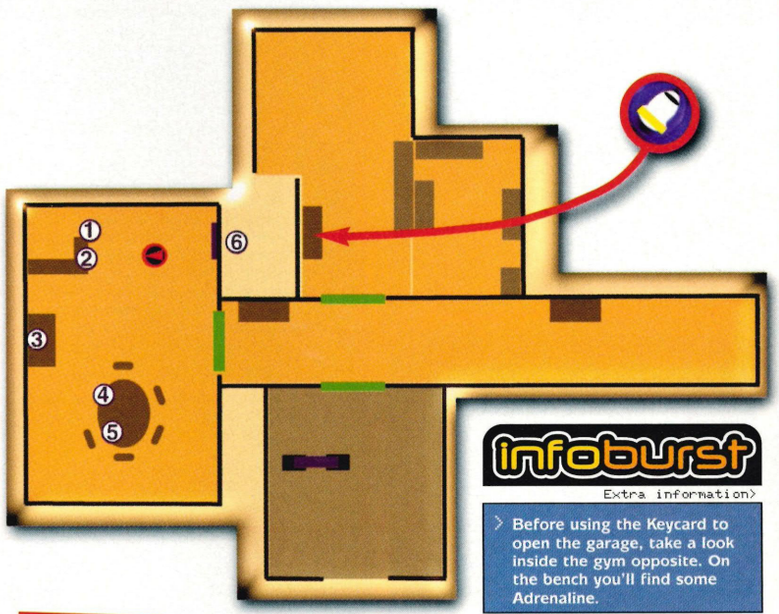
After you recover in hospital, Angela Stern offers you £2 million to find her father's killer. So it's time to visit the Stern Mansion.

Start by moving towards the bar, then examine the documents on top of it **[01]**. The first is a report by Dr Zweiberg about the Criminal Control System. The second is Angela's father's LEILA certificate. After taking a look at both, wander over to the fireplace and examine Angela's graduation diploma. Now search the table to read the ACN Bible and a book Angela's father wrote with the President while at Harvard **[02]**. Head into the corner opposite the bar and take a long look at the photo on the wall **[03]**. Angela will explain how her father helped Alan Sharpe through college and trained him to work in the ACN. After checking out all of these documents, Angela will hand over a **Keycard** that grants you access to the garage down the hall. Leave the room through the double doors [☞ **Secret: Adrenaline**], then use the Keycard to open the locked door on the right **[04]**. Before you leave, Angela gives you the keys to her **Motorbike**, so it's time to go for a ride.

01



02



infoburst

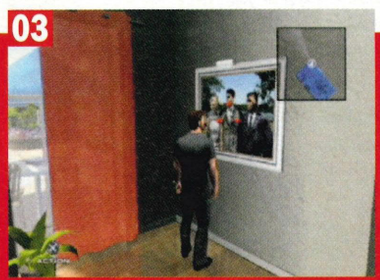
Extra information

> Before using the Keycard to open the garage, take a look inside the gym opposite. On the bench you'll find some Adrenaline.

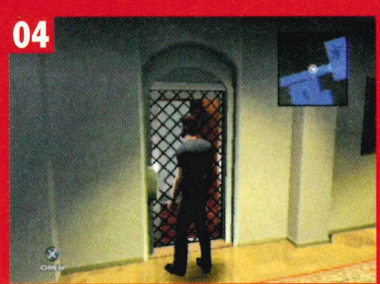
AREA 2 STERN MANSION KEY

- START
- DOOR
- 1 Dr Zweiburgs Report
- 2 Leila Certificate
- 3 Graduation Diploma
- 4 ACN Bible
- 5 Book
- 6 Photograph

03



04



WEAPONS

Stimulator Automatic

The standard issue ACN handgun is used by all Headhunters. The gun is light and portable and can fire a large number of rounds extremely quickly. You will use this gun a lot as you will never run out of ammunition.

Resonator Grenade

The Resonator Grenade explodes just like an ordinary explosive, but uses a special wave-form to ensure that buildings are not destroyed in the blast. Can be very effective against multiple enemies.

Neurostunner

This small silenced handgun fires special ammunition that will knock out enemies for a short period of time. Only use this weapon when facing the ACN cops or when you want to be extremely quiet.

Decoy Shells

These shells will not cause any damage to opponents and are designed to lure guards away from their posts. You will need to use these handy items when you need to be silent to avoid alerting whole armies of guards.

Regulator Shotgun

The Regulator Shotgun is one of the best weapons in the game as the firepower is heavy and the bullets can pierce body armour. Use at close range for the best and most explosive results.

Proximity Mine

These small mines are the very latest technology and are extremely difficult to spot. Luckily the enemy will not use them on you and instead like to leave them lying around for you to collect.

Sub Machine Gun

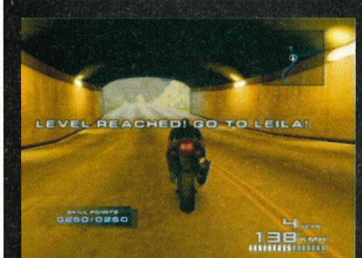
This fast firing weapon will unload all thirty bullets in a couple of seconds. As a result, Machine Gun Ammo is quite hard to find and runs out extremely quickly. Use this gun when you are faced by lots of enemies and need to put them down fast.

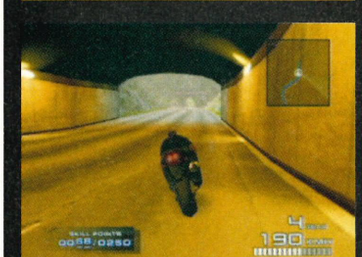
Missile Launcher

This weapon is the most deadly and fires a heat-seeking missile directly at the target. Once again the ammunition is extremely sparse so you will not use this high-powered weapon very often.

AREA 3 FORTUNE HILL

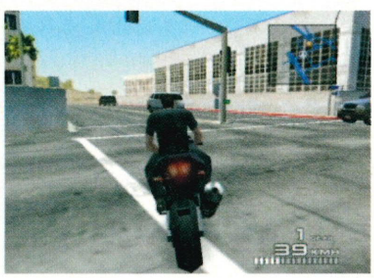
With a new motorbike under your sturdy frame, it's time to learn how to ride again. Gently accelerate up the hill to reach the main road, then turn right and let rip through the tunnel. Once your bike reaches a speed of over 170 mph, you'll start to earn skill points – you need at least 250 before you can attempt the C Licence exams at the LEILA Offices. Keep riding back and forth along the tunnel until you have enough points, then drive through the barricades leading to the North District.

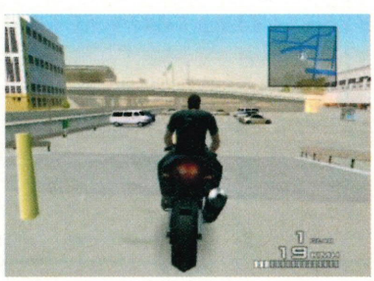


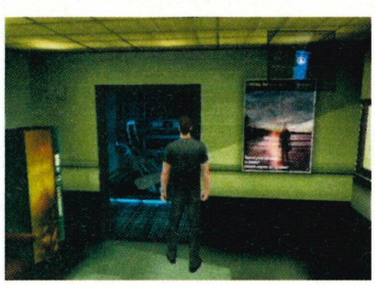


AREA 4 LEILA OFFICE

Drive forward to the light, then take a left and follow the road down to the corner. Turn right into the car park, then drive over to the far corner to find the LEILA offices. Press **B** to dismount, then go inside to speak to Hank Redwood. After a short conversation with your old colleague, you approach the desk and speak to the snooty receptionist. She tells you to use the VR Terminal to take the tests and also how to use the weapons dispenser after completing the challenges. Enter the room on the left and take a seat on the chair [☞ **Licence: C Licence**].







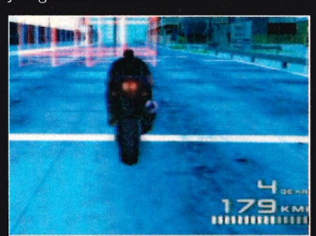
C LICENSE

Before you can accept Angela's offer of employment and start on the trail of Don Fulci, you'll have to obtain your LEILA Licence. The exam tests your skills in a number of different areas.

LEVEL C1 - MOTORCYCLE CONTROL TEST

Objectives: ....Reach all checkpoints within the time limit
Target Time: 0:32
Record: 0:20

TIPS: This is a fairly easy test, as you should already have mastered control of your bike. The course is fairly short and there's only one tricky corner to negotiate. To avoid pulling wheelies, try to accelerate gently after braking, giving you greater control.



LEVEL C2 - TACTICAL STEALTH TEST

Objectives: ....Reach the goal without getting detected. If an enemy is alerted, the test is failed. Kills can only be performed with the stealth attack.
Target Time: 1:45
Record: 0:40

TIPS: This test is all about using tactics to creep up behind the enemy simulants. To kill the guards you must get really close behind them, then hold R1 and tap **A** to grab them by the neck. You also have some dummy shells which can be thrown (using the same buttons) to divert the guard's attention. If you aren't close enough behind the simulant, you'll throw a shell over his shoulder, instantly making him turn around. Take your time and watch the map in the top-right corner to see which direction the simulants are facing. You can also use the wall-hug technique to get a better view of what lies around the next corner.

LEVEL C3 - WEAPON UTILIZATION TEST

Objectives: .....Kill off four enemy guards on the other side of the abyss. Use the environment for protection.
Target Time: 0:45
Record: 0:27

TIPS: This test is fairly simple, as all you need to do is kill the enemies on the platform opposite. Use the crates as cover, then jump out to fire when an enemy is in sight. Keep blasting until you need to reload, then duck back into cover to avoid getting killed. When all four guards have been killed, a vortex appears in the corner, through which you can exit the level.

LEVEL C4 - COMBAT TECHNIQUE TEST

Objectives: .....Use the techniques you've learned to reach the goal.
Target Time: 2:05
Record: 0:52

TIPS: This combat test is more challenging as the guards have plenty of cover and you have very little. Move forwards and look over the right-hand barricade to shoot the first guard. As soon as this guy hits the dirt, quickly turn left and blast the other three guards that are now shooting at you. Keep firing and moving towards them. When they are all dead, you can make your way through the door at the end of the corridor. In the next room, dash down the stairs on the right, then around the corner to sneak up behind one of the guards. Kill him as quickly as possible, then use the nearby pillar for cover while you blast away at the other two guards on the other side of the room. Once they're dead, dash over to the opposite corner and into the vortex to complete the mission. Congratulations, you've passed your LEILA C Licence

AREA 5 NORTH DISTRICT

After passing your licence, the lady behind the counter will issue you with your **ID Card** **[01]** and the **Casio VM**, which acts as a database and mobile phone. Before you can check out the functions, you'll get a call from Angela Stern congratulating you on your success, then another call from Chief Hawke. Before leaving the offices, check out the dispenser in the corner and you can grab some **Decoy Shells**, **Scorpion Neurostunner** and **Smith & Easton Stimulater** **[02]**.

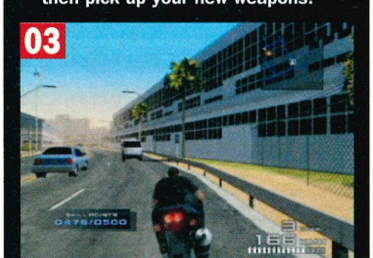
After the news bulletin you'll be back outside on your bike. You can gain some more skill points by tearing around the busy streets **[03]**, but be careful not to crash, as you'll now lose a few points for damaging your bike. When you've reached the next goal of 500 points, check the objectives in your inventory. Now head to the far side of the North District and stop outside the closed-down gas station **[04]**.

01

02

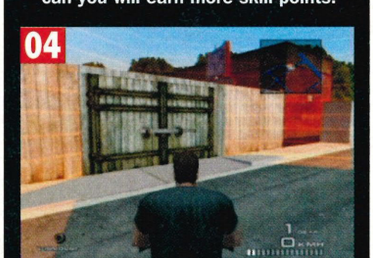
▲ **After collecting your ID Card you can then pick up your new weapons!**

03



▲ **By riding your bike as fast as you can you will earn more skill points.**

04



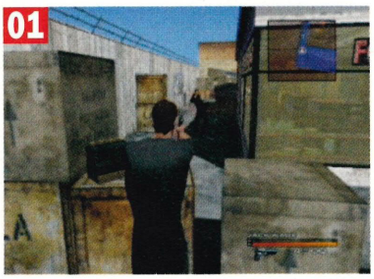
▲ **Drive to the Gas Station and then park your bike outside!**

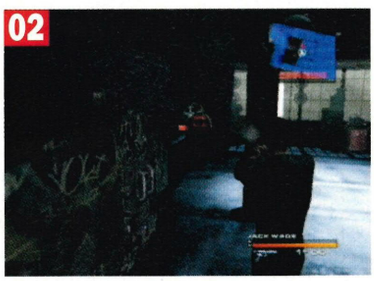
AREA 6 GAS STATION

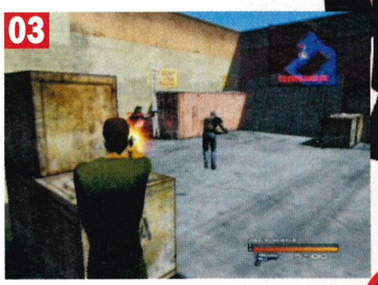
As soon as you arrive, Angela Stern calls on your VM with some information on the informers you're searching for. Head left and check the crates against the fence to collect an **Adrenaline**, then duck back behind the crates to avoid being spotted by the biker in the alley. Quickly stick your head around the corner and blast him when his back's turned **[01]**, then head into the shop door opposite. Search the counter on the left to pick up a **Grenade**, then head over to the corner opposite and open the door on the right. Carefully sneak up behind the biker working in the corner, then blast him **[02]** and take the **First-Aid Kit** on the bench. Now use the switch on the pillar to lower the car on the ramps – but a fuse is blown and it'll stop. Search the rest of the garage to grab another **Grenade** and then return to the shop and back out through the front door.

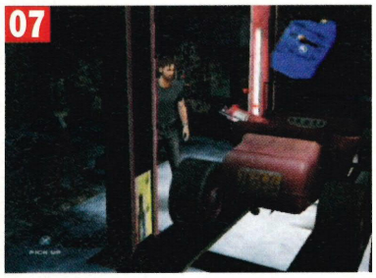
Walk down the alley to the left of the shop and continue all the way to the end. Two bikers are practising their shooting skills on some defenceless tin cans; so sneak up behind them and show them how a Stimulater really should be used **[03]**. When they're dead, search the nearby crates for a **Battery**, then look around the pallets opposite to collect a **Grenade**. Return to the garage and examine the panel on the wall opposite the pit. Use the Battery to power the unit **[04]** and the engine will lift from the pit. Head down the steps to collect the car-wash **Token** on the floor, then activate the machine on the wall again to return the engine to the pit. Leave the garage and blast a pair of bikers who've just arrived, then follow the passage along the left side of the shop. Look out for a small machine for the car wash, then use the Token to open the door behind you. Quickly turn around and blast the biker inside **[05]**, then enter and search the crates at the back for another **Grenade**.

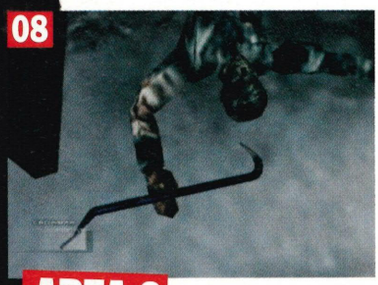
Now enter the door on the right to find a small office and search the desk to grab the **Locker Key** **[06]**. Unlock the door leading to the shop, then return to the garage and use the Locker Key to open the locker. Grab the **Electric Cord** inside, then return to the office and fit the Cord into the station's fuse box. With the power restored, the car on the ramp will slowly lower to the floor and you can then grab the **Fire Extinguisher** from the back seat **[07]**. Run back to the car wash and through the door, then kill another biker. Return to the alley at the back and use the fire extinguisher to put out the burning wreck in the corner. Open the car door and the burned informer's body will fall to floor, dropping the **Crowbar** **[08]**. Pick up this handy tool, then head for the alley on the left, leading towards the entrance. Check the toilet door on the right, then use the Crowbar to remove the planks nailed across the door. Head inside and examine the dead informer in the corner and you'll find an **AMCO Keycard** on the floor. As you pick up this item and you'll hear a bike arrive outside. Head back to the alley to meet the biker gang's leader, Greywolf. Before answering any questions, he rides off. So get to your bike and prepare to give chase.

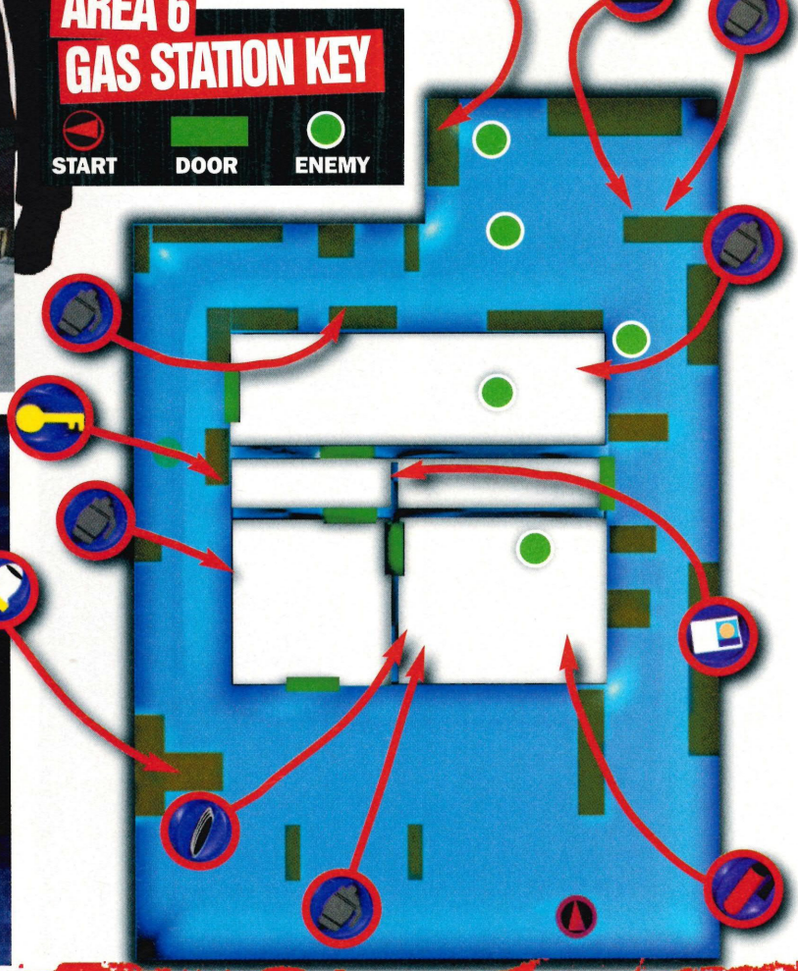












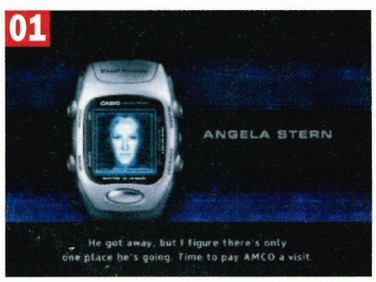
solution

Hints, Tips, Cheats and Guides

AREA 7
WOLFPACK HQ

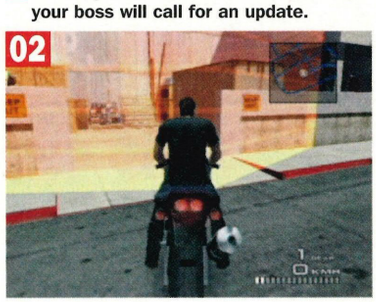
Angela calls to check on your progress **[01]**, then you can exit the Gas Station and turn right onto the road. Ride along the main road and take the third left just before the beach. Now ride two blocks down and you'll find Wolfpack HQ on the left **[02]**. Dismount and arm yourself, then turn the corner to the right and kill the guy standing beside the door **[03]**. Now run to the left and use the AMCO Keycard on the door in the corner **[04]**.

01



▲ Before you can leave the Gas Station, your boss will call for an update.

02

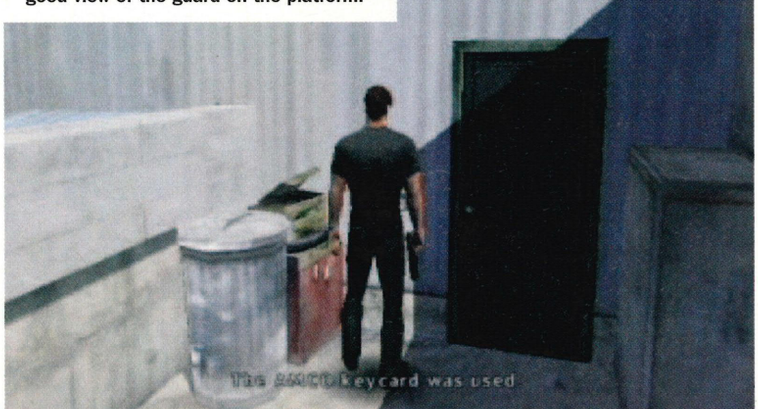


▲ Ride your bike over to Wolfpack HQ and then park on the side of the road.

03

▲ Use the wall-hug technique to get a good view of the guard on the platform!

04



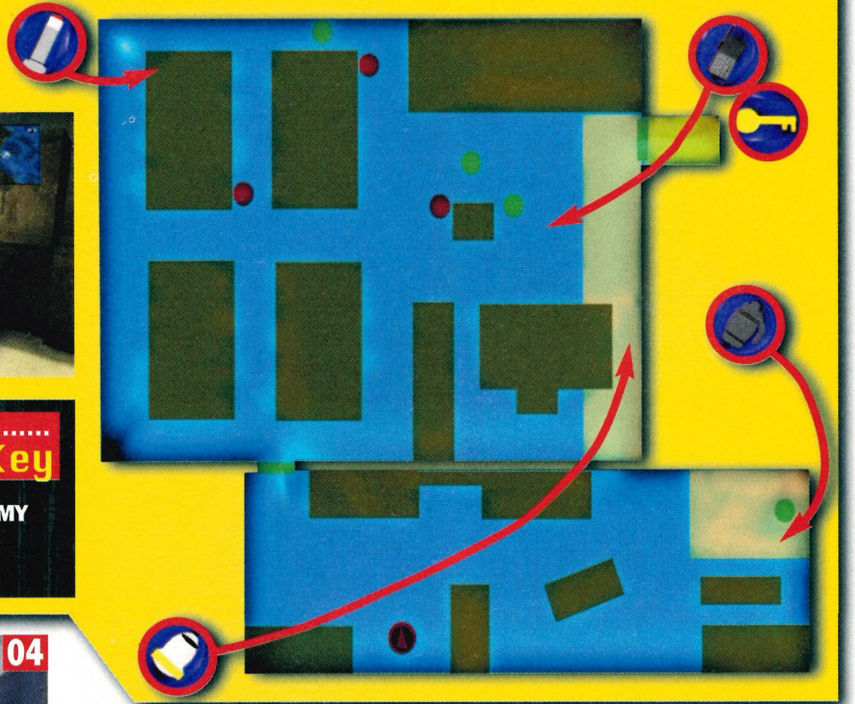
FLOOR 1

Once inside, you'll overhear two biker guards talking about a meeting called by Greywolf on the third floor. It's time to crash the party, so dash to the left and run around behind the pile of crates. Use your wall-hug technique to creep up to the corner, then roll across the gap when the guards aren't looking. Move forwards slowly and wall-hug again to see around the next corner, then pop your head out and blast the guard **[05]**. Search the corner to collect a **Proximity Mine**, then dash back to the centre of the room and get ready for some more action. Turn the corner and blast the two bikers you heard talking **[06]**, then walk towards their bodies and examine the crate behind them for a **Walkie-Talkie** and **Padlock Key** **[07]**. Climb the stairs and turn right to find an **Adrenaline** on the floor, then head back to the door and return outside. Dash over to the other door and use the Padlock Key to open the small cabinet on the wall on the left. Now turn on the power to the lift and head back inside the building and through the door at the top of the stairs to enter the lift.

05

06

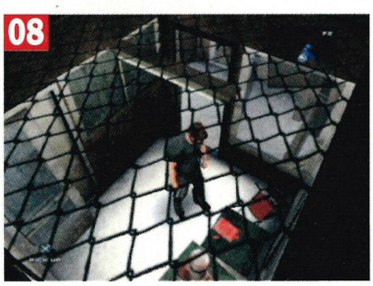
07



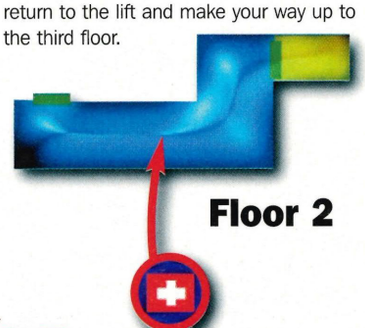
FLOOR 2

Take the lift up to the second floor, then step out of the lift and search the shelves on the left to grab a **First-Aid Kit** **[08]**. Now examine the machine next to it and you'll discover that you need some sort of circular item before it can be used, so return to the lift and make your way up to the third floor.

08



▲ Collect the First-Aid Kit and then examine the machine in the corner.



FLOOR 3

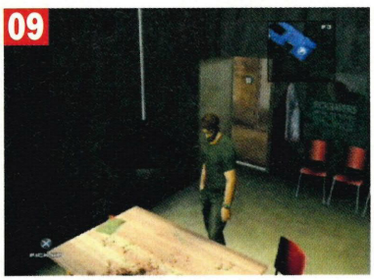
Exit the lift and walk around the corner to find a long corridor. Head along it, then enter the first door on the right and search the last cubicle for a **Proximity Mine**. Leave the toilets and continue along the corridor, then check the small alley to the left of the lift to find a **Grenade**. Now head over to the large double doors and listen to the meeting going on inside. You decide it's not a good time to break up the party, so open the door opposite and search the desk for some **Truth Serum** and a **Document** explaining about the interrogation of the informants **[09]**. Leave the room and head back down the corridor, then blast the biker who falls through the door ahead **[10]**. Enter the demolished door, then search the small cupboard on the left for another **Grenade**. Go through the next door, into another long corridor. Quickly turn right and sneak up behind the biker to strangle him quietly **[11]**. Move to the end of the corridor and around the right corner to meet another biker. Use the crates for cover and pump him full of ammo, then run all the way to the far end of the corridor. Enter the last door on the left and search the floor for another **Grenade**, then enter the small room at the back to grab a **First-Aid Kit**. Leave the room and head back along the passage, then enter the next door to find a storeroom. Check the far corner to collect another **Proximity Mine**, then head back towards the door and pull the crate out from between the shelves. Push the crate across the floor so it's lined up with the third row of shelves, then climb on top of the crate and grab the **Locker Key** from the top shelf **[12]**. Now return to the room at the end of the hall and use the Key to open the locker; take the **Emblem Half** from inside.

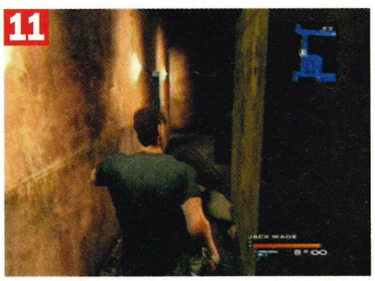
As you go to leave the room, Greywolf will try to contact the dead guards over the Walkie-Talkie. Answer the call then return along the corridor to the junction. Search the small cupboard ahead for an **Adrenaline**, then start back towards the lift, opening the door on the right. Open the next door to find a disused storeroom, then approach the crate in the corner and pull it away from the wall. Check out the poster on the wall for a clue to an access code **[13]**. Leave the room and head back to the corridor, then turn right and walk all the way to the end, unlocking the door that leads back to the first hall. Use the crates on the left for a bit of cover, then shoot the two guards waiting outside Greywolf's boardroom. Now walk down towards the door and use the Walkie-Talkie to speak to Greywolf again. Operate the keypad next to the door and input the code **1993** to open the door. Once inside, Greywolf will introduce you to Bruce and then disappear extremely quickly while you battle **[☞ Boss: Bruce]**.

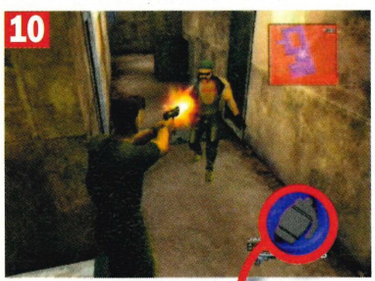
After Bruce is dead, walk to the far end of the boardroom and search the locker at the back for a **Wolfpack Symbol** and another **Document**. Hit the switch on the desk to open the double doors leading back to the corridor, then head outside and slowly make your way back towards the lift. Kill the biker who emerges from the lift **[14]**, then ride it back down to the second floor. Insert the Wolfpack Symbol into the stamping machine in the corner, then input the positions of the indentations **[☞ Info: Stamping]**.

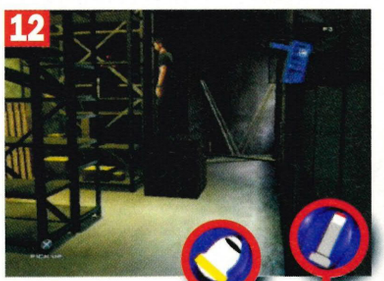
With your Symbol stamped and ready, return to the boardroom on the third floor and insert it into the door near the cabinet. Open the door and climb the stairs to the top, then prepare to face Greywolf himself **[☞ Boss: Greywolf]**.

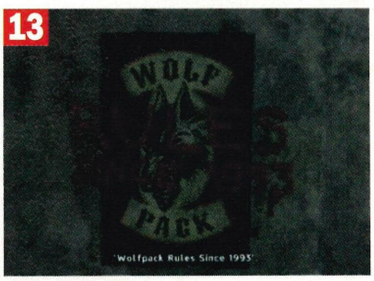
After quizzing Greywolf about Don Fulci, you cuff him and can then explore the rooftop. Check the wall near the stairs for a **First-Aid Kit** **[15]**, then enter the door in the corner to find a small armoury. Grab a **Grenade** from the bench, then search the shelves for another **First-Aid Kit** if needed. You can now head back down the stairs and leave the Wolfpack HQ.

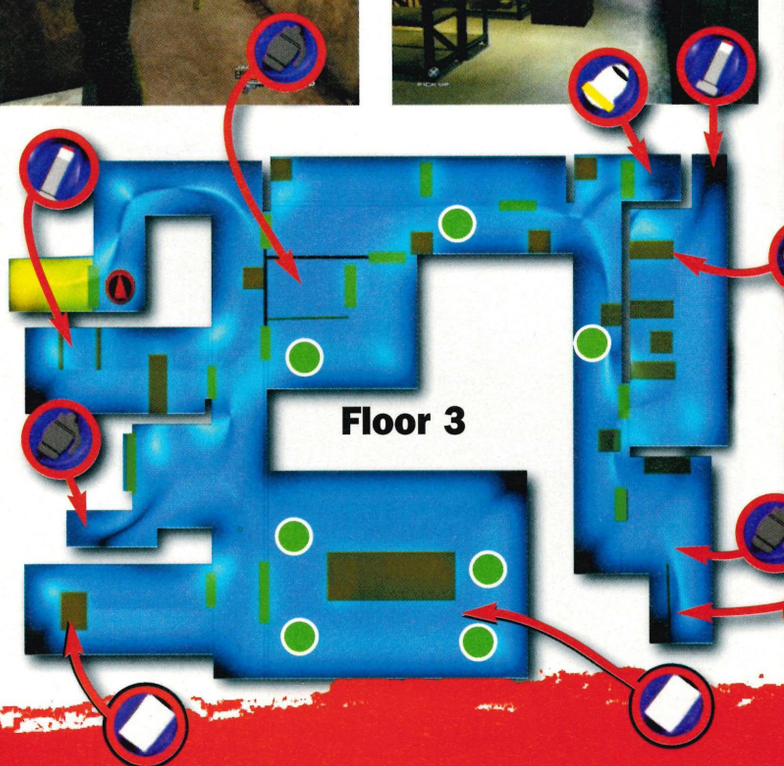


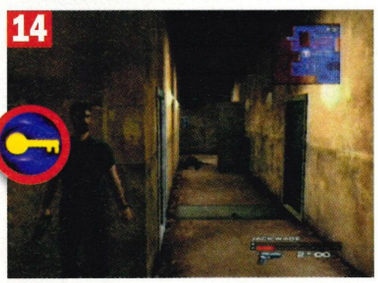












STAMPING

On the second floor of the Wolfpack HQ, there's a stamping machine in the corner. When you have collected a Wolfpack Symbol, return here and use this machine to stamp holes in the back. The positions of the holes should be as follows
(O marks position of hole):

O X X O
O O O O
X O O X
O X X O

BRUCE

Bruce isn't too difficult to defeat, but you'll need to use the shelves around the room for a bit of cover. As soon as the battle starts, roll to the right and hide behind the shelving unit, then stick your head around the corner and unload your Pistol into him. Duck back behind the shelves while you reload you gun and keep an eye open for Bruce throwing a grenade in your direction. When you can see the target again, fire another volley of shots into Bruce and keep blasting until he falls.

