Hey, it's your **Sega** best mate

Mr.Dreamcast

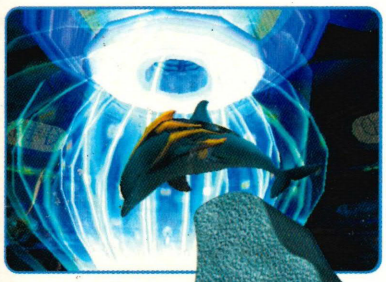
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EXCLUSIVE!

Fur Fighters

We've played it! We love it!



Ecco the Dolphin



Red Dog reviewed, mapped & tipped

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10 NeoGeo Pocket Colors with mint Sonic games

Virgin Mobile Phone

Sonic and Knuckles figures

10 Joytech memory cards

FREE FUR FIGHTERS WATERPISTOL

If your free waterpistol is missing speak to your newsagent

Dead or Alive 2

Tomb Raider review

Massive free poster!

PLUS Crazy Taxi tips & cut-outs | Top 40 Dreamcast games | Surfing the Net

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SEGA™

Luxuries:

1. Bread
2. Water
3. Air

Essentials:

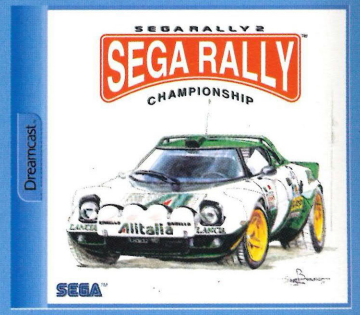
1.



2.



3.



Life is about priorities. Dreamcast, the world's most powerful games console, is here. So are 3 of the finest software titles ever created. Sonic Adventure, Sega Rally 2 and SoulCalibur are just part of a strapping software line-up, with new games released every week. Turn off your heating. Have your stomach stapled. Play on your Dreamcast.

The titles listed above are the copyright of the following companies: Sega Europe Ltd, Namco.
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Dreamarena

Game on!

Welcome to Mr. Dreamcast, the freshest DC mag on the block



Hey everyone!

Let me introduce myself. I'm Mr. Dreamcast, the man with the plan. I've been playing videogames for donkey's years, and there's nothing I don't know about 'em. I'm the don of Dreamcast.

My team – Caspar, Jon, Camilla and Craig – has helped me to create this mammoth magazine dedicated to our favourite console, Dreamcast. **Mr. Dreamcast** is packed with all the latest news, previews, reviews, tips, guides, cheats, Internet stuff, competitions, posters and stacks more.

This month the **Mr. Dreamcast** team brings you a massive worldwide exclusive – the first hands-on play of **Fur Fighters**! I'll waste no time in telling you right here, right now, that it's completely cool. But then again any game featuring furry creatures armed with military hardware has to be the business, doesn't it?

Anyway – nuff said. Let's get on with the show. See you later!

Mr.Dreamcast

WE GUARANTEE THAT EVERY MONTH WE'LL...

- BRING YOU THE LATEST DC REVIEWS AND PREVIEWS
- GIVE YOU ONLY THE BEST TIPS AND CHEATS - WE'RE THE EXPERTS!
- TELL YOU THE TRUTH ABOUT GOOD AND BAD GAMES, SO YOU'LL NEVER HAVE TO WASTE YOUR MONEY AGAIN
- REPORT ON THE GAMES THAT WILL REALLY MATTER TO YOU
- SLAMDUNK ONLY THE COOLEST COMPETITION PRIZES FOR YOU
- PLAY MORE GAMES, HAVE MORE FUN, AND TELL YOU MORE ABOUT DC THAN ANYONE ELSE!



JON

Job Deputy Editor
Which means he does a lot of browsing the Internet and never wears shoes around the office. Nice
Fave game TrickStyle 'cos he can't ride a skateboard in real life

CAMILLA

Job Managing Editor
Which means she does quite a bit of wondering what everyone else is doing. And goes on holiday a lot.
Fave game Soul Calibur because she can beat Caspar at it!

CRAIG

Job Art Editor
Which means he does loads of arty stuff and swannin' around studios with our photographer Nick
Fave game Crazy Taxi – "It's just plain bonkers and a great way to get rid of stress!"

CASPAR

Job Editor
Which means he does not very much at all, but always manages to look busy. Last seen headed for the local Starbucks
Fave game Red Dog – "The multiplayer mode is wicked!"

Scoot to contents...



CONTENTS

Welcome to Mr. Dreamcast, the only magazine for teen Dreamcasters. This first stormin' issue is jam-packed with stuff - check it out!



Fur Fighters An exclusive preview of this Summer's BIG game. Cuddly toys with guns? Brilliant!



Ecco the Dolphin Flippin' Ecco! A gorgeous game it may be, but what's it like to play? Find out!



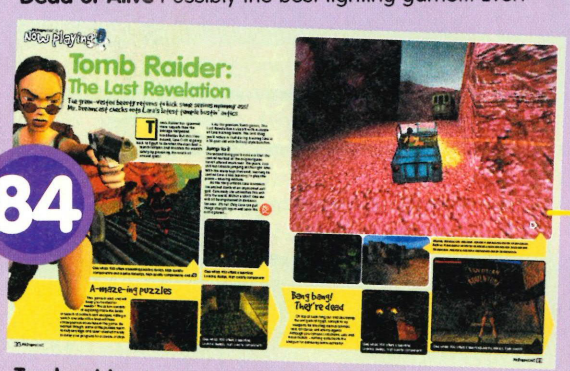
Red Dog A futuristic dune buggy battles it out against thousands of alien invaders in Sega's classic shooter



You Reckon? Got something to shout about? We want to hear from your! You could win a mobile phone



Dead or Alive Possibly the best fighting game... Ever!



Tomb raider: Lara returns to kick some mummy ass



What's in store this issue? Just follow the arrows!

START

LETTERS
WRITE TO US AND WIN A MOBILE!
6

SUPERSTARS 8-23
They're gonna be massive! We get a sneak preview of **Fur Fighters**, **Ecco the Dolphin**, **Dead or Alive 2**, **South Park Rally** and **Wacky Races**. Find out what games everyone'll be mad for this Summer

WIN!
BE THE FIRST TO PLAY FUR FIGHTERS IN OUR EXCLUSIVE COMPETITION
14

33-36

COMPETITION AND POSTER
We've got NeoGeos, **Sonic Pocket Adventure**, Sonic action figures and some wicked memory cards up for grabs! Plus ace pull-out posters of **South Park Rally** and **Resident Evil 2**

24-32

BUZZ
Nine hot pages of the latest DC news. Includes **Power Stone 2**, **Chu-Chu Rocket**, **Sonic Adventure 2**, news bites, goodies and baddies, Dreamcast camera and our fantastic peripheral round-up. It's unmissable!

TIPS & GUIDES
Stuck on the same level of your favourite game? Let us give you a hand. This month we've got some hot tips for **Crazy Taxi** and **Red Dog**. Cool!
38-45

CRAZY TAXI CUT-OUTS, TIPS, CARTOON, ART CLUB, PUZZLE PAGES PLUS MASSIVE FREE POSTER
46-51

AND INTRODUCING... MR. DREAMCAST RULER OF THE POOL & GUARDIAN OF THE GATEWAYS

NEOGEO POCKET COLOR
SNK's gorgeous little games machine leaves every other handheld standing. It's got some wicked games too! This is where it's at for all the latest reviews and news on your pocket best mate
52

DO SOUL CALIBUR, VF3TB AND TRICKSTYLE STILL KICK ASS? WE FIND OUT IN OUR LONG TERM TESTS
58

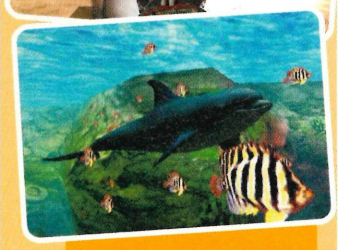
TOP 40
THE TOP 40 DC GAMES RATED AND SLATED JUST FOR YOU
54-57

SURFIN'
What's hot on the World Wide Web this month. Visit the Mr. Dreamcast website and start voting in our monthly 'design a game' project. Plus a huge guide on how to surf the Internet with your Dreamcast
62-64

REVIEWS
If they kick ass on Dreamcast, we'll review 'em! We give you the lowdown on **Red Dog**, **Tomb Raider 4**, **Rayman 2**, **MDK 2**, **Slave Zero**, **Jo Jo's Bizarre Adventure**, **Zombie Revenge** and more!
67-87

READ ON!





Red Dog, Ecco the Dolphin and Tomb Raider 4 are just three massive games out on Dreamcast soon



DREAMCAST RULES OK!

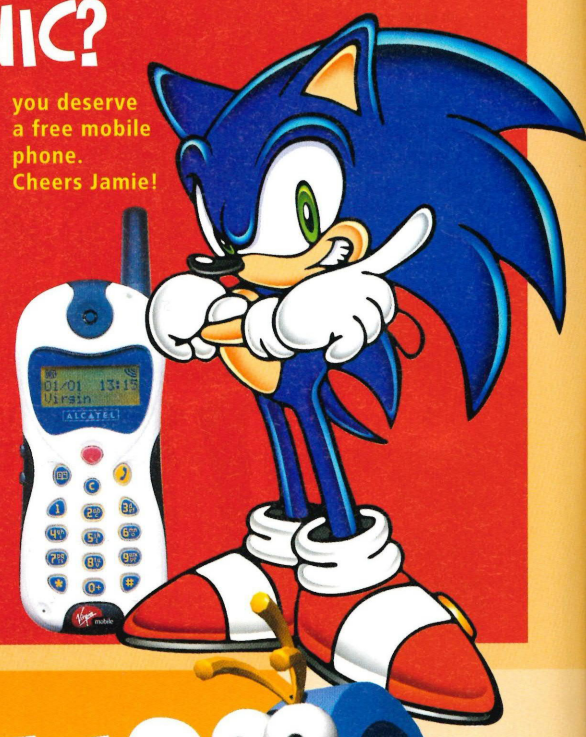
Dear Mr. Dreamcast,
I'm completely confused. I've just bought a Dreamcast and enjoy the games very much, the controller is great and so are the graphics. Now I learn that two 'better' consoles are being released soon – Nintendo's Dolphin and PlayStation2. Had I known this I might have held back. My mates tell me that the market's always moving, and I have to buy when I'm ready, is this true? What does Dreamcast have to offer against these new consoles? Will PlayStation2 be better?
Laura Green, 13, Birmingham

Because it's newer than Dreamcast, PlayStation2 has to be a bit more powerful – and a lot more expensive. But it doesn't have a modem so you can't email your friends. What's really important are the games, and Dreamcast has some mammoth titles coming out – check out Buzz, starting on page 24 for details.

Star letter of the month
GM SONIC?

Dear Mr. Dreamcast,
My favourite character is Sonic because Sonic can go the speed of light with his special shoes. He can zoom really fast in the air. He is more powerful than Mario, because he can jump ten metres. Is he genetically modified?
Jamie Prout, 6, Wiltshire

Nah, just completely hyperactive. Too much Sunny Delight, I reckon. This letter really got the Mr. Dreamcast office laughing, so I think you deserve a free mobile phone. Cheers Jamie!



YOU RECKON?

Got something to shout about? Send your letters to: You Reckon? Mr. Dreamcast, Magical Media, 46-47 Britton St, London EC1M 5UJ



You'll be able to play the fantastic Sonic Pocket on your NeoGeo after Easter

I ❤ NEOGEO

Dear Mr. Dreamcast,
I am a proud owner of a NeoGeo Pocket Color – the awesome yet little-known handheld console made by SNK. Although I hear that in Japan and America NeoGeos are all the rage, it's not so big over here. Whose fault is that? Theirs! They haven't advertised it properly and few people know of its existence. News of new releases, add-ons and accessories is scarce, so if you could fill the few of us in who care, we'd be most grateful.
James Watts, 13, Norwich

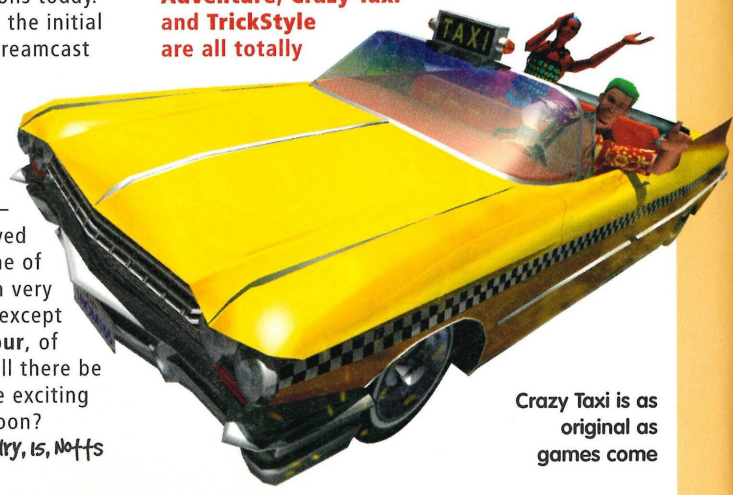
SNK's handheld is a wicked little machine (and a lot more powerful than GameBoy Color), and now features its own version of Sonic, which is just too cool for words. Our NeoGeo Pocket Color pages are on 52 and 53. Easy!



CRAZY GAMES

Dear Mr. Dreamcast,
When the N64 was released it suffered from a lack of decent games – and is still feeling the repercussions today. Looking at the initial range of Dreamcast games it looked as though Sega had learned its lesson – until I played them! None of them seem very original – except **Soul Calibur**, of course. Will there be some more exciting releases soon?
Deacon Landry, 15, Notts

Aww, come on mate, you must be joking! That's so not true – just look at the Top 40 games on page 54 – Power Stone, Sonic Adventure, Crazy Taxi and TrickStyle are all totally excellent games. Face the facts, Deacon, Dreamcast has some of the most original and cool games there's ever been!



Crazy Taxi is as original as games come

PATCH PANIC

Dear Mr. Dreamcast,
Is it true that computer programmers rush out games for the PC early because they know that buyers will download the patches over the Internet? As the Dreamcast has Net access, do you think that greedy developers could resort to this and leave those of us who can't afford the Net access in the dark with bugged games?

Dean Richards, 12, London

Dean my friend, don't sweat about this too much. Sega makes sure that every Dreamcast game is as finished as possible before it's released, so that we don't have to suffer like our PC-owning mates.



Modem: it's safe!

GUN-TOTIN'

Dear Mr. Dreamcast,
I bought a new light-gun bundled with a copy of **The House of the Dead 2** recently – it was really cool! But after lots of zombie-killing, my interest fizzled and I began to look for another game to use with my gun – I couldn't find one! Do you know of any more gun games due to be released soon?

Richard Woods, 11, Brighton

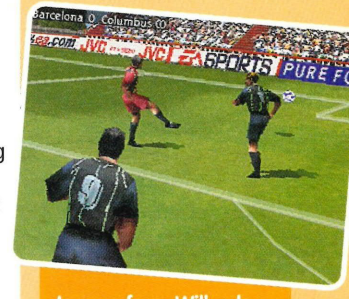
Well, Sega has just brought out a new, Dreamcast version of Virtua Cop 2 in Japan, and I'd be surprised if it didn't come out here too. I'll let you know.

MONEY MONEY MONEY

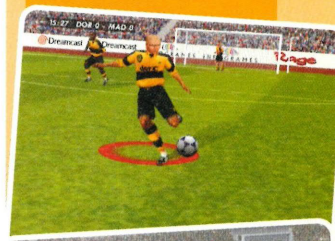
Dear Mr. Dreamcast,
I recently bought a Dreamcast and have tried out several games. I would like to know why the games are so expensive? I have hired a few from a video shop, which has helped me to select the ones I would like to buy. I enjoy playing the football games and bought **UEFA Striker**, which has brilliant graphics, and I find the referee is not as frustrating as those in PlayStation footie. But overall, it's not better than **FIFA 2000** which has more teams to select from and you can transfer players – which is also £10 cheaper. The price prevents a lot of young people from affording them, so as Dreamcast produces more games will they be less expensive than PlayStation ones?

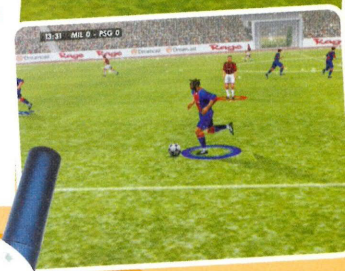
Jacque Narcisse Brennan, 11, Willesdon

I think you're right about the price of games in some shops, but if you look around you can usually find Dreamcast games as cheap as PlayStation ones. Try some of the small ads in the back of the magazine, or one of the online companies like Gameplay at www.gameplay.com



Jacque from Willesdon loves UEFA Striker – and we have to agree!





Win a Virgin Mobile Phone!

Virgin mobile

The best letter we receive every month will win this funky, chunky moby! The Alcatel Max DB is worth £99.95 and comes with a free connection pack, worth £12.50 including £10 worth of free calls to start you off! The Alcatel has a built-in speaker, so all your mates can join in too, and you can use ordinary batteries to charge it up. Best of all, you can get access to Virgin Xtras which gives you 15 per cent off CDs. What are you waiting for? Get scribbling!

Write to: You reckon? Mr. Dreamcast, Magical Media, 46-47 Britton St, London, EC1M 5UJ



Fur fighters next...!



DRIVING ME NUTS

Dear Mr. Dreamcast,
I have played on the earlier Sega consoles (Master system and Mega Drive). At the moment we have a PlayStation, but I'm a bit particular about what type of games I play. I prefer strategy or puzzle games compared to the racing, fighting or sports games. I really like **Tomb Raider** (all of them!) **Silent Hill** and **Resident Evil**. I haven't actually played many games on the Dreamcast console, but some of my friends reckon that the accessories like the steering wheel and the gun make games more realistic and lifelike to play. Is it true?

Cheri-Ann Punshon, 14, Wiltshire

Steering wheels and lightguns are brilliant for some games (such as racing games and shooting games, right?), but if you're looking for more realism then dump that boring PlayStation and get to where the action is at – Dreamcast.



I'M A FAN 'A' GAMMA

Dear Mr. Dreamcast,
My favourite character is E-102 Gamma because of his missile launcher and gigantic feet! I think the graphics on the Dreamcast are the best because they are more 3D and less flat than on the other consoles around.

Luke Prout, 9, Wiltshire

After Sonic and Knuckles, E-102 is one of Sonic Adventure's most interesting characters. His story is a bit sad, especially when the other robots get zapped by Dr. Robotnik. Like the picture Luke!



THIS MONTH

Fur Fighters



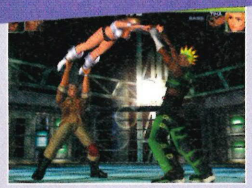
Cuddly toys with great big guns. How cool is that? Find out! **Page 8**

Ecco the Dolphin



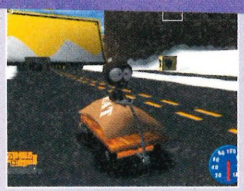
It looks flippin' blinding, but is it any fun? We check it out **Page 16**

Dead or Alive 2



Bish bash bosh! Better than **Soul Calibur**? We should co-co **Page 20**

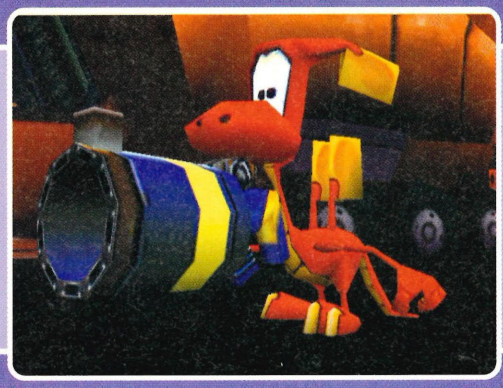
South park vs Wacky races



Find out if Dick Dastardly can kick Cartman's ass in the battle of the kart racing games **Page 22**

TWEEK

Species Dragon
Age 1 day old
Fluff group 'A'
Special skill Gliding
Interesting fact Despite being so young, Tweek is a natural sharpshooter





RICO

Species Rockhopper penguin
Age 5 years old
Fluff group 'O'
Special skill Diving
Interesting facts Prone to daydreaming, Rico sometimes annoys the other Fur Fighters with his overconfidence

Mr.Dreamcast previews his...

SUPERSTARS

There's some mint games coming to DC soon. over the next 16 pages, we separate the buff from the duff!



CHANG

Species Firefox
Age 7 years old
Fluff group 'B'
Special skill Contortionist
Interesting facts Chang was born into a rich family in China and is a master of science and military strategy

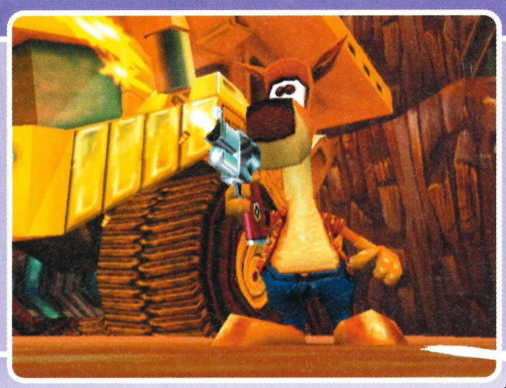
ROOFUS

Species Hound
Age 12 years old
Fluff group 'A'
Special skill Burrowing
Interesting facts Roofus is the group's leader. He was raised in the rough kennels of Glasgow



BUNGALOW

Species Kangaroo
Age 7 years old
Fluff group 'A'
Special skill Jumping
Interesting facts Bungalow is very strong, and a little bit stupid too. His best friend is Roofus



JULIETTE

Species Cat
Age 5 years old
Fluff group 'AB'
Special skill Climbing
Interesting facts Like most cats, Juliette is agile and beautiful. She can also be selfish



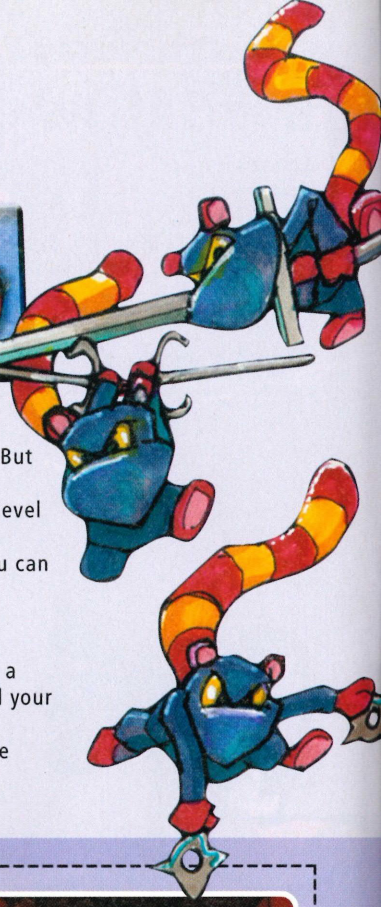
EXCLUSIVE!

Fur Fighters

Look fluffy. Carry a big gun. Rescue your family. Blow the stuffing out of baddies



FUR FIGHTERS



There's a crisis in Furball Village. The Fur Fighters' parents, and their brothers, sisters and children have been kidnapped by the evil General Viggo. Armed only with their special skills and their large gun collections, the six remaining Fur Fighters must be prepared to go out and rescue their families.

It's gonna be good

Part platformer, part crazy shooter, **Fur Fighters** is one of the most exciting games coming to Dreamcast. There are six different characters to play. To solve the puzzles in each level, you'll need to carefully choose which Fur Fighter you're playing as. It's easy to change between characters though. All you need to do is find a warp point and then you can simply switch between them.

As well as solving puzzles, and playing the various minigames scattered throughout the levels, there's plenty of action too. But with up to nine enemies on screen and six giant end-of-level bosses to defeat, you'll be needing all the firepower you can lay your hands on.

Don't play alone

And the game will also have a multiplayer mode so you and your mates can play against each other. But instead of a simple deathmatch, you'll have a 'fluffmatch' instead. Cool!

Infomaniac

Who makes it?
Bizarre Creations

What is it?
Cute shooter

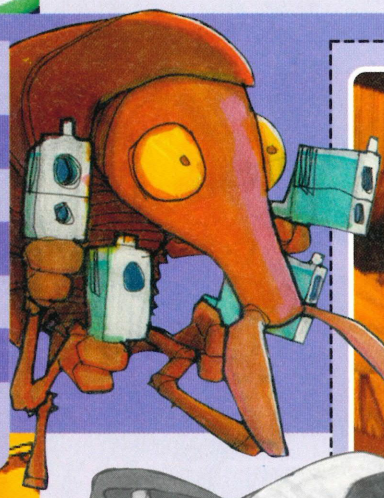
When's it out?
July

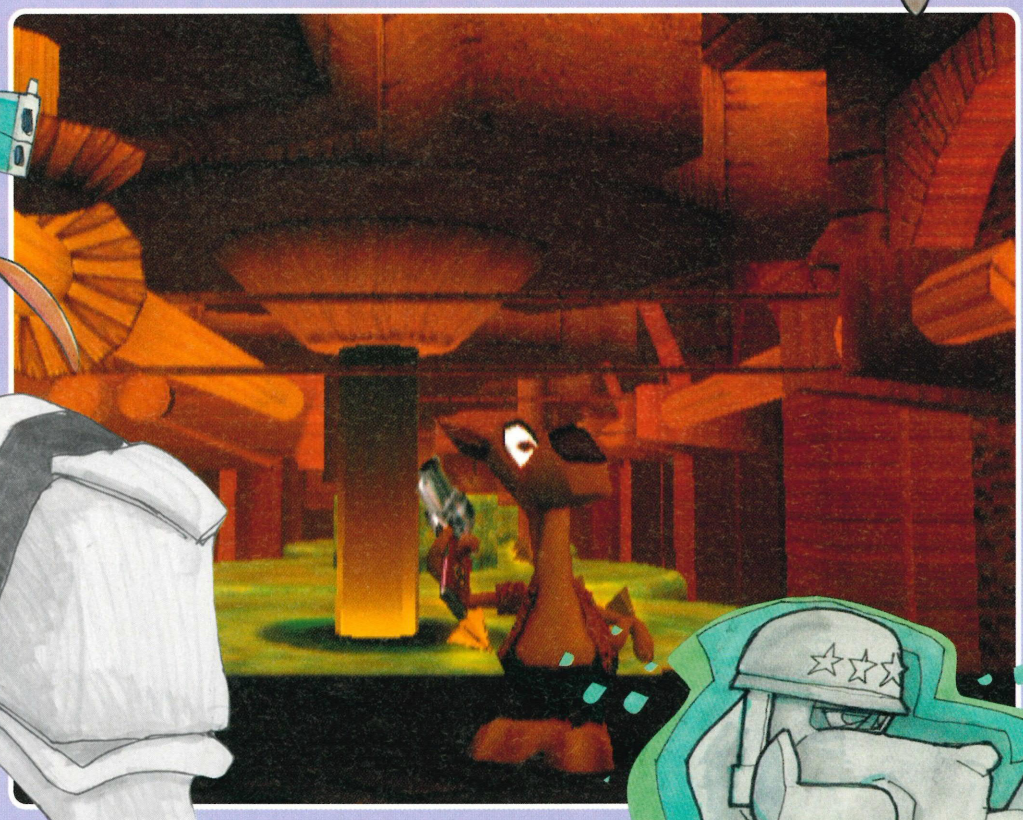
How many players?
Two

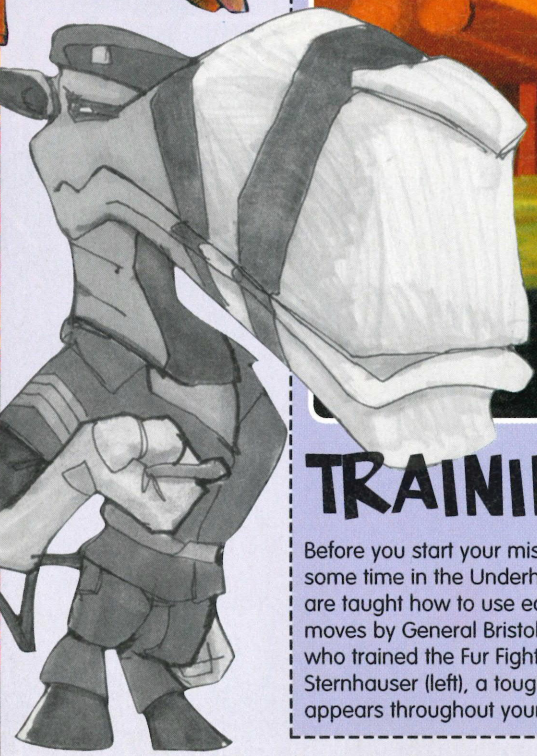
Any extras?
Only on Dreamcast

Could be...
The best game of the Summer!









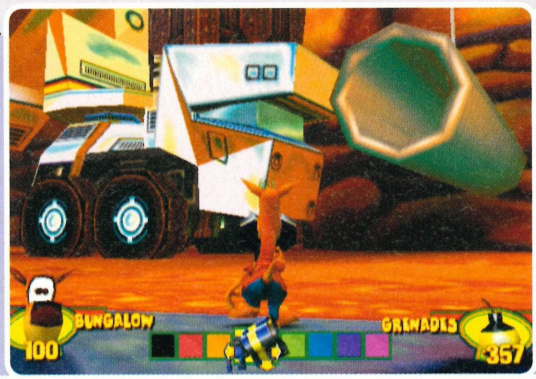


TRAINING FOR WAR

Before you start your mission, it's worth spending some time in the Underhill training area. Here, you are taught how to use each character's special moves by General Bristol, a ghostly Walrus (right) who trained the Fur Fighters' parents, and Sergeant Sternhauser (left), a tough army horse. The General appears throughout your mission to give you advice.

IT'S MASSIVE

The makers of **Fur Fighters** have spent ages designing six big levels for the game. One of the most interesting ones is called God Machine (below). It has loads of giant trucks and excavation machines to run around. You can even drive some of them. Another excellent level is the Meer Space Station. This is where you get to use the laser gun, just like in the James Bond film, **Moonraker**.



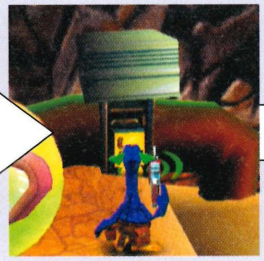


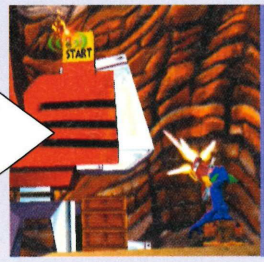


The beavers are building a giant dam, but they're not using trees – they're using huge excavators. Bungalow's going to need all those grenades to sort this one out

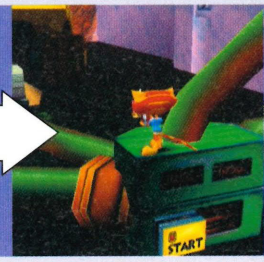
Solving a puzzle – Fur Fighters' style. Starting as Rico the penguin...

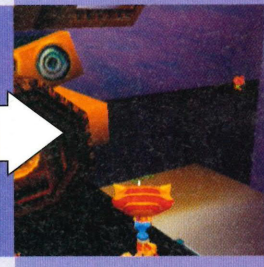






Using Rico's special diving skills, swim down and turn the switch on. Hit the Warp point to become Juliette the cat. She's great at climbing, which lets you complete this challenge and rescue the kitten.









LOTS OF GUNS

The Fur Fighters' weapons are awesome. The basic guns can be upgraded to make them more powerful – the simple pistol can be upgraded into a machine gun. The shotgun is cool too and that's before it becomes a double barrelled shotgun! But the serious firepower comes with the grenade and the rocket launcher. Homing missiles are mint because when you fire them, the enemy will run away and try to hide. The most powerful gun is the Smart Bomb weapon. It turns everything onscreen into fluff.



