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Welcome to your dreams

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Editorial

There's definitely a change a-coming; it's almost tangible. In spite of the looming monstrosity of PlayStation2 it seems that the Dreamcast is finally coming into its own and some might say that it's not a moment too soon. Given the perceptible summer drought of software it seems that the bods at Sega have flicked a little switch and quietly moved up a gear in readiness for battle against an old enemy.

As the Sony war machine ambles in its grossly arrogant 'Big Brother' fashion - pre-order indeed! - Sega must be laughing its pants off, safe in the knowledge that unlike Sony it has the console and more importantly the great software to satisfy gamers' needs. You can bet that a good many people who were about to re-mortgage their houses to buy a PlayStation2 are now thinking just a little bit differently. What's the point in spending all that money, assuming that you could actually get hold of one, on a console that has just the one great game on offer, which will appear some time next year...

No killer apps, ludicrously expensive, difficult to get hold of Vs. an Internet-capable, reasonably priced console with a raft of top games under its belt. Has Sony mucked up? Only time will tell... but for now it is clear that the only console worth owning is the Dreamcast and the contents of this magazine add to the growing argument that the Dreamcast is the console to own if you *actually* want to play games. That is why you bought the thing in the first place, isn't it?

Enjoy the magazine and, as always, take it easy on the stairs.

Simon Phillips
Editor



Ferrari 355 Challenge

36 Who wouldn't want to get their hands on this baby?



Features

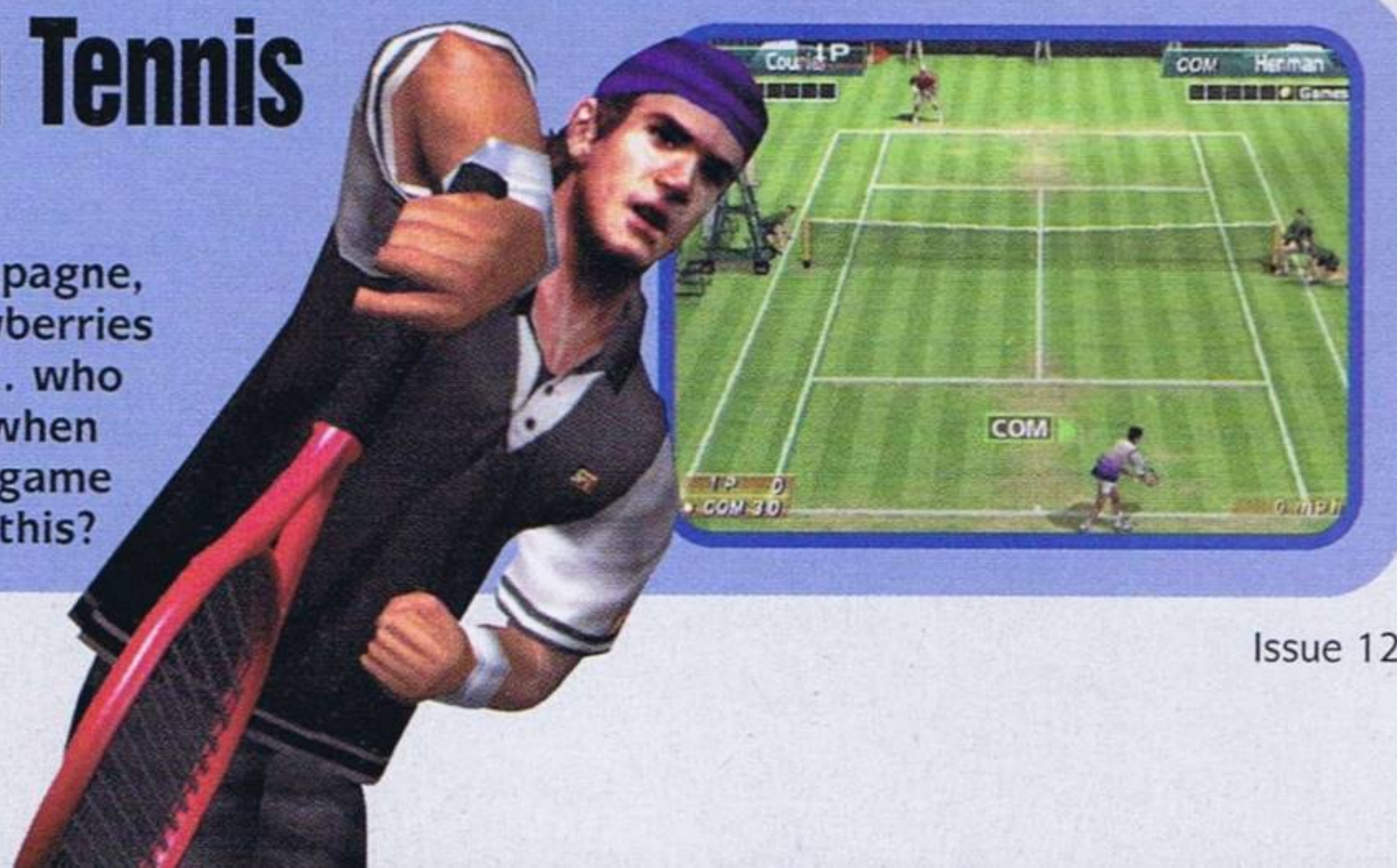
Arcade Special

46 There's nothing quite as satisfying as shooting people - at least that's what you tell us!



Virtua Tennis

40 Champagne, strawberries and cream... who needs 'em when you have a game as good as this?



AT A GLANCE red hot GAMES

Atmosphere suit alert! These pages are so damn hot they carry a health warning!



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Welcome to your dreams

Dreamcast magazine

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Simon@Intogrames, Amy@Take Two,
Simon@Project K, Chris' folks - for
taking him home! Armour!



WIN!
Mad Catz
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Reviews

50> Reviews aplenty this month as the Dreamcast goes into games overload. As ever, we're there to cast our discerning eye over the lot of 'em!

52> The Second World War - it wasn't all bully beef and Vera Lynn, you know!

Hidden & Dangerous

Newscast

the big story

66> Crammed full of all the latest info to hit the world of Sega and the Dreamcast. If it's happening you'll find it here first!

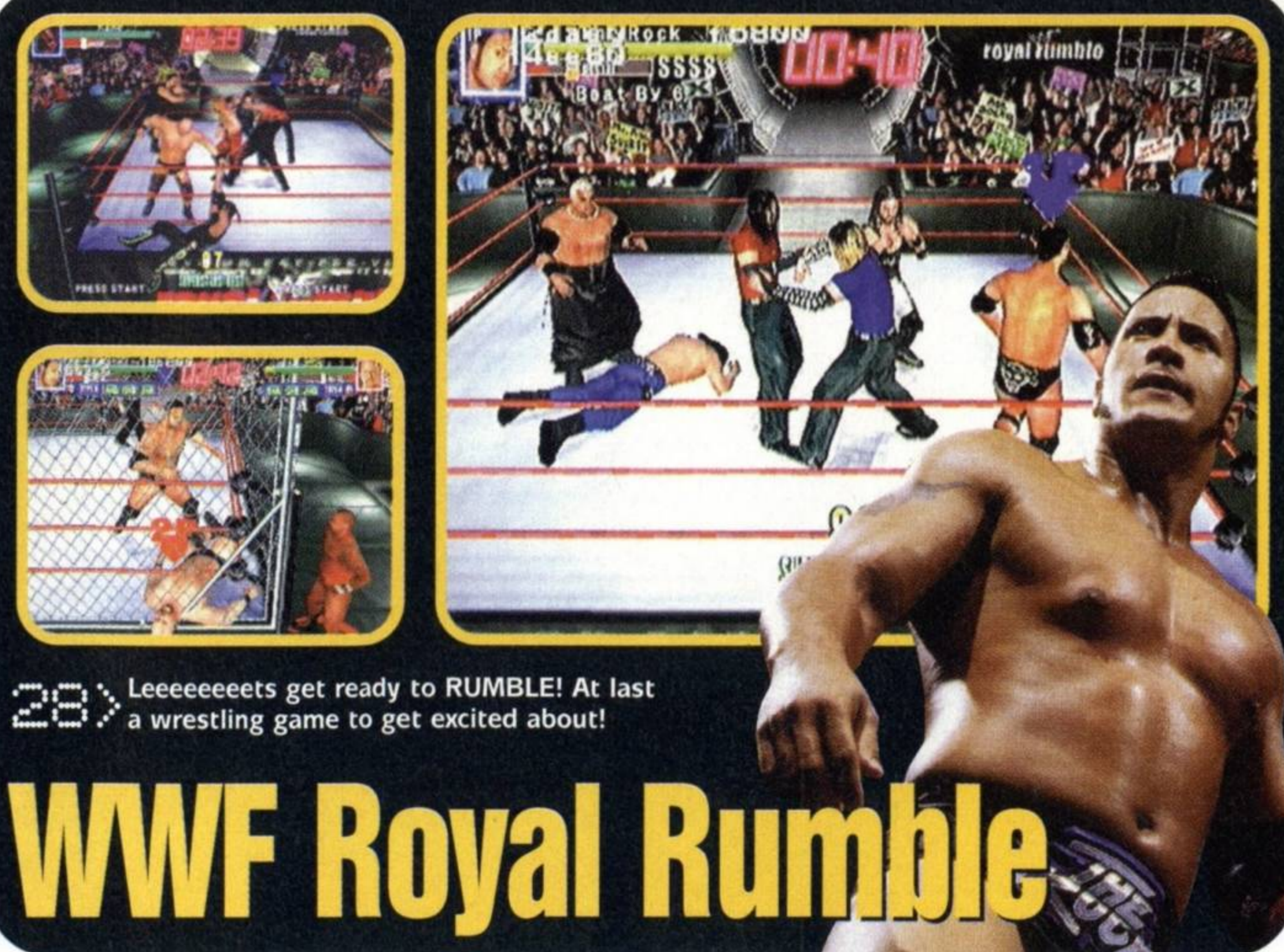
Half-Life

66> Who cares if the PC had it first? The Dreamcast version of Half-Life is just around the corner and we've seen it!



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28> Leeeeeeeets get ready to RUMBLE! At last a wrestling game to get excited about!

WWF Royal Rumble

NEWS

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

Dreamcast world news network

Half-

It's Half-Life Jim, But

Half-Life is now just a few months away and we're getting very excited. Things nearly reached fever pitch this month as we were lucky enough to clasp eyes on a half hour piece of in-game video footage of the game, leaving them on stalks and us on tender-hooks.

Life Through A Lense

For those who've been living on another planet for the last three years Half-Life has universally been hailed as one of the greatest games ever to see the light of day and the standard by which every first-person shooter is judged, so it's hardly surprising the hype surrounding its now imminent arrival on Dreamcast. In the



the big story

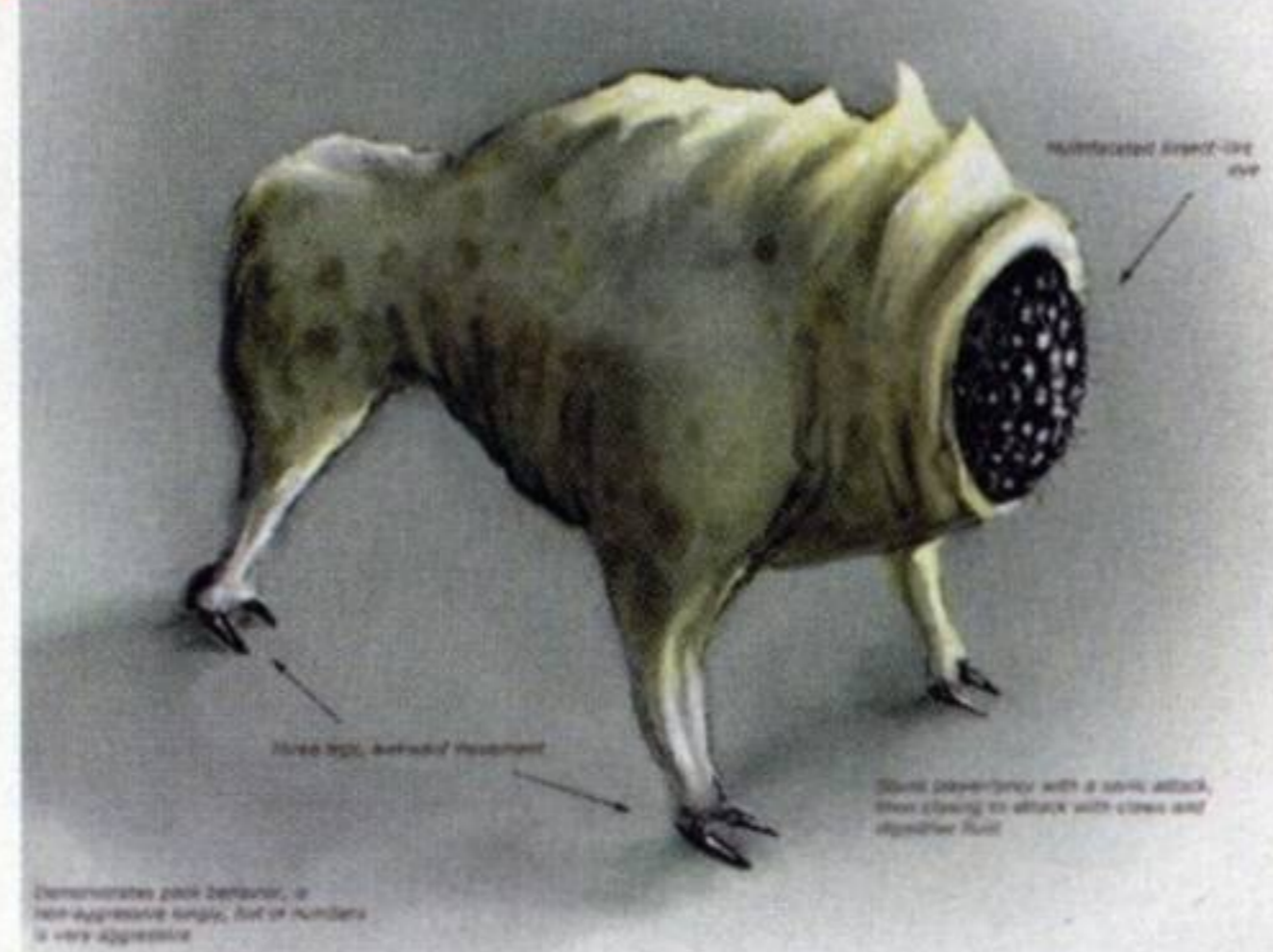


[1] The moment when fragging can begin is getting ever closer. [2] The Guest House Paradiso level comes as welcome relief for comedy-starved gamers. [3] If anyone ever doubted how good this game would look you'd better start eating your words. [4] Doh! You're supposed to be shooting the guy who's blasting away at you, not the door.

Autopsy Of An Alien

> As you'd expect from such a game there are plenty of alien monsters to contend with and they sure ain't pretty. These artist impressions give you an idea of what you're going to be in for come September. They look pretty nasty to us... now you can't say that you haven't been warned.

HOUNDEYE



STERIOD BARNACLE



Illustrations given behind a semi-transparent acrylic, but in reality it's very aggressive

Illustrations given behind a semi-transparent acrylic, but in reality it's very aggressive

main game you take on the role of scientist come hero Gordon Freeman who's working on a top secret military science project in an equally secret military base known as Black Mesa, deep in the desert.

Being a military project everything, of course, goes horribly wrong and the metaphoric s**t hits the fan. Aliens escape and the military are sent in to shut the facility down and kill everyone and everything inside... naturally. Your job? To save the other scientists, stop aliens from invading earth, solve puzzles and to get out with your ass in one piece, guns a-blazing. Simple, effective, compelling and incredibly gripping.

Half-Time

However, what makes the Dreamcast version even more tantalising is the fact that it will have a load of extra features not found on the PC version. Indeed, the footage that we saw was from the Dreamcast-exclusive Guard Duty mode and man, did it look awesome. The mode, which is similar to the Opposing Forces add-on for the PC version, casts you as Barney, a Black Mesa security guard, whose story runs in tandem with that of Gordon in a

similar way to those of Claire and Chris Redfield in *Resident Evil 2*, only on a more advanced scale.

One feature still under consideration for the game is an online multiplayer mode, the inclusion of which depends entirely on Sega's ability to get a suitable network up and running in time... which doesn't look too hopeful at the moment. Even without such a mode, *Half-Life* will still undoubtedly be an awesome game and quite frankly we can't wait for it to crash-land into our office. Roll on September!

"Half-Life will undoubtedly be a genre-defining game on the Dreamcast"

softography

previous works >

- > Age of Wonders
- > Jazz Jackrabbit 2

Epic Mega Games

information

Publisher	Infogrames
Developer	Epic Mega Games
Players	Many
% complete	40%



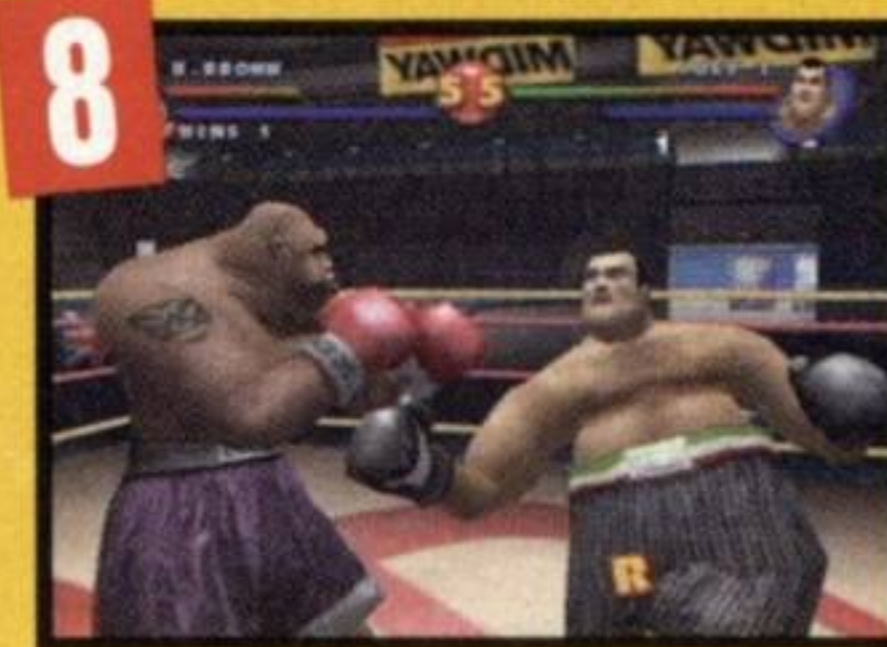
anticipation rating
eighty-five percent

BIG ISSUES

The games that you really want to know about are here for your delectation!

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We've got the first official screenshots!



12 Chicken Run

The chicks are escaping onto Dreamcast.



28 WWF Royal Rumble

The men in tights are back for some severe action.



30 Star Lancer

Head for the stars with Warthog's space-sim.



36 F355 Challenge

Check out our massive exclusive preview!



Crazy Taxi 2 Confirmed

Sega has confirmed that work has started on a follow-up to the smash hit, *Crazy Taxi*. However, Sega Hit Maker – the team behind the original – has also hinted that the sequel might not necessarily see you driving a taxi. It has also revealed that work has already commenced on a sequel to *Virtua Tennis*, so let's hope there's some ladies in it this time.

THE RUMOUR MILL

Not So Real

A while ago we brought you news of Real Vision's sci-fi racing game *Zusar Vasar*, news which left us quite excited. However, reports from Japan this month would suggest our excitement was misplaced as a demo of the game was shown in games shops and was said to be pretty awful. Oh well, can't win 'em all.

Smilebit Keep Smiling

After the success of *Jet Set Radio* developer Smilebit, formerly AM6, has already got another game in the pipeline. It has the working title of *Hundred Swords*, although quite what sort of game it is remains to be seen. We're guessing that it's going to be some kind of RPG...

Big Bucks For Sega

After making a financial loss for God knows how many years, Sega has finally escaped the red and actually made a profit. A 1,500,000,000 Yen (\$10,000,000) net profit has been reported for the first quarter compared to a net loss of 42,900,000,000 Yen (\$290,000,000) loss for the same period last year. Congratulations Sega!

Ripcord Let Rip

Ripcord Games has revealed that it has changed the name of *M.O.U.T 2025* to *Shrapnel*. It has also announced that the Dreamcast version of *Legend Of Blademasters* will include *Quest Of The Blademasters*, the online accompaniment to the title.

Farrell To Dreamcast

At the recent Global Videogames conference in Paris, Brian Farrell, CEO and Chairman of THQ, announced that the company only sees the Dreamcast as providing short-term opportunities and it is not part of their long-term strategies. Fool!

Space Planet Landing

Rumour has it that Amusement Vision (AM4) is working on a follow-up to the classic arcade game *Space Harriers*. Set for release in the arcades, the game is entitled *Space Planet* and is a 3D action shooting game much in the same vein as the original, although a Dreamcast release is still up in the air.



[1] Angel's up to his old tricks again!
[2] Despite having an even bigger afro this time around, Afro Thunder's still gettin' beat by the ladies. [3] The final build will have cheering crowds in the stands. [4] Butcher's back, bigger and badder than before.

EXCLUSIVE!

Ready &

First Ready 2 Rumble: Round 2 screenshots

Well we've been promising them to you for a while now, but here at last are the first officially licensed screenshots of the follow-up to Midway's sucka-punching boxing title *Ready 2 Rumble*, the snappily-titled *Ready 2 Rumble: Round 2*.

It's A Knockout

Even though the game isn't planned for release until November time the development is coming along a treat as attested by these sweet looking screenshots. Already, it looks like we've got another knockout title on our hands. As well as graphical

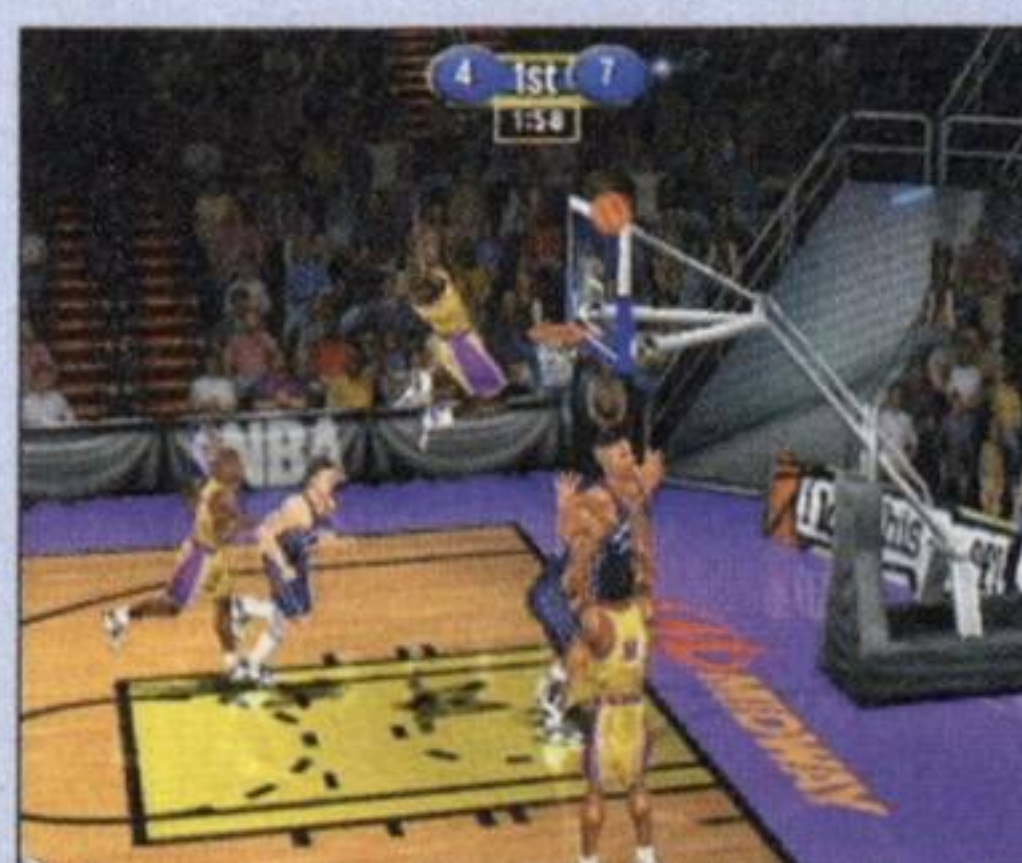
improvements, the team behind the game are also implementing a whole load of new features which should take the game to an altogether higher plain of greatness.

Rumble In The Jungle

One of the main features that has been addressed is the AI of the opponent boxers, as well as their individual fighting styles, making a quick few rounds in the ring even more of a bruising proposition for wannabe pugilists than the original. The Training mode has also been tweaked, with more

Slam Dunk Da Funk

NEWS Midway Announces NBA Hoopz



After mixed reviews for its previous basketball game, *NBA Showtime*, Midway is back with a second dose of bouncing balls in the form of *NBA Hoopz*. As well as retaining all the outrageous moves and action from the first game, *NBA Hoopz* will have loads of new modes of play including a Championship mode, new characters (the Teletubbies are there!) and even more crazy moves. It should see release by the end of the year so check back for a full preview in the next month or so.

"NBA Hoopz will have loads of new modes of play, characters and moves"

Waiting

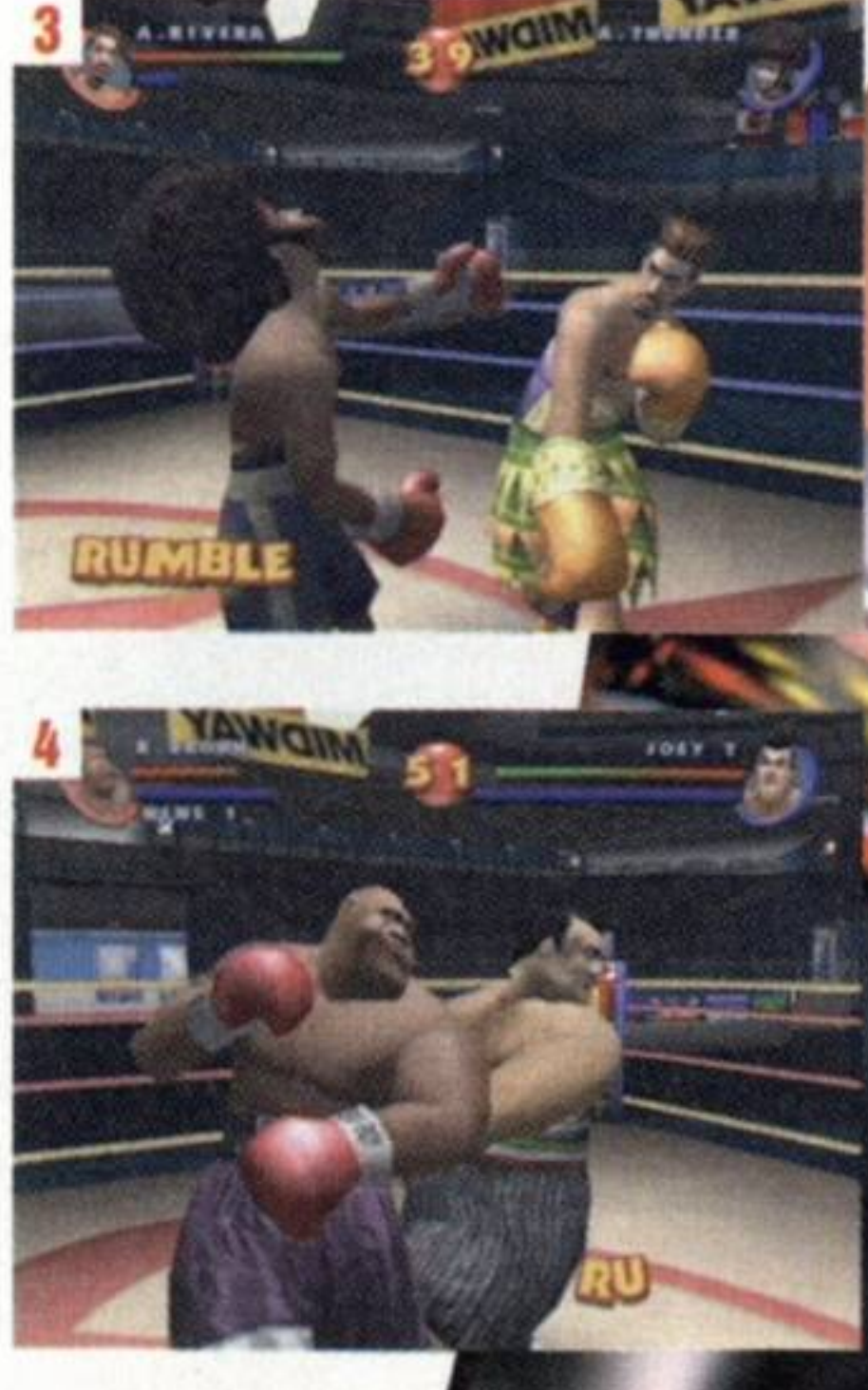
mini-games, while a 3D trainer has been added to make sure that there's no slacking on those weights. No pain no gain, as they say.

Apart from the new additions to the gameplay and graphical enhancements, Midway has also introduced 11 new characters to the game making a total of 22 boxers, with 11 returning from the original too. New arenas are also promised but more importantly so too are some curvaceous 'Round Girls' to strut their stuff in-between rounds. Now if that isn't an endearing sight we don't know what is...

"Even more of a bruising proposition for wannabe pugilists than the original"

Kings Of The Ring

> *Ready 2 Rumble: Round 2* will feature 11 new characters, some of which will be big-name celebrities. We've already reported that Michael Jackson will appear, but now it's been confirmed that basketball superstar Shaquille O'Neill will also make an appearance. Rumours abound that Jerry Springer will also take a starring role but have been denied by Midway representatives. Other new characters include Joey T, GC Thunder, Mama Tua (Salua's mum) and Wild 'Stubby' Cooke.



Also Available From Paragon Publishing

DVD Review

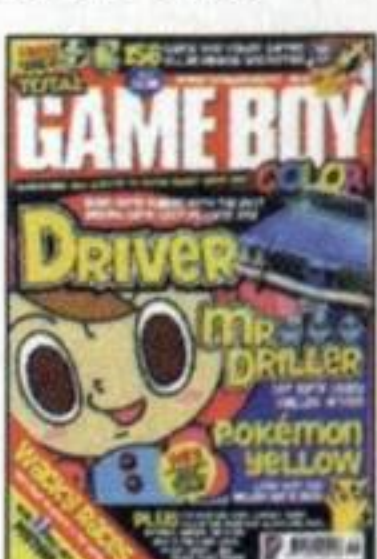
ISSN: 1466-593X £3.99
 Devine intervention comes in the shapely form of Patricia Arquette in *Stigmata* this month, whilst we unveil the first UK review of *Jaws*, plus UK discs *Goldfinger*, *The Limey* and *Mission Impossible*. There are also R1 reviews of *ID4*, *Chasing Amy* and *Scream 3*.



ISSUE > 15

Total Game Boy Color

ISSN: 1464-5909 £2.99
 After travelling to Japan and the USA, this issue is packed full of all the latest Game Boy titles from around the world, including an exclusive preview of Namco's *Mr Driller*. The best game of the issue is *Driver*, the PlayStation hit - it makes a perfect hand-held conversion!



Dreamcast Solutions

ISSN: 1466-2390 £3.99
 If you're looking for complete solutions, tips and cheats for Dreamcast games then DREAMCAST SOLUTIONS has everything you need! The latest issue has tips and maps direct from developers Bizarre Creations for *Fur Fighters*, and a beginners' guide to *Ecco*!



Dreamcast Charts

> With such a raft of top games around at the moment the charts have proved to be a little volatile. However, it's good to see that Tony Hawk's Dreamcast outing has taken the coveted top spot!

This month	Last month	Game	Publisher	DM score
1	-	Tony Hawk's Skateboarding	Crave	94%
2	1	Resident Evil Code: Veronica	Eidos	94%
3	-	Wacky Races	Infogrames	93%
4	-	Ecco The Dolphin	Sega	91%
5	5	Crazy Taxi	Sega	94%
6	3	MDK2	Interplay	90%
7	2	V-Rally 2: Expert Edition	Infogrames	86%
8	9	Sega Bass Fishing	Sega	80%
9	10	Soul Reaver: Legacy Of Kain	Eidos	90%
10	8	Soul Calibur	Namco	94%

NEWS

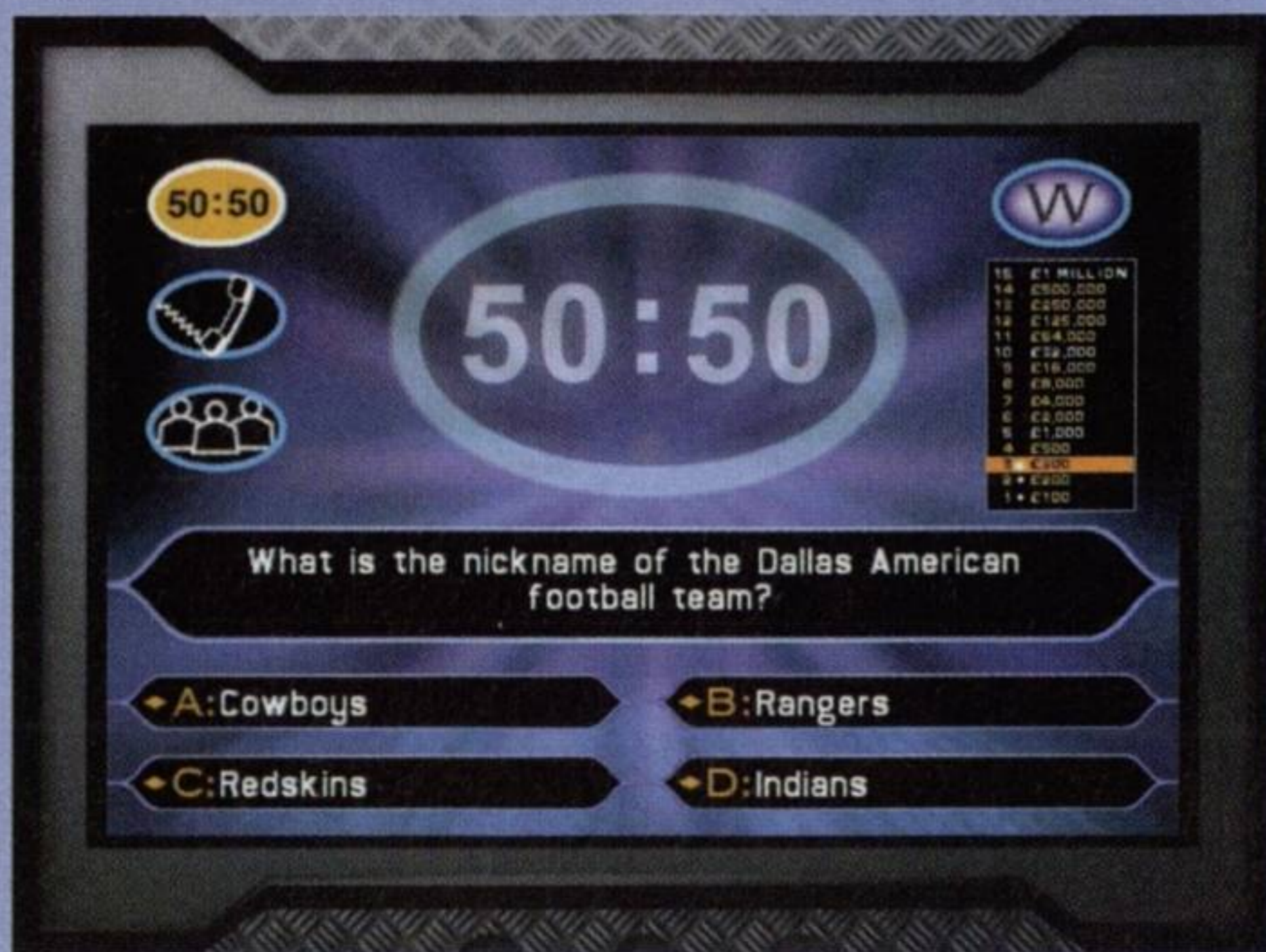
Virgin Netted Dreamscreen Launched By Sega

It's all go at Sega of Europe at the moment and things are getting even hotter this month as the company has announced that it is to join forces with Virgin Net to bring Dreamscreen, a film and leisure site, to Dreamarena.