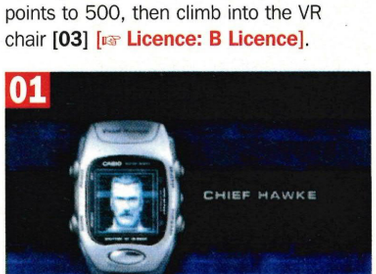
GREYWOLF

He can be a real pain as he has a very powerful weapon that can take you out with just a few hits. Start by chasing him around the roof, unloading as many bullets as you can into his back. Then, when he runs away, move to the opposite side of the roof. Wait for Greywolf to reappear, then unload another full clip into him, moving slowly backwards to avoid the blast from his weapon – it's not as powerful over distance and will miss you most of the time. Keep going like this until Greywolf starts to run towards you, then dash around the roof again to appear behind him. Keep blasting and eventually he'll fall over the edge, clinging on by his fingertips.

AREA 8 LEILA OFFICE

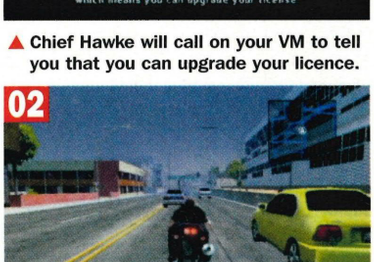
As you leave the Wolfpack's HQ, Chief Hawke calls you on your VM to congratulate you on your first major capture **[01]**. He then invites you to take the next licence test. Jump onto your bike and ride back to the LEILA Office **[02]**, making sure you've increased your skill points to 500, then climb into the VR chair **[03]** [☞ **Licence: B Licence**].

01



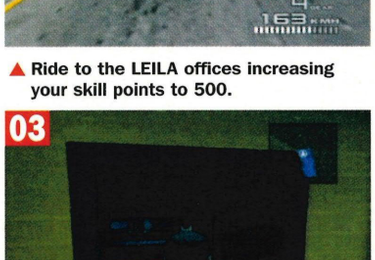
▲ **Chief Hawke will call on your VM to tell you that you can upgrade your licence.**

02



▲ **Ride to the LEILA offices increasing your skill points to 500.**

03



▲ **When you are ready, take a seat in the VR chair to start the test.**

B LICENSE

In order to continue in your employment, you need to upgrade your Licence to the next level. This will teach you some new skills for use whilst headhunting and also gain you access to some new weapons from the dispenser.

LEVEL B1 - MOTORCYCLE CONTROL TEST

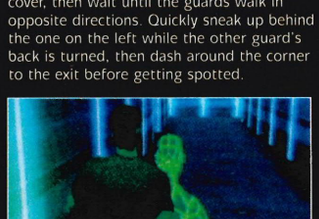
Objectives:.....Reach all checkpoints within the time limit
Target Time:.....1:20
Record: 0:52

TIPS: You should have got a lot better at riding your bike by now and this test is very similar to the C Licence test. Ride your bike as fast as possible along the course, making sure you pass through the centre of each vortex. Take a wide curve around the sharp corners to avoid crashing into the walls.

LEVEL B2 - TACTICAL STEALTH TEST

Objectives:.....Reach the goal without getting detected. Throw decoy shells to lure enemies away from their patrol path.
Target Time:.....1:35
Record: 0:49

TIPS: This is a really tough challenge as the camera makes it difficult to see what lies around the corner. Start by moving over to the pillar in the centre, then throw a decoy shell into the corner you just came from. Wait for the guard to come and investigate, then sneak up behind him and throttle him. Now wall-hug along the right, towards the corner, so you can see the second guard patrolling the corridor. Wait for him to turn around and walk away, then dash up behind and strangle him. Continue to the end of the passage, using the alcove on the left for cover, then wait until the guards walk in opposite directions. Quickly sneak up behind the one on the left while the other guard's back is turned, then dash around the corner to the exit before getting spotted.



LEVEL B3 - WEAPON UTILIZATION TEST

Objectives:.....Kill six guards on the other side of the abyss. Use the environment for protection. Use quick equip to switch between weapons.
Target Time:.....0:55
Record: 0:40

TIPS: This test is fairly simple, as all you need to do is kill the enemies on the platform opposite. Use the crates as cover, then jump out to fire when an enemy is in sight. Keep blasting until you need to reload, then duck back into cover to avoid getting killed. When all six guards have been killed, an exit vortex appears in the corner.

LEVEL B4 - COMBAT TECHNIQUE TEST

Objectives:.....Use the techniques you've learnt to reach the goal.
Target Time:.....2:05
Record: 0:55

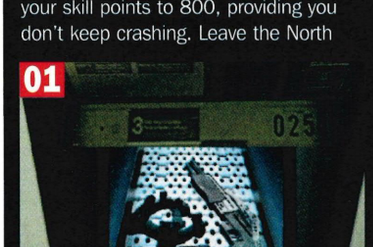
TIPS: The first room is tricky, as there's no way to get behind the glass wall. So pull the crate out into the middle of the room and target the barrel on the left. Fire shots to make it explode, then watch as the chain reaction takes out all the other barrels and the guard. Leave the room and dash around the corner, then use your Pistol to down the guard in the corner. Use the wall-hug technique to spot two guards at the end of the passage and pop your head around the corner to unload your Pistol. Once they're dead, dash past the crates and head through the next door into the final room. Use the pillars for cover. You're likely to get caught by a guard sneaking behind you, so keep on the move and take these guys out quickly possible. Jump into the exit vortex to earn your B Licence.

AREA 9 STERN MANSION

After the conversation with Chief Hawke, read the documents about Don Fulci's ships, then head over to the weapons dispenser to grab some new equipment. This time you can collect a **Stimulator Automatic +**, a **Regulator Shotgun** and an **Action Belt** **[01]**. Now leave the office and jump on board your bike. You'll get a message from Angela Stern, who invites you over to her mansion to make some plans for the ship's arrival. You should know better than to keep a woman waiting, so head on over there.

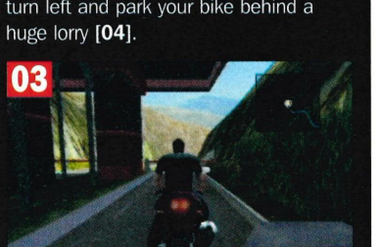
As you ride, you can further increase your skill points to 800, providing you don't keep crashing. Leave the North District and return to Fortune Hill, then drive into the garage and park your bike in the corner **[02]**. Enter the mansion and walk through the double doors to the lounge. Angela isn't at home at the moment, but the TV is playing and you happen to catch the news. Someone has kidnapped Angela and is holding her in the Mall. Before you leave, Chief Hawke calls on the VM and tells you about getting in there through the sewers. Leave the mansion and head left along the road, then pass through the barriers to enter the South District **[03]**. Follow the road straight ahead, then keep going until your reach the business area. Turn right and ride past all the police cars outside the Mall, then turn left and park your bike behind a huge lorry **[04]**.

01

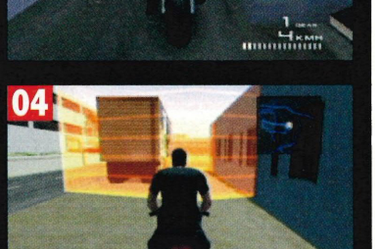


02

03

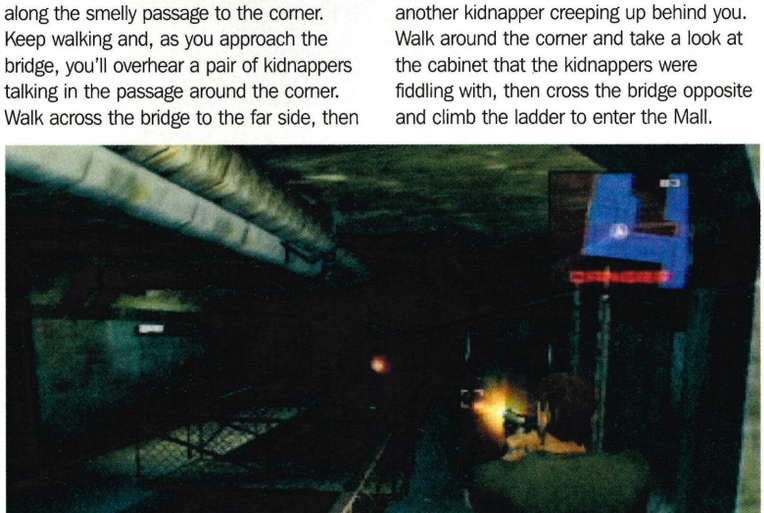


04



AREA 10 SEWERS

Move through the hole in the fence and along the smelly passage to the corner. Keep walking and, as you approach the bridge, you'll overhear a pair of kidnappers talking in the passage around the corner. Walk across the bridge to the far side, then use the wall-hug technique to slide up to the corner and spot your targets. When a decent opportunity presents itself, jump out from your hiding place and fill them both with lead, then quickly turn around to blast another kidnapper creeping up behind you. Walk around the corner and take a look at the cabinet that the kidnappers were fiddling with, then cross the bridge opposite and climb the ladder to enter the Mall.



AREA 11
PALMERA HALL

You are in the car park below the Palmera Mall and the sound of wailing sirens fills the air. Walk forwards and make your way over to the lift on the left, only to find it is out of order – surprised? Search the floor beside the bin to collect a **Proximity Mine**, then creep forwards slowly and wall-hug against the pillar near the white car. The kidnapper ahead is looking in the wrong direction but there are more guards patrolling the car park around the corner. Check that these guards are not in sight, and then kill the nearby guard with a few shots from your Stimulator. If you lucky the guards ahead will not notice that their friend has been killed, but if you were too slow or noisy they will definitely come over to investigate and you will then have a battle on their hands. When the coast is clear, dash over to the other side of the car park and use the pillars for cover while you sneak up on the other kidnappers.

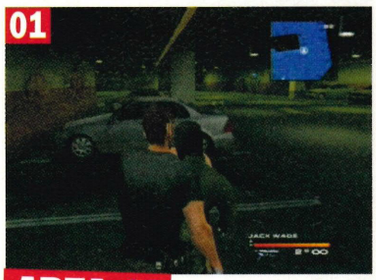
Carefully creep up behind the guy closest to you when he turns around, then strangle him from behind to ensure the other kidnapper doesn't hear you **[01]**. Now seek refuge behind another pillar and wait for a decent opportunity to kill the second guy silently. After strangling this guard head around the corner and run up the slope to the next level.

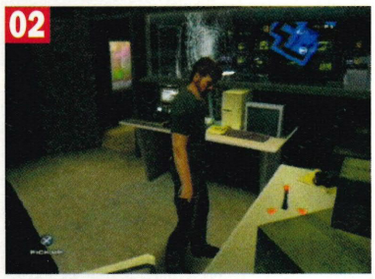
Everything is quiet and there are no kidnappers anywhere to be seen. Casually wander forwards and search around at the base of the pillar on the right to grab some more **Shotgun Shells**. As you approach the black limo the alarm will go off alerting the guards around the corner, so dash back and find some cover for the fight. Quickly blast the two kidnappers as they turn the corner, then dash past their lifeless bodies and around the corner. Search the ground opposite the stairs to collect a **Grenade**, then open the door and walk inside.

Dash up the stairs to the next floor, then head through the door onto the first floor. Walk to the end of the corridor, then turn to the right and search the small store cupboard opposite to collect an **Adrenaline**. Now head back to the corridor and walk past the burning photocopier and into the office on the right. Pick up some more **Shotgun Shells** from the desk, and then examine the vent on the wall. You discover that the vent leads to the maintenance area, so climb inside and walk along the passage to the left. At the end of the corridor you will overhear a conversation between Ramirez and one of his associates. Head back to the vent and climb back into the office, then quietly creep out of the door and wall-hug against the wall opposite. Select your Shotgun and creep up to the door then splatter the kidnapper inside the security control room. Search the desk on the left to collect a **Security Control Card** and a **Letter** to Ramirez from Don Fulci. Read the letter to find out more about project millennium, then head into the back office and grab a **Proximity Mine** from the desk in the corner **[02]**. Now leave the room and head back to the stairs blasting a couple more kidnappers armed with machine guns. Now head down the stairs to the bottom and then enter the door to the basement.

Quickly blast the guard standing in the toilet directly in front of you, then search the floor to collect a **First-Aid Kit**. Leave the room and turn left, then follow the corridor around until you find the lift. Head down the passage opposite the lift and then enter the first room on the right and search the desk to collect a **Proximity Mine**. Search the next room to find a **Grenade** in the corner and then enter the final office on the right and check by the bookcase to pick up some **Neurostunner Bullets**. Head back around the corridor to the toilet, then slowly make your way forwards to the room at the end. Quickly blast the two guards in the storeroom then open the door on the right and grab some more **Shotgun Shells** and another **Grenade**. Move through to the room at the back and then pull the crate in the corner to uncover a drain leading back down into the sewer. Climb down the ladder then cross the bridge and slowly make your way to the corner. Quickly dash around the corner and blast the guard tampering with the machine on the wall then drop down into the disgusting water and cross over to the other side. Examine the machine on the wall and insert the Security Control Card, then return to the ladder and climb back up into the storeroom. Dash back to the stairs and up to the first floor, then quickly splatter the two guards patrolling the area with your Shotgun. Return to the security control room and activate the switch to open the door to the shopping area, then enter the door marked Staff Only at the end of the corridor.

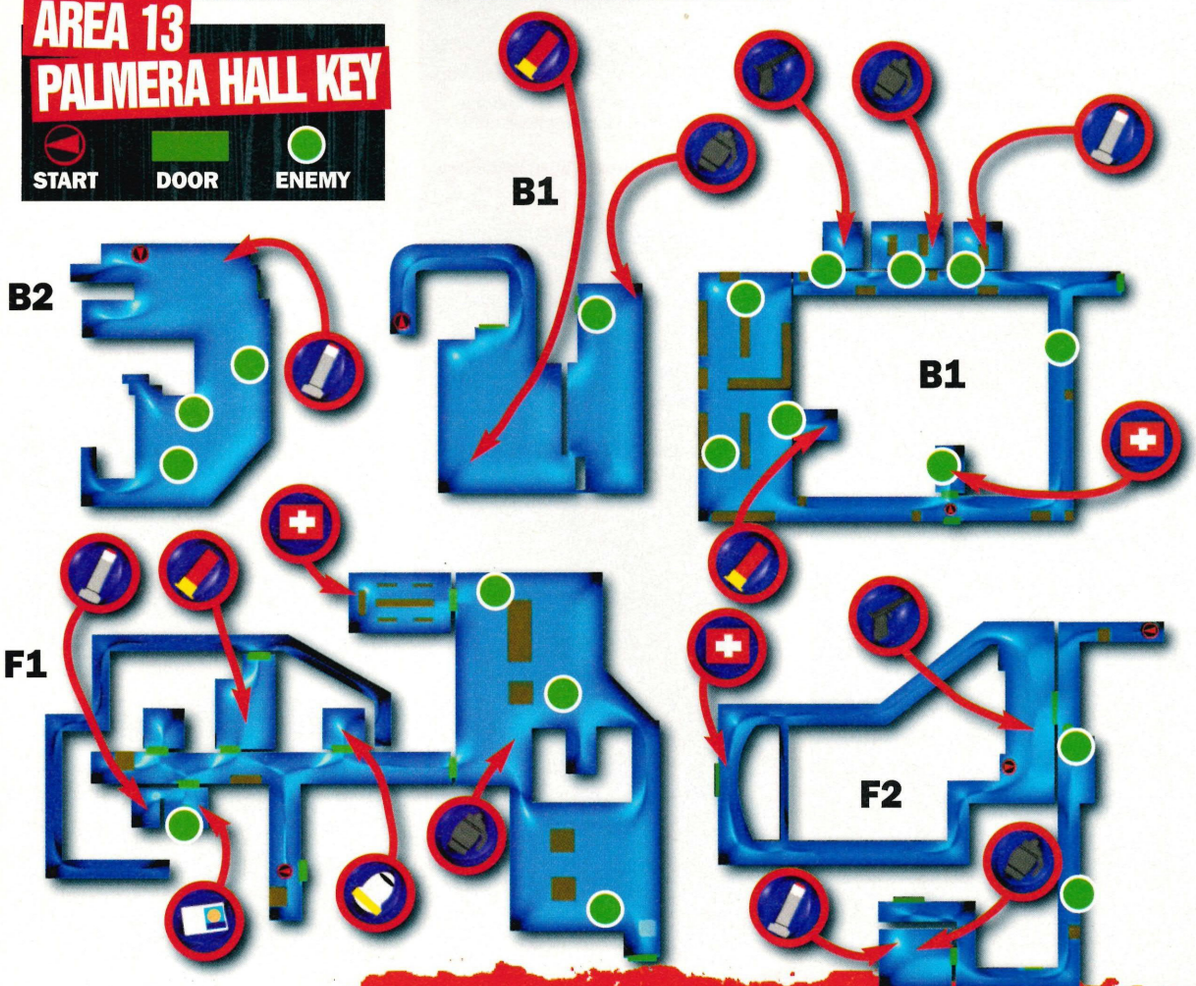
Quickly hide behind the first pillar and wait for the guard to walk right past you. Collect the **Grenade** from the floor beside the pillar, then follow the kidnapper and use your Shotgun to blow him away. Quickly move forwards to take on another kidnapper and then make your way to the far end of the mall where another guard is waiting. When all three kidnappers have been killed, move over to the lift in the corner and pull the huge trolley out of the way. Head back to the far side of the mall and enter Recordworld, then kill the guard inside and collect a **First-Aid Kit** from behind the counter. Now take the escalator up to the second floor and walk straight ahead to find some more **Neurostunner Bullets**. Walk around the balcony and near the revolving door at the far end of the centre you will find another **First-Aid Kit**. Head back downstairs to the lift in the corner, where you removed the trolley earlier. Activate the button on the wall just inside the alcove and ride the lift up to the second floor. Walk forwards along the corridor and ignore the dead guard, then wall-hug to see some more kidnappers patrolling the corridor ahead. When the time is right, dash out and blast them both and then continue to the end of the corridor. Turn to the right and continue straight ahead and then enter the kitchen at the end to collect a **Proximity Mine** and a **Grenade**. Now leave the room and turn to the left and wander around the corner to find the lift. Open the door and you will find Angela, but she is trapped between floors. Quickly use the **Fire Hose** on the wall next to the lift and then dangle it down the lift shaft to pull Angela up to safety.





AREA 13
PALMERA HALL KEY

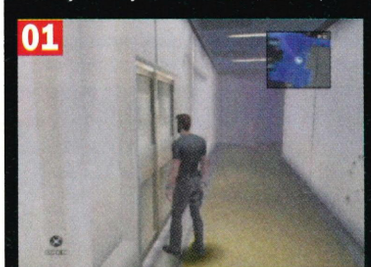
START DOOR ENEMY

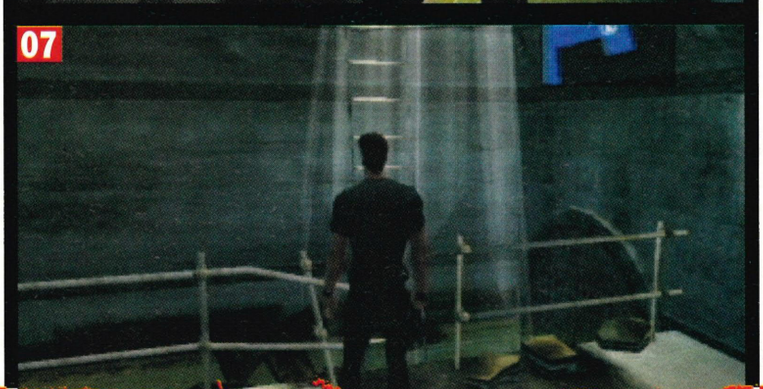


AREA 12 SEWERS

As you make your escape Angela will explain about Ramirez's plan to steal funds from the Millennium Bank. She heads home to work on a computer program to scramble the transfers and send you off to catch up with Ramirez. After the explosion you are unable to use the stairs, so head back to the corridor and walk through the double doors on the left to enter the shopping area **[01]**. The Police are also in the building now, so swap weapons to your Scorpion Neurostunner and make your way down the escalators to the floor below. Make your way over to the door on the left and use your Neurostunner to knock out the cops **[02]**. Return to the stairwell and make your way to the bottom, then open the door to the basement. Turn to the left to head to the storeroom, but stop before you enter and change weapons to your Shotgun. Walk inside and kill the kidnapper ahead **[03]**, then use the ladder to drop down into the sewers again.

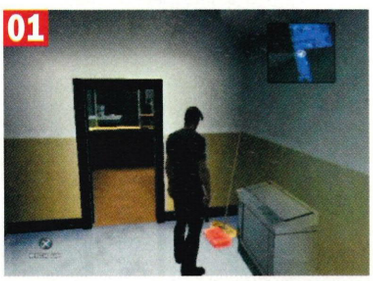
Walk across the bridge and around the corner, then drop down into the water and climb onto the platform on the other side. Make your way around to the machine where you killed the two kidnappers earlier and then cross the bridge and walk through the broken gate **[04]**. Make your way along the smelly passage, and then blast a guard as you turn the corner **[05]**. Keep moving along the passage, splattering another duo of guards waiting a little further on **[06]**. Climb out of the water onto the platform at the end of the tunnel, and then use the ladder on the left to climb up into the Millennium Bank **[07]**.

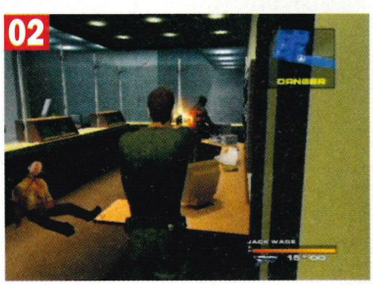




AREA 13 MILLENIUM BANK

Walk forwards and collect a **First-Aid Kit** from the floor beside the photocopier **[01]**, then use your map in the top-right corner to check on the guard's positions in the next room. When you have an opportunity, quickly dive into the room and shoot the guard to your right **[02]**, then head back to the corridor to get some cover. Shoot the guard through the window ahead from the safety of the corridor, then move back behind the counter and kill the last remaining guard **[03]**. Use the computer in the corner to take a look at the surveillance cameras



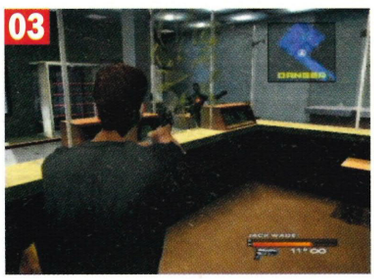


▲ **Quickly shoot the guard behind the desk using the door for cover.**

HACKING CODES

The computer will flash the code at you for a few seconds, and then you will have to remember the code and input it on the decode screen. The code is shown as a sequence of coloured squares and each button corresponds to a different colour. There are three different security levels for you to hack, so pay attention. Here are the colour controls for inputting the data:

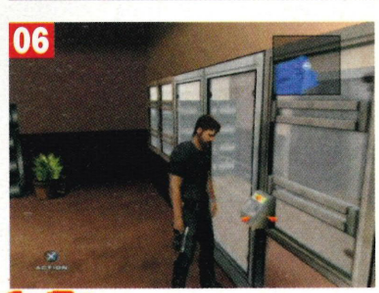
Blue	A	Pink	X
Green	Y	Red	B



▲ **Aim at the guards on the other side of the counter and blast them quickly!**

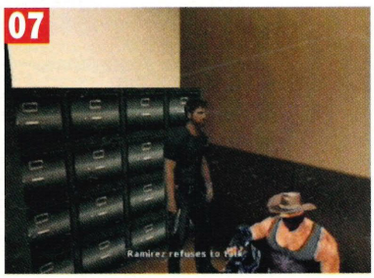
[04] and then activate the button on the front to open the double doors in the corridor. Return to the passage and enter the double doors, then search the table in the centre of the room to collect an **Adrenaline**. Climb the steps on the left to enter the public area of the bank and then examine the marble counter in the corner to pick up some **Shotgun Shells** and a **Proximity Mine** **[05]**. Now head back to the large room and examine the door at the back that leads to the mainframe room **[06]**. Press the button to open the door and Ramirez will appear and taunt you through the glass. Before running away he will send several little spiders after you so get yourself ready for a fight [☞ Boss: Ramirez].

After the fight Ramirez will refuse to talk **[07]**, leaving you stuck outside the mainframe room. Use the Truth Serum you found in the Wolfpack HQ to loosen his lips **[08]** and then use his hand to open the door to the computer room. As soon as you are inside, Angela will contact you over the VM and explain that the security codes need to be entered before she can scramble the data. Head over to the

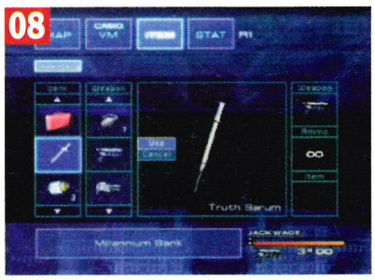


computer ahead and touch the keyboard to start the security clearance sequence **[09]**. [☞ **Puzzle: Hacking Codes**].

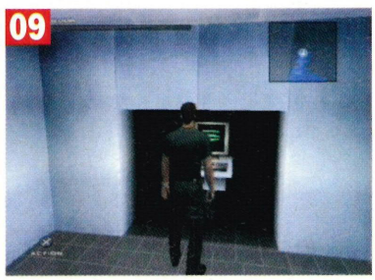
Once you have passed all three levels of security, Angela can then activate the bug to stop the Syndicate's account filling with cash. You leave the mainframe and question Ramirez a little more, then get back on your bike. It is time to upgrade your licence again.



▲ **Ramirez is a really stubborn cowboy and refuses to talk to you.**



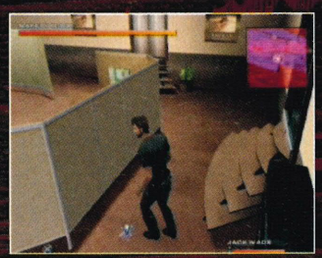
▲ **Use the truth serum you found at Wolfpack HQ to loosen his lips**



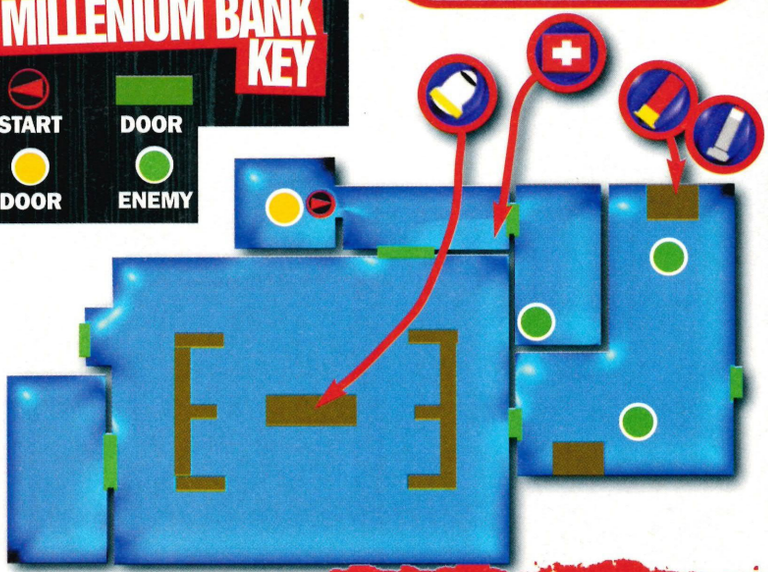
▲ **Once inside the mainframe room follow the instructions to break the code.**

RAMIREZ

Ramirez is the original Cyber Cowboy and is not very comfortable with a weapon in his hand. Instead of opening the door and fighting like a man he chooses instead to send several robotic spiders out to do his dirty work. Ramirez will send out three spiders at a time each armed with a heavily explosive charge. Stand way back from the door and shoot each spider twice to blow it up. When you are left with only one remaining spider, shoot it once to temporarily disable its circuits and then walk over to it and press the **A** button. You can now control the spider for a short while, so aim it towards the locked doors and then press the **A** button again to start the spider moving towards its new target. Finally press the **A** button again as the spider nears the door to make it jump into the air and blast the lock. Strike the lock three times and the explosion will hurt Ramirez and the doors will open.



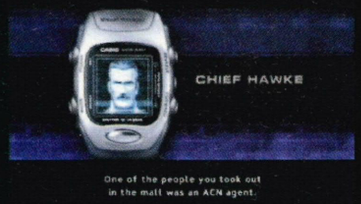
AREA 13 MILLENIUM BANK KEY



AREA 14 LEILA OFFICE

If you haven't increased your skill level to 800, you should do so now while you cruise across town to the Leila Offices. Head back to Fortune Hills and drive past Stern Mansion and on to the North District where Chief Hawke will contact you on your VM. It appears that the ACN have a tape of you killing an agent in your attack on the mall and that you are now being hunted. There is nothing you can do about this now so continue through the gates and get to the Leila offices as quickly as possible. Once you arrive, head inside and walk over to the VR Chair to try for your LEILA A Licence. [**Licence: A Licence**].

▲ **Ride over to the LEILA offices increasing your skill points to 800.**



▲ **Chief Hawke calls to tell you that the ACN are trying to set you up.**

A LICENSE

Unfortunately, you do not have the clearance to access government files at the moment so you need to upgrade your Licence again. There are more weapons on offer as well – so do your best!

LEVEL A1 - MOTORCYCLE CONTROL TEST

Objectives:.....Reach all checkpoints within the time limit.
Target Time: 1:50
Record: 1:01

TIPS: With basic bike control already mastered, you now have to try and find the best route through the course ensuring you hit all eight checkpoints before crossing the finish line. If you want to try for the record, then aim to follow the route suggested on the map.

LEVEL A2 - TACTICAL STEALTH TEST

Objectives:.....Kill off all enemy guards without getting detected. Throw decoy shells to lure enemies away from their patrol path.
Target Time: 2:00
Record: 1:20

TIPS: Once again this test is really quite tough, as the guards can be quite difficult to see. Start by running straight down the corridor, then turn to the left and dash up the stairs in front of you. Now quickly strangle the guard at the top of the stairs before carefully making your way back to the corridor. Wall-hug against the wall on the right and creep towards the alcove on the right, then when the guard is looking the opposite direction quickly move in behind him and put your hands around his neck. Leave the alcove and wall-hug against the wall on the left, then get to a position where you can see the guard at the end of the passage. As soon as the guard turns away, dash up the stairs and across the thin bridge then strangle him before he feels your breath on the back of his neck. Dash back to the corridor and around to the stairs where you downed the first guard, then wall-hug against the wall on the right. Wait for the guard to start walking away from you, then run up behind him keeping as close to the wall as you can to avoid being spotted. When this guard has been dealt with, you can climb the stairs ahead and step into the vortex.

LEVEL A3 - WEAPON UTILIZATION TEST

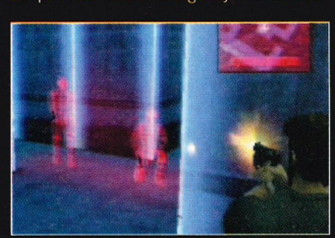
Objectives:.....Kill off eight enemy guards on the other side of the abyss. Use the environment for protection. Use quick equip to switch between weapons.
Target Time: 1:30
Record: 1:05

TIPS: This test is all about keeping your cool when faced with multiple enemies. Use the crates for cover and then quickly pop out to kill the guards on the platform opposite. Return to cover when you need to reload and the change positions to get a clearer shot at the guards on the other side of the platform. Keep blasting and when all the guards have fallen, a vortex will appear in the corner.

LEVEL A4 - COMBAT TECHNIQUE TEST

Objectives:.....Use the techniques you've learnt to reach the goal.
Target Time: 2:30
Record: 1:28

TIPS: Start by positioning yourself next to the stairs on the left, and then quickly blast the two guards on the stairs to your left. The guard on top of the flight you are standing beside will hear the noise and walk down the steps, so side-step to the left and shoot him as well. Now leave the area through the door and run across the glass floor to find some stairs. Head down the stairs and turn left and then follow the corridor blasting the guard waiting around the corner. The other guards in this room will hear the commotion, so quickly turn to your left and unload the rest of you ammo into them. Now take the passage on the left to find another door. The final room is one big square area with three enemies against the walls. There is no cover, so dash towards the enemy ahead and keep blasting until he falls. Now quickly take down the remaining guards and step into the vortex in the far corner to complete the mission and grab your A Licence.

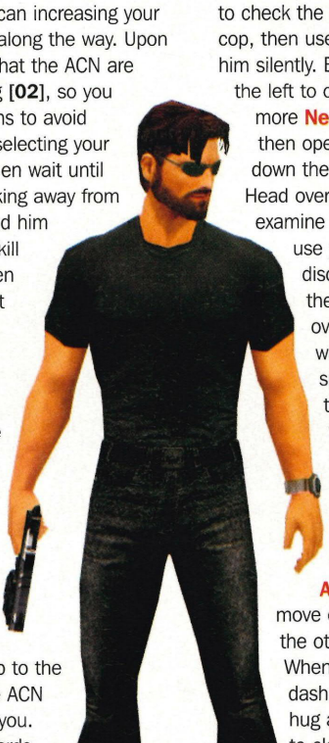


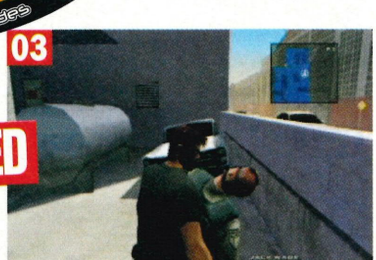
AREA 15
WOLFPACK HQ REVISITED

With your new security clearance, you can now access documents about government officials and gain some more info on Don Fulci. When you have finished reading, head over to the weapons dispenser and collect a **Sub Machine Gun** and a **Code Breaker** **[01]**. When you leave the office, Angela will call on the VM and explain that the visit to Wolfpack HQ is extremely urgent. Get on your bike and ride across town as fast as you can increasing your skill points to 1300 along the way. Upon arrival you discover that the ACN are guarding the building **[02]**, so you must take precautions to avoid casualties. Start by selecting your Decoy Shells, and then wait until the guard starts walking away from you. Sneak up behind him and strangle him to kill him silently **[03]**, then approach the door at the top of the stairs ahead where you found the power to the lift. Use your Code Breaker on the door to unlock it, then pull the lever inside to drop a ladder down from the roof. Walk down the stairs and around to base of the ladder, then climb quickly up to the roof where two more ACN cops are waiting for you.