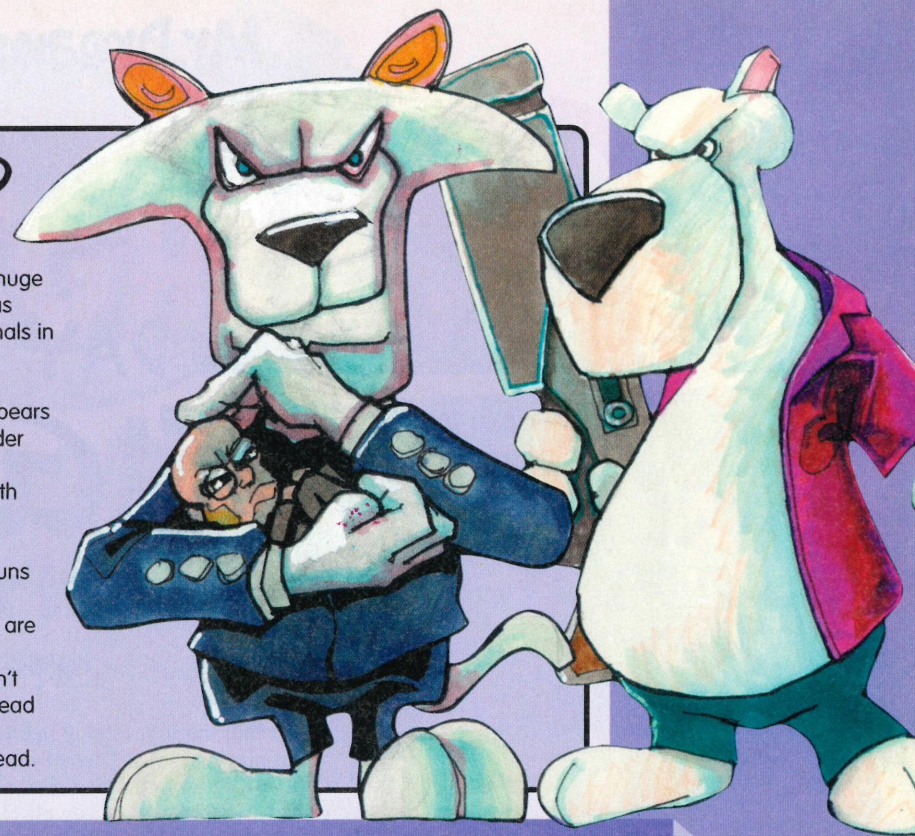




You have to collect as many of the gold triangles as you can. They open up special secret bonus areas

THE BAD GUYS

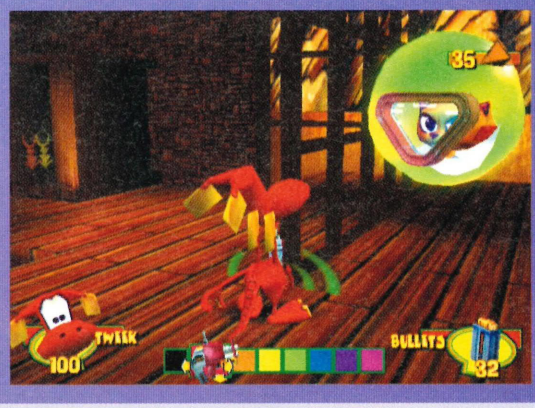
General Viggo is a huge white cat, but he has plenty of other animals in his army. The basic baddies are pistol-wielding dogs and bears with shotguns. Harder enemies include peacocks armed with rocket launchers, aardvarks packin' multiple machine guns and sneaky ninja firefoxes. And there are also some crazy crocodiles. They don't have any guns. Instead they chase you, snapping at your head.





FURRY SWAPS

Throughout the levels, you'll see warp points like these – each with the face of a different fur fighter in it. Walking into a warp point transforms you into that character. So if Juliette walked into the warp point pictured left, she would change into Bungalow.



Fur Fighter compo next...





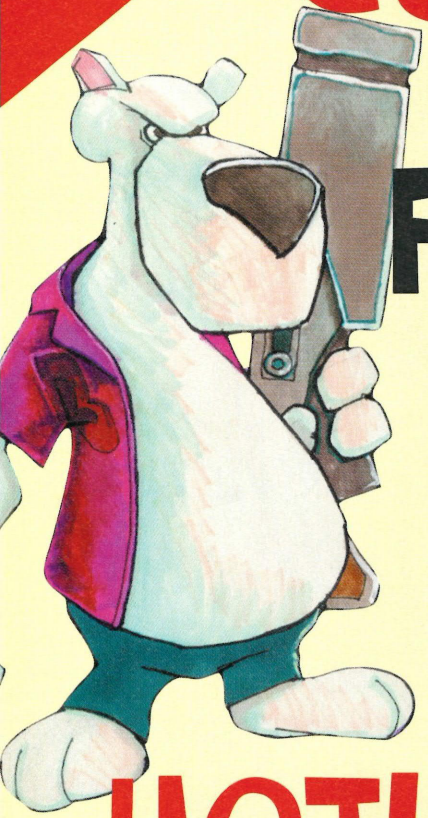
UNIQUE BEASTS

Each of the levels in **Fur Fighters** has been made with the characters' special skills in mind. And you won't be able to complete a level without warping into another Fur Fighter and using their move. However, you'll have to be clever and alert cos the levels are really big and it won't be obvious which character you'll need to be.

There will be clues though. For example, you can tell when Juliette's climbing skills are required because there will be claw marks on the cliff-face.

Mr.Dreamcast

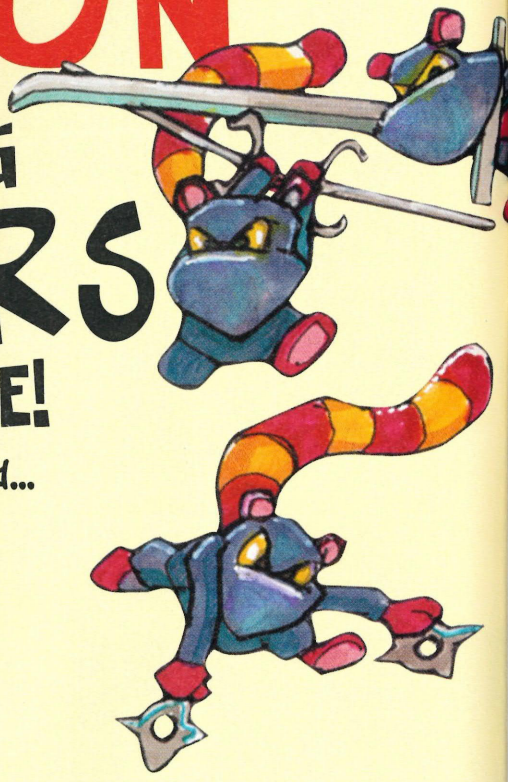
COMPETITION



WIN A DAY PLAYING FUR FIGHTERS BEFORE ANYONE ELSE!

Probably the best competition in the world...

Fancy being the first to play this Summer's biggest game? How about playing it in the swanky Knightsbridge offices of **Fur Fighters**' publisher, Acclaim? Care for a never-ending supply of pizza and cola while you play? And we'll be featuring the winners in **Mr. Dreamcast**, too. Sounds pretty good, huh? Sorted! Just phone the hotline number, answer the question below and then make sure you leave your name, address and phone number. The competition closes on April 26, so get those fingers dialling!



Question: What are the names of the six Fur Fighters characters?

HOTLINE 0906 216 0316

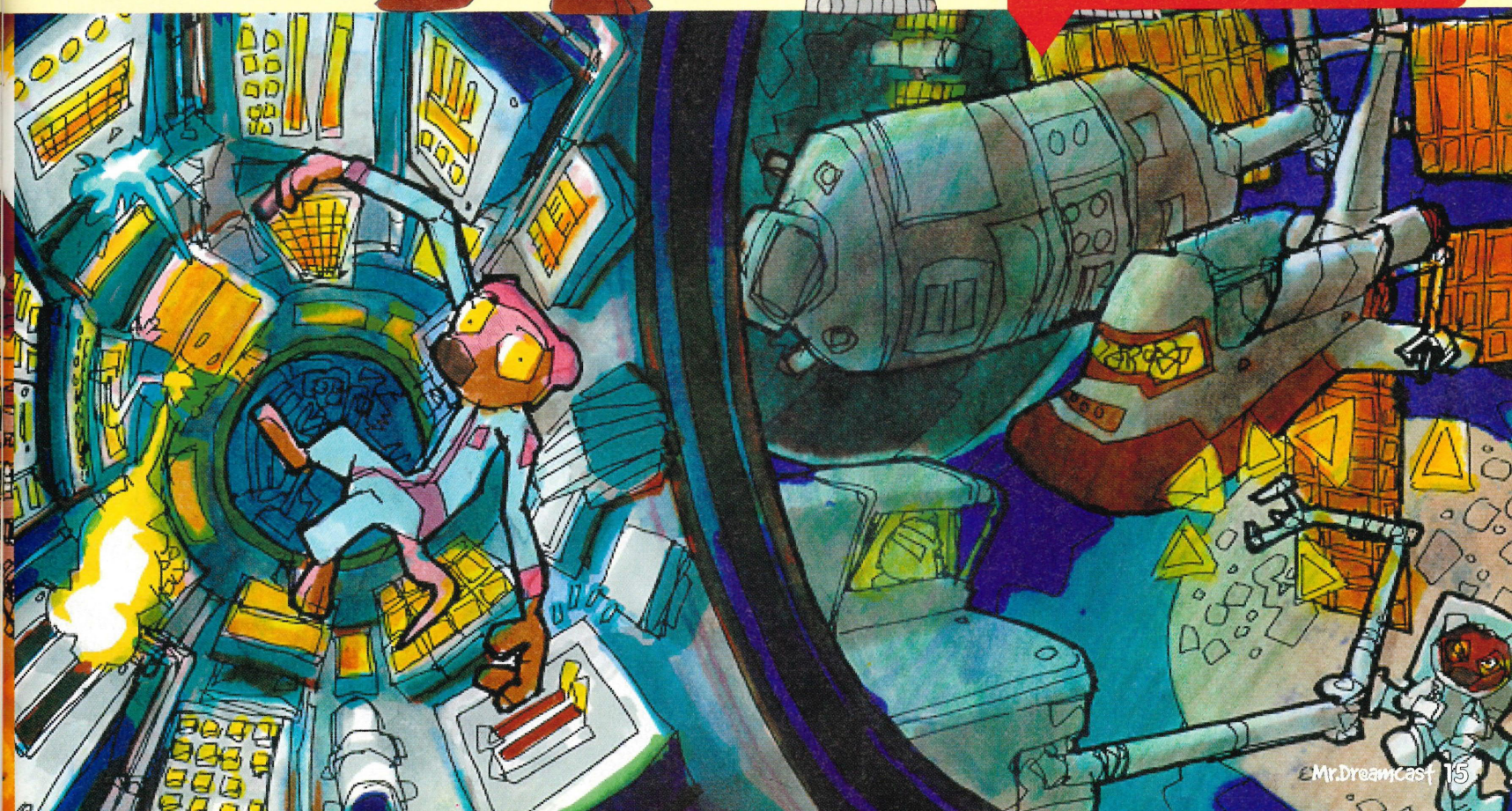


Calls cost 25p per minute at all times. Please ask whoever pays the bills before you call. Submitted information may be used by Acclaim or Magical Media for marketing purposes but will not be passed on to a thirdparty. The ten winners will be randomly selected from all the correct entrants who call before April 26

FUR FIGHTERS



Much as we'd like to say Acclaim's office looked as cool as this, it doesn't. But it's pretty close. No, really



Ecco the Dolphin

With Ecco the Dolphin you can be a sea mammal and save the world! Dylan Davies dips a flipper in Sega's wonderful water

Infomaniac

Who makes it?
Sega

What is it?
Undersea adventure

When's it out?
April or May

How many players?
One

Any extras?
60Hz telly mode

Could be...
The best-looking game on Dreamcast



See those bubbles – that's Ecco's air supply draining away. He also has an energy bar to watch

The plot is epic. Written by an American sci-fi author, it tells of a time in the future when dolphins have joined with humans to live in harmony with Earth.

After a few centuries this civilisation goes off into space to explore, leaving a few dolphins behind to look after the place.

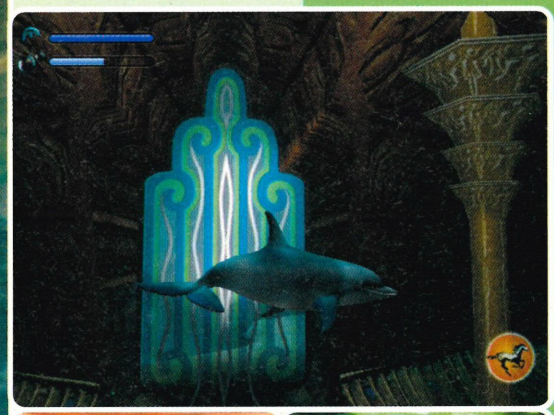
With everyone gone, aliens take over the planet, turning it into a dark and lifeless place. During this inhabitation they mess with time, resulting in one brave dolphin being sent back thousands of years which accidentally gives him half a chance to put things right before the future happens. That dolphin is Ecco.

This Dreamcast version of the old Mega Drive classic is one of the most stunning-looking games in the world... ever! The developers have gone to great lengths to make the environment look like a nature documentary. Their aim was to create a world that's hard to tell from the real thing, and, from the shoals of fish, to the miles of coral reef; it looks as if they may have got it right.

Action-packed fun

There's no blood or extreme violence in **Ecco**. But that doesn't mean it's not packed with action, its all here – Atlantis, Evil alien civilisations and lots of exploration.





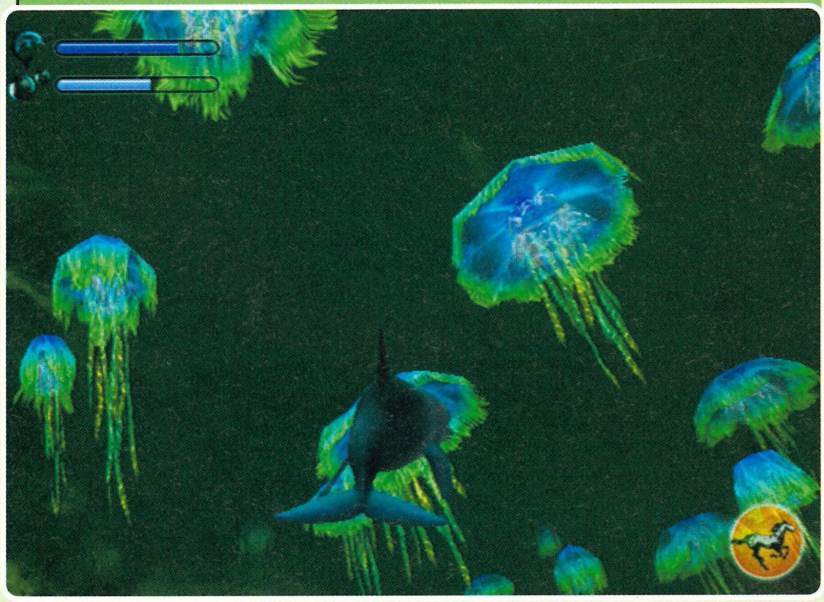


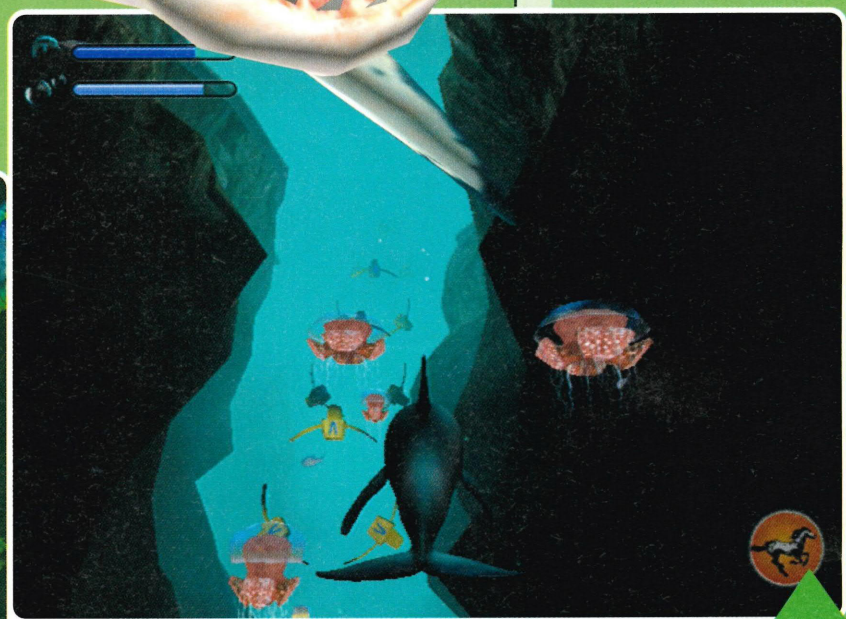


Left: This is the Atlantis level – Ecco has to repair a giant crystal after it's damaged by an earthquake

SHARKS AND JELLYFISH

Apart from saving the entire planet, the only rule in **Ecco** is that you must avoid sharks and jellyfish and most importantly you must surface to breath every few minutes (remember he's a mammal, not a fish). This isn't as easy as it sounds when many levels can consist of shark-infested, industrial mazes.





Watch out – those Jellyfish sting! While they knock-off some of Ecco's strength, it's the sharks that you have to really avoid. Stay still for too long and they'll have ya!

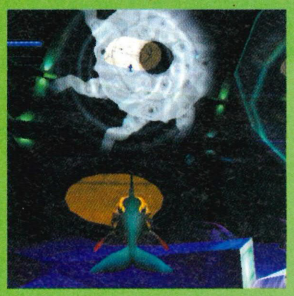
CONTROL

At first, controlling the dynamic dolphin seems a bit puzzling. However, very quickly you'll get the feel for being a dolphin and realise that his range of movement seems limitless. All his movements must be mastered to save Earth and to navigate the millions of square mile that make up his underwater world. Ecco can do loads of cool stuff such as tail-walks, twists, huge 720-degree aerial flips, boosts and dives. It's like skating on the sea and it's brilliant.



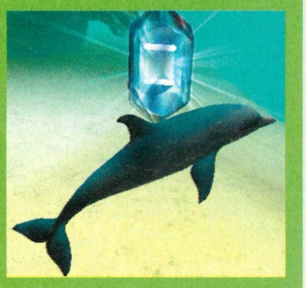


SONAR

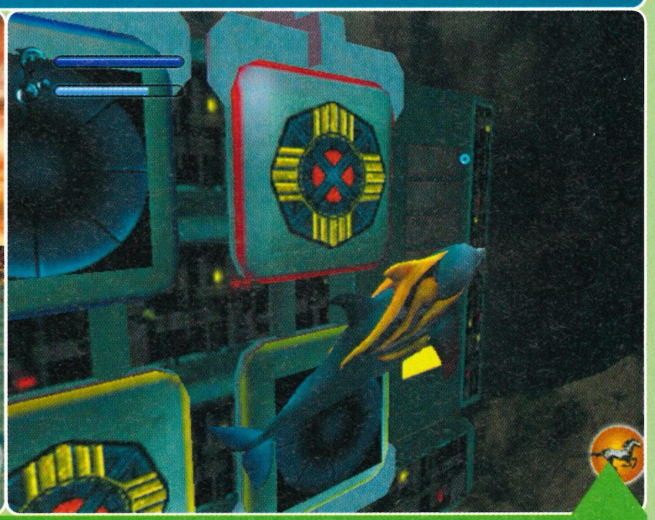


Like all dolphins Ecco uses sonar to find his way around. This is a reflective beam of sound that dolphins squeak at their surroundings. The sound echoes back, bringing up a hazy map on the screen. Ecco can also use sonar to move rocks and obstructions from tunnels. This is also the way Ecco talks with his friends, who tell him where to go next.

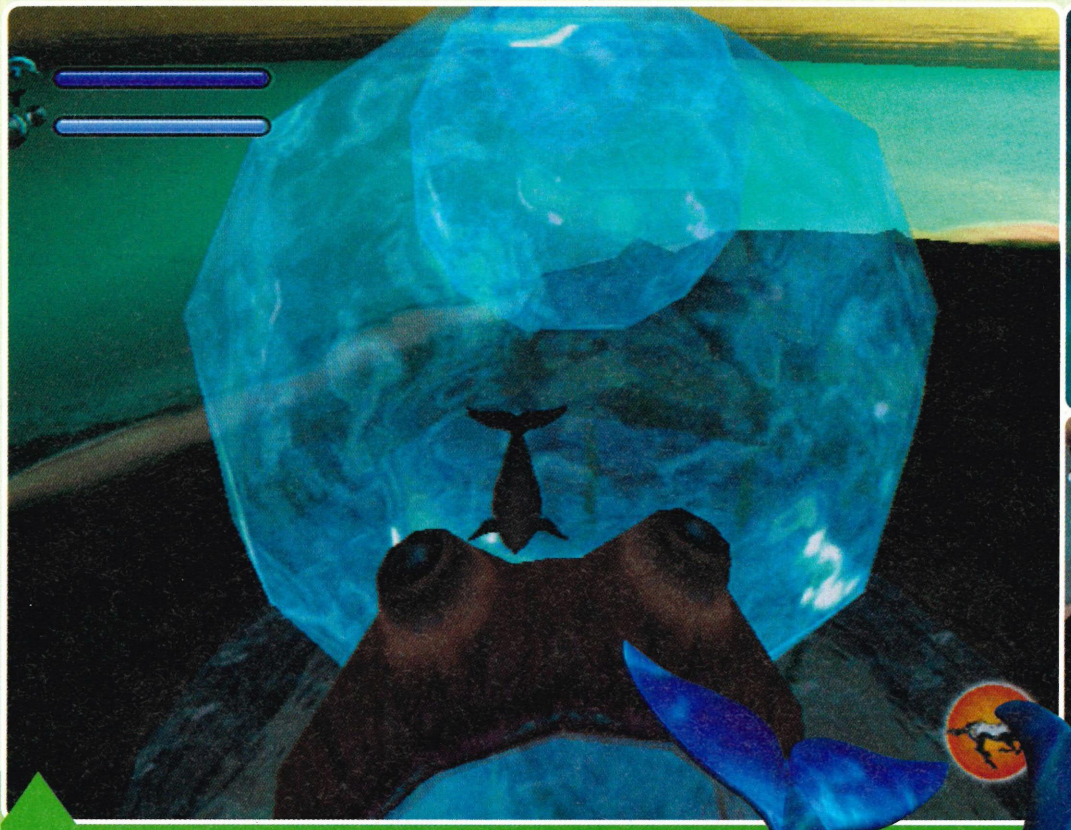








Right: In some areas you have to bonk into giant switches to open doors into new areas. Some of the areas are absolutely massive! Main: So far our fave move is Ecco's 720-degree backflips, although tail-walking like this is pretty damn cool too. Pressing the sonar button while he's out of the water makes Ecco do that weird dolphin clicking noise. You'll be playing around with Ecco for hours!



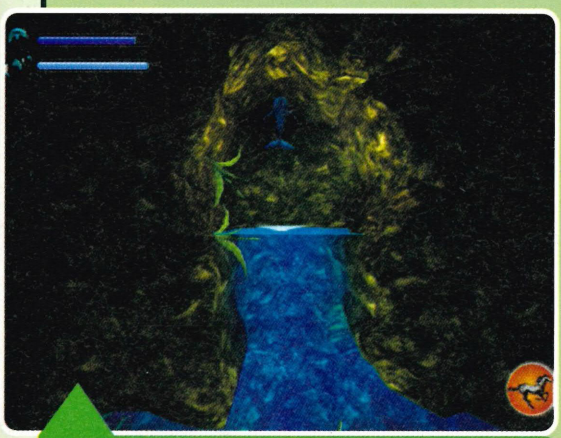




Above and right: If you've ever seen the movie The Abyss, you'll understand how this weird level works. The aliens have made the sea into columns of water floating in the air, and Ecco has to swim up them – don't drop out of the bottom!

MASSIVE

Ecco is a challenging piece of work for those with the patience to play a game without any guns or cars. It will be interesting to see how the full version plays and whether its scale (set over a world through four different times will match the ideas already in place. Can a game be too big?



Above: This side-on level is an oldskool throwback to the original Ecco games that came out on Sega's Mega Drive. Just like the rest of the game you have to surface to breathe



Just wait until you see Ecco swim – you'll have to pinch yourselves to believe that it's not a real dolphin diving around on the screen. Totally mint!

Infomaniac

Who makes it?
Acclaim and Tecmo

What is it?
Fighting game

When's it out?
End of May

How many players?
One to four

Any extras?
Bonus costumes

Could be
Even better than Soul Calibur!

Dead or Alive 2

Tecmo's latest fighting game packs one helluva punch!

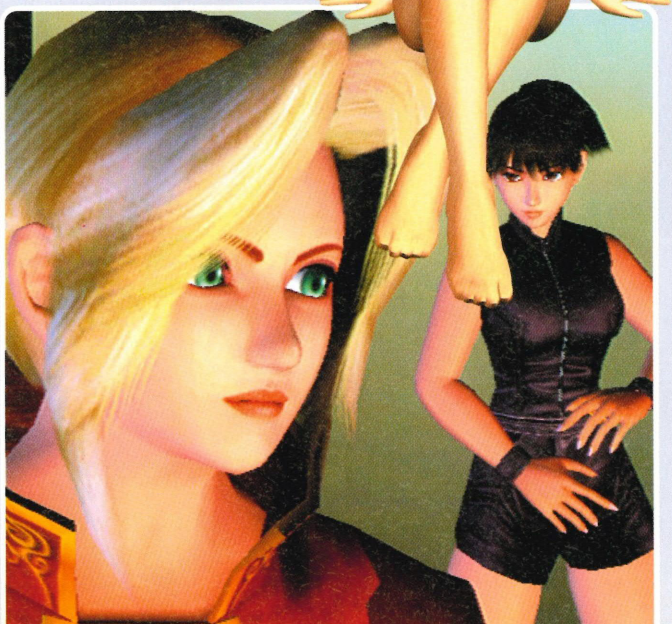


Zapped! In some of DOA2's arenas you can slam your opponents into electric fences for a bit of extra damage

One thing Dreamcast doesn't have a shortage of is decent fighters. Three of the best appear on your favourite machine (**Virtua Fighter 3tb**, **Soul Calibur and Ready 2 Rumble**) and now one of Sega's closest buddies, Tecmo, is about to give us another one.

Looking and playing like a cross between **VF3tb** and **Soul Calibur**, it's easy to pick up the basics of **Dead or Alive 2**, but it's fiendishly difficult to master. It also comes with some of the most stunning backgrounds ever.

Although sadly the first one never made it to Europe (it was released on the Japanese Saturn three years ago), Acclaim has wisely snapped up this sequel and it'll be released to us all this Summer. We think it'll be massive!



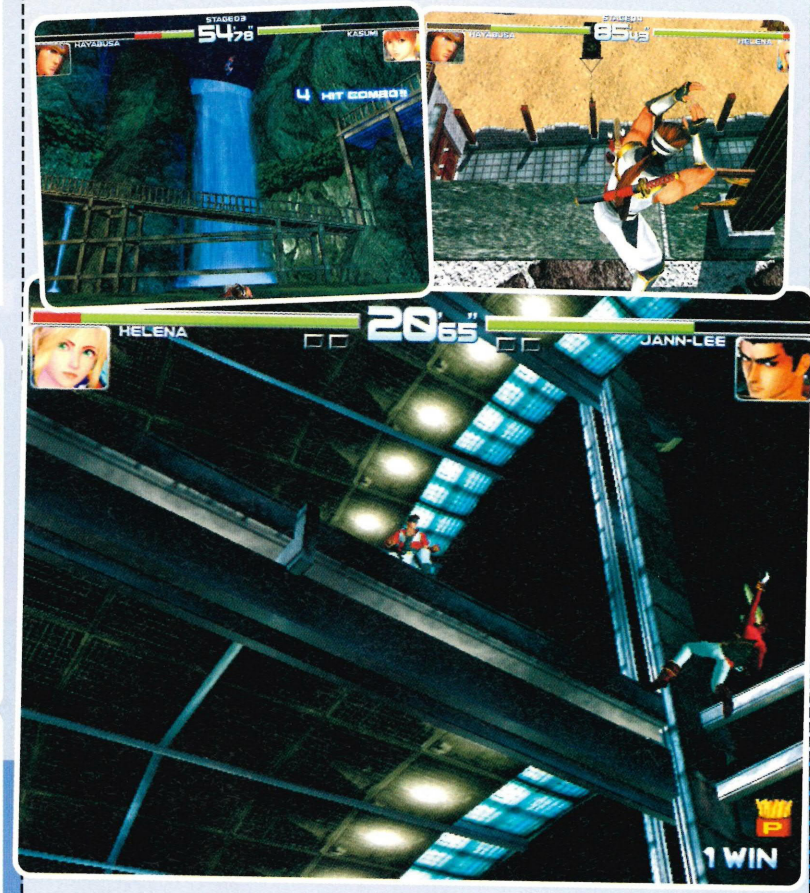
BRING IT ON!

It's almost scary to say, but we reckon that **Dead Or Alive** could be *even* better than **Soul Calibur**. Hasty words maybe, but the graphics look even better and, with the interactive backgrounds and funky Tag mode, it's clever and original enough to stand a chance with the best of 'em. Blimey, roll on the Summer, eh?





This chrome-plated guy is Zack, dressed up in one of his bonus costumes – all the fighters have them

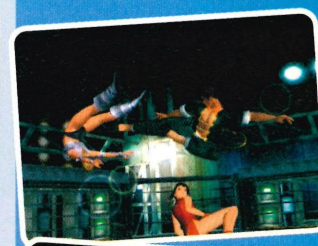


ENJOY THE VIEW

One of the best features of the game is the ability to lob your opponent through all manner of hazards on each of the stages, as they're all interactive. We counted nine in total (although there could be a couple more tucked away that we missed) and, ranging from cathedrals, to snowy plains to (our favourite) the waterfall, each one is based over different levels, so you can easily lob someone off a higher section, jump down on top of them and continue the pummelling. Wicked!

PLAYING TAG

All the rage now, **Dead or Alive 2** has a brilliant Tag mode. You choose two fighters at the start and, if one's getting a bit of a clobbering, then you can flick between the two and give the injured player a well-earned break. Brilliant!





South Park vs Wacky Races

A SHORT STORY...

Once upon a time there was a company called Sega (you may have heard of them!) which produced an arcade system called Model 2.

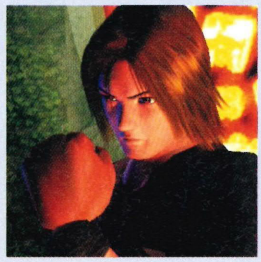
In 1995 Sega sold the technology to Japanese companies Tecmo and Jaleco. Jaleco gave us a couple of ropy driving games, but Tecmo produced the brilliant **VF2**-clone, **Dead or Alive**. A Saturn version was released in Japan but, even after much pleading from British and US gamers, Sega still wouldn't release it over here, so the Saturn died.

Two years later, Naomi (the Grandson of Model 2) was also given to Tecmo and in 1999, another brilliant new beat-'em-up was born, **Dead or Alive 2**) and, thankfully, Sega, Tecmo and Acclaim have made sure that we'll all be playing it on our Dreamcasts this Summer.



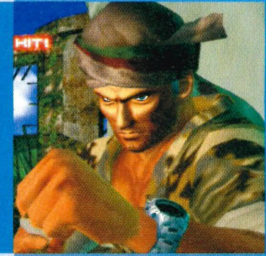
Meet the Dirty Dozen – and the Boss!







There's seven female and five male characters to choose from, and a hidden 'Boss' at the end – who becomes playable when you've completed the game. If you've ever played the original **Dead or Alive**, you'll be pleased to know that a few fighters return – Zack, Tina, Bass, Kasumi, Ayane, Gen-Fu – even Ryu Hayabusa, who was taken from an old Nintendo game called **Ninja Gaiden**!





Wacky Races

Two 'toon-inspired racing games are heading to a DC near you...

Infomaniac

Who makes it?
Infogrames

What is it?
Racing game

When's it out?
May

How many players?
Two

Best bit?
Cartoon graphics

Could be...
The best race kart game EVER!

This cartoon was created 33 years ago, so some may not have seen it. What a pity! Each episode involved a race meeting between various cartoon car race fanatics, who would cheat, steal or sabotage their way to victory. Tricks would involve secret jet packs and the crazy extendible nose cone to win those close finishes.

The most evil character was Dick Dastardly who employed Mutley, his dog, to carry out his evil bidding. Also, Dick had fun trying to kill his fellow contender, the beautiful and honest Penelope Pitstop.

It's payback time!

Luckily Dastardly never got his evil way or won any races. But with the entire cast being resurrected for Dreamcast, Dastardly and Mutley may soon succeed in pipping Penelope to the post – with you at the controls.



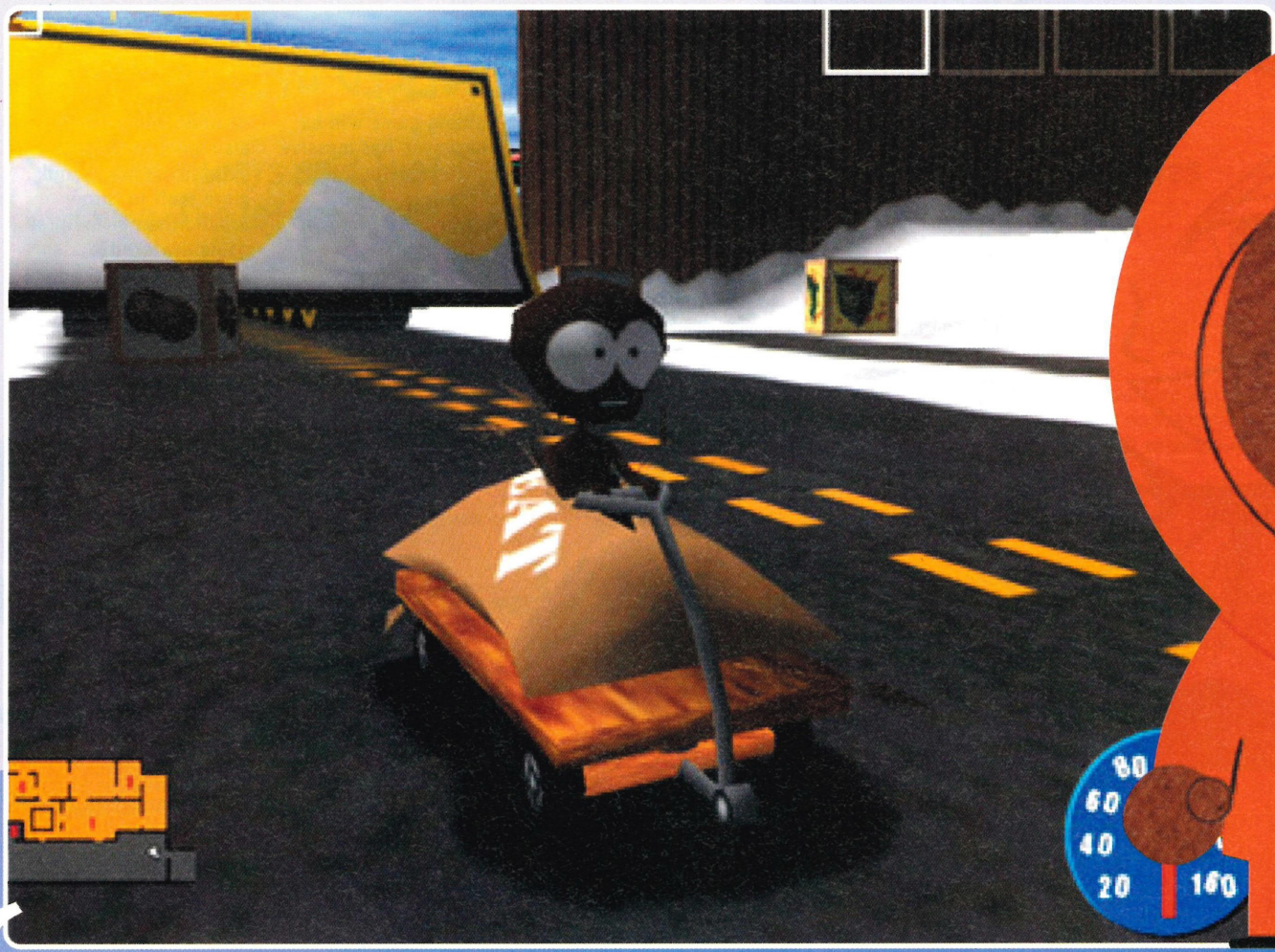
VEHICLES

Wacky Races has the upper hand here – it's got 11 cars to **South Park**'s nine. Also expect **Wacky Races** to have more imaginative weaponry, for that was the point of the original programme. However, **South Park**'s Chocolate salty ball-hurling cannot be underestimated.