It is the first content deal for Dreamarena and is totally exclusive to Dreamcast users. The site will provide previews/reviews, special features, charts and all sorts of other things that will get film buffs wetting themselves.

"If you like films then this will be the site for you"

Web site address: www.virginnet.co.uk



Tarrant On DC

UPDATE

First Screens Of Eidos's Who Wants To Be A Millionaire?

> A couple of months ago, we told you that Eidos was planning to bring the 'hit' TV game show *Who Wants To Be A Millionaire?* to the Dreamcast. Since then, the wheels have been in motion and now we can show you the first screenshots of the game itself. Are you just wetting yourself or what?



Not surprisingly, the game follows the structure of the TV show pretty rigidly, with the usual 15 questions leading you up the money escalator. You've also got your three lifelines - 50:50, Ask The Audience and Phone A Friend, where you can actually get advice from a variety of people who may (or may not) know the right answer.

Using the Dreamcast's four-player capacity, there are also a number of multiplayer modes such as team games, head-to-head competition and even the Fastest Finger round from the show itself. The game is due to hit the streets sometime towards the end of September, so hopefully we'll be able to bring you a complete review in our next issue. We can't wait... no, really.

Not So NEWS Jolly Roger



Piracy Finally Catches Up With The Dreamcast

> Well, it had to happen didn't it? After months of Sega claiming that Dreamcast games couldn't be pirated, a group of people in the US known only as 'Utopia' have proved them wrong by doing just that. A boot disc has appeared that can be run on any Dreamcast, allowing illegal copies of games to be played without trouble.

Games that have gone under the knife of the pirates include *Power Stone 2*, *Marvel Vs Capcom 2*, *Dead Or Alive 2* and (no joke) *Jet Set Radio*. This is, in a word, bad - if games that have only just appeared on the system can now be copied and distributed illegally, this is likely to be only the beginning of what may turn into the biggest of Sega's already mounting problems. Bugger.



FIRST LOOK

Sega Gets Sporty

Virtua Athlete 2K Running To Dreamcast

Some might argue that *Decathlete on the Saturn*

was one of the best games to grace the ill-fated console, with its arcade-styled gameplay and impressive graphics. So the news this month that a sequel, *Virtua Athlete 2K*, is on its way to the Dreamcast has sent us packing to the gym to get in some serious training.

Track & Field

As with any athletics title, the gameplay will rely on your ability to thrash the buttons as frantically as possible and holds more than just a passing resemblance to Konami's *Track & Field* series. Although the game won't offer as many events as Eidos's *Sydney 2000* it will

nonetheless have seven track and field events to engage in (see boxout). *Virtua Athlete 2K* will also differ to *Sydney* in that it will be far more arcade in style and presentation, making it a rather tantalising prospect. When exactly we might see it landing on our shores is uncertain, but it's out in Japan this month.

Game On...

> The events that you'll be able to compete in will be the 100m sprint, 100m hurdles, 1500m, long jump, high jump, shot-put and the javelin. Better get those fingers warmed up then.



[1] Guess what? It's another frantic button whacking athletics game... but it doesn't half look good! [2] As well as the sprint races there's also an endurance test for your fingers with the 1500m.

"Virtua Athlete 2K looks like it's going to be a classic arcade game"



HOT bytes COLD cuts

> Our job's been a lot easier this month thanks to top work experience kid, Chris Doran. When we realised how horrifying *Nightmare Creatures II* was we were much relieved when up piped Chris. Well, he knew no better - he's still recovering in the local looney bin.

> *Ferrari 355 Challenge* arriving this month caused a bit of a stir this month as we just couldn't stop playing the damn thing. It was a great excuse to do no work, but hey, these things happen.

> A quick jaunt up to Newbury for a days paintballing in the middle of nowhere was another highlight of the month. As we ran around like madmen exercising our trigger fingers our thoughts turned to Simon sat in the office with a bad neck... ahhh. Lazy sod.

> These work experience kids... they just come on in as if they've been doing the job for years. Not only did Chris hi-jack all our reviews, he also thrashed us all at *Virtua Tennis*. Why you little... wait till we get our hands on you.

> Trains. Don't you just hate them? Well after two trips this month - one to Manchester and one to Nottingham - with a collective travelling time of over 20 hours Alex certainly thinks so, especially when the air conditioning's not working (cheers Virgin). Now a trip to Oslo wouldn't go amiss next month...

> It was Martin's birthday this month. He reached the grand old age of 23, although it sometimes seems like he's nearer to 50. Instead of spending the day drinking and being merry (like most of us do), he actually did his impersonation of a grump, sulking his way around the office. Just don't ask why...

Feedback

Popcorn Analysis

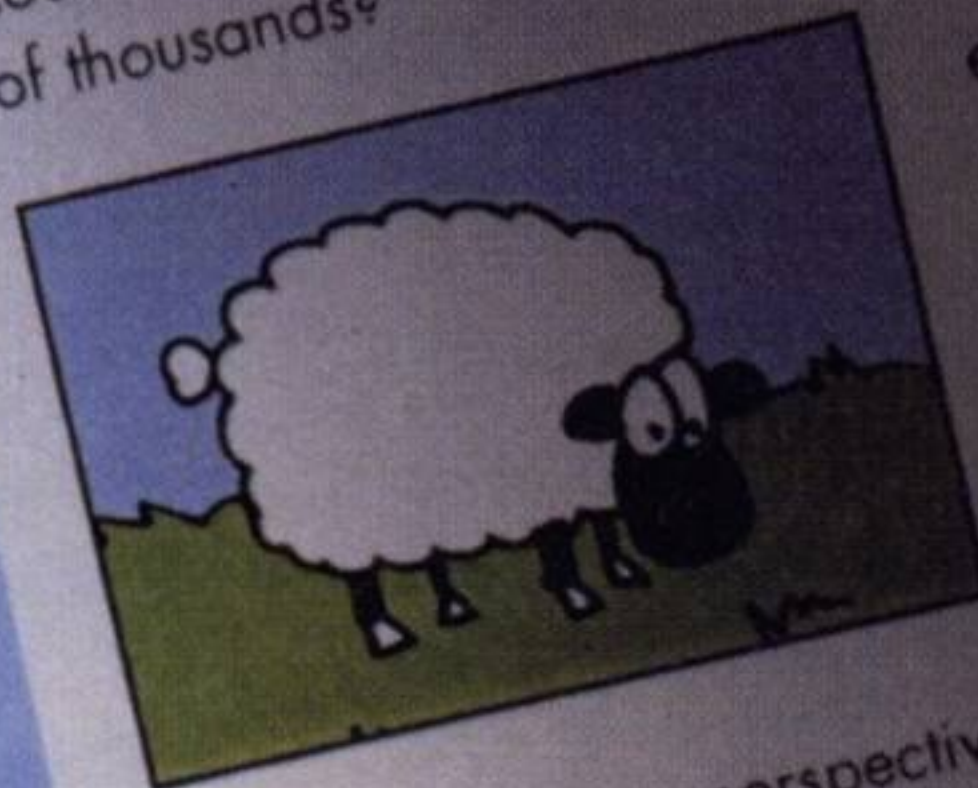
After several hundred minutes of research I have come to a final conclusion. The appropriate time required to successfully complete the making of Popz microwave popcorn (excluding travel time from the box to the microwave) is two minutes 23 seconds. This was found to be two minutes shorter than hard boiling a single egg and one minute shorter than making a cup of tea. On average it took one person 15 minutes to consume a complete serving, whilst it takes only two minutes to consume divided by three people with normal appetites.

A.Nal, Colwall Green, Malvern



Figure 1: Popz Popcorn

Genetic engineering is always in the news. Yet the press persist in providing imbalanced reports that bring invaluable research into disrepute. How many times have we heard of 'Dolly' the sheep? And how many times have we heard that cloning could actually save the lives of thousands?

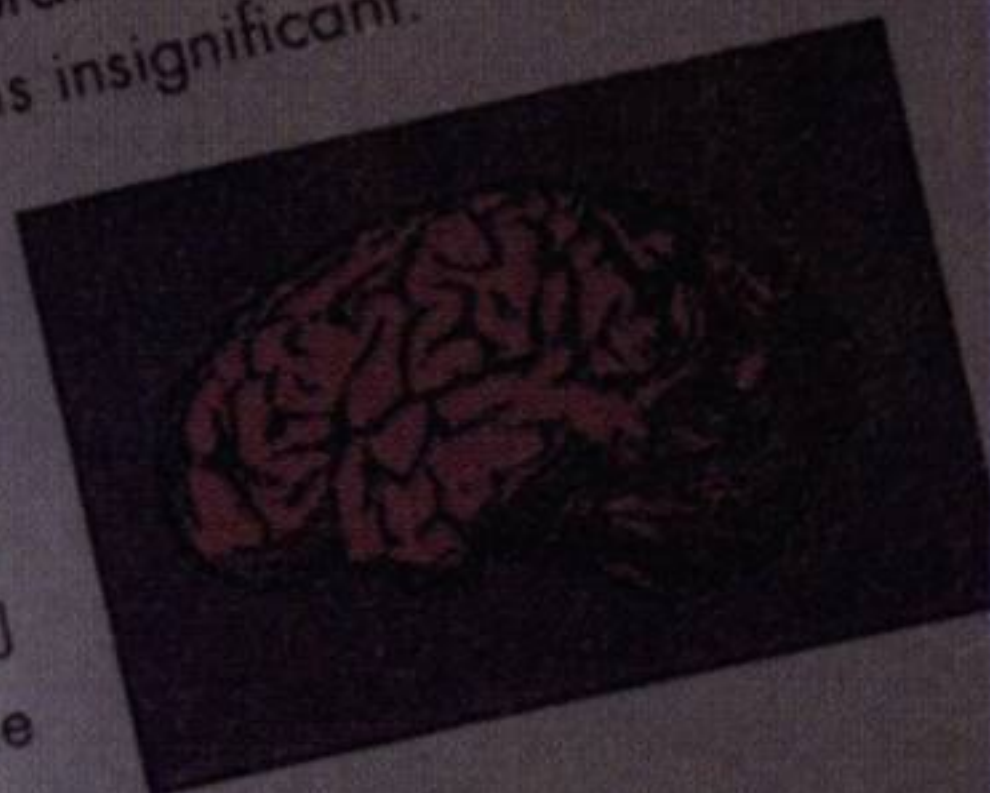


We need to bring perspective back to this important issue. Breakthroughs in surgery won't happen without the appropriate support.

Dorothy Spears
Newcastle-upon-Tyne

The issue raised by AJ Appledon on p12 of the Modern Scientist is entirely at fault. Batteries are now produced as standard with specific guidelines as to units for the density of lead oxide. So the inference that battery plate manufacturers could be in any way responsible for a cubic set of an

Undoubtedly your Feedback item on 25 March, which was largely focused on pathology, was pathological itself. How can you substantiate the theory that Einstein's family gave his brain to a clinical pathologist? It has been clearly proved that it was donated to a laboratory in Munich engaged in research of the human brain. As to the extraordinary assumption that Einstein's ability is linked to a Sylvian fissure this clearly has two drawbacks. One, comparison cannot be drawn between Einstein's brain and that of persons possessing the same ability. Two, comparison between his brain and 200 normal brains is insignificant.



Keir Stanlet
Wickham, Hampshire

If you have any feedback on these issues we welcome your views.

Please write to:
Editor



Get obsessed. 1,000 (approx.) fresh, crunchy pieces of popcorn in 2 - 3 mins flat. Popz microwave popcorn. Bung it in, big it up!

POPZ. BLOW IT OUT OF PROPORTION.

READY SALTED, BUTTER AND 50% FAT FREE POPCORN IN UNDER 3 MINUTES



FIRST LOOK

Toad In The Hole

Frogger 2 Hopping To DC

> If you think back a good ten years or so and reel off some games that were so addictive you couldn't pull yourself away from them, chances are that *Frogger* will appear somewhere in that list. Well, after a long long hiatus from the games industry the slimy little green fella's back, bigger and better than before.

The game retains all the gameplay of the original, only this time it's all in glorious 3D and there's a whole load more levels, obstacles and enemies to watch out for. As well as 21 levels of madness there are new modes of play and loads of hidden secrets and medals for you to unearth. You'd be hopping mad to miss this one come September.

Hop Along

He's been pretty busy in the intervening gap - he's gone and got himself a missus, Lillie Frog, and a whole bunch of sprogs. But all is not well in Frog Land as Swampy the Crocodile has stolen all the little froggies, so Frogger and Lillie have to go in search of their off-sprogs.



"If it's as addictive as the original you'd be mad to miss out on this"

Who Can Froget

> Ahhh, those were the days - 2D gaming when the love of our lives was a little frog who we had to save from being run over, eaten by crocodiles and drowned. They just don't make them like that nowadays...

MTV's Deathmatch?

Broadband Studios Get MTV Licence

> In need of some angst-ridden teenage action on your Dreamcast? Then rest easy, as your prayers have been answered this month by Broadband Studios, part of Take 2 Interactive, who have secured a four year deal with MTV to develop games based on shows broadcast by the station.

Shows that could well find themselves Dreamcast bound via Rockstar/Take 2 in the future include the likes of *The Real World*, *Celebrity Deathmatch*, *Road Rules* and *Beat Suite*, among others. While some of these might prove a little dull there's no doubting that a *Celebrity Deathmatch* game would go down an absolute treat... well, we can live in hope.



"The prospect of a Celebrity Deathmatch game is simply mouth-watering"

NEWS

NEWS Chicken Impossible

Chicken Run(ning) To Dreamcast



With the film currently doing great things at the cinema box office, Eidos Interactive has this month secured the lucrative rights to produce games based on Aardman Animations' *Chicken Run*.

The Chick's Gibblets

The game will closely follow the story of the film with the player having to help Ginger, Rocky et al escape from the evil clutches of Mrs

Tweedy and a fate worse than chicken pie. The gameplay will revolve around puzzle solving, object collection and action chase sequences all set in 3D environments recreated from the film. Also featuring will be seven mini-games which will include the delights of catapulting chickens into a lake and launching chickens over fences to their freedom. Sounds completely barmy but we reckon we can cope with that. Expect to see the game hit the shops in November.



"The film is plucking amazing and the game sounds as if it will be too"

Back for MORE!



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The dedicated online service for serious gamers

Slip Of The **UPDATE** Demon Tongue

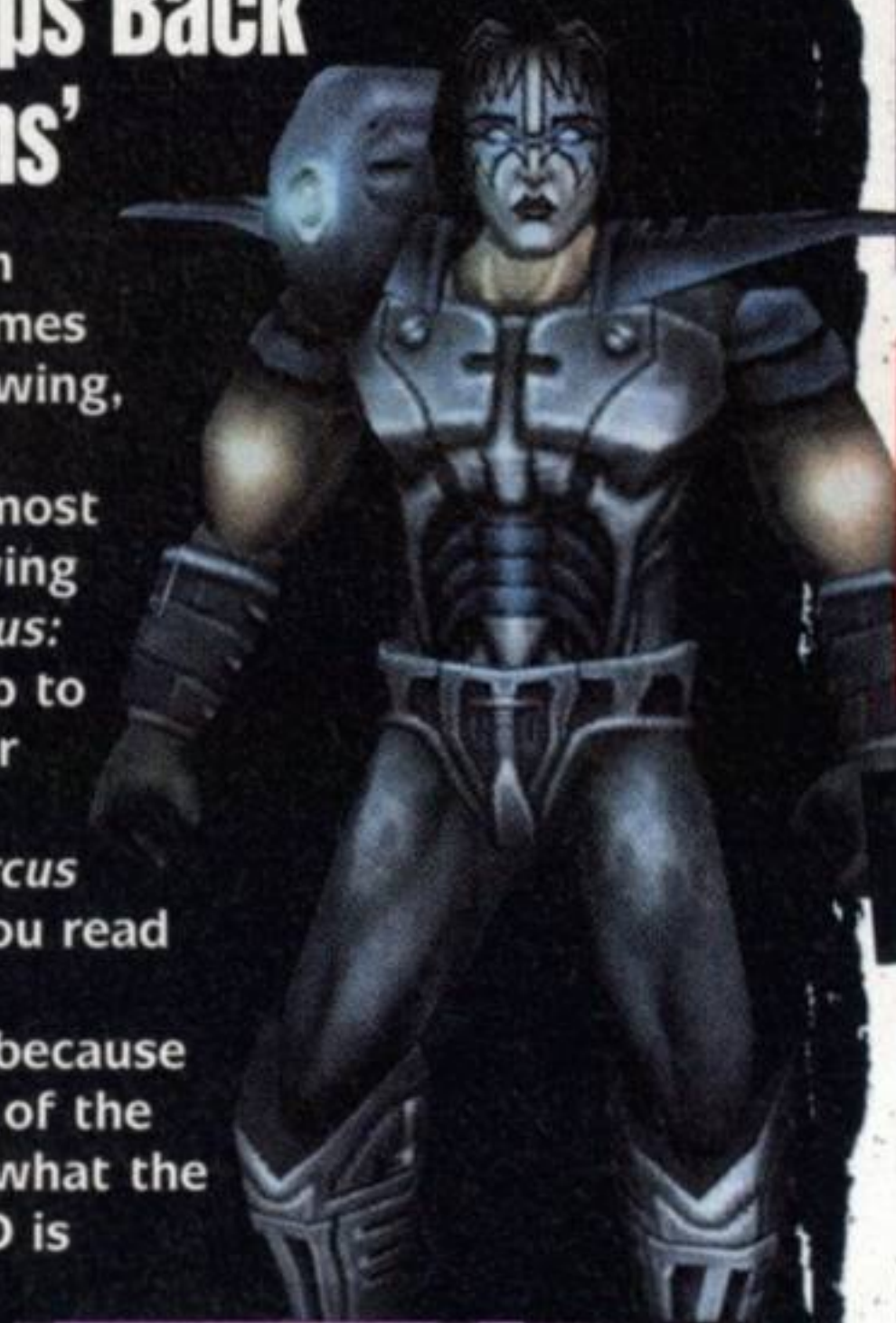
KISS Psycho Circus Slips Back Due To 'Online Problems'

> After a recent trip up to London in order to check out the wealth of games currently under Take 2 Interactive's wing, we came away with some rather interesting tidbits of information... most notably the fact that despite displaying incredible promise, *KISS Psycho Circus: The Nightmare Child* isn't shaping up to be the simple PC port that developer GOD was hoping it might be...

The PC version of *KISS Psycho Circus* should already be out by the time you read this, but the planned release of the Dreamcast version has been stalled because of problems with the online portion of the game. Although it's unclear exactly what the problem is, we understand that GOD is having difficulty getting the game to run smoothly while handling multiple players at the same time.

With the online method being the only way to play with more than one person within the game (the Dreamcast itself won't support split-screen play) it's clear that this is one area they want to get right before it comes out. Although a total of four players online simultaneously is planned - in comparison to 16 on the PC - the number may be lower than that if the problem can't be resolved soon.

Considering that the Dreamcast is currently trying to promote itself as an online gaming machine, this kind of news can only hamper its efforts. Shame really...



It's A Conspiracy

UPDATE First Roswell Screenshots Uncovered

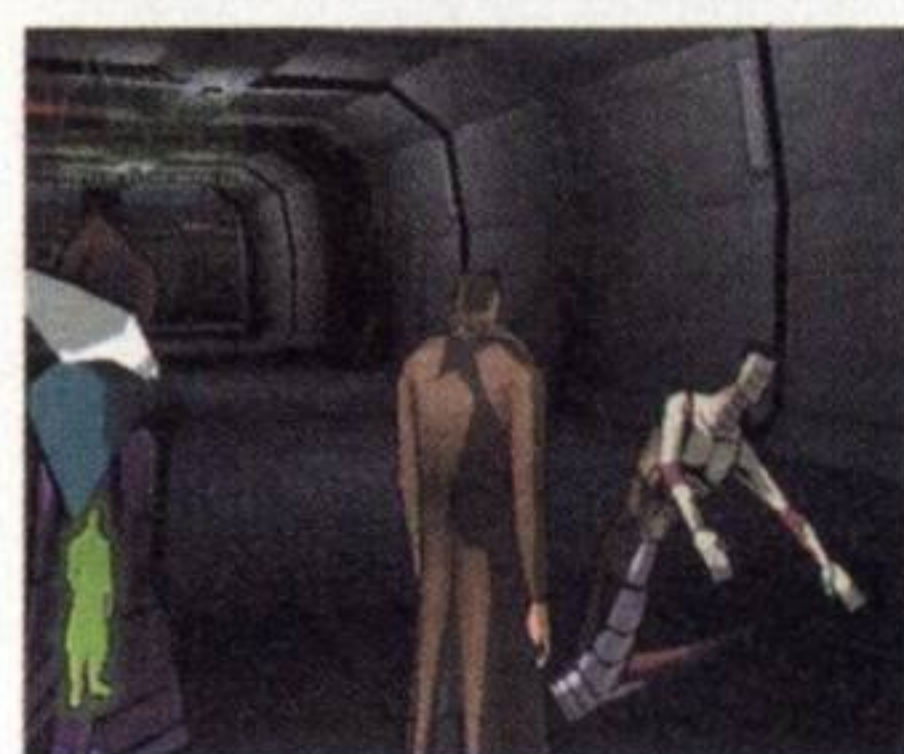
UPDATE A couple of months ago we brought you news of Red Storm's alien encounters game, *Roswell Conspiracies*, but now we've managed to lay our hands on a bunch of screenshots from the game, as well as some new details.

Alien Encounters

In the game you take on the role of two members of the Global Alliance, Nick Logan and Sh'Lainn Blaze (an alien turned good). It is their job to track down aliens who have decided they rather like the taste of human flesh and to dispose of them as quickly and

quietly as possible. Set over 26 levels around six locations, the emphasis of the gameplay is being put on solving puzzles, although there will still be plenty of aliens to have a good old scrap with.

The gameplay will also involve collecting a number of rare artefacts that are hidden in the darkest and deepest corners of each level. Don't worry if you can't find them all, though, as you'll be able to trade them with friends via your VM units. Expect a full preview in next month's issue and in the meantime, feast your eyes on these shots.



Dreamcast MOST WANTED



Virtua Athlete 2K

> After spending a while remembering the Saturn classics *Athlete Kings* and *Winter Heat*, Mart and Alex decided to put their efforts into waiting with baited breath for Sega's latest button-bashing offering. Alex has even taken to warming up his nimble fingers in anticipation of the event... oo-er.

Half-Life

> Well, still no sign of having the chance to actually play the Dreamcast version of *Half-Life* - all anyone has seen is video footage and some new screenshots. Still, the tape we watched was incredibly impressive and with the opportunity to go out to Texas and have a go ourselves coming up, we can hardly wait!

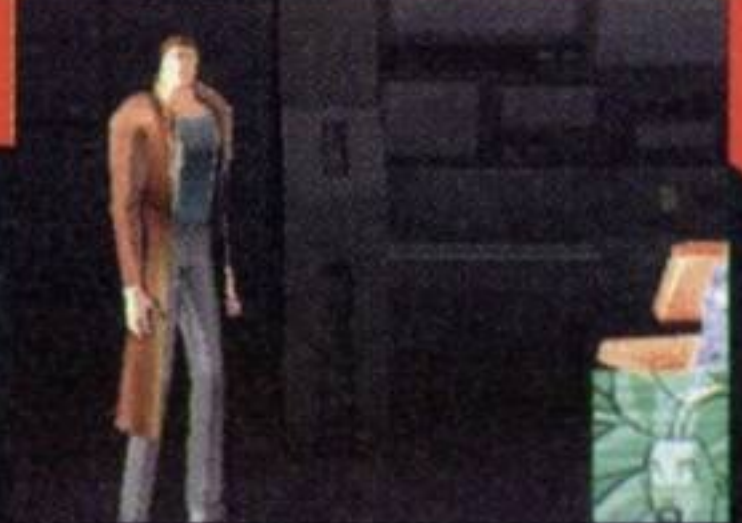
WWF Royal Rumble

> Now that we've finally been given the chance to experience the delights of THQ's first WWF Dreamcast game, everyone on the team (including Alex 'Mr Cynical' Warren) is looking forward to *Royal Rumble*. It seems that the thought of being able to lay the smackdown on some candy ass excites us all...

"If you're a fan of all things alien then this is the game for you"

Shady Characters

> To make *Roswell Conspiracies* even closer to the cartoon, the game's developer, Climax Group, has used the cell-shading technique, which seems to be all the rage at the moment.





NEWS

Life's A Beach

Sega Beach Football Event Is A Raving Success

With Sega set to release some top titles in the next month or so, the company decided to celebrate with the inaugural Dreamcast Beach Football Challenge.

Ooh-Ah Cantona

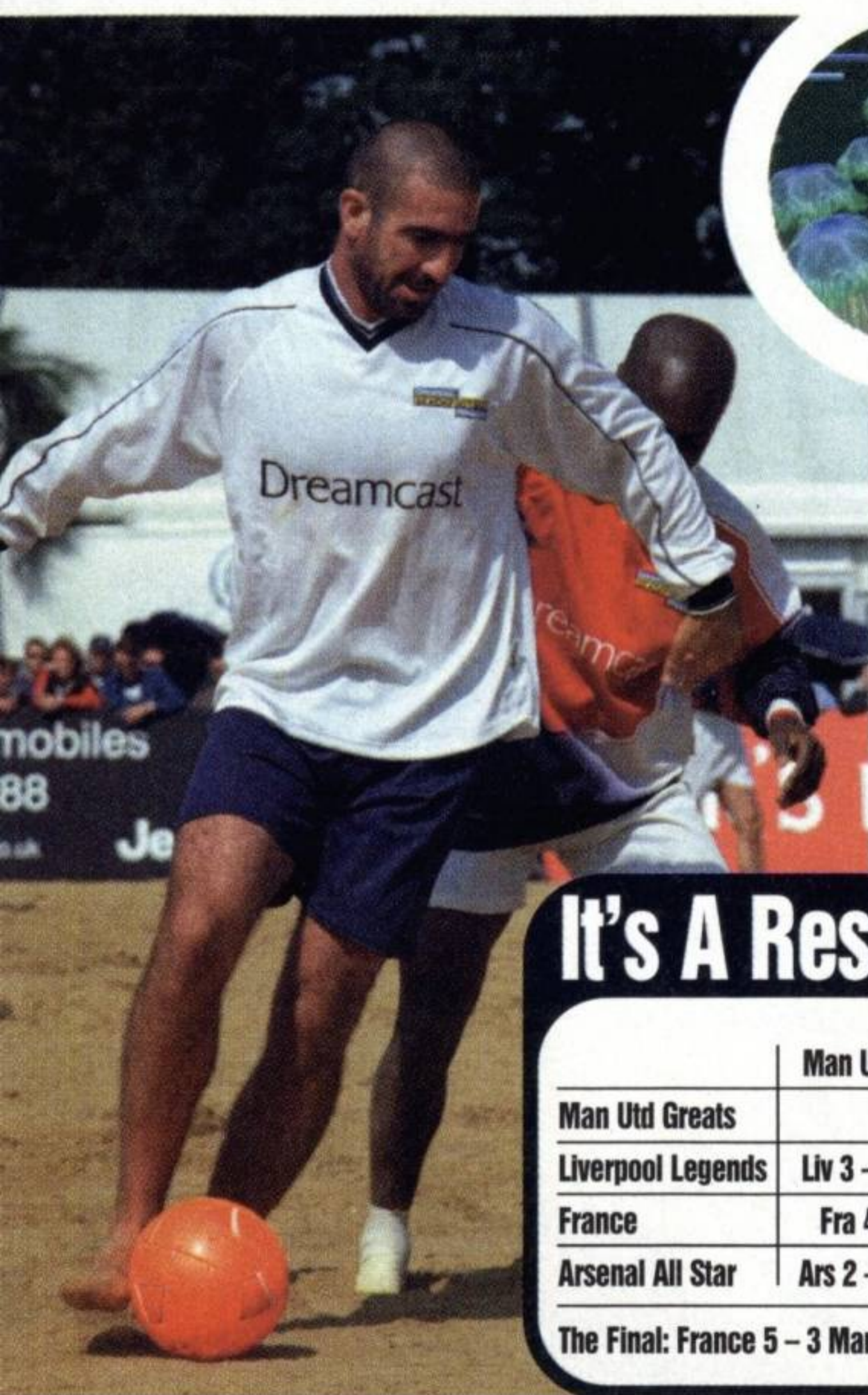
The teams battling it out for glory on 750 tonnes of imported sand at a scorching Richmond Athletic Ground on

15 July were the Manchester Utd Greats, Liverpool Legends, Arsenal All Stars and France. The thrashing of the day belonged to France who beat Arsenal by a whopping 6-1 thanks to the silky skills of a certain Monsieur Eric Cantona, who ended the day with eight goals to his name.

The final was hotly contested between France

and the Manchester Utd Greats but in the end it was yet another football trophy for France as they pulled away at the end and made it a 5-3 victory.

As well as the football there were also plenty of Dreamcast pods scattered around the ground where all the latest games were playing, keeping all the family happy.



"The whole event was a bit of a goal-fest"



It's A Result

	Man Utd Greats	Liverpool Legends	France	Arsenal All Stars
Man Utd Greats		Man U 5 - Liv 3	Man U 1 - France 4	Man U 5 - Ars 2
Liverpool Legends	Liv 3 - Man U 5		Liv 0 - Fra 4	Liv 4 - Ars 2
France	Fra 4 - Liv 1	Fra 4 - Liv 0		Fra 6 - Ars 1
Arsenal All Star	Ars 2 - Man U 5	Ars 2 - Liv 4	Ars - Fra 6	

The Final: France 5 - 3 Man Utd Greats

The Birdy Song

Dreamcast Goes For The Shoot Out

Classic arcade shoot-'em-up action is on the way this Autumn as Virgin Interactive is set to release Capcom's 1942 clones *Gunbird 2* and *Gigawings*. The two games place you in control of various craft/characters as you go about shooting the crap out of anything and everything that moves in true 2D scrolling fashion, causing complete nuclear meltdown on your controller. Equally chaotic, manic and crazy, both games will provide a quick blast (and we mean quick) of action for all retro gamers out there.



NEWS

"Both games are classic 2D shooters in the form of all great arcade games"

Green Men With Guns!

UPDATE

First Army Men DC Screenshots

A while ago we brought you news that Midway would be bringing 3DO's highly successful *Army Men - Sarge's Heroes* to Dreamcast, but then all went quiet. However, worry not, as the game hasn't been trashed, the developers have just been beavering away getting the game ready for a Christmas release and here are the first fruits of their hard work. Looks pretty impressive, huh? Well, if these screens have whetted your appetite then check back in the next couple of months for a full preview of the game.

"Get your guns ready, the army's on the move"



NEWS

Who Gives A Duck?

Ubi Soft Brings Donald Duck To DC

It would seem that Ubi Soft just can't get enough of the Dreamcast judging by the amount of games it has in development for the console. That number's just gone up one more as the company has announced that it will be releasing *Donald Duck Quack Attack*, which is being developed in Morocco, of all places.

an evil magician, while also racing against his cousin Gladstone. The game takes place over 24 levels set in four animated worlds which will be complimented by a number of crazy mini-games. Sounds like fun to us. The game should see release some time in November and quite frankly, you'd be quackers to miss it!

Quackers

As the temperamental Donald Duck, you embark on a quest to rescue his beloved Daisy from the clutches of

Peking Duck

Along the way you'll bump into a whole host of famous Disney characters including Daisy. Donald's three nephews, Gyro Gear Loose, the Beagle Boys and Magica De Spell.