Quickly dash forwards and wall-hug against the wall on the right, then creep to the edge to spot the cops patrolling the roof. Wait for the guard closest to you to turn around, then sneak up behind him and strangle him to put him down **[04]**. Run around the corner and wall-hug again to check the whereabouts of the second cop, then use the same technique to kill him silently. Enter the small storeroom on the left to collect a **Grenade** and some more **Neurostunner Ammo** **[05]**, then open the other door and walk down the stairs to the boardroom. Head over to the door on the right and examine the lock, but as you try to use your Code Breaker you discover that you need to turn the power back on first. Head over to the double doors and watch your map carefully to spot the ACN cops patrolling the corridor outside. When they have their backs turned dash across the corridor and into the small office opposite, then strangle the cop waiting by the table. Collect the **Neurostunner Ammo** from the table, then move close to the door and watch the other guards in the corridor. When you have an opportunity dash out of the office and wall-hug against the wall near the lift to clearly see the cops ahead.

When the guard in the passage turns his back, quickly dash along behind him and strangle him silently **[06]** and then seek cover behind the wall at the end of the passage. When the other cop notices his fallen friend quickly stick you head around the corner and knock him out using a shot from your Neurostunner **[09]**. Now head back along the passage to the lift that was out of order when you were last in the building and drop down onto the roof of the lift below. Open the hatch in the roof of the lift, then drop through onto the second floor.



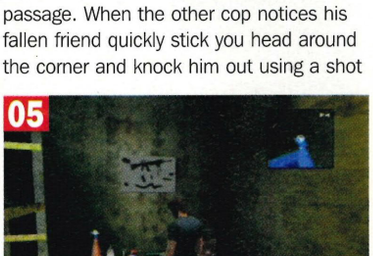


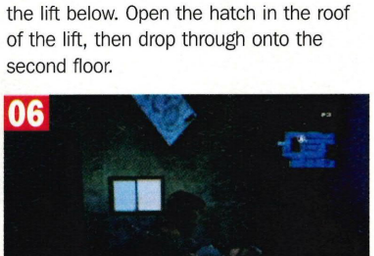
▲ **There are ACN cops everywhere so make sure you don't use weapons.**

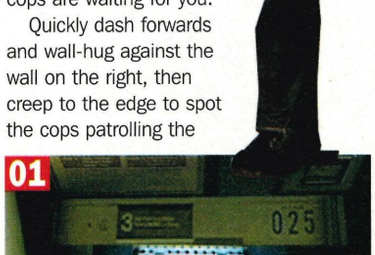
infoburst

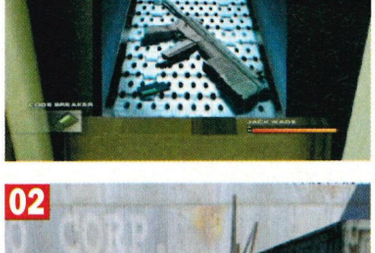
Extra information

Always read your incoming messages on your VM and use the map to find your way around. This way you won't miss any vital information needed to complete your mission.



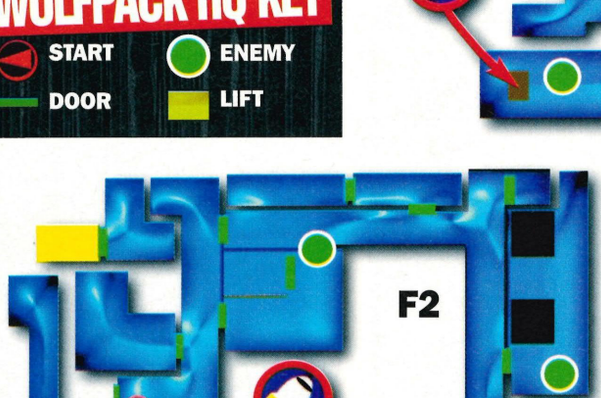


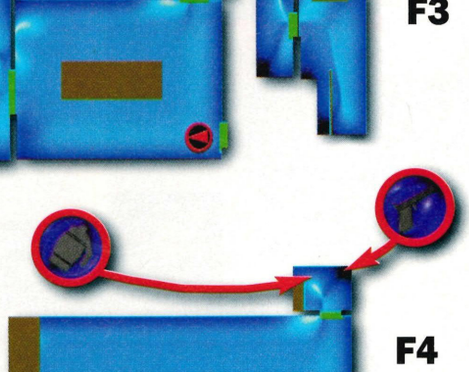


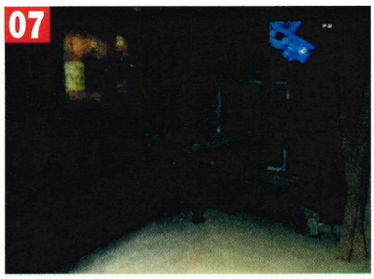


AREA 15
WOLFPACK HQ KEY

START
ENEMY
DOOR
LIFT





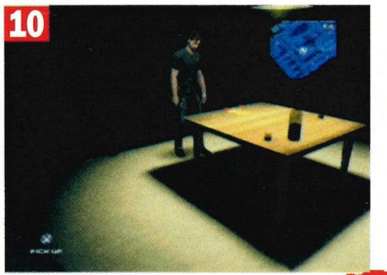


▲ **Drag the crate from the corridor into the small room and then climb on top.**

Step out of the lift and suddenly the lift will drop to the floor below leaving you stranded in this new area. Turn to the right and grab the crate in the corridor, then pull it back a short way until it is lined up with the door. Move to the other side and drag the crate into the small office **[07]**, then stand on top and operate the control panel on the wall to turn the power back on **[08]**. You can explore the rest of the floor if you wish but you will only find two ACN Cops, a **Grenade** and an **Adrenaline**. When you are ready to continue, head to the small door just to the left of the lift and walk along the passage to find a switch. Activate the lever to lower the ladder, then climb the ladder down to the first floor. There are more cops in this area, so quickly take aim with your Neurostunner and knock out the guard closest to you **[09]**. Now climb the small flight of stairs and jump into the lift riding it back up to the third floor. Walk along the corridor to the boardroom, and then use your Code Breaker on the filing room door in the corner. Once inside

▲ **Activate the switch on the wall to return to the third floor.**

search the table to pick up a **Bomb Map**, **Lockpick** and **Document** **[10]**.

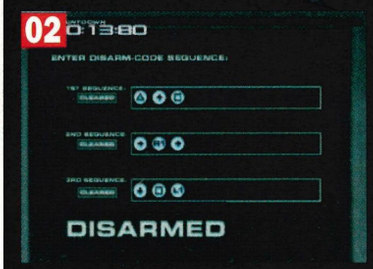


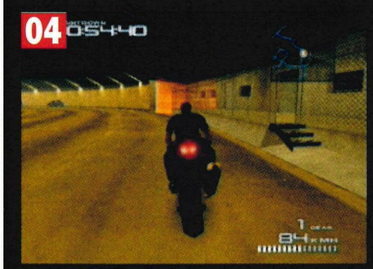
AREA 16 BOMB CHASE

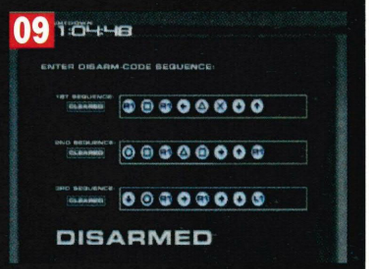
The action is heating up; Don Fulci has armed a thermonuclear device in the centre of Los Angeles and is appealing to citizens to bolster the syndicate's bank account. You have managed to grab the locations of the devices that stop the blast, but the ACN are certainly not going to give you any help. Chief Hawke calls on the VM to clarify the situation and informs you that you are now on the top of the ACN's most wanted list. Nevermind, you have work to do and the timer is already running! Get on your bike and head straight ahead to the main road, then turn left and take the first turn on the right. Follow the road to the end and bear right at the junction, then take the first right again. Follow the road around the corner and then drive through the open fence on the left to find the first sewer entrance **[01]**.

Head down into the sewers and climb the stairs, then turn to the left and follow the passage to the junction. Turn right and then head down the next flight of stairs killing the guard protecting the silver case. Now open the case and quickly input the correct keystrokes to disarm the bomb **[02]**. There are three levels of code to crack to stop the bomb but each should be fairly simple. Take your time and do not rush or you will have to start again from the beginning. As soon as the bomb has been de-activated dash back through the sewers to your bike, then ride like the wind to the South District and start hunting for the second bomb. Continue along the main road as fast as you can and then park your bike in the small roadside car park **[03]**. Descend into the sewers here and quickly shoot the guard to your right. Keep close to the wall on the right and run to the end of the passage to find the second bomb. Enter the three four digit codes to disarm the bomb and then dash back to your bike at top speed. Ride back towards the North District and then follow the slightly slanted road towards the mall. Drive straight past the mall and turn left into a tunnel, then park your bike near the sewer entrance on the right **[04]**. Walk down the stairs and across the bridge then head left following the passage. Take the second entrance on the right and then quickly shoot the guard protecting the case **[05]**. Enter the three five digit codes to de-activate the bomb and then as soon as you have finished return to your bike and get moving. Ride back up the tunnel and turn left to return to the North District.

The next case is particularly difficult to find, as the location appears to be off the map somewhere between North District and Fortune Hill. To find the sewer entrance head back to the Gas Station where you first ran into the Wolfpack and then drive to the end of the road to find an open gate **[06]**. Ride through the gate and along the aqueduct and then look over to the left to see a small opening. Park your bike and head inside, and then quickly shoot the two guards protecting the case **[07]**. When they are down dash forwards and enter the three six digit codes to disarm the device, then leave the sewer as fast as your legs can carry you. Head back to the Gas Station and follow the road straight ahead to reach the beach **[08]**. Continue to follow the road along the shore and then enter the car park of the warehouse on the left at the next corner. Drive through the crates to find the sewer entrance and then drop down below the city. Quickly run to the left and around the corner blasting a guard waiting to surprise you. Continue to follow the walkway to the left and then step across the bridge. Head left and cross another bridge and then continue to the end of the path killing another guard waiting nearby. Now open the case and enter the three seven-digit codes as quickly as possible to disarm the device. There is only one bomb remaining, so return to your bike and ride like the wind back to the LEILA offices. Park in the corner and descend into the sewers, then quickly turn to the right and take out both guards with a few well-placed shots of your Stimulator. Now dash to the end of the passage and enter the three eight-digit codes before the time expires to defuse the bomb and save the city **[09]**. As soon as the job is done Chief Hawke will call on the VM and thank Jack for all his effort. He will also mention that he will try to pull a few strings and have the case against him dropped. Unfortunately, before you can finish the conversation, Hank Redwood appears behind you and knocks you out with a single punch.







AREA 17 AQUADOME

After being captured Jack is transferred to the legendary prison facility of the Aquadome. This top- security underwater prison is impossible to escape from, but you are given a chance to go free by competing in the Con-bat arena **[01]**. You arrive in the arena with Greywolf and the action starts immediately **[02]**. Unfortunately, Greywolf is no match for the creature in the centre of the arena and gets thrown to the ground in just a few seconds. It's time to get stuck into the battle [☞ Boss: Arena Gladiator].

After the fight, the arena will lower and gas is pumped into the room to knock out Jack. Luckily Greywolf is on hand armed with gas masks to beat the two guards and help you to make your escape **[03]**. When you reach the surface you notice a ship and then it becomes clear that it is, in fact, Don Fulci's ship the Queen of Hearts **[04]**. Jack speaks to Angela on the VM and asks her to meet him at the docks and then he and Greywolf try to sneak onboard the ship.

01

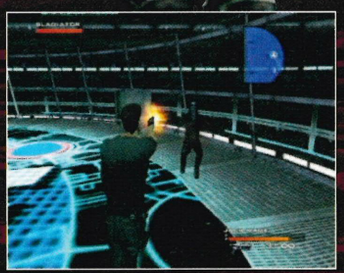
02

03

04

ARENA GLADIATOR

At first the gladiator seems almost impossible to hurt, as your weapons will have no effect whatsoever. Instead you must rely on your evasion skills to try and lure the creature onto the small glowing circles on the arena floor. Each time the creature steps into the circle, a bolt of electricity will come from above causing extreme damage to its circuits. Continue to move from circle to circle with the gladiator following you and then dash out of the way at the very last minute. After a couple of bolts have connected with the target you will hear gunfire coming from around the arena. You now have to juggle between shooting this guard and also luring the gladiator onto the arena discs. Keep on the move and before long the creature will fall.



AREA 18 DOCKS

With Jack's whereabouts unknown, you now take control of Angela and must try to find your missing employee. Start by moving left along the line of crates, and then make your way over to the loading area in the corner. Search the ground to find a **Proximity Mine**, then carefully wander back to the crates and around the corner using the wall-hug technique against the truck to clearly see the two enemies guarding the gate. Step away from the lorry and blast the guard closest to your position with your Stimulator MkII **[01]**, then wait for the other guard to come over to investigate. Use your weapon to blow him away, then dash over to the gate ahead. Activate the switch in the corner and the gate will open, leading to the next area.

Walk forwards carefully and strangle the guard on the left **[02]** before he raises the alarm, then quickly blast the guard hiding behind the barrel beside the docks **[03]**.

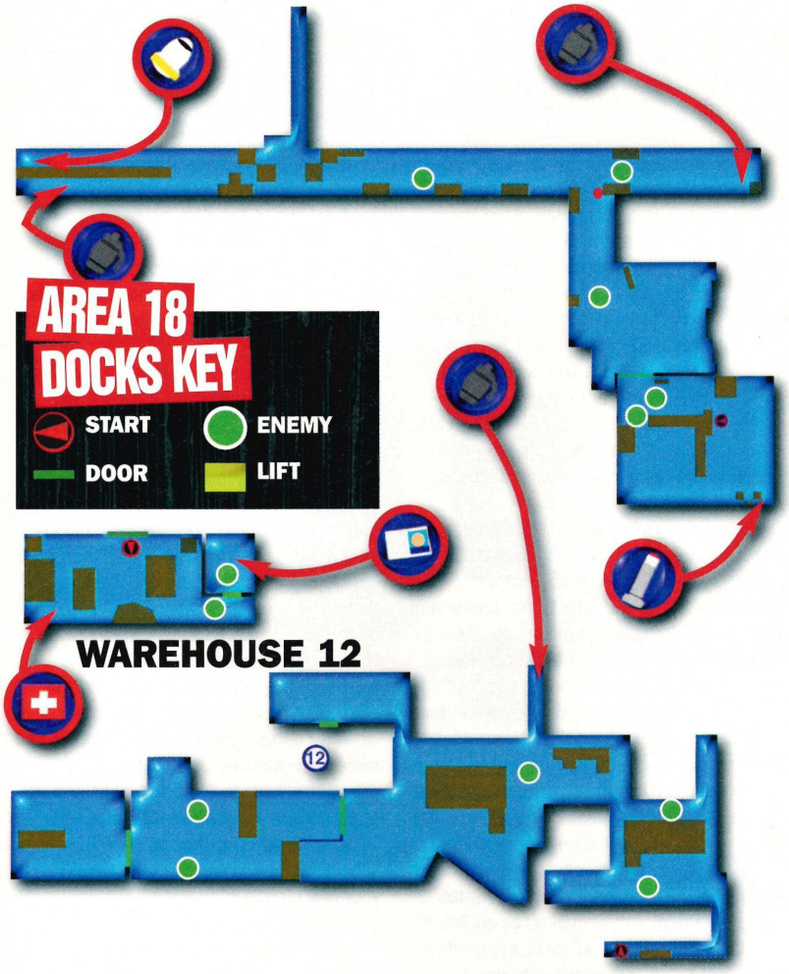
When both guards are down head forwards and wall-hug against the crate on the left, then turn the corner and shoot another guard a little further along the dock. Now dash to the right and search the crate in the corner to collect a **Grenade**. Now run all the way to the far end of the docks and search the ground to collect another **Grenade** and also an **Adrenaline** from the other side of the crates. Now carefully make your way back to the bridge in the centre and slowly make your way across towards the building on the far side. Open the gate at the end and step into the next area, then dash to the right. Wall-hug against the side of the building and creep forwards so you can see the guard around the corner, then step out and fire a few blasts to take him down **[04]**. Now dash across the concrete and wall-hug against the side of the building opposite. Wait until the guard has his back to you, then jump out and fire a volley of shots to finish him. Quickly dash down to the building ahead, then head left and take cover around the corner. Again pop your head around the corner and blast the guards with your Stimulator MkII, then dash over to the corner and wall-hug to get a good view of the area ahead. Kill another guard as he comes looking for his friends then dash down to the end and follow the path to the right to find another **Grenade**. Now walk around to the other side of the building and locate the door on the front of warehouse 12 **[05]**.

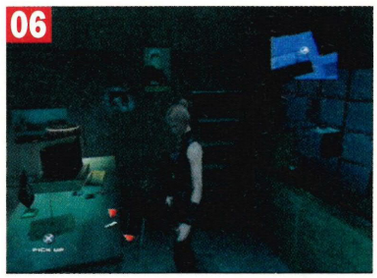
Once inside you'll overhear a conversation between two guards talking about the shipment and also about your friend Jack Wade. When the conversation ends, dash to the left and take cover behind some crates, then quickly kill the two guards when they appear from inside the small office. Search the office to collect a **Loading Keycard** **[06]**, then dash to the far end of the warehouse to pick up a **First-Aid Kit**. Leave the warehouse and head around the back to the container area, then open the gate **[07]** and carefully walk inside.

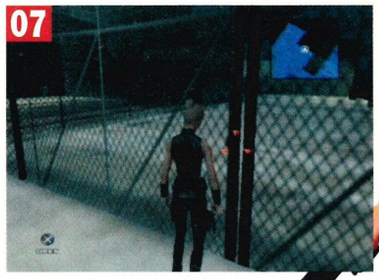
Run forwards to the huge stack of crates, and then use the wall-hug technique to get a good look at the guards around the corner. When they are separated pop out and blast the guard closest to you **[08]**, then duck back into cover before his friend comes to investigate. Quickly shoot the other guard with your Stimulator MkII and then head over to the next gate and use the Loading Keycard to open it. Now just walk forwards and Angela will hide inside the crate ahead **[09]**.

01

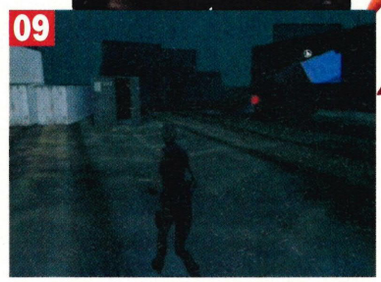
02

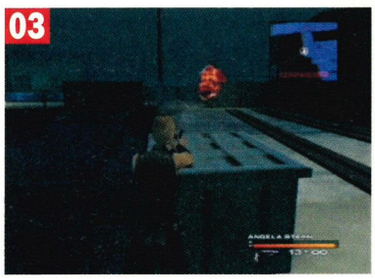






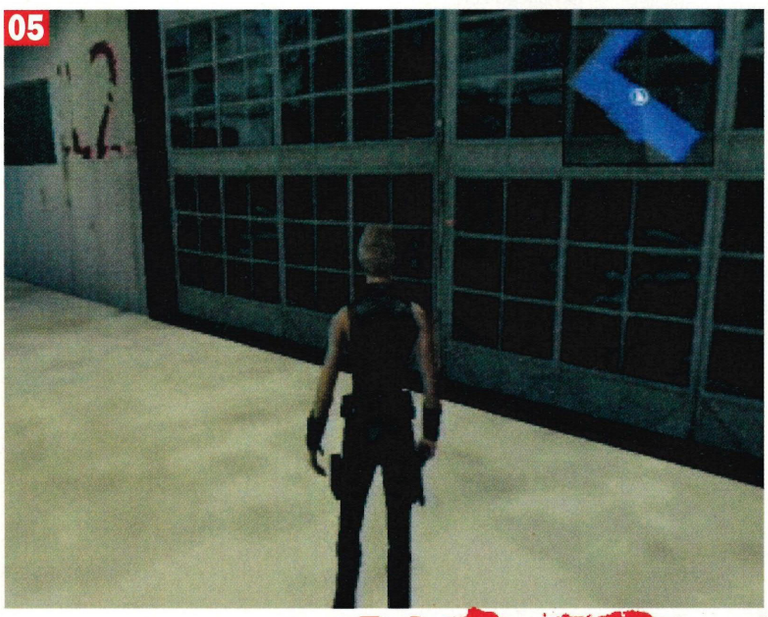
▲ Use the loading Keycard to open the gates and then run for cover!





▲ Run up behind the guard and gently squeeze his throat to kill him silently.

▲ Use the crate for cover and shoot the barrel ahead to cause a big explosion!



AREA 19
QUEEN OF HEARTS

The crate is loaded onto the ship and then when the coast is clear Angela will sneak out and drop onto the crates below. Quickly run to the right and peer over the side of the container to spot a guard patrolling the deck below. Quickly blast him with your Stimulator **[01]** and then drop over the side and keep aiming your gun along the walkway between the crates to shoot the second guard at the far end. Head right to the side of the deck, and then carefully look to the left to spot another guard closing in on your position. Quickly kill him using the crates for cover whilst reloading, then turn around and run down the side of the ship to collect a **Grenade** on the floor opposite a locked entrance. Head back to the crates and dash left to the other side of the ship, then look to the right to spot another duo of guards. Use your Stimulator to put them down **[02]**, then run all the way along the side of the ship to the far end. The entrance here is also locked, so collect the **Proximity Mine** from the floor and walk back past the first set of crates. Kill any more guards that appear and then make your way across to the other side of the ship again. Run left past the crates, then open the door on the left.

Once inside quickly turn to the right and shoot another guard **[03]**, then walk along the passage and follow the corridor on the left to find another door leading to the stairs. Climb the stairs to the second floor, then open the door and walk into the corridor. Head left and then enter a small office to collect a **Document** and a **Grenade** **[04]**. Leave the office and head back past the stairs, then use your Stimulator to kill the guard waiting around the corner. Open the door on the left and enter the Captains quarters, then search the desk to pick up a **Beta Chemical**, **Dictaphone** and the **Captain's Diary** **[05]**. After reading the diary head into the small chamber at the back and collect a **First-Aid Kit** from the floor, then return to the corridor outside. Continue along the passage to the end and then search the lockers in the shower room ahead to find an **Adrenaline**. Return to the stairs and climb up to the third floor, then head through the door and dash along the corridor to the right. Enter the small cabin on the left and collect a **Grenade** from the floor in the corner, then head back along the passage to the end. Quickly turn to the left and shoot the pack of guards inside the canteen and then walk inside and search the table at the back to find another **Grenade**. Walk down the passage on the right and then enter the cabin on the left where you can find an **Adrenaline** on the desk plus some **Alpha Chemical** and a **Letter** inside the lockers. Leave the room through the door closest to the locker and then follow the passage to the end to pick up another **Proximity Mine**. Move back towards the canteen and then open the door on the left and walk down the stairs back to the second floor.

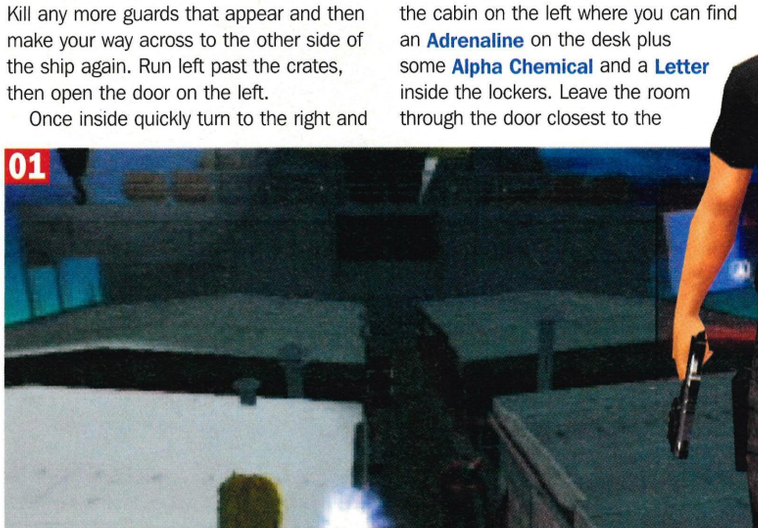
You are in a different area this time and the signal from Jack's VM is coming from just around the corner. Quickly unlock the door on your left, then head down the passage to the right and use the wall-hug technique to get a glimpse of the guards outside Jack's cell. Quickly kill the two guards using the wall for cover **[06]**, then take a look inside the cell and Jack will hand you a **Lockpick**. You need to find some more equipment before you can release your friend, so continue to the end of the hall and open the door. Now dash back to the stairs on the other side and climb up to the fourth floor.

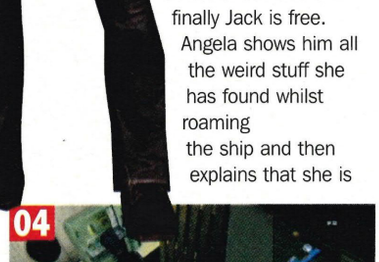
Walk along the corridor and into the small cupboard on the right, and then search the shelves to grab another **Grenade**. Open the door to the bridge and listen to the guards talking inside, then take out your Stimulator and blast them both. Search the table to find the **Logbook**, then activate the button on the end of the desk to reveal a hidden door. Use the Lockpick to open the secret door, then explore the room to collect a **Master Disc**, **Gamma Chemical**, and a **Grenade** **[07]**. Return to the stairs and climb back down to the second floor, then enter the small office on the left and place the three chemicals into the machine. You now have to mix the chemicals together to produce a bomb, so mix four parts Alpha, with two parts Beta and two parts Gamma. Collect the **Explosive** and make your way back around to Jack's cell, then enter the room next door and use the explosive on the cracked wall. The explosion rips a hole in the wall and finally Jack is free. Angela shows him all the weird stuff she has found whilst roaming the ship and then explains that she is going to the bridge to try and decode the Master Disc.

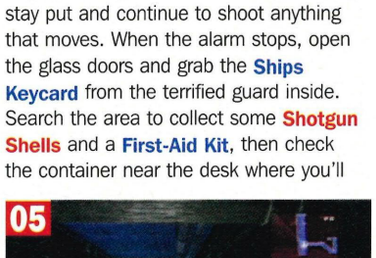
Head back round to the stairs and climb down to the first floor, then kill the guard patrolling the corridor ahead. Examine the hatch at the end of the corridor and then take a step back to get Angela to unlock it for you. Climb the ladder down to the floor below, and then quickly kill the guard when he walks past your position. Head left along the corridor and open the door at the end, then collect the **Machine Gun Bullets** from the desk at the back. Return to the corridor and open the double doors at the other end, then quickly dash over to the right and wall-hug against the large containers. Make your way over to the far side, then sneak up behind the nearby guard and strangle him to avoid alerting the other guards in the area. Now use your map to locate the remaining guards and then use stealth techniques to sneak up behind them and squash their windpipes. When all the guards are dead, search the area to pick up some **Shotgun Shells** and then use one of the ladders around the edge of the room to climb up to the walkway above. Use the crane controls to move a container in the next room, then drop back down to the floor below and get ready to take on another load of guards. Try to use stealth tactics to take them out silently, but if you get spotted switch to your Machine Gun and spray the area until you are alone.

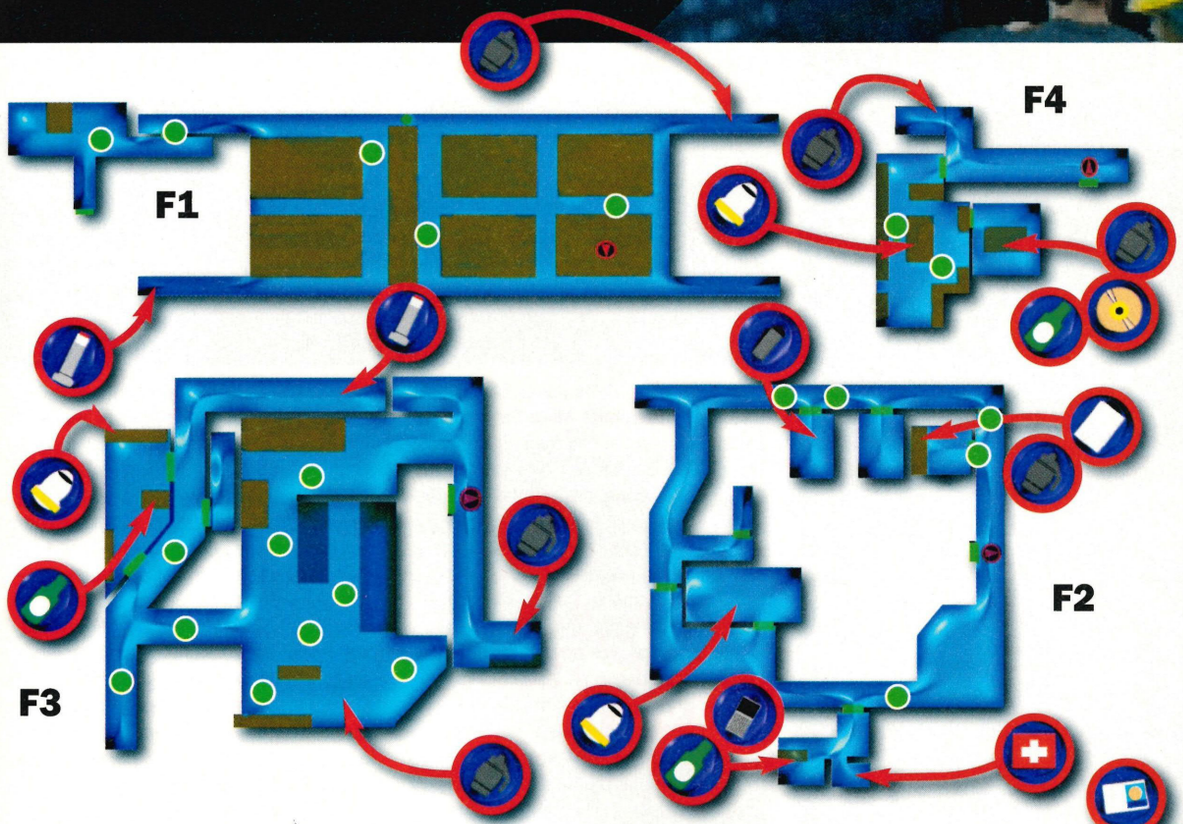
Enter the Cold Storage area in the corner of the hold and then search behind the crates on the left to pick up a **First-Aid Kit**. Use the machine on the other side of the crate to open one of the freezers and then search the body on the rack to find the **Captain's ID Card**. Return to the hold and climb the ladder in the far corner up to the walkway above. Now use the ID Card and the Dictaphone on the door panel beside the Bio Storage area.

Walk inside and then follow the ramp down to the floor below. As soon as you step on the floor an alarm will sound and all the guards in the area will come running to attack. Quickly find yourself a spot with a little cover and then keep blasting the guards with any weapon of your choice. All the time the alarm is ringing more guards will keep appearing so stay put and continue to shoot anything that moves. When the alarm stops, open the glass doors and grab the **Ships Keycard** from the terrified guard inside. Search the area to collect some **Shotgun Shells** and a **First-Aid Kit**, then check the container near the desk where you'll



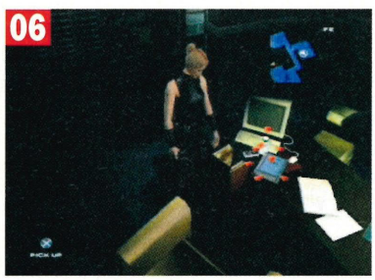




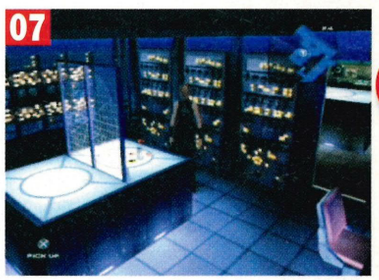


find Greywolf's dead body. He can't help you any more, so head back up the slope and into the hold. Climb down the ladder and then carefully make your way across the hold killing any guards that get in your way. When the guards are dead use the Ships Keycard to open the double doors leading to the rear of the ship.

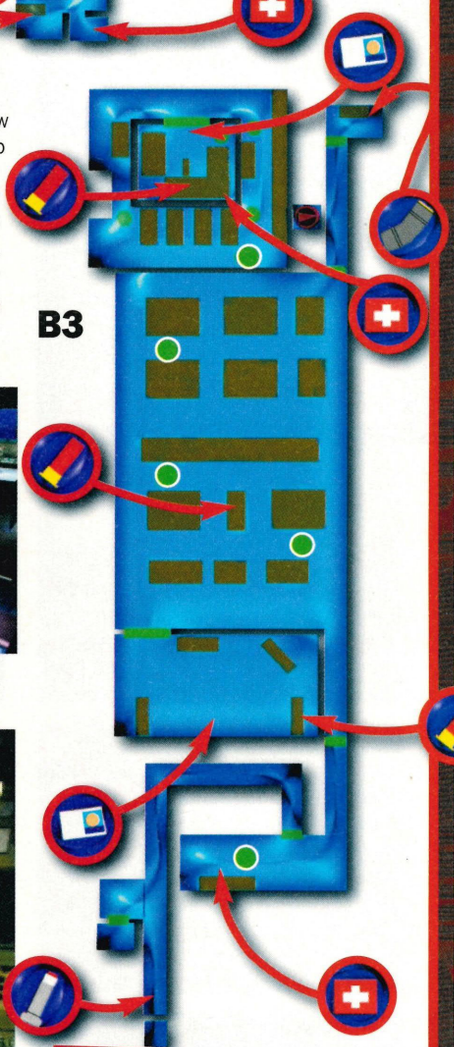
Head along the corridor and kill the guard around the corner **[08]**, then search the stool to collect some more **Machine Gun Ammo**. Open the door on the left and climb the stairs to the top, then follow the passage down to the gate and pick up a **Proximity Mine** from the floor. Return to the small alcove you have just passed then enter the lift and ride it up to the Helicopter Pad. On the deck you speak to the fat man in the chair and he explains that he is not Don Fulci and in fact is just a member of the syndicate. Just as you are about to go and find Angela a



▲ Search the captains quarters to grab a Dictaphone, Diary and Beta Chemical.