GRAPHICS

South Park the series was a poor-looking 2D affair, while **South Park Rally** is a fast-moving 3D game, so it looks far better than the TV show. However, although **Wacky Races**' graphics are 3D, they have ace real-time outlines using a clever ink shading to make them appear like the original 2D cartoon. It looks amazing, so **Wacky Races** wins this one hands down.



South Park Rally

...Dylan Davies pits Dick Dastardly and friends against Cartman's posse



Buzz



Unless you've been living in Canada for the last few years you'll be familiar with the adventures of Cartman and the boys. Now they're here in a kart game.

As well as Stan, Kyle, Cartman and Kenny, you can play Chef, Satan, Death, Big Gay Al or even one of the Aliens. They all have different vehicles and attitudes – Cartman patrols the tracks on his police tricycle (respect his authoritaaah), Death has his hearse and the Aliens have crazy hovercraft vehicles.

As well as just racing around town, weird race modes are available, such as collecting Easter eggs, playing tag and shooting chickens.

With hundreds of samples from the television series this game does all it can to bring the **South Park** world to life – yah Hippie!

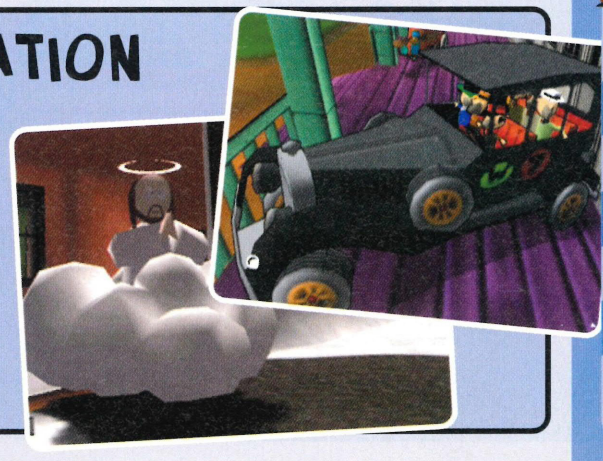


MULTIPLAYING

Cripes, **Wacky Races** is only twoplayer whereas the Denver-based kart adventure rolls in at a whopping fourplayer affair. However, **Wacky Races** does contain several superb arena tracks for the use of blowing up your friends and the computer characters. We like!

ANTICIPATION

Even with less players **Wacky Races** looks like it'll be the better game. The **South Park** franchise has been over-used and its previous offerings were disappointing. Don't hold your breath for a classic game. **Wacky Races** looks better and is much sillier – Mint!



Infomaniac

Who makes it?
Acclaim

What is it?
Racing game

When's it out?
May

How many players?
Four

Best bit?
It's South Park!

Could be...
Dude, this could really suck!



LET'S GET POWERED UP!

Since the original **Power Stone** is one of Mr. Dreamcast's favourite games, the news that a sequel is on the way is more than cool – it's freezing! The new version of Capcom's funtastic fighting game will be fourplayer, has massive new levels, four new characters – AND vehicles that you can use in fights.

The new levels include a submarine and a giant spider-monster thing. There's also more conveyor belts, more traps, and more stuff to throw around than in the first game – wicked!

Mr. Dreamcast reckons **Power Stone 2** will be out this Summer.

BUZZ

All the latest DC news, info and gossip. If it's a hot story, we'll cover it. This month, we check out the DC camera, cool new games heading your way, UK charts, and loads more!



Left: If the weapons in the first Power Stone weren't enough, then how about a tank? Right: Fourplayer fighting in the air!

Left: The game goes to sea as the battle shifts aboard a pair of crazy submarines – cool! Right: You can use the subs' guns in fights

Left: The graphics have become a bit cuter, and the levels a bit bigger too. That's so fourplayers can fit on screen (see right)

Left: Check out those platforms! They remind us of playing Super Smash Bros. on N64 Right: The giant spider level – mint or what?

Dreamcast gets a camera...

Sega has always said that Dreamcast was going to be more than a games machine. The latest scoop is Dreameye, a cunning digital camera

Name Dreameye
What is it? A digital camera for Dreamcast
What does it do? You can take pictures and film short movie clips. Then you can add sound effects and email them to your friends.
Anything else? Yep. There's also going to be a microphone. When the two are combined the result is a videophone. You can see the person you're talking to on your TV screen.
When can I buy it? There's no confirmed date yet for the UK. We reckon it will be here by Christmas.
And how much will it cost? Again Sega hasn't mentioned a price but we're sure it will be less than £100 for the camera and the microphone.

TECHY DETAILS

Maximum length of each movie **25 seconds**
Number of pictures that can be stored **31**
Size **58mm x 80mm x 19mm**
Weight **62g**
Battery life **300 still pictures**



...and a Zip

You can save pictures and files quickly and easily with the new Zip drive



Sega has also been working on a Zip drive for DC. This is a device that enables you to save large files such as pictures and music quickly. At the moment, the only way to save stuff on Dreamcast is by using a VM unit but these are small – they only have 128K of memory. Zip discs, however, are almost 100 times bigger (100,000K). The DC zip drive will be especially useful for downloading and saving things such as MP3 music samples from the Net.

Name: Dreamcast Zip drive
What does it do? Allows you to download and save big files from the Net
When can I buy it? There's no confirmed date yet. We reckon it will be here by the summer. We guess it'll cost about £100 – the same as Dreameye

Puzzling over the Net with Chu-Chu Rocket

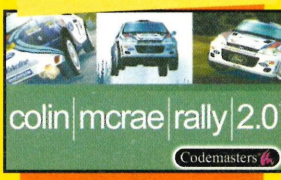


It's looking likely that Chu-Chu Rocket (Sega's cute puzzle game that's been big in Japan for the last two months), is set to be the first Dreamcast Net game in the West. The mouse-catching game can be played by four people at home, but by connecting through your phone socket you'll be able to play against gamers in other parts of Britain – and maybe even those in France and Germany, too.



NEWS BITES

More rally



There's a big possibility that top rally game **Colin McRae** is coming to DC. If you look at the box for the PlayStation version, you'll notice that the title is **Colin McRae 2.0**. And just like **Virtua Striker 2 ver.2000.1**, we reckon that the DC version will be called **Colin McRae 2.1**. Check out www.codemasters.com

Tech Romancer



Ready to play



The latest crazy gadget to come out of Japan is this funky combination Dreamcast and TV unit. Made by Sega and Fuji, it costs 88,888Yen – that's around £520. Only a few will be manufactured though so don't expect to see any in the UK.

NEWS BITES

A great deal



If you're still saving for a Dreamcast, there are some good bargains to be had right now. Dixons' deal is the best. It's offering a Dreamcast with three games for £249, but only until mid-April so be quick. Check out www.dixons.com

Samba De Amigo







No, this isn't a monkey simulator (what a shame), but **Samba De Amigo**, the new game from Sega's Sonic Team. In it you have to dance with maracas in time to funky Latin music – it's coming to DC this year!

Tech Romancer

More bonkers beat 'em up action from the Power Stone guys!

If fighting games are your thing, then Dreamcast is definitely the console for you – almost every day there's another superb new beat 'em up announced.

The latest is **Tech Romancer**, which gives you control of crazy giant robots to batter your opponents with.

The controls are pretty simple to master – light attack, hard attack, jump and block – but they don't stop **Tech Romancer** being a lot of fun. Look out for it in May.











ON OUR VM THIS MONTH

What's in Mr. Dreamcast's memory card?



Crazy Taxi Strangers keep wandering into our office and asking to play it

Red Dog It mixes bouncy off-road driving and shooting – two of our favourite things

Soul Calibur Six months on, it's still the best. And we're still trying to beat Camilla

Shemnue We don't understand it cos it's all in Japanese but it looks great.

Wild Metal We like the tanks but the levels are too big. Anyone got a map?

TrickStyle More tricks means more points. Keep practising – it's a tricky one!

Chu-Chu Rocket Mr. Dreamcast has officially contracted Chu-Chu fever. He rekcons it's the best party game ever!

Sonic Adventure Gotta unlock all the secrets and find all the gold rings! The blue hedgehog is back and we love him!

NEW SONIC GAME SHOCK!

It's official – new **Sonic** games are on the way! If the reports are right we should know by May what the Sonic Team have in store for us.

Sega will be using the biggest videogame show in the world, Los Angeles' annual Electronic Entertainment Expo (shortened to E3), to show the new **Sonic** games. Last year Sega stole the show by turning up with 40 of the hottest games at E3, and this year they plan to do the same. Little is known about **Sonic**'s latest adventure, but if it's not faster, bigger, louder and brasher we'll eat our hats.

According to Internet news stories, new Dreamcast add-ons will also be shown at E3, including faster modems and a brand new VM that will be able to save MP3 music files from the Net. That means you'll be able to store your favourite choonz and listen on the new VM.

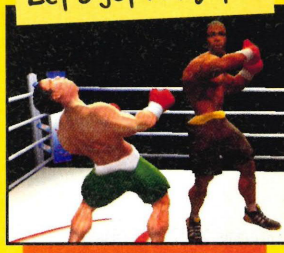






NEWS BITES

Let's get ready to...



Set to appear on DC sometime in 2001, **Title Defence** looks like it's out to steal **Ready 2 Rumble**'s title of best boxing game. It better be good, because we've also heard that a massive sequel to **Rumble** is due before the end of the year – and might be at E3!

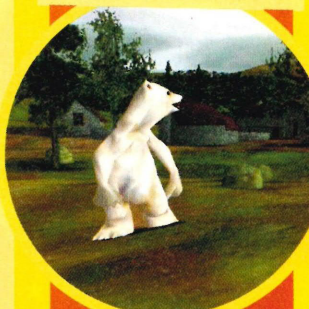
Mr. DC goes to the movies

Loads of films are going to be turned into games this year. Here's a taster

THE SHOW		MAIN CHARACTERS	WHAT'S IT ALL ABOUT?	WHEN CAN YOU SEE IT?	WHEN'S THE GAME OUT?	CATCH-PHRASE
DONALD DUCK		Donald Duck (and friends)	Clumsy but funny bird with squeaky voice	It's been going for 60 years!	Autumn	It's quacking platform fun
VIP		Pamela Anderson	Pammy as a glamorous bodyguard	Starting showing on UK TV in Autumn	November	Like Baywatch – but with clothes and guns
102 DALMATIONS		Lots of puppies	Like 101 Dalmatians but with an extra dog	Hits UK cinemas at Christmas	Christmas	Walkies!
AUSTIN POWERS		Austin Powers, Dr Evil and Felicity Shagwell	Hilarious James Bond spoof	Started about two years ago	Christmas	"It's a groovy game. Yeah baby, yeah!"
DINOSAUR		Aladar, the Iguanodon	Jurassic Park meets The Jungle Book	Hits UK cinemas at Christmas	Christmas	He's a three-tonne cutie
ADVENTURES OF BATMAN		The Caped Crusader and the Batmobile	Man who dresses as a bat and drives a cool car	Started about 35 years ago	Winter	Holy smoke Batman! A driving game
ROSWELL CONSPIRACIES		Logan, an FBI agent	The X-Files becomes a cartoon	Starts on BBC in the Autumn	Next year	The game is out there
MAX STEEL		Max Steel	Nerd gains Nano-Tek powers and battles evil	No one seems to know yet	Next year	Like Action Man – but younger

More news next

A whole new world!

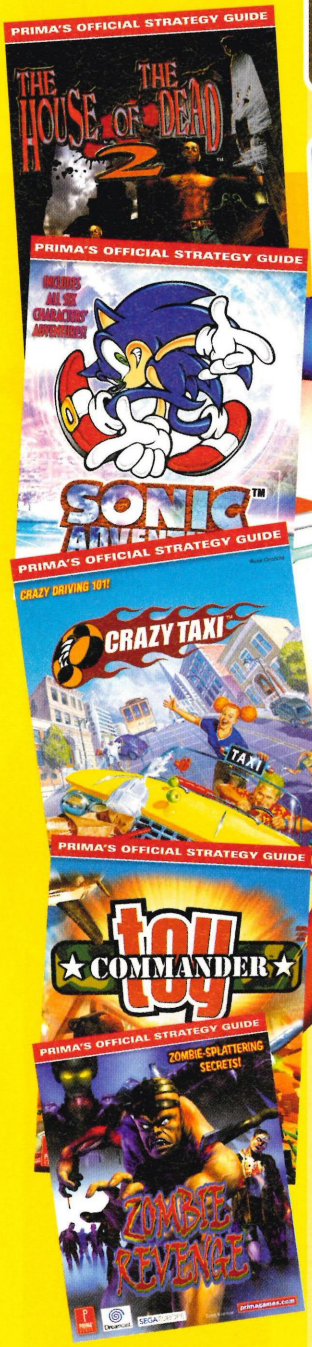


You might have heard about the big PC game **Black & White**, but did you know it's coming to DC this year?

In the game you're a god who must use magical power to rule a whole world. You can also train wild animals to become powerful forces of good or evil.

HELPING HAND

If you're the kind of person who wants to find every secret and bonus item in a game, guides come in really handy. Prima Games and Sega have just released the official guides for **Sonic Adventure**, **Crazy Taxi**, **The House of the Dead 2**, **Toy Commander**, **Virtua Fighter 3tb** and **Zombie Revenge**. They cost £9.99 each. Guides that are due out soon include **Tomb Raider: The Last Revelation** and **Resident Evil Code: Veronica**. Check out the website at www.primagames.com

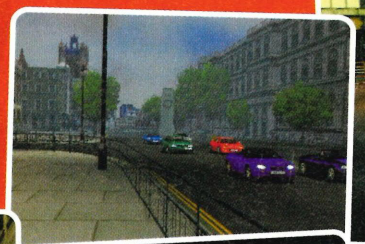


NEW SHOTS

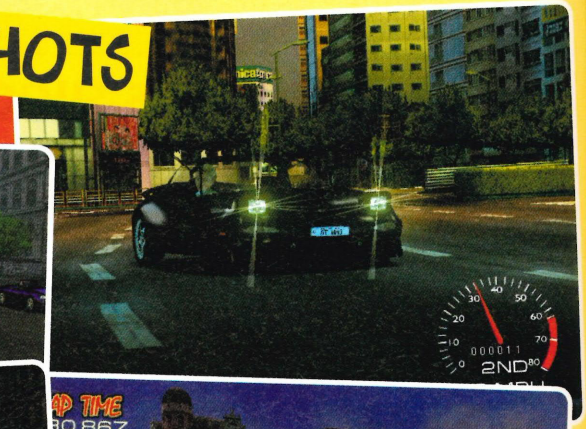
METROPOLIS STREET RACER

Dreamcast needs a racing game to rival **Gran Turismo 2**, and if all goes to plan then **Metropolis Street Racer** (**MSR** for short) will be it. The most incredible thing about **MSR** isn't that it lets you drive 'real' cars (we've seen all that before), but that you get to race around actual cities such as London, Tokyo and San Francisco. It's out 7 July.











These two shots show you how MSR changes between night and day

Space Channel 5

Dancin' and shootin' with Sega

With rhythm action games like **PaRappa the Rapper** proving enormously popular, especially in Japan, Sega has gone one stage further with **Space Channel 5**. Playing as super TV presenter Ulala, you have to capture aliens by zapping them in time to the music, while rescuing humans. The better you are at this, the bigger the group of followers you'll gain. Expect **Space Channel 5** to touch in the UK in July.











COMING SOON

4 WHEEL THUNDER

Coming from the same outfit who conjured up **Hydro Thunder**, **4 Wheel Thunder** is a wild off-road racer that should get your heart pumping. Monster trucks, massive tracks and a twoplayer splitscreen mode are all in there. Our only worry is that the tracks are too big – we keep getting lost.



V-Rally 2

Doin' some damage!

Already a hit on PlayStation, the DC version of V-**Rally 2** will be screeching onto our screens at the end of May. Using the power of DC, **V-Rally 2** now features loads more graphic details and colours, plus you can see further up the tracks. Add to that a wicked track designing mode and the game should be a winner!

NEW SHOTS





COMING SOONER

Wetrix+



New version of N64's water, lakes, mountains, ducks and bombs puzzle game (sounds weird, but it's cool), with added bits for Dreamcast
When? April

Toy Story



Dunno if you've heard of a Disney film called Toy Story 2... Nah, us neither. It'll be like the PlayStation game but with better graphics
When? May

Tony Hawks Skateboarding



Another PlayStation game that's been souped-up for DC, but with three-times better graphics who's complaining? Not us, that's for sure
When? April

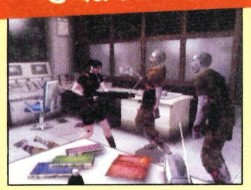
Deep Fighter



If you fancy something a bit different, how about this underwater shoot 'em up from the makers of **TrickStyle**? We reckon **Deep Fighter** could be a surprise hit
When? May

COMING LATER

Resident Evil Code: Veronica



OK, so it's a little on the scary side, but that won't stop **Code: Veronica** being one of Summer's best plays – and the graphics are mint!

Virtua Tennis



With amazing, arcade-quality graphics and real tennis stars from around the world (including Tim Henman!), this will be a big game for when the sun shines

Quake III: Arena



Already a mammoth hit on the PC, **Quake III** on Dreamcast will enable you to battle against at least eight other players through your telephone line. Wicked! Out in the Autumn

Dinosaur



Even Mr. Dreamcast was a bit stumped when we asked him what he thought about this game, but it's Disney's massive Christmas movie so that's gotta be a good sign! Out this Christmas

Tools of the trade

The coolest round-up of goodies you can buy to make your DC a dream machine

JOYPADS

The standard item

Sega £19.99
Mad Catz Dreampad £19.99, six colours



Joytech Controller Plus £19.99, six buttons, three colours



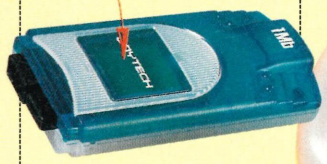
NYKO Dream Master £19.99, six buttons plus turbo and slow-motion buttons
Venom Dreamforce £19.99, internal rumble pack plus ReMap button



VM UNITS

Don't forget to save

Sega 200 blocks, £19.99
Joytech 1MB 1600 blocks, £12.99, no screen, three colours



Joytech 4MB 6400 blocks, £17.99, no screen, three colours



Action Replay 3200 blocks, £39.99



NYKO Jumbo 400 blocks, £24.99, no screen



STEERING WHEELS

Driving DC Round the bend

Sega £44.99



Mad Catz Dream wheel £39.99
Joytech Jordan wheel £49.99
Mad Catz MC2 £59.99



Thrustmaster Ferrari wheel tbc



KEYBOARDS

Essential for the Internet

Sega £19.99
Action Replay £19.99



SPEAKERS
Sounds great

Logic3 SoundStation £49.99, two colours



CHEAT CARTRIDGE
As if...

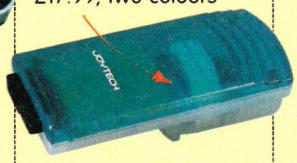
Action Replay £39.99



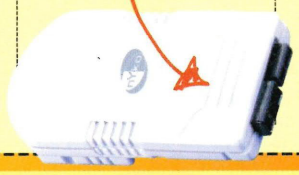
Cheat cartridges let you unlock all the secrets and bonus items in a game without actually completing it. You can also get ultimate power-ups such as unlimited lives and infinite ammunition. Be warned: they can take the fun out of finishing a game by yourself

JOLT PACKS
Good vibrations

Sega £14.99
Mad Catz Force Feedback pack, £19.99
Joytech Standard pack £9.99, two colours
Joytech Advanced Pack, 1MB memory, £17.99, two colours



NYKO Thunder pack £12.99



LIGHTGUNS
For shooting things

Sega £54.99 (with **The House of the Dead 2**)
Joytech 9mm Enforcer £29.99, kick-back



Mad Catz Dreamblaster £29.99



Hyper Mart!

MRDC01 APR

Buy buy buy! Sell sell sell! It's classifieds corner, baby...

Got something to sell or swap? Desperate to get hold of a particular game? Wanna get matey with other Dreamcasters? Need a place to advertise your fanzine or website? Friend, you've come to the right place. Simply write your ad on the form below (or use a photocopy if you don't want to cut up your copy of Mr. Dreamcast) and we'll print the ad in the earliest available issue. Please write your ad in the boxes to the right using your clearest block capital handwriting. Keep one word to a box. Remember to include either your address, telephone number (with dialling code) or email address so people can get in touch.

Name_____
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Please put my ad in the following section **(please tick)**

- ☐ Consoles for sale
- ☐ Games for sale
- ☐ Games to swap
- ☐ Fanzines
- ☐ Penpals
- ☐ Games wanted
- ☐ Other

Send your completed form to: Hyper Mart, Mr. Dreamcast, Magical Media, 46-47 Britton Street, London, EC1M 5UJ

The Rules: We'll only print private ads. Trade ads will be thrown in the bin. Ads for pirate software are illegal. Please get your parent's permission before placing or replying to ads and make sure you're allowed to include your home phone number or address. And remember, we can't be held responsible for any loss of property or money.

Goodies



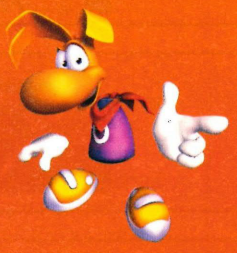
The Fur Fighters They're cool and they're on this month's cover

George Lucas Star Wars 1 Pod Racer is coming to Dreamcast. Top speed!

Tony Hawks He's going to be in two Dreamast skateboarding games this year

Ferrari 355 Sega's ultra-hard coin-op is a winner

Sega Crazy Taxi! Let's make some crazy money! Fantastic



Rayman So how exactly does he walk without any arms or legs?

Sega Please can we have Chu-Chu Rocket now?

Real taxi drivers who drive like we play Crazy Taxi. Now that's scary!

The person who messed up and postponed Sonic on the NeoGeo Pocket Color

Zombies They're boring. Can we have more interesting baddies please?



Baddies

UK charts

1 

Crazy Taxi
Sega
Weeks on chart 1
Races to the top

2 

Soul Reaver
Eidos
Weeks on chart 1
Vampire magic

3 

Sonic Adventure
Sega
Weeks on chart 20
Blue wonder sells on

4 

Soul Calibur
Namco
Weeks on chart 14
Still cutting along

5 

Deadly Skies
Konami
Weeks on chart 2
As high as it goes?

6 
Virtua Striker 2
Sega
Weeks on chart 6
Sega's own goal

7 

Re-Volt
Acclaim
Weeks on chart 3
Almost electrifying

8 

Jimmy White's 2
Virgin
Weeks on chart 8
We wouldn't pocket it

9 

Shadow Man
Acclaim
Weeks on chart 7
Too dark for some

10 

Vigilante 8
Activision
Weeks on chart 1
No! Stop buying this!

Leisure software charts compiled by Chart*Track*, (c) 1999 ELSPA (UK) Ltd

VOX POP: SOUL CALIBUR FAVOURITES

During half term, game shop Turbo, in Barnet, held a Soul calibur competition. Mr. Dreamcast went along to find out just who everybody's favourite Soul calibur fighter really is



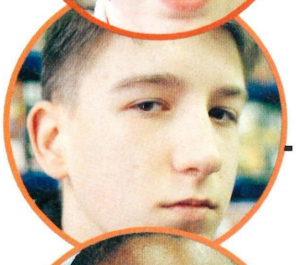
Name: Jonathan Lam **Age:** 14
Favourite SC character: Kilik
He's a good all-round character. I also like his oriental fighting style





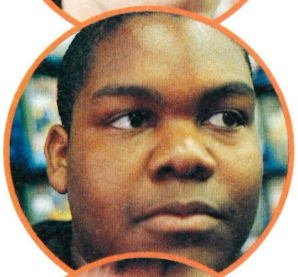
Name: Marc Howard **Age:** 14
Favourite SC character: Voldo
He has fast, powerful moves that you don't have to charge up





Name: Chris Allen **Age:** 17
Favourite Soul Calibur character: Mitsurugi
He's fast and I like his fighting style. His animations are pretty good too





Name: Duane Black **Age:** 19
Favourite SC character: Mitsurugi
I like his samurai fighting style and he's quick. He's the hardest character to beat





Name: Daniel Caps **Age:** 14
Favourite SC character: Cervantes
He's strong and quick and with his two swords he looks really cool



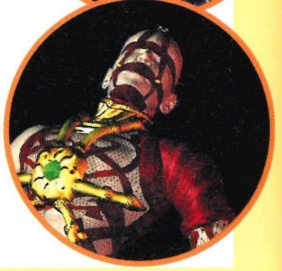


Name: Colin Myers **Age:** 14
Favourite SC character: Astaroth
He has a massive sword which is good for long-range attacks





Name: Niss Cohen **Age:** 40
Favourite SC character: Voldo
I like him because he was my favourite character from Soul Blade



Thanks to Niss at Turbo for letting us come along.
Turbo, 88 The High Street, Barnet (t) 0208 440 0415

Mr.Dreamcast

MASSIVE COMPETITION

YOUR CHANCE TO WIN OVER £1000 IN TOP-NOTCH PRIZES

We've gone competition-tastic here at Mr. Dreamcast, with a shedload of prizes up for grabs. So what are you waiting for?

WIN!

FIVE SETS OF SONIC FIGURES!



We've got five sets of three 28cm **Sonic Adventure** action figures up for grabs! To win Knuckles, Tails and Sonic, we want to know **What sort of animal is Tails?** If you reckon you've got the answer, write it on a postcard to **Sonic compo,** Mr. Dreamcast, Magical Media Ltd, 46-47 Britton St, London EC1M 5UJ. The first five correct answers pulled out of the hat will win.

WIN!

TEN MASSIVE MEMORY CARDS



Joytech's cards offer 4Mb of memory – that's 32 times as big as the standard! They'd normally cost you £20, but we've got ten to give away. Just answer the following question: **A standard memory card has 200 Save slots. How many does Joytech's have?** Answers to **Memory card compo,** Mr. Dreamcast, Magical Media, 46-47 Britton St, London EC1M 5UJ

WIN!

TEN NEOGEO POCKET COLORS & TEN SONIC POCKET ADVENTURE!



We've got ten NeoGeos Pocket Colors plus ten **Sonic Pocket Adventure** games to give away!

SNK's cute handheld offers the best graphics, a bigger screen and twice the battery life of other handhelds. Its games are pretty rad too. Based on the Mega Drive's **Sonic 2**, the totally cool **Sonic Pocket Adventure** won't be out until Easter, but you can get your hands on it and a brand spanking new NeoGeo by answering the following question: **Which Sega machine did Sonic first star on?**

Send your answers on a postcard to, **NeoGeo Competition,** Mr. Dreamcast, Magical Media, 46-47 Britton St, London EC1M 5UJ.

The first ten correct answers pulled out of Mr. Dreamcast's competition hat will win. Good luck!

The Rules Closing date for entries is 30 April 2000. Only one entry per household – people who send in multiple entries are sad and we'll ignore you. The judge's decision is final, and no correspondence will be entered into.

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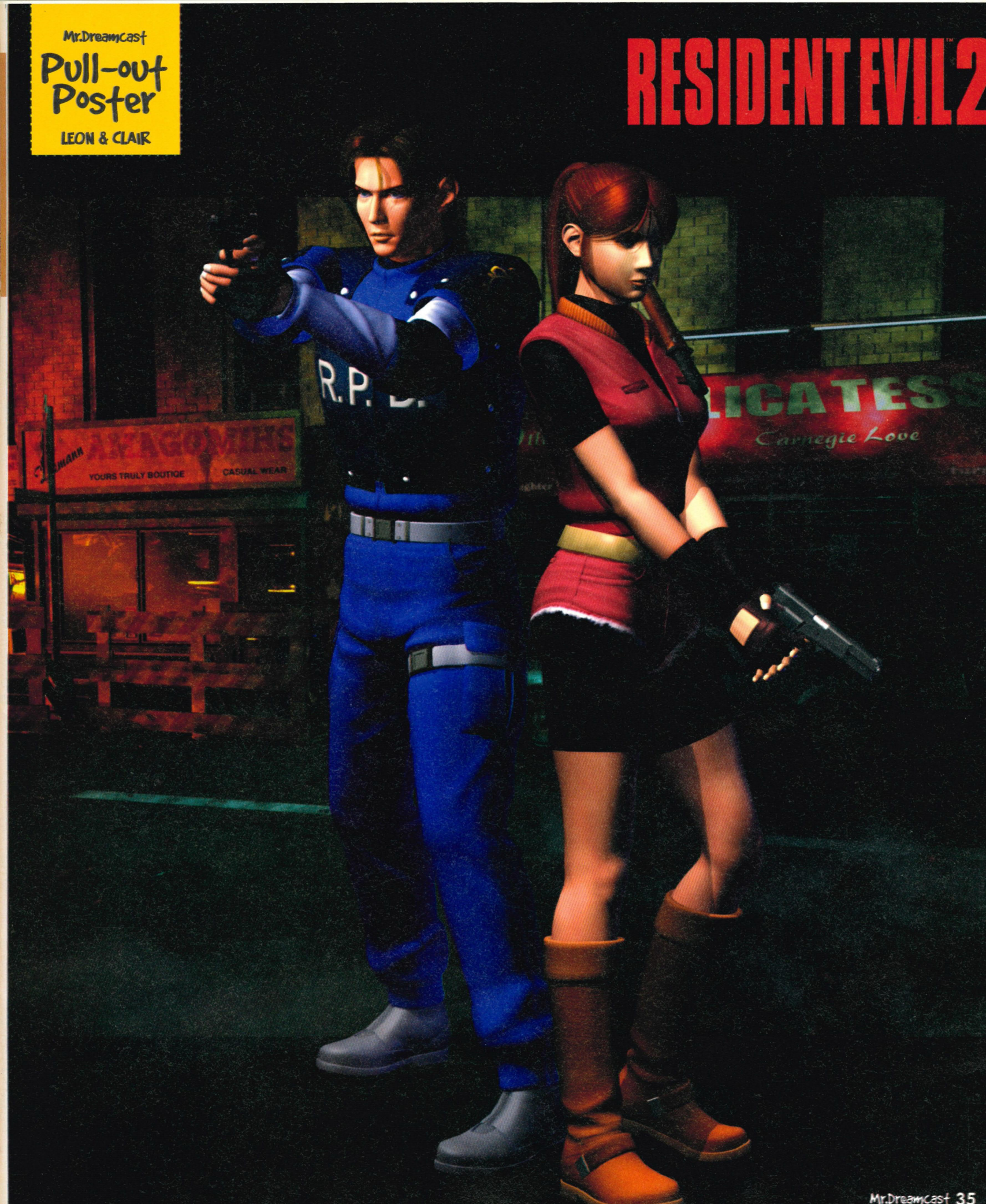
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Mr.Dreamcast

Pull-out Poster

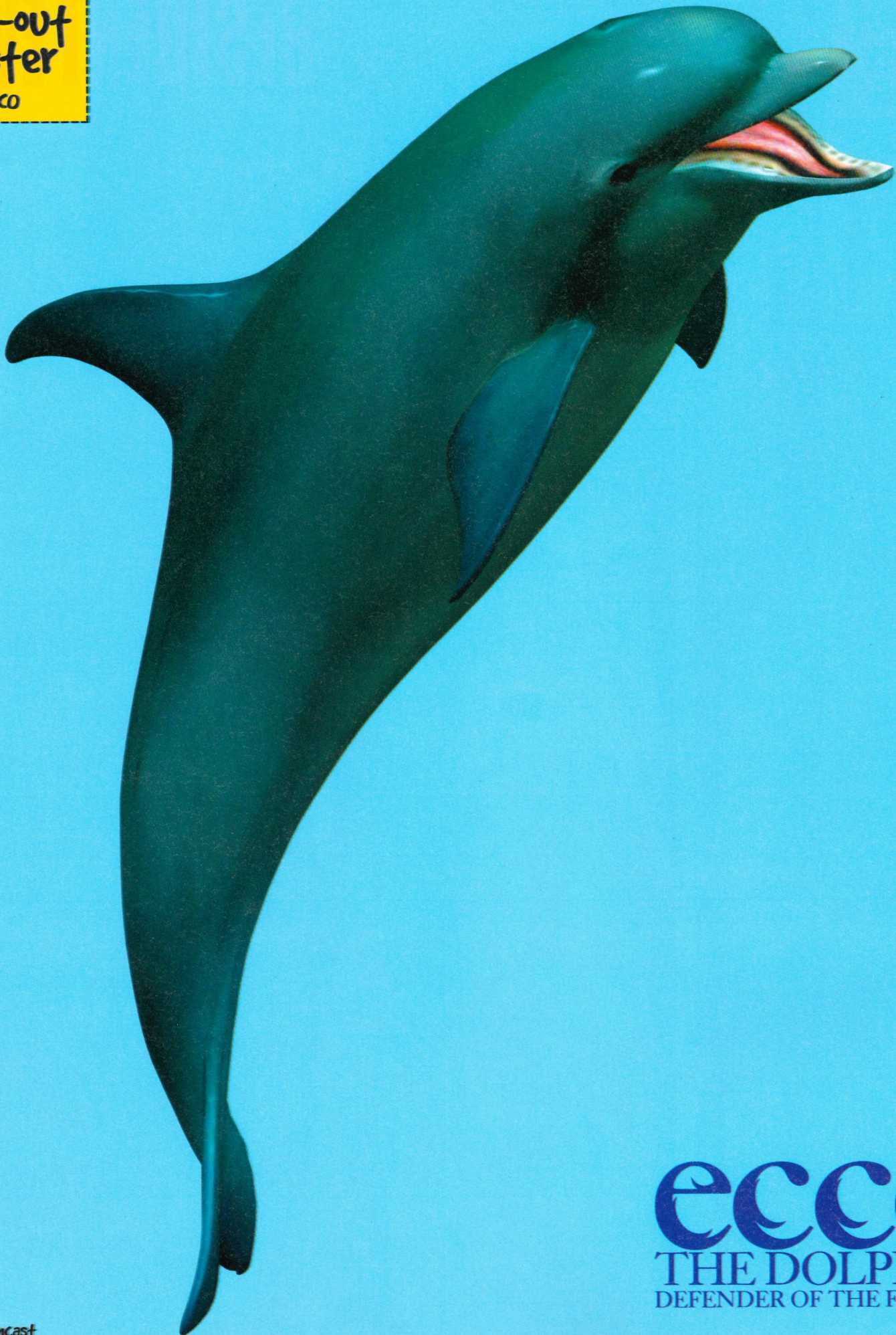
LEON & CLAIR

RESIDENT EVIL 2



Pull-out Poster

ECCO



ecco
THE DOLPHIN
DEFENDER OF THE FUTURE

Mr.Dreamcast's Club zone

Become a member of the most happening club around. Getting involved is easy!