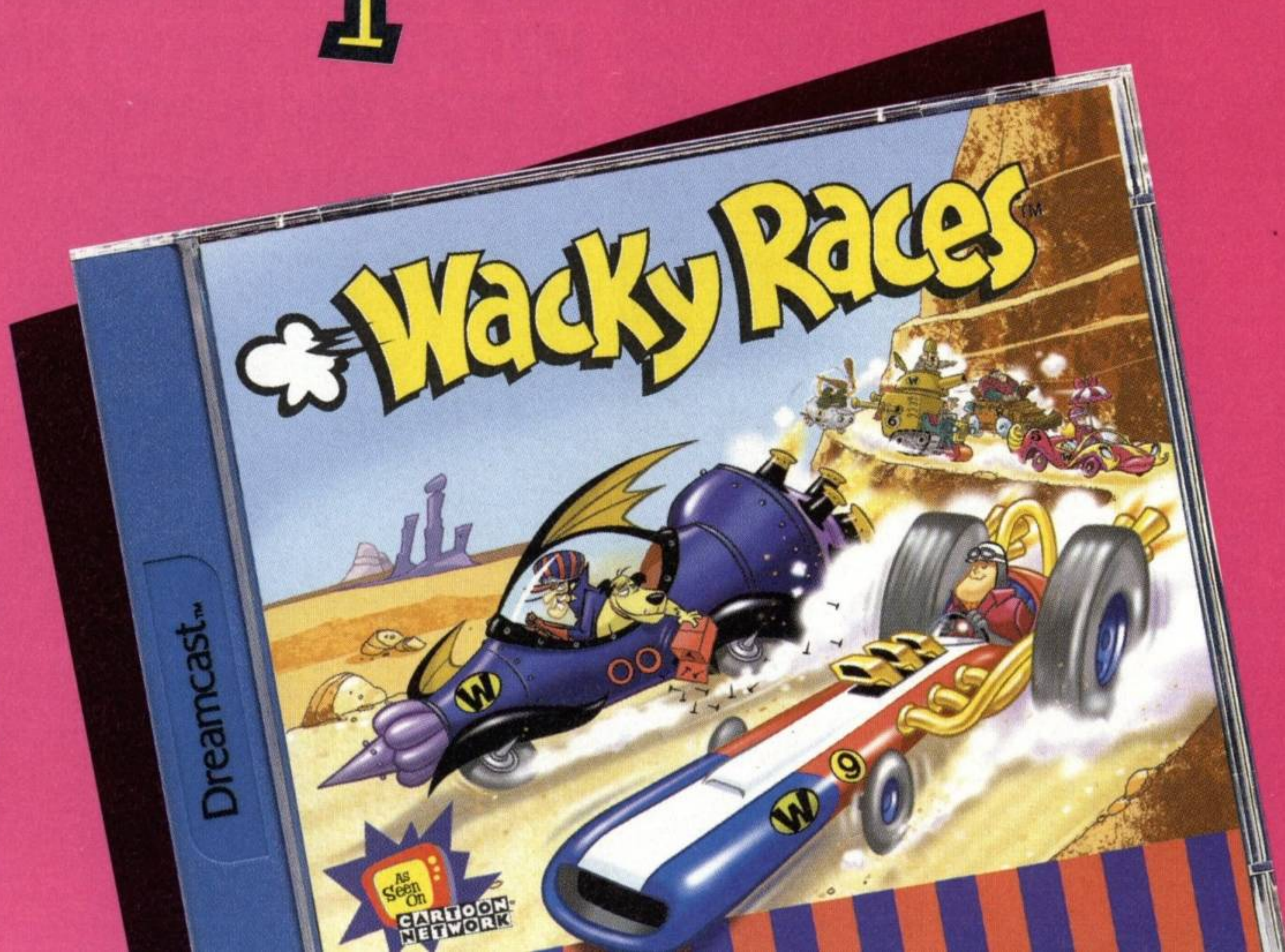
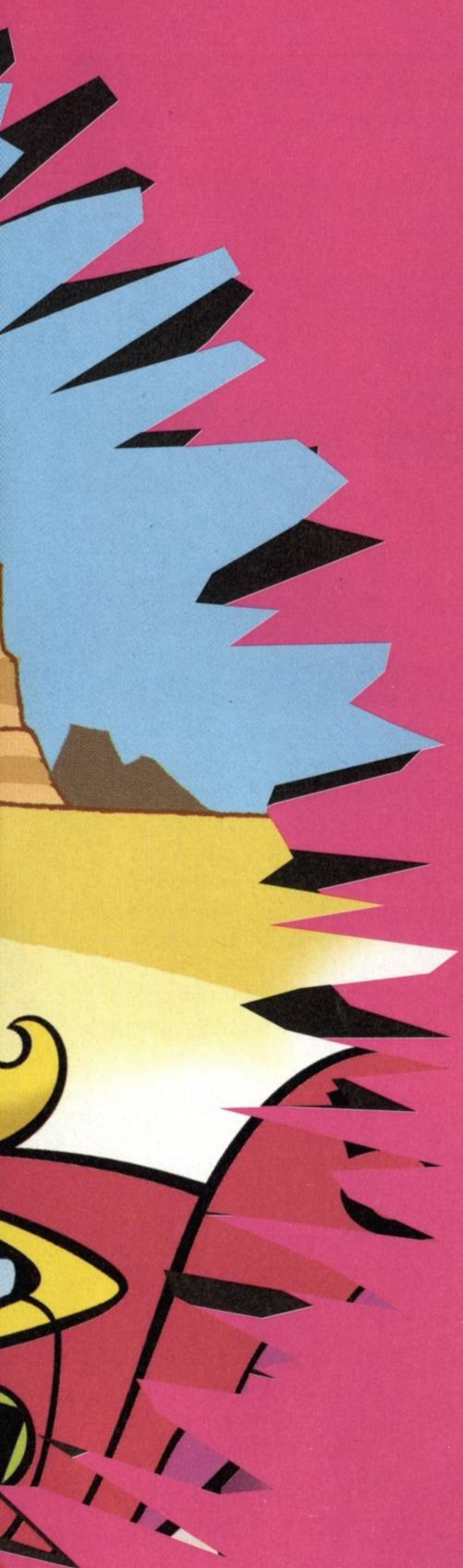
"You'd be quackers to miss it"







Be kind,
treat other
drivers with
respect!



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Software Release Schedules

UK Release Schedule

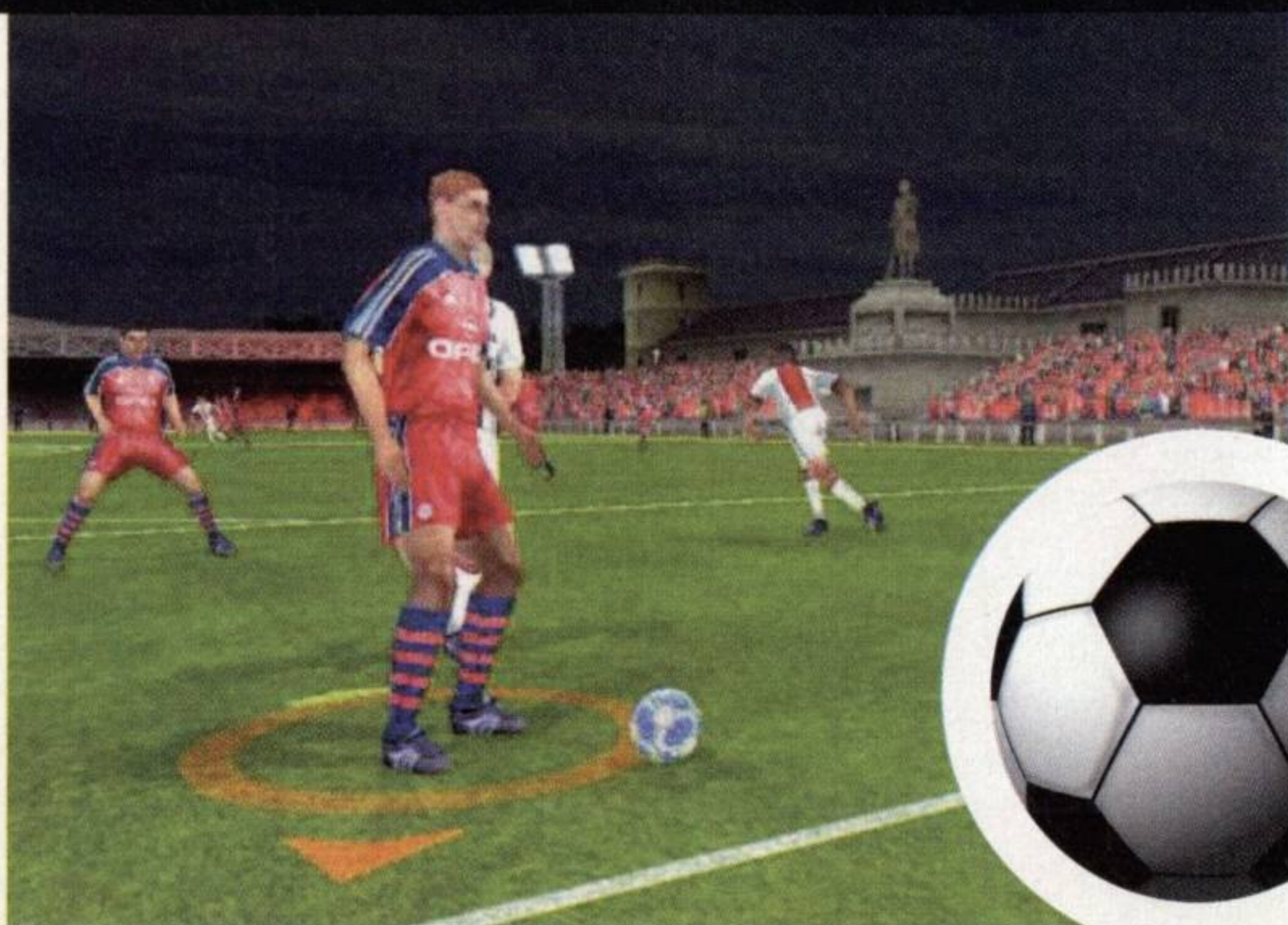
Title	Date	Publisher
Major League Soccer	Summer	Konami
Demolition Racer: No Exit	Summer	Infogrames
Hidden & Dangerous	August	Take 2
MagForce Racing	August	Crave
Super Magnetic Neo	August	Crave
Extreme Sports	August	Sega
Metropolis Street Racer	8 Sept	Sega
Ferrari F355 Challenge	Sept	Acclaim
Walt Disney World Magical Racing Tour	Sept	Eidos
Sydney 2000	Sept	Eidos
Cyprien	Sept	Ubi Soft
Supreme Snowboarders	Sept	Infogrames
MoHo	Sept	Take 2
Virtua Tennis: Sega Professional Tennis	Sept	Sega
Jet Grind Radio	Sept	Sega
Time Stalkers	Sept	Sega
Sega GT	Sept	Sega
Black And White	Sept	Sega
Phantasy Star Online	Sept	Sega
F1 Racing Championship	Sept	Ubi Soft
UEFA 2001	Oct 11	Infogrames
Le Mans 24 Hours	Oct 18	Infogrames
Loony Tunes: Space Race	Oct 18	Infogrames
Olympics 2000 - Do Your Best	Oct	Konami
Starlancer	Oct	Crave
Arcatera	Oct	Ubi Soft
KISS Psycho Circus: The Nightmare Child	Oct	Take 2
Alone In The Dark: The New Nightmare	3 Nov	Infogrames
Ultimate Fighting Championship	Nov	Crave
Sno-Cross Championship Racing	Nov	Crave
Independence War 2: The Edge Of Chaos	Autumn	Infogrames
Half-Life	Autumn	Havas
Quake III Arena	Autumn	Sega
Space Race	Autumn	Infogrames
San Francisco Rush 2049	Autumn	Midway

Japanese Release Schedule

Title	Date	Publisher
M-SR	Spring	Sega
Grandia 2	3 Aug	Game Arts
Cool Cool Toon	10 Aug	SNK
Spawn: In The Demon's Head	10 Aug	Capcom
Seaman 2001	10 Aug	Sega
Olympics 2000 - Do Your Best	31 Aug	Konami
El Dorado's Gate	August	Capcom
Super Robot Wars Alpha	August	Banpresto
Rune Caster	August	TBA
Netto De Tennis	August	Capcom
Vampire Hunter	August	Capcom
Blue Submarine No. 6	Summer	Sega
Grandia 2	Summer	Game Arts
Sakura Wars 2	Summer	Sega
Sakura Wars 3	17 Sept	Sega
Mahjong (Heisei Era)	29 Sept	TBA
Ring: Legend Of Nibelungen	Sept	TBA
Capcom Vs SNK	Sept	Capcom
Top Of The Formula Racing	Sept	Fujicom

US Release Schedule

Title	Date	Publisher
ECW Anarchy Rules	2 Aug	Acclaim
Sydney 2000	2 Aug	Eidos
KISS Psycho Circus: Nightmare Child	8 Aug	Take 2
Seaman	13 Aug	Sega
D2	22 Aug	Sega
Sega GT	29 Aug	Sega
Armada 2	31 Aug	Metro 3D
Jeremy McGrath Supercross 2000	August	Acclaim
Deep Fighter	August	Ubi Soft
Vanishing Point	August	Acclaim
World Series Baseball 2K1	August	Sega
Bleemcast	August	Bleem
4X4 Evolution	August	GOD
Rune	Summer	GOD
Stupid Invaders	2 Sept	Ubi Soft
Dragon Riders: Chronicles of Pern	2 Sept	Ubi Soft
Heroes Of Might And Magic 3	2 Sept	Ubi Soft
F1 Racing Championship	16 Sept	Ubi Soft
Half-Life	17 Sept	Havas
Dark Angel	Sept	Metro3D
San Francisco Rush 2049	Sept	Midway
Monster Breeder	Sept	UFO
Prince Of Persia 3D	Sept	Mindscape
Frogger 2	Sept	Hasbro
POD 2	2 Oct	Ubi Soft
Austin Powers: Mojo Rally	Oct	Take 2
GorkaMorka	Oct	Ripcord
PBA Tour Bowling 2001	Oct	Bethesda
Ms Pacman Maze Madness	Oct	Namco
VIP	2 Nov	Ubi Soft
Evil Twin: Cyprien's Chronicles	2 Nov	Ubi Soft
Shenmue	14 Nov	Sega
ESPN NBA Tonight	Nov	Konami
Quest Of The BladeMasters	Nov	Ripcord
Mat Hoffman's Pro BMX	Nov	Activision
MOUT 2025	Nov	Ripcord
Ferrari F355 Challenge	Nov	Acclaim
Arcatera: The Dark Brotherhood	Nov	Ubi Soft
Quake III Arena	Autumn	Sega
18 Wheeler Pro Trucker	Autumn	Sega
Ultimate Fighting Championship	Autumn	Crave
Wacky Races	Autumn	Infogrames
Evil Dead: Hail To The King	Autumn	THQ
Metropolis Street Racer	Autumn	Sega
World Series Baseball 2K1	Autumn	Sega
Croc 2	Autumn	Fox Interactive
Illbleed	Autumn	Sega
Buffy The Vampire Slayer	Autumn	Fox Interactive



NEWS

It's A Football Thing

Impressive UEFA 2001 Details Are Revealed

With the embarrassment of Euro 2000 now long forgotten, Infogrames has decided that it's about time to cheer up the nation with some satisfying and enjoyable football... and this time you're the man in charge. Welcome to *UEFA 2001*.

Strike A Light

But after last year's rather disappointing *UEFA Striker*, what improvements can we expect from Infogrames to redeem itself? Well, quite a lot actually. Still sporting an official UEFA licence, the game features all the top teams (146 in total),

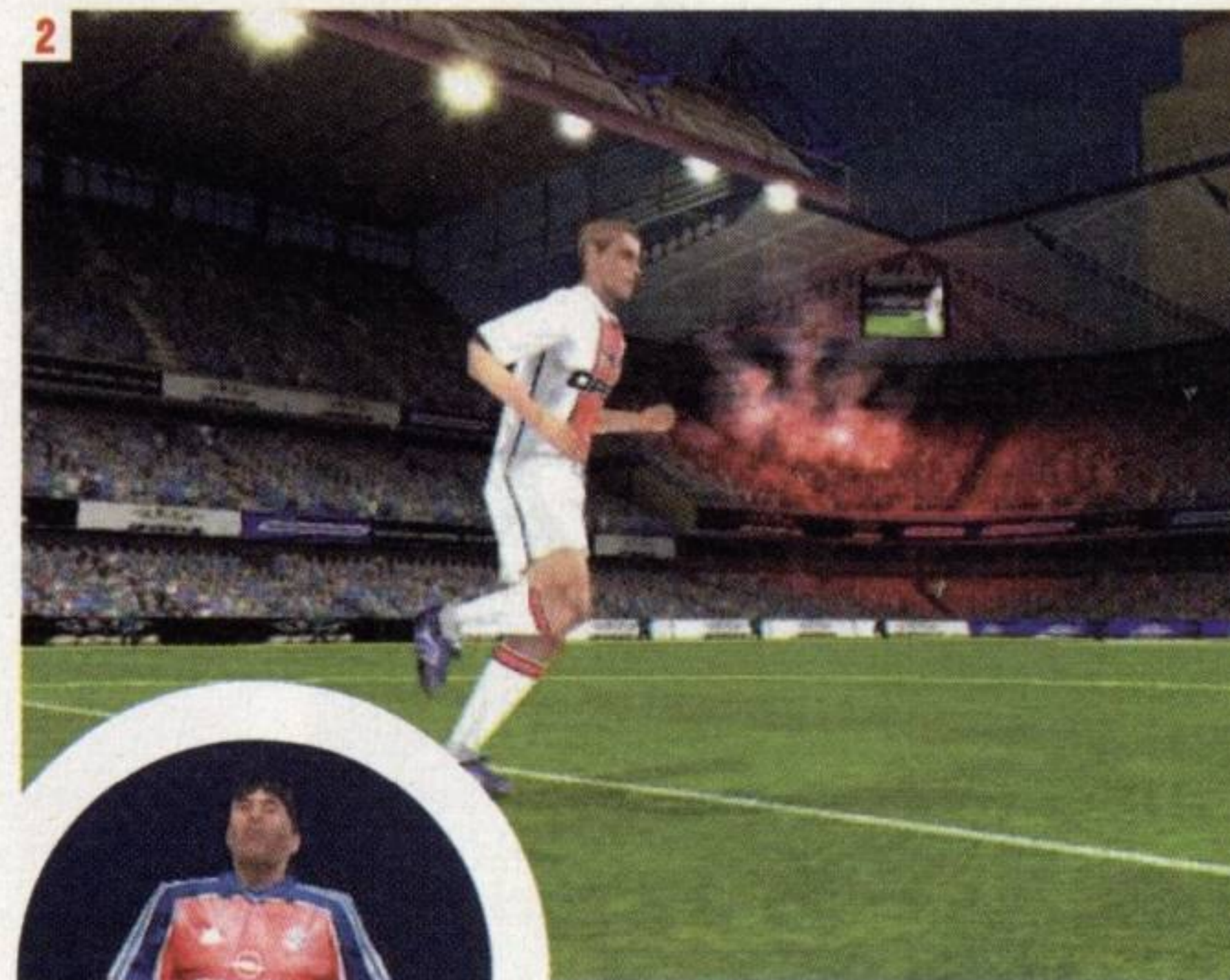
players and stadiums in European football, so whether you're a Manchester Utd, Chelsea, Real Madrid or Marseilles (well, that's unlikely) fan, your dreams are about to come true.

Extra features include interactive crowds and injuries will also effect players' abilities too so if you're the victim of a vicious tackle, expect to have your player limping around being pretty useless. You'll be able to savour the delights of *UEFA 2001* pretty soon too, with a release set for the start of October... just as the footie season is beginning to roll. Handy that.

Crowd Control

One of the new features of the game will be a 100% interactive crowd who will react to what's going on down on the pitch. So if you're being thrashed 5-0, expect abuse to be hurled and the crowd to leave early, or if you're playing like gods, expect Mexican waves and chanting.

"With loads of new features, *UEFA 2001* should be a whole lot better than its predecessor"



[1] Wish we got a view like this good at football matches. [2] Trust those Italians to start a fire in the stands. [3] Now throw the ball Mr Goalkeeper. Come on - give it back.





UPDATE

The Age of Evolution

4X4 Evolution Offers More Than Just An Off-road Experience

Well, lookee here – if we don't have a nice fresh batch of screenshots from *4X4 Evolution* for you to check out. Since we previewed the game a few issues back it's been shaping up rather nicely and more importantly, the cross-platform online mode has been confirmed! This means that Dreamcast owners will be able to go head-to-head with players of the PC and Mac versions of the game. Great!

Being an off-road racing game, you'd be right to expect a bit of non-track related action. Basically, there's no limit to where you can drive – as long as your vehicle can get there, you'll be able to drive wherever you like. Of course, that doesn't mean that you can just point your car in the direction of the finish line and drive; you'll still have to stick vaguely to the track, but as long as you pass through the marked checkpoints along the way, you'll be fine.

Driven By You

You'll also have the opportunity to buy new cars or upgrade your current motor with the money you earn from racing, *Gran Turismo*-style. With around 70 different vehicles to choose from (all from brand-name manufacturers like Daihatsu and BMW) there's



"A cross-platform online mode has been confirmed"

plenty of choice from the off but if you want to get the most out of the game, you'll need to make use of the online trading system. Not only will players be able to buy each other's cars but there will also be limited edition vehicles that can only be unlocked by purchasing them from the online store.

Everything looks to be on track (boom boom) for *4X4 Evolution*, with Take 2 pencilling in the game's release for the autumn. Fingers crossed, we'll have a full review for you in our next issue...

competition

Lick Me Till Ice Cream!



> Mmm, ice cream. As you might have guessed, we like ice cream a lot... so much so, in fact, that we just had to give the Ben & Jerry's Web site our Site Of The Month award. After all, the folk there do make the finest tasting ice cream in the whole world... oh, and the Web site is pretty damn cool too (cool... get it?).

To thank us for blessing them with such a prestigious award, those lovely people at Ben & Jerry's have offered to let us give away a stack of prizes to ten readers. We've got a pile of Ben & Jerry's goodie bags, each containing a cool T-shirt, a fridge magnet, two window stickers, a pair of Ben & Jerry's freezer mitts, a Ben & Jerry's mobile phone cover AND tokens for 2 free tubs of delicious Ben & Jerry's Ice Cream (and yes, we are giving them away Simon... put them down).

To stand a chance of taking home one of these amazing prize packs, all you need to do is answer a very simple question:

Q. Which one of these five names is NOT a real Ben & Jerry's Ice Cream flavour?

- a) Phish Food
- b) Chubby Hubby
- c) Cherry Garcia
- d) Tuna Bhuna
- e) Chunky Monkey



If you think you know the answer (you can check the Web site if you're not sure) then stick it on a postcard to the following address, making sure that it gets to us no later than 1 September... or we'll have eaten all the prizes:

I Want An Ice Cream Headache
Dreamcast Magazine
Paragon Publishing Ltd
Paragon House
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BH1 2JS

RULES: The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or its sponsors Ben & Jerry's may not enter. The winners will be available in writing from Paragon Publishing. The sponsors reserve the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.

Hail To The King Of The Dead

UPDATE Evil Dead Gets Release Date

When we brought you the news that THQ would be releasing a game based on the *Evil Dead* films a few months ago, we were pretty scared, and we're even more scared now that we've actually played the game! Having already undergone a name change from *Evil Dead: Ashes 2 Ashes* to *Hail To The King*, THQ has now revealed that the game will be released in October... just in time for Halloween then.

Spooky!

As Ash you must roam around with your faithful chainsaw, shotgun, axe and other weapons, beating the crap out of Deadites and all the other unsavoury creatures of the night. Although the gameplay of the version we played was

still limited, it was enough to send us to our bedrooms to get a clean pair of undies. The camera angles employed in the game, along with the graphics, only add to the tension making it look incredibly realistic, not to mention eerie. Best of all, though, are all the sound-bites that Ash says which have come straight from the mouth of Bruce Campbell himself. Roll on October!



"Not only does the game look incredibly realistic but damn scary too"



Walk Like A Panther

Mad Catz Reveals New Peripheral

> With a whole host of first-person shooters including *Half-Life*, *Quake III* and *Outrigger* starting to make their move on Dreamcast, concerns have been raised about the worth of the Dreamcast controller for such games. With PC gamers used to the combination of keyboard and mouse to keep them in the hunt, Dreamcast users could find themselves coming off second best.

Cat Fightz

Or not, as the case may be, as Mad Catz has come up with the perfect accompaniment for Dreamcast users – the Panther. With a joystick and a trackball for control, as well as all the usual buttons, the Panther should offer the sort of control that will optimise the first-person shooters on Dreamcast when it is released in October.



NEWS Sega Goes Footy Mad

4-0 To Sega Europe

> It would seem that Sega Europe sees that its demographic lies with the football fans of Europe, as it already sponsors three top European football teams and advertised heavily throughout Euro 2000. That number has now gone up to four with winners of the Spanish Premier League, R.C Deportivo de la Coruna, set to wear the Sega swirl next season, joining Arsenal, Saint-Etienne and Sampdoria.



The Power & The Glory

Power Stone 2 Set For September

After much um-ing and ah-ing Eidos has at last confirmed a date for the highly anticipated *Power Stone 2*, the follow-up to last year's much-lauded *Power Stone*. The game, which has been out in Japan since May, is set for release this September and is even bigger and better than its predecessor.

Set in the 19th Century, the action of the game takes place in a mysterious floating castle which is ruled by the

evil Dr Erode, who has captured all of the *Power Stone* fighters from the original game as well as four new ones. Rest assured that a mighty adventure is in store.

Stoned

Expect all the addictive gameplay of the original, as well as loads of improvements, making this one game you're not going to want to miss out on. As well as new modes of play, loads of new items and

weapons (over 120), new characters and cool new stages, the game also caters for four players at once which, believe us, is totally and utterly mad. Greater use of the VM units has also been included, although no Internet mode is going to be available as there was in the Japanese version. But who cares about that when it already looks as if *Power Stone 2* is going to be one of the games of the year? Certainly not us!



[1] Four players means four times the fun. [2] The action's even more fast and furious than in the original game... and that's saying something! [3] There's even more weapons to play with in *Power Stone 2* and the environments are even more interactive.



NEWS

A Grand Old Business

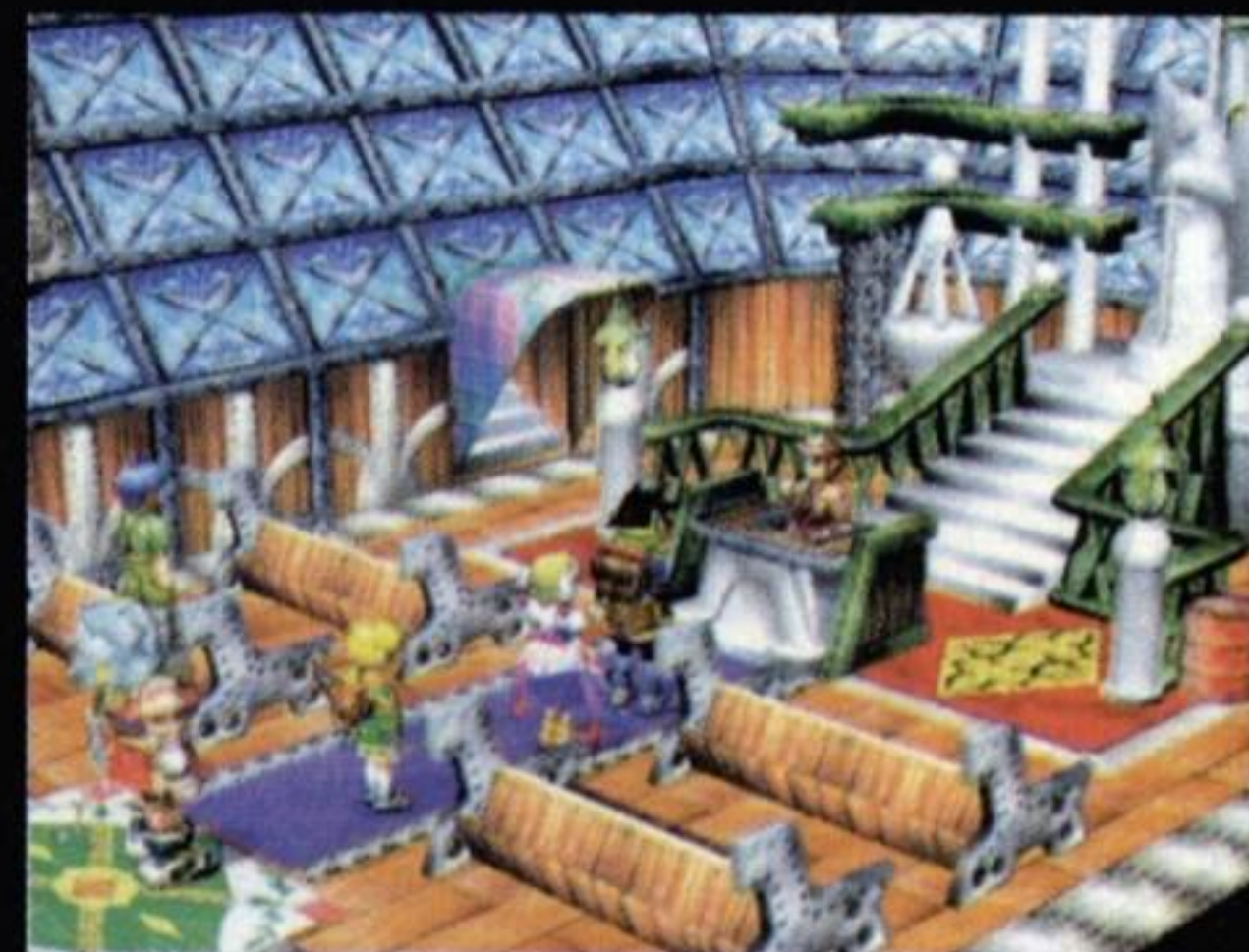
It's A Grandia Day Out For Ubi Soft

As has been rumoured for a while now, Ubi Soft has snaffled the publishing rights to Game Arts' hotly tipped *Grandia 2* by signing an exclusive deal with Entertainment Software Publishing Inc.

Two's Company

In good old RPG fashion *Grandia 2* follows on from the original game and thrusts you into a world where good and evil are locked in a timeless battle, where you must fight for the right to

party... okay, for the side of good. The game takes place 10,000 years after the battle between Granus the Light of Hope and Valmur the Evil of Darkness and trouble is brewing again. Sounds right up our ally and it looks pretty minty too. The only problem is that the game isn't scheduled for release over here until early next year. It's due for release in Japan sometime over the summer, though, so you can expect a full import review in the coming months.



[1] The world of *Grandia 2* is as colourful as it is vibrant. [2] You'll meet loads of nasty creatures on your adventures. [3] It's all fun and games with your band of merry men.



"Power Stone 2 is going to be one of the games of the year"

Tanked Up

> One of the main improvements to the game are the interactive backgrounds, which are even better now. As well as all the weapons and objects to fight with there are also vehicles that you can jump into to cause some damage on your opposition including a tank and even an aeroplane!



Party Of Five

> In the game there will be five playable characters. There's Ryudo, the 17-years-old hero of the game, Elena, a Shinto Priestess, Loan, a mischievous teenager, Maracle, a warrior out for revenge and the beautiful yet mysterious Milenia.

"Grandia II is a classic RPG tale of good against evil"

It's Bow Time!

If you're one of those people who wants arcade action in your front room, some hack with your slash and a whole lotta adventure then you'll be wanting a copy of Midway's latest blockbuster games, *Gauntlet Legends*. Luckily for you we have five copies of the game to give away, so if you fancy a bit of monster-killing action, just answer the following question:

WIN!
Five Copies
Of Gauntlet Legends
To Give Away

Q. What are the names of the four characters that appeared in the original Gauntlet?

When you think you know the answer, stick it on a postcard to the following address, making sure that it gets to us no later than 1 September.

I'm A Legend
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Stake Your Claim

You love Buffy, we love Buffy, everyone loves Buffy, which is why we've teamed up with Twentieth Century Fox Home Entertainment to give you the chance of winning three copies of the latest *Buffy The Vampire* Boxset containing Part Two of Season Three. Released on 21 August (RRP £34.99) the boxset contains episodes 12-22 which are more devilish than ever, with Buffy having to save the world as usual. Also up for grabs are figurines of four of the characters from the series.



Buffy
Boxsets And
Figurines Up
For Grabs

To stand a chance of winning just tell us who you'd most like to see in the buff and why?

When you have an appropriate answer, stick it on a postcard to the following address, making sure that it gets to us no later than 1 September.

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Stake In The Heart
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Konnichiwa! Tomomi Yu, our special Japanese correspondent, reports all the news from the land of the rising sun.

Sega Flounders In Japan

NEWS Dreamcast Rises Like A Lead Balloon...

A worrying trend has been emerging from Japan in recent months and it sure ain't good for Sega, as both hardware and software sales are dropping quicker than Jo Guest's pants.

Sega Goes Soft

To try to address the problem, Sega of Japan dropped the price of the

console back in June which had an instant success, with sales jumping to over 45,000, with 25,249 sold in the first week. However, since then sales have levelled out. More worrying is that the software isn't shifting either. The only Dreamcast game to hit the number one spot recently has been *Shutokou Battle 2* which has now accrued sales

of over 100,000. What's going wrong?

Jap's Eye

Well the problem might not be entirely Sega's fault as the Japanese economy is hardly conducive to the games industry, with money tighter than a duck's arse. Despite the fact the Dreamcast is selling better than the N64 it's still

"Sales are dropping quicker than Jo Guest's pants"

A Game Of Charts

> The week ending 2 July was a particularly good week for Sega with two titles in the top ten and a total of nine games in the top 30. But can it keep this performance up?