▲ Activate the button near the logbook and you will open this secret room!

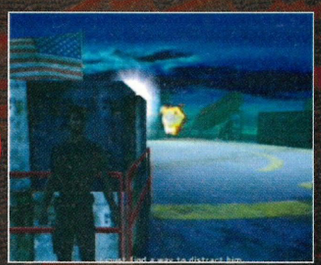


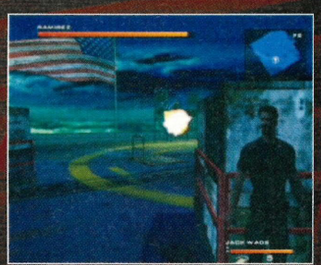
AREA 19
QUEEN OF HEARTS KEY

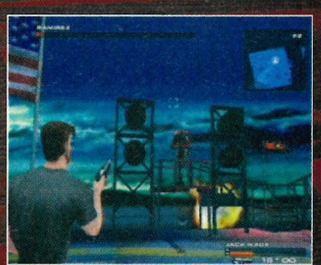
START
DOOR
ENEMY

RAMIREZ

Start the battle by taking cover behind the crates, then take a dose of Adrenaline to give you a little more energy. Wall-hug against the crates, and then throw a Grenade at the platform where Ramirez is standing. A direct hit will result in a spotlight or two being destroyed, and you need to take down all the lights before you can begin to shoot at Ramirez. Keep an eye on your energy and use Adrenaline to raise your strength further when needed. Keep throwing Grenades until you can clearly see the platform, then switch to your Machine Gun or Stimulator and start attacking Ramirez. Watch out for Grenades being thrown in your direction and try to shoot them back at the Cyber Cowboy to cause massive damage. Stay alert and soon the tough guy will fall!







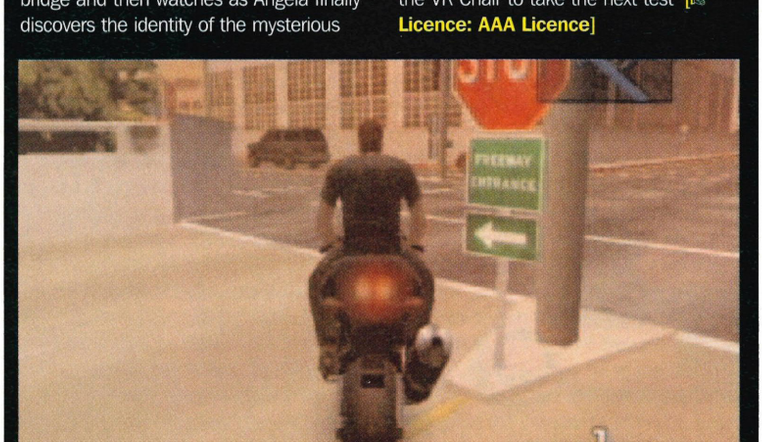
▲ Shoot grenades thrown at you and they will bounce back to Ramirez!

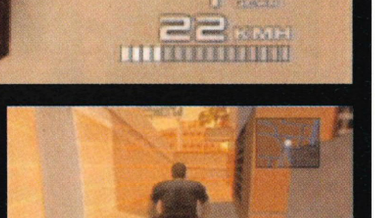
solution

Hints, Tips, Cheats and Guides

AREA 20 LEILA OFFICE

After the fight, Jack dashes back to the bridge and then watches as Angela finally discovers the identity of the mysterious Don Fulci. Quickly the duo rushes to the escape boat and return to Stern Mansion to discuss their findings and try to decide what to do. Chief Hawke calls on the VM and asks you to meet him at the Biotech Labs, but you'll need to upgrade your licence first. Get on your bike and head over to the Leila Offices, then step into the VR Chair to take the next test [☞ **Licence: AAA Licence**]





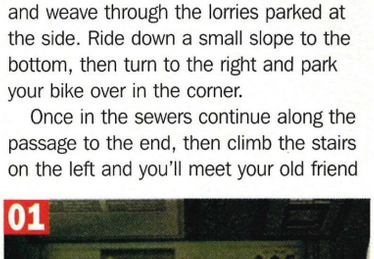
AREA 21 BIOTECH LABS

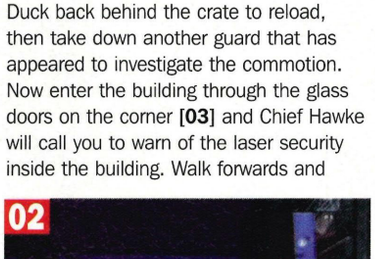
After completing the test, head over to the weapon dispenser and grab a **Missile Launcher**, **Night Goggles** and a **Combat Suit** **[01]**. Leave the building and ride your bike across town to the beach. Ride along the beach road and then continue through the checkpoint onto Bio Valley. Drive straight up to the front gate, then turn left and weave through the lorries parked at the side. Ride down a small slope to the bottom, then turn to the right and park your bike over in the corner.

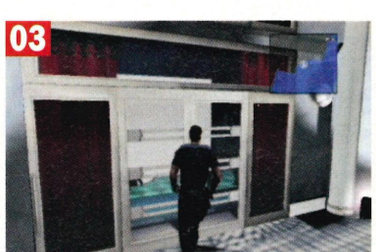
Once in the sewers continue along the passage to the end, then climb the stairs on the left and you'll meet your old friend Hank Redwood. It is time to see who really is the number-one Headhunter so get ready for a duel [☞ **Boss: Hank Redwood**]!

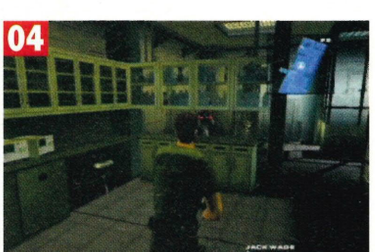
When the fight is over, head down the flight of stairs on the right and then continue to the end of the passage and climb the ladder in the corner. Dash past the first pile of crates, then take cover behind the next stack just ahead. Wait until the guard has his back to you, then stick your head around the corner and use your Stimulator to take him down **[02]**. Duck back behind the crate to reload, then take down another guard that has appeared to investigate the commotion. Now enter the building through the glass doors on the corner **[03]** and Chief Hawke will call you to warn of the laser security inside the building. Walk forwards and search the chair in the corner of the lobby to collect a **Proximity Mine** then climb the stairs up to the first floor. Enter the first door on the left and dash around the corner using your shotgun to take out the guard with a single shot **[04]**. Pick up a **Grenade** from the counter on the right and then head over to the door just to the right of the entrance. Quickly kill the two guards patrolling the area **[05]** and then head inside and pick up the **Reception Key** from the bench on the left. Search the rest of the room to find some **Shotgun Shells** then head back down the stairs and place a Proximity Mine just in front of the doors on the left. Use the Key to open the office next door and then examine the desk on the right **[06]**. Hit the switch to start the alarm and then quickly exit the room and watch as your mine blows the two guards into tiny pieces **[07]**. When the dust has settled, enter the lift and ride it down to the floor below.

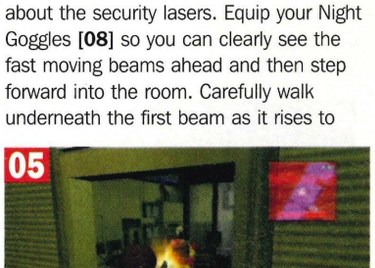
Before stepping out of the lift, remember what Chief Hawke told you about the security lasers. Equip your Night Goggles **[08]** so you can clearly see the fast moving beams ahead and then step forward into the room. Carefully walk underneath the first beam as it rises to the top, then crouch down and quickly move underneath the next set of beams. Continue to crouch and edge forwards slowly, then wait for the next set of beams to present an opportunity to pass. Finally roll underneath the last set of beams and into the passage ahead. Quickly dash to the far end of the corridor and then use your Stimulator to take down the three guards emerging from the door on the left **[09]**. Enter the control room and search the far end of the desk to collect a **Grenade**, then activate the switch to shut off the laser security system **[10]**. Now leave the room and search the locker room opposite to pick up an **Adrenaline** and some **Rockets**. Open the double doors and then quickly dash forwards into a small alcove on the right. Wall-hug against the wall to get a good view of the guard in the passage, then quickly pop out and blast him with your Stimulator. Enter the door on the right, then search the room to grab some **Shotgun Shells** and **Machine Gun Ammo**. Return to the corridor and dash across to the other side, then wall-hug against the crate to get a good view of the corridor. Kill the guard beside the glass doors, then dash along the corridor and enter Dr Zweiberg's office.

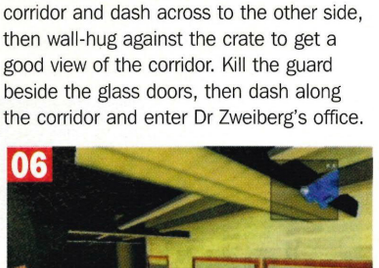


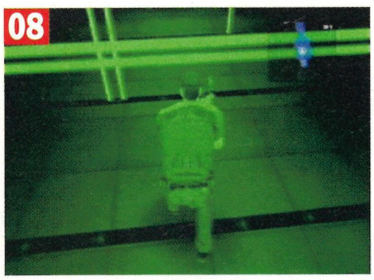


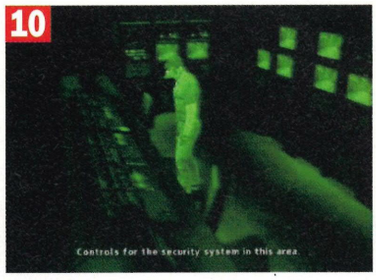






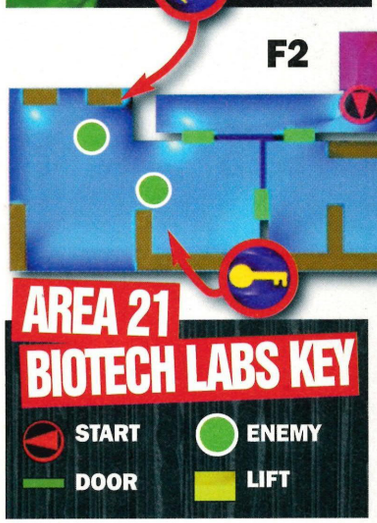


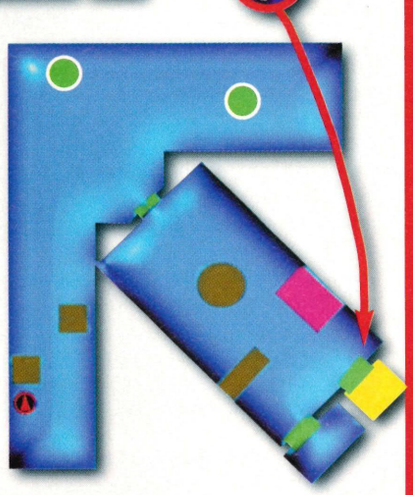


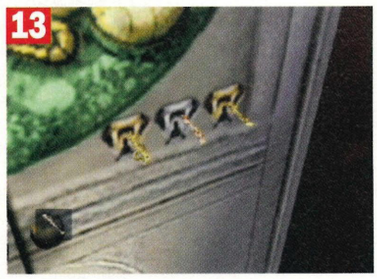


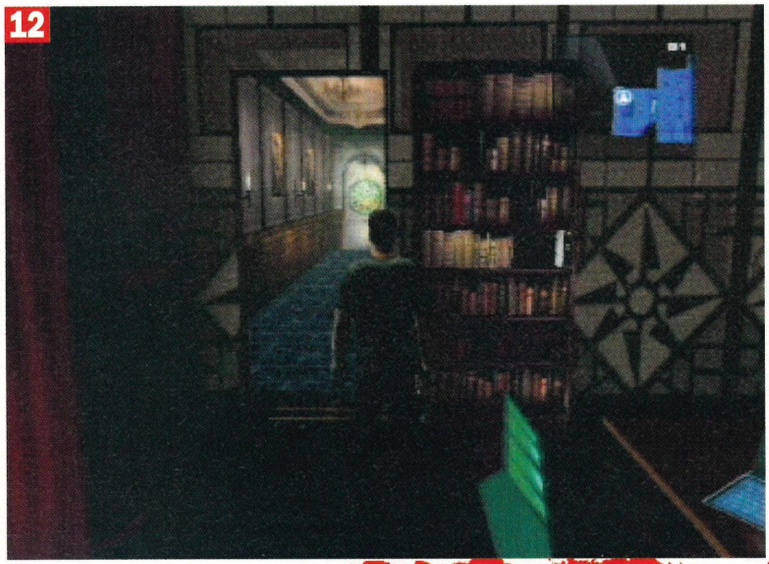
Check the fireplace to pick up a **Bronze Serpent Key** **[11]**, then head over to the bookcases and take a close look at the painting on the wall. Grab the **Gold Serpent Key** from the picture and then climb the stairs and search the desk to collect some **Documents**. Take a good look at the bookcase on the right and then move the book on the end to open a secret passage **[12]**. Enter the secret passage and then move to the right and climb down a flight of stairs to the bottom. Grab the **Silver Serpent Key** from the crate opposite the door, then open the box to collect **Ammo** for all of your weapons. Climb back up to the top of the stairs and then use the three Serpent Keys to open the door at the end of the secret passage **[13]**. Once inside the next room you finally catch up with Chief Hawke and Alan Sharpe. Dr Zweiberg finally enters the scene and takes you all prisoner and then explains about his big plans for the future and his creation known only as Adam.

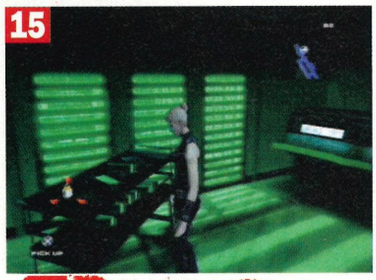
Angela awakes in a strange room next to the dead body of Alan Sharpe. Quickly head through the doors into the corridor ahead, then take a good look at the red lights moving up and down the corridor security cameras attached, so if you step into the light you will instantly alert all the guards in the vicinity. Dash forwards into the small alcove on the left, then wait for the light to pass you by **[14]**. Now continue to the end of the passage and examine the desk in the centre. Turn to the left and follow the corridor to the end, again using the alcove to avoid any interruptions. Search the desk on the left to collect some **Saline**, then head into the small glass chamber and pick up a **Document** that contains the details of the Bloody Mary virus. Head back to the corridor and dodge the lights again to return to the central desk. Now follow the next passage on the left leading to the Chip Research department. Search the table to grab an **Adrenaline** **[15]**, then use the Lockpick to open the cupboard on the right. Grab some more **Ammo** from the crate inside, then return to the control











AAA LICENSE

You've been taken off the ACN's most-wanted list and can now set the record straight. Before you can take on Alan Sharpe, you must complete the AAA Licence, granting you access to more files and new weaponry.

LEVEL AAA1 - MOTORCYCLE CONTROL TEST

Objectives:.....Reach all checkpoints within the time limit.
Target Time: 2:35
Record: 1:42

TIPS: This is a little trickier than the previous tests as the checkpoints are quite a distance apart. Head left and then turn around and follow the arrow to reach the next checkpoints. After a few attempts you should easily break the current record.

LEVEL AAA2 - TACTICAL STEALTH TEST

Objectives:.....Kill off all enemy guards without getting detected.
Target Time: 2:42
Record: 1:29

TIPS: To begin with this test looks impossible, as there is nowhere to hide. Start by using the wall-hug technique to get a clear view of the simulants in the centre, then wait for the guard closest to you to walk past. As soon as he has turned the corner, sneak up behind him and strangle him making sure you do not attract the attention of the other guards. Now use the wall-hug again and wait for the remaining guards to return to the centre. When they turn again dash through the centre and quickly strangle the guard on the opposite side, then take cover and wait for the last two guards to return to the centre. When they turn around again, dash up behind either of them and squeeze his throat, then take out the last guard. When all guards are dead, a vortex will appear in the corner.

LEVEL AAA3 - WEAPON UTILIZATION TEST

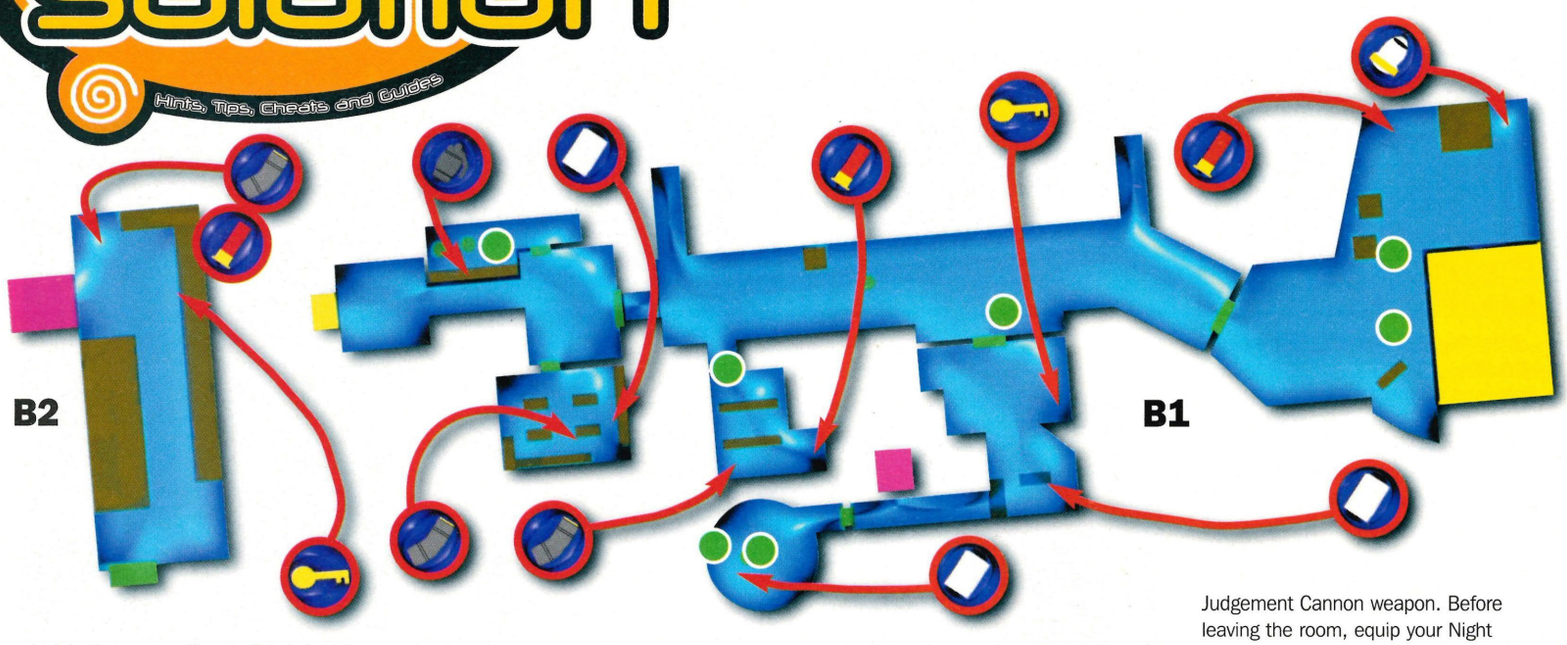
Objectives:.....Kill off ten enemy guards on the other side of the abyss. Use the environment for protection. Use quick equip to switch between weapons.
Target Time: 1:30
Record: 1:10

TIPS: This is slightly more difficult than before as there are more enemies on the other side of the abyss and they have the use of grenades. Again use the crates for a little cover and make sure you keep both eyes open for incoming grenades. Shoot them if you are quick enough, or simply run to the far side of the platform to escape the blast. Take down all ten enemies and a vortex will appear in the corner.

LEVEL AAA4 - COMBAT TECHNIQUE TEST

Objectives:.....Use the techniques you've learned to reach the goal.
Target Time: 2:55
Record: 1:21

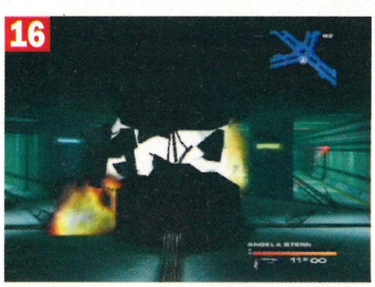
TIPS: The first room is rather small with several enemies on a higher level. Start by moving to the left or right and killing the guard on the same level, then turn around and blast the guard on the other side. Take a few steps back and aim up at the guards on top of the platform ahead. When the coast is clear, dash up the stairs to the top and enter the next room. The enemies are waiting on the floor below, so dash to the far side of the balcony to collect some Grenades, then throw a couple over the edge onto the guards below. Switch back to your Stimulator, finish them off with a few blast and make your way down the stairs and through the next door. Switch to your Shotgun and take out the two guards on the right with a close range blast. Switch back to your Simulator and climb the stairs on the right, shooting the final two guards on the raised platform at the end. Run to the end of the raised section and collect a Missile Launcher, then drop down to the floor and enter the vortex to complete the test.



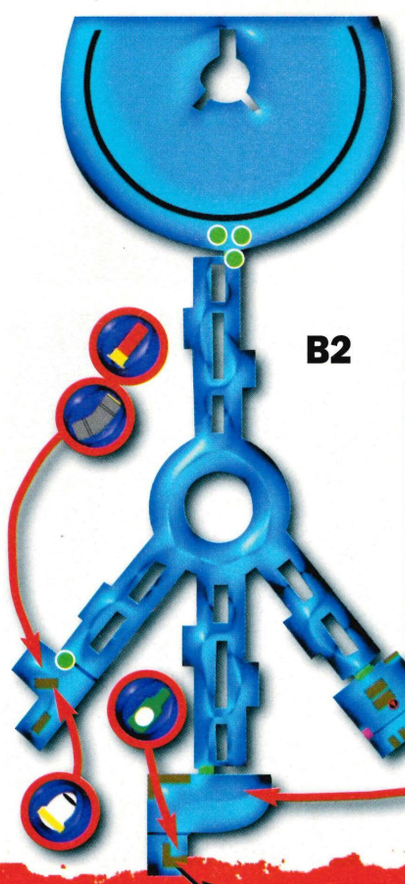
desk in the centre. Plant a Proximity Mine next to the security controls, then take a few steps back and blast the mine with your Stimulator. The explosion will take down all the security lights **[16]** as well as release a duo of guards from the end of the passage. Quickly use your Stimulator to kill them, and then walk through the door at the end into the Amphitheatre. Jack is still alive but has had a seizure from the virus given to him by Dr Zweiberg. Angela discovers that a vaccine could be created if she can obtain a sample of Adam's DNA, so that's your next objective.

Head back to Dr Zweiberg's office and use the Lockpick to open the small cabinet next to the desk. The desk opens to reveal the controls for a security camera positioned above the statue in the lobby and by using it you can obtain the code written onto the glowing heart **[17]**. Write down the symbols to help you to remember, then examine the pictures just inside the entrance to discover the input device. Enter the strange code and then collect the **Eve Key** from behind the picture. Take the secret passage and climb the stairs down to the floor below, then use the Eve Key on the laser-guarded door in the corner. Enter the lift and ride it down to the lowest level of the labs, then wall-hug to get a good view of the corridor ahead. Lean round the corner and blast the guards at the far end of the passage **[18]**, then walk to the end and enter the door on the left. Walk forwards slowly and collect the **First-Aid Kit** on the floor **[19]**, then continue forwards to find Dr Zweiberg and his creation, Adam. As you try to take the DNA sample required to create the vaccine Dr Zweiberg wakes Adam up and is knocked to the floor by his creation. Guess you will have to defeat the creature first before the sample can be taken [☞ Boss: Adam]. With the sample in hand, head back to the Amphitheatre and then return to the Genetic Research Lab at the end of the long corridor. Head into the glass room and use the Blood Sample and the Saline on the computer to produce a **Vaccine** for the Bloody Mary virus. Now head back to the Amphitheatre and use the vaccine on Jack to bring him around. With Jack on his feet, you can now try to save the world from Dr Zweiberg's deadly virus. Angela will try to reposition the satellites, but needs you to activate the uplink control in the underground lab. Quickly head back to Zweiberg's office, then follow the secret passage and enter the door with the three serpents. Use the computer at the back of the room to grab some **Documents** containing information on the superior race and also the new Judgement Cannon weapon. Before leaving the room, equip your Night Goggles and then take a look at the floor in the centre of the room. Write down the code and then return to Dr Zweiberg's office and examine the pictures on the wall. Input the code on the device hidden behind the painting on the right and then grab the **Adam Key** from the safe behind. Leave the office and dash along the corridor to the right, then use the Adam Key to deactivate the security lasers at the end of the corridor. Enter the room ahead then quickly shoot the two guards ahead using any weapon of your choice. Search the room to collect an **Adrenaline** and some **Shotgun Shells**, then step onto the platform and hit the switch to ride down to the bottom. As the platform moves, peer over the edge and use your Stimulator to blast all the guards standing on the platforms ahead **[20]**. When you reach the bottom, jump off the lift and then

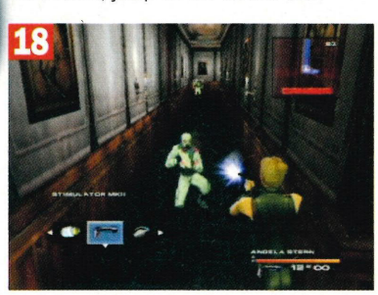
16



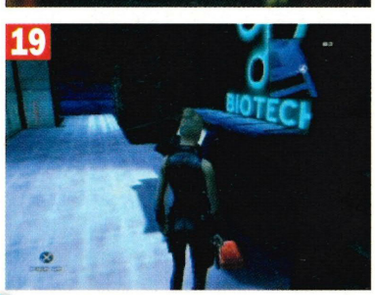
17



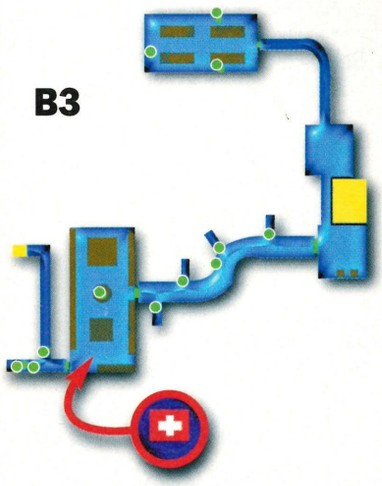
18

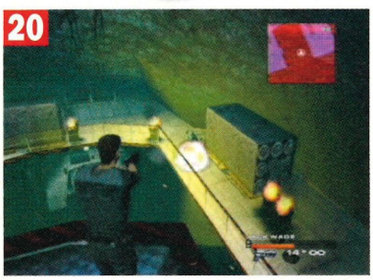


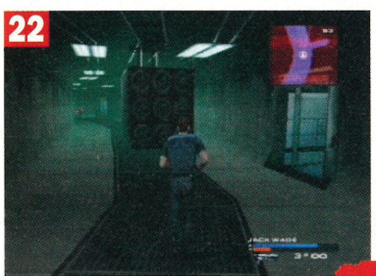
19



follow the passage on the right to the door at the end. Enter the door and use stealth tactics to kill the three guards silently **[21]**, then activate the crane controls in the corner. Dash back to the lift and then follow the crate through the security laser and get ready for some action. Keep following the crate and then blast the guards along the corridor staying as close to the crate as possible **[22]**. Head through the double doors at the end of the passage, then activate the computer in the centre. Angela will complete her task, but the self-destruct sequence has already been activated and there is no way to turn it off. Quickly head back to Dr Zweiberg's office killing a duo of guards along the way and then make your way to the Amphitheatre to meet up with Angela. Angela has finished re-programming the satellite and you can now leave the building, but as you start to leave Adam will appear for the last time [☞ **Boss: Adam 2**].

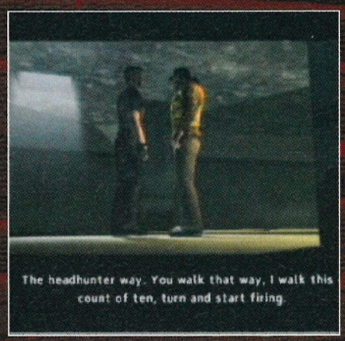


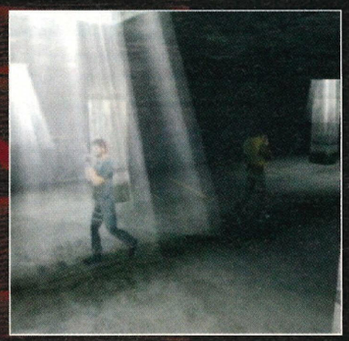


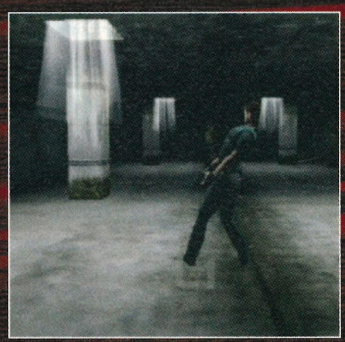


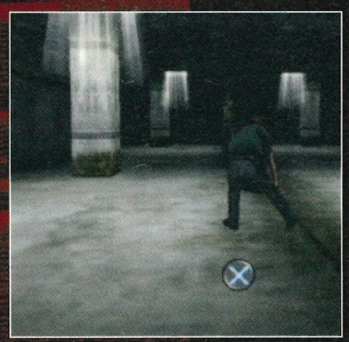
HANK REDWOOD

This is probably the easiest boss fight so far, but you must react quickly to the action on screen. The two guys stand back to back and then start to walk away from each other slowly. As soon as you see an arrow appear on the screen press ← and then → to dodge the bullets. Now press L1 to duck and finally **A** to fire a bullet into Hank's torso.



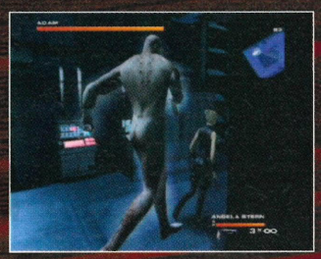


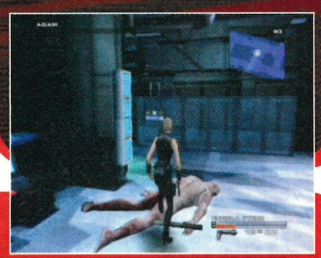




ADAM

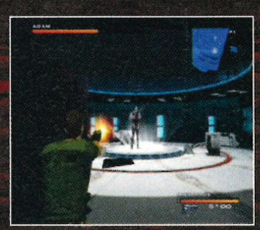
This guy is absolutely massive and carries a huge club. Start by running as far away as you can, then aim your Stimulator and fire a full clip into his stomach. Now Adam will get mad, and start to run after you again even faster. Luckily for you he can only keep up this burst of speed for a few seconds, so run away as fast as you can to avoid getting whacked by his club. Keep firing from a distance and then running away and eventually Adam will run out of steam and collapse on the floor. You can now grab the blood sample you need to create the vaccine.

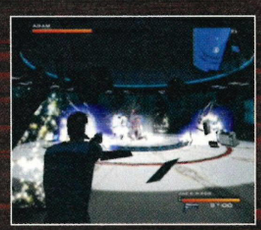


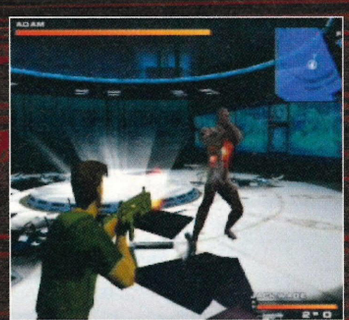


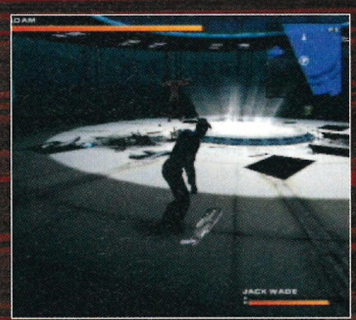
ADAM 2

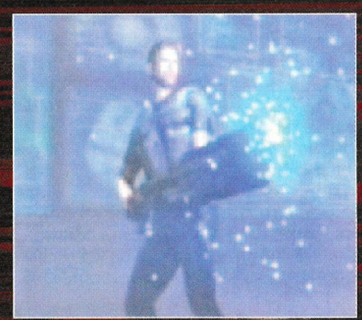
This battle is completely different as Adam is now equipped with the Judgement Cannon. Start by seeking cover behind one of the posts, then use your Stimulator to blast the creature in the centre. Watch carefully for the Judgement Cannon to charge then quickly duck back behind the pillar to avoid taking damage. Continue to fire your weapon until all the pillars are destroyed, then switch to your Machine Gun and continue to blast as you run. Eventually Adam will fall down and drop the Judgement Cannon, trying to use his extra energy to heal his wounds. When Adam is fully healed again he will start to chase after you beating you to the floor with his fists. Use your Machine Gun to cause a little damage to his huge frame, and lure him to the opposite side of the arena from the Cannon. When the time is right, empty a whole clip into the creature and then dash over to collect the super weapon. Once you have got the Judgement Cannon simply aim a shot directly at Adam to finish the battle.