Tips & Guides
Stuck on a level? Need some help? Don't sweat it – we're here for ya! 38

Cheats
We've gathered the best secret cheats from the Net – just for you! 48

Sorted!
Write to Mr. Dreamcast with your problems, queries and questions 49

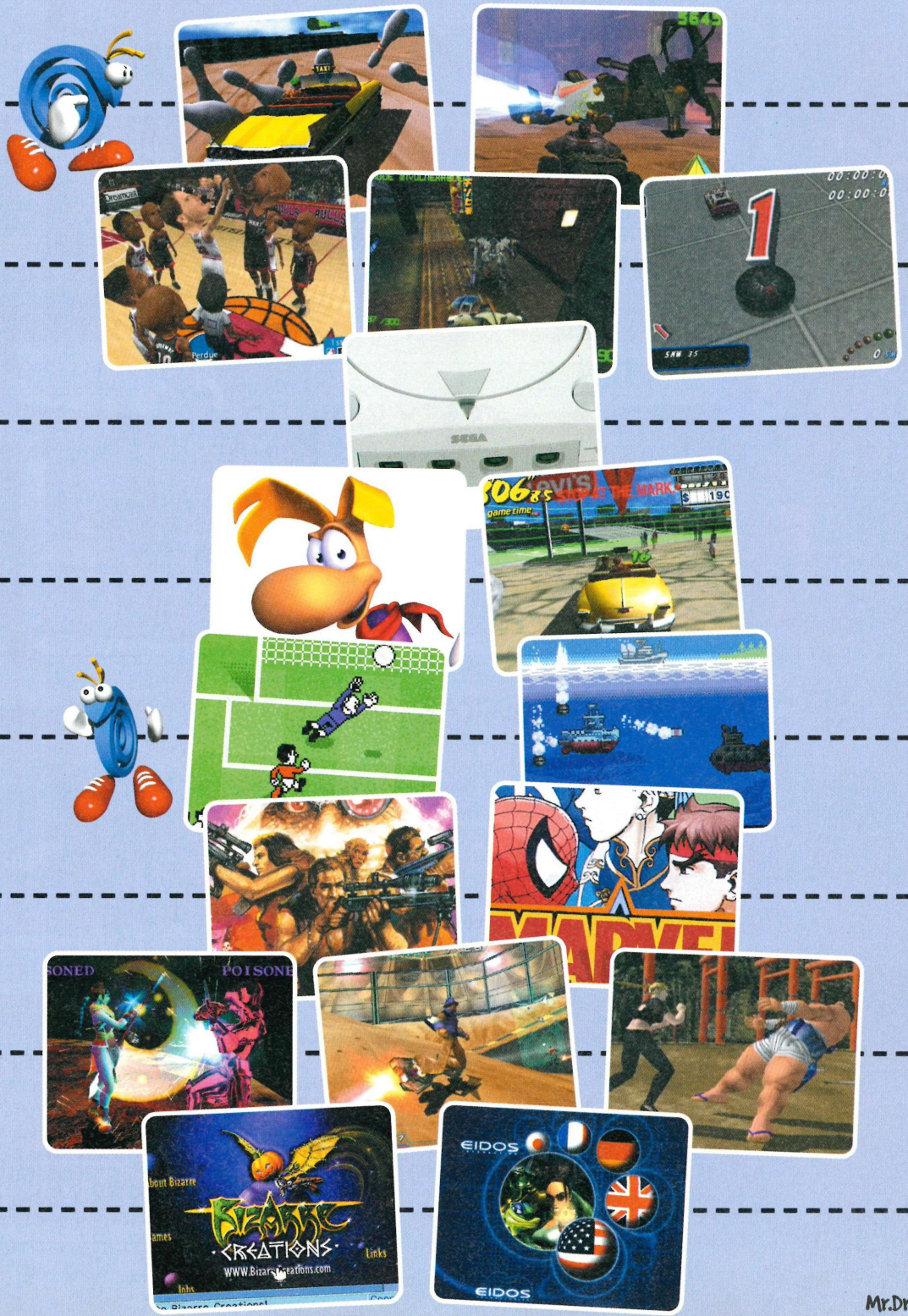
Art Club & Puzzle Pages
Get arty and solve some puzzles! Blue Peter was never this fun... 50

NeoGeo Pocket
Two pages devoted to everyone's favourite little handheld 52

Top 40
The 40 best games rated and slated so you won't waste your moolah 54

Replay & Tech-Know
Soul Calibur, **VF3tb** and **TrickStyle**. Plus techno-babble unbabbled! 58

Surfin'
How to design an online game, the best of the Web, and loads more 62



Mr.Dreamcast Tips

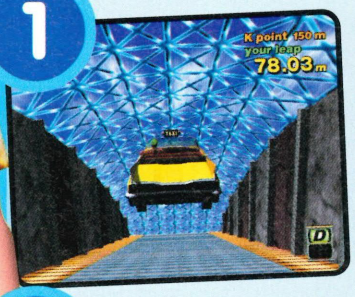




Stuck? Then look no further my friends, because the Mr. Dreamcast team is here to help. Each month we'll be slinging you the most professional tips, guides and cheats around. Check it out!

Crazy Taxi box modes...

1 CRAZY JUMP



This is a great little stunt. Reverse a right to the start of the ramp. Crazy boost down the ramp and then keep boosting to build momentum. Then, as soon as you get off the ramp sit back and enjoy your work as you fly into the record books.

2 CRAZY DRIFT



Oi! Keep off the grass! Your drifts just don't work on the green stuff, so just you make sure that your taxi stays on the road. The key here is to keep the speed up and turn the wheel frequently in the drift to keep momentum up and vary the driftin'

3 CRAZY RUSH



First you need to master skidding while turning 180 degrees. Now when you pick up each of the five punters, sprint to their destination and use the 180-degree stop. This will save you the vital seconds you'd have spent rotating the vehicle.

4 CRAZY THROUGH



This is easy if you don't go at it like a mad bull. Hitting a car will reduce your total to zero. Drive on the central line at a sensible speed letting cars pass you by. There's plenty of seconds so take your time and cruise.

5 CRAZY FLAG



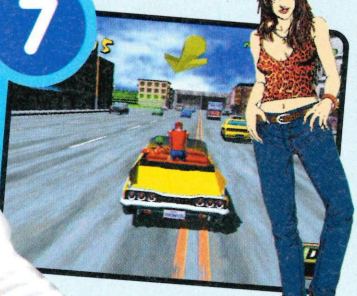
OK, this is nice and easy for ya. You'll start off by directly facing a cliff. Simply spin 180 degrees to face the length of the beach. Now just hurtle straight down until you see the target post. Now drive into that post. That's it! Pretty simple, isn't it?

6 CRAZY TURN



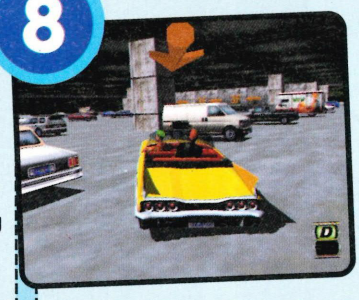
Learn to hurtle straight past the poles with only inches to spare! Hitting Accelerate when you get to the exit will boost you to the next turn. If you cut the last right-hander correctly you should find yourself facing the finish. Now screech to a halt. Nice one!

7 CRAZY JAM



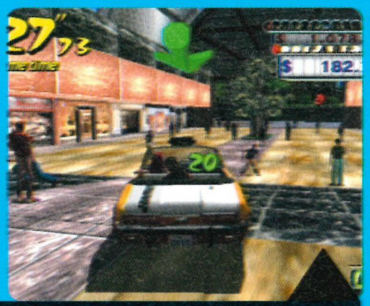
Boost and stop so that you're facing right. Now sprint down the street without getting slowed down by traffic. You can do this by driving on the pavement all the way! On the next drop, come to a halt facing left and boost through to the end. Good stuff.

8 CRAZY PARKING



Mind you don't crash into any cars, now! Ricocheting off vehicles will slow your progress down no end. What ever you do, don't try to cut across the roof. Instead, take the outside route avoiding any oncoming cars, veer to the right and finish in style. Great!





Above: A couple of cool shortcuts from the Arcade city. On the left is the multistorey carpark (just shoot up the ramp). Right is the shopping centre

ARCADE CITY

If you've played the Arcade city a few times and are up for a change of scenery, then right at the start, turn around and head the other way. Ignore the first few passengers because they'll ask to be taken back to the Cable Car Station. Eventually you'll reach the Lookout Tower and Bus Station, and then the city centre. When you've mastered the Crazy Boost (see page 40), getting to the furthest parts isn't too hard.

How to crazy slide & boost next



...and then some

9 CRAZY BALLOON



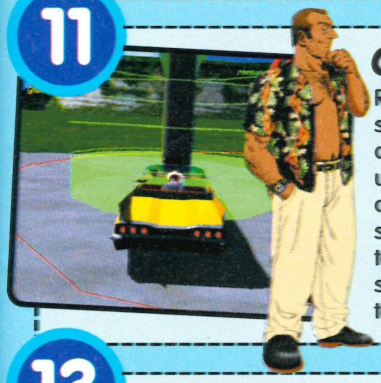
This is very easy. Simply drive through the balloons in no particular order. At the end of each attack run, turn the car 180-ish and head through them again. For extra speed, know where the last balloon is, spending precious time searching for it is a waste.

10 CRAZY BOUND



On the approach to each ramp start turning and go into a crazy drift. On leaving the ramp you should be turned exactly 90 degrees to face the next ramp. Keep repeating this until you've jumped each ramp. Don't worry – it's not as intimidating as it looks!

11 CRAZY POLE



Right then, this is pretty straightforward! You need to drive a punter to a post, pick up another one and then do it again. Use the break when sliding to a halt and remember to keep the brake pressed to stop you drifting past or off the target. Repeat loads.

12 CRAZY PARTY



Find a pattern to pick the guys up in. We suggest: forward right, to the left, climb up the tower next to you, leap off to get the guy in the car park, up the next tower. Now to jump the ramp, pick up the fellas to the right and left and drive on the narrow road to the finish. Ouch.

13 CRAZY BOWLING



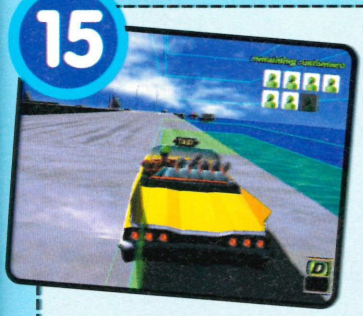
Angle of attack is everything here. Steer as though you're going to hit the middle pin, then quickly drift. You should now plough through the rack sideways ensuring that you get an easy strike. If you manage to do one perfectly, the rest are the same.

14 CRAZY ZIGZAG

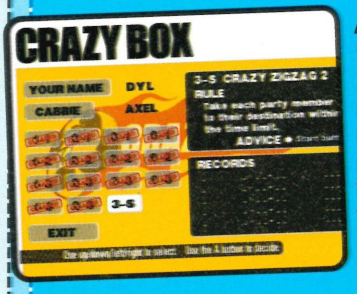


OK, you've no need to drift the first three corners. However, in the hairpins it is very important that you drift early and accelerate out of the turn quickly. There is no exit space so remember to use the brakes in the drift... it's a tricky one, so go carefully!

15 CRAZY ZIGZAG 2



Some say you can complete this using just the brakes. It's not true! To do this fast you must brake while drifting 90 degrees. Boost to the next drop-off point ready to do the drift in the other direction.

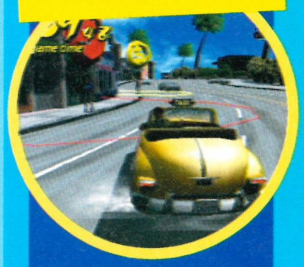


AND FINALLY...

When you complete Crazy Zigzag 2 the final challenge to beat is Crazy Attack, which is real monster to beat. You are given three minutes to pelt all the way around the Arcade city track. Do this and you're rewarded with the Crazy Bike. Hit up on the d-pad to use it.

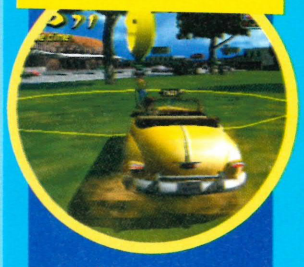
FARE'S FAIR

Red



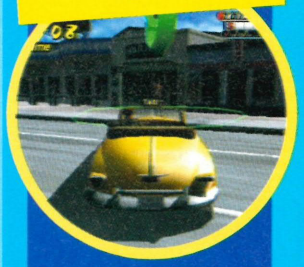
Red fares are great if you're short for time, as they only have to travel short-distances – so quick cash!

Yellow



Yellow fares are medium distance rides which take a bit longer

Green



If you're up for a long drive across town, then a green fare is the one to choose – but don't take it too easy!



WHICH VEHICLE IS THE BEST?

Some of our mates reckon that all the taxis have different speeds and ways of handling. We thought we'd check it out, and after playing loads and loads of Crazy Taxi, we still can't tell if it really matters which car you pick. Let's face it, unless you're so good that you never, ever crash, then it's not going to matter much, is it?

How to crazy drift

EVERYTHING'S ABOUT...

1 As you turn the taxi into the corner, keep the stick pushed to turn and the accelerator down, then flick into reverse gear to begin the move

TO DRIFT!

2 While keeping the stick held to turn and the accelerator on, put the car back into forward gear. The whole move takes only half-a-second







How to crazy boost

NOTHING CAN PREPARE YOU...

1 Bit more tricky, this one. To start off, you need to be cruising along in a straight line, with the accelerator held down full in forward gear

FOR THE FULL POWER...

2 Now let go of the accelerator for half-a-second, and switch quickly into reverse gear (honest). This gets you ready for the next part of the move

OF A CRAZY BOOST!

3 Then at exactly the same moment, slam the acceleration back on and put the taxi back into forward gear. You're Crazy Boosting!













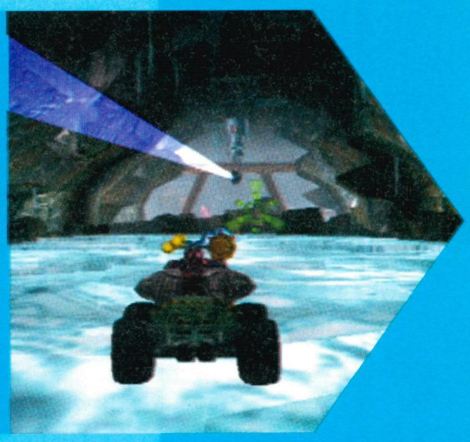


Left: The freeways seem like a great shortcut, but unless you jump off at the right spot you'll lose time. Right: Have you checked out the subway?

ORIGINAL CITY

Created just for us Dreamcasters, Original city is too big for words. Some highlights to look out for include: taking shortcuts through the sea (but don't slow down or you'll get stuck!), jumping the half-raised bridge (do a Crazy Boost to land on the building opposite), and driving through the train tunnels – just watch out for on-coming trains! And beware the hilly street section, 'cos it's really easy to get lost up there

Red Dog Maps Coming Up...



Crazy Taxi cheats



ANOTHER DAY MODE

Press R at the driver select screen, then press and hold R while you choose a cabbie. The words 'Another Day' will appear onscreen followed by the toot of a horn. This'll create new fare locations and starting positions.



EXPERT MODE

Feeling a bit flash? Crazy Taxi getting just a tad easy for you? To switch off both Destination Markers and Arrows, press and hold L+R+Start right before the driver select screen appears. This will switch you to Expert mode. Go on, have a go if you think you're hard enough...





NO ARROWS

How's your sense of direction? This code enables you to play without any arrow markers. Press and hold R+Start before the driver select screen appears. If you did it correctly, the message 'No Arrows' will appear. This will switch off the directional arrows.



NO DESTINATION MARK

Want to make things even harder for yourself? If you fancy it, you can switch off the green destination markers that appear around your targets. Right you are then – it's dead easy! Simply press and hold L+Start just before the driver select screen comes up. If you did it correctly, the message 'No Destination Mark' will appear. No problemo!

VIEW CHANGE AND SPEEDOMETER

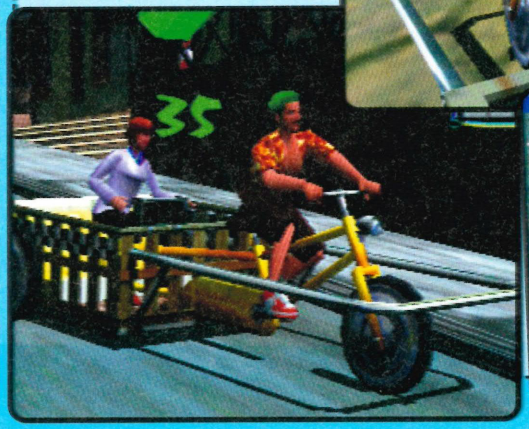
Plug a controller into controller port 3, then press the Start button on that controller after you started a game in Original or Arcade mode. You can toggle to a first-person view by pressing B (switch back to normal view with A), get an alternative viewing angle with Y, or tap X five times to bring up a speedometer display.



TAXI BIKE

At the driver select screen – after you select your character, but before the game starts – hit L+R+Start three times really (like REALLY) quickly. You'll now be able to drive a fast taxi bike! Cool, eh? You will also gain access to the bike once you beat all Crazy Box challenges. Simply press the d-pad up at the select screen to get it.







Red Dog guide

Sega's classic shoot 'em up is well 'ard. Use these maps to get through the first two levels

Steve Merrett teamed up with the crack team behind Sega's **Red Dog** to give you everything you'll need to tackle the first two levels of the evil Hoak Empire. **Red Dog** can be fiendishly difficult to get through alive – so with the help of these special maps, you'll have a fighting chance of survival, because you'll know just where the danger lurks.

Remember: Don't rush into unknown territory, practise your long-range targeting and use your additional weapons carefully, because they're rarer than Homer Simpson's table manners. Finally, if in doubt, retreat – caution is the best policy. Good luck!

Mission One: Volcanic Island Outpost

Brief: Destroy generator

The first mission is fairly simple to start with, but it's a good introduction to the skills you'll need in **Red Dog**. Starting on the outskirts of the Hoak base, you will move into a tunnel system via a lava pool. Beyond lies a military base, within which is a nuclear generator being used to create more Hoak troops and weapons.



2 SPIDERBOTS

Keep an eye on the walls and ceiling of the tunnel as deadly Spiderbots scurry across all surfaces. They carry an energy-sapping electrical bolt that is extremely harmful to the Red Dog vehicle, so watch for movement and pick them off quickly. Moving onward, pick off the Scorpions that flock towards you and you will reach a fork in the tunnel. Now head left.

1 WAR ZONE

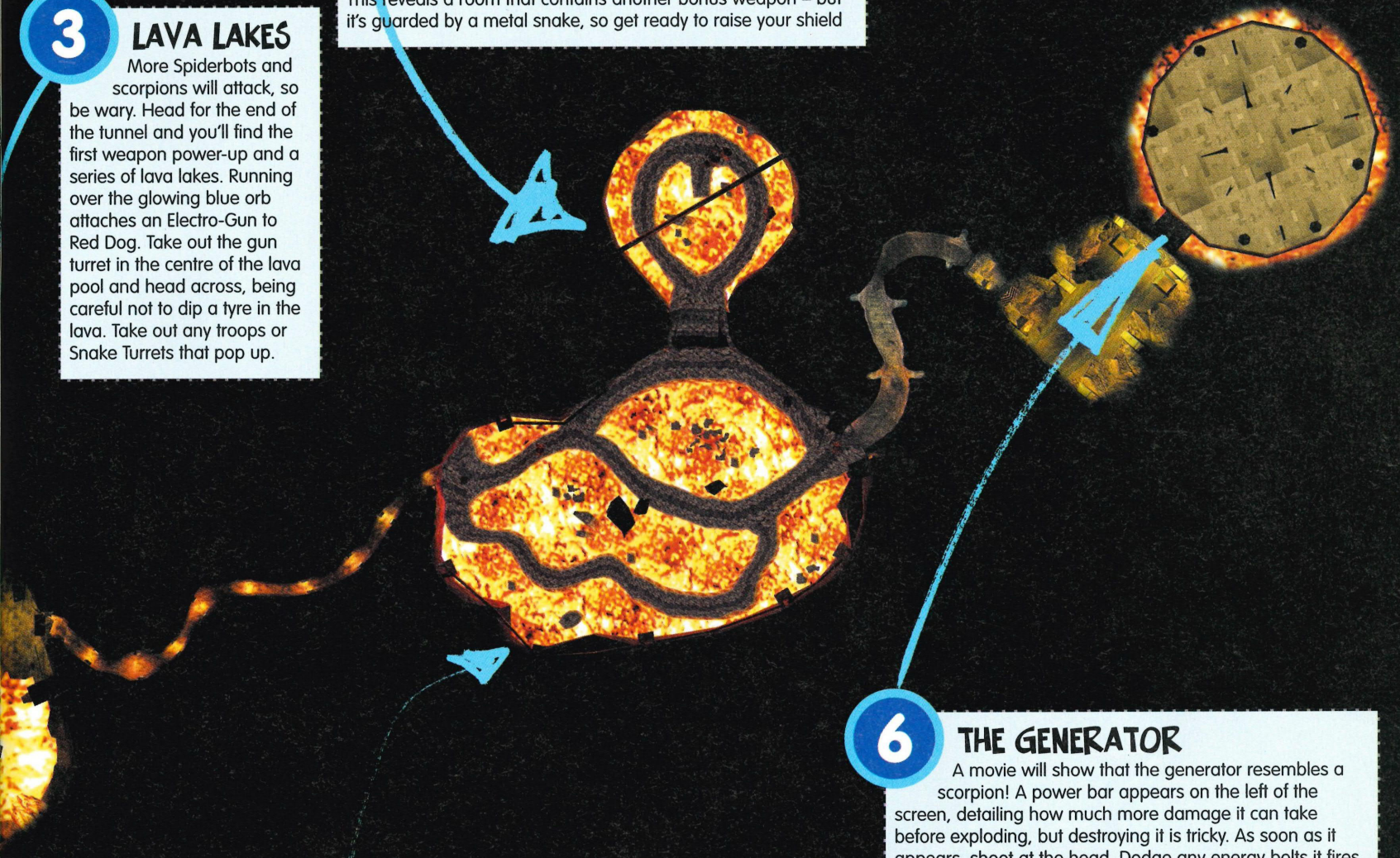
You've just been dropped on the edge of the war zone. Head left and into the ground-level camp. Troops will appear from two bunkers. Either take them out with the Red Dog's guns or simply run them over! A main bulkhead will open revealing two tanks. Retreat to avoid their fire and take them out one at a time. Head into the tunnel they were guarding.

5 SECRET BONUS ROOM

If you head up onto the raised ledge on the left of the second set of lava lakes (watch out for hovertanks), you'll find a chunk of rock that can be blown away by Red Dog's guns. This reveals a room that contains another bonus weapon – but it's guarded by a metal snake, so get ready to raise your shield

3 LAVA LAKES

More Spiderbots and scorpions will attack, so be wary. Head for the end of the tunnel and you'll find the first weapon power-up and a series of lava lakes. Running over the glowing blue orb attaches an Electro-Gun to Red Dog. Take out the gun turret in the centre of the lava pool and head across, being careful not to dip a tyre in the lava. Take out any troops or Snake Turrets that pop up.



6 THE GENERATOR

A movie will show that the generator resembles a scorpion! A power bar appears on the left of the screen, detailing how much more damage it can take before exploding, but destroying it is tricky. As soon as it appears, shoot at the head. Dodge any energy bolts it fires and pump away at the head until it explodes. The scorpion generator fires a beam of energy-sapping light. Stay out of its line of fire and keep plugging away at the head until it explodes again. The generator will spew scorpions at you. Only shoot the ones that get too close and keep blasting the generator's head. In a last attempt to wipe you out, the generator looses off shots from its tail. Keep out of range, shoot any part of the body and it will collapse.



4 TANKS

A few more Spiderbots and scorpions infest the tunnel, but push forward and you will enter a military base. Stay by the edge of the tunnel wall and you will see patrolling tanks and a large gun turret – if you stay tight to the ledge, the gun turret can be taken out without it getting a shot back! Repeat the action for the tanks and then drop into the level and head left. Another heavy-duty turret is there, use the Electro-Gun or dodge its fire while letting it have it. A few troops will appear so either shoot them or plough straight through.

Red Dog guide

Mission Two: Arctic Research Centre

Brief: Eliminate Cruise Laser Threat

Now things are getting really nasty! The Haak were working with a human research team to produce a laser to fend off future alien attacks. But now the rotten so-and-sos have kicked the human scientists out, and want to blow up our military bases with our own weapon. What are you waiting for? Go get that laser!

3 ICE PIT

A laser stands at the end of an ice sheet. It will shoot and melt the ice you're getting across and if you're not careful you'll fall into a level below. Whichever way you go head out in the next room – beware the tanks

2 VULCAN CANNON

You'll be in a warehouse – one of many! Waste the tanks and blow up the crates to reveal a yellow orb, which adds a Vulcan Cannon to the Red Dog. Head up the central ramp, picking off the soldiers that trundle into view. A door to the left opens – shoot the emerging troops and move through it.



1 ARCTIC

Starting in the arctic wastes, get used to the the way the slippery surface affects the vehicle. Use short bursts of speed to avoid going into the water. The main base can be approached in two ways, with only a few troops and tanks to watch for. Use the scenery as cover to pick them off. Two gun turrets guard the entrance to the base – take them out. Kill the troops who pile through the door.

5 ICE FLOES

This is where Red Dog becomes a platform game. After taking out the two laser towers at either end of the road, pick up the power-ups. Then carefully accelerate and brake to jump from ice block to block. But beware, if you fall in the icy water, you'll blow up. And at the end of the river is a large ice grinder! After crossing this obstacle, shoot the crates for a health power-up and then enter the winding tunnel.



5 MORE TROOPS

Another warehouse! Shoot any troops and blow up the crates to reveal another Vulcan Cannon orb. Go through the main door – voila! It's the real laser!

6 FINALE

This is the real deal. It's powered by four white generators around its base. Take these out using the basic gun and then repeat the same method to take out the main laser – however, this time the laser will attempt to keep its vulnerable area away from your firepower. So, you'll have to move and shoot fast to complete the mission.

4 BIG LASER

You reach what appears to be the laser. It's not; it's a dummy! You have less than two minutes to blow it up. Shoot the four motors to give yourself more time and then aim for the red bits at the back of the cannon. Use the Vulcan Cannon for extra efficiency. Exit the lift via the only available door. Do this twice before moving on.



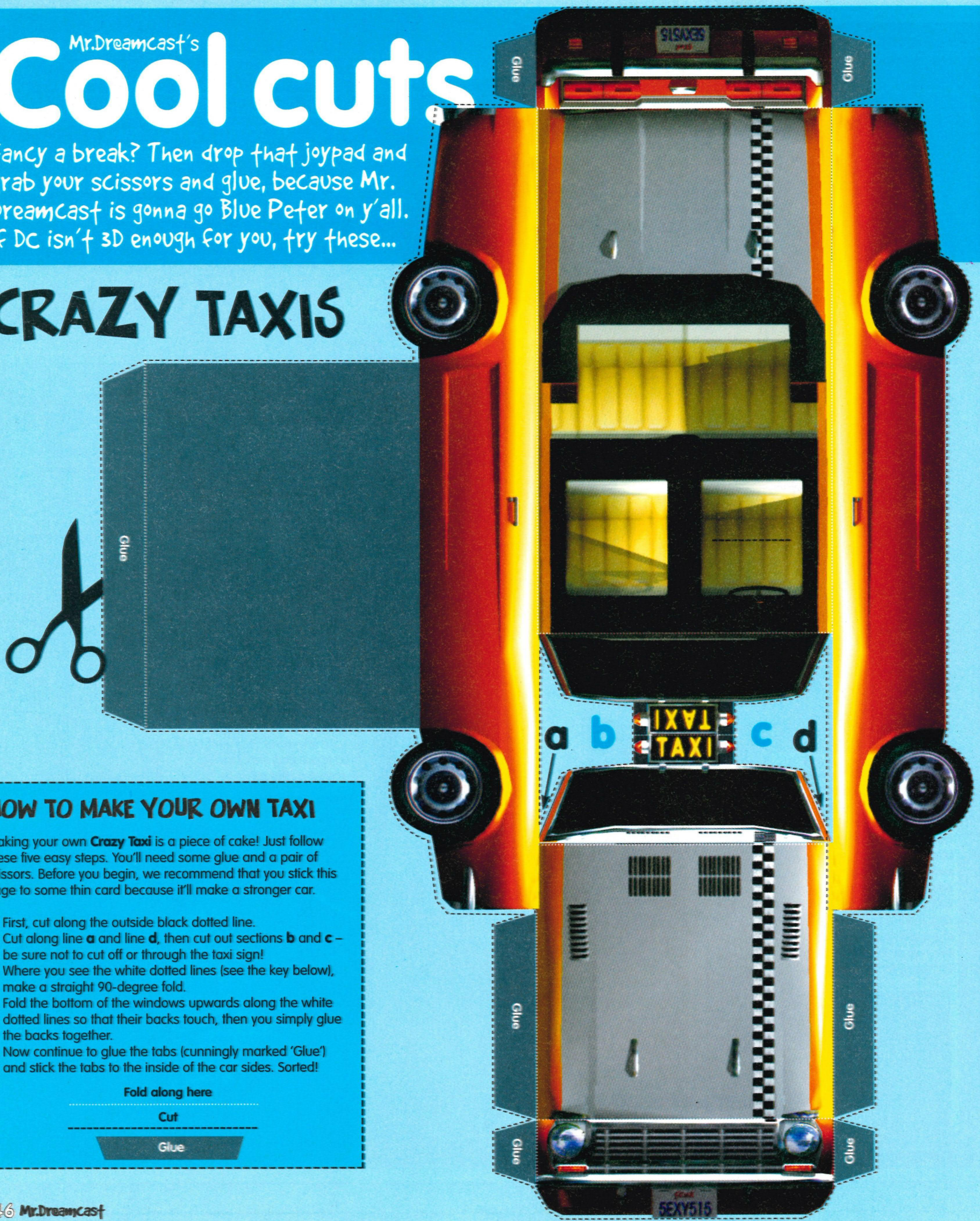


Mr.Dreamcast's

Cool cuts

Fancy a break? Then drop that joypad and grab your scissors and glue, because Mr. Dreamcast is gonna go Blue Peter on y'all. If DC isn't 3D enough for you, try these...