1	Persona 2: Eternal Punishment	PS
2	Scandal	PS2
3	Jikkyou J. League Winning Eleven 2000	PS
4	Gundam: Giren's Ambition	PS
5	Street Fighter III 3rd Strike	DC
6	Jet Set Radio	DC
7	Seikaiden TV Animation Hoshen Engi	PS
8	Pocket Digimon World	PS
9	My Summer	PS
10	Excite Bike 64	N64



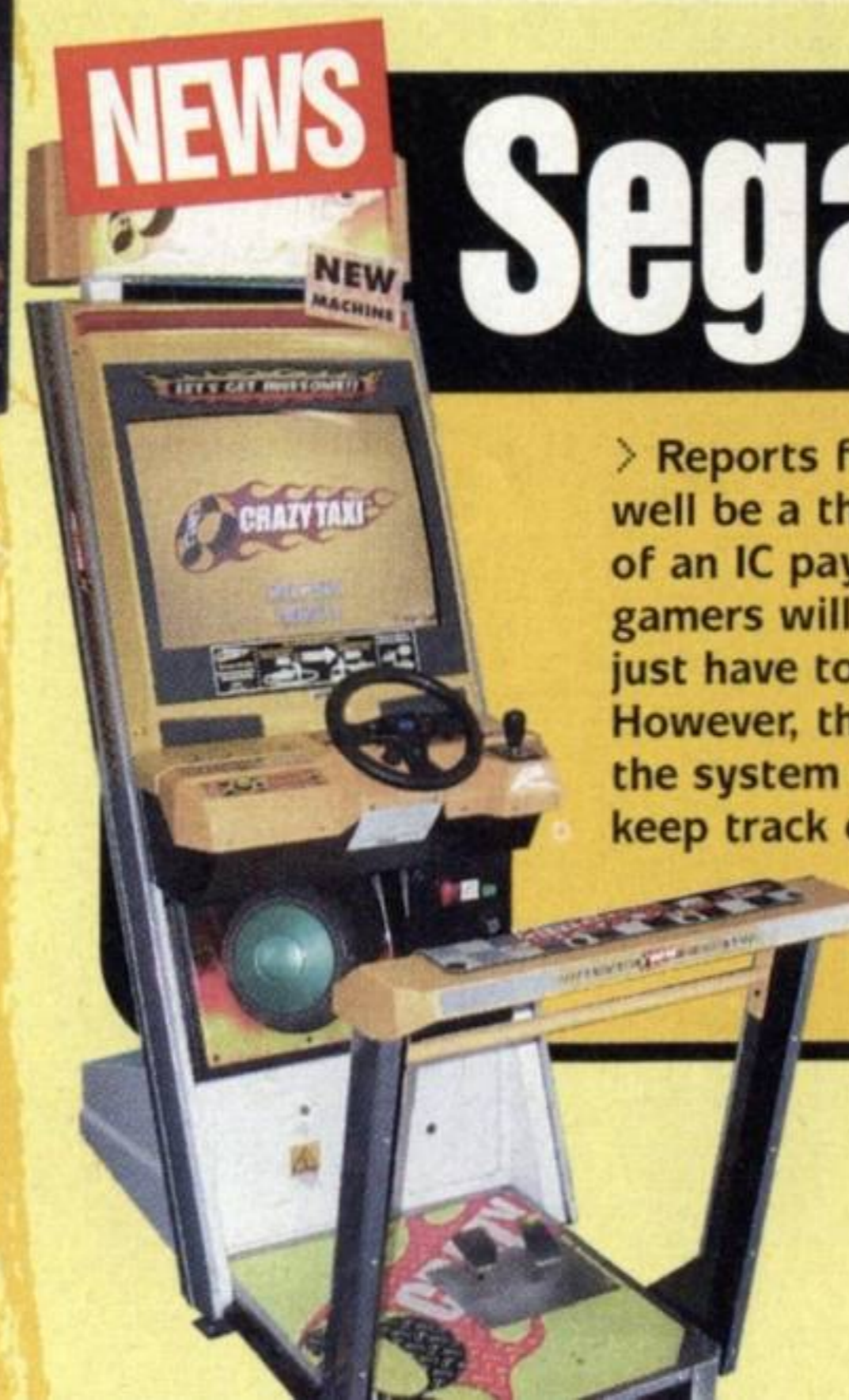
lagging behind the PlayStation in terms of both hardware and software. What Sega might do next to reverse this trend is anyone's guess but it had better do something pretty soon if it doesn't want the Dreamcast to go the same way as the Saturn.



NEWS

Sega Smart Cards

> Reports from Japan this month reveal that pockets full of change could well be a thing of the past for Japanese arcade users due to the introduction of an IC payment card. Instead of slotting coins into the machines Japanese gamers will now purchase chipped 'smart cards' which you just have to insert and the money will be deducted. However, the initiative is two-fold as the system will also allow Sega to keep track of which games are popular and which aren't. Pretty cool, huh?





About Flippin' Time Too!

NEWS

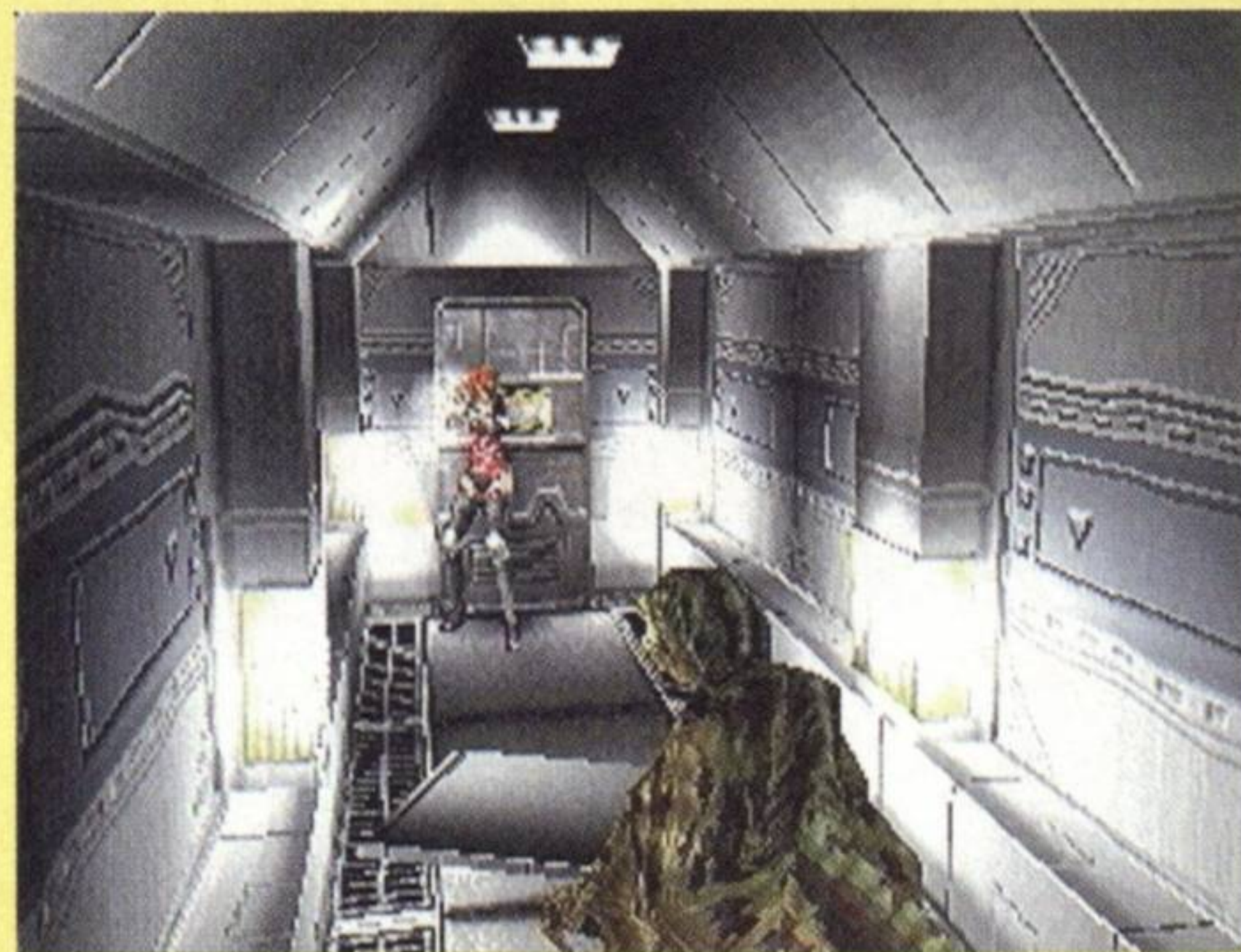
At last! Capcom Finally Announces Dino Crisis For The Dreamcast

Well, it had to finally happen didn't it? After much umm-ing and ahh-ing from the people in the know, Capcom has finally gotten off its arse and confirmed that its PlayStation 'survival panic' masterpiece *Dino Crisis IS* going to be coming to the Dreamcast. At last!

Frankly, this comes as no surprise to us – after all, with the PC version due out in the coming months, converting the title to Sega's machine would be easier than getting the DREAMCAST MAG team to go on a night out with free beer (except for Mart, obviously).

Converting the genre of 'survival horror' into 'survival panic' and moving one step closer to reality than the *Resident Evil* series, *Dino Crisis* follows the adventures of Regina – a member of a crack government military squad sent to the remote Ibis Island in search of the missing Dr Kirk. Of course, it's not that easy; with the whole island swarming with more Raptors and other vicious dinosaurs than Jurassic Park, you're going to have a fight on your hands to stay alive...

The Dreamcast version of *Dino Crisis* is due to hit Japanese streets on 6 September – the same day that *Dino Crisis 2* appears on the PlayStation 2. Damn. Thankfully though, we can expect the PAL release to be right behind it. Just make sure you've got a cushion ready to hide behind...



Import Charts

Things are going a bit slowly in Japan at the moment, but sales are booming in the US! Here's how it's all panning out over the water...

Jap Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	3	Sakura Wars Limited Edition	Sega	-
2	-	Rent-A-Hero No. 1	Sega	-
3	-	Super Runabout	Climax	48%
4	2	Power Stone 2	Capcom	92%
5	1	Samba De Amigo	Sega	-

US Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	-	Space Channel 5	Sega	91%
2	-	Gauntlet Legends	Midway	87%
3	-	Marvel Vs Capcom 2	Capcom	92%
4	1	World Series Baseball 2K1	Sega	-
5	1	Tony Hawk's Pro Skater	Crave	94%

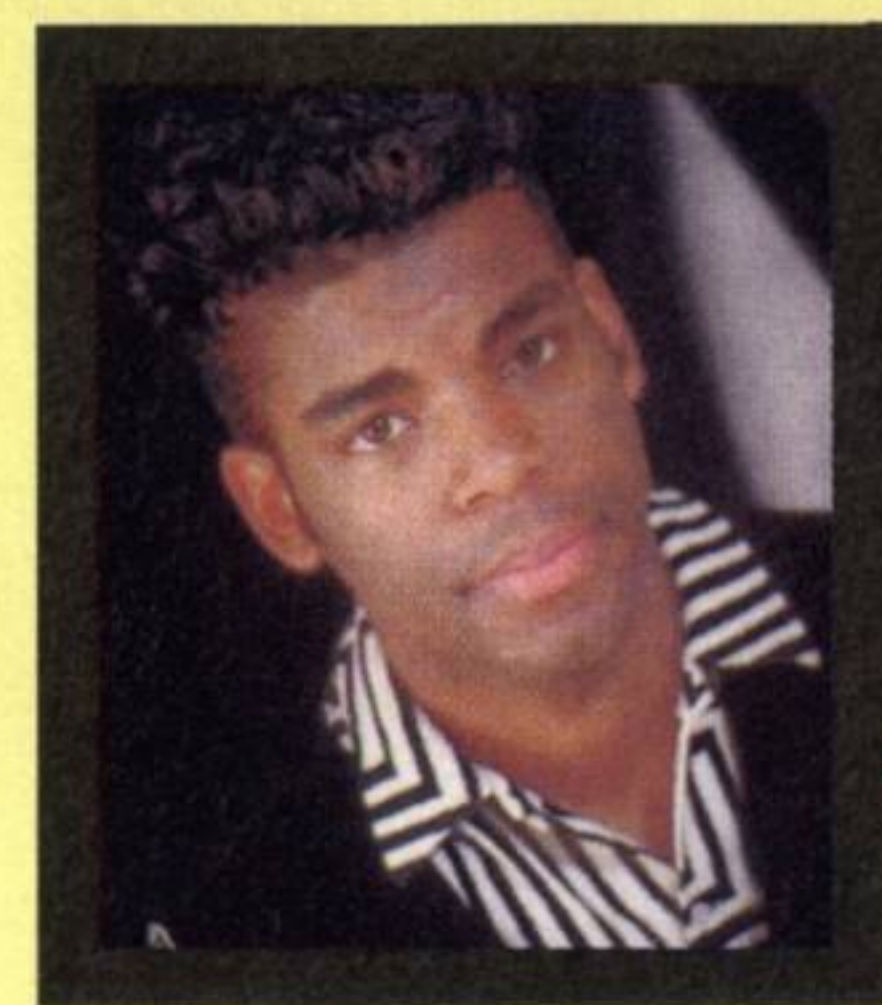
Spock Gets All Fishy



Nimoy Voices Seaman

NEWS

With the Western release of Vivarium's virtual pet-sim, *Seaman*, almost upon us it's been announced that the game will be narrated by none other than the US Enterprise's resident Vulcan, Mr Spock, aka Leonard Nimoy. As narrator, he will inform gamers how their Seaman are developing and what they should be doing to nurture the little blighters. Totally and utterly bonkers, but what else would you expect from a Japanese game?



US news

Need the hottest info from the United States of Dreamcast? Just ask Dan Francisco – he's the man with the plan!

We'd Spray That For A Dollar



NEWS

Trouble In Paradise For Jet Grind Radio

Only in America. It seems that there's always going to be someone out to spoil everyone's fun. The culprits this time? Why, if it isn't the 'Keep America Beautiful' society – apparently, they've decided that Sega releasing *Jet Grind Radio* is tantamount to promoting graffiti and gang crime. With every protestor and his daughter jumping on the bandwagon, we wouldn't be surprised if Sega wind up being accused of trying to convince kids to use graffiti as 'a form of protest' and 'rebel against the oppressive government'... but then that's just the paint fumes talking.

Sega Go Black To Basics

Come September, American games fans will be able to get hold of a limited edition black Dreamcast which will come packaged with a black controller and two Sega sports games for the princely sum of just \$219.99. The two games that will come with the Sega Dreamcast Sports Pack are *NBA2K* and *NFL2K*, although why *NBA2K1* and *NFL2K1* aren't to be included instead is a bit of a mystery. Still, this is Sega we're talking about...



His legs take him 200m in 19.32 seconds.

How fast are your fingers?

12 Gruelling Events • 32 Countries represented • Great Multi-Player Fun • Olympic Mode • Arcade Mode





THE Game of THE Games

• Coaching Mode • Authentic Locations • Official TV Commentary • Latest Motion Capture • Virtual Gym



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PC > DC PC Games Heading For Dreamcast

We stroke our crystal globes in the hope that these PC gems make it to our favourite little home console...



STARSHIP TROOPERS

Guilty Parties
Hasbro/Blue Tongue

What's It All About?

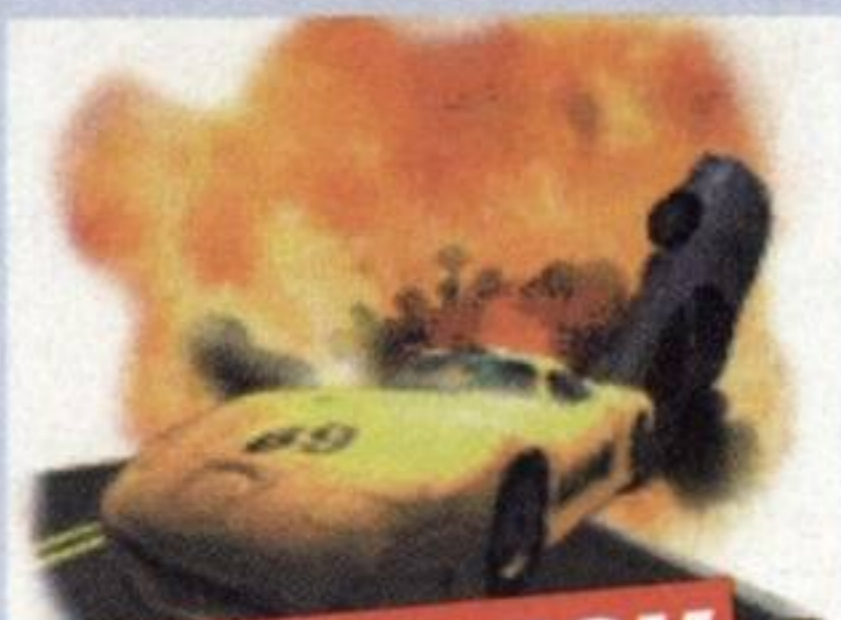
It's the film, the book and the cartoon series... but in a game! Taking all the best elements from the *Starship Troopers* universe (mainly the weapons, massive robotic suits of armour... oh, and lots of bugs) what you've got here is a huge action/strategy game with plenty of explosions and death. And more bugs.

When's It Coming?

The PC version is practically finished and should be hitting the shelves within the next few months. It's got all the markings of a game perfect for a Dreamcast conversion... so are they going to do it? Well, we don't know. Let's hope so, eh?

The Bottom Line

Aargh! Bugs! And not the kind that give in to a kettle of boiling water either...



BREAKNECK

Guilty Parties
Southpeak/Synetic

What's It All About?

Right, take any old racing game on the Dreamcast that you can think of. Now mix in some gorgeous-looking locations such as the French Riviera, a downtown airport or an Arctic snowdrift. Finally, toss in a large dollop of death-dealing weapons and mayhem... and what do you end up with? Why, *Breakneck* of course!

When's It Coming?

There's still quite a lot of work to be done on the PC version of *Breakneck*, so the chances of seeing a DC version soon are pretty slim. Still, any title that takes a great racing game and mixes in some explosive death for good measure has got to be cool...

The Bottom Line

It's *Vigilante 8: Second Offence* but with some actual racing... for a change.



"Already the game looks as if it's going to be a little bit special"

UPDATE

Soldiering On

First DC Screens Of Soldier Of Fortune

Back in issue 10 we brought you a PC>DC special on Crave's first-person-shooter *Soldier Of Fortune* and now we're back with the first Dreamcast shots of the game – and we think you'll agree that it's looking fairly awesome.

Fortune Teller

In the game you take on the role of John Mullins (a real-life mercenary) whose job it is to make sure that the world isn't blown to bits by the forces of evil whilst getting paid a



bucketload for it, of course. As you'd expect, there's the usual assortment of weapons, enemies and levels mixed in with some varied gameplay, making it a title well worth looking out for later in the year. If all this has whetted your appetite be sure to check back next month for a full preview of the game. See you there...



Spot The Difference

> When put up against the PC shots of the game the Dreamcast screenshots look every bit as good (if not better) than the PC version. Don't believe us? Then you try and spot the difference.



NEWS

It's Magic! Magic Gathering Around Dreamcast

> It might sound a little odd but Sega is set to release a Dreamcast version of that ever-so-popular card game, *Magic The Gathering*, in Japan later this year. You must guide the central character through the games as he searches for five crystals

hidden around the fantasy world, all the while making use of the cards as you would normally. This might sound a little dull but when you consider that it will have online capabilities of some sort, it should turn out alright... if you like that sort of thing.





UPDATE

Easy Rider

Jeremy McGrath Revs Up For DC

When it comes to racing games some might say that four wheels are better than two, but then we'd have to disagree, especially when the name involved is Jeremy McGrath, AKA king of the supercross.

Take A Bike

Having already graced every other platform, *Jeremy McGrath Supercross 2000* is at last on its way to Dreamcast this autumn and by the looks of it, it's going to be a bit of a mud bath. Featuring 16 tracks – eight stadium tracks and eight officially licensed NPG tracks which Jeremy has helped design – and plenty of cool-looking bikes, not to forget 'Track Editor' and 'Create A Championship' options, *Jeremy McGrath Supercross 2000* has all you'll

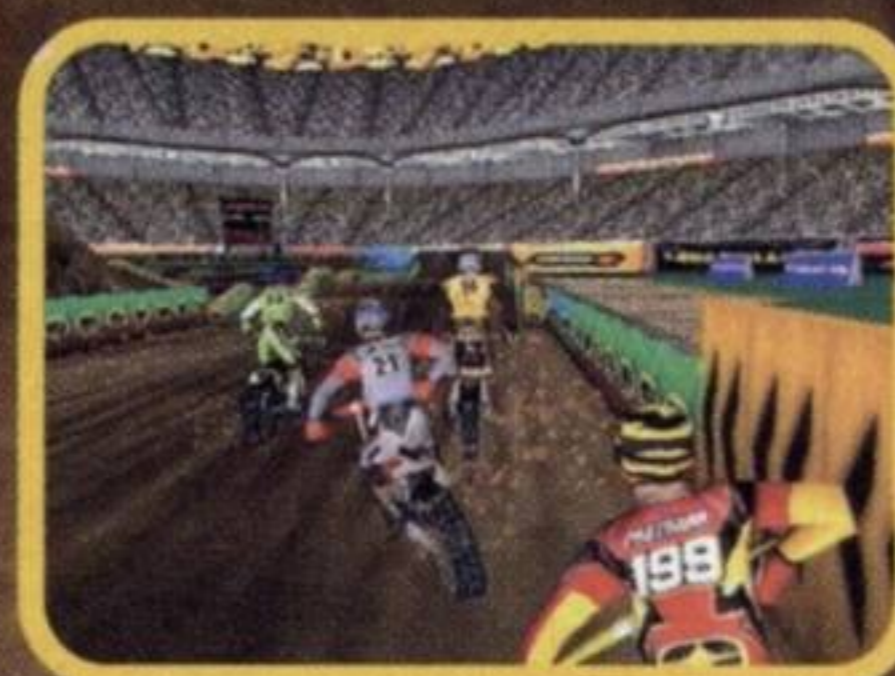
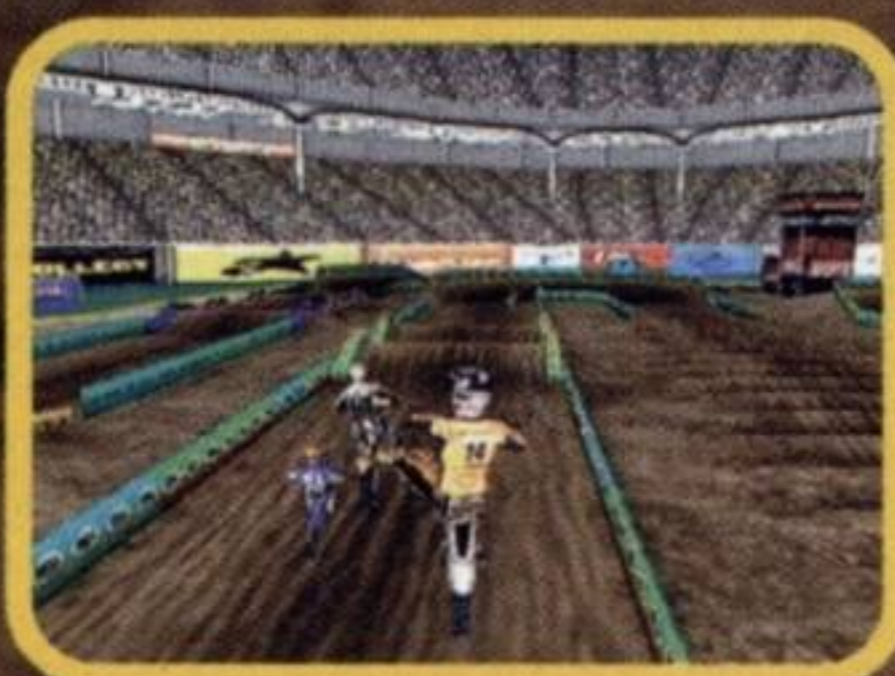
ever need from a biking game. Oh yeah, and that's not all. On top of the tracks in the 125cc and 250cc championships, there are also free-roaming practice areas through forests, deserts and beaches where you can brush up on your biking skills... if you want to stand a chance of winning.

Stunt Man

If all that's not enough for you and you fancy a bit more danger in your life there's always the insanity of the 'Stunt Competition' where you get to pull off some of the most preposterous stunts ever seen before crashing out and breaking a few bones. Add this to a solid-looking graphics engine and you have one of the most comprehensive racing games yet to grace the Dreamcast.



"Jeremy McGrath Supercross 2000 is one of the most comprehensive racing games yet to grace the Dreamcast"



Competition

Every Cloud Has A Silver Lining

WIN!
Five Silver Goodie Bags Up For Grabs

> With RPG/action/adventure game *Silver* just hitting the shops we've teamed up with Infogrames to offer you the chance of winning five *Silver* goodie bags. The packages include a copy of the game, a *Silver* cap, T-shirt, poster and a *Silver* nickel pendant. Pretty darn cool, we think you'll agree. To stand a chance of winning these top prizes answer the following question:

Q. What's the chemical symbol for Silver?

When you think you know the answer, stick it on a postcard to the following address, making sure that it gets to us no later than 1 September.

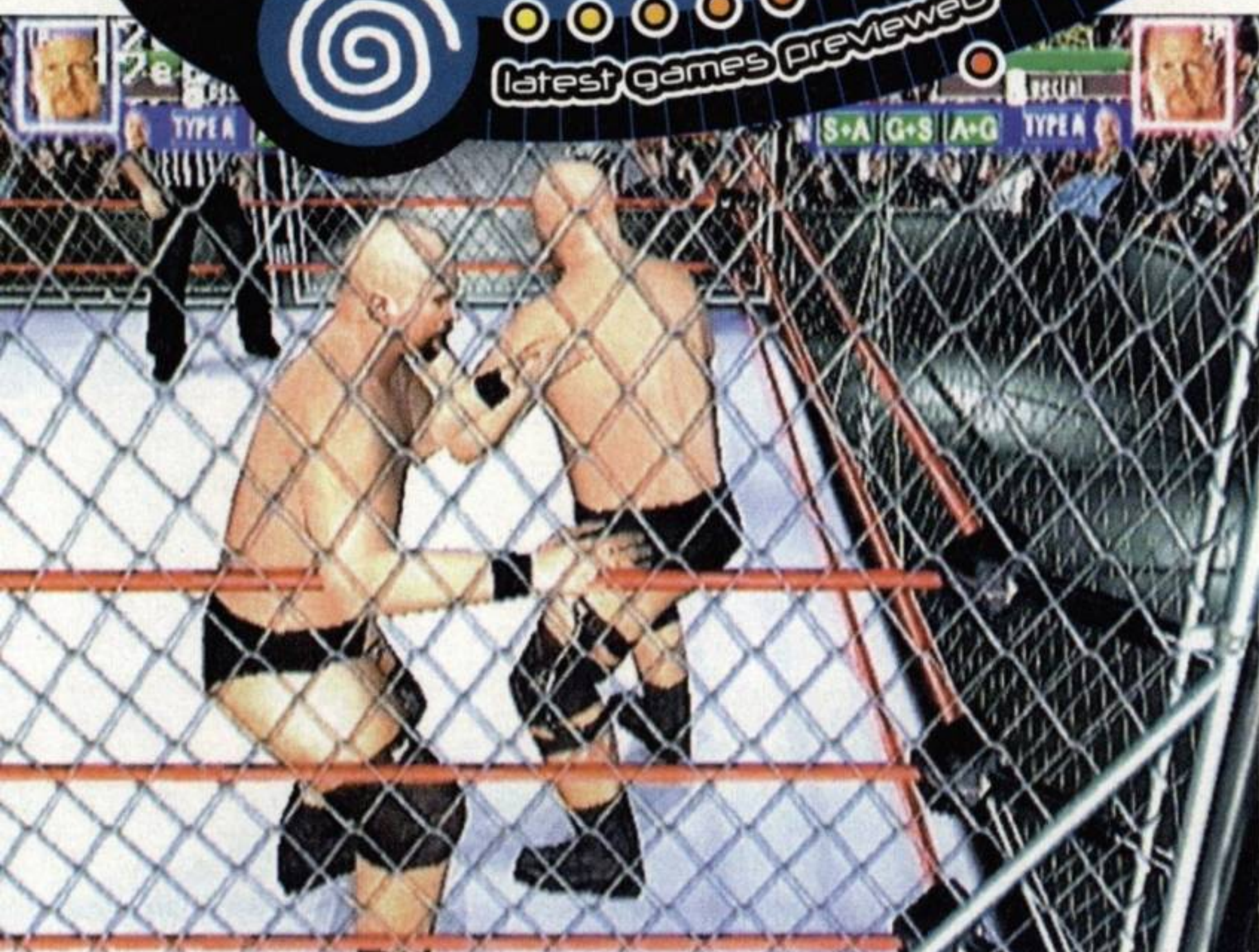
Silver Shadows
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latest games previewed



WWF Royal Rumble

It's about blummin' time! THQ set to release a wrestling game that will get your spandex in a twist!

Mention the subject of professional wrestling to anyone and you'll find that they fall into one of two groups – the people who love it to pieces and the ones who think it's all a load of rubbish. It's the same situation here at Dreamcast Towers; while Mart can't get enough of that 'sports entertainment' stuff, everyone else thinks he's just some kind of lycra pants-wearing weirdo. Of course,

this isn't enough to stop Mart trying to convince the boys otherwise and turn them into wrestling freaks just like him – and thanks to THQ and Sega, *WWF Royal Rumble* might just be the game to do it...

After the travesty of justice that was *WWF Attitude* (and yes, it did suck terribly) *WWF Royal Rumble* is a breath of fresh air. With some of the best graphics ever seen in a game like this, it

manages to combine arcade-style action with all your favourite characters from the world of the WWF. Fair enough, it might not go into as much depth as *WWF Smackdown* (on the PlayStation) or *Wrestlemania 2000* (on the N64) but what it lacks in anorak detail, it more than makes up for in pure excitement.

King Of The Ring

The one thing to remember about *WWF Royal Rumble* is that it's an arcade game at heart; with Sega planning to bring the arcade version out simultaneously with the Dreamcast one, the game is a far cry from the WWF games of the past. It features two modes of play to choose from – Exhibition and the Royal Rumble of the title. If you've



The Boys To Entertain You

Now that we've finally had a chance to put the game through its paces, we can let you in on the wrestlers up for grabs in *WWF Royal Rumble*. There's a pretty good selection of the popular faces and heels (that's good guys and bad guys to non-wrestling fans out there) so you're bound to find someone you like. Deep breath now...

Stone Cold Steve Austin, The Rock, Mankind, HHH, The Undertaker, Kane, The Big Show, Road Dogg, X-Pac, Tazz, Kurt Angle, Chris Jericho, Matt Hardy, Jeff Hardy, Edge, Rikishi Phatu, Al Snow, D'Lo Brown and The Godfather (gasp).

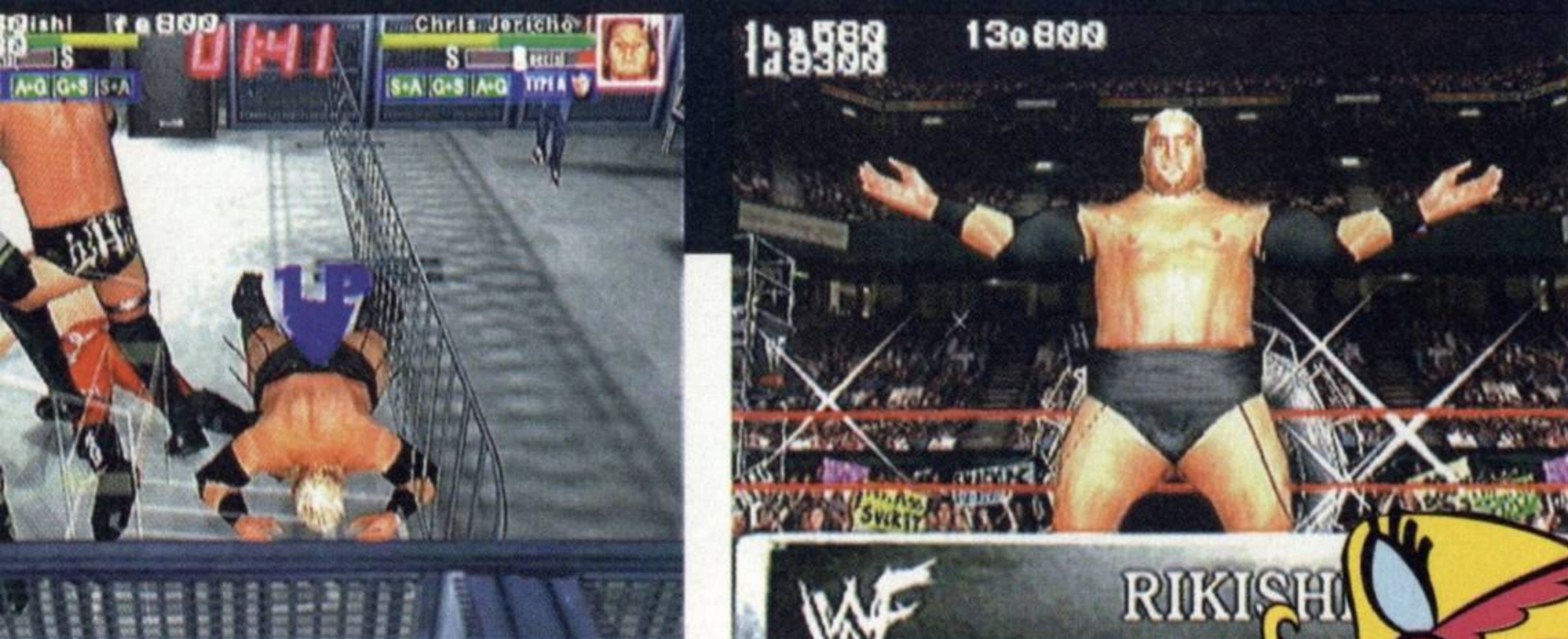
According to our sources, there are also a few secret characters hidden in there for people who do well enough... fancy controlling the owner of the WWF, Vince McMahon, or his son Shane? Well, here's your chance...

"WWF Royal Rumble has got everything it needs to be the best wrestling game on the Dreamcast"



[1] Check out the detail! The Rock's looking pretty sweet tonight! [2] The action gets really intense with nine people in the ring at once! [3] What's more, you can team up with your mates and then toss them over the top rope! Cheeky!






Rumble



no idea what a Royal Rumble involves, then be ready for a shock... the word we'd use to describe it is 'hectic'. After choosing your wrestler, you have to battle against up to eight other opponents at a time and try to throw each of them over the top rope and out of the ring. With a non-stop stream of opponents on hand, it'll take you a while to come out on top...

The Exhibition mode, on the other hand, is the more traditional one-on-one wrestling match that you'd expect but with an added twist. Before you try to plough through the series of opponents ahead, you choose your wrestler and one partner who can help you out throughout the match. By pressing various buttons together, you can bring in your

friend and get him to beat the other guy into a pulp while you catch your breath. In this mode, you'll also find yourself moving around the arena and fighting in places other than the ring - locations such as the parking lot, the arena entranceway and the locker room all feature as you battle to become the champion.