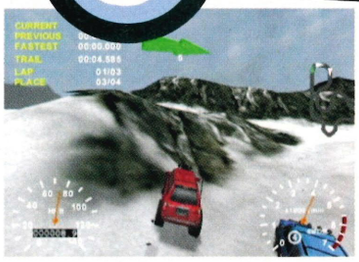






Dreamcast solutions A-Z

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.

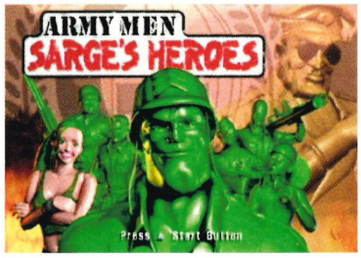
Bonus Airplanes
Successfully complete the indicated mission to unlock the corresponding aircraft.

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.

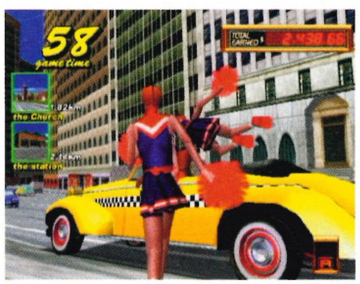
Hard Mode Puzzles
Complete all puzzles in Normal mode.

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

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.

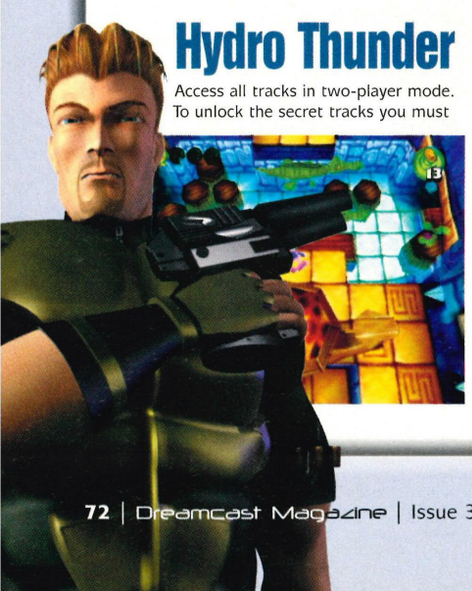
Fight As Dizzy
Reach level 30 in Survivor mode and then beat Dizzy – you'll now be able to choose her.

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.

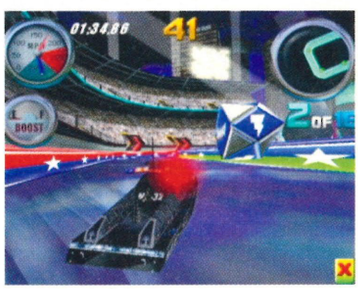
Fight As Young Joseph (Jojo)
Complete Arcade mode with Joseph to unlock Young Joseph.

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

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.

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.

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.

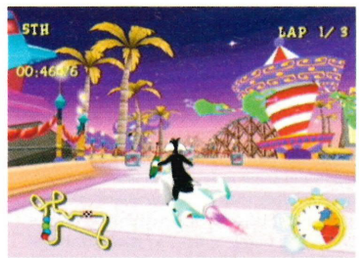
Unlock F-18 Aggressor Fighter
Land more than nine carriers in either carrier free flight mission.

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 in order 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.

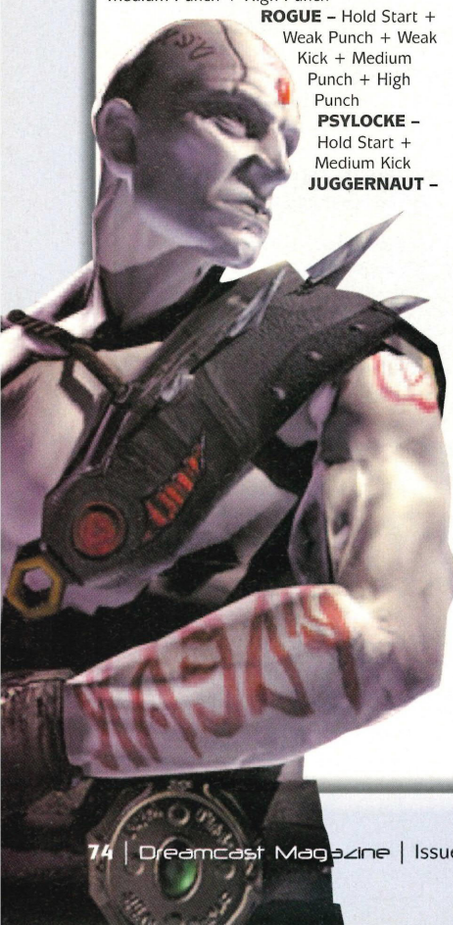
Play As Akuma
To play as Akuma press Down, Down/Back, Back, Fierce Punch while playing as Ryu. NB. You must have reached at least Level One on you hyper-combo bar.

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 are 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.

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

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. Good luck!

Phantasy Star Online

Everyone's favourite online RPG is brimming with secrets for you to unlock. Here's how.

Hidden Artwork

Put the game disc in the CD-ROM drive of your computer to find some saucy artwork for your desktop.

Unlock Extra Settings

Complete the off-line game to unlock the 'Hard' difficulty setting. Then complete the game on the hard setting to unlock a 'Very Hard' option.

Access Alternate Costume Colours

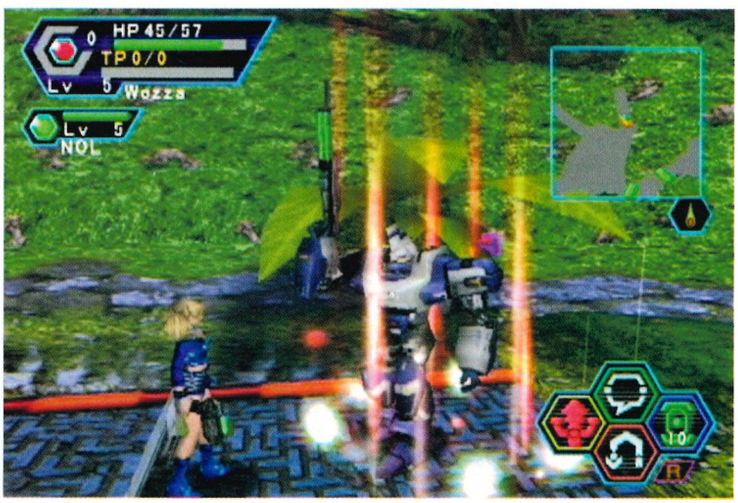
Start a new game and select a character before entering one of the names below to unlock two extra costume colours.

CHARACTER	NAME
Fomarl	DNEAOHUHEK
Fonewearl	XSYGSSHEOH
Fonewm	ASUEBHEBUI
Hucast	RUUHANGBRT
Humar	KSKAUDONSU
Hunewearl	MOUEOSRHUN
Racaseal	NUDNAFJOOH
Racat	MEIAUGHSYN
Ramar	SOUDEGMKSG

Power Stone

The World Of Power Stone

Finishing the game with each character opens up a different page in the World Of Power Stone book (found in the Collection menu on the title screen). Each page contains a new option or item that can be used either in the game or on your VMS and is usually selected by highlighting the page and pressing the A button. Here are a selection of the new goodies that you can access in this way...



New Fighting Items

The first four times you complete the game will open up the front four pages of the Power Stone book. These contain new items that will appear at random in the fighting arenas if you turn them on in the Options screen. In order of appearance, the items are an Extending Kendo Stick, a Gatling Gun, an alien ray gun and a shield – while carrying the shield you will be invincible to attacks but will be unable to attack yourself.

Virtual Mode

Complete the game as Kraken and the Virtual mode appears on Page Five of the book. This is a normal one-player game with the exception that it turns the whole fight into a first-person perspective, making winning that much tougher!

Dual Virtual Mode

This option appears on Page Six of the book when you complete the game with Valgas. It is similar to the one-player Virtual mode only it allows two people to play in a split-screen, first-person perspective fight!

Play As Valgas B

Complete the game on any difficulty level but without using a continue. Now check Page Twelve of the Power Stone book to be able to play as the super-powerful Valgas B that appears at the end of the game. You can only use him in VS mode and even then only one of you can choose him per match!

Watch Endings

Each time you finish the game, a new character ending will be added to Page Fourteen of the Power Stone book. Choose this page in order to watch any of the endings for the characters that you have managed to finish the game as.

Extra VMS Games

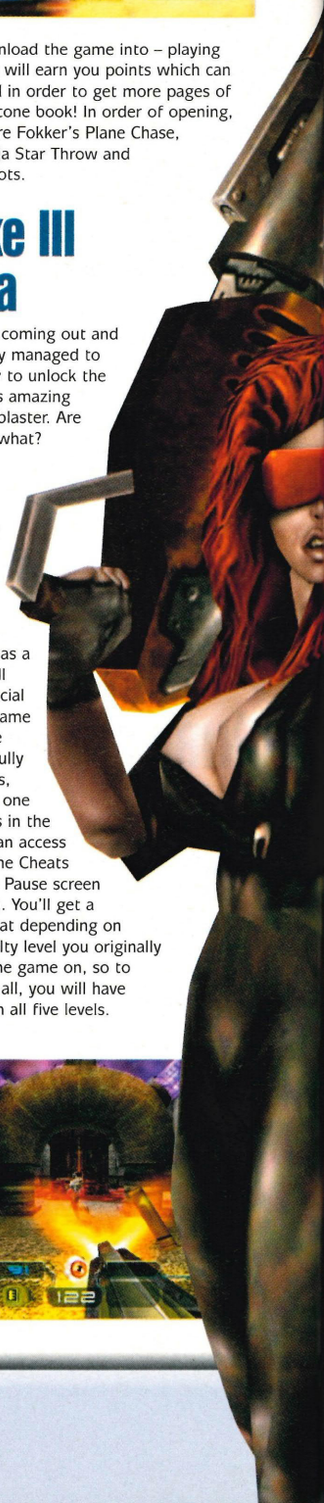
You will open up a new game that can be downloaded into your VMS when you complete the game for the fifth, sixth and seventh time. You will need a totally empty VMS to download the game into – playing these games will earn you points which can then be used in order to get more pages of the Power Stone book! In order of opening, the games are Fokker's Plane Chase, Ayame's Ninja Star Throw and Gunrock's Slots.

Quake III Arena

It's only just coming out and we've already managed to find out how to unlock the cheats in this amazing first-person blaster. Are we great or what?

Unlock Cheats

Play through the game and complete it on any of the five difficulties – as a reward, you'll receive a special VMU Maze game to play. Once you successfully complete this, you'll unlock one of the cheats in the game (you can access them from the Cheats menu on the Pause screen of the game). You'll get a different cheat depending on which difficulty level you originally completed the game on, so to unlock them all, you will have to finish it on all five levels. Uh, oh!



Rainbow Six

Having trouble sneaking your men in past those annoying terrorists? Need to beef your troops up a bit? Then use these easy-to-enter cheats right away – just enter the relevant button/stick combination while playing the game to activate each one.

Activate God Mode
To make yourself invincible press the analogue pad Up, the D-Pad Down and A while playing the game.

Activate Team God Mode
To make your entire team invincible during the game press the analogue pad Left, the D-pad Down and A while playing the game.

Activate Heavy Breathing
Press the analogue pad Down + D-pad Down + A when playing the game.

Activate Big Head Mode
Press the analogue pad Up + D-pad Down + X when playing the game.

Activate Mega Head Mode
Press the analogue pad Left + D-pad Down + X when playing the game.

Activate Polska Mode
Press the analogue pad Down + D-pad Down + X to change the faces of your team when playing the game.

Activate Stumpy Mode
Press the analogue pad Left + D-pad Down + Y to activate Stumpy mode when playing the game.

Activate Brains Mode
Press the analogue pad Up + D-pad Down + Y to toggle the AI of your team when playing the game.

Activate Skinny Mode
Press the analogue pad Down + D-pad Down + Y to become as thin as the trees when playing the game.

Never Lose A Mission
Press the analogue pad Up + D-pad Down + B when playing the game to prevent losing a mission when an alarm is triggered or a hostage killed.

Infinite Ammo
To get an infinite amount of ammo shoot all the bullets in your gun except one before putting in a new clip. Even though your bullet quota will go up you will not lose a clip from your supplies and you can do it as many times as you like.

Rayman 2

No arms, no legs, can dance a little... it's a bugger to play though.
Not anymore!

Access Globox Disc
Hold L + R and press Bx4.

Bonus Map
Press A, B, X, Y, X, Y before the 'Access Denied' message.

Kaleidoscope Textures
Press Down, A, Down, B, A, Y, Xx2

Rayman VMS Icon
Press Up, X, Y, Down, Y, X, Left, Right.

Full Life
When playing a game, hit R repeatedly in a constant rhythm.

Full Pause Screen
Pause the game and press X + Y.

Ready 2 Rumble Boxing

Two-Player Level Select
When playing in two-player mode, press the Left Shoulder button for the two-tier arena and the Right Shoulder button for the Championship arena. If you press the Left and Right Shoulder buttons together you'll get yourself the gym!

Change The Cornerman's Voice
When you're on the Character Selection screen press the X button plus any direction on the D-pad to select a variety of different cornerman voices.

Outfit Change
There are different outfits for the boxers in the game. To access them press X + Y together when you select your character.

Hidden Leprechaun
You can play the game as a Leprechaun. To do this you have togo to the Character Selection screen and press X + Left Shoulder + Right Shoulder together.

Life Recover
When you look like you're out for the count, rotate the analogue joystick clockwise and your boxer will recover and be ready for action much faster.

Unlock Bronze Class
Enter your gym name as 'Rumble Power' to unlock this class.

Unlock Silver Class
Enter your gym name as 'Rumble Bumble'.

Unlock Gold Class
Enter your gym name as 'Mosma!'

Unlock Champ Class
Enter your name as 'Pod 5!'

Ready 2 Rumble Boxing: Round 2

Fight As Fat Boxers
At the Character Selection screen, press Rightx2, Up, Down, Right, Rx2, L.

Fight As Skinny Boxers
At the Character Selection screen, press Rightx2, Up, Down, Right, R, L.

Fight As Zombie Boxers
At the Character Selection screen, press Left, Up, Right, Down, Rx2, L.

Fight With Giant-sized Gloves
At the Character Selection screen, press Left, Right, Up, Down, R, L.

Fight As Mr. President
Complete Arcade mode nine times to unlock Bill Clinton.

Fight As The First Lady
Complete Arcade mode ten times to unlock Hilary Clinton.

Unlock Champion Costumes
Complete Championship mode to unlock the champion costumes.

Hidden New Year's Costume
Set the date to January 1 to unlock a baby New Year's costume for Joey T.

Hidden St. Patrick's Day Costume
Set the date to March 17 to unlock a leprechaun costume for the referee.

Hidden Valentine's Day Costume
Set the date to February 14 to unlock a lover's costume for Lulu Valentine.

Hidden Easter Costume
Set the date to April 23, 2001 to unlock a bunny costume for Mama Tua... scary.

Hidden Independence Day Costume
Set the date to 4 July to unlock an Uncle Sam costume for G.C. Thunder.

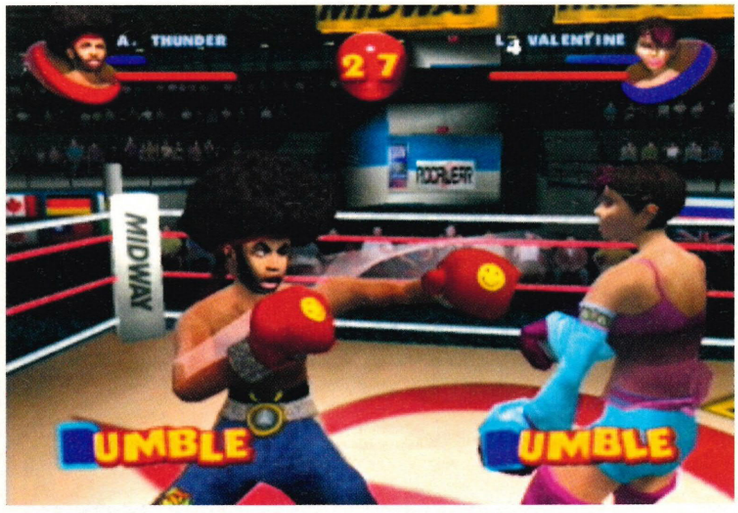
Hidden Halloween Costume
Set the date to 31 October to unlock a skeleton costume for J.R. Flurry.

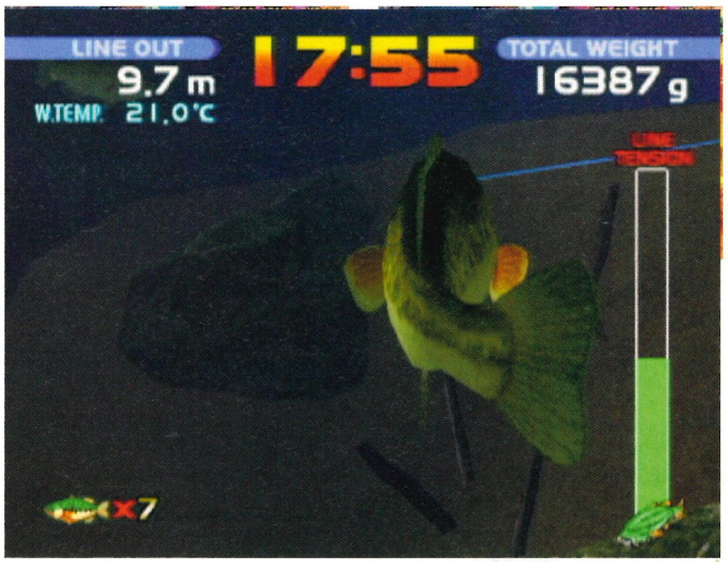
Hidden Christmas Costume
Set the date to December 25 to unlock an elf costume for Selene Strike and a snowman costume for RumbleMan. The canvas of the ring will also have a snowman design.

Unlock Everything
To unlock all boxers, all their costumes and some other goodies press Left, Right, Left x2, Right, Up, Down, R Trigger x5, L Trigger.

Unlock All Boxers
Press Left x2, Right, L Trigger, Left, Right x2, R Trigger x2, L Trigger.

Unlock All Championship Costumes
Press Left, Down, Right x2, Up, R Trigger, L Trigger, R Trigger 20, L Trigger.





Unlock All Holiday Costumes
Press Left x2, Down, Right, Up, R Trigger x8, L Trigger, R Trigger x4, L Trigger.

Unlock Fat Mode
Press Right x2, Up, Down, Right, R Trigger x2, L Trigger.

Unlock Thin Mode
Press Right x2, Up, Down, Right, R Trigger, L Trigger.

Unlock Zombie Mode
Press Left, Up, Right, Down, R Trigger x2, L Trigger.

Unlock Big Head Mode
Press Right x2, Up, Down, Right, R Trigger x3.

Unlock Big Gloves Mode
Press Left, Right, Up, Down, R Trigger, L Trigger.

Unlock Fast Mode
Press Right x2, Up, Down, Right, R Trigger x5, L Trigger.

Resident Evil Code: Veronica

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

First-Person View
In Battle mode pick up Alexia's sniper rifle once she drops it towards the end of Disc 1.

Play As Alt. Claire In Battle Mode
Do well with Claire in Battle mode.

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

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

Play As Steve Burnside In Battle Mode
Get the Gold Lugers from the basement office in Disc 2. The right combination is red, green, blue and brown. You can also unlock Steve Burnside by doing well with Chris in Battle mode.

Play As Albert Wesker in Battle Mode
Do well with Chris in Battle mode.

Samba De Amigo

Access All Music
At the Height Selection screen in Arcade mode, shake the left maraca high quickly 15 times to unlock all the songs.

Random Mode
At the Difficulty Selection screen shake the left maraca low quickly 15 times.

Access Super Hard Mode
At the Difficulty Selection screen shake the left maraca high quickly 15 times.

San Francisco Rush 2049

It wasn't easy finding these cheats for the PAL version of Midway's futuristic racer.

Activate Cheat Menu
Hold L+X+Y, R

All Cars
Press A, A, Y, Y, L, L, hold R, X, release, hold L, A

Super Speed
Hold Y+R, L, release, hold A, X, release, A, A, A

Fog Colour
Hold L, X, release, hold A, X, release, hold Y, X, release, hold R, X

Random Weapons
Hold L+A, X, Y, release, Hold R+A, X, Y

Invincible
Hold L+X, Y, A, release, hold R, A, X, Y

Invisible Car
Hold L, X, release, hold R, Y, release, A, hold L+R, X, release, Y, Y, Y

Invisible Track
Press R, L, Y, X, A, A, X, Y, hold L+R, A

Brakes
Press Y, Y, Y, hold L+X+A, R

Super Tires
Hold R, X, X, X, release, hold L, A, A, Y

Mass
Hold A, X, X, Y, release, L, R

SEGA Bass Fishing

Bonus Practice Levels
To access more Practice levels complete Arcade mode once to unlock three new levels. To access the Palace level in practice mode complete Lake Paradise in Consumer mode. To unlock the Falls level in Practice mode you must complete Lake Crystal in Consumer mode.

Change Lure Colour
To change the colour of your lure press Up or Down to change the lure colour in Consumer mode.

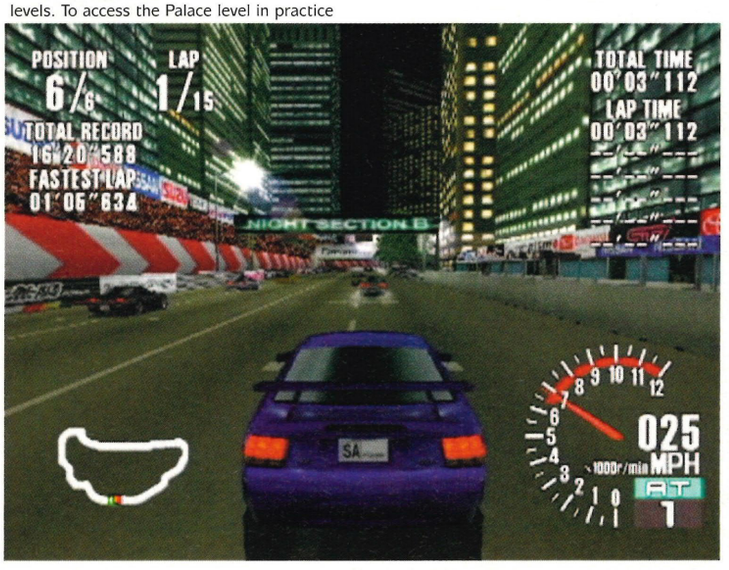
Sonic Lure
To gain the Sonic Lure you must complete all five of the tournaments when you are in Consumer mode.

Alternate Clothes and Boat Colour
To get some new clothes and to change the colour of your boat reach the final tournament in Original mode.

SEGA GT

Not so much a cheat as a tip on what to look forward to when you've managed to get through the game... it ain't too easy, believe us!

Access World Speed King Races
Once you've managed to finish first in each of the Official and Event races in the game, you will unlock the World Speed King races – a whole new set of races for you to race including the 4Wheel Drive Cup, the Front Drive Cup and the Rear Drive Cup.



SEGA Rally 2 (Japanese Version)

Extra Vehicles

There are loads of cars available at the start of the game, but the further you get into the championship, the more vehicles you'll get to drive about in. Check out the list to see how to earn these little beauties!

NAME OF CAR	HOW TO GET IT
Subaru Impressa 555	Finish 1st in the 1st Year of Championship mode
Mitsubishi Lancer EVO 4	Finish 1st in the 2nd Year of Championship mode
Toyota Celica GT-Four ST-185	Finish 1st in the 3rd Year of Championship mode
Mitsubishi Lancer EVO 3	Finish 1st in the 4th Year of Championship mode
Peugeot 106 Maxi	Finish 1st in the 5th Year of Championship mode
Lancia Delta Integrale	Finish 1st in the 6th Year of Championship mode
Fiat 131 Abarth	Finish 1st in the 7th Year of Championship mode
Peugeot 205 Turbo	Finish 1st in the 8th Year of Championship mode
Renault Alpine A110	Finish 1st in the 9th Year of Championship mode
Lancia 037 Rally	Finish 1st in the 10th Year of Championship mode

Secret Track

If you manage to finish in first place in all ten years of Championship mode, you have the opportunity to race one last time on the super-secret course.

Access All Cars

Go to the title screen and press Up, Down, Up, B, A, Left, B, B, Down (using the D-Pad, NOT the Analogue Stick) to open up all the cars without playing through the game.

Access All Tracks

Go to the title screen and press Up, Left, Down, Right, B, A, B, Right, Down. This will now open up all of the tracks in the Championship mode.

Courses

Desert SS1

Best car: Lancia 037 Rally

The first Desert course is one for beginners and is a great place to practice your powersliding. There's a good long straight where you can reach a high speed, and two shorter ones which are sadly spoilt by the crests in the road – if you're good you can use these to overtake competitors by flying over their cars!

Choose the right car and you can drive most of this course by sliding from left to right – remember to watch out for the giraffes as you slide by! The other major factor to take into account here is water – avoid this when the co-driver warns you, it will slow you right down and you'll lose that high ranking!

Desert SS2

Best car: Peugeot 205 Turbo 16

This desert course is a bit tougher than the first, with long sweeping bends in the road and some rugged sections where you must avoid smashing the car into the rocks. This time the giraffes found on the sides of the road are joined (wouldn't you just know it!) by zebras!

Starting out in a small town area the desert sand is soon left behind and replaced by more of a muddy surface which will make your car slide more than usual. Avoid the sides of the road as water tends to collect here more than the centre – and always try to make jumps as fast as you can, you can then sail over many obstacles!

Desert SS3

Best car: Alpine Renault

With a five star difficulty rating things are already starting to toughen up. This doesn't have a single straight where you can overtake, you'll have to do all your passing as you slide by other drivers on the corners. The entire course is twists and turns, more of a snake than an 'S' shape!

The desert heat has evaporated all the water on this course, but it has also had the effect of making it very dusty, and dust can also slow your car down. Watch out for rows of barriers along the side of the road early on – hitting them will send them flying, and lose you speed. The 'K' turns and hairpin are the toughest manoeuvres you'll have to make here – hit the brake slightly just before the bend and keep your finger on the accelerator to power through them.

Mountain SS1

Best car: Lancia 037 Rally

The rocks of the desert have been replaced by trees, but the handling is pretty much the same when the course breaks away from the tarmac and goes into the gravel. The first mountain course has a long section of easy lefts which give you a good overtaking opportunity, there are no really sharp turns either so you can keep the speed high. Make sure your car is kept perfectly straight when the co-driver shouts out 'Crest Jump' as the car will undoubtedly leave the ground and could crash if you take it on a slant.

Mountain SS2

Best car: Lancia 037 Rally

These mountain roads are lined by stone walls and these are further narrowed by two bridges, so there isn't much room for making mistakes. This second course doesn't have much in the way of straights, it's very winding so again you'll have to overtake as you slide by your opponents.

The road surface is a mixture of gravel and tarmac. You will find that your car has good traction on the tarmac sections, but you'll have to watch for skidding when you burst into the gravel – the co-driver will warn you, so be ready! Just after the checkpoint be ready with the brakes too – you'll very soon be confronted with a hairpin right turn!

Mountain SS3

Best car: Lancia 037 Rally

This course is much shorter than the other two, but with sharp turns all the way through it's a test for even the best drivers. The first thing to watch out for is the 'K Left' turn directly after the starting line. The

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

18 Wheeler
Aerowings
Aerowings 2
Alien Front Online
Alone In the Dark 4
Army Men S's Heroes
Attitude (WWF)
Bangaio
Blue Stinger
Buzz Lightyear Star C.
CAPCOM vs SNK
Carrier
Charge 'n Blast
Chu Chu Rocket
Code Veronica (Res. Evil)
Confidential Mission
Crazy Taxi
Crazy Taxi 2
Dave Mirra BMX
Daytona USA 2
Dead or Alive 2
Deadly Skies
Dino Crisis
Disney's Dinosaur
Draconus Cult of Wyrm
Dragon's Blood
Dream Soccer
Ecco the Dolphin
ECW Anarchy Rulz
ECW Hardcore Rev.
Eighteen Wheeler
Evil Dead
Evolution
Evolution 2
Fighting Force 2
Four Wheel Thunder
Fur Fighters
GTA 2
Gunbird 2
Half Life
Headhunter
Hidden & Dangerous
House of the Dead 2
Incoming
J McGrath Supercross '00
Jedi Power Battles
Jet Set Radio
Kao the Kangaroo
Kiss Psycho Circus
Legacy of Kain
Marvel vs Capcom 2
Mat Hoffman's BMX
MDK 2
Metropolis St. Racer
Mortal Kombat Gold
NBA 2K
NBA Hoopz
Nightmare Creatures 2
Nomad Soul
Omikron: Nomad Soul
Phantasy Star Online
Plasma Sword
Powerstone
Powerstone 2
Quake 3
Railroad Tycoon 2
Rainbow 6: Rogue Spear
Rainbow Six
Rayman 2
Ready 2 Rumble Boxing
Ready 2 Rumble Round 2
Record of Lodoss War
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil: C. Veron
Re-Volt
Rez
San Francisco Rush 2049
Sega GT
Sega Rally 2
Shadowman
Shenmue
Shenmue 2
Silent Scope
Silver
Skies of Arcadia
Soldier of Fortune
Sonic Adventure
Sonic Adventure 2
Soul Calibur
Soul Reaver
South Park Rally
Spawn
Spiderman
Starlancer
Super Runabout
Tee Off Golf
The Nomad Soul
Tomb Raider 4
Tomb Raider 5
Tony Hawks Pro Skater 2
Toy Story 2
Trickstyle
Unreal Tournament
Urban Chaos
Vanishing Point
Vigilante 8 - 2nd Off.
Virtua Fightr 3TB
Virtua Tennis
Virtua Tennis 2
WWF Attitude

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
09066 094 748
PERSONS AGED UNDER 16 MAY CALL THIS NUMBER
09066 094 219
CALLS TO THE ABOVE NUMBERS COST ONLY 60p PER MINUTE
NON-UK CALLERS:+44 700 590 7575
Please ensure you have permission from the bill payer before calling. Each call to the under 16's number will cost no more than £3.00, and will end at 5 minutes. Mobile phone call charges may vary. Please put any comments and questions in writing to Interactive Telcom Ltd, 8 Grants Walk, PI25 5AA, or email: custserv@cheatsunlimited.com, or call our
Customer Service: (Freephone) 0800 081 6000
All logos are trademarks of their respective companies

course is blocked off, forcing you to go left and you'll need to slap the brakes on and slide the car into the corner to get maximum speed. There are two more corners like this in the course!

Another major problem on the mountain courses is the width of the road. There is little room for overtaking manoeuvres most of the way around – you'll have to take your chances when you see an opportunity.

Snowy SS1

Best car: Mitsubishi Lancer Evolution IV

There are a couple of major problems facing you in the Snowy courses – the ice on the road and visibility. When you're about to enter a particularly nasty area of ice the co-driver will shout it out to you – make sure you don't make any erratic movements through this section. As for visibility, the fog is really thick in places, but all the other cars have to cope with it too!

This first course is very short compared to the ones raced already. Use this beginner's snow course to get used to the loss of traction as the cars slide around in the snow.

Snowy SS2

Best car: Mitsubishi Lancer Evolution IV

Part of this course is actually tunnelled underneath the mountain, but this doesn't make any difference to driving conditions except that it can't snow in a tunnel! Surprisingly stretches of road are completely snow free around this course too – the snow ploughs must have been out here!

There are a couple of good straights, one on either side of the course. If you can approach a competitor in a straight line, use these for overtaking – but watch out as they could be sliding around in the snow too! It's very easy to get stuck on the sides of the course in the snow. If you do, let go of the accelerator and get off the bank before trying to continue.

Snowy SS3

Best car: Peugeot 306 Maxi

This is by far the longest of all the Snowy tracks and it's packed to bursting with twists and turns. Make sure you take a look at your tyre set-up before tackling this one, and have tyres that will stand some serious punishment and give good grip in the snow! As you should know by now, the snow causes one major problem – if you drive your car onto the ridge at the side of the road you will get stuck, and seriously spoil your chance of a fast lap time. If this happens, let go of the accelerator until you're back on the main road, then let rip once more.

Riviera

Best car: Lancia 037 Rally

The Riviera section of SEGA Rally 2 is unique for two reasons. One, it's the only course that is permanently set at night. Secondly it doesn't come in three parts – there's only the one course to master. It's got a five rating for difficulty though – and the tight twists and turns are certainly a challenge for even the most experienced drivers.

Your first horror comes at the end of the first straight – a sharp hairpin right-hand turn. Slam the brakes on to slow the car down and throw it around the corner, then put the power back on to drive out of the bend. The next section has a couple of twists, and then there's a second hairpin as you come back towards the checkpoint. There's only one checkpoint on this track, so in Arcade mode you will have to go around twice! Interestingly, there are two cones positioned just before the finish line. Knock them down in sequence when playing in Arcade mode and you open up a secret area of the track where you can knock over cones for points!

Muddy SS1

Best car: Peugeot 205 Turbo 16

The first track in the Muddy stage is a good mixture of bends and straights giving ample overtaking opportunities as you're racing around. It's not too tricky to drive around, only having a two star difficulty rating. Your main problem in this track (surprise, surprise!) is the mud! It acts in a similar way to snow, giving a slick surface under the wheels and causing your car to slide more than it would normally on each corner. Watch out for the handful of barriers that are placed in strategic places around the track too – knocking them over is fun, but will slow down the car.