CRAZY TAXIS



HOW TO MAKE YOUR OWN TAXI

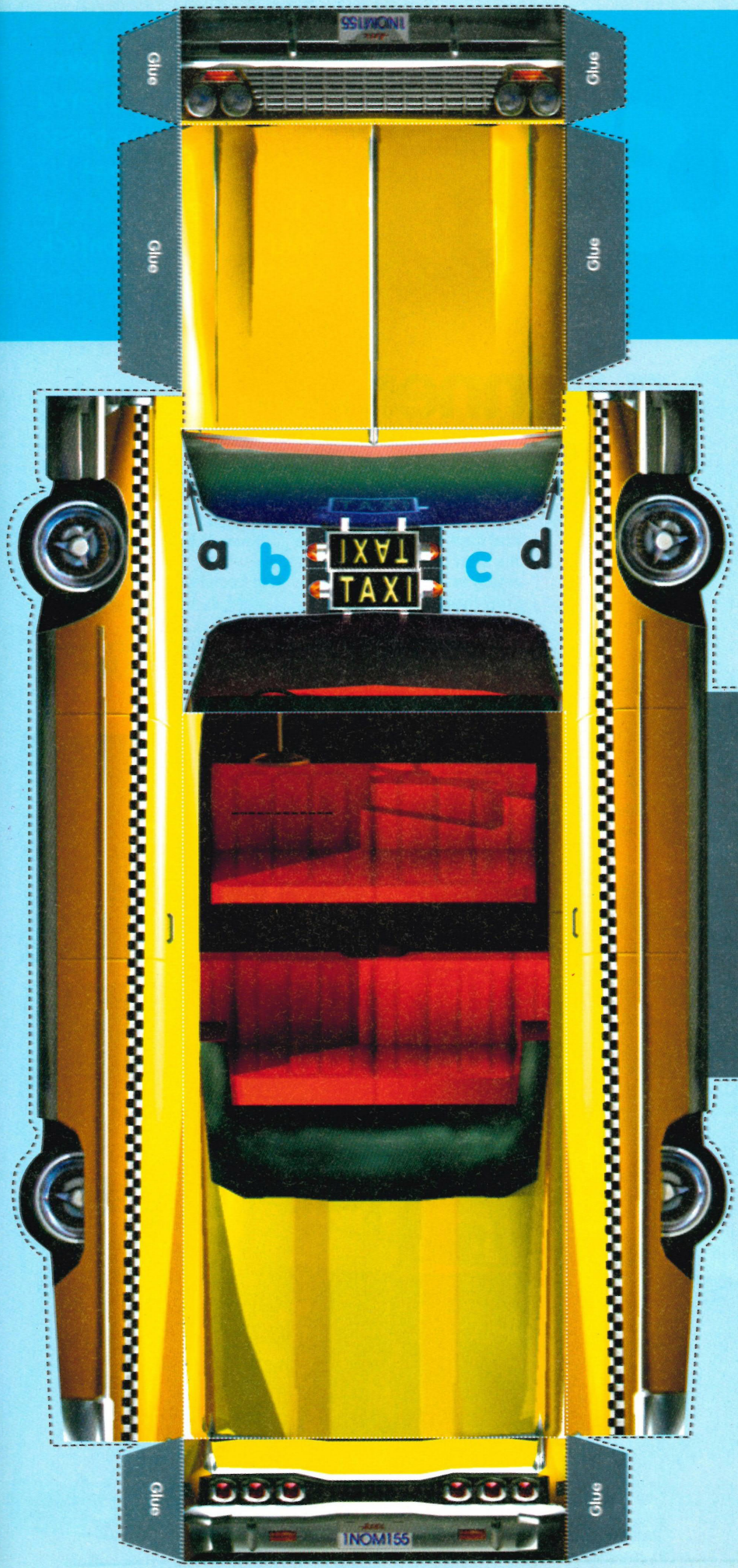
Making your own **Crazy Taxi** is a piece of cake! Just follow these five easy steps. You'll need some glue and a pair of scissors. Before you begin, we recommend that you stick this page to some thin card because it'll make a stronger car.

1. First, cut along the outside black dotted line.
2. Cut along line **a** and line **d**, then cut out sections **b** and **c** – be sure not to cut off or through the taxi sign!
3. Where you see the white dotted lines (see the key below), make a straight 90-degree fold.
4. Fold the bottom of the windows upwards along the white dotted lines so that their backs touch, then you simply glue the backs together.
5. Now continue to glue the tabs (cunningly marked 'Glue') and stick the tabs to the inside of the car sides. Sorted!

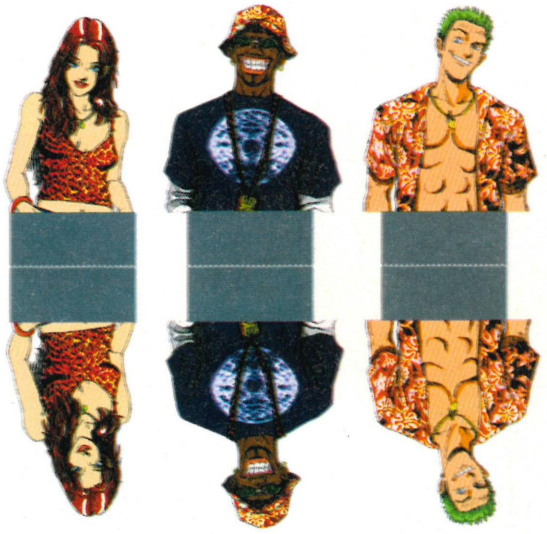
Fold along here

Cut

Glue



C'MON BABY, DRIVE MY CAR



If you're feeling really adventurous you can cut these guys out, fold them up, stick 'em together and slot 'em in the driver's seat marked with a cut-out line.



CRAZY TAXI™

WANT SOME MORE?

If you haven't had enough scissors and glue, try these cool flame stickers for your wheels! Either bung 'em on the bonnet or place 'em nicely down the sides. Nice one!

Mr.Dreamcast Cheats

Stuck on the same level, or just can't be bothered to beat that pesky boss? Don't sweat it! Mr. Dreamcast's here to lend a hand and unlock the latest games for you

QUICK CHEATS

Slave Zero
It's a cinch



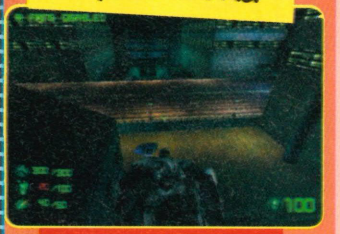
To get full health and ammo, press the left and right triggers and the X button at the same on the second controller. A line of powerups will appear

Easy now, pal



To become invulnerable, plug in a second controller and while playing the game press the left and right triggers and B at the same time

Let's be friends!



To make all enemies friendly, press the left and right triggers and the A button at the same on the second controller

Everyone's a winner



WILD METAL

To get all weapons start a level and press: **A, A, Right, Y, A and Right**

To make all the enemies friendly press: **B, Down, A, Down, X and Y**

To open all levels press: **Up, Right, B, Y, Down and Left, and then exit the level, enter the start menu and select replay arena.** You can then scroll through all 21 levels

To reveal the locations of all eight cores on a level press: **Y, B, A, Left, Down and Down**

To regain full health press: **Down, Down, A, X, B and X**

To become invincible press: **Y, Right, B, Left, X and Down**

And finally, to gain the speed boost press: **Up, X, Down, B, A and Y**

RE-VOLT

Unlocking all the cars is simple, you just need to enter your name as **CARTOON**

However, if you want to unlock all tracks, simply enter your name as **TRACTION**

Feeling extra-terrestrial? To play as the UFO, enter your name as **YUEFO**

Just kidding! To unlock the progress table, enter your name as **GOATY**





NBA 2K

To make all players skinny, enter the code **SQUISHY**

To give all the players big heads, enter the code **FATHEAD**

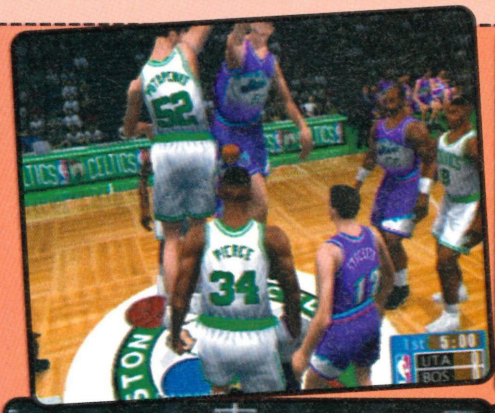
To give all the players fat bodies, enter the code **DOUGHBOY**

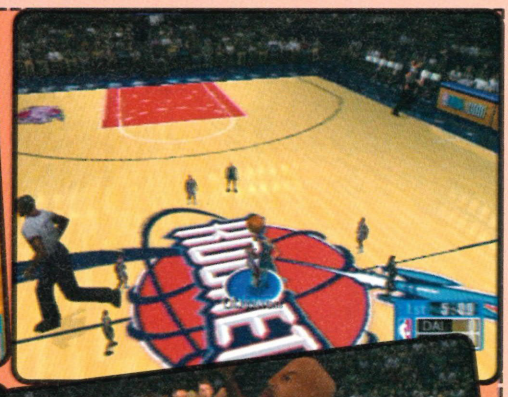
To give all the players big feet, enter the code **BIGFEET**

To make all players tiny, enter the code **LITTLEGUY**

To make all players giants, enter the code **MONSTER**

To make the ball enormous, enter the code **BEACHBOYS**









Sorted

Got any questions about your console? Scratching your head over a game? No problem! Write to Mr. Dreamcast and he'll do his best to sort you out

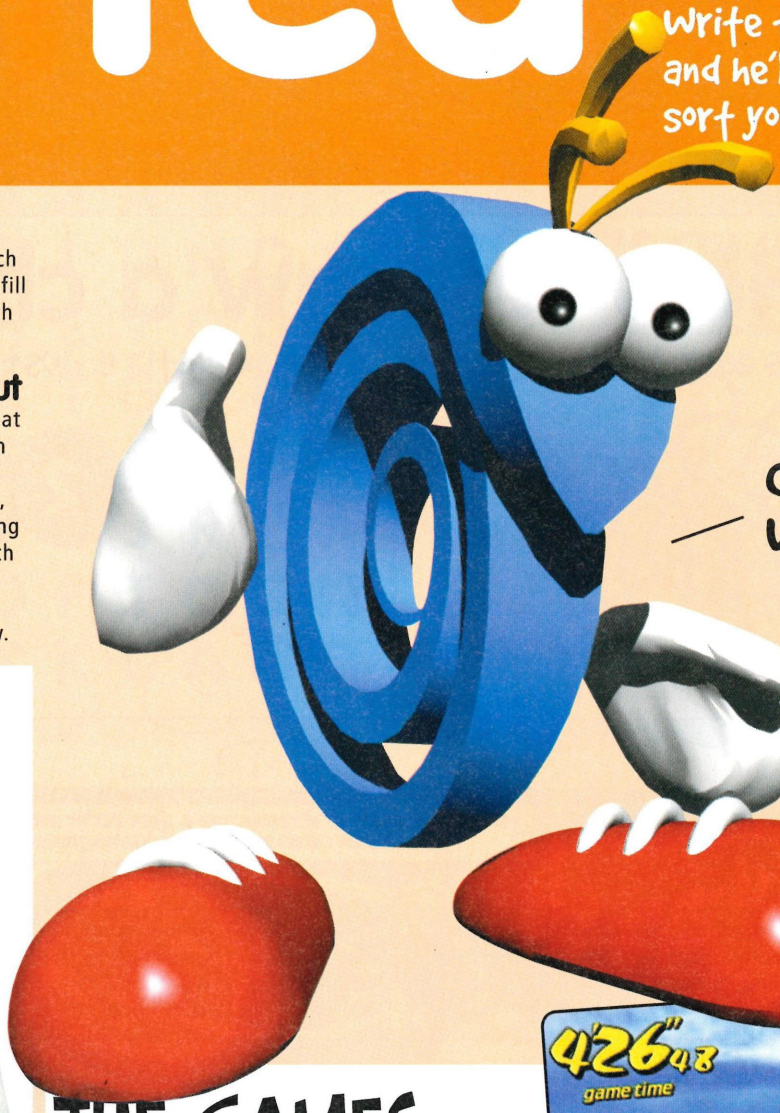
Now that I'm on the scene, it's time to get down to business. If you've got a question about Dreamcast and its games, then I reckon I have the answer. I am Mr. Dreamcast after all.

Pick a topic

There's obviously loads of things you're gonna want to know, but where do I start? Dreamcast has so much to talk about, I could fill a whole magazine with stuff. Wait a minute...

Give us a shout

Here's a few points that should get those brain cells bumping into action. Letters are OK, although if you're using DC you should get with the 21st Century and start emailing! Check out the address below.



C'mon people, I'm waiting for ya!

THE MACHINE

OK, it's sitting there under your telly, looking all lean and mean, but what goes on under that smooth, grey plastic? How does it make such amazing graphics and sound? And what does the modem do exactly? You wanna know? Better get writing...



THE GAMES

With a mountain of fantastic Dreamcast games already on the shelves, and an avalanche more headed our way, you must have questions dribbling out of your ears. Don't just let them hang there getting all sticky – write 'em down and send them my way. No question will be too tough for me – I'm an expert, don'tcha know? Go on, get writing!



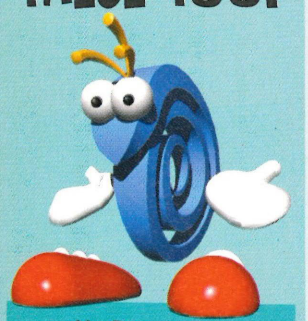
email: shout@magicalmedia.com

or write to: Sorted, Mr. Dreamcast, Magical Media, 46-47 Britton St, London EC1M 5UJ

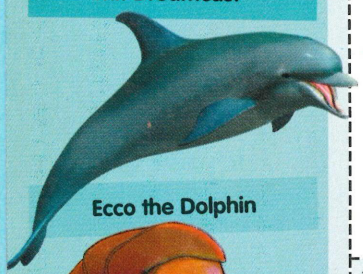
Free time

Take a break from all that button-bashing and get busy with our activities pages

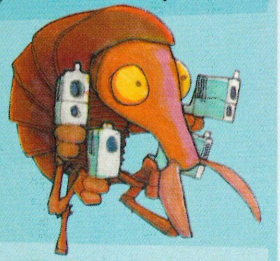
DRAW THESE TOO!



Mr. Dreamcast



Ecco the Dolphin



Fur Fighters lobster



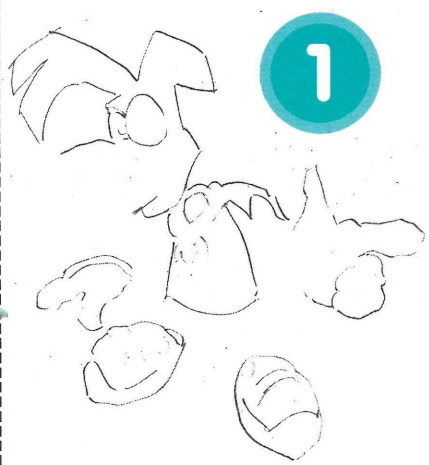
Kyle from South Park



Mutley from Wacky Races

How to draw a character

It's easy to draw your own Rayman picture. Just follow the six steps



To start with you can either trace around a picture of your favourite character from the mag, or make up your own. Best to use a pencil in case of mistakes



Next, neatly go over your rough outline and include any new details, such as facial features or shoe laces, that you want your character to have



Now lightly fill in the different sections and parts of your character with basic colours using pencils, paints or felt tips – whatever you like!



You should now have a coloured version of your character. He's starting to look pretty cool, isn't he? Things start to get a little bit trickier now...



With a pencil, lightly draw ellipses (ovals) over your character, to work out where to put your highlights and shadows – this'll make him look 3D!



Now from the edges start to shade in your character with a darker coloured pencil or pen. You may need to practise this one a while, but you'll get there!

WORD SQUARE PUZZLE

So you think you know your Dreamcast inside out and back to front? Prove it!

F	S	O	U	L	R	E	A	V	E	R	M
I	U	B	D	R	A	O	B	Y	E	K	E
T	Z	R	S	X	P	K	D	R	H	T	T
E	O	E	F	D	G	I	A	R	C	R	A
N	M	C	N	I	A	A	X	A	I	E	L
R	B	C	A	L	G	O	L	D	N	D	S
E	I	O	Y	E	A	H	E	T	O	D	L
T	E	X	S	C	Y	A	T	G	S	O	U
N	A	R	C	A	D	E	S	E	O	G	G
I	N	U	D	A	P	Y	O	J	R	E	A
L	A	R	A	C	R	O	F	T	O	S	N
B	S	E	C	A	R	Y	K	C	A	W	Q

Hidden in this wordsquare are the words: Fur Fighters, Internet, Lara Croft, Sonic, Sega, Ecco, NeoGeo, Red Dog, Joypad, Keyboard, Wacky Races, Furballs, Metal Slug, Soul Reaver, Arcade, and Zombie. **They can be read up or down, sideways or diagonally. Can you find them?**



NeoGeo pages to follow...

HELP GUS ON HIS WAY!

Gus needs to take his fare to the helicopter pad real quick. Can you spot which route he needs to take?







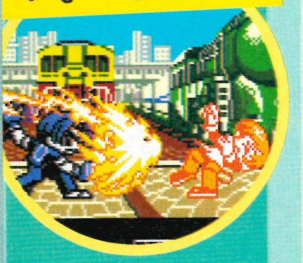
Mr.Dreamcast

NeoGeo

Want the latest on the most powerful handheld around? We've got it all here!

OUR FAVES

King of Fighters R2



SNK's famous fighting game is packed with playability – and the stick lets you pull-off proper roll attacks

Turf Masters



S'golf mate, but not as you know it. Best played linked-up

NeoGeo CUP



Fab footie fun with chunky players. Top for half-time ad breaks

Sonic Pocket Adventure

The blue-spiked rogue's classic platform antics now fit neatly in ya pocket

Bringing together levels and elements from all of his classic Mega Drive outings, **Sonic Pocket Adventure** is the perfect digest of the immortal hedgehog's 2D platform origins.

If you're a fan of the all-3D **Sonic Adventure**, but missed out on his early days, **Sonic Pocket Adventure** is absolutely essential.

All the trademark features are there, from the spikes and the springs, to the rings and the power-ups. Given the size of the NeoGeo, the graphics are incredibly crisp, and the speed of the game rarely lets up.

There's even a 3D bonus stage, and heaps of extra features, including sliding puzzles, and a couple of top-notch two-player games. Dare we say that this is the best NeoGeo Pocket game we've yet seen? Yes we do – it's the absolute business!







Top: Sonic runs faster than you'd believe possible
Left: If pinball's your thing, then check this out

InfomaniaC

Who makes it?
Sega
Link cable?
No
When's it out?
Easter
Hit, Miss or Maybe?
Hit!

DIVE ALERT

Remember that dodgy Kevin Costner movie, **Waterworld**, in which the entire planet gets flooded, and people are forced to live on boats and floating cities?

Well, **Dive Alert** is a bit like that, only everybody goes around in submarines.

Part roleplaying game, part shoot 'em up, **Dive Alert** puts you in charge of sub captain Matt, and his pretty navigator Chrissy.

Searching for survivors of the cataclysm that has destroyed their world, the pair come into contact with the villainous Automen. At these points the dialogue-heavy roleplaying game switches to your submarine's radar screen, becomes a quirky shooter and both your sub and your opponents are viewed as blobs.

Different as it is, **Dive Alert** is not necessarily something you'd want to play. Staring at a screen full of blobs is dull, while your submarine is sluggish, and the dialogue bits are just plain boring. Zzzzzzz...

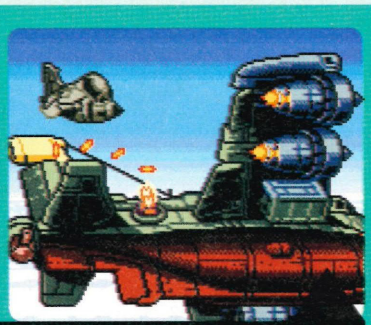




InfomaniaC

Who makes it?
Sanotch
Link cable?
No
When's it out?
Now
Hit, Miss or Maybe?
Miss





There's no way you'll ever see a game looking this amazing on Game Boy. It just can't handle graphics as big as that awesome airplane

COMING SOON

Out in April, **Metal Slug 2** will be a mammoth hit for the NeoGeo Pocket Color, considering how popular the first game was. It's still number three in the charts!

So what's coming next? Well, there's bigger graphics, bigger levels, bigger baddies... Hell, it's just bigger all-round, OK?

New underwater sections should add a bit of spice to the action, too. It's a shoot 'em up frezy!

The top 10 games rated



MAGICAL DROP POCKET

Tetris has a lot to answer for. Giving rise to a whole new genre of game, the classic Russian puzzler has yet to be bettered.

That said, NeoGeo Pocket boasts a game that came along to beat **Tetris** at its own game – **Puzzle Bobble**. **Magical Drop Pocket** is a quirky mix of the two.

The screen slowly fills with coloured balls, which threaten to crush your character's feeble skull. However, you can prevent him from this grisly fate by drawing balls down from the rapidly approaching columns, then firing them back up.

The aim is to align three or more balls of the same colour, so that they disappear.

It's a fairly classic concept, and although **Magical Drop Pocket** offers precious few new ideas, it's nevertheless curiously playable.

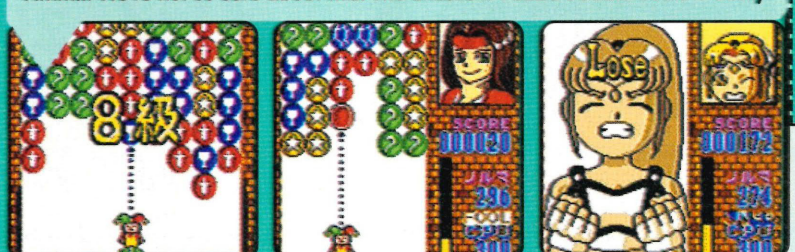
What's more, it's almost worth buying it for the story mode's dreadful Japanese-to-English translation. Grammar? Pah! Grammar just ain't cool.

Infomaniac

Who makes it?
Data East
Link cable?
Yes
When's it out?
Now
Hit, Miss or Maybe?
Maybe



Hmm... We're not so sure about this. The excellent Puzzle Bobble beats it easily



NEOGEO TOP 5

1



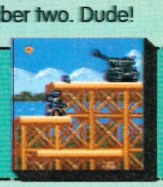
Millenium Match
Whoever though of this SNK Vs Capcom game is a hero of our

2



Sonic Pocket
Released for only a day and he still hits number two. Dude!

3



Metal Slug
A sequel just around the corne and **Metal Slug** is still selling

4



King of Fighters
Slipping down the charts now Millenium Match has arrived

5



Pac-Man
What can we say? One of the goldenest oldies in town

SNK Vs Capcom

So what's a 'Card Fighters Clash' then?

Along with videogames, collectable card games have been blamed for killing the traditional roleplaying game, so it was inevitable that the two worlds would collide sooner or later.

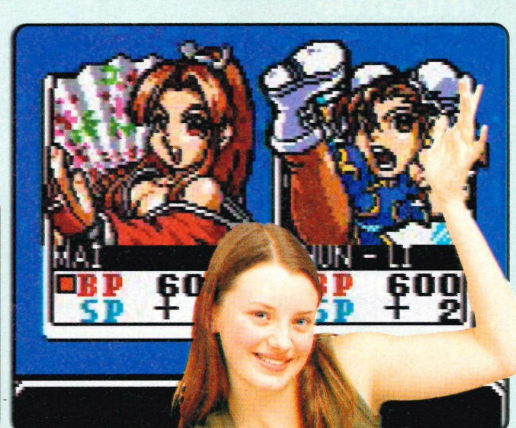
Card Fighters does just that. It's a combination of the card-swapping that you do in the playground, and a **Pokémon**-type adventure game.

There are two versions of the game, one from Capcom and one from SNK. Though both editions feature similar mixes of cards and characters – typically drawn from the two firms' respective beat 'em up franchises – there are several exclusive to each.

The basic game plays like an RPG, but with characters challenging each other to bouts, wherein cards are drawn. Each card has statistics and abilities that can be used to counter an opponent's deck. With us so far?

Although it's a bit baffling at first, as you play through the game you learn the rules, begin to collect new cards and it all becomes totally addictive. Worth sniffing out.





Bored of Pokemon? Well, even if you're not you should try Card Fighters

Infoman

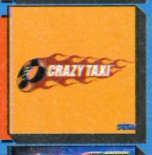
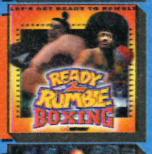
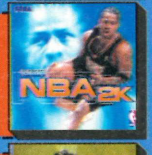
Who makes it?
SNK
Link cable?
No
When's it ou
Now
Hit, Miss or Maybe
Hit!



The Official UK Leisure Software Charts © ELSPA 20

The Mr.Dreamcast Top 40

With so many fantastic games for Dreamcast, it's hard to know what is worth playing and what's not. Well, until now! This is the only list of DC hits you'll ever need to read

No.			Players	Vibra	Gonz	Graphics	Sound	Control	Ideas	Total
1		**Soul Calibur** Superfast, supersmooth – this is the biggest, baddest beat 'em up on the planet!	2	✓	✓	24	22	25	24	95
2		**Power Stone** A little shortlived, but that doesn't stop this free-roaming fighting game being mammoth	2			23	22	23	24	92
3		**Sonic Adventure** Sega's bluewonder slams back in style. Six months on and it's still a must-have DC game	1	✓	✓	24	22	21	23	90
4		**Crazy Taxi** Killer graphics, a rock 'n' roll soundtrack, and loads of fun – the best car game on DC	1	✓	✓	25	20	23	22	90
5		**TrickStyle** Another oldie-but-goldie. Take a swift ride into the future with this hoverboard stunt racer	2			22	20	20	23	85
6		**Ready 2 Rumble** Seriously hilarious – this is pure videogame lunacy. Bash, bang and batter your way to victory	2	✓	✓	21	20	22	20	83
7		**Shadow Man** Definitely the scariest game we've seen for DC. And at 60 hours it's one of the longest too	1		✓	20	21	19	22	82
8		**UEFA Striker** Dreamcast's best footie game so far. Perfect for anyone who likes a realistic kickaround	4		✓	19	21	19	22	81
9		**NBA 2K** Another true-to-life sports title. To get the most out of this, you'll have to be a basketball fan	4		✓	22	17	23	19	81
10		**Soul Reaver** Bare your teeth, turn out the lights and enter into a dark and mysterious vampire world	1	✓		19	18	22	21	80





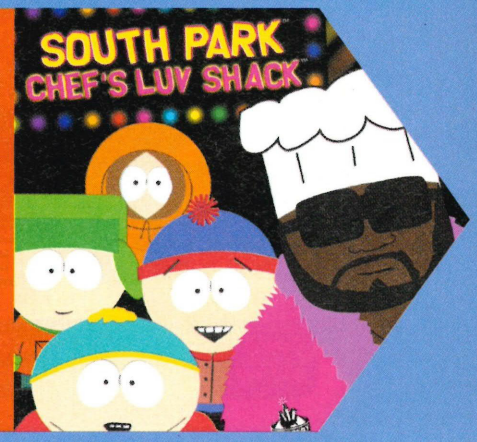
If you've got enough joypads – and three mates – then you should check out NBA Showtime and Red Dog for top fourplayer DC gaming antics

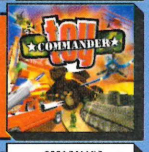
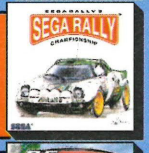
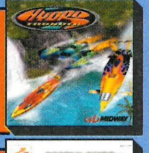
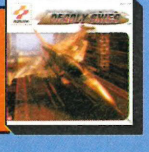
MULTI-FUN!

Everyone loves multiplayer games – especially if they're fourplayer ones. Most people who've played **GoldenEye** on N64 will know exactly how much a fourplayer game can be. And on DC we've had some great multiplayer games, too – with **Red Dog** (page 72), among the best.

Also great for four-up fun is arcade-style basketball game **NBA Showtime**, as its two-on-two matches can be just hilarious.

Numbers 21 – 40



No.		Players	Vibra	GOHZ	Graphics	Sound	Control	Ideas	Total
11		4	✓	✓	16	21	19	22	78
Worms Armageddon Blast your wriggly mates into oblivion in this oldskool classic									
12		2			18	19	22	18	77
Virtua Fighter 3tb It looks blocky now, but it still has one of the best control systems of all beat 'em ups									
13		4	✓	✓	18	18	20	20	76
NFL Blitz 2000 Whether you like American 'Football' or not, this is heaps of crashbangin' multiplayer fun									
14		2	✓		21	19	20	15	75
The House of the Dead 2 Lightguns and zombies. What more do you want? Wicked									
15		4	✓		20	18	16	21	75
Toy Commander Cartoon-inspired household antics. Now you can really take control of your toy army									
16		2	✓		19	17	20	18	74
Sega Rally 2 Arcade-style racing comes to the home. Problem is, it's not quite as good as we'd hoped									
17		4		✓	22	18	15	19	74
Re-Volt Everyone loves remote-control cars. Now you can race them in all kinds of crazy places!									
18		4	✓	✓	20	18	16	17	71
F1 World Grand Prix Does what it says on the box. Could be a bit more thrilling									
19		2	✓		20	18	16	14	68
Hydro Thunder Slam your powerboat into overdrive as you battle against 15 other high-speed racers									
20		1			15	15	18	18	66
Deadly Skies Anyone remember **Top Gun**? Take to the skies in some of the world's most advanced jets									





Power Stone is one of the few DC games to sling proper VM minigames our way – three of 'em to be exact. But folks, we demand to have more!

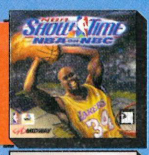
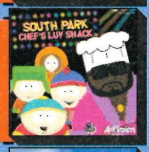
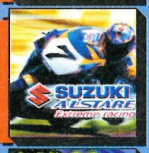
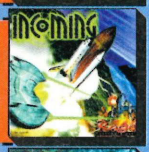
WHERE ARE OUR VM GAMES?

As you've probably already noticed, the Dreamcast memory card (the VM) comes equipped with a d-pad and Fire buttons. This is so that when you take it out of the Dreamcast joypad it can be used to play mini-games.

Those of you smart/lucky/tasteful enough to own a copy of **Power Stone** will know what we're on about, as it's one of the few DC games that has mini-games for you to load into your VM. And when we say 'few', we mean it.

Considering what a cool feature they are, we're amazed that more Dreamcast titles don't have mini-games. The Chao creatures in **Sonic Adventure** are a great example of what can be done. You download them to your VM, grow them just like **Tamagotchi**, then go back to **Sonic** and race them in 3D – amazing!

With **Power Stone** and **Sonic**

No.		Players	Vibra	Gonz	Graphics	Sound	Control	Ideas	Total
21		4		✓	15	15	18	18	66
NBA Showtime Slamdunkin' arcade action for those who like their games fast, furious and a teensy bit shallow									
22		4			18	20	12	16	66
Wild Metal Not the speediest shoot 'em up around, but looks and sounds cool. Levels should be better									
23		4			17	19	12	17	65
South Park: Chef's Luv Shack The foul-mouthed kids star in their own quizshow game									
24		4	✓		18	17	15	15	65
Tee Off Golf It's golf, but not like your old man plays. This is Japanese-style and a right good laugh									
25		2			15	17	17	14	63
Suzuki Alstare Extreme Racing The only motorcycle game on DC, so it's the best – and worst									
26		2	✓	✓	18	17	11	17	63
Incoming Pretty graphics don't save this alien-blasting shooter from becoming a bit dull									
27		1	✓	✓	16	17	18	12	63
Fighting Force 2 Loads of guns and explosions as you fight through stacks of similar missions. Gets boring									
28		2	✓	✓	15	18	17	12	62
Marvel vs Capcom OK, it's not 3D, but this is still a decent beat 'em up. **Street Fighter III**'s coming soon…									
29		4	✓		17	15	12	18	62
Pen Pen The weirdest game on DC! Race penguin-type-things over bizarre fantasy courses									
30		2	✓		18	15	12	16	61
Monaco GP Racing Simulation Without a proper F1 license, you have to wonder why bother?									

showing what can be done, we just don't get why there aren't more mini-games for our VMs.

Out of our top ten games, **Ready 2 Rumble** could have had a mini boxing game, **UEFA Striker** could have had digital football player cards to collect, and **Crazy Taxi** could have had a racing game.

See – if we can think of them, why can't the game makers?