From what we've played of it so far, *WWF Royal Rumble* has got everything it needs to be the best wrestling game on the Dreamcast so far. It's not finished yet (little touches such as the individual music for each wrestler were still to be added when we saw it) but when it finally arrives in October, you can bet that it'll fly straight to the top of the charts. Hopefully, we'll have a full review in a few months time... 

coming soon to your Dreamcast

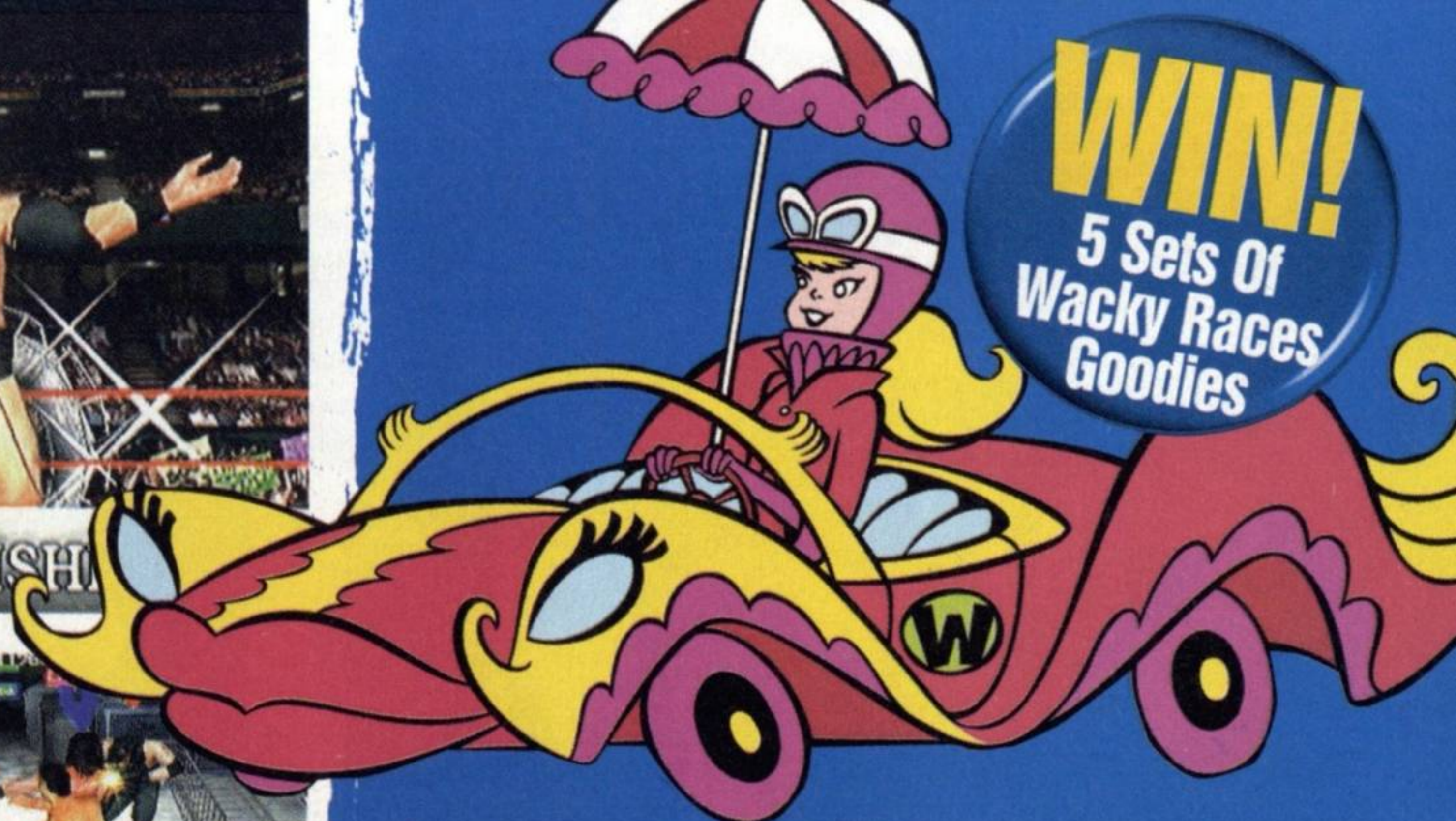
Dreamcast magazine

anticipation rating **Oct**

Publisher	Sega
Developer	THQ
Players	4
% complete	70%



summing up > Sod *WWF Attitude*, this game is gonna open a can of whoop ass on ya!



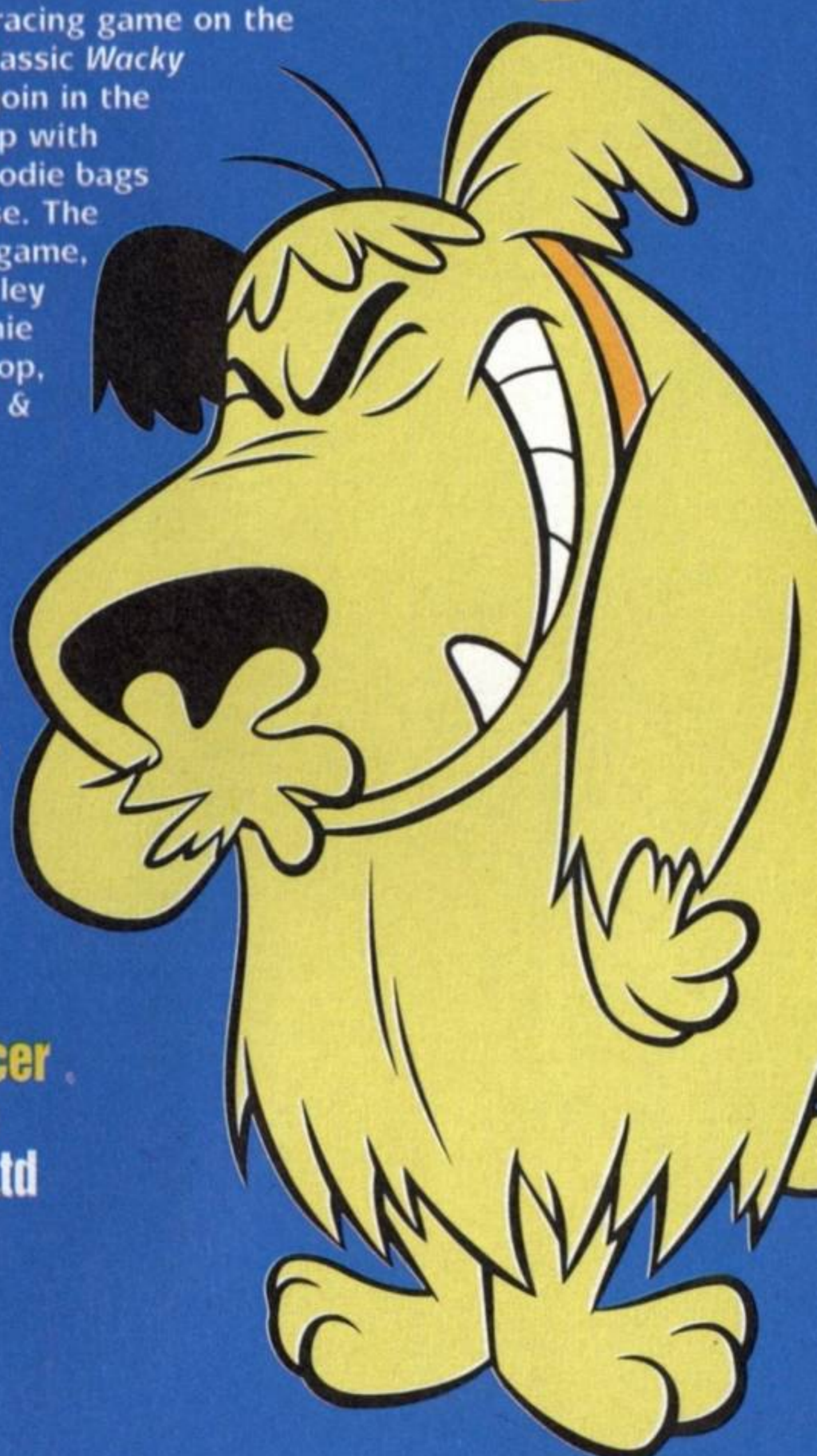
It's Wacky

Undoubtedly the wackiest racing game on the Dreamcast is the cartoon classic *Wacky Races* and so that you can join in the wackiness, we've teamed up with Infogrames to offer five goodie bags of *Wacky Races* merchandise. The bags include a copy of the game, 8" Dick Dastardly and Muttley cuddly toys, a Muttley beanie and a set of Penelope Pitstop, Ant Hill Mob and Dastardly & Muttley miniatures.

To win one of these great prizes, design your very own wacky racer and an equally wacky vehicle for them to drive.

When you've designed your character and car, stick it on a postcard to the following address, making sure that it gets to us no later than 1 September.

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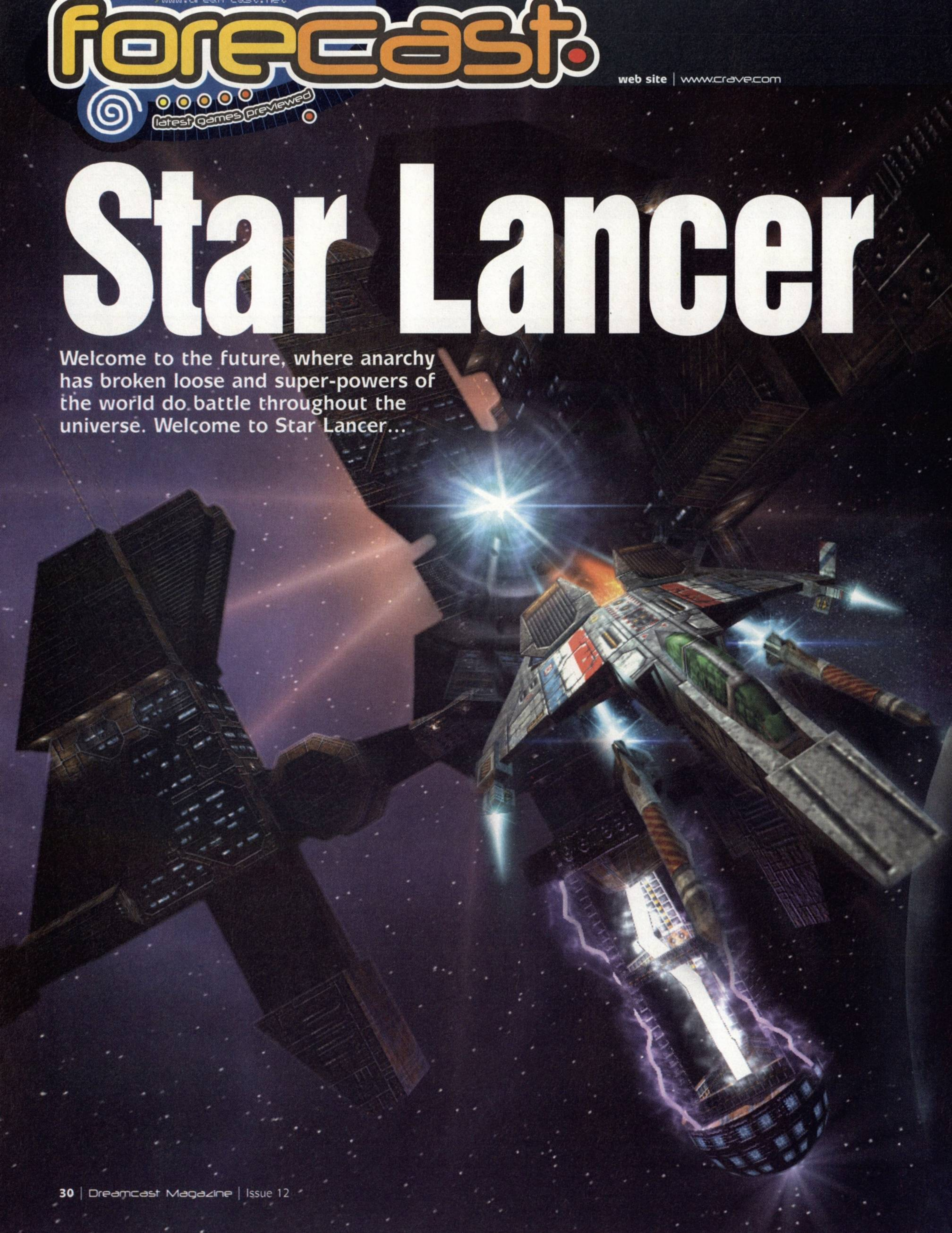
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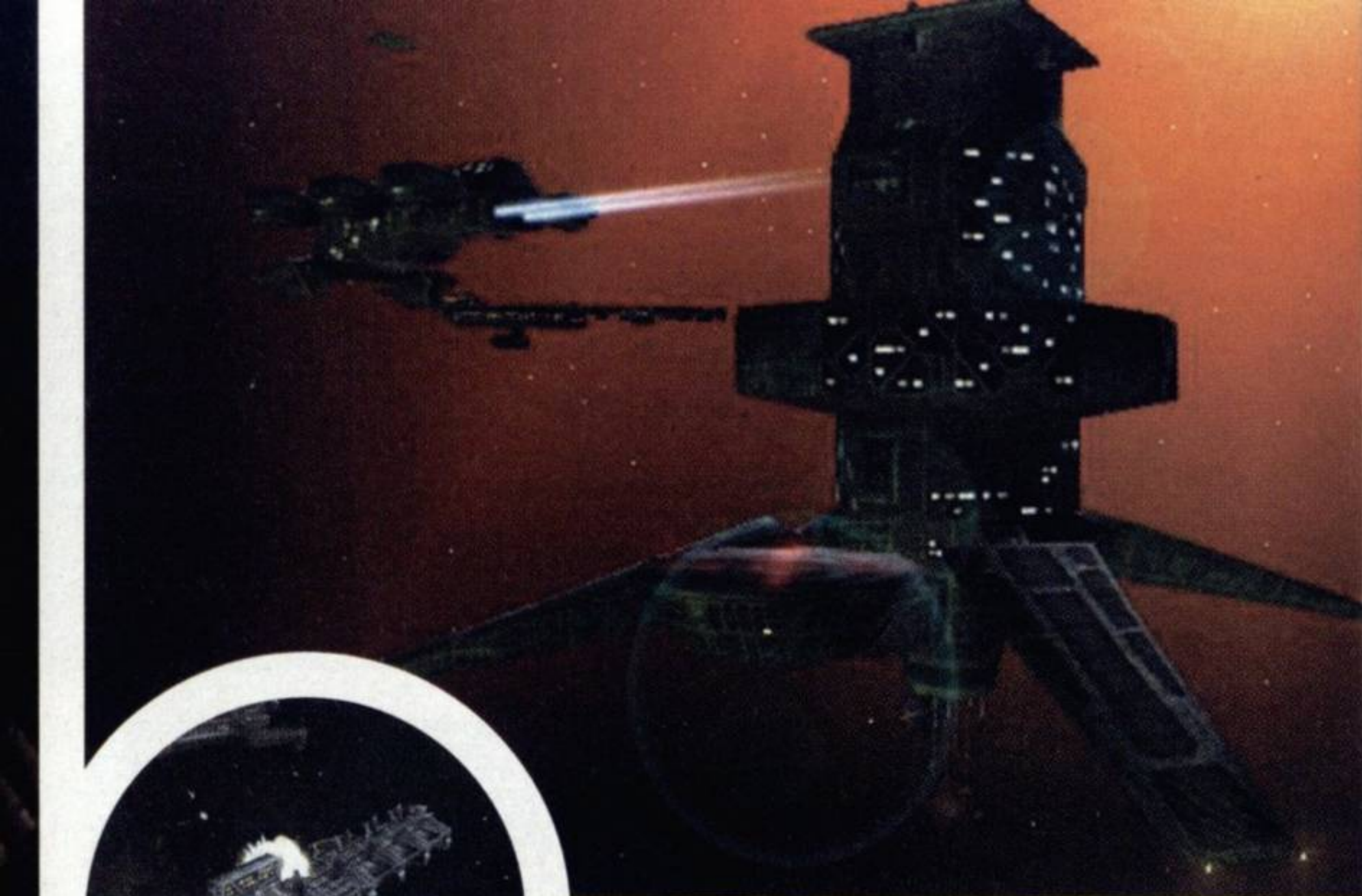




Star Lancer

Welcome to the future, where anarchy has broken loose and super-powers of the world do battle throughout the universe. Welcome to Star Lancer...





It's the 22nd Century and all is not well. The super powers of the world are engaged in a bitter war of attrition as they battle it out for control of the universe. The notion of peace has been relegated to the scrapheap along with the dated idealism of the 20th Century and victory must be gained at all costs. Welcome, then, to the final frontier.

The Star's The Limit

Coming from the banks of Warthog, the genii behind the likes of *Wing Commander* and *Privateer*, *Star Lancer* is a classic tale of space-combat pulled straight from the PC where the genre has thrived like mould in Martin's coffee cup. Think *Star Wars* and *Star Trek* and you won't be far wrong. The Alliance (the US, Great Britain, France, Italy) and the Coalition (Russia and the Arabs) are at war over

control of Earth, Mars and every other planet in the solar system and they sure aren't in a mood to make any bargains. Your job? To kick some space-deuce ass.

As a newly recruited member of the 45th Volunteers Squadron you must prove your worth to the cause, climb the perilous ladder of success, earn the respect of your peers and win the conflict for the alliance. Simple? Errr no. With missions galore, *Star Lancer* isn't your throw away space invaders shoot-'em-up but rather a game which has such depth that you can dive head-first into it and lose yourself very quickly and very easily. Which is where the real beauty of the game lies.

The mission-based story, around which the action of the game revolves, is as intuitive as it is absorbing with cause and causality playing a prominent

"The notion of peace has been relegated to the scrap heap along with the dated idealism of the 20th Century and victory must be gained at all costs"

Boarding Time

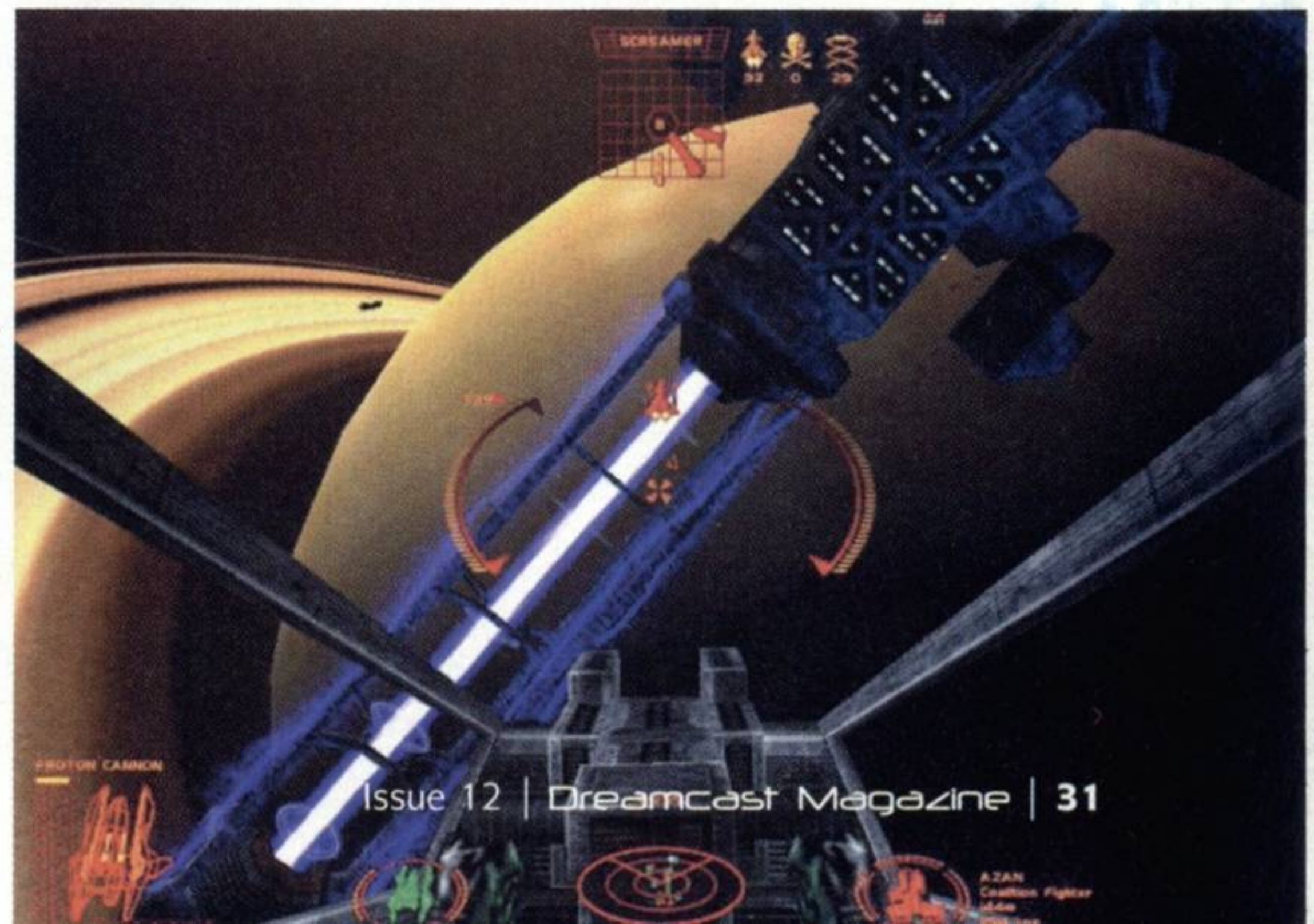
Although you won't be able to use the Dreamcast keyboard for actually playing the game you will be able to use it to communicate to the other players when playing online through chat lobbies. So when you're playing co-operatively or in the Deathmatch modes you'll be able to make plans and form your own alliances to gang up on the others. Cool!



softography

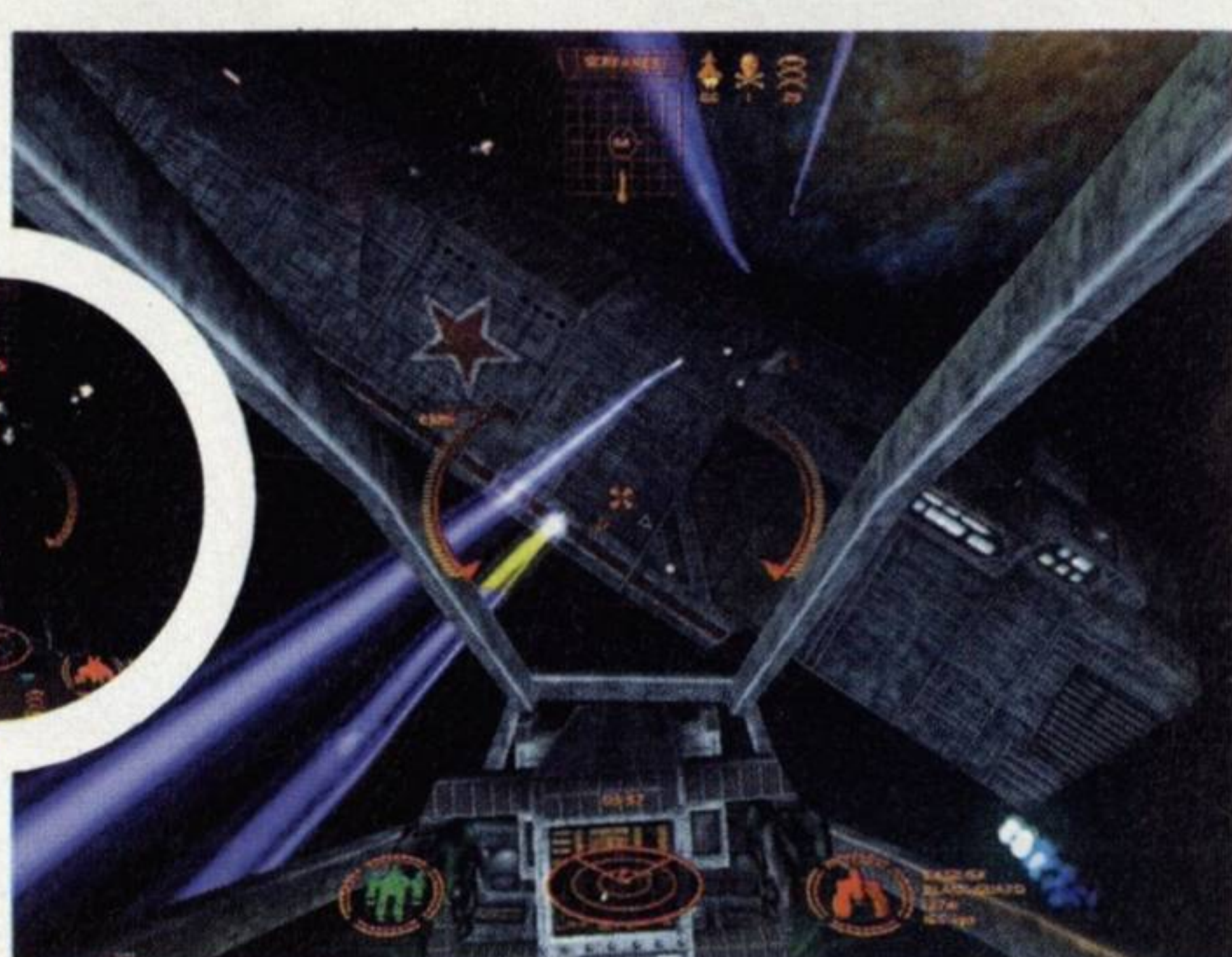
previous works >

- > Privateer
- > Wing Commander
- Warthog



latest games previewed

continued >



role in the outcome of events. Your performances early on in the game will affect your progress, so screw up early on and it'll come back to haunt you later. Likewise, perform some heroic act and your route will be made easier later in the game, such is the huge branching scope of the story. For each mission (of which there are 25) there's three to five different routes/results which will then define how things turn out later on. Of course, what this means is that even when you've completed the game you can go back again and experience a different route meaning even greater longevity.

Star Crossed Lancers

However, where *Star Lancer* really looks to take Dreamcast gaming to another level is with its online capabilities, a feature that helped make its PC incarnation such a success. As well as being able to indulge in six dogfight deathmatches against eight other users, which is cool enough in itself, you'll also be able to play co-operatively through the Story mode, helping each other out in those moments of trouser-dirtying danger. You'll be able to create squadrons which you will then gain command over – just don't let the

power go to your head – there's a war to be won!

The interesting thing about the online play is that it won't make use of the Sega server but rather the same one as used for the PC version of the game. With Sega still dilly-dallying around with the Dreamcast server this can only be a good thing and although you won't be able to play against PC users, it does guarantee that the game will be one of the first fully online games for Dreamcast.

Sir Lancelot

Graphically, the game is looking pretty sweet – even better than the PC version, in fact. The team behind the conversion have optimised the graphics and in doing so have improved the lighting effects

“Star Lancer will be one of the first fully online games for Dreamcast”

Star Gazing

> It's not just the in-game graphics that look awesome – so too do the 30 minutes of FMV in the game. We think you'll agree that not since *Code: Veronica* or *Shenmue* has the Dreamcast seen FMV this impressive.



[1] The light-sourcing in the game is absolutely awesome. [2] Getting to grips with the controls takes a while but once you're accustomed they work a treat. [3] Let the missiles do all the hard work.





Game On

> Instead of a straight Deathmatch mode, there are six different games that you can play online. These games include: 6 Beacons, Vampires, Tag Bomb and Hunt Shadow. Gang up on the others or go it solo – it's going to be fun!



(which look awesome) as well as the nebulas, amongst other things. Add to that some of the best FMV yet seen on the system and you have one fine looking game. Also of note is the mightily impressive musical score which has been composed for the game with a 40-strong orchestra. It might not be quite up to John Williams standards but even so, it combines with the action to create the perfect atmosphere, not unlike that found in *Star Wars*.

With sales now well over the 300,000 mark for the PC game, the optimised Dreamcast version of *Star Lancer* should be another hit down the farm for Warthog and a game that's definitely worth watching out for come October.



[4] Space is filled with all sorts of enemy ships so you're going to have to be on your toes if you're to stay alive. [5] You can choose an in-cockpit view or an external one. [6] Some of the space stations in the game look quite phenomenal.



Dreamcast magazine anticipation rating Oct

Publisher Crave
Developer Warthog
Players 1
% complete 60%



summing up > Dreamcast's first space-sim should assure *Star Lancer* some major success.

PLAY

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latest games previewed



Record Of Lodoss War

Sick of games only lasting a few days? Need something really complicated? Then lookee here!

Japanese role-playing games... apparently, we just can't get enough of them. Sure, they might have bizarre story lines and tons of complicated menus to deal with, but we love them all the same – that's why those nice people at Virgin Interactive are bringing the Japanese adventure epic *Record Of Lodoss War: The Advent Of Cardice* to the shores of Britain. RPG fans rejoice!

The story takes off immediately after your 'creation'. A figure formed by

the magic of an old wizard, your quest is to search out evil and destroy it... well, there's a surprise. Unfortunately, you're a touch on the naked side to begin with so seeking out various items of armour and weaponry is vital before you venture off into the wide brown dungeon yonder. As you go, you'll come across the usual mix of locked doors, treasure-hiding chests and other goodies that have come to be expected from RPG games, but in a

gorgeous-looking Dreamcast stylee. Aaaaah.

From what we've played so far, the game looks to have plenty of depth and promise – with hordes of monsters, dungeons and puzzles, it should keep hardened adventure fans going for quite some time. Hopefully, we should have a detailed preview of the full game some time before its release in November.

information	
Publisher	Virgin
Developer	Kadokawa
Players	1
% complete	60%
anticipation rating eighty percent	



"From what we've played so far, the game looks to have promise"

[1] Cor, just look at those hit points fly! You can tell it's an RPG game just from this screen alone... [2] The Inventory screen – the starting point for any would-be adventurer. [3] There's plenty of blood along the way... mmm, we like that.



Animé Schmanimé

> Don't say that we never do our research – we've been busy little news beavers checking on stuff just for you. According to our sources, *Record Of Lodoss War* is actually a Japanese animé cartoon and comic book... so now you know.



softography

previous works:

- > Evil Dead: Hail 2 The King
- > WWF Royal Rumble

THQ



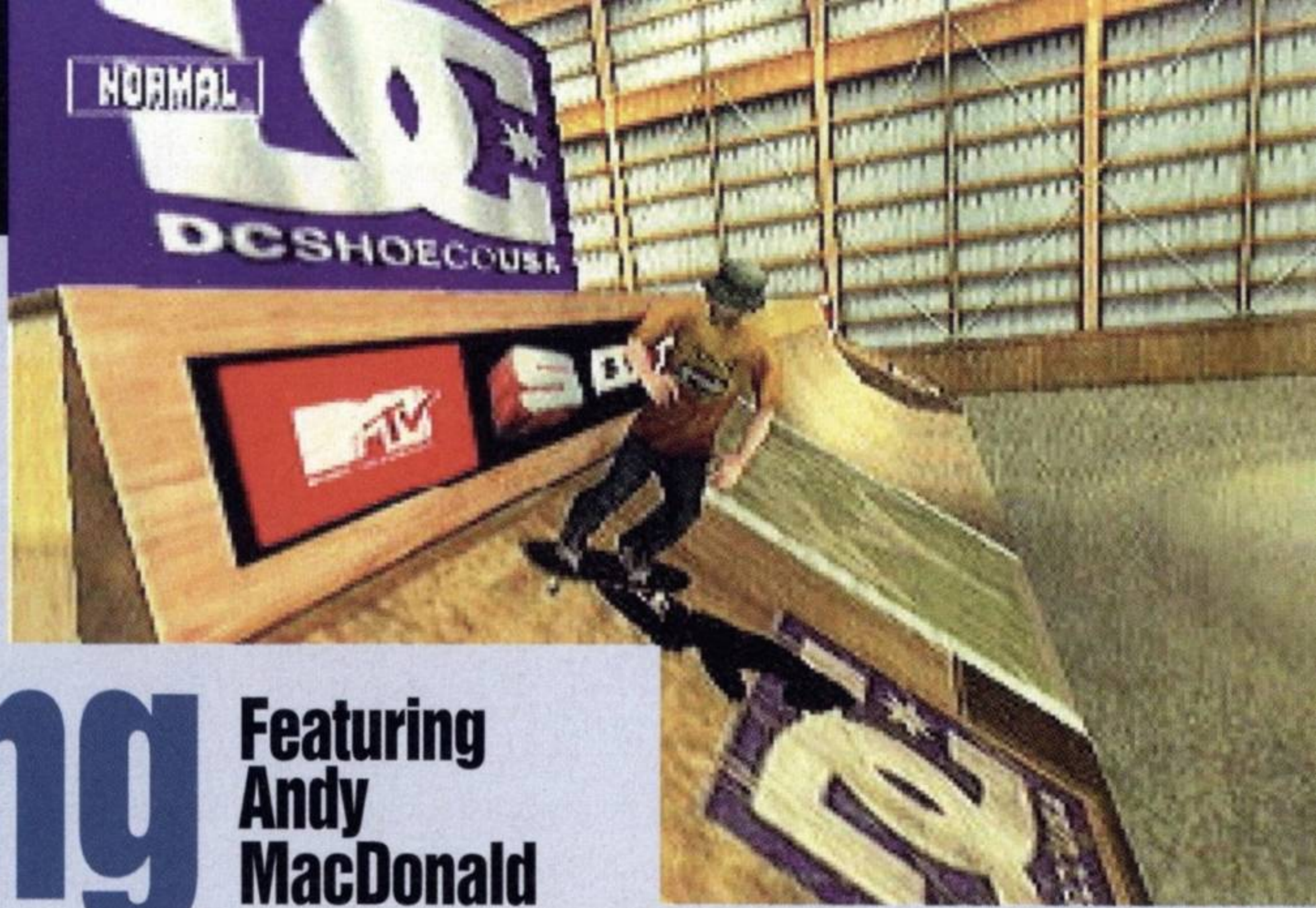
MTV

With Tony Hawk's kicking ass is there room for another skateboarding game? THQ thinks so.

Black & White Dreamcast Diary – Part 3

Black & White, developed by Peter Molyneux and Lionhead Studios, is one of the most highly anticipated PC game launches of all time. Dreamcast owners can now look forward to the game's release too. Part three of our diary feature looks at the village and world simulation aspect of the game. Pete Hawley, Lionhead's Producer, guides us through the process of converting from PC to DC.





Skateboarding

Featuring
Andy
MacDonald

Big business skating, isn't it? Not wanting to miss out on all the fun, it seems that THQ has come up with the perfect recipe to knock Tony off his perch with *MTV Sports Skateboarding Feat. Andy MacDonald* – big beats and more importantly, some big tricks.