Muddy SS2

Best car: Peugeot 205 Turbo 16

More slipping and sliding around in the second of the Muddy courses, and this one has some very nasty surprises in store for all boy racers out there! As you accelerate away from the starting line, you'll find the road ahead blocked, and a route through to the left. If you don't slow down in time your car will smash head-on into the barriers, and really spoil your chances of a high score. Also, keep a look out for the K-Left, K-Right bends in the road – these take a lot of practice to drive perfectly, you must slow down just before them and slide the car first one way the the other. Keep practicing!

Muddy SS3

Best car: Peugeot 205 Turbo 16

All three Muddy courses are set around the same island, with new roads opening and old ones closing as you progress. This final Muddy course has similar perils to course two, with roads closed directly ahead of you, but after a couple of laps you will soon learn where these are and be able to anticipate them.

The Open Hairpins that you find towards the end of this course need even more skilled driving. Power on into the hairpin, then let go of the accelerator and touch the brakes slightly while turning the car. You should slide through the first part of the hairpin, then reverse the steering and power back on to take the next Open Hairpin going in the other direction. Again, practice makes perfect!

Isle SS1

Best car: Peugeot 306 Maxi

Do you want the good news or bad news? The good news is that the Isle courses are all raced on nothing but tarmac, giving the cars much more grip and making sure they actually go in the direction you're pointing them in. The bad news is that the roads are so narrow one Sunday driver can destroy an entire race! This first attempt at the Isle has two long straights that go underneath bridges, the road doubles back on itself after the first to bring you back around for the second. These are your best overtaking opportunities, so make sure you make good use of them.

Because of the narrow nature of the roads here, you must be more precise with your powerslides. You don't have the luxury of the open plains in the Desert courses, so this track is most definitely for the experts.

Isle SS2

Best car: Lancia 037 Rally

The second Isle track is a bit of a cop out in our opinion! Again, the same roads are used again, as in the Muddy courses, but the new section that is opened up here is so small and insignificant, it's hardly worth bothering with! The one thing that has changed is the direction you race the course in – this time we start off in the town and head down over the bridge, then into the new section up on a hill. You can still use to two straights as good overtaking places, but watch out for the tunnels that lead off the hill, you can can hit the side of the tunnel as you go in, seriously damaging it and spoiling your race. The final stretch of the course is the most difficult to drive – you end up twisting and turning through the streets of the town, you'll have to lower your speed through here or you'll hit every wall!

Isle SS3

Best car: Lancia 037 Rally

Once again, the long straight sections of the island are put to good use, but the new section that is opened up is at the opposite side of the island from that in course two. This creates an even longer course with some serious twists and turns that will test your steering skills to the absolute max! You should already know how to drive through the majority of this course, instead of using up your ace cards on the same pieces of road, concentrate your efforts on the twisting mountain road. You will need to make creative use of the brakes, or even the handbrake, to get through the bends without losing places or slowing down too much. When you pass the finish line give yourself hearty congratulations! This is the last track of the game – try to beat your times!

Shenmue

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

Fight In 70-Person Battle

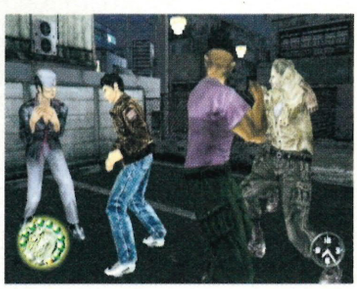
Complete the game and save the Clear Data to unlock the 70 Person Battle option on the Options screen. NB: Disc 3 has to be in the machine for this.

Get Extra Money

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

Against All Odds

To increase your chances of winning on the addictive slot machines, go to the Lapis fortune teller and choose Gamble. She will give you a lucky number and if you use the



Put It In, Take It Out

The first thing you'll need to know is how to actually download your Chao into a VM. This is done through the Chao Gardens and if you follow these simple steps, you'll have a miniature version of the Chao in absolutely no time at all.

1. Make sure that you've got a VM inserted into the port of your Dreamcast that has over 128 blocks of memory spare on it – that'd virtually the whole thing! If there isn't enough room, you won't be able to put a Chao into the VM so you may have to delete some files to fix this.

2. Choose the Chao you want to place inside the VM and pick him up with the Pointer. Carry him over to the strange controller-shaped pedestal placed inside the Chao Garden and stand on the large red button at its front. Now place your Chao down so that it is sitting on the small depression in front of you.

3. A screen will come up with the list of VM units that you can place the Chao into – you will have a choice if more than one VM is inserted into any of the Dreamcast ports. Select the VM that you'd like to play with your Chao in and press the A button.

4. After a brief period, the Chao will disappear into the controller and then reappear on your VM – the controller pedestal will signal 'OK' to show that the transfer worked. You can now take out the VM and play with your little Chao to your heart's content!

5. Removing a Chao is a similar process – stand on the button of the pedestal without placing a Chao on the trapdoor and a list of removable Chao will appear. If any don't, simply choose the Chao you want to retrieve and then he will appear in front of you shortly. Remember that this is the only way to get rid of Chao information from a VM and once it's carried he obtained by conventional means.

Work, Rest And Play

Once you've placed the Chao in your VMU, it's time to start them on their quest! The object of the game is to help your Chao develop as abilities as it travels its way along a route of sonic stages. There are fifteen in total to choose from but only five are used in each quest. We will take you through exactly what ability each stage requires your Chao to have – however, being proficient at that particular ability doesn't mean that the stage of the quest will end any sooner. Along some of the routes, he'll even get to meet one of Sonic's friends or maybe even the final wonder himself!

Be My Guide

To start your Chao off on his quest, get your VM into Game Mode by pressing the Mode button and set Text of 'Sparkle' appears and then hit the A button. Once the title screen appears, press the A and B buttons together and you're off on the adventure of a lifetime (for the Chao, anyway). Most of the time, you can pretty much leave him to his own devices as he walks along but at certain points you'll want to help him out of a situation – a boss will tell you that you have to do something. Here's a guide to what might happen to your Chao:

1. If your Chao simply stops walking, sits on a beach ball, falls asleep or gets scared by something on his travels, he just needs a little encouragement to help him along. Press the A button and he'll start moving again.

2. If he finds a check along the way, you'll have to make a choice out of the three boxes to decide what he gets out of it. It could be good, it could be bad – until you make the choice, you just won't know!

3. A message may appear on the screen telling you that your Chao is happy for time with at something in particular or is developing properly. To get past this, just press the A button and it disappears.

4. A picture of a Chao standing in a signpost means that they have reached the end of their current game stage and must now choose a direction to go in.

You can either

make the choice for yourself from the two options on the screen or let the Chao choose for itself... although it may sometimes make the wrong choice if you let it!

5. If a large '?!' symbol appears on the screen, it's time for a fight! When the fight begins, there will be a row of boxes along the bottom of the screen with the two fighting Chao above that as well as their relevant energy – your Chao is always on the right. The Chao swinging his fist is the one taking a turn to attack – if it's your man, you've got a chance to hit the other guy! All of the boxes will be blacked out with the exception of one – this number of clear boxes goes up according to the strength of the your Chao (if he has a strength of 200 or more then there will be two clear boxes, 400 makes three boxes clear and so on). To attack you must stop the moving cursor over the clear box; get it and you'll score a hit, but miss and you'll fall flat on your face. Chao take it in turns to attack and the last one who is standing is the winner!

Fancy A Game Of Cards?

One of the sure-fire ways of getting goodies that you can use to boost your Chao abilities is to play the Fruit Matching game in the Quest menu (brought up by pressing the A button). When you start the game, you'll get a brief glimpse of a screen containing six pairs of fruit in various positions. The screen will then go blank and you'll have three chances to try and match up the pairs by remembering where each of the different fruit were. It takes a bit of practice but if you can remember a couple of the fruits that look similar, you won't get confused between them. The fewer times you get it wrong, the better the prize you get, but mess up three times and you won't get anything except one very disappointed

Fruit And Veg

The main way to build up the abilities of your Chao inside the VM is to feed them different kinds of fruit, collected through playing the Fruit Matching game, winning fights or opening chests. Each fruit gives the Chao a boost in a particular field and the more fruit you feed them, the better they become! Even better, any fruit left over after a quest is carried onto the next adventure and if you remove the Chao from the VM while it still owns fruit, then the fruit will pop out with it and you can then feed it to other Chao besides the one that you had in the VM! To feed your Chao a fruit, bring up the quest menu with the A button and then select the Items menu – this will give a list of fruits available that you can give to your friend. Use our guide to the different fruits in the game to help work out exactly what you need to feed your babies to make up for the areas that they're lacking in! The stipulations tell you if you need to perform a special function to get the fruit – all the fruits can be found randomly in chests also.

Fruit: Yellow Fruit

Ability Affected: Swimming (+4pts)
Stipulations On Getting Fruit: None

Fruit: Purple Fruit

Ability Affected: Flying (+4pts)
Stipulations On Getting Fruit: None

Fruit: Green Fruit

Ability Affected: Running (+4pts)
Stipulations On Getting Fruit: None

Fruit: Red Fruit

Ability Affected: Strength (+4pts)
Stipulations On Getting Fruit: None

Fruit: Haste Fruit

Ability Affected: Speeds you up through your current quest stage
Stipulations On Getting Fruit: Get a perfect round in the Fruit Matching game

Fruit: Star Fruit

Ability Affected: Slows down cursor during your next fight
Stipulations On Getting Fruit: Get a perfect round in the Fruit Matching game

Fruit: Chao Fruit

Ability Affected: All Abilities (+4pts)
Stipulations On Getting Fruit: Get a perfect round in the Fruit Matching game

Fruit: Heart Fruit

Ability Affected: Recovers all Health Points
Stipulations On Getting Fruit: Get a perfect round in the Fruit Matching game

Fruit: Random Fruit

Ability Affected: Makes your Chao very unhappy indeed!
Stipulations On Getting Fruit: Do something bad!

Sonic Shuffle

So you wanna know how to play as all the hidden characters, do you? Well, it might take a bit of time but here's how.

Play as Big The Cat

Buy all the pictures of Tails in Sonic's room to unlock Big The Cat in Versus mode.

Play as Chao

Buy all the pictures of Knuckles in Sonic's room to unlock Chao in Versus mode.

Play as E-102 Gamma

Buy the last picture of Amy in Sonic's room to unlock E-102 Gamma in Versus mode.

Play as Super Sonic

Buy all the pictures of Sonic in Sonic's room to unlock Super Sonic in Versus mode.

Soul Calibur

Secrets

Picture Gallery Secrets

This is a list of all the pictures in the Art Gallery and what you get when you buy them. They are numbered accordingly. Buy the number to get the prize!

New Art Card Categories

02, 06, 14, 18, 45, 55, 90, 103, 126, 149, 159, 203, 217, 266-294 – Free Art, 295-322 – Free Art.

New Missions

03.....Silk Road Ruins 1
05 .....Harbour of Souls 1
10.....Maze of the Dead 1
21 .....Silk Road Ruin 2
26 .....Shrine of Eurydice 1
27 .....Palgaea Shrine 1
34 .....Emperors Garden 1
37.....Money Pit 1
40 .....Takamatsu Castle 1
56.....Hoko Tempel 1
60 .....The Adrian/Fortress 1
65 .....City of Water 1
81 .....Ost/burg Castle 2
82.....Valentine Mansion 1
84 .....Water Labyrinth 2
93 .....Harbour of Souls 1
101.....Silk Road Ruins 3
106.....Maze of the Dead 2
116 .....Shrine of Eurydice 2
117 .....Palgaea Shrine 2
122 .....Kunpaetku Shrine 2
132 .....Takamatsu Castle 2
134.....Money Pit 2
143.....Emperor's Garden 2
148 .....The Colosseum 2
169.....Hoko Temple 2
178.....Valentine Mansion 2
180 .....The Adrian/Fortress 2
182 .....City of Water 2
188 .....Water Labyrinth 2
199.....Proving Grounds 2
215 .....Ost/burg Castle 3

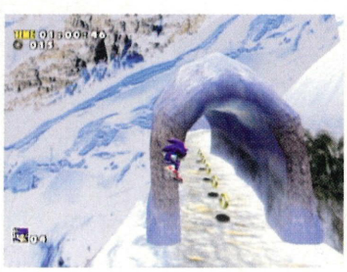
New Features

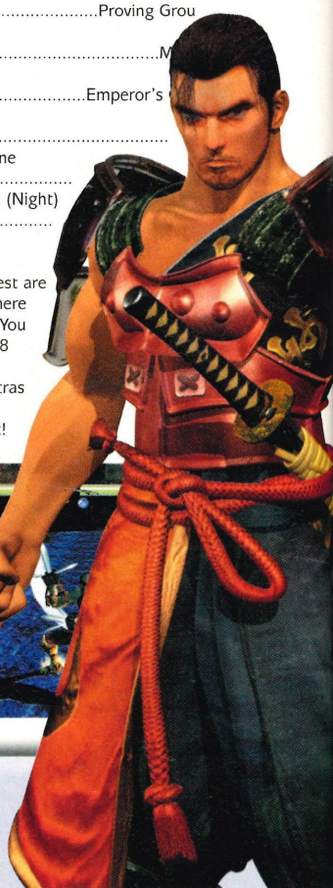
15 .....Character Profiles
39.....Xianghua's Costume
54 .....Exhibition Theatre (Museum Mode)
58 .....Sophitia's Costume
70 .....Maxi's Costume
94 .....Voldo's Costume
137 .....Exhibition Theatre: Taki
155.....Exhibition Theatre: Voldo
167.....Extra Survival Mode
177 .....Exhibition Theatre: Sophitia
179 .....Opening Direction
183 .....Exhibition Theatre: Nightmare
189 .....Exhibition Theatre: Astaroth
198.....Exhibition Theatre: Hwang
207 .....Exhibition Theatre: Yoshimitsu
224 .....Weapon Select: Press L
225 .....Exhibition Theatre: Lizardman
229 .....Exhibition Theatre: Siegfried
230.....Exhibition Theatre: Maxi2Weapons
233 .....Exhibition Theatre: Rock
239 .....Exhibition Theatre: Seung Mina
251.....Exhibition Theatre: Cervantes
256 .....Exhibition Theatre: Edge Master
265.....Metal Model Mode: Press R

New Stages

19 .....The Colosseum
31.....Kunpateau Shrine
32 .....Takamatsu Castle (Winter)
68 .....Proving Grou
(Twilight)
79.....M
the Dead
83 .....Emperor's
(Autumn)
104.....
Kunpaetku Shrine
123.....
Silk Road Ruins (Night)
130.....
Chaos

Note: All the rest are just pictures (there are 338 in all). You must get all 338 for other extra features. All extras will not come from buying art!





enter ABRXXA as a code.

All Weapons
To have a supply of all weapons at the start of the game enter XMARRR as a code.

Level Codes
To bypass levels enter the following codes:
Level 2 – AMMWX
Level 3 – MXVMG
Level 4 – PWMAA
Level 5 – EABBXY
Level 6 – BAMPPY
Level 7 – AMMPWE
Level 8 – KGSAXT
Level 9 – BRMMRR
Level 10 – AAEEMX
Level 11 – YPPWR
Level 12 – XBAKEY

South Park Rally

Cheat Mode
Complete the Championship mode without using any racers in order to unlock all of the tracks, cars, skins, and other cheat options.

Random Checkpoints
Complete Championship mode.

Speech Test
Complete Championship mode.

Cheat Sheet
Win the Rally Days 1 race without collecting any pick-ups.

All Skins
Collect the three hidden pick-ups in the Valentine's Day race.

Race As Bebe
Save the Cowdays race without collecting any Health pick-ups.

Race As Big Gay Al
Win the Pink Lemonade race.

Race As Cartman Cop
Win Chicken Lover five times with the sixty balls in the Road-A-Book Day race.

Race As Damian
Win the New Year's Eve race and be the only racer to touch the millennium key.

Race As Death
Win the Halloween race after dropping off four candies at a time.

Race As Grandpa
Win the Halloween race.

Race As Ike
Collect the hidden pick-up on top of the airplane in the Memorial Day race.

Race As Jesus
Win the Christmas race.

Race As Mephisto
Win the Independence Day race.

Race As Mr Garrison
Achieve all four checkpoints on the Rally Days 2 race.

Race As Mr Mackey
Win the Spring Cleaning race.

Race As Mrs Cartman
Drop off all lemonades without letting anyone else get to a checkpoint in the Pink Lemonade race.

Race As Neil
Collect the hidden yarn pick-ups in the Independence Day race.

Race As Pip
Activate checkpoints one and four on the Rally Days 2 race.

Race As Satan
Win the New Year's Eve race.

Race As Scarzdehott
Find a Phillip Plant on the Easter Egg Hunt race. Then find the waterfall and Phat your way to the Golden Cow next to the waterfall.

Race As Sheila Broflovski
Collect the Pot Pie next to the building on the Easter Egg Hunt race.

Race As Shelly
Win the Valentine's Day race.

Race As Starvin Marvin
Lose the Thanksgiving race without collecting any turkeys.

Race As Sheila Broflovski and Phillip
Collect the four hidden pick-ups in the Christmas race.

Race As Tweek
Collect the caffeine pick-ups in the Spring Cleaning race.

Race As Visitor
Collect the hidden pick-up above checkpoint one and the other pick-up that is between check point four and the wood bridge in the Memorial Day race.

Speed Devils

Access All Cars And All Tracks
Access all tracks and all the cars by pressing R, Right, R, Right, Up, R and Up when playing the game.

Infinite Nitros

To help you on your way to bust some speed guns try using these infinite nitros. Press Down, Up, Down, Up, A, X and A whilst playing the game.

Gain Extra Money

Money makes the world go round, but to earn a few extra bob simply press A, Right, A, Right, Up, B and A as you're driving along and you'll be instantly richer.

Star Wars Episode 1: Racer

Bonus Characters

Finish first place on one of the following tracks and you will unlock the corresponding racer:

RACE	TRACK
Sebulba	Boonta Classic/Galactic
Aldar Beed	Beedo's Wild Ride/Amateur
Ratts Tyerell	Howler Gorge/Semi-pro
Mawhonic	Andobi Mountain Run/Galactic
Slide Paramita	AP Centrum/Invitational
Clegg Holdfast	Aquilaris Classic/Amateur
Bullseye Navior	Sunken City/Semi-pro
Ark Bumpy Roose	Bumpy's Breakers/Semi-pro
Wan Sandage	Scrapper's Run/Semi-pro
Bozzie Baranta	Abyss/Invitational
Neva Kee	Baroo Coast/Semi-pro
Ben Quadinaros	Inferno/Invitational
Teemto Pagalies	Mon Gazza Speedway/Amateur
Mars Guo	Spice Mine Run/Amateur
Boles Roor	Zugga Challenge/Semi-pro
Fud Sang	Vengeance/Amateur
Toy Dampner	Executioner/Galactic

StreetFighter III: Double Impact

Play As Yang

In order to play as Yang highlight Yun and then press any of the kick buttons when at the *StreetFighter III* Character Selection screen.

Play As Akuma

To play as Gouki in *SFIII: Second Impact*, highlight Sean at the Character Selection screen and press Up.

Play As Gill

To play as Gill complete either of the two games on any difficulty setting and then highlight Sean at the Character Selection screen and press Upx2.

Play As Shin Akuma

To play as Shin Akuma reach the final boss in SFIII: Second Impact without losing any rounds and getting three perfects along the way. Then defeat Akuma with super arts or a perfect and Shin Akuma will appear. Defeat him and he will be unlocked for you to play. At the Character Selection screen highlight Akuma, hold Start and press any kick or punch button.

Access Extra Options

To access extra options enter the Options screen on either game and hold L+R until you have entered the whole code. Highlight 'Game Option' and press Leftx2, Five2, Rightx2. Then highlight 'Button Config' and press Leftx2, Yx2, Rightx2. Next highlight 'Screen Adjust' and press Leftx2, X, Y, Rightx2. Finally highlight 'Sound' and press Leftx2, Y, X, Rightx2. If the codes have been entered correctly 'Extra Options' should be now be unlocked.

Full Pause Screen

To get a Full Pause screen pause the game and press X+Y

StreetFighter III: Third Strike

Play as Gill

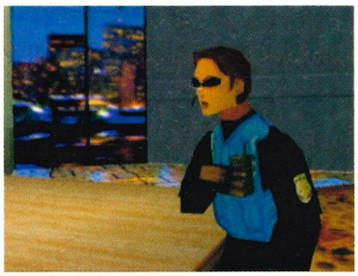
Successfully complete the game and save. Then at the character selection screen, highlight Yun or Yang and press Up or Down to move off the screen.

Extra Costume Colours

Finish Arcade Mode with a character and save the game. Now go to the Character Select screen, highlight that character then press and hold the Start Button before pressing any of the attack buttons – you'll now have even more costume colours than before.

Unlock Secret System Direction pages

To unlock pages eight, nine and ten of the System Direction mode, you'll need to be playing the game through on the highest difficulty without continuing... well, we never said it was going to be easy.



The Grinch

He might have ruined Christmas in Whoville but The Grinch is enough to crack anyone up. If you're still wondering how to get those mini-games, here's how.

Unlock Spin 'n' Win Mini-Game

Destroy 750 gifts in the game.

Unlock Pankamania Mini-Game

Destroy 1,500 gifts in the game.

Unlock Copter Race Mini-Game

Destroy 2,500 gifts in the game.

Bike Race Mini-Game

Destroy 3,000 gifts and complete the game with 100% to unlock the final mini-game.

Tomb Raider Chronicles

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

Start At Black Isle

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

Start At Tower Block

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

Tony Hawk's Skateboarding

Having trouble pulling off all those outrageous jumps, flips and grinds? Need some help getting all the tapes? Wanna play with big heads? Here's how.

The Super Code / Private Carrera

Start a game (in any mode) using Officer Dick. Pause the game and hold the Left Trigger then press Y, Up, Y, Up, B, Up, Left, Y. The screen will not shake like in all other codes. Quit the game and begin another one. In the Character Selection screen Officer Dick will be replaced by Private Carrera. If you try to restart a session, the game will freeze and you cannot unfreeze it.

Unlock Everything

Pause the game and hold the Left Trigger then press B, Right, Up, Down, B, Right, Up, X, Y. This will give you 50 tapes with each character, all the videos, stages and boards.

Unlock All Levels

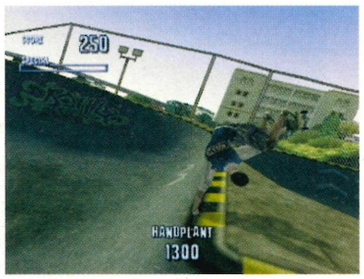
Pause the game and hold the Left Trigger then press Y, Right, Up, X, Y, Left, Up, X, Y. The stages will still appear unavailable. Choose them anyway!

Skip to Restart

Pause the game and hold the Left Trigger then press X, B, A, Up, Down. This code then will allow you to restart the level from various different areas.

Special Meter Always Full

Pause the game and hold the Left Trigger then press A, Y, B, Down, Up, Right. Now you can pull off those special moves whenever you like! Yippee!



Slow Motion

Pause the game and hold the Left Trigger then press X, Left, Up, X, Left. Wow, just look at the *Matrix*-effect!

Big Head Mode

Pause the game and hold the Left Trigger then press X, B, Up, Left, Left.

Stats At 10

Pause the game and hold the Left Trigger then press X,Y, Up, Down. You'll be given max stats for your current skater.

Stats At 13

Pause the game and hold the Left Trigger then press A, X, X, Y, Up, Down. Now your skater will have stats over the max level!

Tony Hawk's Pro Skater 2

Unlock All Cheats

Pause the game and then hold L and press Ax3, X, Y, Up, Down, Left, Up, X, Y, A, Y, B, A, Y, B. Then select the 'End Run' option from the menu. All cheats, levels, FMV sequences, McSqueeb, Officer Dick, and Spider-Man will be unlocked.

Maximum Special Meter

Pause the game and then hold L and press A, Y, Bx2, Up, Left, Y, X to always have a full Special Meter.

Get Full Stats

Pause the game and then hold L and press A, Y, B, X, Y, Up, Down to raise all your skater's attributes to 10.

Unlock Turbo Mode

Pause the game and then hold L and press Down, X, Y, Right, Up, B, Down, X, Y, Right, Up, B. This will increase the speed of the game by 25%.

Unlock Big Head Mode

Pause the game and then hold L and press X, B, Up, Leftx2, X, Right, Up, Left.

Unlock Fat Skater

Pause the game and then hold L and press Ax4, Left, Ax4, Left, Ax4, Left to make your skater really fat.

Unlock Thin Skater

Pause the game and then hold L and press Ax4, X, Ax4, X, Ax4, X to make your skater skinny. If you enter the code more than once you skater will become even skinnier.

Unlock Kid Mode

Access 'Kid' mode by completing all level objectives in 'Career' mode three times.

Unlock Perfect Balance

Unlock Perfect Balance by completing

all level objectives in 'Career' mode four times.

Access Wire Frame Mode
Unlock the 'Wire Frame' mode by completing all level objectives in 'Career' mode eight times.

Access Slow-Motion Tricks
To be able to see your tricks in slow motion, complete all of the level objectives in 'Career' mode nine times.

Access Smooth Mode
Complete all level objectives in 'Career' mode twelve times.

Access Moon Physics
In order to get low gravity pull, complete all level objectives in 'Career' mode 13 times.

Access Disco Mode
To get 'Disco' mode, complete all level objectives in 'Career' mode 14 times.

Unlock Flip Level
Complete all level objectives in 'Career' mode 15 times.

Unlock Spider-Man
In order to play as Spiderman complete all level objectives in 'Career' mode with a created skater.

Unlock Officer Dick
To play as everyone's favourite ball-busting cop complete all level objectives in 'Career' mode.

Unlock Private Carrera
To play as Private Carrera you must get all the gaps in each of the regular levels in 'Career' mode.

Unlock McSqueeb
To play as McSqueeb, complete all level objectives in 'Career' mode with Tony Hawk.

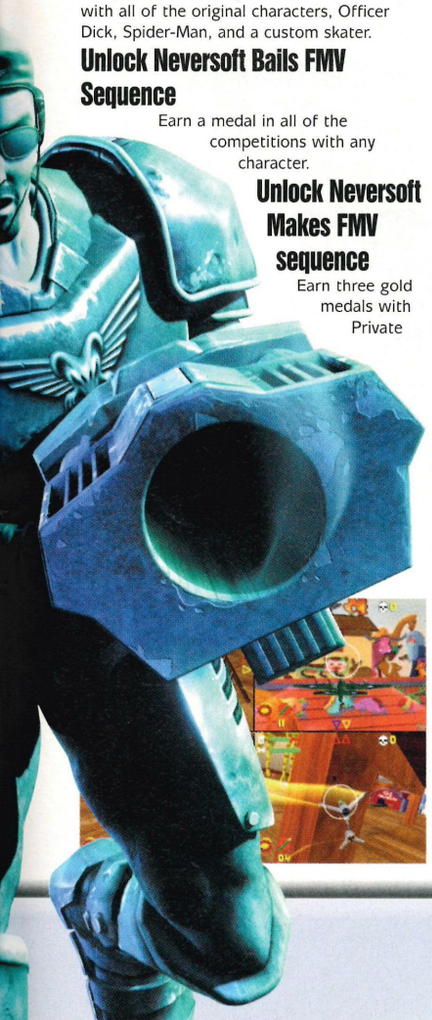
Unlock Chopper Drop
Earn three gold medals with all characters.

Unlock Skate Heaven
Complete all level objectives in 'Career' mode with all of the original characters, Officer Dick, Spider-Man, and a custom skater.

Unlock Neversoft Bails FMV Sequence
Earn a medal in all of the competitions with any character.

Unlock Neversoft Makes FMV sequence
Earn three gold medals with Private Carrera.

Skater's FMV Sequence
Earn the gold in all three competitions with a character to unlock their FMV sequence.



Toy Commander

Access All Rooms
To access all rooms and to have all missions unlocked, pause the game, hold L and press A, Y, X, B, Y, X. If successful, a note sounds.

To Switch Machine Gun
Pause, then hold L and press B, A, Y, X, A, B. A note will then sound.

Fix Toy
Pause the game, then hold L and press A, X, B, Y, A, Y. A note will be heard if entered correctly.

TrickStyle

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

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

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

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

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

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

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

Unreal Tournament

It might well be the best first-person-shooter ever, but that doesn't mean that it's an easy business, so maybe these cheats will help.

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

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

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

V-Rally 2

We'll agree that V-Rally 2 is one of the tougher racing games around, so you'll probably be needing a bit of help. Well, don't say we never give you anything...

All Cars and Tracks
If you don't want to play through the whole game to access everything, just go to the Options screen and choose Game Progression. Now press L, R, Left, Right, Left, Right, Up, Down, Up, Down, A, A, Start – once you've done that, you can highlight any empty box on the screen (extra cars, tracks and so on) and press A to fill it in. You can now choose any of them that you want!

Vigilante 8: Second Offense

Access Password Screen
To access the Password screen enter the Options screen and select 'Game Status'. Then highlight a character and press L+R. The Password screen should then appear if the code has been entered correctly.

Rapid Fire
To remove any delay when you are shooting your weapons enter 'RAPID_FIRE' as a password. This will then give you access to the rapid fire function.

Super Missiles
To have access to super missiles which will inflict more damage enter 'BLAST_FIRE' as the code.

Faster Cars
To make your chosen vehicle go faster enter 'MORE_SPEED' as a password.

Heavier Cars
To increase the weight of your vehicle in order to prevent you being rammed over and to allow you to ram things more effectively, enter 'GO_RAMMING' as a password.

Access Fast Action
To enable a random fast action arcade feature enter 'QUICK_PLAY' as a password.

Attract Enemies
To have three enemies to attack you all at once enter 'UNDER_FIRE' as a password.

Access Slow-Motion Mode
To make everything move in slow-motion enter 'GO_SLOW_MO' as a password.

Access No Enemies In Arcade Mode
To play the Arcade mode free of enemies enter 'HOME_ALONE' as a password.

No Gravity
To reduce gravity in the game enter 'NO_GRAVITY' as a password.

High Suspensions
To play with high suspension enter 'JACK_IT_UP' as a password.

Big Wheels
To play with big wheels on your vehicle enter 'GO_MONSTER' as a password.

No Wheel Attachment Icons
To prevent wheel attachment icons from appearing enter 'DRIVE_ONLY' as a password.

View All End Sequences
To view all the end sequences of the characters together enter 'LONG_MOVIE' as a password.

Bonus Characters
To access the bonus characters you must complete the following missions to unlock the corresponding character...

Lord Clyde
To play as Lord Clyde complete all the missions in Quest mode with Nina Loco, Dallas 13 and Molo.

Obake
To play as Obake complete all the missions in Quest mode with Lord Clyde.

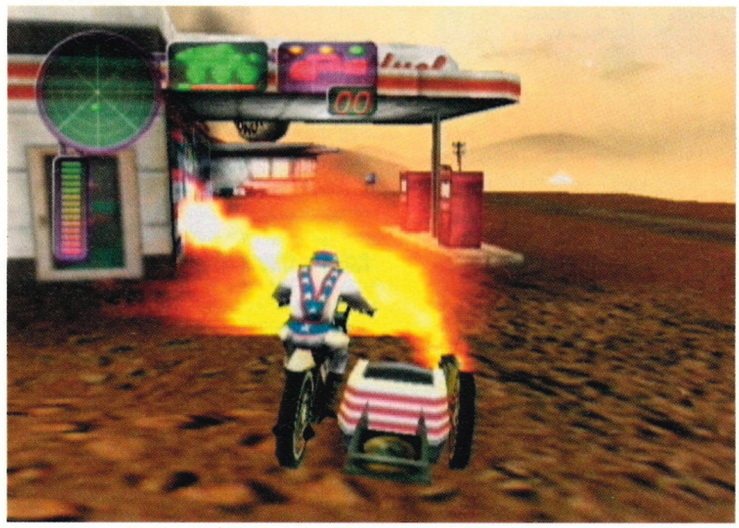
Boogie
To play as Boogie you must complete all missions in Quest mode with Obake.

Houston
To play as Houston complete all missions in Quest mode with Sheila, The Flying All-Star Trio and John Torque.

Convoy
Complete all of the missions in Quest mode with Houston.

Dave's Cultsmen
To play as Dave's Cultsmen complete all missions in Quest mode with Convoy.

Chassey Blue
To play as Chassey Blue complete all missions



in Quest mode with Agent R. Chase, Garbage Man and Astronaut Bob O.

Padre Destino
To play as Padre Destino complete all missions in Quest mode with Chassey Blue.

Dusty Earth
To play as Dusty Earth, you will need to complete all missions in Quest mode with Padre Destino.

Interceptor Missiles
Attack 1: Up, Up, Down, Machine Gun
Attack 2: Up, Up, Up, Machine Gun
Attack 3: Up, Up, Right, Machine Gun

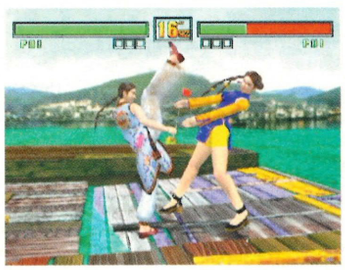
Bull's Eye Rockets
Attack 1: Up, Down, Down, Machine Gun
Attack 2: Up, Down, Up, Machine Gun
Attack 3: Up, Down, Right, Machine Gun

Sky Hammer Mortar
Attack 1: Down, Down, Down, Machine Gun
Attack 2: Down, Down, Up, Machine Gun
Attack 3: Down, Down, Right, Machine Gun

Bruiser Cannon
Attack 1: Down, Up, Down, Machine Gun
Attack 2: Down, Up, Up, Machine Gun
Attack 3: Down, Up, Right, Machine Gun

Roadkill Mines
Attack 1: Left, Right, Down, Machine Gun
Attack 2: Left, Right, Up, Machine Gun
Attack 3: Left, Right, Right, Machine Gun

Brimstone Burner
Attack 1: Right, Left, Down, Machine Gun
Attack 2: Right, Left, Up, Machine Gun
Attack 3: Right, Left, Right, Machine Gun



Virtua Fighter 3tb

Fight Against The Name Entry Character
To make all the opponents turn into the fighting letter from the Name Entry screen, go to the Character Select screen and:
- Highlight Akira and press Start
- Move to and highlight Lau then press Start
- Move to and highlight Pai, hold Start and press X
- Now choose your character as normal and start fighting!