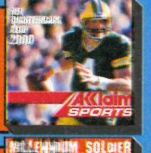




It's pretty obvious that Tamagotchi was an influence on Sonic's Chao pets. Being able to take them back into the main game for races is wicked

Longterm Tests



No.			Players	Vibra	GOHZ	Graphics	Sound	Control	Ideas	Total
31		**Worldwide Soccer 2000** The best of Sega's footie games, but still only average	4	✓		10	12	18	17	57
32		**Speed Devils** One of those games that's not bad, just not good either. We like the T-Rex, though	4	✓	✓	15	10	15	15	55
33		**Evolution** Dreamcast's first RPG is cute, colourful but not the deepest roleplaying game around	1	✓	✓	18	15	12	10	55
34		**Psychic Force** If you've played all the other DC fighting games, and fancy a change then this one's for you	2		✓	13	12	10	18	53
35		**Dynamite Cop 2** Wander around a hijacked ship and beat bad guys up. Its best bit is battering them with fish	2			14	13	13	12	52
36		**Virtua Striker 2 ver.2000.1** Looks great. Plays worse than Watford away from home	2		✓	22	12	8	10	52
37		**Buggy Heat** Off-road racing that's let down by tricky steering and a general lack of pizzazz throughout	2	✓		17	12	12	10	51
38		**NFL Quarterback Club 2000** More American Football. One's enough for us, frankly	4		✓	10	13	15	13	51
39		**Millennium Soldier** Definitely oldskool. Top-down shooting action that's let down by an awkward control system	4	✓	✓	19	12	10	9	50
40		**Jimmy White's 2 Cueball** It's pool, snooker and darts. What more can we say?	2			10	10	13	17	50

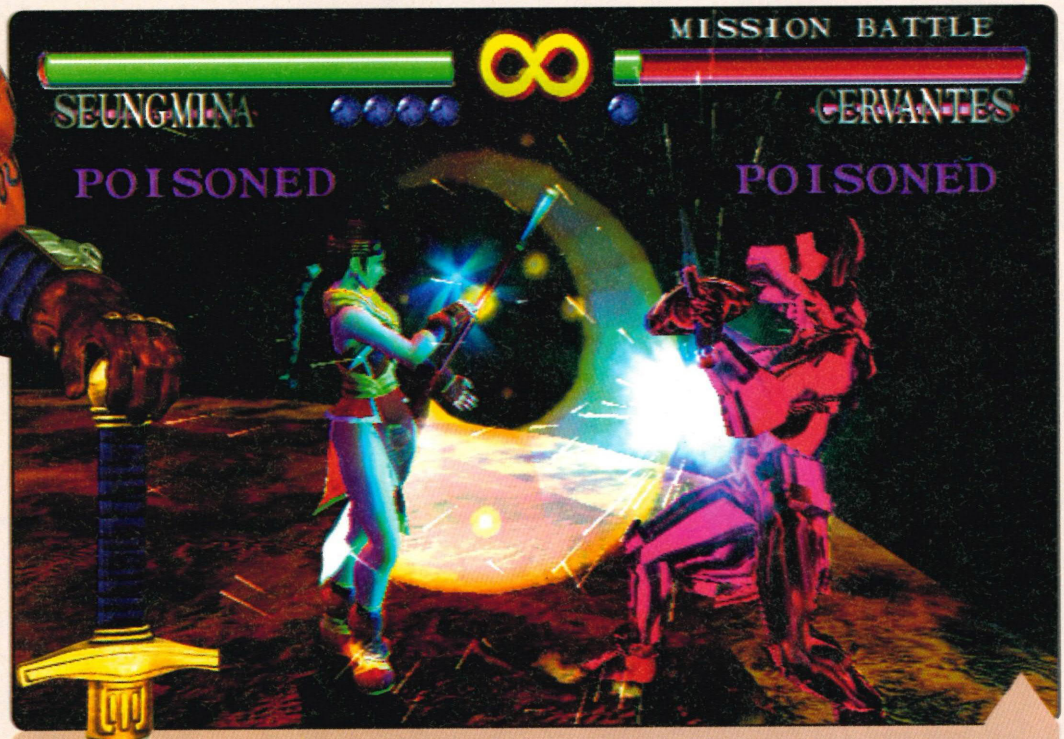
Mr.Dreamcast

Replays

How long before your favourite games become totally boring? In this month's long term tests, we check out a few that have been around for a while, and see if they still kick ass – or just suck!

Soul Calibur

Everyone's favourite fighting game just goes on and on and on...



Above: Of all the bonus characters, we reckon Seung Mina is one of the best – that fighting stick never stops spinning! In this scene she's fighting the Chaos mission for the second time

Hands up who's played **Soul Calibur**? Ah, thought as much – everyone has – because let's face it, we are talking about the greatest fighting game in the world.

If you're even a little bit serious about Dreamcast, having a copy of **Calibur** isn't just important – it's the law!

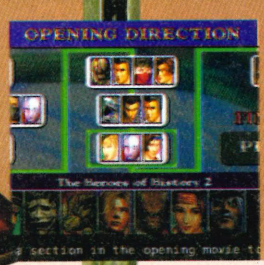
Anyway, the **Mr. Dreamcast** team has been playing it since it came out in Japan (true!), and thought it would be cool to let you know how we've been getting on.

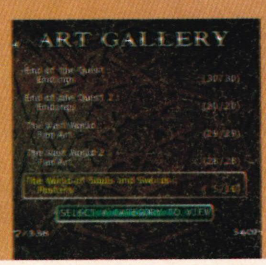
Aside from Caspar getting thrashed by Camilla in a twoplayer battle (he likes to think it was a fluke), a lot of time has been eaten up by the Mission mode. Check it out...











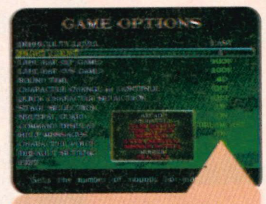
MISSION MADNESS

Soul Calibur's Mission Battle mode is massive. No, scratch that – it's massively massive. However, after lots of playing, shouting and throwing the controller around, we've completed the first set of missions.

Doing this unlocks a load of even harder missions to beat – but you need to do these to earn the big prizes. That's because the final ten cards in the Art Gallery cost – wait for it – 2000 points each.

To tell the truth, even with prizes of 700 points for each of the extra missions, we just can't be bothered to do that many battles to find out what happens if all those art cards are revealed. We've better things to do – like play **Crazy Taxi**, for starters!





A good short-cut is to set the difficulty to Easy and fights to One

A BIT TRICKY

TrickStyle urges you to earn and then master tricks before you go racing. This is for your own benefit as in the long run the tricks help you reach faster routes to the finish. Some tricks have a primary function of knocking over other racers.

Tricks are taught to you by the guide who hangs around in the Velodrome. He'll get you to complete a challenge first, though, and these are games in their own right.



If you're gonna survive TrickStyle's rock hard racing, then you'll have to talk to the guide in the central area to learn a few tricks of the trade. Alright?

This way for Tech-know





TrickStyle

Surfing its way into history



TrickStyle was a main launch game for Dreamcast back in the winter of '99 and it's a fine game – at first.

Thing is, **TrickStyle** has nothing left going for it after it has been played right the way through once. When we first got our grubby mits on it, all we wanted to do was play it constantly. So it's all well and good at first but has all the replay value of dead roadkill.

Shame. The twoplayer mode does it no favours and unlike the main game we never really wanted to play this at all.

VF3tb

Does Dreamcast's first beat 'em up still kick?



Though we're still impressed by VF3tb's fighting, it just doesn't last long enough

When Dreamcast first appeared in Japan, this was the game that got everyone talking.

What's it like now? Well, a bit pants, really. It doesn't do so well as a play-at-home game as it did in the arcades, because its lack of special options or secrets will have you nodding off in no time.

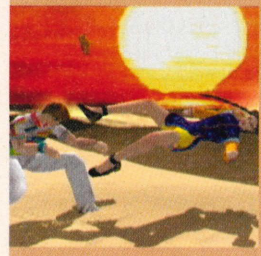
The likes of **Soul Calibur** have knocked this once-great game into the realms of 'just another fighting game'. **VF3tb** just doesn't have that instant appeal or the huge number of characters that **Soul Calibur** possesses. It only lets you play with up to five players, unlike **Calibur** which lets you have eight.

HEY, GOOD-LOOKING

Looks-wise, The 3D backgrounds and arenas are still the best around. What makes them so great is the different types of backgrounds available. For instance, on Pai's stage you are fighting on a roof.

At the top end you can be thrown into a wall while if you're unlucky enough to be knocked too far at the lower end you fall off the roof onto the street below. The game engine of **Soul Calibur** would never be able to replicate this. Mind you, when it comes to the characters, **VF3tb**'s look rubbish compared to those in **Soul Calibur**.

The PAL conversion (its conversion from Japanese screens to British) is just shoddy – those huge borders and speed slow-down really don't cut it anymore.





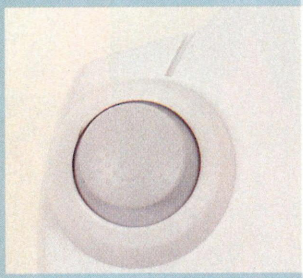
Mr.Dreamcast

Tech-know

ok, listen up! This is the place to come for the science-minded among you. If you need a techy word explained, or want to learn more about your machine, Mr. Dreamcast is here to help

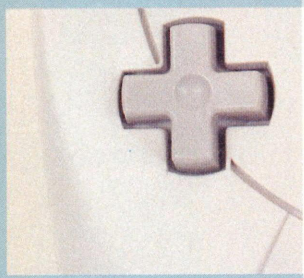
The Dreamcast glossary

Some words from the Dreamcast world that you might like to learn...



Analogue

The analogue stick (looks like a mushroom) is sensitive to how far you push it in a certain direction. Use this to make a character tiptoe, walk or run



D-pad

Short for 'digital pad', d-pads are the ones that look like a cross – they're better if you want to make a lot of little movements, like in a 2D fighting game



OVER TO YOU

Mr. Dreamcast knows everything there is to know about videogames. If there are any words you'd like to see added to the glossary or anything about your DC that you'd like explained, send us a letter (address is on page 7) or email us at shout@mr-dc.com. Laters!

Firstperson

Firstperson means that you see the gameworld through the eyes of the character you're controlling, so if you're carrying a gun it will stick out in front of you

GD-ROM

Because normal CD-ROMs are easy to copy illegally, Sega designed Dreamcast GD-ROMs to hold more information (1000Mb instead of 630), which makes them harder to pirate

Multiplayer

Although you could say that a game that more than one person can play is multiplayer, in videogaming it usually means a game four people can play at once

Online gaming

This is the term used to describe playing games against people in other parts of the country – and even the world – by connecting to the Internet with your Dreamcast modem. A famous PC online game is **Quake III: Arena**, which is coming to DC later this year

PAL conversion

The way Japanese and American televisions work (called NTSC) is slightly different to the way European televisions work (which is called PAL). This means that when NTSC games run on a PAL system two big problems arise. The first is that the screen has black borders at the top and bottom, and the second is that the game runs more slowly than it was designed to do. Good programmers can make these two problems almost go away

Pirate

Someone who illegally copies videogames (or movies or music)

PC port

This is a game that was originally made for PC but has been converted to run on Dreamcast. You'll sometimes be able to tell which ones because a 'Windows CE' logo will appear as the game loads

Peripheral

This is the word used for all the things that you plug into your console, including joypads, steering wheels, lightguns or the Dreamcast Zip drive that's coming out later this year



Pop-up

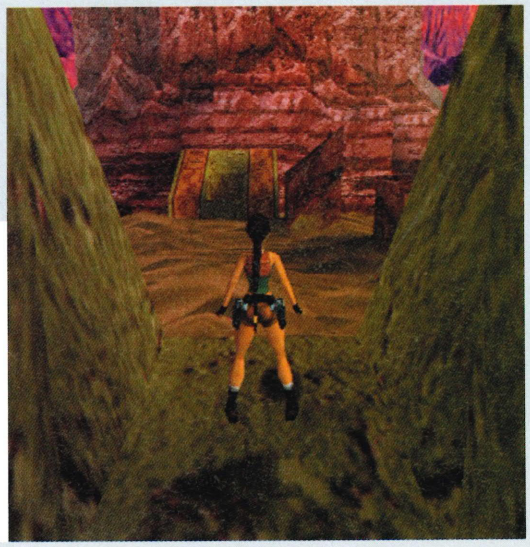
Sometimes in games pieces of scenery or other background objects appear suddenly from out of nowhere. This 'popping' into view is called, erm... pop-up.

RF

This is the standard lead that comes with Dreamcast to connect it to your TV. It has the worst possible picture and sound

RPG

Short for Role Playing Game, the RPG has developed from old tabletop games like **Dungeons & Dragons**. In RPGs you take the role of a hero who has a huge world to explore. Along the way the hero often increases their powers, finds new weapons, learns some magic, and meets some friends to travel and go into battles with.



SCART

The SCART connection is the European standard way of plugging videos, DVD players, and (if you're smart) your Dreamcast into your TV. When you use a SCART connector (the DC one costs between £7 and £15), the picture and sound are just about the best you can get



Slowdown

Dreamcast's action is usually refreshed on the TV screen 60 times each second (also called 60 frames per second, or 60fps). When a game doesn't run this smoothly we say it is suffering from slowdown

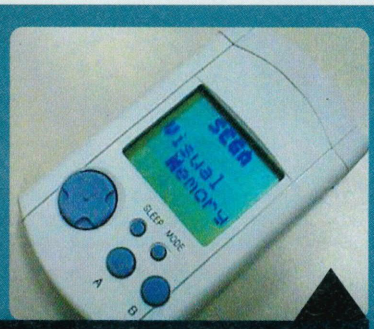
Thirdperson

Whereas in firstperson games you see the gameworld through your character's eyes, in thirdperson you see the action as if you are following behind them – just like **Tomb Raider**

VM COPYING

1. Always make sure there are spare blocks on the VM you're copying to
2. Put both VMs into File mode
3. Select the file you want to copy, then scroll right using the d-pad
4. Connect the two VMs
5. The screen of the VM you are copying to will read 'waiting for data'. Select Yes on the other VM to copy the file
6. Do not disconnect the VMs until the screen says 'file copied'





Did you know that a new VM that can be used to play MP3 music from the Internet is due to come out? It'll be like a miniature digital Walkman!

Turn the page to start Surfin'



CUSTOMISING YOUR VM

How to make your VM unit cool and colourful

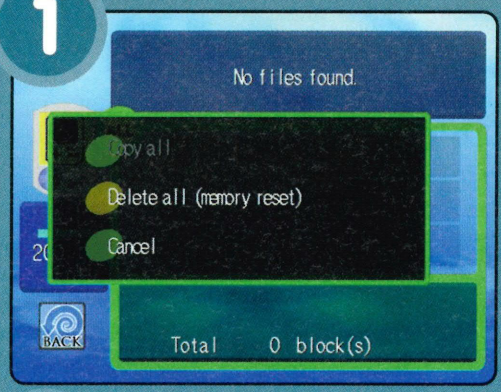
Step 1
Put your VM unit into a joypad, switch on the console without a game in and go to the File menu. Select your VM, select all the files and choose to Delete All

Step 2
Make sure you don't want any of your VM save games because they're going to be erased!

Step 3
You can now choose which icon you want to be displayed on your VM. This icon will also be shown on your VM's screen when you turn it on

Step 4
Now, choose a colour and whether you'd like it to be transparent or not. This only shows in the File menu

Steps 5 & 6
Confirm your choices and your VM has been customised. It should now look as you wanted. Easy!

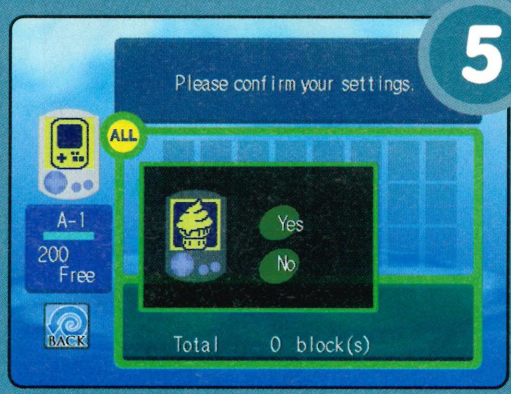












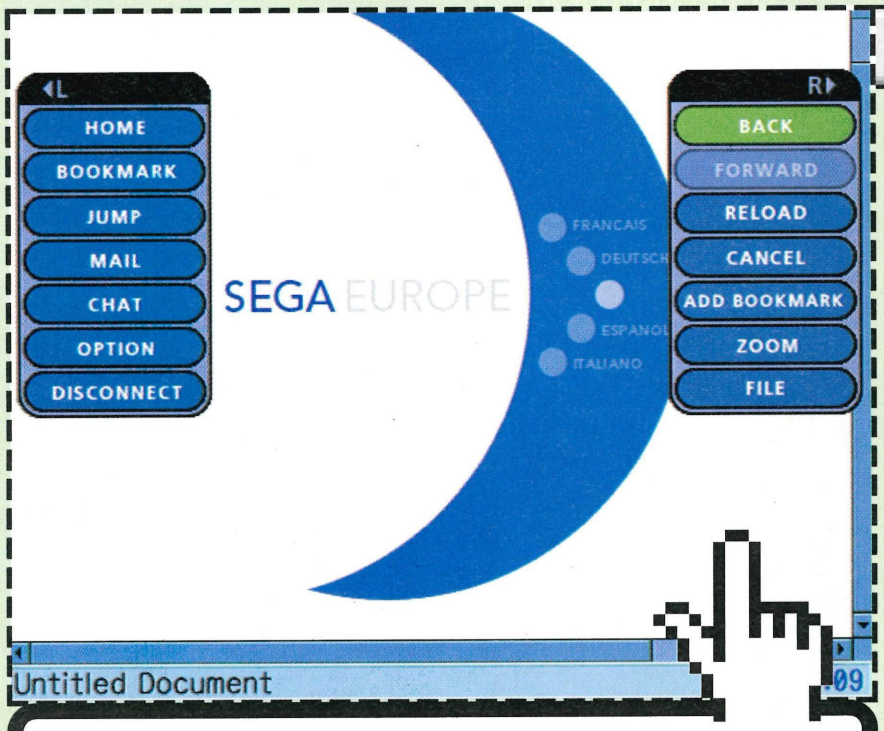
Mr.Dreamcast Surfin'

Find out how to catch Internet waves using your dream machine



What's it all about?

Getting online is a piece of cake – we show you how



The Internet is a massive worldwide collection of computers which are linked together. Getting onto the Internet is easy, all you need is your Dreamcast, a phone line and a modem

How does it work?

To use your Dreamcast to access the Internet you need to connect a phone lead from the modem at the back of the machine into an ordinary phone socket.

Then you put the Dreamarena disc in your Dreamcast and switch it on. Now follow the onscreen instructions to register. You only have to register once but every time you go on the Net, you'll have to type in your password, so pick something you will remember.

And remember that just like a normal phone call, it costs money to surf. So get permission from the person who pays the phone bill in your house, or you could be in big trouble.

How much?

Surfing on the Net costs as much as making a local phone call. This varies depending on your phone company.

For BT customers it costs 4p per minute peak and 1.5p per minute between 6pm and 8am. The cheapest time is between midnight Friday and midnight Sunday. Calls then only cost 1p per minute.

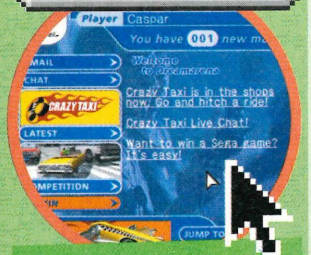
Mum says no!

One important thing about surfing on the Internet with Dreamcast is the parental lock-out. When this is switched on it makes sure that no 'adult' stuff such as violence or sex can be seen.

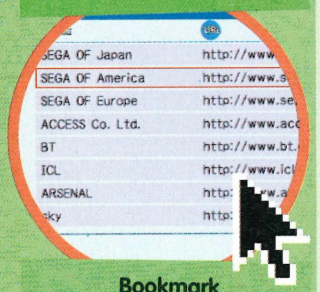
Getting around

Each of the buttons on the joypad allows you to do different things when you're online. The two trigger buttons bring up special shortcut menus onscreen. The red A button confirms any action, while the blue B button cancels an action.

MENU BAR



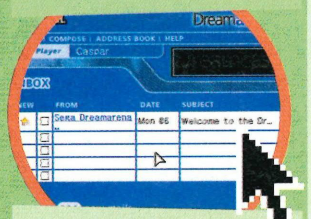
Home



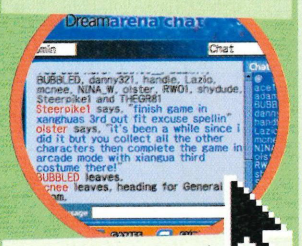
Bookmark



Jump



Mail



Chat

GET TO GRIPS WITH THE MENUS

LH trigger menu

Home Takes you to the starting page of Dreamarena

Bookmark Takes you to the Bookmarks section where you can save the addresses of your favourite websites for quick access

Jump Lets you open a new web page

Mail Takes you to your email so you can read any of your email or write some new ones

Chat Takes you into the Dreamarena chat rooms. There are specific game rooms, as well as general chat areas

Options You can change the settings of your browser

Disconnect/connect To come offline or online

RH trigger menu

Back Takes you back to the previous web page you viewed

Forward Takes you forward to the previous webpage you viewed

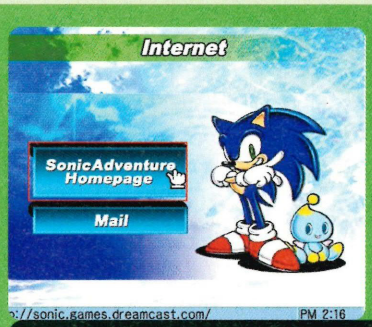
Reload Reloads current page

Cancel Cancels the last command you made

Add bookmark Adds a brand new bookmark to your Bookmark list of favourite sites – but remember that you have to save them on your VM (virtual memory card)

Zoom (in/out) Zooms in on page (this is particularly useful for reading any small bits of text)

File To open a file saved on your VM, such as a picture





On the Sonic website you can get hints and download special challenges. And with Buggy Heat, it's even possible to download other gamers' laps

GAME SITES

You can use your DC to download special minigames or animations onto your VM unit. Three games that have Net options are **Buggy Heat, Sonic Adventure** and **Rayman 2**. You get onto the games' site by selecting the Online option when you load the game. A great download is on the **Buggy Heat** site. You can download other players' best laps to race against and compare your best times with players in Europe.

Vote to design a game online

VOTE

NET TRICK ONE

Instead of using the right trigger button to bring up the Back button, you can simply press the yellow X button at the same time as pushing the d-pad left. Similarly, pushing the d-pad right and pressing X will take you forward

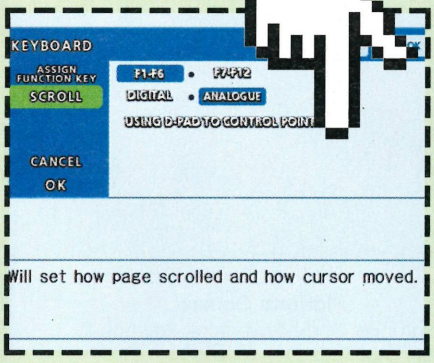


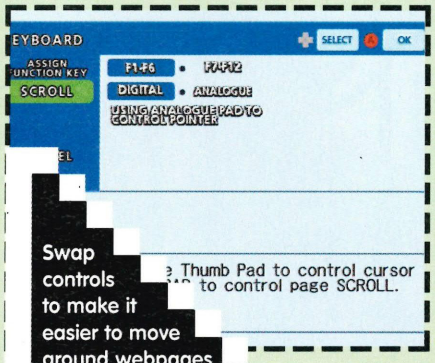
NET TRICK TWO

If you want to download a picture to your VM, position your cursor over the picture and press X and A at the same time. You will then have to decide which VM unit you want to save the file on. Note that you can only view the picture using Dreamcast's browser, although it will be incorporated into your Dreamcast's screensaver, which looks pretty cool

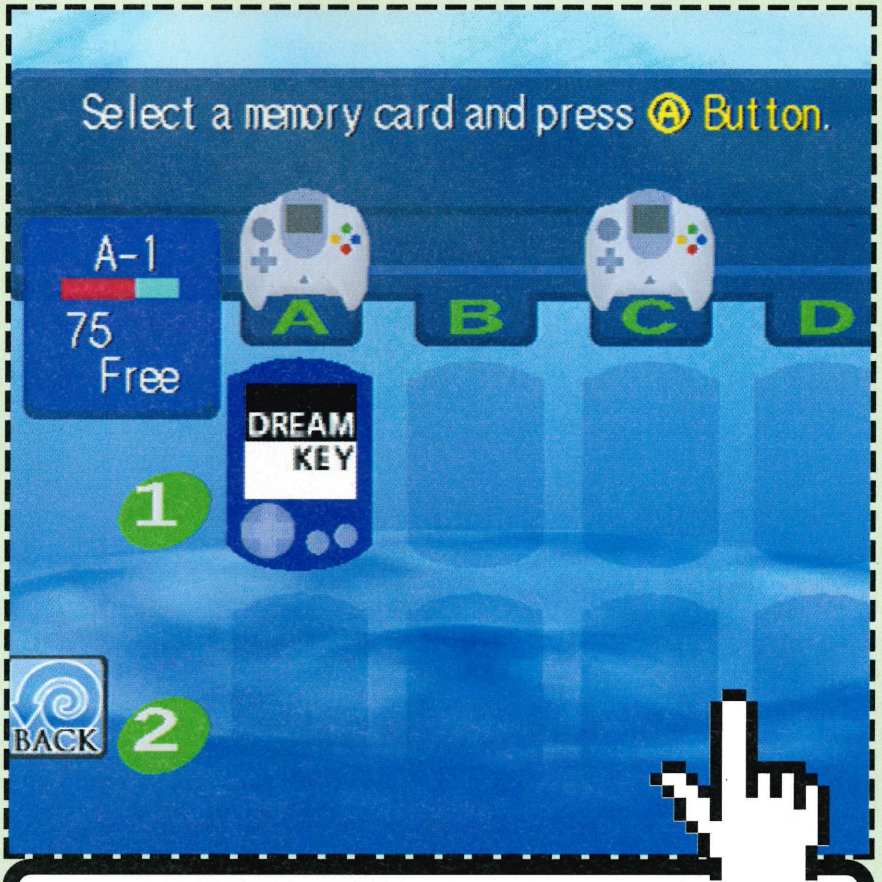
NET TRICK THREE

It's easier to move your cursor with the analogue stick and scroll up and down big pages using the d-pad. To do this, you need to press the left trigger and go into the options menu. From here, select the browser option, set digital for scrolling and then click on OK





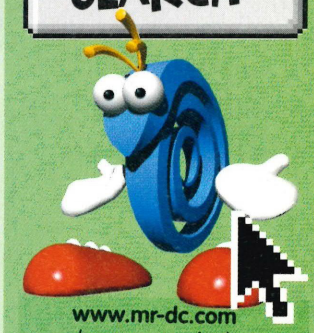
Swap controls to make it easier to move around webpages when online



NET TRICK FOUR

Whenever you save any information on to your VM unit from the Internet, you will be asked if you want to change the VM logo that's displayed onscreen whenever you copy and delete files to the Dreamarena logo. The basic colour will remain the same however. To find out how to change this see page 61

SEARCH



www.mr-dc.com
(your magazine)



www.eidos.com
(publisher of **Tomb Raider**)



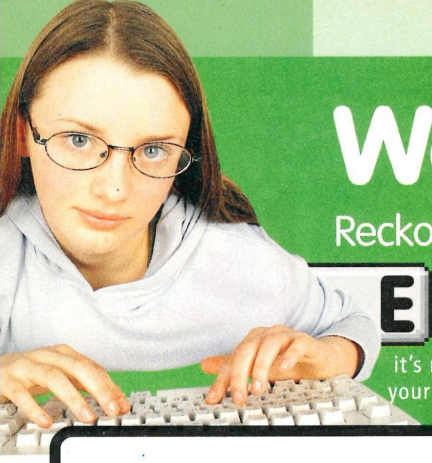
www.bizarrecreations.com
(maker of **Fur Fighters**)



www.capcom.com
(maker of **Power Stone**)



www.namco.com
(maker of **Soul Calibur**)



Wanna... design a game?

Reckon you could make the next Sonic or Rayman? Now's your chance!

Ever played a game and thought 'I could do better than that'? Well, now you can find out if it's really as easy as you think. With your help, over the next few months, we're going to be designing a brand spanking new game.

We'll also be talking to some of the top games designers in the world to find out what they think about it. But we need your help. We'd like you tell us what sort of game you want to make.The most important thing to decide is what sort of game it should be. There are nine basic types – check 'em out below...

Roleplaying Games
Examples: Evolution, Shenmue



Fighting Games
Examples: Ready 2 Rumble, Soul Calibur, Power Stone, Street Fighter, Alpha 3



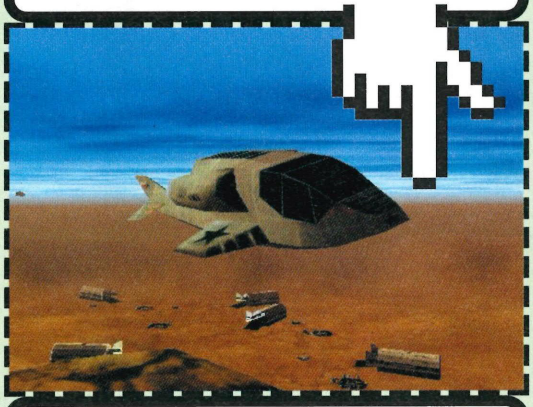
Racing Games
Examples: Sega Rally 2, Crazy Taxi, F1 World Grand Prix, Hydro Thunder, TrickStyle, Pen Pen



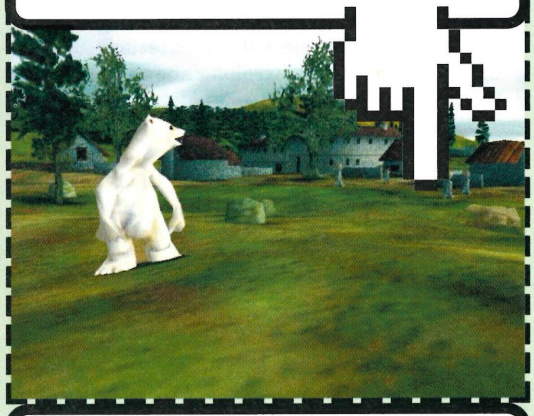
Sports Games
Examples: UEFA Striker, NBA 2K, Jimmy White's 2 Cueball, Tee Off, Sega Bass Fishing



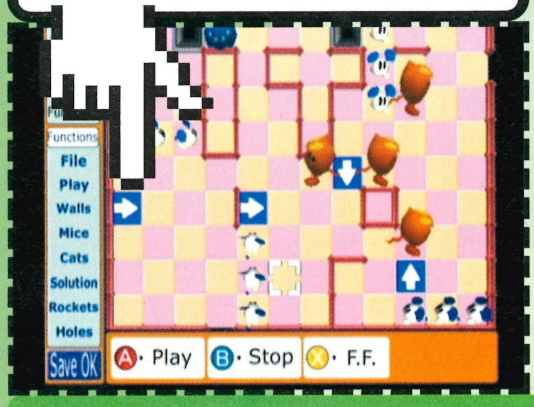
Shooting Games
Examples: Incoming, The House Of The Dead 2, Half-Life, Quake III, Arena



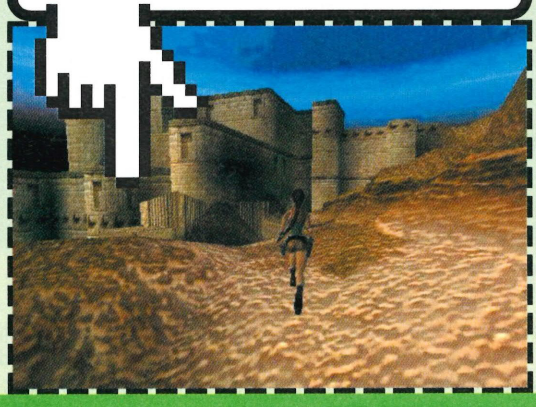
Strategy Games
Examples: Black & White



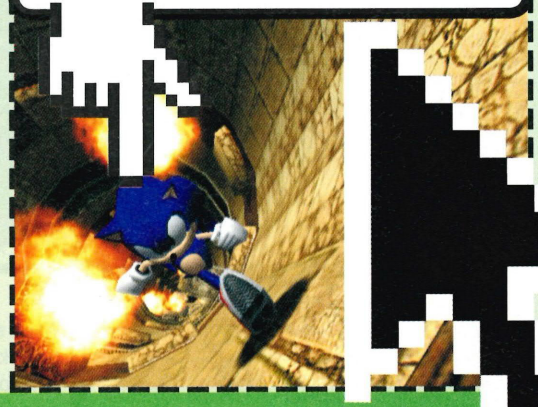
Puzzle Games
Examples: Chu-Chu Rocket, South Park: Chef's Luv Shack



Action/Adventure Games
Examples: Tomb Raider 4, Shadow Man, Soul Reaver



Platform Games
Examples: Sonic Adventure, Rayman 2



To choose what type of game you want the game to be, go to the Mr. Dreamcast website (www.mr-dc.com) and click on the Mr. Dreamcast game design button

Pull-out Poster

SLAVE ZERO



Pull-out Poster

LARA CROFT



TOMB RAIDER THE LAST REVELATION

Mr.Dreamcast is Now playing

We've got some wicked games for you this month, all carefully reviewed by Mr. Dreamcast's experts, and given the special Calcumagic™ scoring treatment so you know what's what

SCORING SYSTEM

At **Mr. Dreamcast** we like to do things a little differently to other magazines. That's why we've come up with a cool scoring system for our reviews, known as Calcumagic™. It's a simple system and it works like this:

Using Calcumagic™ we mark games out of 100. This total of 100 is split into four categories; graphics, sound, control and ideas. These four categories are worth up to 25 points each. By adding the four scores together you find the total score for the game. Here's a little about how we work out the scores:

Graphics

This mark is not just for how nice the graphics look in our screenshots, but also takes into account other things – like whether the game slows down when there is lots of things on the screen ('slowdown'). We'll also knock marks off a game if it has lots of big graphics suddenly appearing in front of you ('pop-up'), as it can spoil your enjoyment. Finally, if a game does something really inventive with its graphics, we'll always let you know.

Sounds

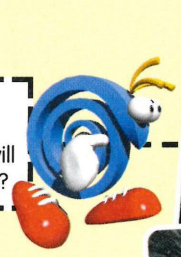
This covers all aspects of how a game sounds. Some games have terrible music and really good sound effects, or vice versa. Some game makers manage to get famous bands to put their music in a game, and if it suits the game it can make a big difference to the score.