Board Games

But the \$64,000 question is – can it better the superlative *Tony Hawk's Skateboarding*? Well, looking at all the facts and having

had a ride with the game, it could just do it. In essence, the two games are incredibly similar but then it would be pretty hard for them not to be. The gameplay revolves around performing as many outrageous stunts as possible in as short a time as possible. Modes of play that are set to appear in the game include Lifestyle, Stunt, Death Match and Time Bomb all of which will be set over 20 levels. These range from parks to streets, no doubt providing all the

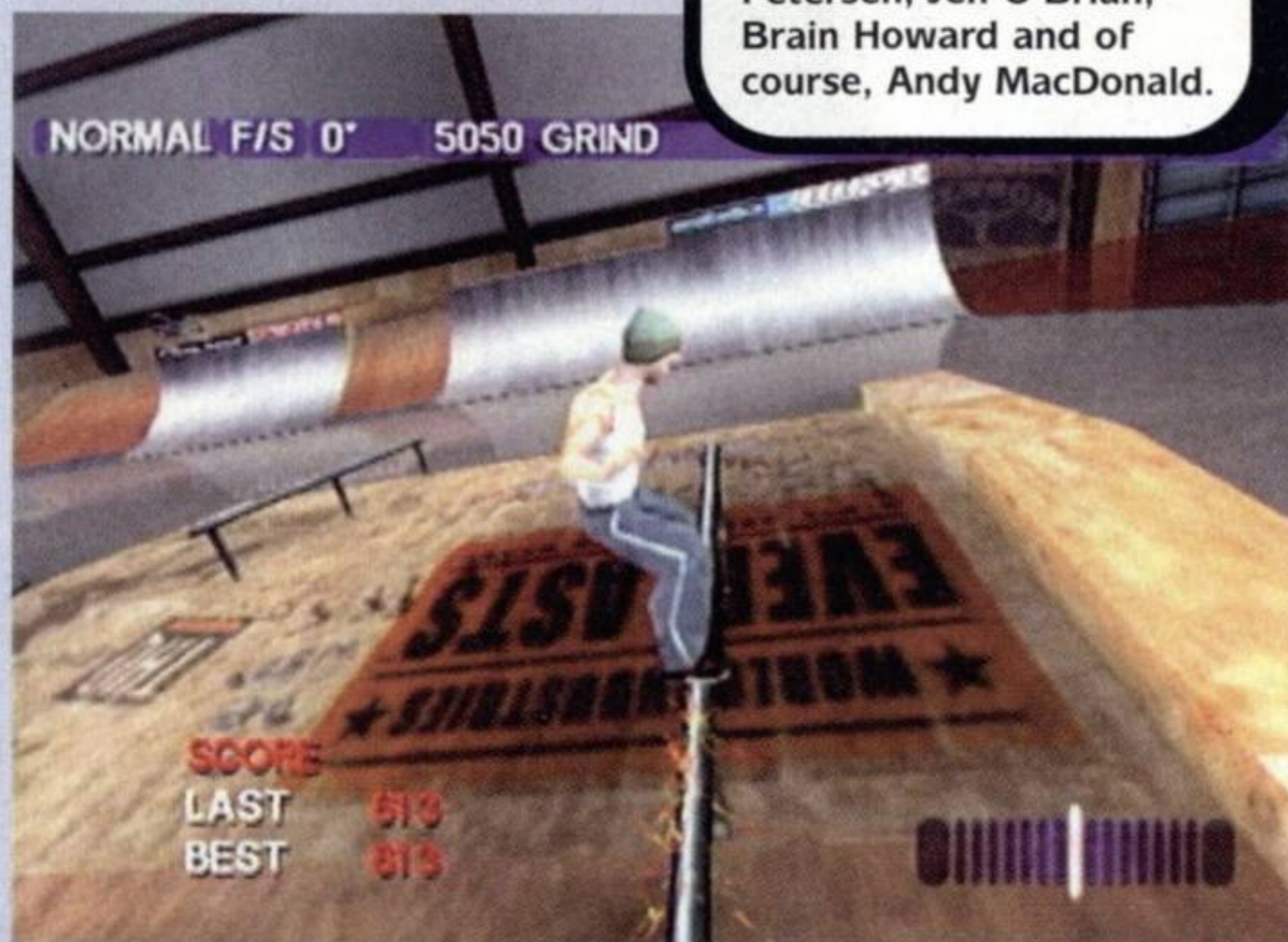
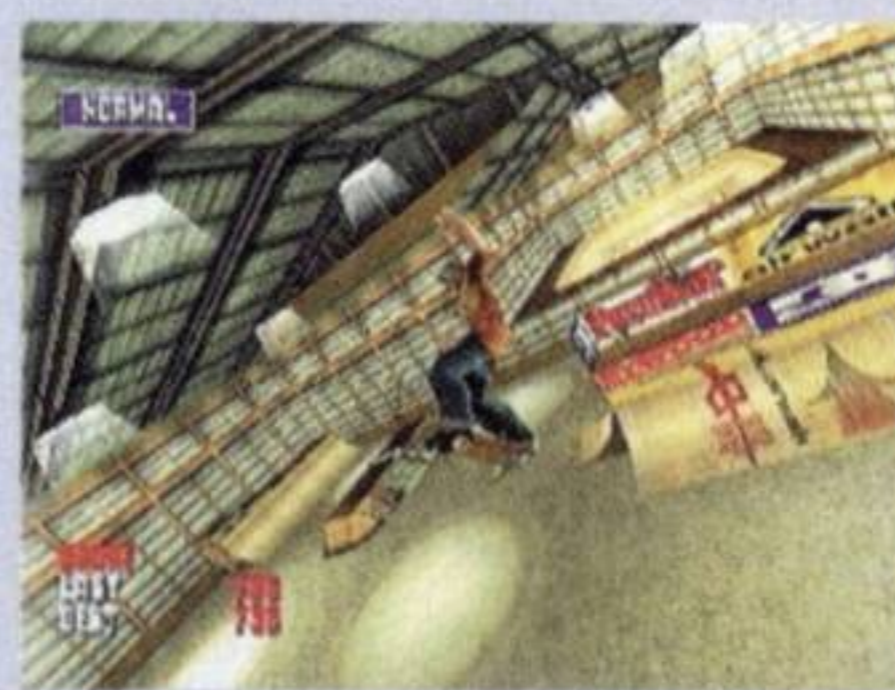
ramps, rails and half-pipes that you'll need to perform all sixty stunts.

Grinding Away

Graphically, the game is looking really solid and even though the version we played was still pretty slow, it was possible to pull off some top tricks and roam around some of the impressively large areas. With a release set for November, old Tony Hawk had better watch his back because *MTV Skateboarding* is shaping up to be a beast of a game.

The Board

> The game features a total of 20 skaters, some of whom are fantasy. However, the majority are real-life pros including the likes of Josh Kalis, Rob Dyrdek, Alan Petersen, Jen O'Brian, Brain Howard and of course, Andy MacDonald.



information	
Publisher	THQ
Developer	In-house
Players	2
% complete	50%
anticipation rating ninety percent	

The PC is renowned for the kind of games that contain high levels of simulation and artificial intelligence. *Black & White* is another giant leap in the simulation of worlds and to name but a few features it includes people's lives, village expansion and development, forestation, forest fires, lakes, mist, mountainous regions, real world physics, farming, fishing... the list goes on and on.

The little people that live in the Land of Eden all have their own personalities, objectives, careers, habits and families to worry about. The village and world simulation is something that has a big effect on the gameplay in *Black & White*. Although you play an almighty God, you still require the belief and support of hundreds of little people that inhabit each island.

A Mission From God

It's a pretty tough life living in the world of Eden. How would you react if you were out sowing seeds in your field, idly watching the cows chew the cud, when a 40ft ape comes crashing through the trees, picks up one of your

herd and starts an impromptu game of cow skittles? You'd be pretty amazed and frightened, right? Well that's exactly the kind of thing we have to consider when developing the villagers' artificial intelligence. If they don't react as you'd expect, we've not done our job properly.

Divine Intervention

It's a big question, with many hundreds of possible actions and answers – how will all the little people in the game react to your actions as a player, bearing in mind you can do anything you desire at any time. Throw rocks at houses, throw people at rocks, throw cows into the sea, roll boulders down mountains... *Black & White* has to be truly believable

– it's all about realism and the game's reaction to your actions and as a player.

Running such a complex world simulation takes up quite a chunk of processing power and just how much it takes is all part of the equation of balance. It has to be addressed when 'dividing' and allocating the processor's power for all the various portions of the game. We're currently looking at the village and world simulation and it's taking a lot of effort.

From the screenshots, you'll also see that we already have the creature in the game and

the ape is already animated and walking around the landscape – dancing, morphing between good and evil and adding 'life' to an already visually impressive version of *Black & White*.

Next month, we'll look at the spells, miracles and wonders in *Black & White* on the PC and how we're developing them for Dreamcast – not forgetting that we don't have the luxury of a mouse on every Dreamcast. The PC has an ingenious gesture recognition system activated by using the mouse and replicating this on the DC controller is one of our biggest challenges.

"You can throw rocks at houses and throw cows into the sea"



latest games previewed



softography

previous works >

- > Sonic Adventure
- > Virtua Fighter 3TB

sega



Ferrari 355

If only everything in life was as beautiful...

You've all seen those self-help books, the kind that are positioned right next to incense sticks. They're usually entitled '100 Ways To Inner Happiness' and more often than not they herald from America. One such tome suggested that cars are just a means of conveyance, that you shouldn't bother getting a decent car because their only purpose is to get you and yours from A to B. Er, hello?

Fortunately, this slightly skewed belief was not shared by Enzo Ferrari, the man who was responsible for those rather expensive, but lovingly crafted cars that you only ever see on a Bank Holiday

Monday. They are driven by someone who is tersely labelled a 'git' in that under-your-breath jealousy-tinged kind of way reserved for the opulently rich that occasionally cross your path – albeit very briefly if they're driving a Ferrari.

Having established himself as a racing driver, Enzo formed the Scuderia Ferrari in 1929, and this was the genesis of the company that today builds those cars that make you dribble. Though he died in 1988 it is his passion and dedication to producing the world's premier sports cars that has been passed on as his

legacy. As such, he can be perceived as the driving force behind the creation of one of the greatest moments in Ferrari's history: the development and production of the F355, a car that is perceived as one of Ferrari's finest.

Virtual Reality

Assuming that you are not in possession of a Venesian Platinum credit card and aren't Jeremy Clarkson you are probably unlikely to see, let alone drive an F355, which is where Sega, and more importantly Yu Suzuki come in. Self-confessed car enthusiast and game design



Wheel Good Fun!

> As you might imagine, playing *Ferrari 355 Challenge* is best enjoyed with a steering wheel. Despite the fact that Sega has pulled out all the stops to ensure that joy pad control works fine it just doesn't quite feel right. Fortunately for us, we are in possession of a Thrustmaster Ferrari racing wheel which is, as you might suspect, the perfect companion to the game. However, though we recommend them as a near necessity for this game you'll have to shell out a good 50 quid; believe us, it'll be money well spent!

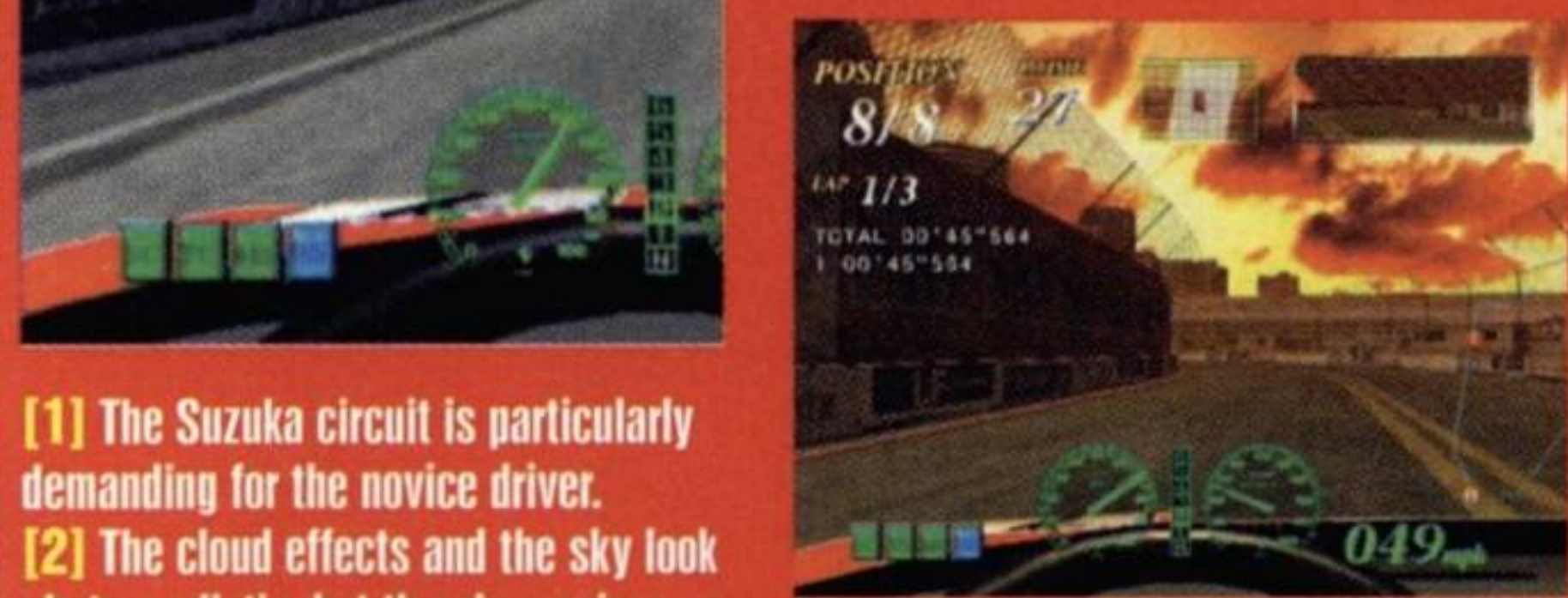
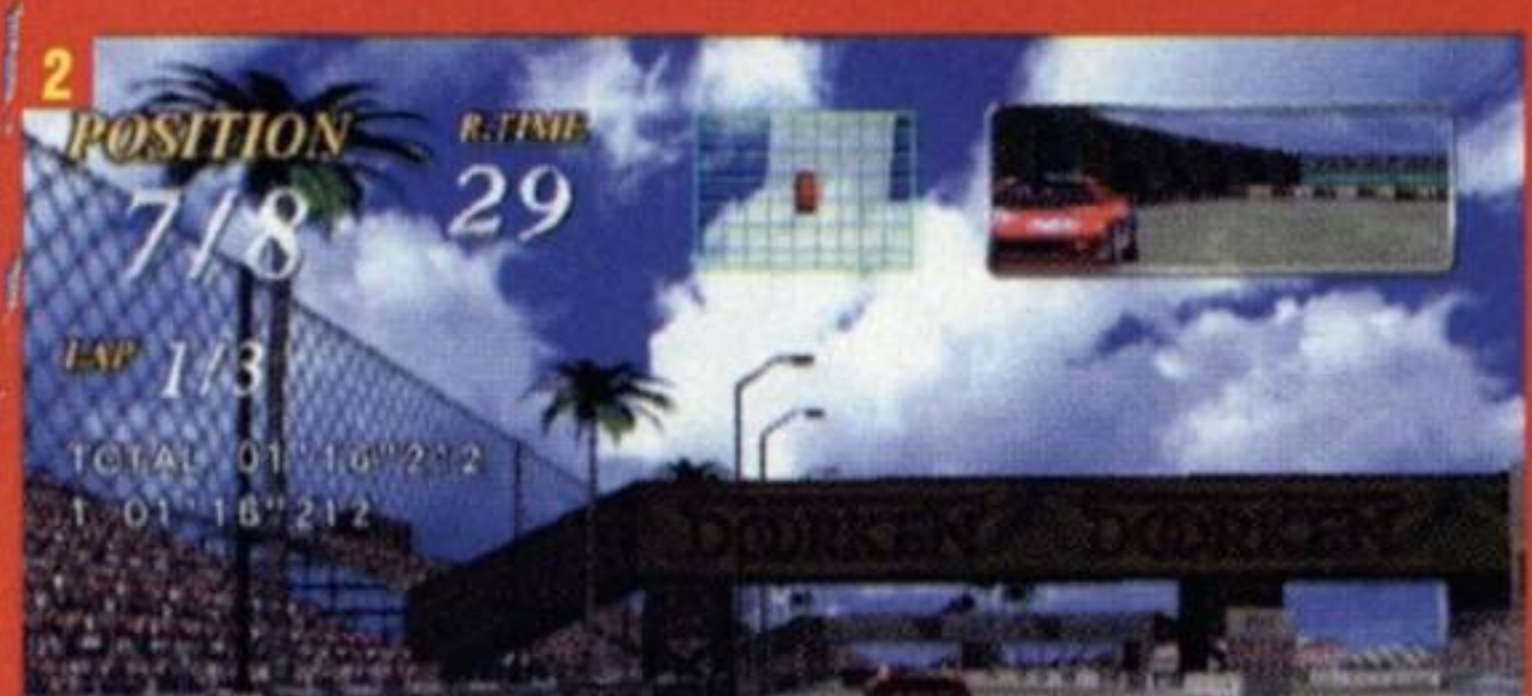


Challenge

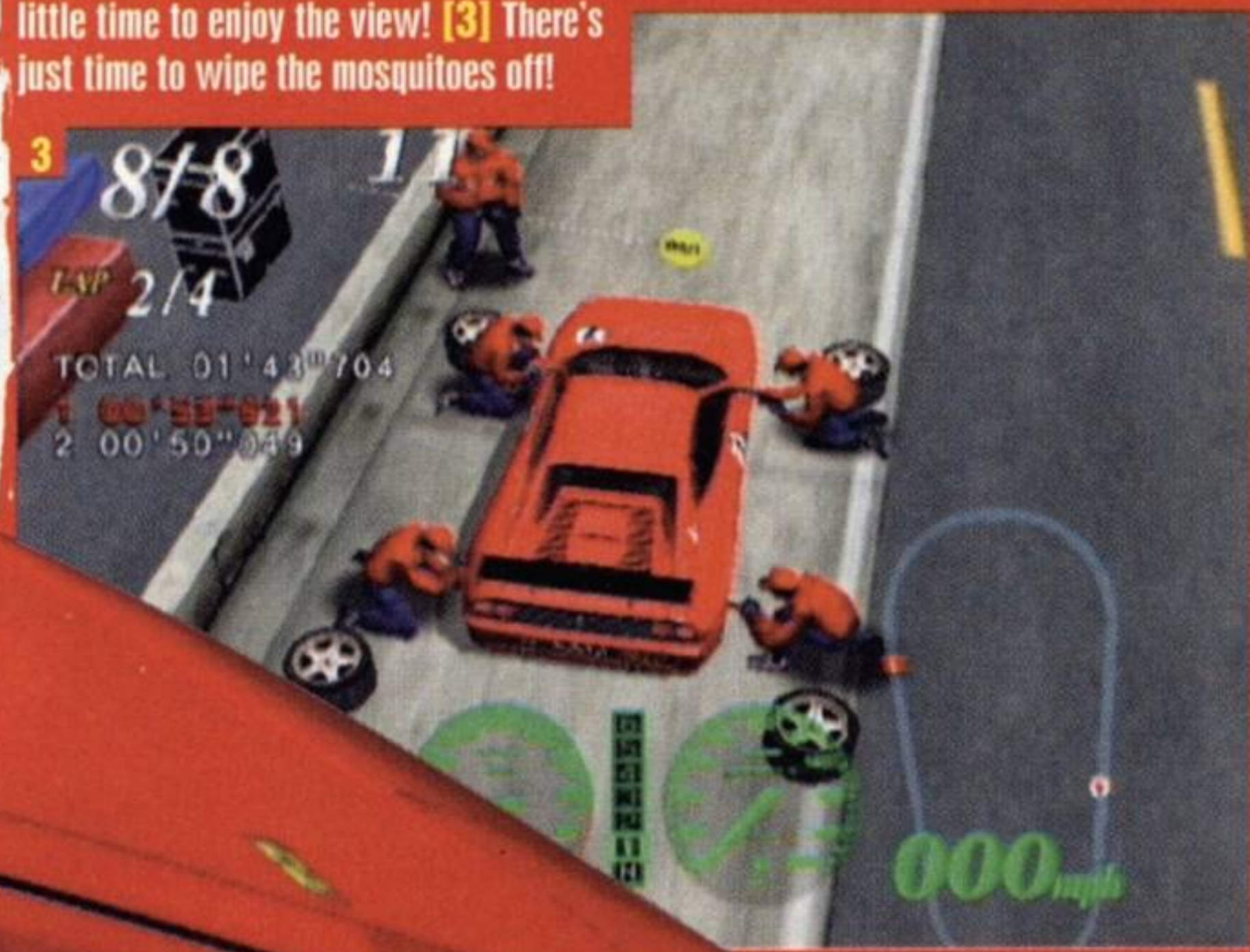
legend, his affinity with Ferrari and arcade games can be traced back to 1986 and the now legendary arcade game, *Out Run*. Though primitive by today's standards, the cabinet, the blonde lady and the Testarossa proved all too tantalising to virtually everyone that saw it.

13 years later Yu Suzuki reasserted his commitment to Ferrari and its cars by producing not an arcade game but the closest thing to driving the real thing without the tiresome business of having to rob a bank. Best of all, though, is the fact that it's actually coming to a

"Those of you looking for some kind of namby-pamby one-car Gran Turismo are going to be seriously disappointed"



[1] The Suzuka circuit is particularly demanding for the novice driver. [2] The cloud effects and the sky look photo-realistic, but there's precious little time to enjoy the view! [3] There's just time to wipe the mosquitoes off!



Back To Track

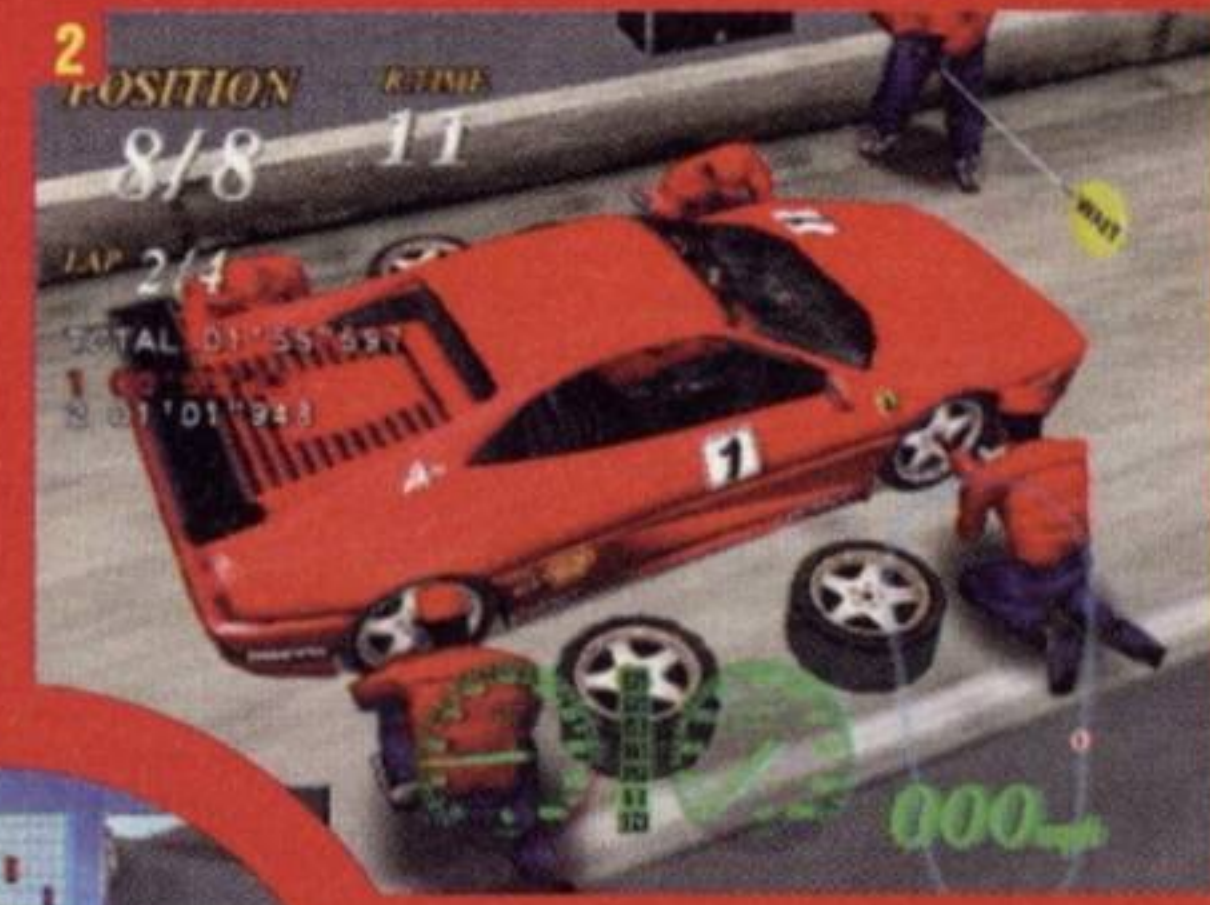
> The original arcade version had just the six tracks to choose from and these tracks are featured in the game. However, DREAMCAST MAGAZINE can exclusively reveal that Sega has created a further six tracks which remain at the time a closely guarded secret (though one of them is based in Malaysia and probably answers to the name Sepang). Here are, as they stand, the big six from the arcade game. Next month, we'll reveal the others...

<p>LONG-BEACH Overall length: 1.66 miles</p>	<p>MONZA Overall length: 3.33 miles</p>
<p>MOTEGI Overall length: 1.66 miles</p>	<p>SUZUKA SHORT Overall length: 1.66 miles</p>
<p>SUGO Overall length: 2.33 miles</p>	<p>SUZUKA Overall length: 3.33 miles</p>

continued

forecast

POSITION 8/8 R:TIME 70



[1] Even with the assist functions you can still skid! [2] The pit stop is largely unnecessary but it looks great! [3] Yu Suzuki — gaming legend and car fanatic. It's his fault that the mag nearly went late!



The Lowdown Ferrari F355

Performance	0-60 in 4.7 secs, Max 183MPH
Engine	3469cc, 8cyls, 380BHP
Fuel	capacity 82 litres, economy (combined) 16.9 MPG
Dimensions	4.25m long, 1.90m wide, 1.17m high
How much?	£100,000
Insurance Group	20

What you get for the money:
Alloy Wheels, Leather Seats, Central Locking, Power Steering, Air Conditioning, Electric Windows, Radio/Cass Player, ABS, Air Bag (Driver), Air Bag (Passenger), Seat-Belt Pre-Tensioners and Immobiliser

Optional Features:
Radio/CD Player (£705.00), RDS (No cost if Radio/CD purchased)

Dreamcast near you. Better still is that we can confirm, after extensive play, that it's a near-perfect conversion.

Under The Bonnet

Thanks to Acclaim's exclusive publishing deal with Ferrari, it's down to the bods more usually involved in the antics of the Fireseed clan to take responsibility for ensuring that the most involving driving simulator ever manages to sell by the bucket-seat-load. As yet, we haven't experienced the full version of the game. This is partly to do with the fact that Sega has yet to decide what options are going to be available in the PAL version and partly because Acclaim wants to keep some of the details of the game's content to itself. However, there's

more than enough in the game already, with all of the tracks from the arcade version to sink our teeth into and like a pack of hungry wolves, the DREAMCAST MAGAZINE team have spent every waking hour test driving the game to ensure that it really is as good as we'd hope. And thankfully, it is.

Ferrari F355 Challenge's main aim is to recreate the superfluous driving experience provided by the real thing and this is both the game's lure and its curse. For example, those of you who like their external car views (or at least several different views of cars) are going to be disappointed as there's just the one internal in-car view because Sega want to keep it all very serious. Likewise, gameplay





[4] This is about the only long straight on the Long Island circuit. [5] As all the cars are exactly the same (obviously) overtaking can be a nigh on impossible. [6] In the advanced modes pulling off the grid quickly (without wheel spin!) is crucial if you want to win.

Driving By Numbers

> Chances are you won't master the nuances of driving a Ferrari 355 at your first sitting (notwithstanding the small matter of the other drivers who tend to be a bit good in the first place). Fortunately, Sega has thought of this and has provided you with a number of Driver Assist functions that water down the experience. However, they do at least enable novice drivers to enjoy the trackside details rather than actually drive – when all of the Driver Assist functions are switched on *Ferrari 355 Challenge* plays more like a virtual Scalextric than a racing game proper. The whole point of this, presumably, is that it coaxes you into actually wanting to progress and hone your driving skills so that, once mastered, you have a genuine sense of achievement – and that's before you even consider winning a race!

Stability Control
Switch this puppy on and it automatically stabilises you car under cornering.

Stability Control
Stabilizes and controls the position of the car in a cornering.

Traction Control
Prevents wheelspin and skidding – without it, you'll find yourself sliding all over the place!

Traction Control
Controls the powertrain in a wheelspin, and stabilizes the control of the car.

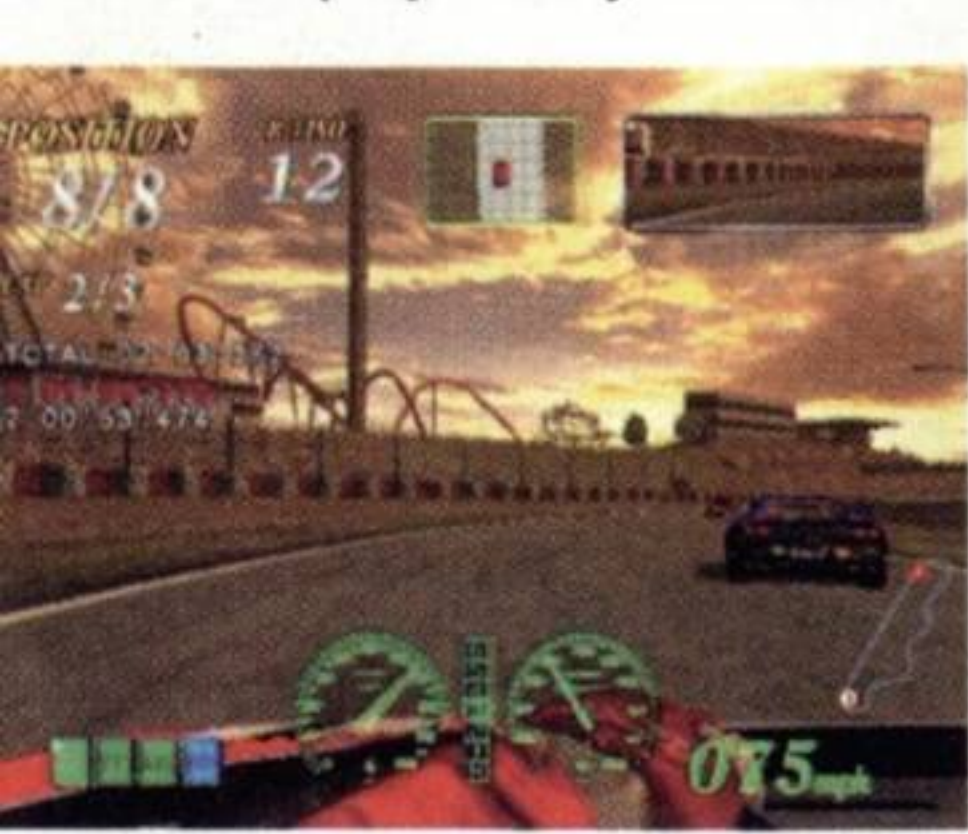
Anti-lock Braking System
Prevents nasty wheel locking when you slam on the brakes too late around those hairpin bends.

You can turn the functions ON and OFF using the buttons () () () ()
Anti-lock Brake System OFF

Intelligent Braking System
Probably the most frustrating of all, turn this on and it'll slow the car down for you on corners (yawn).

Intelligent Brake System
Automatic braking before a curve.

is also tailored for the hardest of players. Though you can choose to have all manner of driving assistance (see boxout) it is clear that the primary aim of the game is not so much racing to win but rather getting to grips with a car that drives like nothing you've ever experienced in a videogame. Those of you looking for some kind of namby-pamby one-car *Gran Turismo* are going to be seriously disappointed – it's reality baby (or as close as a videogame can get) because Ferrari itself had a hand in ensuring that its pride and joy was not misrepresented in any way. So, if you think you can handle 380 Bhp then you'll be in seventh heaven – otherwise, bugger off and play *Wacky Races!*



coming soon to your Dreamcast
Dreamcast
magazine
anticipation rating **Oct**

Publisher	Acclaim
Developer	Sega
Players	2
% complete	80%



summing up> The drive of your life? You bet! This game will sell faster than the real thing!

Virtua Tennis

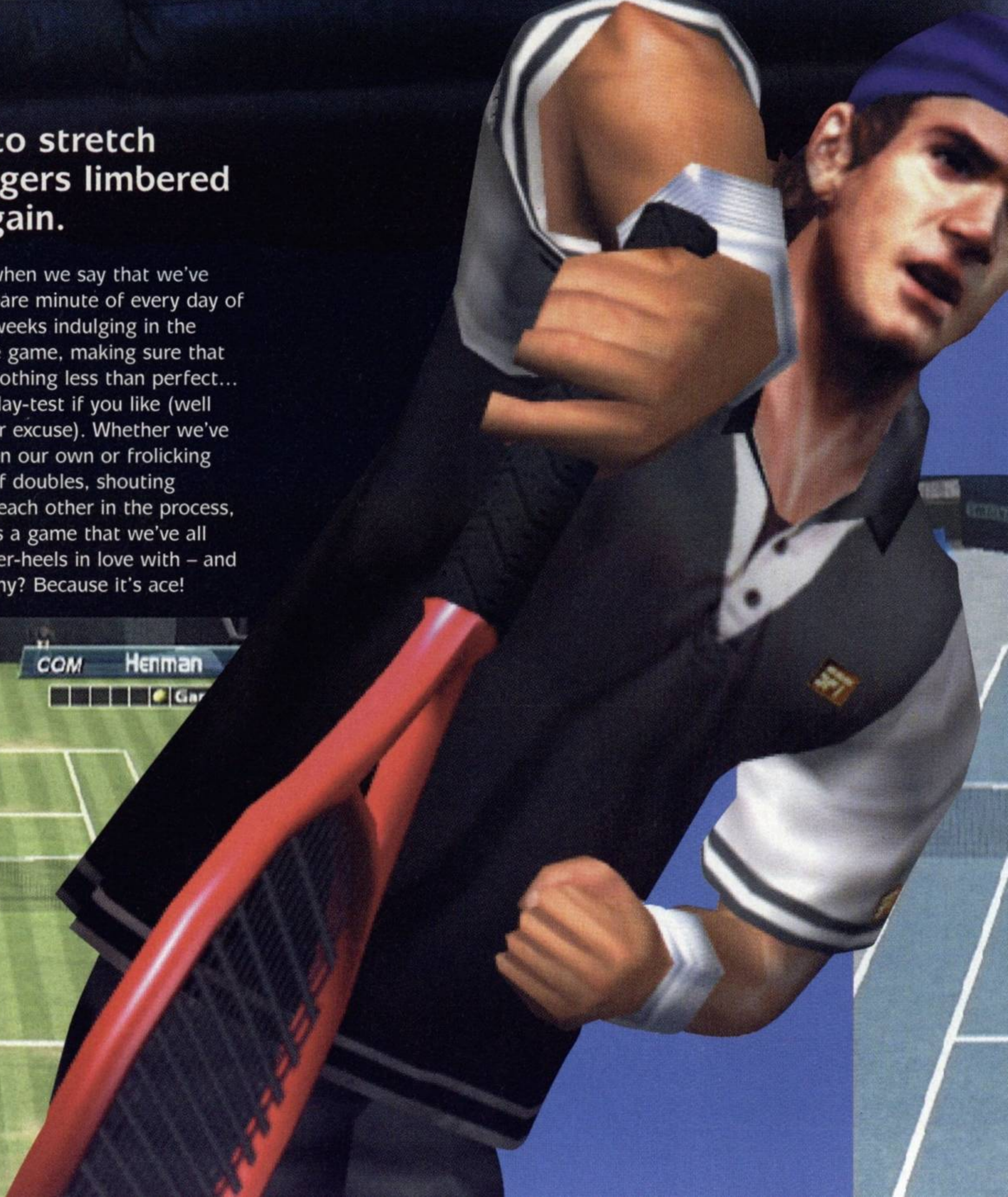
SEGA PROFESSIONAL TENNIS



Ladies and gentlemen it's time to stretch those muscles and get those fingers limbered up... Sega's gone and done it again.