Play As The Name Entry Character
Turn the tables and face all of your opponents as the Name Entry Character yourself! Follow these instructions on the Character Select screen:
- Highlight Akira and press Start
- Move to and highlight Lion then press Start
- Move to and highlight Pai then press Start
- Choose the character you want to fight as and you'll be the fighting letter!

Play As Silver Dural
To take control of the silver robot girl at the end of the game, you simply need to press Start, X and A simultaneously at the Character Selection screen.

Alternate Costumes
If you fancy a bit of a change in your character's dress sense, simply hold down the Start button and then select your fighter with the A button. They will now appear ready to fight in their alternate clothes.

Slow Motion Replay
If you want to savour the final moments of your last victory, press and hold the Dodge button at the KO screen to watch the following replay in slow motion.

Virtua Striker 2: Version 2000.1

Play As MVP Yuki Chan Team
To play as the MVP Yuki Chan team highlight Yugoslavia at the Team Selection screen in Arcade mode and press Start. Highlight USA and press Start and do the same for Korea and Italy. The new team will appear above Japan.

Play As MVP Genki Team
To play as the MVP Genki team enable the code used to play as the MVP Yuki Chan team. Then highlight the MVP Yuki Chan team, hold Start and press A. If done correctly the word 'Rainbow' should be spoken.

FC SEGA Team
To play as the FC SEGA team highlight France at the Team Selection screen in Arcade mode and then press Start. Then highlight Chile and press Start and do the same for South Africa, England, Germany and Argentina in that order. If this is done correctly the FC SEGA team will appear in the corner of the screen.

Change Uniforms
Highlight a team and hold X+Y and press A.

Access Bonus Teams
To access bonus teams complete the 'Ranking' mode with a high grade to unlock the team that was defeated in the finals.

Worms Armageddon

Unlock Bonus Scheme 1
To unlock Bonus Scheme 1 you must complete all of the training modes with at least a Bronze rank in multiplayer mode.

Access Cheat Mode
To access the following cheats you must complete the corresponding missions which you will then be able to enable at the 'Weapons' or 'Games' option screens.

CHEAT — **OBJECT**

Bleeding Worms ....Gain gold medal in 'Basic .....Training' mode.
Aqua Sheep .....Gain gold medal in 'Super .....Sheep Racing' training mode.
Long-bow Power-Up .....Gain gold medal in .....'Euthanasia' training mode.

Shotgun Power-Up Gain gold medal in 'Rifle .....Range' training mode.

Grenade Power-Up .....Gain gold medal in .....'Artillery Range' training mode.
Sheep In Every Crate .....Gain gold medal in .....'Crazy Crates' training mode.
Invincibility .....Gain an elite rank in .....'Deathmatch' mode.
Laser Sight .....Succeed in Mission 4.
Jetpack .....Succeed in Mission 8.
Walk Fast.....Succeed in Mission 13
Invisibility .....Succeed in Mission 16
Low Gravity.....Succeed in Mission 20
Indestructible Environments..... .....Succeed in Mission 25
Super Banana Bomb Power-Up ....Succeed in Mission 33
Full Worm Game Options ..... Gain gold medals and elite ranks in every mode.

WWF Attitude

Career Mode Bonuses
To unlock the following bonuses and wrestlers win the appropriate championship titles and Per-Per-View Events in Career mode with any wrestler on any setting.

European Title
Win the European Championship and you will unlock Sable, Marc Mero, Trainer as well as Squeaky mode (the wrestlers speak in squeaky voices) and new customisations in the Create Wrestler mode.

Intercontinental Title
You will unlock Jacqueline and Chyna as well as Big Head mode and more points in the Create Wrestler mode if you win the Intercontinental Title.

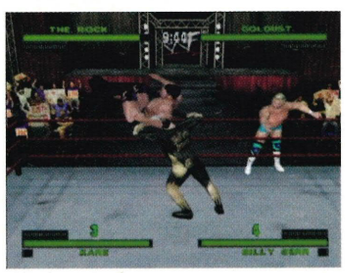
WWF Heavyweight Title
If you win this title you will unlock Head and two more modes of play – Beep mode and Ego mode. The Beep mode gives you the option to bleep out the foul language used by the wrestlers. The Ego mode makes the wrestlers' head grow when they gain momentum and shrink when it decreases.

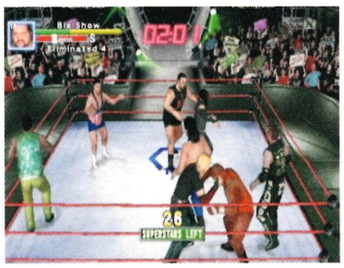
King Of The Ring Pay-Per-View
You will unlock Kurrgan and Taka Michinoku if you win this.

SummerSlam Pay-Per-View
You will unlock Sgt Slaughter and Shawn Michaels when you win this title.

Royal Rumble Pay-Per-View
You will unlock Jerry Lawler and Paul Bearer if this is completed.

Reveal Wrestlers Moves





To find out the moves for any boxer enter the Create Wrestler mode and select their move set before going to the edit option where their moves will be revealed. Otherwise you can press Pause during a bout and go to the moves list which will tell you what moves you can do at that time.

Taunts
To taunt your opponent hold Kick and Tie-up and then press Up, Left, Down, or Right.

WWF Royal Rumble

Blimey, those men in tights are pretty hard to get to grips with, aren't they? Well here's a few cheats and tips to help you.

Wrestle As Shane McMahon
Eliminate Shane McMahon during the 'Royal Rumble' on any setting to unlock him as a playable character.

Wrestle As Vince McMahon
Win all ten matches in 'Exhibition' mode on any setting in order to unlock him as a playable character.

Alternate Costumes
Hold Start + A while selecting wrestler at the Character Selection screen.

Alternate Backgrounds
Enter the Ranking screen and choose any section there before returning tot he main menu to see a new background – repeat procedure for more backgrounds.

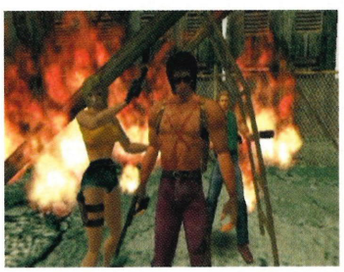
Infinite Double Team Moves
Knock the ref out twice using a weapon and a message will appear saying 'The referee is knocked out'. The Double Team moves will now light up, allowing you to perform infinite double team moves for a short while

Remain In Ring
Rotate the D-Pad or press the R button when your wrestler is hanging onto the ropes – he'll crawl back in.

Zombie Revenge

Access Cheat Mode
Accumulate points on the VMU mini-games to unlock 'Eternal Life', 'Area Select', 'Free Continue' and 'Free Time Limit' as cheat options in Original mode.

Change Costumes
Highlight character at the Character Selection screen, then hold Start and press B, X or Y.



TEXT CHAT

LIVE 1-2-1 24/7

SEND 'R CHAT' TO 83038 RED HOT AND THRILLING

Available to Vodafone, Cellnet and Orange users.
To Unsubscribe send 'U CHAT' to 83038

Each text costs to receive £1.18 Vodafone, £1.50 Cellnet and Orange
Box 201 CA48GU

WIND UP CALLS!

Listen to samples on the Internet
@ www.windupcalls.com

Mrs Davenport - Stammering Caller
Long Lost Friend
Recruited For The Army
Date With A Hunky Star
Madam's Services - Unpaid!
Telephone Date Reply
You've Scratched My Car!
TV Escort

The computer will dial out to your victim and then you can listen in on the line as he or she gets wound up!

09067 555 180

WINDUPCALLS.COM, Box 94, M6 8DF. Calls cost 75p / min.

mobee.co.uk

image is everything

the hottest postcards

the most wanted logos

the most wanted ringtones

* mobee chart *

1419415	Will Young - Evergreen
1419416	Shakira - Whenever, Wherever
1419417	Enrique Iglesias - Hero
1419418	Westlife - World Of Our Own
1419419	Kylie Minogue - In Your Eyes
1419420	R Kelly - World's Greatest
1419421	S Club 7 - You
1419422	Misteeq - Be With Me
1419423	DB Boulevard - Point Of View
1419424	Pink - Get The Party Started
1419425	Jamiroquai - Love Foolosophy
1419426	Puretone - Addicted To Bass
1419427	Brandy - What About Us?
1419428	Princess Superstar - Bad Babysitter

new tones

1419429	Ali G & Shaggy - Julie
1419430	Distant Soundz - Time After Time
1419431	Sum 41 - Eye Of The Tiger
1419432	System Of A Down - Chop Suey
1419433	J.Lo - Ain't It Funny
1419434	More Fire Crew - Oi

film & tv themes

1419435	James Bond Theme
1419436	Mission Impossible Theme
1419437	Inspector Gadget Theme
1419438	The Sweeney Theme
1419439	Postman Pat Theme
1419440	Rainbow Theme
1419441	Star Wars Theme

visit mobee.co.uk for 1000s more ringtones and logos

1 choose your ringtone or logo
2 call the order hotline
3 enter the code when asked
4 your choice will be sent instantly

from Eire call 1580 939 041

compatibility

postcards	logos	ringtones
Nokia 3210/3310	Nokia 3210/3310	Nokia 3210/3310
3330/6210/8210	3330/51xx (402)	3330/61xx/6210
8850	6xxx/7110/8210	7110/8110/8210
	88xx/9110	88xx/9110
		Sagem MC930/932
		939/959

0906 4660690

item not delivered within 24 hrs?
wrong item? call 0870 765 66233

calls to the order line cost £1.50/min calls from a mobile may cost more. average call length: 2 mins.
you must be over 16 to use this service. ask permission from the person who pays for the phone bill before calling.

directory

>www.totalgames.net

Sponsored by GAME

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, and as this is the only Dreamcast magazine out there, this is the only place you will find a complete listing for all those Dreamcast 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.

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							
90 Minutes	**SEGA**	2	✔	✔	ARCADE STICK	29	30%
We Say: "Slow and boring, with not even a hint of passion, flair or exitement. Not a bit like the real thing, unless you are a Southampton fan!" RM							
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							
Cannon Spike	**Capcom**	2	✔	✗	ARCADE STICK	31	54%
We Say: "Fun for a few minutes, but its incredibly short gameplay ultimately lets it down." MR							
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							
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							

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
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 was 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 attempts, 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							
Heavy Metal Geomatrix	**SEGA**	2	✔	✗	ARCADE STICK	31	55%
We Say: "Poor level design, dodgy camera angles and tedious gameplay ensure this title should be avoided."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							

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

continued>

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
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							
Mat Hoffman's Pro BMX	**Activision**	2	✔	✔	ARCADE STICK	29	68%
We Say: "Sadly, various other similar titles have done all this before. What's more, they did it all a hell of a lot better. *Tony Hawk's 2*, anybody?" SC							
MDK2	**Virgin Interactive**	1	✗	✗	ARCADE STICK	07	90%
We Say: "*MDK2* is one of the most original games yet to grace the Dreamcast as well as being one of the best. Brilliantly satisfying." AW							
Metropolis Street Racer	**SEGA**	2	✗	✗	STEERING WHEEL	15	96%
We Say: "One of the finest games that we've laid our hands on for a very, VERY long time." MM							
Midway Arcade Greatest Hits - Volume 1	**Midway**	2	✗	✗	✗	10	27%
We Say: "We don't care how 'classic' these games are – they just ain't worth the cash. Now, if *Gauntlet* was in there somewhere..." MM							
Millennium Soldier: Expendable	**Infogrames**	2	✗	✗	✗	01	80%
We Say: "If you're a seasoned gamer who remembers the likes of *Smash TV* then you'll know exactly what to expect from *Millennium Soldier*." NR							
MoHo	**Take 2**	2	✗	✗	ARCADE STICK	16	80%
We Say: "A uniquely odd game which, although genuinely good fun to play, has an unplaceable something missing." AW							
Mortal Kombat Gold	**Midway**	2	✗	✗	✗	03	77%
We Say: "Although a dying breed, *MKG* breathes new life into the series making it one of the more enjoyable Dreamcast beat-'em ups." AW							
Mr Driller	**Virgin Interactive**	1	✗	✗	ARCADE STICK	17	80%
We Say: "Despite a distinct lack of games modes and options, *Mr Driller* is quite simply brilliant fun!" AW							
MTV Sports: Skateboarding	**THQ**	4	✗	✗	ARCADE STICK	17	68%
We Say: "There's plenty to recommend *MTV Skateboarding* but at the end of the day it's no match for the might of *Tony Hawk's*." AW							
NBA Hoopz	**Midway**	4	✔	✗	ARCADE STICK	20	88%
"Looks fantastic, great fun to play with your mates and basically kicks ass. Reality – who needs it?" AW							
NBA2K	**SEGA**	4	✔	✗	✗	06	89%
We Say: "As an overall package this game is absolutely brilliant, although it does have limited appeal." AW							
NBA Showtime: NBA Vs NBC	**Midway**	4	✔	✗	✗	04	82%
We Say: "You don't have to be Shaquille O'Neal to be able to play Midway's top BB sim, as you can get straight onto the court with a minimum of fuss." AW							
NFL2K	**SEGA**	4	✔	✗	✗	04	74%
We Say: "When compared to the likes of *NFL Blitz*, *NFL 2K* is made to look wearisome and monotonous." AW							
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							

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

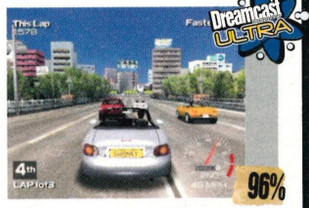
Certainly the definitive version of the timeless platform title and one that brings a smile to our faces whenever we give it just one more play...

Beat-'Em-Up

Soul Calibur

This has got to be 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

This is 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?

Virgin Interactive	1	✓	✓	✓	18	68%
Sin Eidos	4	✓	✓	✓	67	92%
Midway	2	✓	✓	✓	61	90%
Midway	2	✓	✓	ARCADE STICK	18	89%
Activision	1	✓	✓	✓	18	91%
Virgin Interactive	1	✓	✓	✓	17	68%
Eidos	3	✓	✓	✓	18	84%
Acclaim	2	✓	✓	STEERING WHEEL	60	91%
SEGA	4	✓	✓	✓	62	71%
Bam Entertainment	1	✓	✓	VIBRATION PACK	21	62%
Ubisoft	2	✓	✓	STEERING WHEEL	18	68%
Virgin	1	✓	✓	KEYBOARD	21	77%
SEGA	2	✓	✓	MEMORY	18	92%
Midway	1	✓	✓	STEERING WHEEL	19	77%
SEGA	1	✓	✓	FISHING ROD	60	88%
SEGA	1	✓	✓	✓	18	85%
SEGA	2	✓	✓	STEERING WHEEL	18	90%
SEGA	2	✓	✓	STEERING WHEEL	61	81%
SEGA	4	✓	✓	✓	64	92%
SEGA	4	✓	✓	✓	66	90%
Ubisoft	1	✓	✓	✓	62	88%
SEGA	1	✓	✓	ARCADE STICK	18	85%
SEGA	1	✓	✓	VIBRATION PACK	20	85%
Konami	1	✓	✓	✓	16	85%
Interplay	1	✓	✓	✓	18	84%
SEGA	1	✓	✓	✓	18	84%
Interplay	1	✓	✓	✓	18	88%

Shoot-'Em-Up

92%

StarLancer

...g away with the title ...t Shoot-'Em-Up' on ...eamcast, *StarLancer* ...nly deserves all the ...t gets. Top blasting ...AND online play! ...sting!

Sports

90%

Tony Hawk's Pro Skater 2

Without a doubt, one of the finest achievements in gaming. You will never, EVER get bored of it, even when you've finished it. This game is pure genius.

Strategy/Simulation

82%

Hidden And Dangerous

Being all stealthy and cunning is the name of the game in *Hidden And Dangerous*. Initially tricky to get to grips with, persevere and you'll fall in love with it.

directory

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

continued>

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
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							
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							

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	82%
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%
IllBleed	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%

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
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							
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	50%
We Say: "*The Nomad Soul* is a rewarding experience for those who are willing to give it a chance." MM							

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%

directory

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

continued>

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Time Stalkers	**SEGA**	1	✗	✗	✗	14	36%
We Say: "It plays in a way that makes spending an afternoon watching some fish fingers defrost sound interesting." WJ							
Tokyo Highway Challenge	**Crave**	2	✗	✗	STEERING WHEEL	03	64%
We Say: "*Tokyo Highway Challenge* isn't one of the best Dreamcast racing games but it does look fantastic." AW							
Tokyo Highway Challenge 2	**Ubi Soft**	2	✗	✗	STEERING WHEEL	17	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 *WDWQ: MRT* tries to replicate the fun and frolics of other kids' racing games, it ultimately fails to do so." AW							
Wetrix+	**Take 2 Interactive**	2	✗	✗	✗	08	71%
We Say: "Puzzle fans will find themselves in cerebral cortex-munching nirvana." SP							
Wild Metal	**Rockstar**	2	✗	✗	✗	07	58%
We Say: "*Wild Metal* amounts to no more than a dull, unimaginative, shameful waste of GD-ROM technology." ST							
Worms Armageddon	**Hasbro Interactive**	4	✗	✗	✗	04	73%
We Say: "As ever, Team 17 has delivered the goods, *Worms Armageddon* is the finest and most enjoyable of the series." AW							
Worms World Party	**Virgin**	4	✗	✔	ARCADE STICK	16	85%
"If you are even slightly into online games at their best, you'll want to get hold of this right now." MM							
WWF Attitude	**Acclaim**	4	✗	✗	✗	03	41%
We Say: "If you want a game that you can use as a frisbee when you're away from your Dreamcast... this is it". AW							
WWF Royal Rumble	**THQ**	4	✗	✗	ARCADE STICK	13	91%
We Say: "*WWF Royal Rumble* is a great representation of the crazy world of the WWF and should find favour with fans everywhere." KL							
Vanishing Point	**Acclaim**	2	✔	✔	STEERING WHEEL	19	70%
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							

GAME

Subject to the terms and conditions listed below:
1. Offer only valid on redemption of this voucher, which cannot be used in conjunction with any other offer or voucher.
2. Voucher is redeemable at any Game store in the UK or Eire.
3. This voucher is not recoverable and is not exchangeable for cash.
4. This voucher is redeemable against Dreamcast games only.
5. Only one voucher may be used per product.
6. This voucher cannot be redeemed against a pre-owned purchase.
7. This offer may be withdrawn at any time without prior notice.
8. This voucher is valid until 30 April 2002

www.game.uk.com

Dreamcast

£5 OFF VOUCHER

Any game priced £29.99 or over

GAME On!

Save Money On Your Favourite Dreamcast Titles!

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

IRRITATE A MATE™

Ted Goes "BALLISTIC"
Tel:0906 782 8470

This is my "PRIVATE NUMBER"
Tel:0906 782 8471

1. Dial your chosen number.
2. Dial in your victims number.
3. Wet yourself laughing!

The "NAFF" Birthday Message
Tel:0906 782 8472

"ABUSIVE COMPLAINER"
Tel:0906 782 8473

WORKS ON MOBILES TOO!

Calls cost £1 per min at all times. Ribsplitters Ltd. PO Box 9799, Tamworth B79 7XQ

NEW AGE CONSOLES

UNIT 1117 WHITGIFT CENTER, CROYDON, SURREY, CR0 1QH

BUY ONLINE @ WWW.NEWAGECONSOLES.COM

DREAMCAST GAMES	
NHL 2K2 US	£44.99
VIRTUAL STRIKER 2	£8.99
READY TO RUMBLE 2	£9.99
SONIC ADVENTURE	£8.99
AEROWINGS	£7.99
TOKYO HIGHWAY CHALLENGE	£7.99
TIME STALKERS	£9.99
FORMULA 1	£7.99
STUPID INVADERS	£9.99
THE NEXT TETRIS	£9.99

X BOX IN STOCK

GAMECUBE NOW

CALL NOW FOR ALL THE LATEST JAPANESE AND US IMPORT TITLES. WE RULE THE UK FOR VIDEO GAMES

HOTLINE : 0208 686 1680

1-1 PRIVATE CHAT
08704 559360
£2.99/min

GROUP CHAT
The Horniest Line Around
08704 557845
£2.99/min

Hilarious Wind Up Calls 2

Call the number below...put it through to your victim and listen in on their reaction

No Long Intros. Mobile & Receptionist Compatible Professional Actors

1.Invite to who wants to be a Millionaire
2.Invite to a Leaving Party at Number 10
3.Trouble with the Inland Revenue
4.Crossed Lines with the Old Bill
5.Mayhem with Mad Mike
6.My Daughter's Pregnant
7.Identity Parade at Scotland Yard
8.You're wanted as a Film Extra
9.Sexy Model Stuck in Lift
and Many More...

Don't forget to try our Sample Studio, or Jokes previously recorded in our Got'Em Hall of Fame

www.funnywindup.com
0905 105 0361

Calls cost £1.p/m.We are PSL, PO Box 1463, Bristol BS99 3PA.

Logo For You
0906 636 4800

1. choose your logo
2. call the order hotline
3. enter the code when asked
4. your choice will be with you in a flash

00839	01231	02928	02900	02071	02009
02669	02676	02671	02666	02665	02659
02383	02361	02010	00780	00665	00269
01779	01358	01289	01173	01092	04055
01719	01106	00051	00481	00406	00019
01237	00642	00317	03026	00380	00271
02795	02616	02199	02738	02596	02621

1000s more logos online at
www.logoforyou.co.uk

Nokia 3310, 33XX, 51XX, 61XX, 62XX, 8210, 88XX, 7110, 9XXX • Ericsson R520m/mc, T20c, T29, T39
Calls cost £1.50/min. Calls from mobiles may cost you more. Average call length 2.5min
Please seek permission before calling. Callers must be over 16.
Logoforyou is part of Dial-Appeal Ltd. 9 St. Georges Close, Ogbourne St. George, Marlborough, Wilts, SN8 1TG

GET A MATE IRATE!!!

CALL THIS NUMBER
09067 369253

YOU CHOOSE THE WIND-UP!

- MR FURY
- MR STUTTER
- THE DETECTIVE
- INVITE TO NO. 10
- MY DAUGHTER'S PREGNANT
- IRATE DELIVERY DRIVER

KEY IN YOUR MATE'S NUMBER, LISTEN IN AND HEAR THEIR REACTION

Calls cost £1/min at all times. Jokelines PO Box 43, Warminster, Wiltshire, BA12 7PP. Please seek permission from the person paying the bill before calling.

BACK ISSUES

To contact our back issues department:
Tel 01454 642442
Fax 01454 620080
Email dcm@cisubs.co.uk

Paragon Publishing Ltd
FREEPOST (SWB1565)
Patchway
Bristol
BS32 0ZZ

Missed an issue? Worry not – just fill in the voucher and it will soon be yours!

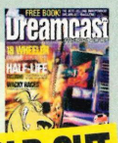
ISSUE 8

Featuring
Rush 2049, Wacky Races, Urban Chaos, Virtua Cop 2

Reviews
Dead Or Aliv... 4Wheel Thunder, Tech Romancer, Ecco The Dolphin

SOLD OUT

ISSUE 9



Featuring
Black & White, 18Wheeler, Virtua Tennis, Quake III, Half-Life

Reviews
Wacky Races, Sword of the Berserk, Fur Fighters, GTA 2, V-Rally 2: Expert Edition

SOLD OUT

ISSUE 10

Featuring
Ferrari F355 Challenge, Colin McRae 2, WWF Royal Rumble

Reviews
Samba De Amigo, Resident Evil Code: Veronica, Tony Hawk's Skateboarding, Star Wars Racer

ISSUE 11

Featuring
Colin McRae Rally 2.0, Metropolis Street Race...

Reviews
Marvel Vs C... 2, South Park 2, NHL2K, Bust-A-Move 4

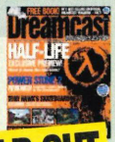
SOLD OUT

ISSUE 12

Featuring
Silent Scope, Ferrari 355 Challenge, Star Lancer

Reviews
Virtua Tennis, Hidden & Dangerous, F1 World Grand Prix 2, Jet Set Radio

ISSUE 13



Featuring
Half-Life, Phantasy Star Online, Vanishing Point

Reviews
Power Sto... 2, San Francisco Rush 2049, Sydney 2000

SOLD OUT

ISSUE 14

Featuring
Shenmue, Jet Set Radio, Le Mans 24 Hours, Ducati Life, Spawn: ITDH

Reviews
Ultimate Fighting Championship, Space Channel , Virtua Athlete

ISSUE 15

Featuring
Phantasy Star Online, Quake III, Ready 2 Rumble: Round 2, Sonic 2

Reviews
Jet Set Radio, Silent Scope, Half- Metropolis Street Racer, SEGA Extreme Sports, Super Runabout

ISSUE 16

Featuring
Unreal Tournament, Driver 2, Resident Evil 3: Nemesis, Speed Devils Online

Reviews
Shenmue, Quake III: Arena,Ready 2 Rumble: Round 3, UEFA Dream Soccer

ISSUE 17

Featuring
AITD: The New Nightmare, Crazy Taxi 2, Soul Reaver: Legacy of Kain 2

Reviews
Tony Hawk's Pro Skater 2, Tokyo Highway Challenge 2, Tomb Raider: Chronicles

ISSUE 18

Featuring
Phantasy Star Online, Sonic Adventure 2, Daytona USA 2001

Reviews
Sonic Shuffle, StarLancer, Aqua GT, Project Justice, The Grinch, Record of Lodoss War

ISSUE 19

Featuring
Spider-Man, Dragon Riders: Chronicles of Peril, Fighting Vipers 2

Reviews
Phantasy Star Online, Vanishing Point, F1 Racing Championship, 4X4 Evolution

ISSUE 20

Featuring
Out Trigger, Headhunter, Crazy Taxi 2, Shenmue 2

Reviews
Skies of Arcadia, Daytona USA 2001, NBA Hoopz, Ducati World, Typing of the Dead

ISSUE 21

Featuring
Spider-Man, Confidential Mission, Unreal Tournament

Reviews
Stunt GP, Rogue Spear, Iron Aces, SEGA Smash Pack, Charge'N Blast, Cannon Spike

ISSUE 22

Featuring
Black & White, Commandos 2, Conflict Zone, Alone In The Dark

Reviews
Unreal Tourn... Man, Confid... Mission,18Wheeler, Stupid Invaders, Mars Matrix

SOLD OUT

ISSUE 23

Featuring
Sonic Adventure 2, Headhunter, Bleemcast, Shenmue II

Reviews
Crazy Taxi 2, Alone in the Dark: The New Nightmare, Evil Dead, The Next Tetris, IIIBleed

ISSUE 25

Featuring
Bomberman Online, Bang! Gunship Elite, Beach Spikers

Reviews
Phantasy Star Ver.2, Capcom Vs SNK Pro, Neo Golden Logres, Atari Anniversary Pack

ISSUE 26

Featuring
Virtua Fighter 4, Propeller Arena, Floigan Brothers, Evil Twin, Rez

Reviews
Metal Gear Solid, Industrial Spy, Arabian Nights, Heavy Metal: Geomatrix, Spec Ops 2

ISSUE 27

Featuring
Shenmue II, Headhunter, Tennis 2K2, Super Monkey Ball

Reviews
Alien Front Online, Samba De Amigo ver.2000, SEGA Bass Fishing 2, World Series Baseball

ISSUE 28

Featuring
Super Monkey Ball, Evil Twin, SEGA GT 2002, Virtua Fighter 3TB, M-SR

Reviews
Tennis 2K2, Headhunter, Floigan Brothers, Capcom Vs SNK 2

ISSUE 29

Featuring
Gun Valkyrie, Jet Set Radio Future, Sonic Adventure 2, Project Gotham Racing, Rez

Reviews
Shenmue II, 90 Minutes, Mat Hoffman's Pro BMX

ISSUE 30

Top 10 Reviews
Virtua Tennis 2, Crazy Taxi 2, Headhunter, Confidential Mission, Sonic Adventure 2, Shenmue II, Daytona USA 2001, Outtrigger, Capcom Vs. SNK, Alien Front Online

ISSUE 31

20 Dreamcast Games You Must Own
Essential purchases for every Dreamcast owner

Reviews
Rez, Heavy Metal Geomatrix, Cannon Spike

ISSUE 32

The very best fighting games revlealed!
If you like games that pack a punch then get this!

Reviews
Soul Calibur, Dead Or Alive 2, Vitual Fighter 3tb, Ultimate Fighting Championship

YOUR DETAILS

Dreamcast magazine
The world's most advanced console magazine!

DCM0232

Name .....

Signature .....

Address .....

.....

.....

.....

Postcode.....

Tel.....

PAYMENT METHOD

☐ Cheque/postal order made payable to Paragon Publishing Ltd.
Amount enclosed .....

☐ Credit card type .....
(ACCESS/VISA/MASTERCARD/SWITCH)

Issue No (Switch) .....

Expiry date .....

Card Number .....

>If you don't want to receive related material tick this box. ☐

9 N/A	10 N/A	11 N/A	12 N/A	13 ☐	14 N/A
15 N/A	16 ☐	17 ☐	18 ☐	19 ☐	20 ☐
21 ☐	22 ☐	23 N/A	24 ☐	25 N/A	26 ☐
27 N/A	28 ☐	29 ☐	30 ☐	31 ☐	32 ☐

Back Issues order form

Please tick issues required (£4.50 each inc. p+p) UK only. Overseas prices available upon request.

SUBSCRIPTIONS

Pay By Direct Debit and save 10%

get a year's worth of DM> **Dreamcast magazine**

cost details

SIX ISSUES OF DREAMCAST MAGAZINE

UK	Europe	World
£18	£20	£28

Call the subscription hotline now on

01454 642442

Fax 01454 620080
Email dcm@cisubs.co.uk

Or fill in this form, cut it out and send it to: Paragon Publishing Ltd, FREEPOST (SWB1565), Patchway, Bristol BS32 0ZZ

SAVE CASH!

There's never been a better time to subscribe! Get six issues for only £18!

YES, I WOULD LIKE TO SUBSCRIBE TO **DREAMCAST MAGAZINE** FOR SIX ISSUES

DCM0233

PERSONAL DETAILS

Your name

Address

Postcode Email

Phone number Date of Birth

SUBSCRIPTION AS A GIFT

Name

Address

Postcode Email

Phone number Date of Birth

PARAGON PUBLISHING

Please return this order form or a photocopy of it together with your cheque/PO (if applicable) to the following address:
Paragon Publishing Ltd, FREEPOST (SWB1565), Patchway, BRISTOL, BS32 0ZZ.

From time to time, Paragon sends out news about exciting new products and opportunities that are of interest to readers. If you do not wish to receive such information, please tick this box. ☐

PAYMENT DETAILS

1. Direct Debit

☐ UK only £7.65 every three issues – **SAVE AN EXTRA 10%**

PARAGON PUBLISHING

Instruction to your Bank or Building society to pay by Direct Debit

DIRECT Debit

Please fill in the form and send it to: *Paragon Publishing Ltd, Freepost (SWB1565), Patchway, Bristol, BS32 0ZZ*

Name and full postal address of your Bank or Building Society

To: The manager Bank/Building Society

Address

Postcode

Name(s) of account

Branch sort code

Bank/Building society account number

Originator's Identification Number: 8 5 1 4 1 2

Reference Number

Instructions to your Bank or Building society.
Please pay Paragon Publishing Ltd Direct Debits from the account detailed in this instruction subject to the safeguards assured by the Direct Debit guarantee. I understand that this instruction may remain with Paragon Publishing Ltd and, if so, details will be passed on electronically to my Bank/Building society

Signature(s)

Date

Banks and building societies may not accept Direct Debit instructions for some types of account

A6 instruction form

2. Cheque/credit/debit card

☐ **UK** £18 for six issues ☐ **Europe** £20 for six issues ☐ **World** £28 for six issues

☐ **Cheque** (£'s sterling made payable to Paragon Publishing Ltd)

☐ **Visa** ☐ **Mastercard** ☐ **Amex** ☐ **Switch** ☐ **Delta**

Card number:

Expiry date: — Issue No:

Signed: Date:

dream on...

The number one unofficial Dreamcast magazine. HERE'S WHY...

- Every UK, Japanese and American game reviewed
- New cheats, tips and solutions every month
- Tonnes of competitions and prizes to be won every month
- Our reviews are written by the best in the business
- We scour the globe to bring to you the latest news
- The ONLY Dreamcast magazine that you'll ever need!

Hey, Newsagent...

☐ **Please reserve me a copy of...**

Dreamcast Magazine

Name: .....

Address: .....

.....

.....

Postcode: .....

Tel: .....

Price: £3.50
ISSN: 1466-2388

To ensure you receive a copy of the leading unofficial DREAMCAST MAGAZINE fill in this coupon and hand it to your local newsagent.