Control

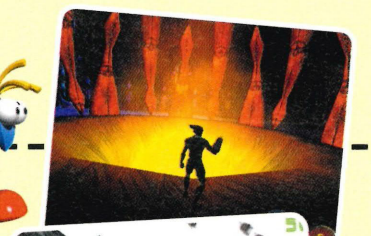
The control score covers two main things. The first is how well thought-out the allocation of buttons to different actions is. The second is how well the game's 'camera' works – if you can't see the character you're controlling, it doesn't matter how good the button system is, because you'll still lose the game.

Ideas

This category covers the most things of all four scores, and is the most important. There's been lots of great-looking driving games on Dreamcast, but none of them has really had great ideas apart from **Crazy Taxi**, so none of them rank very highly in our listings (see pages 54 to 59). If a game is a sequel, then unless it has lots of new ideas over the original, it won't score very highly.



MDK2 — Looks-wise this adventure game will knock your socks off. But is it good? — 68



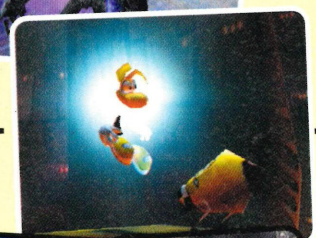
Red Dog — A futuristic supertank gets a bit shirty with some aliens. Mint! — 72



JoJo's Bizarre Vs Street Fighter 3 — The two beat 'em ups roll up their sleeves and step into the ring — 76



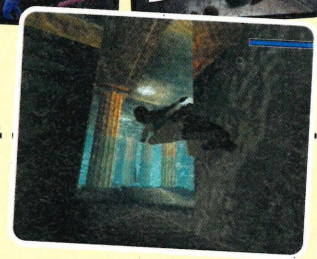
Slave Zero — Great big robots clobbering each other? Sounds good to us... — 78



Rayman 2 — The pirates get nasty in this amazing-looking adventure game — 80



Zombie Revenge vs Resident Evil 2 — The undead battle it out for the chance to tear you limb from limb! — 82



Tomb Raider 4 — She's back! Lara Craft returns in The Last Revelation — 84

Mr.Dreamcast is Now playing

MDK2

No one knows what the title is actually supposed to mean, but Jon Jordan thinks the game is a Magically Difficult Kingdom to conquer



The great thing about MDK2 is that you get to play as three characters: Kurt Hectic, Max the four-armed dog and mad-but-brainy scientist Dr Hawkins

Not again! Those pesky alien Streamriders are trying to steal the mineral resources of Earth with their massive minecrawlers. After saving the world in the original **MDK** game, Kurt Hectic is called back into action.

However, it doesn't take too long before Kurt is captured and his friend, the mad inventor Dr Hawkins, and his robotic dog Max, have to try and rescue him. This time they find the aliens are a tricky lot, especially their leader, a giant shade-wearing dude called Shwang Shwing.

Three become one

Kurt, the Doctor and Max each have a special style of play. Kurt is a long-range operator who takes out cameras and baddies with his built-in sniper rifle and special ammo. Using items like dummy decoys to confuse the enemy and a ribbon chute to glide over them, he's stealthy.

Max the robotic dog is more straightforward. He has four arms and works best with a gun in each hand, and his favourite Cuban cigar between his lips. Facing the alien hordes he lets rip with weapons as varied as shotguns, uzis, missiles and gatling guns. He's also the strongest character with 200 health units, but he needs to use a jet pack to fly to the upper levels of alien bases.

Dr. Hawkins, on the other hand, is the weakest character. With only 60 health units, he has to avoid trouble and he doesn't have any guns either. Instead, he has to collect and combine household objects to invent useful weapons and items. He also does a lot of jumping – platform-style.

Mr. DC

Infomaniac

Who makes it?
Interplay
What is it?
Action shooter
When's it out?
April
How many players?
Only one
Any extras?
60Hz telly mode, Vibration

Mini-games

Each level contains a short mini-game. These vary from simple asteroids-style games to taking control of new characters that help Kurt, Max and Dr. Hawkins in their mission. One of the best games is when you play as Dr Hawkins' fish Chuckleberry Finn. Here you have to avoid the mines and killer fish to switch the emergency over-ride button. It's tricky but great fun!





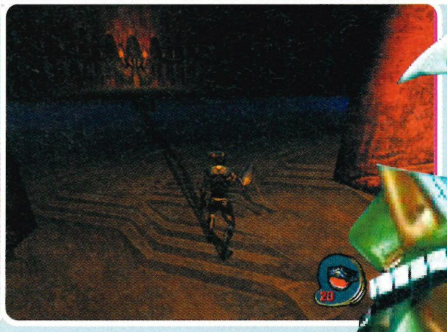
Left: In this mini game you have to steer Max's escape pod through the exploding wreckage of the alien ship. Right: Hello to Chuckleberry Finn, Dr Hawkins' fishy friend

Looks great

As you can see from these screenshots, MDK2 is a great-looking game. It makes full use of Dreamcast's power with enormous rooms full of enemies, and beautiful lighting effects. When you're not shooting things, one of the nicest things to do is play around with the shadows. On Dr. Hawkin's spaceship, you can even look at yourself in the mirror!







Space invaders

At the end of each level, there's a big boss to sort out. And believe us, they are really hard to beat. You'll start off attacking them one way, and then they'll power-up and you'll have to attack them another way. As Kurt, you'll have to be ultra fast using your sniper rifle to zoom in on their weak spots. Dr. Hawkins has to use his big brain and out-think the enemy, while Max just needs to make sure he has enough ammo.



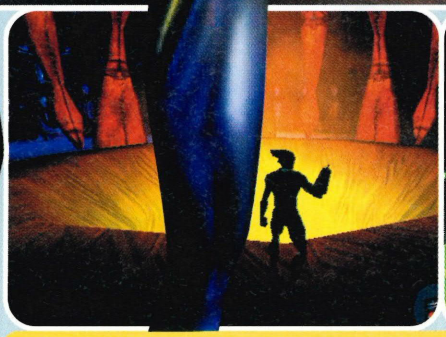


Left: Shwang Shwing is a 30-metre-tall green alien boss out to take over the world. But as you can see, he's pretty hard to defeat. Right: Even Shwang's soldiers are enormous



DIY MDK

Make up your own **MDK** meaning:
max, **d**oc, **k**urt
mighty, **d**ark, **k**nock-out
mysterious, **d**aring, **k**nuckledusters
mischievous, **d**arling, **k**angaroos
mad, **d**elirious, **k**rill
magnetic, **d**estructive, **k**ickabout
mucky, **d**ucky, **k**ung-fu
major, **d**ivine, **k**ittens
mammoth, **d**emon, **k**ings
murder, **d**eath, **k**ill







Top: Just as the levels in MDK2 are big, so are the explosions. Kurt has just used his sniper mortar to take out an alien dome
Bottom right: Dr. Hawkins is a more peaceful bloke. Instead of fighting, his levels involve jumping around in his spaceship, the Jim Dandy

Loading screens

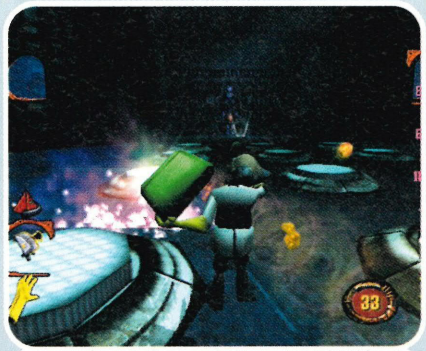
Each of the level loading screens on **MDK2** is designed to look like a comic. They look colourful and they also give you clues as to which of the bosses you will have to defeat at the end of the level. No one's actually making a comic of **MDK2**, but a TV series was written using the story of the first game. It wasn't ever actually made though. We bet it would have been great!



The start of level 4 – it's clear that old Shwang is going to feature in this one



The start of level 1 and it's time to pit Kurt Hectic against the Streamriders again





Top: Dr. Hawkins doesn't have any guns, but he collects objects which can then be combined to create weird gadgets. Check out his cigar-firing atomic toaster!





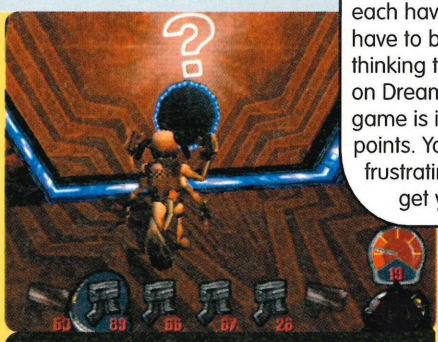




Above: Kurt's most powerful weapon is his sniper rifle. It has a massive zoom feature so you can check out what dangers await – like this laser cannon. Right: Kurt also has cool power-ups like this decoy dummy

Max's crazy question marks

Throughout Max's levels, you'll find these strange devices. If you only walk up to them a couple of times, you'll be given some power-ups like batteries or extra guns. But if you get too greedy and keeping going to them, a boxing glove will pop out and bash you on the nose, knocking off some health.



Be careful Max! If you take too much you might get a nasty surprise out of that hole

CALCUMAGIC™ SCORE

"There's so much going on in **MDK2**, you'll never be bored. With three different characters to be and ten massive levels, there's loads of game to play. And Kurt, Max and Dr. Hawkins each have their own styles too, so you'll have to be good at shooting, jumping and thinking to win. It's the best action game on Dreamcast. The only problem with the game is its difficulty and the lack of save points. You die so often it becomes frustrating. Still, if you complete it you'll get your money's worth!"



Graphics 22
There are lots of cool effects and it looks beautiful

+

Sounds 23
The soundtrack should be released as an album

+

Control 17
Takes a bit of getting used to, especially Dr. Hawkins' jumps

+

Ideas 21
Loads of comedy events, power-ups and secrets

Total for the lot? = 83
Fast, funny and furious – it hits the target!

Red Dog

Sega's latest release pits a futuristic super tank against thousands of alien invaders. Steve Merrett went along for the ride

Infomaniac

Who makes it?
Argonaut
What is it?
Shooter
When's it out?
Mid April
How many players?
One to four
Any extras?
rumble pack, 60Hz mode



Those two turrets could be serious hassle if they're not taken out swiftly. If you race into battle it's bound to get you killed

Set in the future, **Red Dog** revolves around a running battle between mankind and a bunch of aliens called the Haak. At first, the Haak had been friendly enough, sharing technology and setting up scientific bases to create new weaponry and useful gadgets.

Now they've got greedy and are trying to take over the world. As such, Earth authorities decide they deserve a good shoeing. Enter Red Dog.

Here, boy!

Red Dog is the code name for a top-secret tank, which is armed right up to the nostrils with the latest firepower and all-terrain capabilities. As the driver of this sturdy vehicle, you are sent into six missions with the specific aim of blowing up everything, anyone and anything to do with the Haak. This means finding and destroying big lasers, nuclear generators and, eventually, the Haak Mothership.

Seeing red

This is the cue for an excellent slice of total destruction from Sega! As well as a powerful laser cannon, extra weaponry can be added to make Haak-bashing even easier, while the Red Dog tank can be made to climb apparently impossible obstacles. Bumping and jumping around the levels in the tank is as much a part of **Red Dog** as shooting the baddies – and just as much fun. The game is viewed from behind the buggy – which is the best place to be in this explosive wild ride. C'mon people, let's go and save Earth!

The missions

The Haak invasion fleet covers six large levels, each of which is packed with things to shoot. There are also key military targets that must be destroyed if Earth is to be saved.

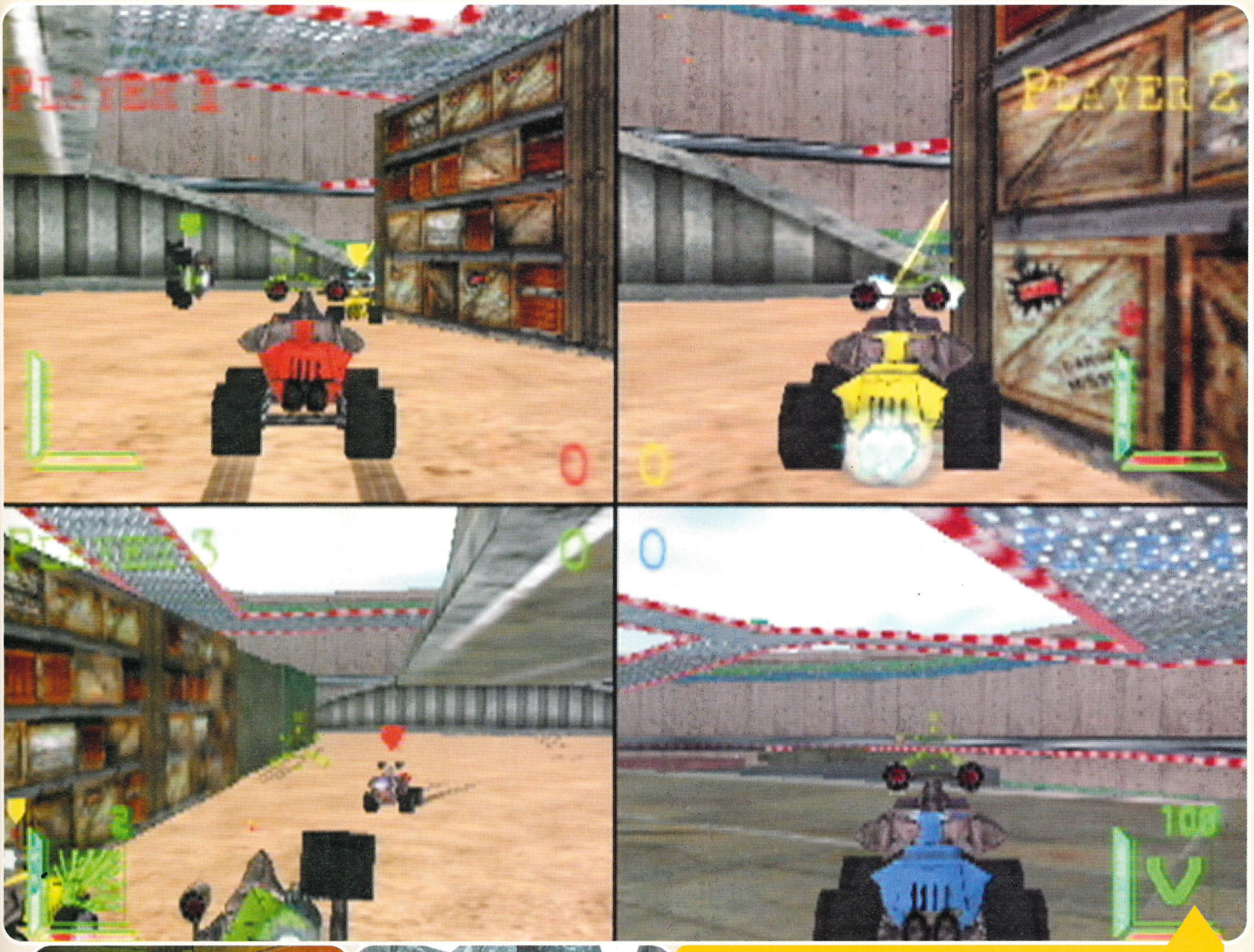
Volcanic Island Outpost Lurking within this robot-infested volcano is a nuclear generator used to power the Haak factories. Red Dog's mission is to destroy the generator – which, incidentally, is shaped like a scorpion!

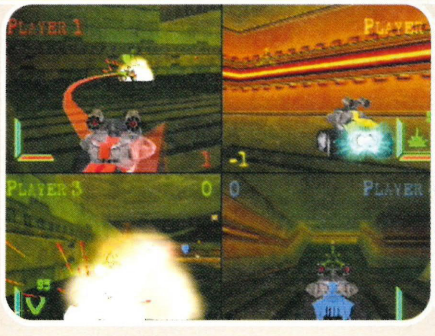


Red Dog's tour of the Grand Canyon was rudely interupted by heavily-armed aliens

Arctic Research Centre The Haak have nicked an enormous laser cannon and want to use it to blow up key Earth bases. The skiddy ice surfaces lead to a military complex with the heavily-guarded laser bang in the middle.

Grand Canyon Docks The Earth authorities need to sneak a special robot into the Haak base so it can unleash a deadly gas to kill them. The droid is slow-moving and fragile,







Above and Left: Dreamcast has been crying out for a decent fourplayer shoot 'em up – and this is it! Red Dog is packed to the limit with different multiplayer modes. These include deathmatch (everyone kills everyone), team (um… teams), and bomb tag (an explosive game of tick, basically)

so Red Dog must protect it from enemy fire by escorting it and picking off any oncoming aliens.

Underground Hydro Chamber
A top-secret submarine has been nicked and must be destroyed before the Haak launch their missiles. This is where the Haak bring out the big guns with huge robots and rocket launchers coming out to play. Uh-oh!

Red Dog Research City Another race against time. You have over three minutes to reach a load of scientists being kept hostage. Red Dog must race full-pelt along a street packed full of Haak ships and blow anything and everything up in their path.

The Haak Mothership Earth finally takes the fight to the Haak and invades their last remaining base. Starting in a level built of narrow pipes, the Red Dog unit must find the generator in the centre of the ship and blow it to bits. Hmm, it all sounds a bit like Star Wars to us…



You have to race over the ice before that laser melts it all away – which isn't easy

Behind the scenes

We spoke to the brains behind Red Dog, designer Sefton Hill and programmer Saviz Izadpanah about how their tank works...

HOW LONG DID IT TAKE TO DO THE CONTROLS?

"It took about two and a half years to get the movement right. We tweaked the controls until everyone was happy with them. The controls had to be right for the game to work. I think it was worth it."

WHAT WEAPONS ARE IN THE GAME?

"Red Dog comes with a laser cannon and a homing missile but that's not all. The laser cannon can be upgraded to a plasma cannon, a chaingun or even a top-secret prototype weapon. You can also collect sidearm pickups, which have many varied destructive effects from the Electro-Gun to an atomic explosive shell!"

SECRET WEAPONS?

"There is a secret single-player weapon but we won't tell you how to get it. There are over 30 secrets and bonuses to find in the game – so happy hunting! We tried loads of different weapons and selected the ones that worked best."

HOW FAST DOES THE TANK MOVE?

"The tank moves at 35mph in Cruise mode but can go up to a stormin' 70mph in Boost mode allowing for some incredible aerials. That's seriously fast!"

WHAT ABOUT DEFENSES?

"The tank has pretty hefty standard armour, but don't forget Red Dog's unique Shield system which is activated by pressing the X button bouncing the enemy bullets back at them if directed with skill."

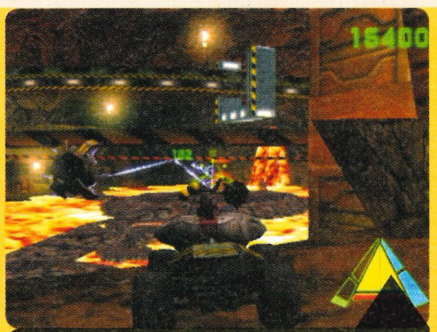
SUSPENSION?

"The aiming is linked to the steering. This allows Red Dog to cover the terrain at great speeds while blasting the Haak to pieces."

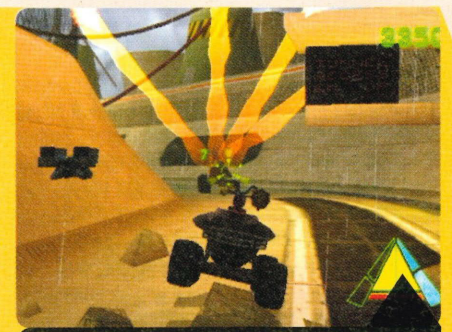


The big guns

While the Red Dog unit's cannon is decent enough, you can never have too much gun power! Additional weaponry can be found throughout each level in the form of glowing orbs left dotted around levels or hidden in crates. They include an Electro-Gun that can kill several troops with one blast, a Laser Cannon and, best of all, Homing Missiles that lay everything to waste.



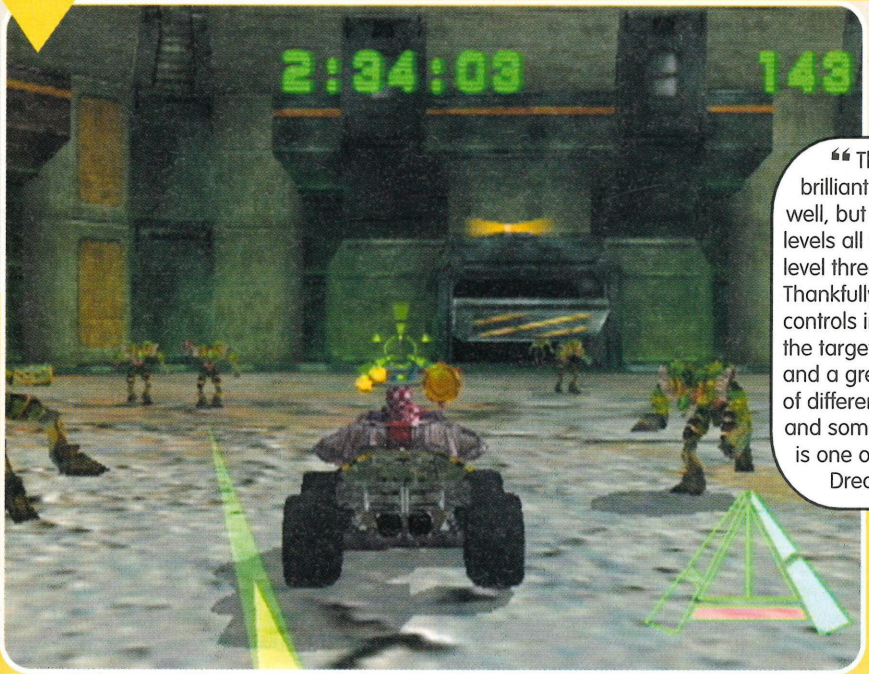
The Electro-Gun has enough power to wipe out the Haak troops in moments



But if you need serious firepower then nothing can beat the Homing Missiles



Above: Red Dog will blow you away – just how mint is that explosion? Mr. Dreamcast reckons this is one of the best looking DC games so far – and it plays even better!
Below: In the Challenge levels you must blast and race your way through gangs of Haak baddies, all the time watching the clock count away precious seconds



CALCUMAGIC™ SCORE

"This is ace. **Red Dog** is a brilliant blaster that not only plays well, but is a real challenge. The six levels all throw up new ideas and, from level three onwards, are rock hard. Thankfully, in a game as tough as this, the controls in **Red Dog** are top-notch, with the targeting system absolutely spot-on and a great array of weapons. With loads of different aliens, massive explosions and some well smart weaponry, **Red Dog** is one of the best games to hit the Dreamcast to date."

Graphics 23
Cool. Varied levels and dozens of different robots and ships

+

Sounds 16
Dreadful music but some really satisfying explosions

+

Control 23
The tank is easy to control and targeting is spot-on. Perfect

+

Ideas 22
The race-against-time stages are a neat idea

Total for the lot? = 84
Tough but very satisfying. Nice one, Sega

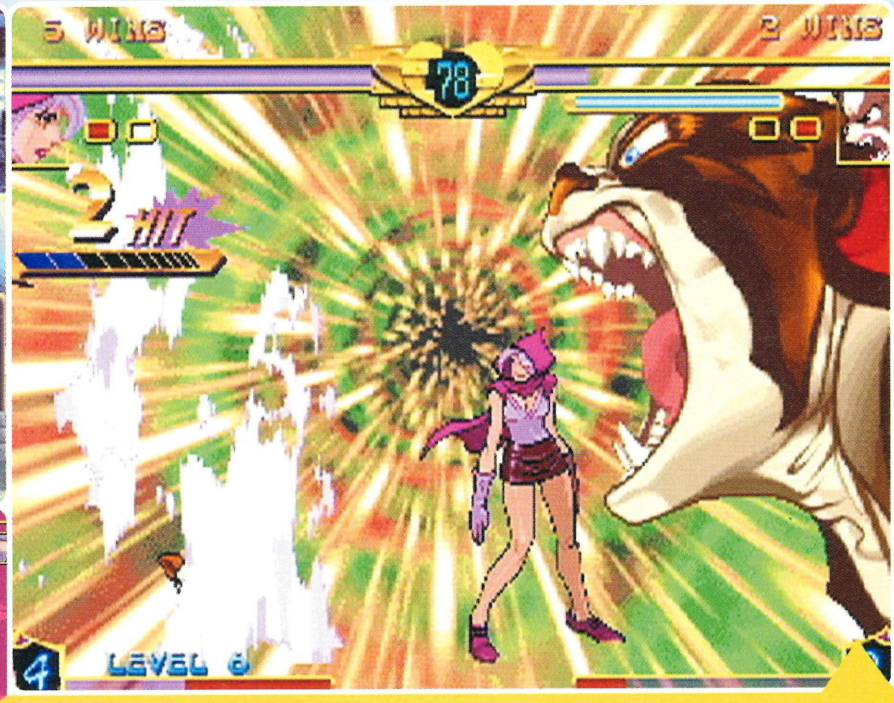
Infomaniac

Who makes it?
Capcom
What is it?
2D beat 'em up
When's it out?
Now
How many players?
One to two
Any extras?
Vibration, 60Hz mode

JoJo's Bizarre Adventure V

Two brand new beat 'em ups step into the ring...





Above: That's one seriously upset puppy! Each character has a supermove to match this
Top left: With your Stand brought into the action, a whole new set of attacks can be played

CALCUMAGIC™ SCORE

Graphics 12
Great animation but there's no disguising its 2D dodgyness

+

Sounds 10
Some meaty primal screams, but otherwise so-so

+

Control 11
Easy for the experienced, but newcomers may be baffled

+

Ideas 16
The Stand feature is great, but otherwise unoriginal

Total for the lot? = 49
We got very bored, very quickly. Boooo!

"**JoJo** is a fine game, but next to the likes of **Powerstone** it looks old hat. The special moves look great, the characters are different, and the story mode keeps your interest up, but even with the cool Stand features there's no disguising a game intended mainly for oldskool fanatics. It's like discovering a bar of chocolate down the back of the fridge; it may have tasted nice once, but you wouldn't want to eat it now that it's covered in fluff and dried peas!"

Bizarre is the right word for this. If you've ever dreamed of watching a tiny puppy beat a pistol-wielding cowboy unconscious, your dreams have been made flesh with **JoJo's Bizarre Adventure**.

A 2D beat 'em up from those beat 'em up originators Capcom, **JoJo** does things a little differently. Though the controls are for the most part typical of other Capcom games, one new feature alters the gameplay dramatically.

Each character has a 'Stand' – a vicious ghostly alter-ego who can be called into battle at any moment. Suddenly that little puppy doesn't seem so innocent.

Mr. DC



Sometimes the graphics can just be way too confusing – what's going on here?

Characters

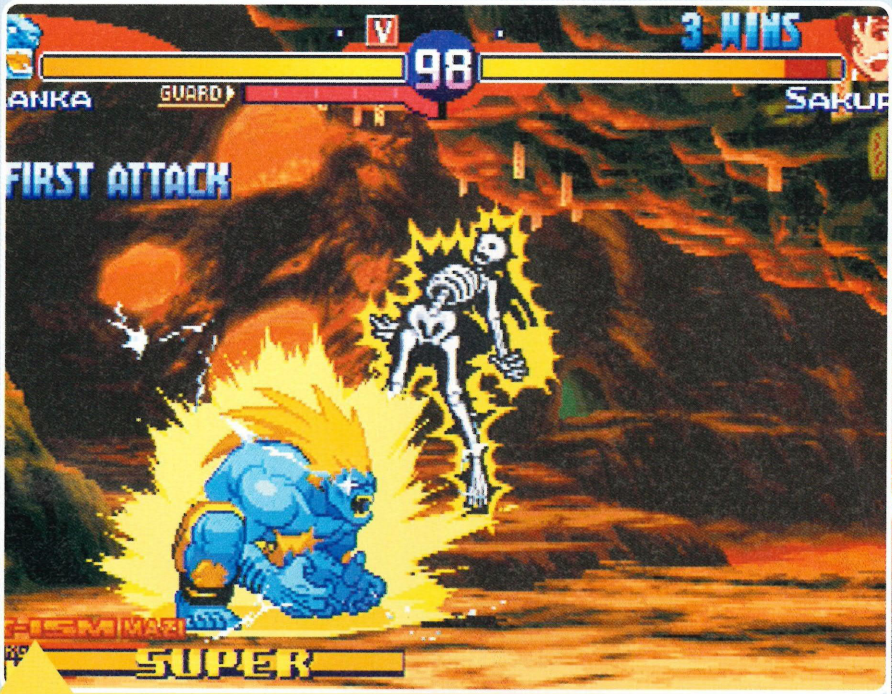
Compared to **Street Fighter Alpha 3**, **JoJo's Bizarre Adventure** is rather thin on the character front. Admittedly, **JoJo's Bizarre Adventure** has the more original selection of fighters, with some truly insane moves – just check out the bonkers big bird feller for starters – but **Street Fighter Alpha 3** is stuffed to bursting with classic fighters such as Ryu, Cammy and Akuma, so **Street Fighter** wins this one.

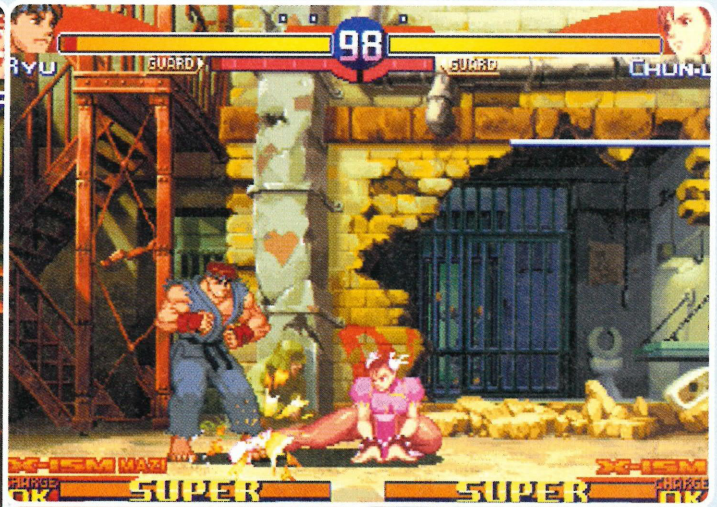
Street Fighter Alpha 3

...Paul Rose finds out which packs the meanest punch

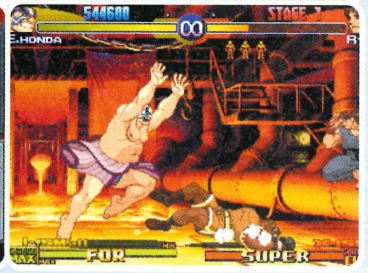
Infomaniac

Who makes it?
Capcom
What is it?
2D beat 'em up
When's it out?
Now
How many players?
One to three
Any extras?
Vibration, 60Hz mode









Above: Nothing can replace the brilliance of Street Fighter's original gang – this is Blanka
Near right: SFA3 has loads of modes – this is World Tour where you fight to up your powers

Street Fighter may not have been the first one-on-one beat 'em up, but it was the one that made the Fighter genre famous. 2D Capcom beat 'em ups have already appeared on Dreamcast – just take a look at **Marvel Vs Capcom** – but there's nothing like the original. And **Street Fighter Alpha 3** is the original, but with more bells and whistles than you can possibly imagine.

So many different play modes! So many characters! So many special moves! Sheesh, if **Street Fighter Alpha 3** were a book it'd be thicker than a 40-volume set of encylcopedias.

Mr. DC

Special moves

A beat 'em up just isn't a beat 'em up without special moves, and Capcom's time-honoured button combinations are here in force. However, both **JoJo's Bizarre Adventure** and **Street Fighter** offer a spin on tradition; **Street Fighter** with three fighting styles for each character, and **JoJo** with its Stand feature – that's two sets of move for both the regular character, and his spiritual alter-ego. JoJo wins!



Ryu's classic Dragon Punches are alright, but check out the tooth-attack opposite!

CALCUMAGIC™ SCORE

Graphics 17
Gorgeous animation and character design

+

Sounds 18
Thumping techno soundtrack and beefy smacks

+

Control 20
This is 2D beat 'em up perfection. Lovely

+

Ideas 20
No new ideas as such, but lots of great old ones

Total for the lot? = 75
We could play this for hours and hours. Hurrah!

"Sure, the 2D beat 'em up may be a dying breed, but unlike **JoJo's Bizarre Adventure** there's so much gameplay in **Street Fighter Alpha 3** that you don't resent playing it. This is a beast of a game. The animation is super slick, and the presentation second to none, but it's the classic, well-honed gameplay that grips your neck and refuses to let go. Best of all, this is a threeplayer game; two players can gang up on a third for a true test of superlative fighting skills. Or, more likely, cowardice. Superb."



Slave Zero

It's clobbering time as hulking great robots take to the streets. Steve Merrett takes cover as the homing missiles start to fly

If the bizarre Sunday morning 'entertainment' that is Robot Wars lights your fire, then **Slave Zero** is right up your alley. It stars a hulking great robot armed with a machine cannon, flying capabilities and a rocket launcher, and who scuttles from location to location blowing chunks out of anything in its way – thankfully, without Craig Charles rabbiting on!

If anyone Khan...

Slave Zero is set in a future dominated by an evil Hulk Hogan lookylikey called Khan. Khan is planning to take over the world with huge robotic soldiers that are armed to the teeth – and he's now ready to unleash his metal army on the public.

However, a local resistance group has nicked one of the robots and is planning to send it off on a mission to kill off Khan's troops – and the man himself.