It's not often that we get a game into the office that we then proceed to play for two months solid, thus stopping us from doing any real work. But for the last couple of months that's exactly the effect that *Virtua Tennis* has had on us and it's only been by locking the game in the cupboard and going through some excruciating withdrawal symptoms that we've actually been able to cobble together the last couple of issues. The sacrifices we make for you...

Believe us when we say that we've spent every spare minute of every day of the past few weeks indulging in the delights of the game, making sure that our stroke is nothing less than perfect... the ultimate play-test if you like (well that's been our excuse). Whether we've been playing on our own or frolicking with a game of doubles, shouting incessantly at each other in the process, *Virtua Tennis* is a game that we've all fallen head-over-heels in love with – and so will you. Why? Because it's ace!

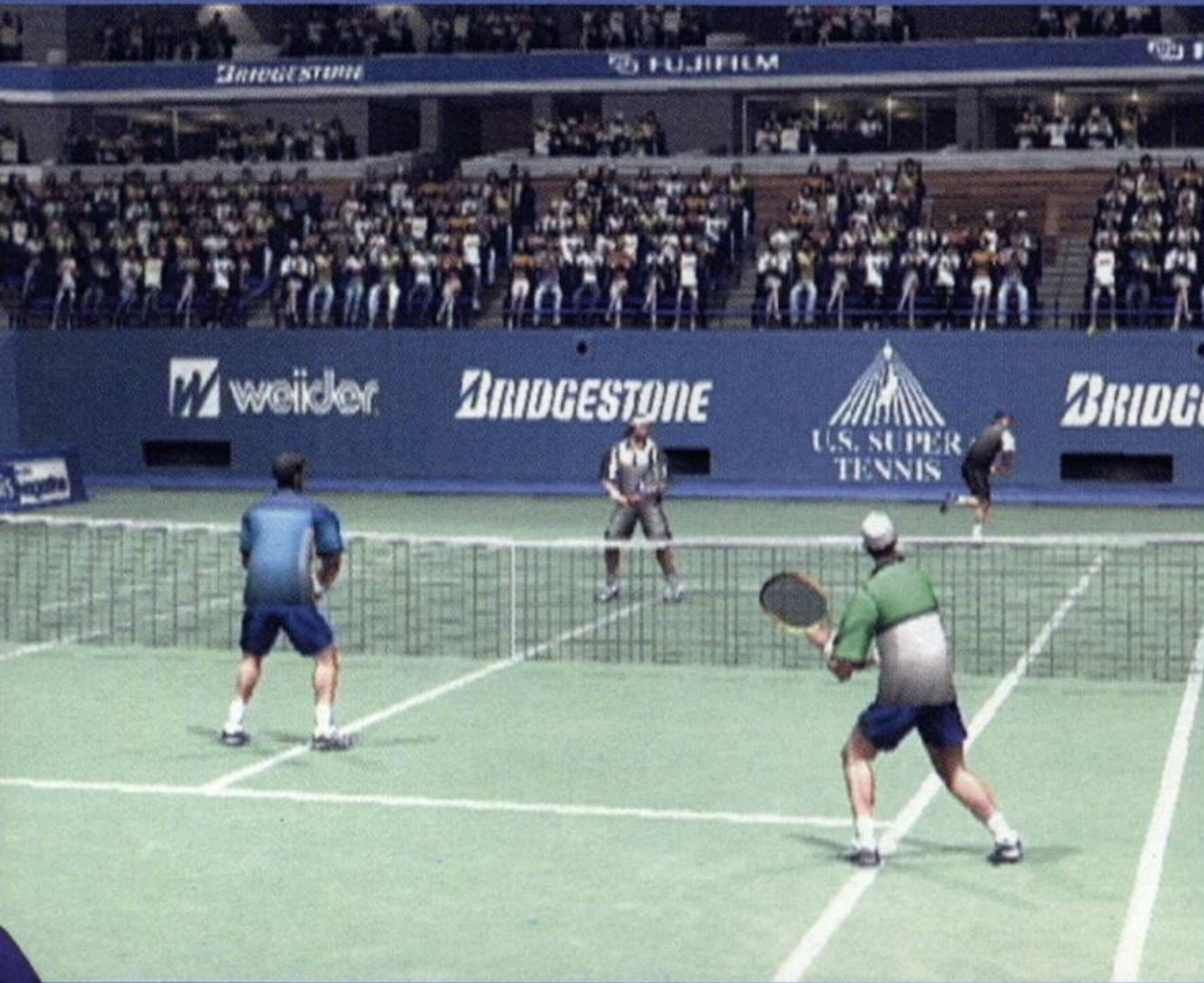


Anyone For Tennis?

Being the competitive sorts that we are, it was decided that a game like *Virtua Tennis* could only be given the proper treatment through a Wimbledon-style tournament. So that's what we did – welcome to the first ever DREAMCAST MAG tennis trials!

Seed Rankings

- 1 Alex Warren (News Ed, Dreamcast Mag)
- 2 Paul Morgan (Dep Ed, DVD Review)
- 3 Nick Trent (Designer, Dreamcast Mag)
- 4 Simon Phillips (Editor, Dreamcast Mag)
- 5 Martin Mathers (Games Ed, Dreamcast Mag)
- 6 Karen Hollocks (Sub Ed, Dreamcast Mag)
- 7 Graeme Nicholson (Editor, Play)
- 8 Claire Kressinger (Designer, Nintendo Pro)



"Virtua Tennis is a game that we've all fallen head-over-heels in love with"



FIRST ROUND

Claire Kressinger Vs Simon Phillips

The almighty Dreamcast Editor playing against... a lady? Yep, we thought it would be a bit of a whitewash too – at least, we did until Claire started kicking Simon's arse. Three quick service games later and Lips was sent back to his corner, crying like a little girl. 3-2 to Claire... hoorah!
Game, Set, Match: Kressinger



Nick Trent Vs Alex Warren

Being DREAMCAST MAG cohorts, Nick and Alex were familiar with each other's tennis style. They also knew that Nick had never beaten Alex in all the time they'd been playing *Virtua Tennis*... so why change the habit of a lifetime? Less than five minutes passed before AI came out with a 3-1 victory.
Game, Set, Match: Warren



Paul Morgan Vs Karen Hollocks

Despite having turned to the dark side of *DVD Review*, Paul still came down from his pedestal to compete against everyone's favourite sub editor. Karen managed to win her service games, but she couldn't reverse Paul's advantage of serving first – the bald-headed one managed to emerge victorious, 3-2.
Game, Set, Match: Morgan



Graeme Nicholson Vs Martin Mathers

The bitter rivalry between the PlayStation hoe and the Dreamcast bitch spilled onto the tennis court. Of course, constant digs about his past televisual exploits put Mart off... leading to a victory by the cunning Scotsman. 3-1? Cheat!
Game, Set, Match: Nicholson



SEMI-FINALS

Claire Kressinger Vs Alex Warren

Still on a high after beating Mr Phillips, Claire was ready to give AI a whipping. She managed to hold her own against our very own Greg Rusedski but in the end, AI's ball control was just too much for Claire. Oh, and he beat her at tennis as well – 3-2 to Alex.
Game, Set, Match: Warren



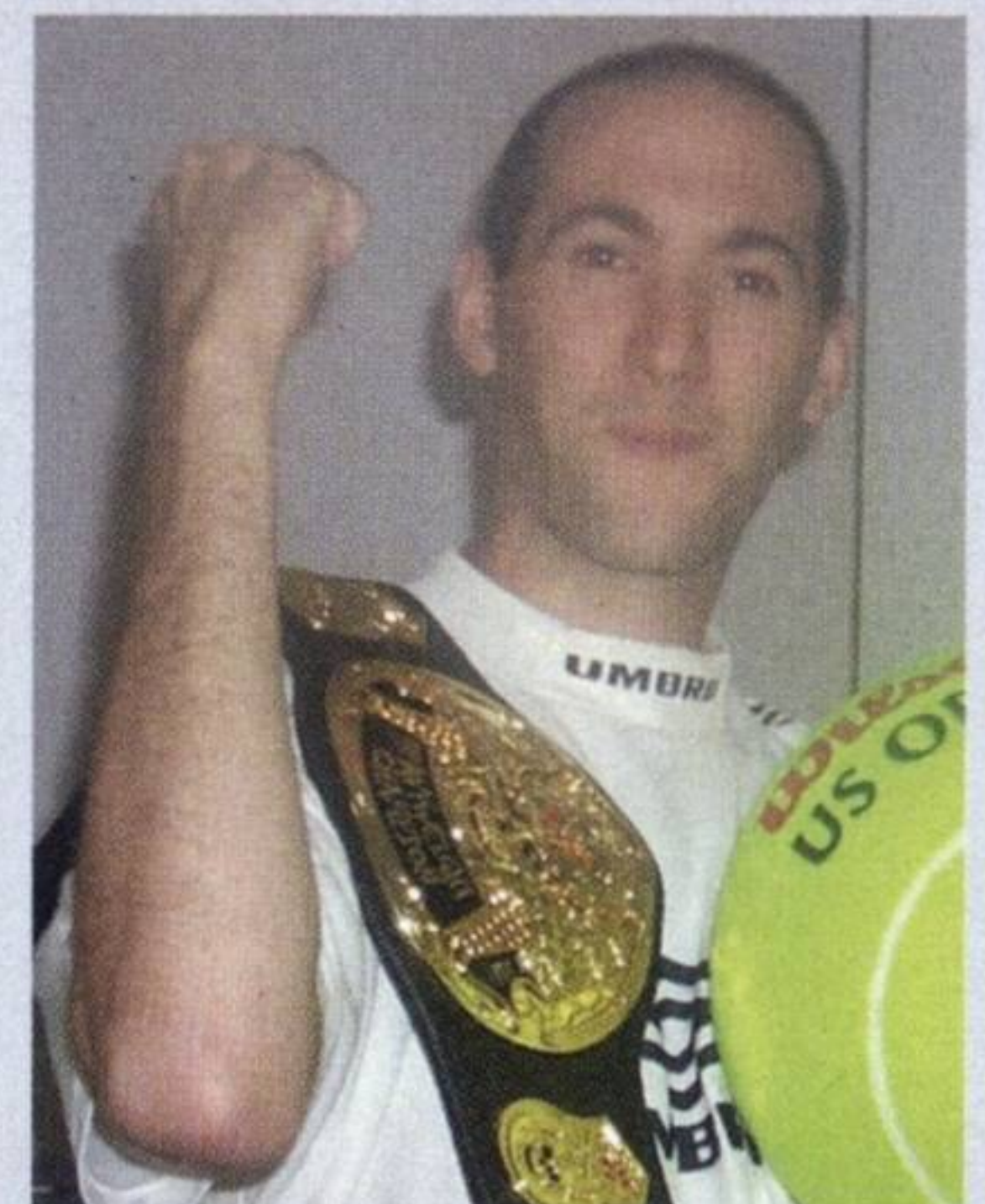
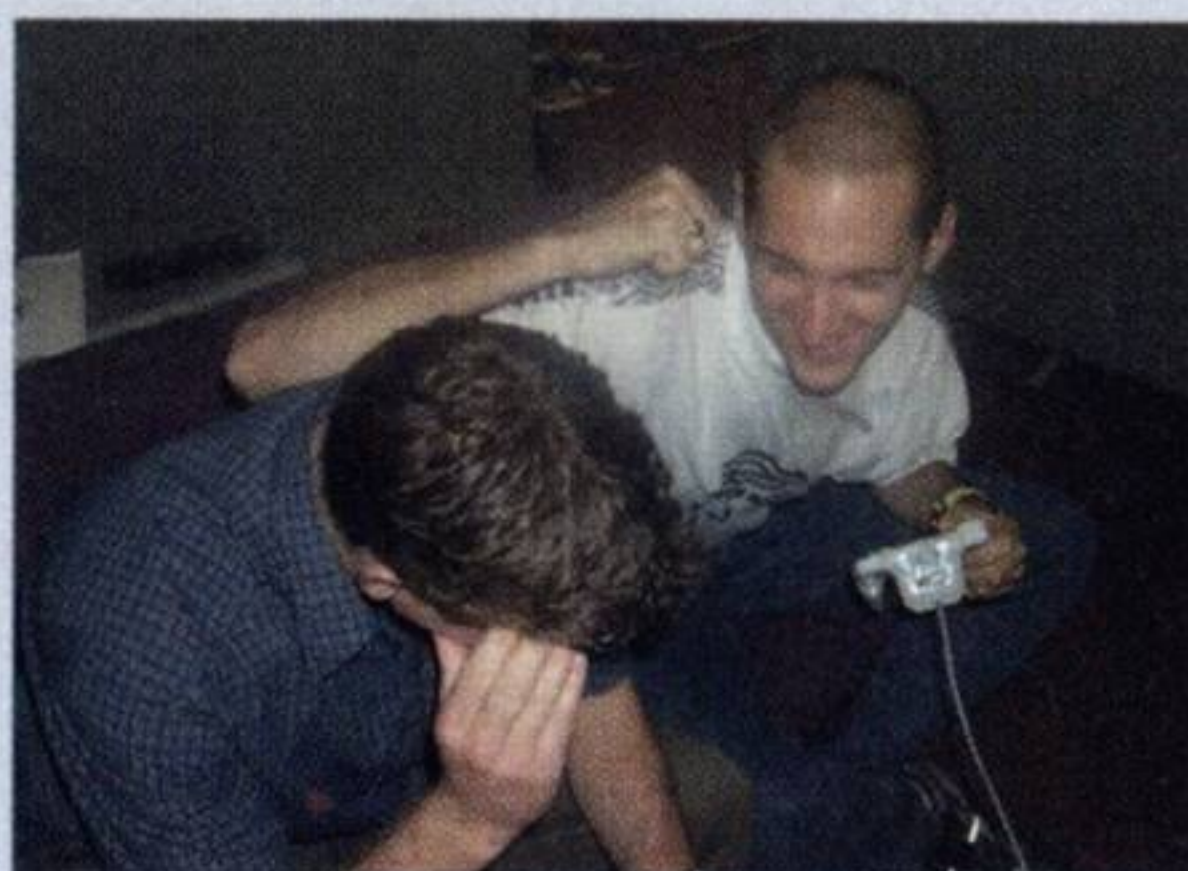
Paul Morgan Vs Graeme Nicholson

With neither player owning a Dreamcast, we expected a pretty drawn-out and boring match. Thankfully, everyone was pleasantly surprised... especially Mart, who took great pleasure in laughing heartily at Graeme's defeat. He lost 3-1... ha ha!
Game, Set, Match: Morgan



FINAL Alex Warren Vs Paul Morgan

Setting up for the grand final that everyone predicted, a 'two games clear' stipulation was added to ensure that only the best player won. The score went back and forth for some time, with Alex leading the way... until, at 6-6, Mr Morgan managed to sneak through and take the match 8-6. He da man!
New Heavyweight Virtua Tennis Champion: Morgan



continued >



Virtua Tennis

SEGA PROFESSIONAL TENNIS

essential information >

Virtua Tennis



Publisher Sega
Developer In-house
Origin Japan
Price £39.99
Genre Sports
Release September



four players vibration pack

After stonking success in arcades throughout the world, Sega finally serves up Virtua Tennis for Dreamcast owners in the UK...

Not content with the thuggish brutality of rugby, the tedious game of cricket or the sublime sport of football, a league of gentlemen decided that they would combine the traits of power, skill and grace into one – and the game of tennis was born.

Never one to shy away from a challenge, Sega introduced *Virtua Tennis* into British arcades at the turn of the millennium after great success overseas. Since then it has become one of its biggest sporting attractions – even outperforming the likes of *Virtua Striker*. Its ascendancy is undoubtedly

due to its arcade flavour, which also contains just enough simulation texture for that hit of realism. Sparking frequent outbursts of lunchtime competition, the DC team soon realised that *Virtua Tennis* had the foundations of the best sporting game ever.

15-Love

As soon as you sit down with your strawberries and ice cream you're instantly wooed by the game's opening sequence. Reminiscent of match day scenes from Wimbledon, the two competitors receive a rapturous applause

as they step out onto centre court. Visually flawless, the players whip out their rackets and loosen up their muscles before proceeding onto the court. A deep breath and several gasps later and you're ready to begin.

Naturally a perfect conversion from the arcade (what else would you expect?) this is not quite enough for Sega. Nope. In order to keep its loyal legion of fans... loyal, a few game enhancements have been implemented. The World Circuit mode, for example, enables you to play in a number of arenas, against several opponents, and to learn from various training programs, all of which help to turn you from chump to champ. Another splendid inclusion is that you and three friends can compete in a doubles match in both the Arcade and Exhibition modes.

visual memory

VM Information

Save position	Y
Logo during play	Y
Mini-game	Y

Mimics the main game with matchstick characters.



[1] The doubles aspect of Virtua Tennis will guarantee a full life for all. [2] As the players enter the court, they decide who serves through the ancient tradition of tossing... a coin. [3] The graphics and scenery are truly a marvel to behold.



awesome moment

One of the most rewarding moments is a close fought rally against a friend.



Yet there is more to *Virtua Tennis* than meets the eye. In addition to the eight internationally ranked players initially available, there are five tennis arenas to begin with, along with hidden players and secret arenas that are unlocked as you complete the various training games and matches that the single player path leads too. To help you accomplish this, several shops are scattered across the globe where new strings, drinks, clothes and even doubles partners can be bought. This is the key to a long and prosperous life.

30-Love

Inevitably the visuals of any game released on these next-generation consoles are scrutinised, particularly when the game in question appeared in such stunning form in the arcade release. Thankfully, true to the recent form of Sega, *Virtua Tennis* not only turns the heads of the most pessimistic of gamers, but also proceeds to rotate them 720°!

Rarely has a sports game attracted so much attention within the DC office – a quantity that even surpasses the late, great *Soul Calibur*. But the graphics are merely the icing on a very tasty cake, and as the saying goes, 'The clothes

“VT not only turns the heads of the most pessimistic of gamers, but rotates them 720 degrees”

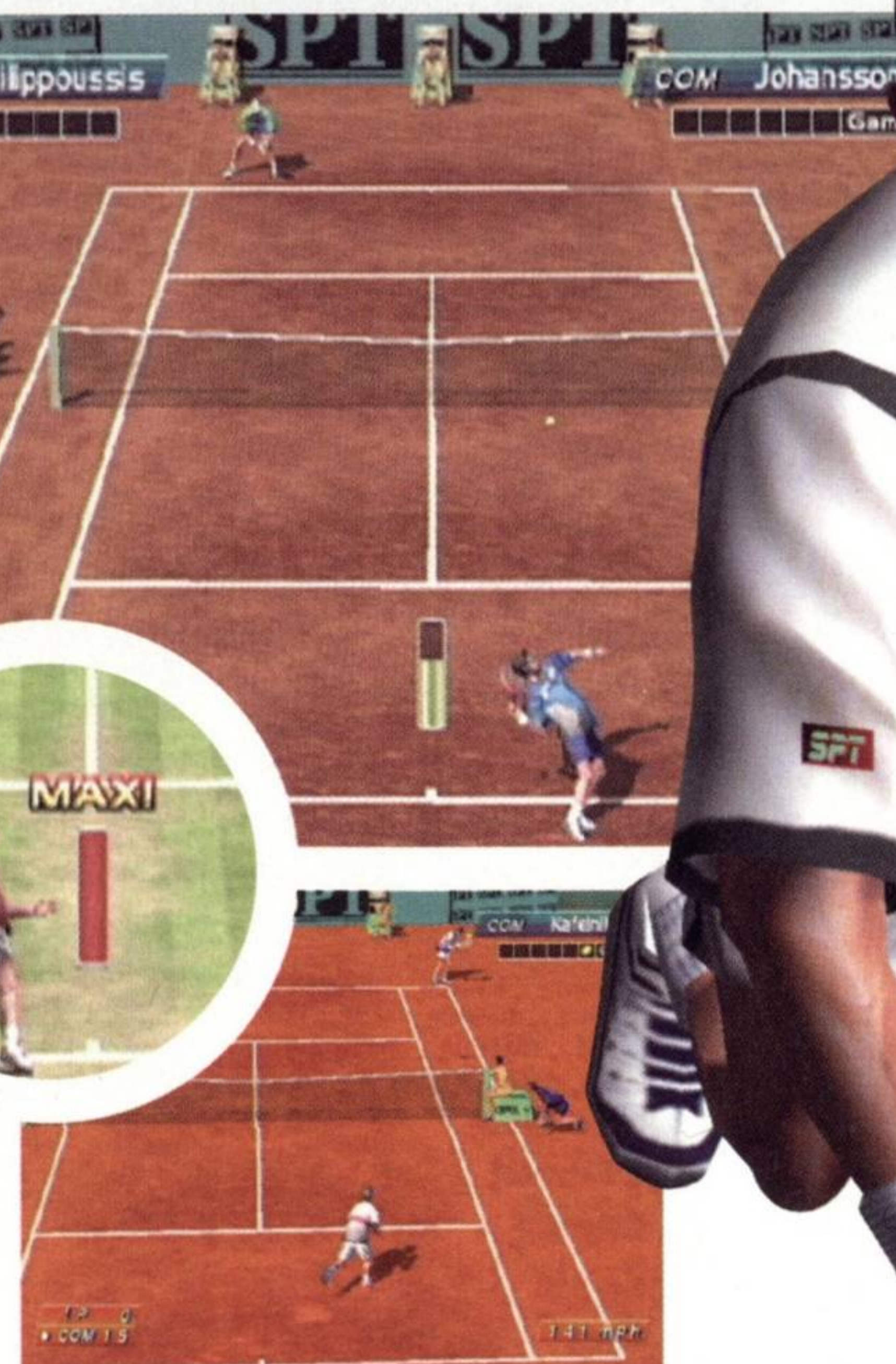
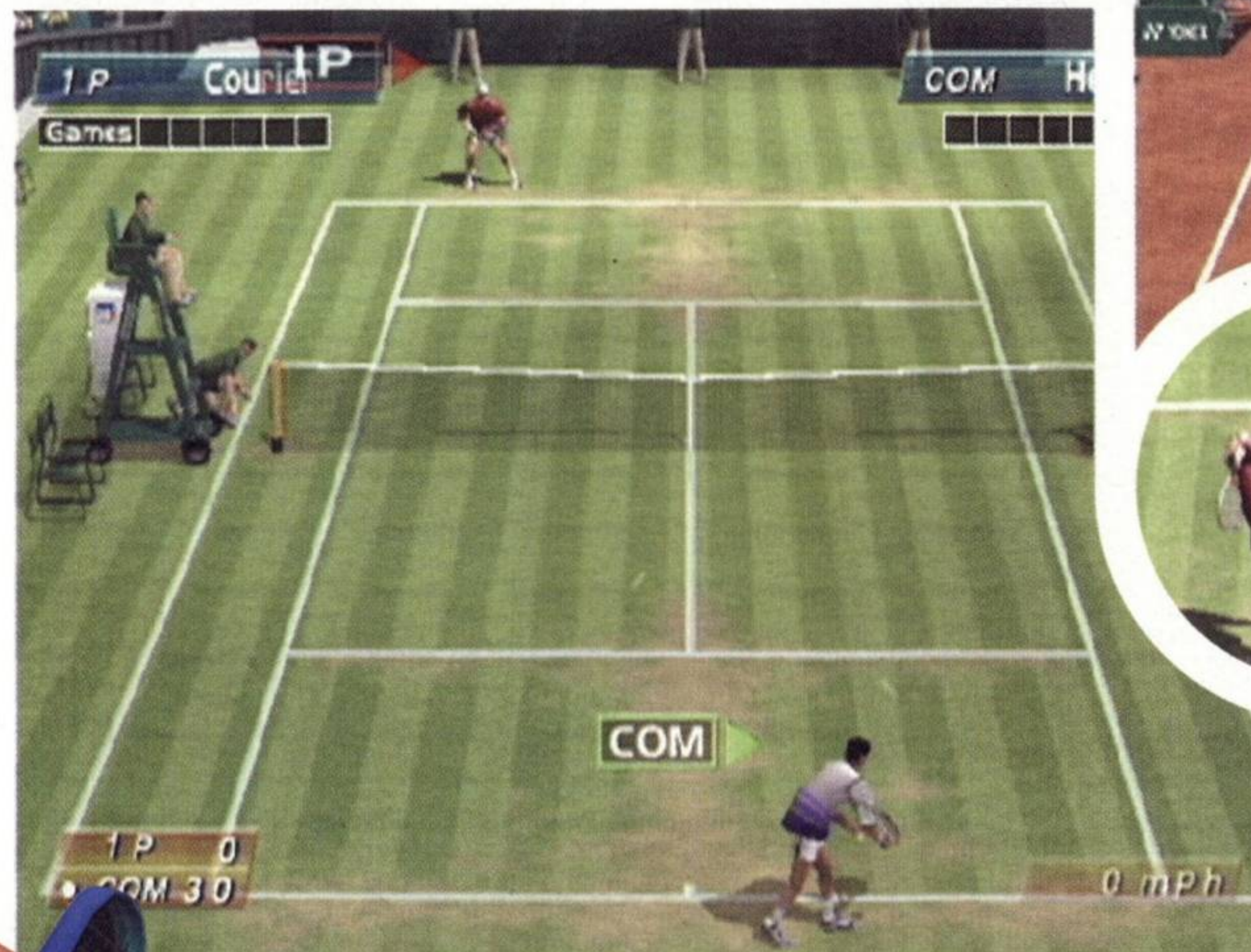
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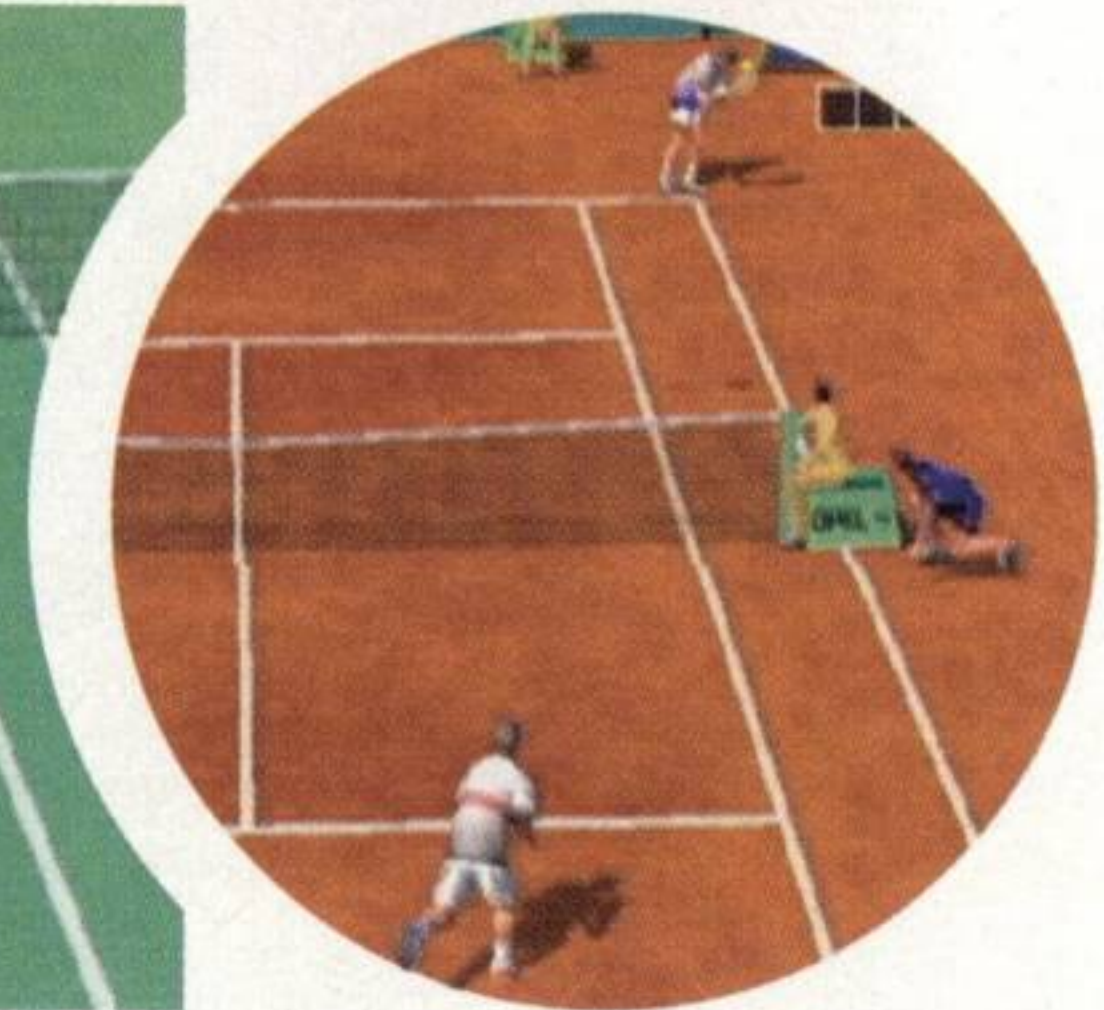
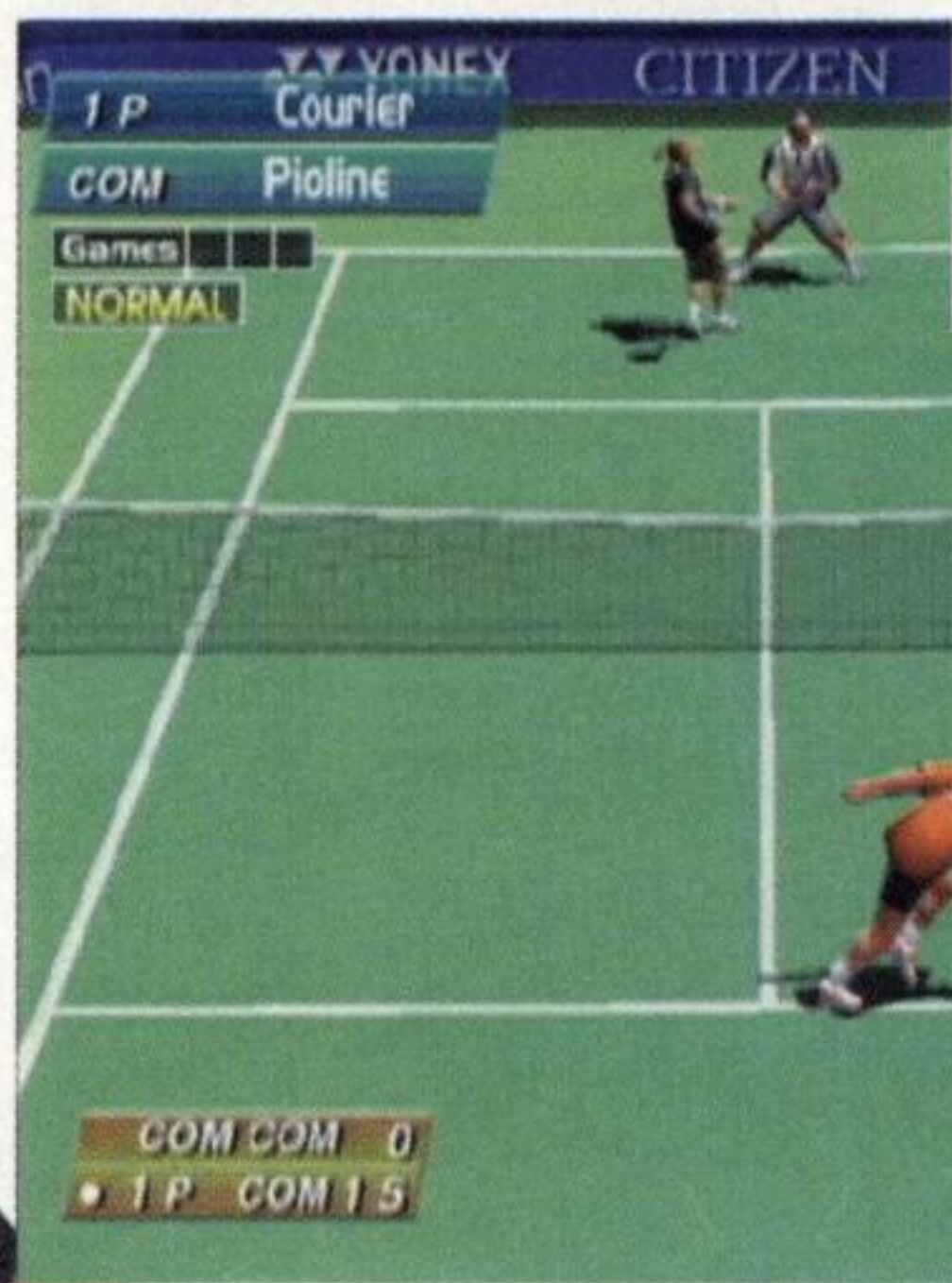
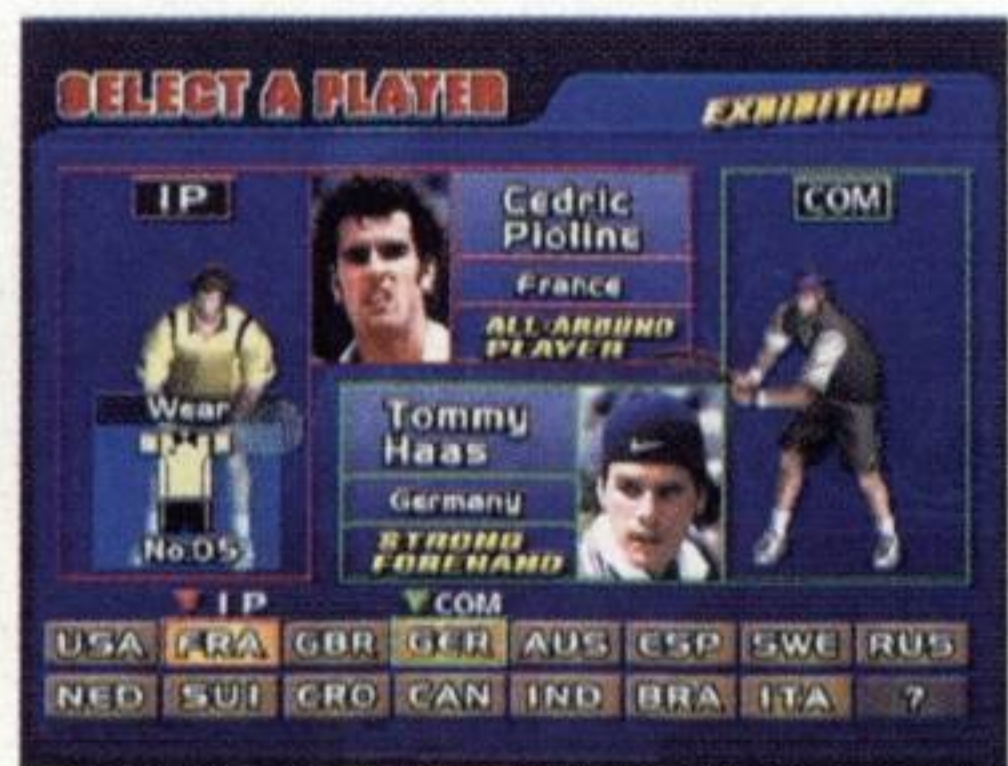
Extra information >

- > Sampras collected a record 13th Grand Slam trophy at Wimbledon.
- > The omitted presence of female tennis players is not a blessing in disguise.
- > Hidden players and tennis arenas are opened up by winning in the World Circuit mode.
- > The first Wimbledon championships were held in 1877.