Newsagent Information:
DREAMCAST MAGAZINE is published by Paragon Publishing Ltd [**Tel:** 01202 299900; **Fax:** 01202 299955; **www.paragon.co.uk**] and is available from your local wholesaler. DREAMCAST MAGAZINE is distributed by Seymour [**Tel:** 01202 200232] and are fully SOR.

NEXT MONTH...

We wip out our guns for a shoot-'em-up special!

Issue 34
On Sale 25 April 2002

Dreamcast magazine

Paragon Publishing Ltd, Paragon House
St Peter's Road, Bournemouth
Dorset BH1 2JS
Tel: +44 (0) 1202 299900
Fax: +44 (0) 1202 299955
Web site: www.paragon.co.uk

CUSTOMER SERVICES
If you have a query regarding a subscription or back issue, or would like to place an order, please contact the subscription hotline on 01454 642442 or email paragon@cisubs.co.uk

For all other queries including missing covermounts, please contact our Customer Services department on 01202 200200 or email subs@paragon.co.uk

MAGAZINE TEAM
Group Editor **Simon 'Still Here' Phillips**
lips@paragon.co.uk
01202 200245
Managing Editor **Nick 'DVD' Roberts**
Group Art Editor **Nick 'Under-staffed' Trent**
Designer **Steve Gotobed**
Sub Editor **Stu 'In A Day' Messham**
Contributors **Alex Warren, Simon Cann, Mike Richardson, Will Johnston, Martin Mathers, Stuart Taylor, Kendall Lacey, Simon Hill, Tom Sargent and Chandra Nair**

Thanks to:
The comedy team. They laugh, cry and scream on your behalf. It's a love thing!

ADVERTISING
Advertising Manager **Felicity Mead**
01202 200224
felicity@paragon.co.uk

Ad Sales Executive **Marcus Reeves**
01202 209366
marcus@paragon.co.uk

Copy Controllers **Jo Spick, Lorraine Troughton**

PRODUCTION & DISTRIBUTION
Production Manager **Dave Osborne**
Bureau Manager **Chris Rees**
Scanning/pre-press **Penny Johns**
Circulation Manager **Tim Harris**
Tel: +44 (0) 1202 200282
Fax: +44 (0) 1202 200217

INTERNATIONAL LICENSING
DREAMCAST MAGAZINE is available for licensing overseas.
For details, please contact:
International Manager **Cathy Blackman**
Tel: +44 (0) 1202 200205
Fax: + 44 (0) 1202 200217
Email: cathb@paragon.co.uk

DIRECTORS
Editorial Director **Damian Butt**
Production Director **Jane Hawkins**
Circulation & Marketing Director **Kevin Petley**
Advertising Director **Peter Cleall**
Art Director **Mark Kendrick**
Finance Director **Steven Boyd**
Managing Director **Mark Simpson**

SUBSCRIPTIONS
Subscription rates (6 Issues) UK £17
Europe £22 World £30
Subscription Hotline 01454 642442

Printed by ET Heron & Co,
The Bentall Complex, Colchester,
Haybridge, Maldon, Essex
Distributed by Seymour Ltd, 1st Floor, 86
Newman Street, London W1P 3LD
Tel: 0207 3968000

DREAMCAST MAGAZINE is fully independent and is in no way an official SEGA licensed publication. The views expressed within are not necessarily the opinions of SEGA, its software partners or third party software publishers. All copyrights and trademarks are recognised. No part of this magazine may be reproduced without the written permission of the publisher. Paragon Publishing Ltd holds no responsibility for any purchases made from any companies advertising in our magazines.
© 2002 Paragon Publishing Ltd

DREAMCAST MAGAZINE
ISSN 1466-2388

Cover image © SEGA 2002

PARAGON PUBLISHING

Top 20 Chart Tones

1	WILL YOUNG - EVERGREEN	NEW	7196
2	SHAKIRA - WHATEVER WHEREVER	NEW	7205
3	ENRIQUE IGLESIAS - HERO		6193
4	LASGO - SOMETHING	NEW	5582
5	NICKELBACK - HOW YOU REMIND ME	NEW	5788
6	WESTLIFE - WORLD'S OF OUR OWN		6965
7	KYLIE MINOGUE - IN YOUR EYES		6629
8	R KELLY - THE WORLD'S GREATEST		6633
9	S CLUB 7 - YOU		6831
10	BEVERLY KNIGHT - SHOULDA' WOULDA' COULDA'	NEW	7364
11	MIS-TEEQ - B WITH ME		6624
12	DB BOULEVARD - DIFFERENT POINT OF VIEW		6616
13	PINK - GET THE PARTY STARTED		6479
14	JAMIROQUAI - LOVE FOOLOSOPHY	NEW	6744
15	PURETONE - ADDICTED TO BASS		6560
16	BRANDY - WHAT ABOUT US		6635
17	PRINCESS SUPERSTAR - BAD BABYSITTER		6656
18	JA RULE FEAT ASHANTI DOUGLAS - ALWAYS ON TIME		6270
19	A - NOTHING		7294
20	DISTANT SOUNDZ - TIME AFTER TIME	NEW	7365

This Weeks New Releases

Me Julie - Ali G/Shaggy	★★★★	7297
Break Your Neck - Busta Rhymes	NEW!	7209
Ever So Lonely - Jakatta		6648
Film Maker - Cooper Temple Clause		6856
Flowers In The Window - Travis		7197
Foolsophy - Jamiroquai		6744
If You Come Back - Blue		6186
Leroy - Wheatus		6558
Let Me Be The One - Cliff Richard		6856
Let's Stay Home Tonight - Joe		7199
Love Should Be A Crime - O-Town		7200
Lovely - Bubba Sparxx		6756
Movies - Alien Ant Farm		6559
Points Of Authority - Linkin Park		6527
Say Hello Wave Goodbye - David Gray		6618
Take My Hand - Dido		7220
The Drill - The Dirt Devils		6762
The Fake Sounds Of Progress - Lost Prophets		7203
Train Don't Stop There Anymore - Elton John		6763
Too Many MC's - Public Domain		6669
Wannabe Gangstar - Wheatus		6652
Whenever - Wherever - Shakira		7205
Wrong Impression - Natalie Imbruglia		6966

TONE PREVIEW LINE
Listen to any tone listed BEFORE you order
0906 782 9340

TONES OF THE WEEK

4690	The Magic Roundabout
3548	The Great Escape
1836	The Rock (Wrestling)
0099	The Muppets
4850	BBC Cricket Theme
6060	Bare Necessities
0013	Beverly Hills Cop
5317	Joe 90
5061	Dambusters March
4860	Pulp Fiction - Theme
0005	Walk This Way - Aerosmith
0132	Simpsons Theme
1576	Who Let The Dogs Out
0025	James Bond Theme
0221	Match of the Day
0065	Halloween Film
0094	Mission Impos. Theme

ANTHEMS

0062	GOD SAVE THE QUEEN
5077	IRISH NATIONAL ANTHEM
5084	WELSH NATIONAL ANTHEM
4141	JERUSALEM - CLASSICAL
0126	RULE BRITANNIA - BRITISH
0129	SCOTLAND THE BRAVE
5306	FLOWER OF SCOTLAND
6878	SWING LOW SWEET CHARIOT
6879	WORLD IN UNION
6884	MEN OF HARLECH
6888	LAND OF MY FATHERS

ROCK YOUR NOKIA

★TONE OF★ THE MONTH SCOOBY DOO CODE - 0126

& MOTOROLA, SAGEM, SENDO & ERICSSON PHONE 0907 787 0816

★ WITH TONES & GRAPHICS
★★ TEXT MESSAGES FROM 50P

NEW FILM & TV TONES

ALADDIN	5424	HI HO/SNOW WHITE	6072	SCOOBY DOO	0128
BABY ELEPHANT WALK	5401	HOME AND AWAY	6150	SESAME STREET	0130
BACK TO THE FUTURE	6146	HONG KONG FUEY	5362	SOME MOTHERS DO 'AV EM	6166
BANANA SPLITS	5316	IF I WERE A RICH MAN	5397	SOUND OF MUSIC	5337
BATFINK	5359	JAMIE/MAGIC TORCH	5363	TARZAN	6176
BERTHA - TV THEME	6163	JESUS CHRIST S/STAR	5418	TELETUBBIES	0156
BLUE PETER	6147	JIM'LL FIX IT	6151	THE CAN CAN	6200
BOB THE BUILDER	5333	JOE 90	5317	THE GODFATHER	5413
BRAVEHEART	6076	KICK START	6159	THE GOOD/BAD/UGLY	4854
BUGSY MALONE	6068	KNIGHTRIDER	0204	THE HULK - TV THEME	6077
BUTTON MOON	6090	LAUREL & HARDY	6067	THE MUPPETS - THEME	0099
CASUALTY - TV THEME	6201	LOONY TUNES	0088	THE SMURFS	6154
CHITTY CHITTY BANG BANG	5319	LORD OF THE RINGS	6080	THE SNOWMAN	6167
DANGERMOUSE	5334	MAGIC ROUNDABOUT	4690	THE TIME WARP - ROCKY HORROR	5421
DEEP SPACE 9	6239	MIAMI VICE	6243	THUNDERBIRDS	0155
DOGTANIAN	6148	MR BENN - THEME	5355	TOM & JERRY	6095
DOH A DEER	5337	MUNSTERS	0098	UP WHERE WE BELONG - OFFICER & GENTLEMAN	5412
DR WHO ★★★	4688	NEW ADV OF SUPERMAN	5365	WALLACE & GROMIT	4865
ENTER THE DRAGON	6172	OH WHAT A BEAUTIFUL MORNING	5419	WHERE EAGLES DARE	5422
FLINTSTONES	0052	ONLY FOOLS/HORSES	6152	WILLO THE WISP	6079
FRAGGLE ROCK	5375	PEANUTS - SNOOPY	0012	WINNIE THE POOH	6179
GET CARTER	5425	PINK PANTHER	4691	WIZARD OF OZ ★★★	5367
GODZILLA	6156	POSTMAN PAT ★★★	0229	WONDER WOMAN	6202
GRANGEHILL	6093	RAGGY DOLLS ★★★	6153	WOODY WOODPECKER	5339
HAPPY BIRTHDAY	6075	RAINBOW	4861	ZIP A DEE DOO DAH -	6098
HE-MAN	6149	ROOBARB & CUSTARD	0122		
HE-MAN - TV THEME	6149	RUPERT THE BEAR	6165		

Football Tones/Logos

SUPPORT YOUR TEAM GET THEM TO NO.1

LIVERPOOL STORM ON!!!

1.	NEVER WALK ALONE - LIVERPOOL	3545
2.	MARCHING ON TOGETHER - LEEDS UTD	3541
3.	FIELDS OF ATHENRAY - CELTIC	3547
4.	SIMPLY THE BEST - RANGERS	5309
5.	Z CARS - EVERTON/WATFORD	3546
6.	GLORY, GLORY - MAN UTD, SPURS	4134
7.	MULL OF KINTYRE - CHARLTON	0224
8.	WILD ROVER - BLACKBURN	5310
9.	BLUE IS THE COLOUR - CHELSEA	4140
10.	GLORY, GLORY - MAN UTD, SPURS	4134
11.	WHO LET THE DOGS OUT - LIVERPOOL	1576
12.	SAILING - MILLWALL	5294
13.	CITY TILL I DIE - CITY	3540
14.	BLUE MOON - MAN CITY	4130
15.	VINDALOO - ENGLAND	1514
16.	I'M FOREVER BLOWING... - WEST HAM	3543
17.	THE GREAT ESCAPE - SHEF WEDNESDAY	3548
18.	GLORY, GLORY - MAN UTD, SPURS	4134
19.	DAYDREAM BELIEVER - SUNDERLAND	4132
20.	KEEP RIGHT ON - BIRMINGHAM CITY	4137
21.	LAND OF HOPE/GLORY - ENGLAND	5251
22.	WHEN THE SAINTS ... - SOUTHAMPTON	3544
23.	MATCH OF THE DAY - THEME	0221
24.	NAY NAY NEVER - BURNLEY	4138
25.	RULE BRITTANIA - BRITISH TEAMS	0126

BECKS 4254 | IPSWICH 4243 | Charlton 1652
LIVERPOOL 4246 | MIDDLESBORO 1658 | SOUTHAMPTON 1659
Newcastle 4247 | Millwall F.C 1546 | FA CUP 2001 WINNERS 4270
UNITED 3501 | QPR QUEENS PARK RANGERS 3946 | WATFORD F.C. 3959
CARDIFF CITY 3934 | GUNNERS 3514 | Wolves 1489
GILLINGHAM F.C. 3939 | SOLTON WANDERERS FC 3932 | BURNLEY F.C. 3933
WEST HAM 1472 | FOREST 3937 | COVENTRY 1653
SHEFFIELD UNITED F.C. 3947 | OWEN 4262 | RANGERS 4272
KEANO is god 1571 | CHELSEA 4240 | ROVERS 1469

Films & TV Tones

(★★★ MOST POPULAR)

4680	AIRWOLF - THEME	0047	EUROVISION	5298	ROBIN HOOD
4850	BBC CRICKET	4852	EYE OF THE TIGER	4844	STAR TREK
0166	BENNY HILL	4853	FATHER TED	4827	STAR WARS (PHANTOM MENACE)
0013	BEVERLY HILLS COP	5265	FRIENDS	4863	STARSKY & HUTCH
4780	BEWITCHED	0065	HALLOWEEN	0151	STAR WARS ★★★
4682	BIPERTY	0101	HAVE I GOT NEWS FOR U	0152	SUPERMAN
4683	BLACKADDER	4855	HAWAII 5 O ★★★	4847	THE A TEAM
4684	BLADE RUNNER	0199	INDIANA JONES	0044	THE ENTERTAINER (THE STING)
4848	BLIND DATE	0025	JAMES BOND	4856	THE ITALIAN JOB
	BOPERTY BOO	0187	DOCTOR NO	4826	THE MAGNIFICENT 7
4846	BUFFY/ VAMP/SLAYER	5266	JAWS	4859	THE PROFESSIONALS
4685	BUG'S LIFE ★★★	4857	LIVE AND LET DIE	4862	THE ROCKFORD FILES
4687	CHARIOTS OF FIRE	4858	LOST IN SPACE	4829	THE SAINT
1516	CHARLIE'S ANGELS	4830	LOVE IS ALL AROUND - 4 WEDDINGS	0132	THE SIMPSONS
4849	CORONATION STREET	4690	MAGIC ROUNDABOUT	0153	THE SWEENEY
4851	DADS ARMY	0094	MISSION IMPOSSIBLE	0157	TITANIC ★★★
0035	DALLAS	5420	PICK A POCKET OR TWO - OLIVER	4864	TOP GUN
5061	DAMBUSTERS MARCH	4860	PULP FICTION ★★★	4865	WALLACE & GROMIT
5250	DAWSON'S CREEK	4828	RETURN OF THE JEDI		
0043	EASTENDERS ★★★				

Wrestling Tones & Logos

3486	APA	1839	RAW	THE ROCK 1835	APA PROTECTION 3042
3487	CHYNA	4840	SHOOTER - CHRIS BENOIT STEVE AUSTIN	DEADMAN THE UNDERTAKER 3050	Y2J 3052
4836	I'VE GOT IT ALL - BILLY GUNN	3481	STONE COLD	HARDY BOYS 2X 3040	KA KURT ANGLE 3048
4835	IT JUST FEELS RIGHT - LITA	4841	THE GAME - TRIPLE H	CHYNA 3044	TRIPLE H 3051
3485	KANE ★★★	1836	THE ROCK	RAW IS WAR 3058	
3480	KURT ANGLE	1840	TOO COOL		
4837	MEDAL - KURT ANGLE	3482	TRIPLE H		
4838	OUT OF THE FIRE - KANE	3484	UNDERTAKER (NEW)		
4839	PIE - THE ROCK & SLICK RICK	4842	WHO I AM - CHYNA		

CHART NO.1'S 2001

ROLLIN - LIMP BIZKIT	3673	LADY MARMALADE - C. AGUILLERA/LIL KIM	4766
TOUCH ME - RUI DA SILVA FT CASANDRA	3679	THE WAY TO YOUR LOVE - HEAR SAY	4650
WHOLE AGAIN - ATOMIC KITTEN	3670	ANOTHER CHANCE - ROGER SANCHEZ	5213
IT WASN'T ME - SHAGGY NEW!	3705	ETERNITY/THE ROAD	
UPTOWN GIRL - WESTLIFE	3719	TO MANDALAY - R. WILLIAMS	5270
PURE & SIMPLE - HEAR SAY	3729	ETERNAL FLAME - ATOMIC KITTEN	5322
WHAT TOOK SO LONG - EMMA BUNTON	3751	21 SECONDS - SO SOLID CREW	5390
SURVIVOR - DESTINY'S CHILD	4280	LET'S DANCE - FIVE	5399
IT'S RAININ MEN - GERI HALIWELL	4455	TOO CLOSE - BLUE	5502
DON'T STOP MOVIN - S CLUB 7	3764	MAMBO NO.5 - BOB THE BUILDER	5571
DO YOU REALLY LIKE IT - DJ PIED PIPER	4640	HEY BABY - DJ OTZI	5767
ANGEL - SHAGGY FEAT. RAYVON	4633	CAN'T GET YOU OUT OF MY HEAD - KYLIE	5536
		BECAUSE I GOT HIGH - AFROMAN	5603

ALL TIME FAVOURITE TONES

5273	CASTLES IN THE SKY - IAN VAN DAHL	5272	PERFECT GENTLEMAN - WYCLEF JEAN
5270	ETERNITY - ROBBIE WILLIAMS	0134	SMOKE ON THE WATER - DEEP PURPLE
5215	HEAVEN IS A HALFPIPE - OPM	3732	GIRLS DEM SUGAR - BEANIE MAN
5525	I'M ALL ABOUT YOU - DJ LUCK	3722	*!#* ON YOU - D12
5446	HELP ME I'M A FISH - LITTLE TREES	3721	CLINT EASTWOOD - GORILLAZ
5322	ETERNAL FLAME - ATOMIC KITTEN	0294	CHANGES - 2PAC
5350	LITTLE L - JAMIROQUAI	3752	BOW WOW - LILBOW WOW
5271	PURPLE HILLS - D12	3723	PIANO LOCO - DJ LUCK
0060	GET UP AND STAND UP - BOB MARLEY	4750	WE COME ONE - FAITHLESS
		5468	STARLIGHT - SUPERMAN LOVERS
		5229	LUV ME LUV ME - SHAGGY

70's/80's HITS

0333	JUST CANT GET ENOUGH - DEPECHE MODE	0087	THE LION SLEEPS TONIGHT - TIGHT FIT
0241	SURFIN USA - BEACH BOYS	5356	SUMMER OF 69 - BRYAN ADAMS
0001	TAKE ON ME - AHA	0185	WALK OF LIFE - DIRE STRAITS
0243	TEARS IN HEAVEN - ERIC CLAPTON NEW!	1507	DANCING QUEEN - ABBA
		0095	MONEY MONEY MONEY - ABBA
		5469	KINGSTON TOWN - UB40
		0167	YMCA - VILLAGE PEOPLE

POP

0340	LA VIDA LOCA - RICKY MARTIN
1518	I BELIEVE I CAN FLY - R KELLY
1583	BAT OUT OF HELL - MEATLOAF

ROCK

0005	WALK THIS WAY - AEROSMITH
0108	PRETTY FLY FOR A WHITE GUY - OFFSPRING
0258	AMERICAN WOMAN - LENNY KRAVITZ
0272	AROUND THE WORLD - RED HOT CHILLI PEPPERS

CLASSICS

0086	LIGHT MY FIRE - THE DOORS
0291	I WILL SURVIVE - GLORIA GAYNOR
0245	THOSE WERE THE DAYS - QUEEN
0109	ONE LOVE - BOB MARLEY

EMINEM

1513	STAN
1515	THE REAL SLIM SHADY
1579	THE WAY I AM

ROBBIE WILLIAMS

0346	MILLENNIUM
0268	ANGELS
0377	SHE'S THE ONE
1519	KIDS
1585	ROCK DJ

BRAND NEW CLASSICS

6161	SUNDAY BLOODY SUNDAY - U2	5295	PRETTY WOMAN - ROY ORBISON
5340	WHEN A MAN LOVES A WOMAN - P SLEDGE	5299	IMAGINE - JOHN LENNON
5335	RENDEVOUS 2 - JEAN MICHELLE JARRE	5302	I WANT TO BREAK FREE - QUEEN
5336	UNDER THE BRIDGE - RED HOT CHILLI PEPPERS	5300	NIGHTS IN WHITE SATIN - MOODY BLUES
5292	DON'T YOU WANT ME - HUMAN LEAGUE	5304	MAGGIE MAY - ROD STEWART
5293	DO YOU THINK I'M SEXY - ROD STEWART	5321	GARDEN PARTY - MARILLION
5320	PHANTOM OF THE OPERA - IRON MAIDEN	5305	SATISFACTION - ROLLING STONES
5377	IT'S NOT UNUSUAL - TOM JONES	5308	THE AIR I BREATHE - THE HOLLIES
5294	SAILING - ROD STEWART	5309	SIMPLY THE BEST - TINA TURNER
		5318	HOTEL CALIFORNIA - EAGLES
		5338	WITH OR WITHOUT YOU - U2

60's HITS

5295	PRETTY WOMAN - ROD STEWART	4775	I'VE GOT YOU UNDER MY SKIN - FRANK SINATRA
5262	I CAN'T HELP FALLING IN LOVE - ELVIS PRESLEY	5263	JAILHOUSE ROCK - ELVIS PRESLEY
5352	HOUSE OF THE RISING SUN - ANIMALS	5354	JUMPING JACK FLASH - ROLLING STONES
5377	IT'S NOT UNUSUAL - TOM JONES	5264	LOVE ME TENDER - ELVIS PRESLEY
		5408	MUSIC TO WATCH THE GIRLS GO BY - ANDY WILLIAMS

More Films/Tv

0008	AMERICA - (WEST SIDE STORY)		
4681	AVENGERS - THEME ★★★		
0015	BABYLON 5 - THEME		
5360	BATTLE OF THE PLANETS - THEME		
5361	CAGNEY & LACEY - THEME		
0075	ITCHY AND SCRATCHY		
0085	MONTY PYTHON		
0117	POPCORN - THEME		
5364	STAR FLEET - THEME NEW!		
0148	STAR TREK - THEME		
5371	THE WALTONS - THEME		

Music

EMINEM 1555 | Shaggy 4110
OASIS 1672 | limp bizkit 4164 | Robbie 4111
Harry Potter 6218 | POOH 0609 | 4031
1665 | 0681 | 4117
0569 | 2789 | 100% SEXY 2060

TONE OF THE WEEK - Will Young - Evergreen Code - 7196

CAN'T FIND WHAT YOU WANT?
name your favourite artist(s) and we'll tell you all the tones we've got by them
CALL: 0907 787 3040

★ NEW MEGA-TONE ★
Unchained Melody - Gareth Gates
Code - 7339

Classic Tones Of The Week

The Italian Job - Film Theme Code - 4856	Eye Of The Tiger - Rocky Film Theme Code - 4852	Rainbow - TV Theme Code - 4861
The A-Team - TV Theme Code - 4847	Banana Splits - TV Theme Code - 5316	Hawaii 5-0 - TV Theme Code - 4855

0907 787 0816

24 hours a day, 7 days a week

ITS AS EASY AS 1,2,3.
1. Call the number above
2. Quote the 4-digit code
3. Receive your selection – immediately!!

IMPORTANT: If you can't get through on your mobile, call from your home or office phone and send it to your mobile (be sure to get the bill payers permission before calling)

From Ireland? Call 1580-927192

www.findatone.co.uk

For 1,000's more tones and graphics

You can receive tones on various mobiles - Nokia, Sagem, Sendo & Motorola - and logos on Nokia models ★ visit our website to see how you get tones for Siemens & Ericsson phones. * phones for tones Nokia - 3210,51xx, 71xx, 8210, 88xx series and 9000/9110 Sagem - MC/MW932, MC/MW939, MC930, 940, 942, 946, 949, 950, 952, 956, 959. Motorola - (2001) models only) T250, V50, V100, V8088, Ericsson T39, R520m/mc, T65, wara R3, * logos for phones. Nokia - 3310, 3210, 8310, 8210, 8850, 51xx series, and 9000/9110. Sendo - S200, S220, S230, S250, J520, J530, J550, P200, P220, P230. The Nokia 51xx, 81xx series can only receive graphics. This is a service from Teleworld, CY-1087, Nicosia, Cyprus. * Landline Calls cost £1.50 per minute, average call time 2.5 min (£3.75). Calls to 09067 numbers cost £1. Calls from mobiles may cost more. Make sure you have bill payer's permission. Orders are normally sent immediately. Customer Support UK 0871-872-6869 (Ireland: 1850 927222) or write to Fun Tones, PO Box 9107, Birmingham B7.

ON VODAFONE OR CELLNET?

★ Join our EXCITING Text Chat Party service-Just send R Chat to 82576 ★

Callers must have bill payer's permission. 82576 messages received are charged at 59p for Vodafone and 50p for BT Cellnet per message received. Helpline: 0871 872 6869. To opt out send U CHAT to 82576.

THE PSYCHIC TAROT ★ NETWORK ★

Do you need some help & guidance but don't know where to look?
Do you feel you have questions that need answering?
FOR A LIVE READING CALL NOW
0906-782-8960
★★★★
Russell Grant Daily Horoscope
DIRECT TO YOUR MOBILE!
Call 0907 787 1819

1 minute call - Call costs £1.00 per min.
Tarot is a Live service, calls are recorded. Calls cost £1.00 per min. May cost more from mobiles. Psychic Tarot Network, Box 9203, London WC1N 3XX.

Dreamcast™

FROM ONLY £62.99

Dreamcast with Sonic Adventure ...£62.99
Dreamcast Console, Official Controller & Sonic Adventure

Dreamcast with 2 Games £69.99
Dreamcast Console, Official Controller, Sonic Adventure & Jet Set Radio

FIGHTING FORCE 2 **9.99**

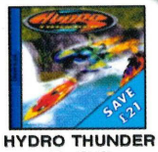
HEADHUNTER **27.99**

PHANTASY ONLINE 2 **27.99**

NBA 2K2 **28.99**

REZ **27.99**

SHENMUE 2 **27.99**



HYDRO THUNDER **8.99**

BEST SELLING DREAMCAST GAMES

18 WHEELER	28.99
90 MINUTES	27.99
ALONE IN THE DARK 4	**30.99**
CHAMPIONSHIP SURFERS	33.99
CONFIDENTIAL MISSION	28.99
CRAZY TAXI 2	**27.99**
DAYTONA USA 2001	28.99
DRAGON RIDERS	19.99
DISNEY'S DINOSAUR	26.99
ECW ANARCHY RULZ	16.99
EUROPEAN SUPER LEAGUE	19.99
F1 RACING CHAMPIONSHIP	19.99
FIGHTING FORCE 2	**9.99**
FLOIGAN BROS	27.99
GAUNTLET LEGENDS	15.99
GIANT KILLERS	19.99
HEADHUNTER	**27.99**
HEAVY METAL FAKK 2	32.99
HYDRO THUNDER	**8.99**
JET SET RADIO	19.99
NIGHTMARE CREATURES 2	9.99
MAG FORCE RACING	9.99
METROPOLIS STREET RACER	19.99
MTV SPORTS: SKATEBOARDING	14.99
NBA 2K2	**28.99**
PHANTASY STAR ONLINE	34.99
PHANTASY STAR ONLINE 2	**27.99**
POWERSTONE 2	22.99
REZ	**27.99**
ROADSTERS	13.99
SAN FRANCISCO RUSH 2049	10.99
SEGA GT	14.99
SEGA MARINE FISHING	27.99
SHENMUE	28.99
SHENMUE 2	**27.99**
SKIES OF ARCADIA	28.99
SOLDIER OF FORTUNE	18.99
SONIC ADVENTURE	8.99
SONIC ADVENTURE 2	**28.99**
SPACE CHANNEL 5	12.99
SPEED DEVILS ONLINE	22.99
SPIRIT OF SPEED	9.99
THE EVIL DEAD: HAIL TO THE KING	17.99
THE GRINCH	12.99
TOMB RAIDER 4: THE LAST REVELATION	10.99
TOMB RAIDER: CHRONICLES	14.99
UNREAL TOURNAMENT	29.99
VIRTUA TENNIS 2	**27.99**
WORMS WORLD PARTY	29.99

OFFICIAL I MB VISUAL MEMORY FOR DC **15.99** INC VAT

OFFICIAL SEGA VIBRATION PACK FOR DC **8.99** INC VAT

OFFICIAL GREY CONTROLLER FOR DC **19.99** INC VAT

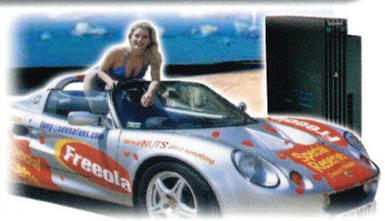
4MB MEMORY CARD Black or Blue FOR DC **13.99** INC VAT

OFFICIAL SEGA KEYBOARD FOR DC **19.99** INC VAT

OFFICIAL SEGA MOUSE FOR DC **14.99** INC VAT

GAMECUBE JEDI BUNDLE - CONSOLE, 2 OFFICIAL CONTROLLERS, AN OFFICIAL MEMORY CARD, STAR WARS: ROGUE LEADER & SCART LEAD **234.99** INC VAT

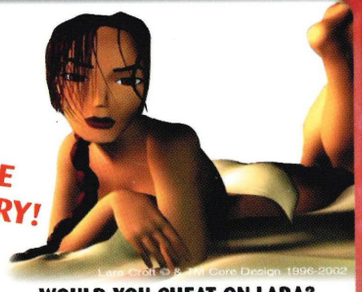
GREAT WEB SITES



WIN OVER £14 MILLION IN PRIZES! CARS, CASH + MORE!
WINACAR.co.uk

THIS IS BOB...

FREE ENTRY!



HE DOESN'T BUY GAMES, HE WINS THEM!
Win any GAME or DVD of your choice, every day!
GAMEADAY.co.uk

WOULD YOU CHEAT ON LARA?
OVER 20,000 CHEATS FOR ALL FORMATS!
UKCHEATS.com

BIG CLUB SHOPS!

WIN! WIN! WIN!
- £1,500 Pentium 4 PC
- 77 Games of your choice!
- £700 in Gift Vouchers!
- "77 Gamer of the Month" Trophies
- "Gamer of the Year 2002" Trophy

JUST TURN UP AT ANY SPECIAL RESERVE SHOP TO ENTER!
FOR MORE INFORMATION VISIT: GAMEROFTHEYEAR.co.uk

NEW FOR OLD!
EXCHANGE CONSOLE GAMES AND DVD MOVIES
WHEN YOU BUY ANY NEW ITEM FROM OUR RANGE IN ANY OF OUR CLUB SHOPS. WE REGRET NOT ALL GAMES CAN BE ACCEPTED. WE REGRET WE CANNOT TAKE PC GAMES.

INTERNET PRICES EVEN IN OUR SHOPS!

INCREDIBLE FREE GIFT FROM Special Reserve+

JOIN SPECIAL RESERVE FOR A YEAR FOR £7.50 (UK) OR TAKE A TRIAL MEMBERSHIP (JUST £1)

FREE HYDRO THUNDER FOR DREAMCAST

FREE OFFICIAL VIBRATION PACK FOR DREAMCAST

FREE SONIC ADVENTURE FOR DREAMCAST

FREE SEGA BASS FISHING FOR DREAMCAST

FREE OFFICIAL SEGE KEYBOARD FOR DREAMCAST

+CHOOSE ONE OF OVER 40 INCREDIBLE FREE GIFTS WHEN YOU JOIN SPECIAL RESERVE FOR ONE YEAR AT THE SAME TIME AS BUYING ANY ITEM. THERE IS NO FURTHER OBLIGATION TO BUY ANYTHING. MEMBERS RECEIVE REGULAR ISSUES OF THE CLUB MAGAZINE, PLUS REDDY VOUCHERS WITH EVERY PURCHASE OVER £5 - COLLECT 5 REDDIES AND CHOOSE ANOTHER FREE GIFT! SEE THE FULL LIST OF GIFTS AT UKGAMES.COM, OR ORDER BY PHONE ON 0870 725 9999, OR VISIT ANY SPECIAL RESERVE DISCOUNT STORE.

Special Reserve
Discount Network
Specialreserve.net

MAIL ORDER SALES - PHONE US ON:
0870 725 9999
SHOP WITH US VIA THE INTERNET AT:
UKGAMES.com

OR VISIT ONE OF OUR AMAZING
7 BIG CLUB SHOPS
OPEN UNTIL LATE

BASILDON
Festival Leisure Park, Basildon, Essex
☎ 01268 28 77 76

BRISTOL
351 Gloucester Road (A38), Bristol
☎ 0117 924 5000

CHELMSFORD
43 Broomfield Road, Chelmsford
☎ 01245 348 777

M25 SUPERSTORE
J13, 168 High Street, Egham, Surrey
☎ 01784 473 444

M1 SUPERSTORE
J25, 164 Derby Road, Stapleford, Nottingham
☎ 0115 949 1000

SAWBRIDGEWORTH
The Maltings, Station Road, Sawbridgeworth, Herts
☎ 01279 322 399

M25 SUPERSTORE
Just 6mins from J29, M25. 209/213 St Mary's Lane, Upminster, Essex
☎ 01708 22 55 44

Prices include VAT and postage & packing to UK mainland addresses. Trial Membership is £1 including one magazine. All offers are subject to availability. Prices & specifications may change. Save = Save off manufacturer's RRP. E&OE - Errors and Omissions Excluded. *Satisfaction Guarantee and 0% Finance subject to status, total purchase must be over £350, see club mag for details. Sent to press 5/03/2002