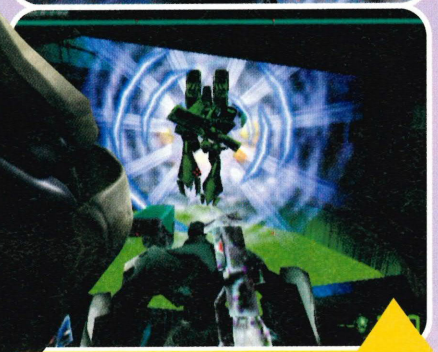
Zero tolerance

You begin the game guiding the liberated robot – the Slave Zero of the title – around 15 levels based on futuristic cities. You view the action over the robot's shoulder, getting the optimum view as missiles fly, buildings crumble and opposing machines are reduced to their component parts.

Mr. DC



If big metal creatures getting blown to pieces is your bag, then you'll love this

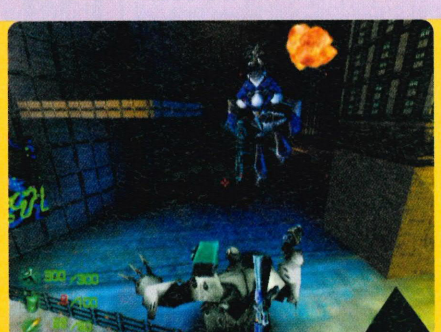




The future. Bit gloomy, isn't it? Always getting invaded by aliens or trampled on by evil emperors. Still, at least the good guys win in the end – if you're a good enough player...

Infomaniac

Who makes it?
Infogrames
What is it?
Robot blasting
When's it out?
March
How many players?
One to four
Any extras?
Screen modes and different control methods

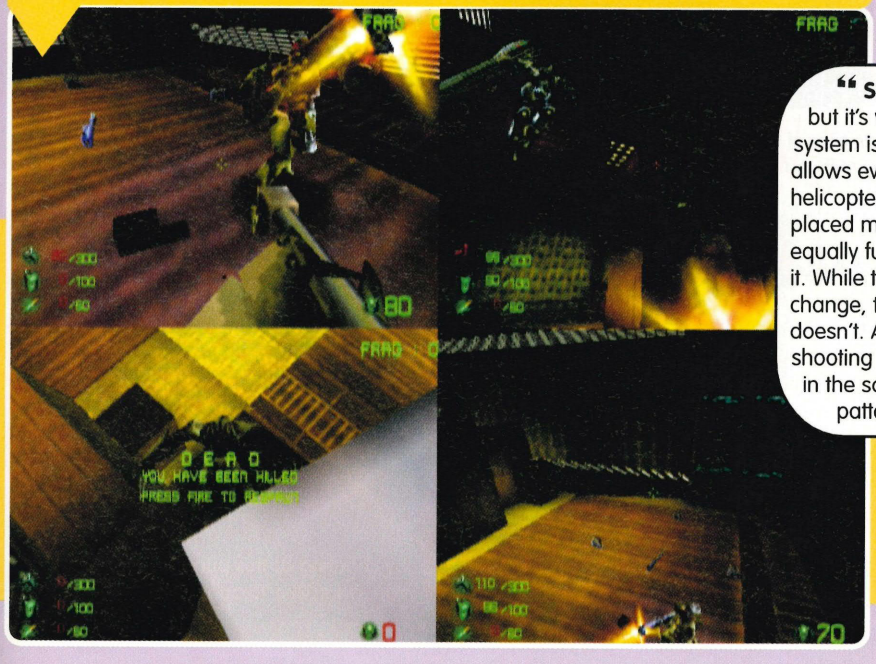


Don't just stand there – shoot him! Slave Zero's weapons are pretty unexciting

How to use your Slave Unit

Jump Pressing up on the d-pad ignites the robot's jetpack, sending it high into the air.
Stomp Pulling down on the d-pad makes the Slave Unit crush anything under its feet.
Walk The green joypad button propels the robot forward, while the analogue stick steers. The other coloured buttons make it walk sideways or back.
Target A small cross-hair target is provided to lock on to enemy forces.
Fire Rockets The left-hand trigger button will send a rocket at an intended victim. Homing missiles that go around corners are also an available option.
Fire Chaingun A round from the gun attached to the Slave Unit's shoulder is released via the right-hand trigger button. Additional ammunition can be stolen from destroyed robots or found discarded around the city.

Above: There's loads of flashy effects in the game, but they're really not that great
Below: Sadly, the fourplayer action in Slave Zero is too slow to really be much of a laugh



CALCUMAGIC™ SCORE

Graphics
Too dark, but very detailed and the Slave robots are OK — 12

Sounds
Booms, bangs and some sampled speech — 13

Control
Fine. Long-range targeting soon becomes second nature — 17

Ideas
Robot fighting has been done before. Fourplayer is OK — 15

Total for the lot?
Could have been massive, but gets a bit dull = 57

"**Slave Zero** is a good idea, but it's very repetitive. Its control system is great, and the cross-hair sight allows even the most distant robot or helicopter to be picked off with a well-placed missile – and stomping on cars is equally fun! However, that's all there is to it. While the cities and central targets may change, the basic nature of the game doesn't. As such, it turns into a dull shooting gallery with targets popping up in the same old places, meaning a pattern to each level emerges."

Rayman 2



This game looks likes a cartoon – only smoother, and in 3D. Dylan Davies bounces around UbiSoft's crazy new world and sees what's what



Below: Always be aware of the bad guys
Bottom: Hanging out on the vines





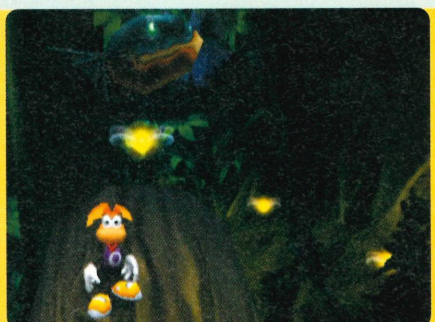
During his adventures Rayman meets hundreds of cool characters, from his rocket friend (top) to the Teensy Kings (above left). If you get lost you can ask your guide (above right)

Rayman's world has again been overtaken by the evil pirates. These are pirates so nasty they've captured Ly, Rayman's girl, just to wind him up. Boooo!

The makers have created an amazing looking adventure with hundreds of cool characters and hilarious cut scenes. But **Rayman 2** has one major flaw – it's just too easy. Most puzzles you'll solve first time around. In addition to this, the

Infomaniac

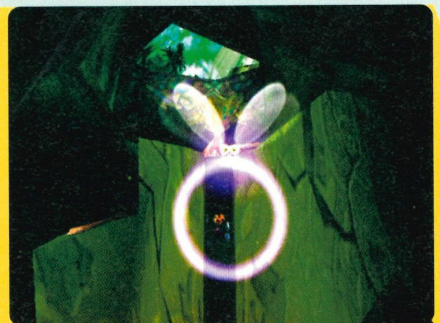
Who makes it?
Ubisoft
What is it?
Platform adventure
When's it out?
April
How many players?
One
Any extras?
More levels on DC version



These are the yellow Lums Rayman must collect to gain access to the bonus levels

What are Lums?

Each level contains a number of Lums. Now Lums are the coloured winged tokens that inhabit the levels. Red refreshes energy, green is a save point and yellow is the gameplay currency. Collect 50 yellows per level and go straight to bonusville. As well as Lums, Rayman must also locate four mystery masks in order to awaken Poloku – the wise old man who'll help Rayman defeat the pirates.



By shooting at this purple Lum Rayman can swing like Tarzan across the levels

Not afraid to get his hair wet, Rayman goes swimming for Lums. Don't run out of air!

baddies are easy to kill as they stand and accept your shots willingly. It's often like playing one huge training level. To make those faults worse, should you die, you're returned to the point of death (or near enough). It makes the levels even easier.

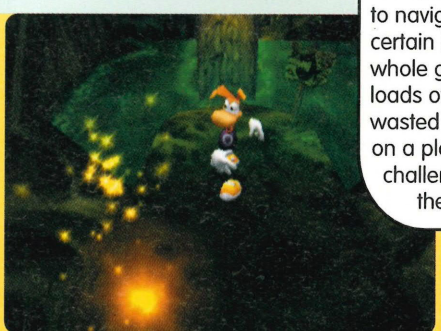
Ride the rocket

Between these unchallenging platforms, the game does have some very original ideas, such as the rodeo rocket, which Rayman must ride through tunnels trying not to hit the walls. Some ideas however, seem stolen directly from other games, such as the Lava levels in **Mario** and the big whale in **Banjo Kazooie**. You're rushed along through its cartoon world with no chance to explore the levels.

Mr. DC

Rayman's magic right hand

Rayman can fire balls of energy from his right hand. Holding down the B button before shooting builds the energy into a super-shot. This can be used for disposing of baddies or shooting far away switches. Holding the left trigger locks Rayman's aim onto the bad guy.



Holding down fire causes this lovely bolt of energy. Next watch it bounce off walls



CALCUMAGIC™ SCORE

"Despite a cracking story and the finest artwork, this is not the greatest platform game. After a while you'll be completing levels just to see the animated scenes. There is little skill to navigating the worlds. It's a pity – certain levels are very enjoyable and the whole game had the potential to be loads of fun. Sadly, these moments are wasted as the game is handed to you on a plate, and you search for a challenge worthy of the effort put into the look of the game."

Graphics 22
Wow! Just like watching 'toons all day – Fantastic

+

Sounds 20
Cute, jumpy tunes plus the usual 'Boing' from Rayman

+

Control 14
He jumps and shoots easily enough. Dodgy camera

+

Ideas 12
Can be entertaining but nothing really new

Total for the lot? = 68
Great fun to start with, but not enough to it

Resident Evil 2

With Resident Evil 2 and Zombie Revenge battling to bite chunks out of players, Steve Merrett risked life and limb to see what the fuss is about

Infomaniac

Who makes it?
Capcom
What is it?
Survival horror
When's it out?
March
How many players?
You're on your own
Any extras?
60Hz telly mode, picture gallery

Sticky bits

Resident Evil 2 You can blow a zombie's head off with one gun round or kick the heads off ones on the floor! Zombies appear from nowhere or kick open fences, while the twist at the end is brilliant...
Zombie Revenge The drill is excellent, but decking a monster with a load of punches is more fun. The auto-targeting effect for weapons works well, too.



They move oh-so slowly and moan like they've got stomach ache – it's time for Claire to sort out Raccoon City's zombie problem with her automatic shotgun!

The evil Umbrella Corporation has a lot to answer for. Tests for its new T-Virus vaccine have gone wrong and everyone in town has been turned into zombies. Stumbling into this sticky scenario are Claire Redfield, who is looking for her brother Chris, and a young cop called Leon Richards.

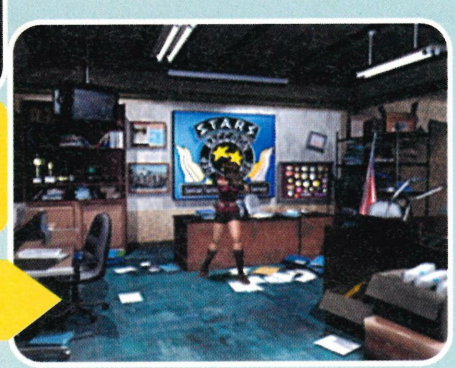
Oh, the horror!

Resident Evil 2 comes on two CDs, each dedicated to Claire and Leon's different missions. While the two will cross paths during the game, Leon offers a harder version for expert zombie-whackers, while Claire is the perfect starting point for newcomers. Both begin the game with half a dozen zombies moving in on them.

Riddle me this

Claire and Leon start the adventure armed with a handgun and a knife. Luckily, during the game both will find extra bullets and new weapons. Ones to look out for include grenade launchers, a flame-thrower and a shotgun.

Mr. DC



Beautifully rendered backgrounds bring the police station to life

CALCUMAGIC™ SCORE

Graphics 16
Fixed settings and lumpy zombies. Looks a bit old

+

Sounds 15
A few groans and the odd bit of scary music

+

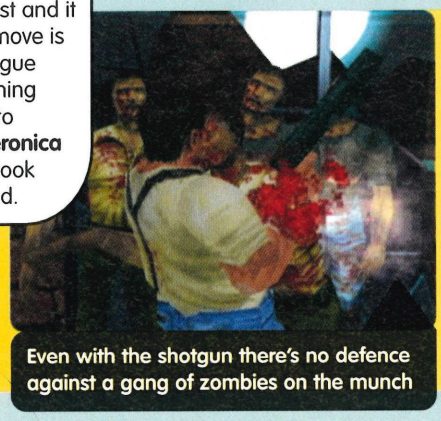
Control 14
A fiddly analogue stick and the characters don't move well

+

Ideas 19
There are some excellent scenes, but just not enough

Total for the lot? = 64
Good, but it's looking older than most of its zombies

"**Resident Evil 2** is like a good old-fashioned horror film. All the locations are incredibly detailed, while the zombies move well and add variety. The trouble is, **RE2** is a two-year-old game tarted up for Dreamcast and it shows. The way the characters move is fiddly – especially with the analogue stick – and there's too much running around taking keys and objects to where they're needed. **Code: Veronica** is out soon and will make **RE2** look rubbish. Wait for that instead.



Even with the shotgun there's no defence against a gang of zombies on the munch

Weapons

Resident Evil 2 Both Claire and Leon start with a crappy little pistol each, but it won't be long before you find the shotguns and bigger guns on offer to take out zombies with one swift shot to the head.
Zombie Revenge All the standard stuff you'd expect, such as shotguns and flame-throwers. The drill is the best toy, though, and enables players to bore right through anything that strays too close.

Zombie Revenge

Another game, another virus turning people into zombies. **Zombie Revenge** is sort of a sequel to Sega's gun-toting **House of the Dead**. It stars three investigators on the trail of the evil scientists responsible for **HOTD2**'s zombie plague, with players selecting one of the trio for a multi-stage battle through wave after wave of monsters and the undead.

Trigger happy

The game is viewed from slightly above the player's chosen character. The assorted bad guys start appearing from out of the woodwork and the player must either take them out with any weapons they find lying around, or simply lay into them with a flurry of punches. As the character moves around, the nearest monster will be automatically targeted meaning that slaying the undead is easy.

The plot thickens

Each level ends with a confrontation against a larger boss creature. These require a number of direct hits to kill, but additional weaponry such as flame-throwers make life easier. When it's dead, a plot update follows with details of the next mission.

Mr. DC



Another bad guy bites the dust thanks to the auto-targetting system. When locked on, you can make attacks using guns, as well as kick and punch combinations

Infomaniac

Who makes it?
Sega
What is it?
Fighting adventure
When's it out?
June
How many players?
one to two
Any extras?
Its own web site!

Is it scary?

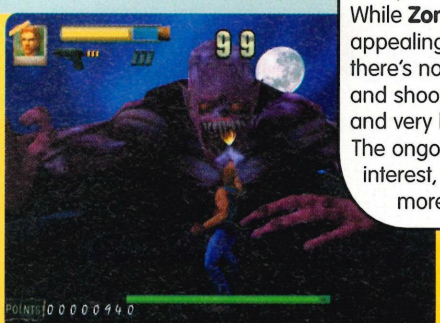
Resident Evil 2 Sometimes. There are certain bits that will make you jump, but despite **RE2**'s loads of horrible-looking monsters it's not all that scary to be honest.
Zombie Revenge Not in the slightest. **Revenge** plays it for laughs, with OTT monsters standing up for a fistfight with the three heroes. We've seen scarier bus drivers.



This end-of-level boss makes for a pretty electrifying enemy

Monsters

Resident Evil 2 There are dozens of different zombies and some really smart mutants knocking about. The massive alligator in the sewers and 'The Licker' are two of the highlights. It's time to kick ass!
Zombie Revenge Again, the zombie count is high, but it is **Revenge**'s end-of-level boss creatures that steal the show. The electricity-generating mutant on level 2 is particularly nasty.



You're going to have problems taking out this guy armed only with a tiny pistol!

CALCUMAGIC™ SCORE

"Within seconds of playing, the auto-targeting system and fighting moves will have been sussed, allowing you to get straight into the action. But this also proves to be the game's downfall. While **Zombie Revenge** is instantly appealing it soon becomes clear that there's not much to it. The same fighting and shooting mayhem soon gets boring and very little skill is needed to progress. The ongoing plot movements add interest, but there's not enough in it for more than a few days' play."

Graphics Varied monsters and loads of locations. Dark, though — 20 +
Sounds Noisy guns and yelling monsters. Rubbish music — 14 +
Control Auto-targeting and basic fighting moves. Too simple? — 16 +
Ideas The boss creatures work well, but there's little new here — 10

Total for the lot? Great fun to start with, but not enough to it = 60

Tomb Raider: The Last Revelation

The green-vested beauty returns to kick some serious mummy ass! Dylan Davies checks outs Lara's latest temple bustin' antics

Tomb Raider has spawned more sequels than the average Hollywood blockbuster. But this time around, Lara is returning to Egypt to do what she does best – explore temples and threaten the world's safety by provoking the wrath of ancient gods!

Like the previous **Tomb Raider** games, **The Last Revelation** kicks off with a couple of Lara training levels.

The first thing you'll notice is that during training Lara is a 16-year-old with saucey Britney-style pigtails.

Jump to it

The second thing you'll notice is that the control method of the original game hasn't altered much over the years. Lara still has trouble jumping at the right time. With the many keys involved, learning to control Lara is like learning to play the piano – wearing mittens.

As the story unfolds Lara discovers the ancient tomb of an imprisoned evil god. Carelessly she unleashes this evil into the world. Within a short time we will all be imprisoned in darkness for ever. Oh no! Only Lara can put things straight again and save the entire planet...



It's not just tomb raiding. Lara must also fight baddies on fast-moving trains. If she falls from this platform it's instant death. Tickets please



For the first few levels you have a guide to light your way and hold doors open

Infomaniac

Who makes it?
Core Design

What is it?
Puzzle adventure

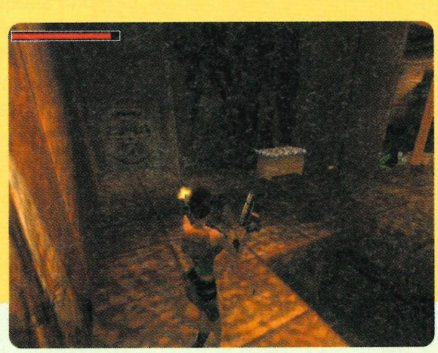
When's it out?
End of March

How many players?
One

Any extras?
Real-time shadow effects and art gallery

A-maze yourself

This game is vast, and will keep you hooked for weeks! The action consists of exploring maze-like levels in search of objects and escapes. Hitting a switch one side of the level will have consequences elsewhere in the game. Be warned though, some of the puzzles seem to defy any logic and seem created merely to delay your progress for a couple of days.

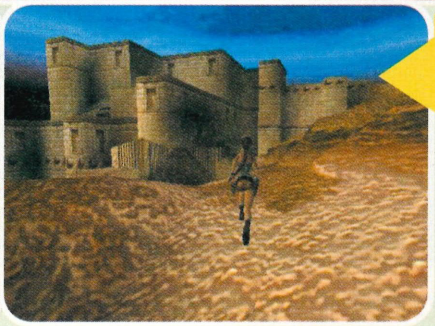




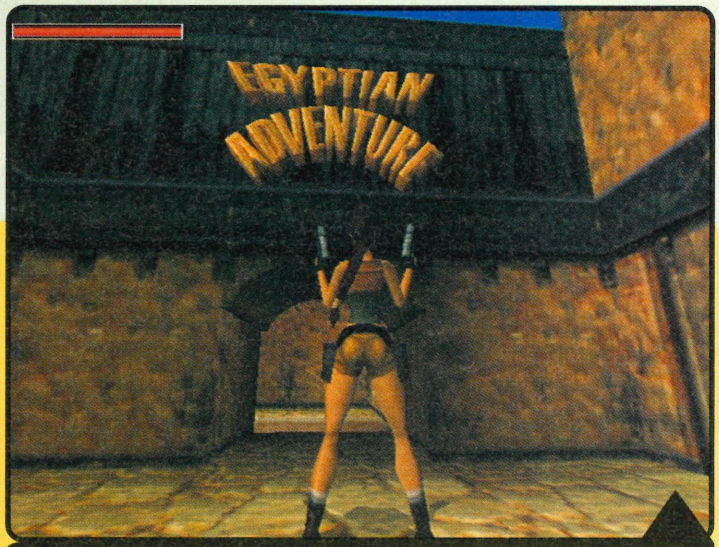
Look out! Tickling mummy's feet may open a door elsewhere...







Above: High speed chases in jeeps – just add hand grenades
Below: No, it's not Windsor castle! Lara must break into the building as well as search through the dead occupant's things



Back to what she knows best. This game is a lot like the first adventure

Bang bang! They're dead

On top of searching out and destroying the evil gods of Egypt, Lara picks up weapons for shooting various animals and, of course, evil enemy agents. Although you can use crossbows, uzis and tracer bullets, nothing quite beats the shotgun for delivering some authority!



Combat remains the same. Guns auto-lock the enemy, so go trigger-crazy



Welcome to the baffling world of the Tomb Raider control system. It takes a while, believe us...

LEFT TRIGGER

The Look button. This lets you view Lara's surroundings without having to slowly rotate. It also activates Light Flare when used in conjunction with the right trigger. When you equip Lara's binoculars, the left trigger is used to zoom-in on anything you need to take a closer look at

'X' BUTTON

Jump. Lara leaps in the direction of the control stick. It's also Swim when under water

'Y' BUTTON

Draw weapons from holster. Weapon change takes place in the inventory menu

RIGHT TRIGGER

This lets you Crouch or Crawl – ideal for squeezing the girl Lara through those pesky tight tunnels and gaps. The Right trigger button is also Swing when on a rope, and Sprint. You can activate the Zoom out on the binoculars here too



ANALOGUE STICK

Turn and Run. Not so useful for edge-of-ledge action – you could make Lara fall

'B' BUTTON

Roll button. 'Roll' is a fancy-pants way of turning Lara 180 degrees. It saves a great deal of time and makes combat situations manageable

D-PAD

This enables Lara to side-step and walk forwards and backwards without falling off ledges

'A' BUTTON

Action button. That usually means Shoot guns or Climb. Other uses include Use Object and Open Doors



The many uses of the control system: Swimming, swinging and shooting. It's all in a day's work for an archaeologist – just look at Time Team

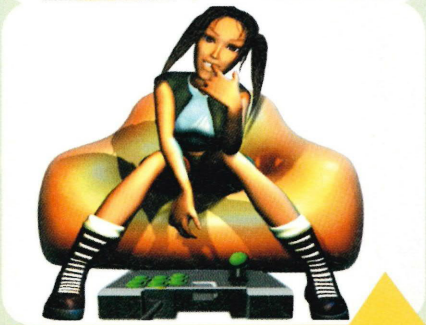
Technically speakin'

Despite an exciting story, one of the problems with Dreamcast **Tomb Raider** is that it's an updated version of a very dated game. Super shadow effects and hi-res graphics don't change the fact that this game was originally made for a much older machine and doesn't really push the Dreamcast's potential to its limits.

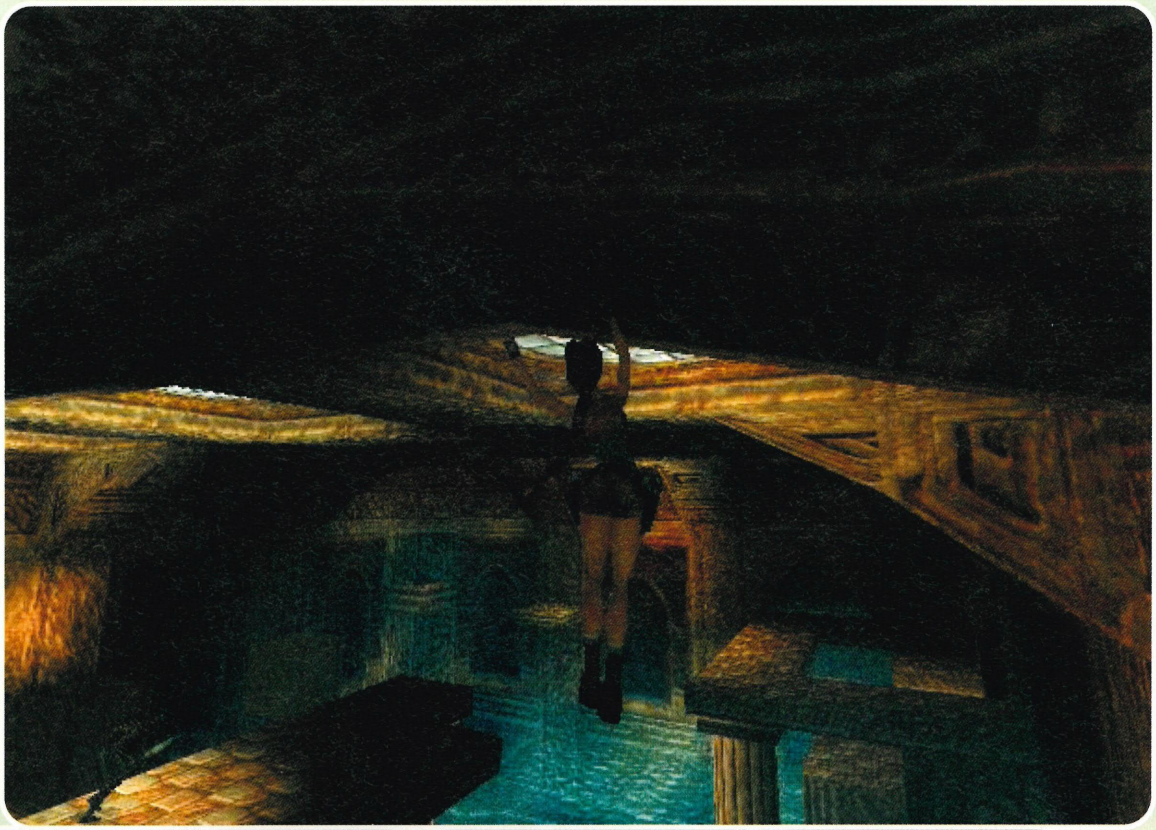


It's not all walled tombs. Lara occasionally wanders into town to look at cars. She also meets giant bosses who live in large transparent tubes of blue light





Above: After completing each level, you're rewarded with a new piece of art in the game's DC-only gallery section
Right: Monkeying around again? You'll need strong hands to master the ceilings

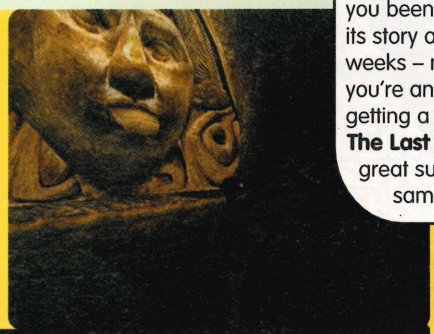




During the many levels you will have to cope with natural hazards such as poisonous scorpions, wild dogs and our favourite, the giant Egyptian crocodile. It's best to shoot them before you get in the water. Obviously







As well as crocodiles you must avoid the nicely animated hammerhead. However, occasionally you'll want to stop and look at the large heads on the walls. Go on, smile!

CALCUMAGIC™ SCORE

Graphics 20
OK but not stunning. Some good shadow effects

+

Sounds 15
The odd soundtrack moment just doesn't cut it. Pants

+

Control 13
Urgh – it's like trying to nail jelly to the ceiling! Big pants

+

Ideas 22
Packed with puzzles – it'll keep you going for months

Total for the lot? = 70
A flawed but extremely enjoyable adventure

"**The Last Revelation** contains some of the most tricky and enjoyable 3D levels ever to grace a console game. So if you've never played a **Tomb Raider** game before (where have you been, Mars?) you're bound to enjoy its story and its puzzles for weeks and weeks – maybe even months. However, if you're an experienced player or you're getting a bit bored with Lara's journeys, **The Last Revelation** won't offer you any great surprises. It's essentially the same – only better."




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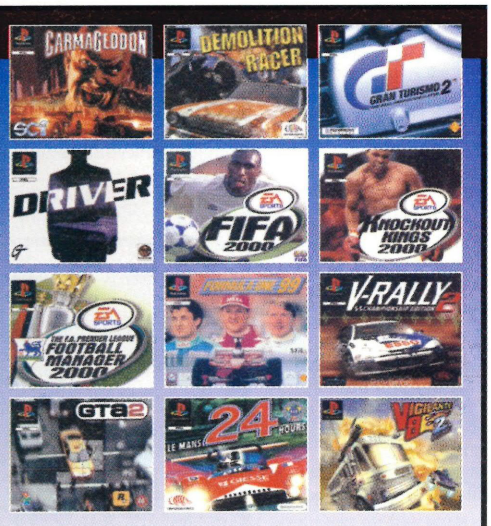
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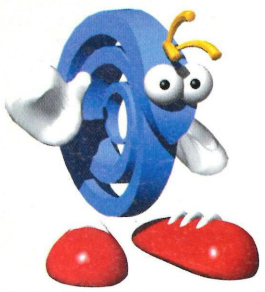
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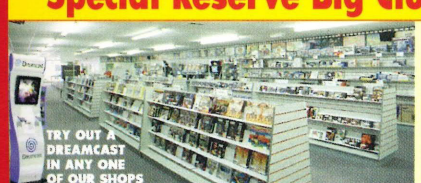
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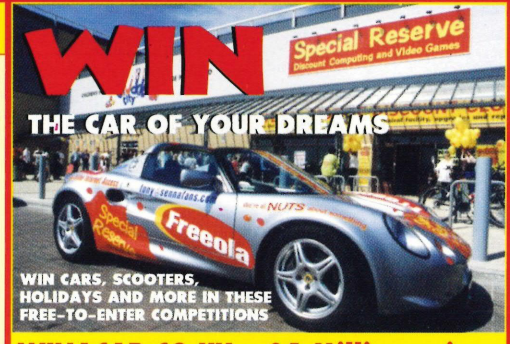
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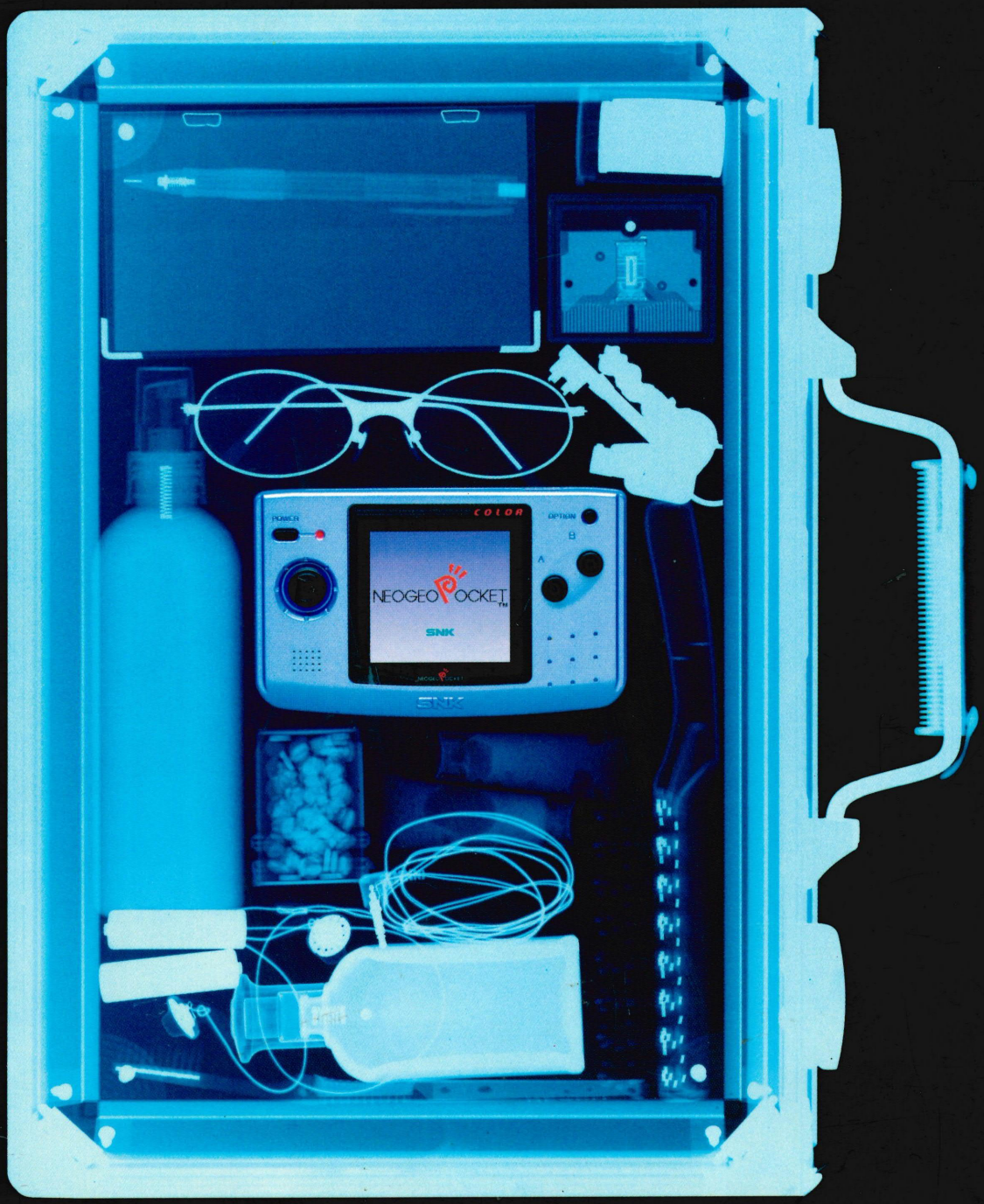
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