Stars Of The Show

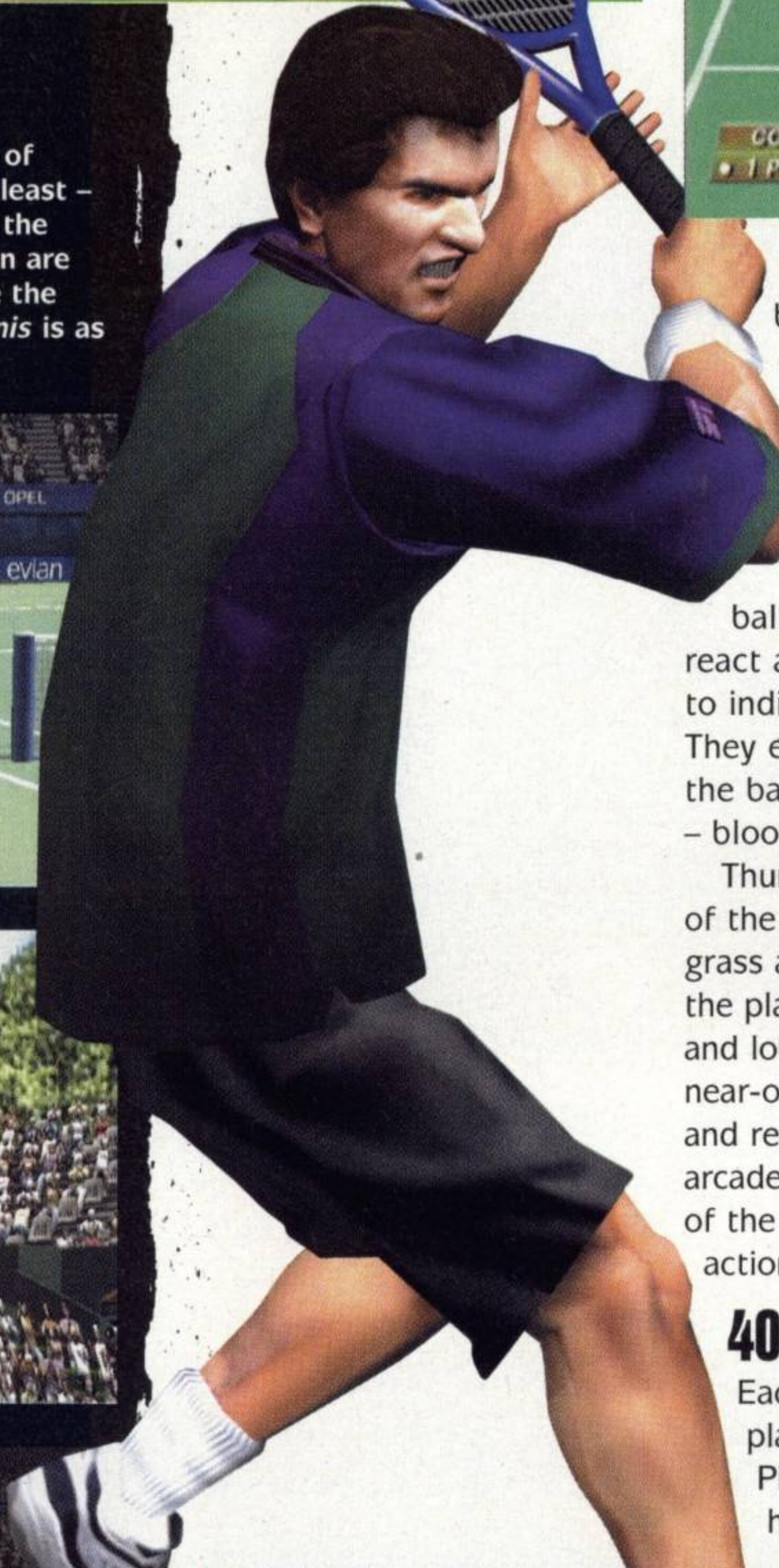
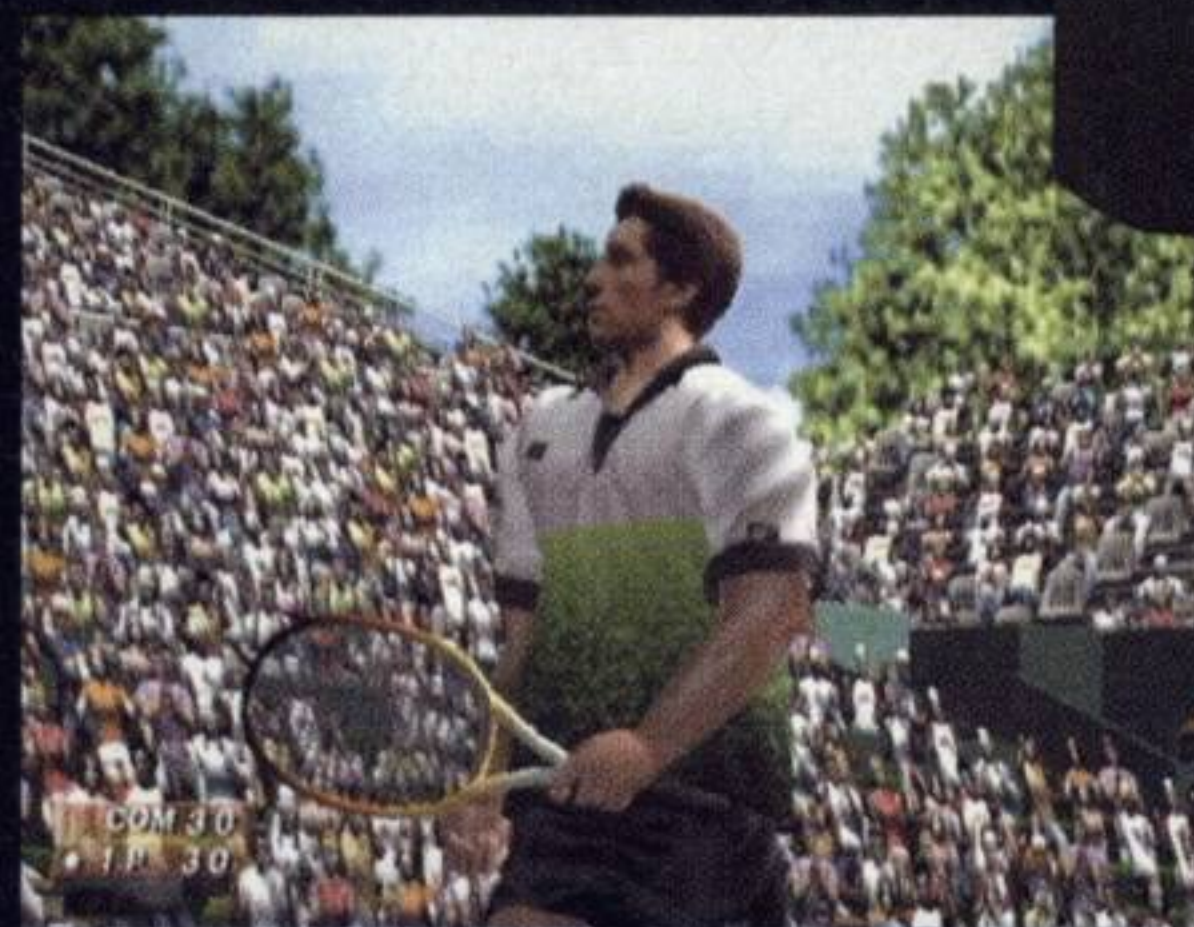
> *Virtua Tennis* features eight internationally ranked tennis players from across the globe. These guys are amongst the best in the world. English starlet Tim Henman is included within the official batch, yet tennis favourites Sampras, Agassi and Rafter are strangely missing.





Virtua-ly Real!

> Ignoring *Virtua Tennis*' multitude of stunning traits – for this boxout at least – the visual detail of the players and the environments they're battling within are simply breathtaking. Long gone are the days of block graphics – *Virtua Tennis* is as smooth as a Dreamcast's bottom!



don't make the man'. Hidden behind the glamour and glitzy coating of the graphics lies a voyeuristic eye for detail. The players, their surroundings and the objects within all contribute to a realistic atmosphere that is guaranteed to thrill. Spectators, ball boys, linesmen and the umpire all react according to the action, pointing to indicate if the ball is 'Out' or 'Net'. They even move to avoid being hit by the ball should it head in their direction – bloody marvellous!

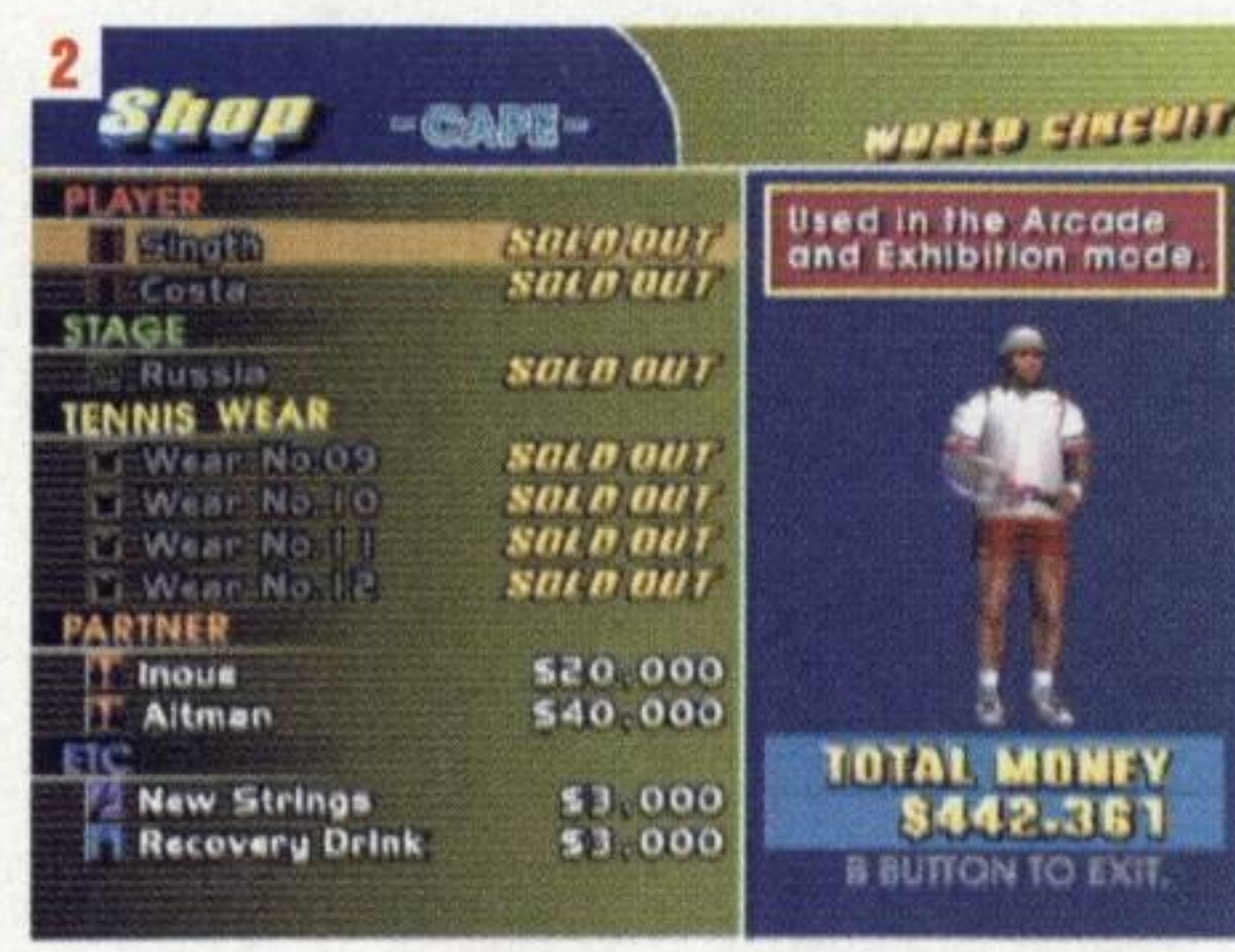
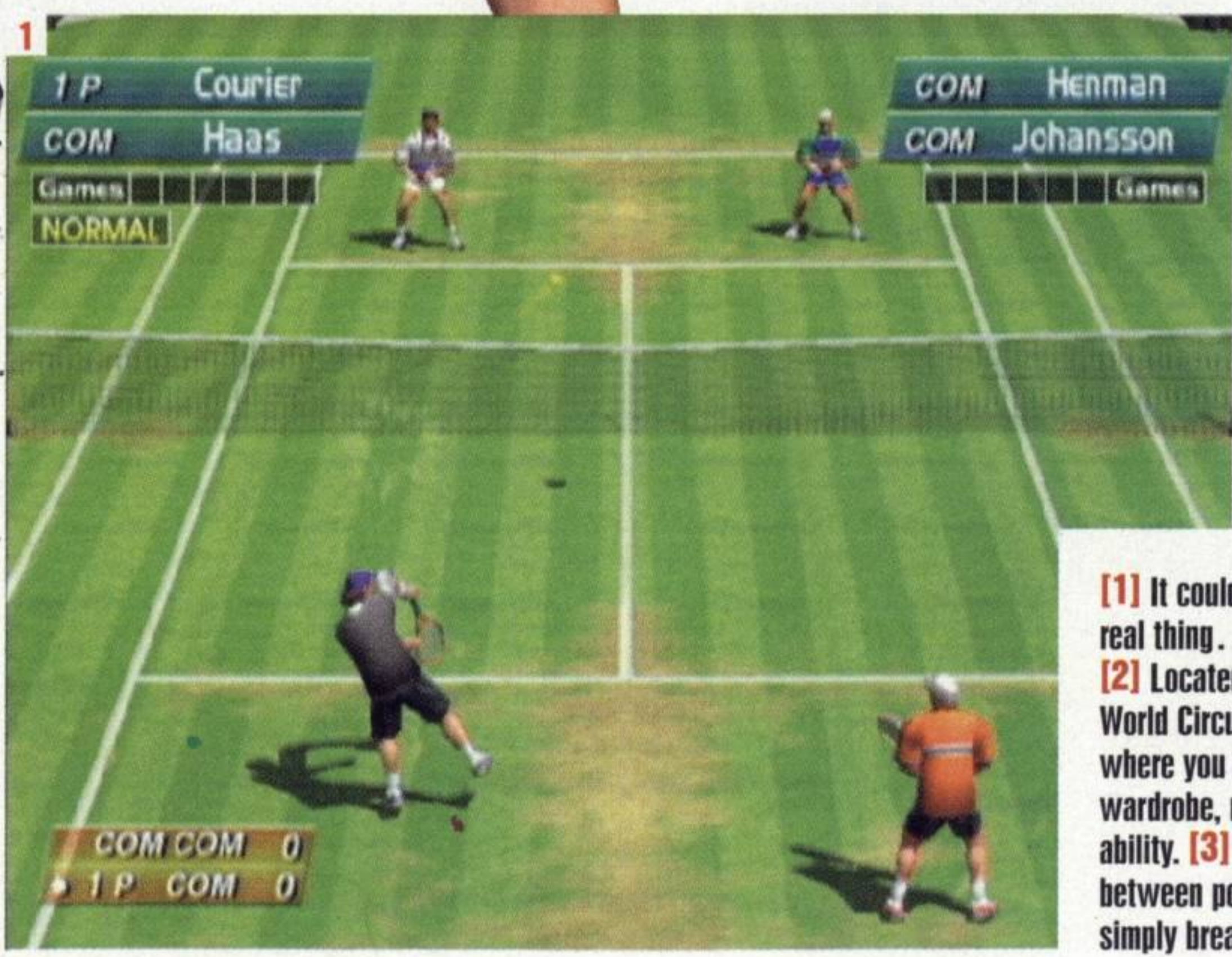
Thundering across the various surfaces of the courts – which include hard, clay, grass and even carpet – the sounds of the players as they return, smash, volley and lob their opponent's shots provide a near-orchestral explosion of excitement and realism that is rare to find in many arcade conversions. The smooth strokes of the forehands and fluidity of the actions and reactions is second to none.

40-Love

Each of the eight real-life tennis players, whether it be Courier, Pioline, Henman, or Philippoussis, has various strengths and

weaknesses that will – not might, or perhaps, but will – come into play during the course of a match. Adjusting your tactics during an ongoing rally (for those unfamiliar with the term 'rally', it refers to the two players returning each other's shot as they contest for a single point) or changing your serving technique becomes essential if you wish to progress further in the game. But more importantly, you might want to wipe that smug grin off your soon to be ex-friend's face!

Thanks to the simple controls of the game, beginners and said 'smug' experts can utilise its pick-up-and-play value to full effect. First thing in the morning, or last thing at night, there is never a bad time to play. Unfortunately, *Virtua Tennis* suffers because of its arcade origins. This means that you can only play the one set in any competition or match, and that set will inevitably end in a Tie Break should both players reach six games apiece. With the exclusion of tournaments such as the Davis Cup, Wimbledon or their custom equivalents, this draws unnecessary criticism that could have been avoided – surely this isn't too much to ask Sega? And although a curious selection of real

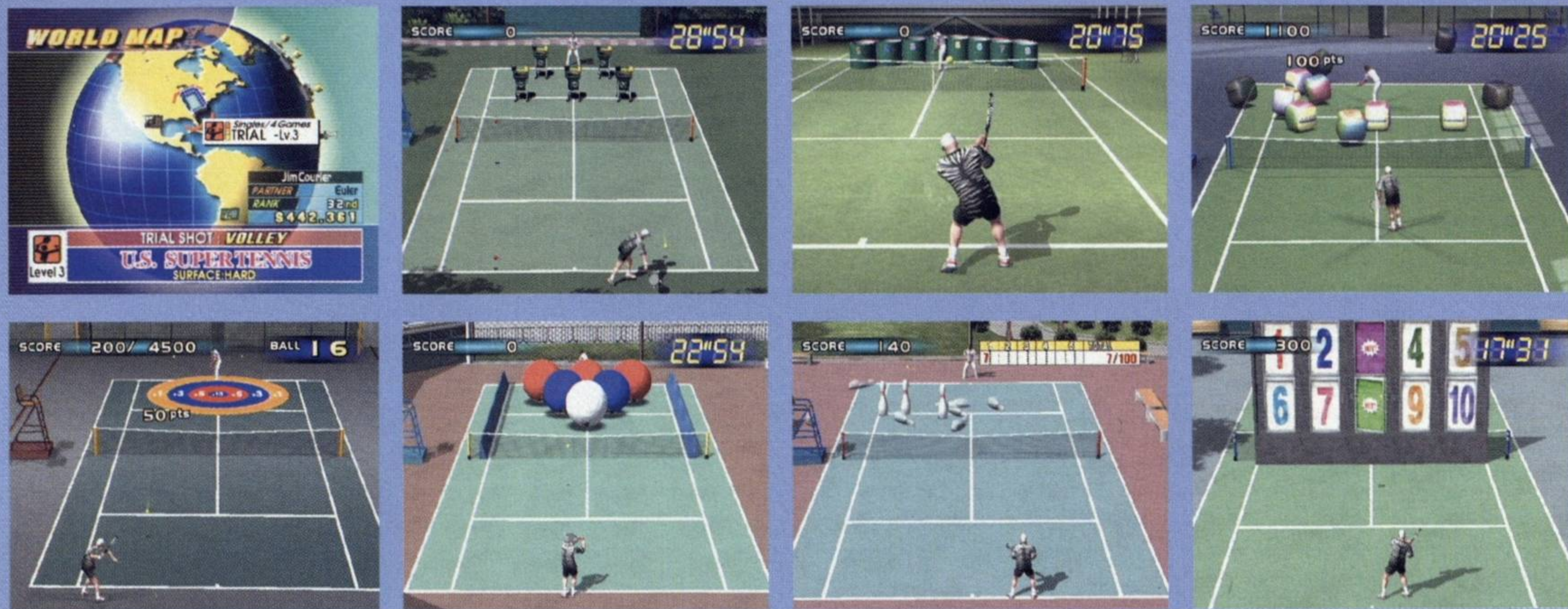


[1] It could almost be the real thing... almost!
 [2] Located within the World Circuit, the shop is where you can build up your wardrobe, not to mention ability.
 [3] The animation between points is quite simply breathtaking!



Crazy Training...

> During the World Circuit you're required to complete training levels that have been designed to test the varying aspects of tennis needed to become the world's best. Win them and you'll get loadsa money to buy new kit, players and courts.



players are included, the lack of an official licence means that the arenas have general names, such as 'The Old English Championships'.

Game, Set & Match

Many of you will look upon *Virtua Tennis* with an air of both scepticism and admiration for what Sega has accomplished graphically. But tiny cracks in its overall package might deter the odd potential customer or two, the most obvious being the shocking, if not sexist ignorance that finds no female tennis players in the game. Sega could surely have slapped a Kournakova look-alike in, and had her flashing her hiny when serving – that would have guaranteed a few sales for sure – and the presence of the ladies might have attracted the glamour girl gamers out there – female stars for them to associate with.

However, *Virtua Tennis* is – and as soon as you see the screenshots, you're bound to agree – the best tennis game to ever appear on any console, and one of the best sports sims available today, or indeed yesterday! Buy it, you owe it to yourself.

Paul Morgan

“Hidden behind the glamour and glitzy coating of the graphics lies a voyeuristic eye for detail”



2nd opinion

> What more can we say? We love this game and I mean *really* love it. Sega has aced us all with this and it is surely one of the greatest games ever made. Not only does *Virtua Tennis* look amazing, it also has some of the best ball play you're gonna find outside of the bedroom. Incredible isn't high enough praise for a title that is surely destined to become yet another 'must-have' game on the Dreamcast – live without it at your peril.
Alex Warren

Dreamcast magazine

2nd opinion

IN	OUT
+ Stunning visuals	- No women
+ Amazing gameplay	- Limited one set matches
+ Super-realistic players	- NO WOMEN!

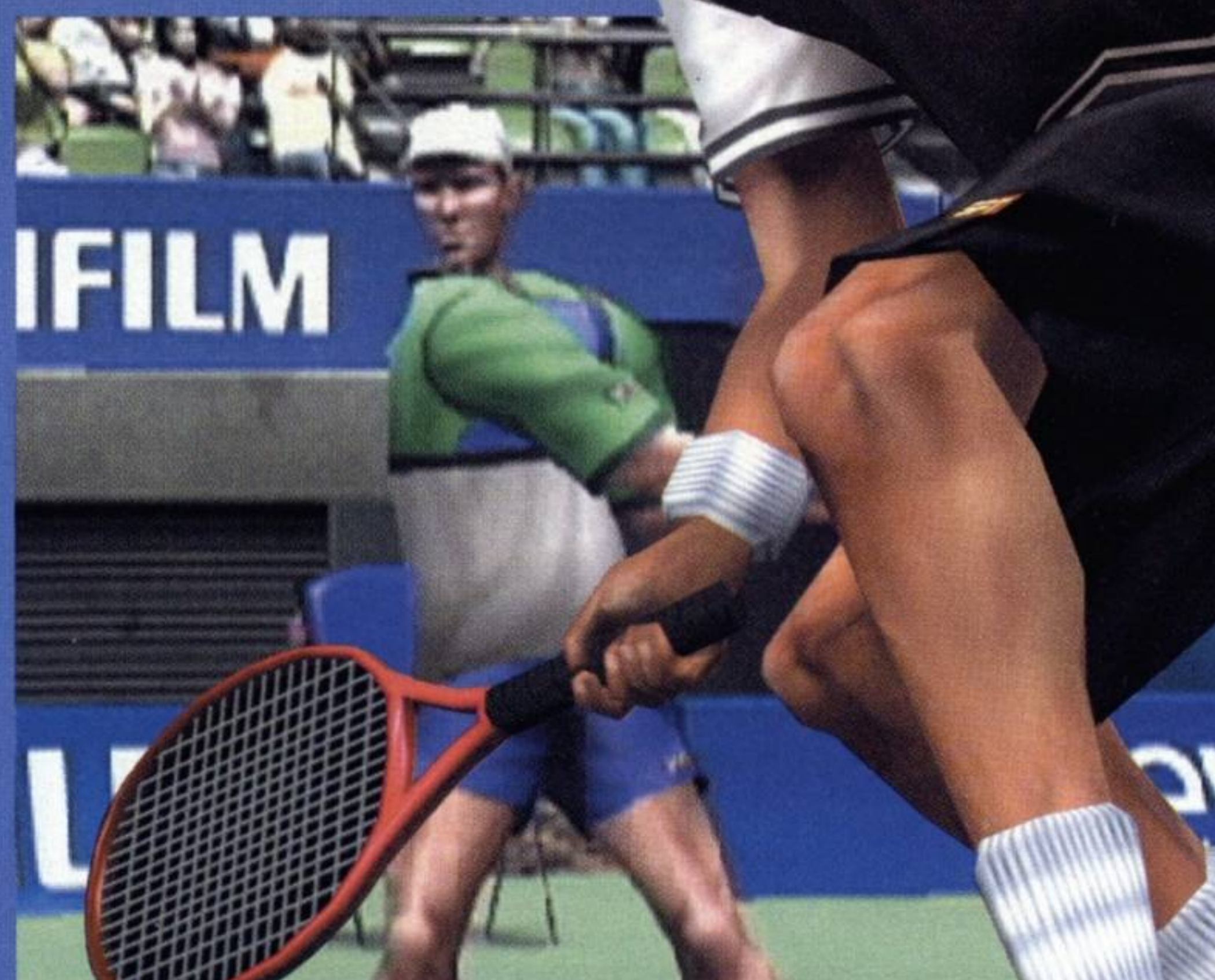
VISUALS	98%
SOUNDS	91%
GAMEPLAY	94%
VALUE	94%

DM Rating 94%

summing up
> An exceptional piece of programming that justifies the purchase of a Dreamcast, and will help Sega in the long battle ahead against Sony and the PlayStation2.

alternatively >

- > SWWS 2000: Euro Edition
- > NBA Showtime: NBA Vs NBC



SILENT SCOPE



With Silent Scope Dreamcast-bound later this year we thought it was about time that we checked out what all the fuss is about.

When Konami announced that it would be bringing its smash arcade game *Silent Scope* to Dreamcast, the sound of celebration could be heard the world around. Having already spawned an arcade sequel, *Silent Scope 2*, due to its unprecedented success, the game is undoubtedly one of the most popular arcade shooters residing in arcades around the globe. But *Silent Scope* isn't your regular arcade shooter like the zombie-maiming antics of *The House Of The Dead 2* or even the cop shoot cop action of *Virtua Cop 2*. Instead it opts for more of a simulation-styled and tactical approach to the target matter. 'Yawn, yawn', you might well think, but you'd be wrong because this is one fine and utterly addictive game that you just have to play. Put away your semi-automatics and mini-uzis – it's time to dust down the old rifle and get sniping.

American film. The story takes place a year after the US government has removed a tyrannical and evil dictator from power in a remote nation and installed democracy as part of their peace-keeping plans. But guess what? He wants revenge. As a result, a terrorist group going by the name of 'Dreaded Allied Sons for the Reinstatement and the Freedom of their Dictator' don't appreciate the US governments actions, making it payback time. Their plan? To kidnap the President and his family. To aid their devious plans, the terrorists have recruited three of the most feared and wanted men in the world: Scorpion the Butcher, Cobra the Iron Man and Hornet the Sniper. Nasty!

Simply Sniper

The premise for the game is so simple that it could almost have been taken straight from the plot of a trashy





Shooting Range

> The Shooting Range will test your sniper skills to the limit as you have to take out 46 targets in 150 seconds (default). You have to shoot still targets, moving targets and water melons amongst other things in this challenge.



When the game kicks in, the kidnapping has already successfully taken place and the only question remaining is how to deal with the situation... which is where you, playing the part of ex-Marine Corps Sharpshooter Bryce Estes, come in to save the day. Nothing could be simpler... or could it?

Shoot & Destroy

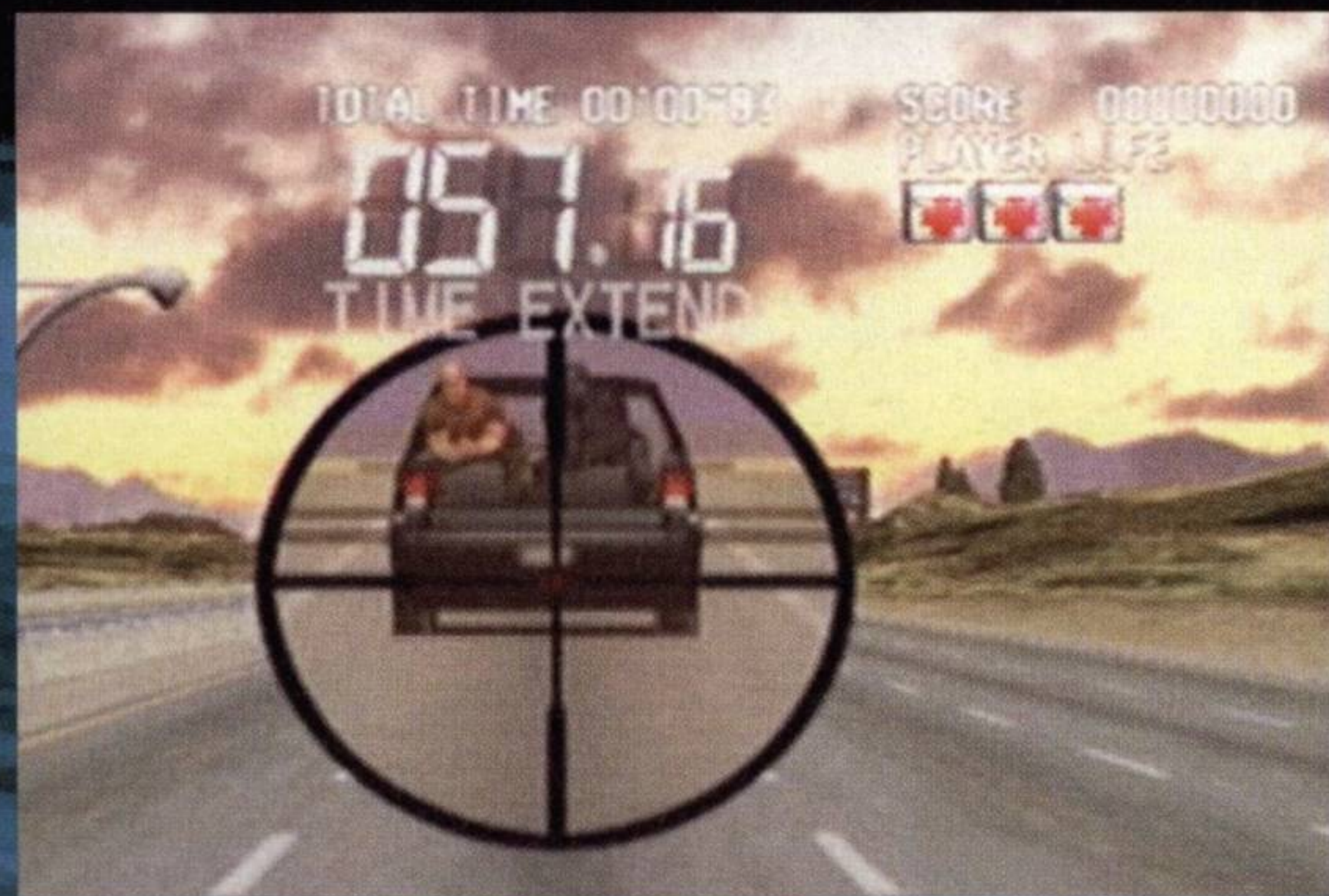
The game offers three modes of play – Story, Shooting Range and Time Attack – all of which hold their own appeal and challenges. Predictably, the Story mode follows the story as you go about the task of rescuing the President and his family, while the Shooting Range and Time Attack options are more like training modes which allow you to hone your skills to perfection, getting ready for that elusive big job which waits around the corner. Once you've got your trigger finger warmed up on the training modes, it's time to take on the big boys and go to the rescue of the President and his family... if you think you can handle the pressure.

The Story mode kicks off downtown where you must take out a number of foot soldiers on top of various

skyscrapers. Once you've completed this section you'll then have several different choices of where to go and which member of the President's family to rescue next. These stages include a 'Tower Battle', 'Air Battle' where you have to shoot down a plane and a 'Stadium' challenge where you have to save the President's daughter from a crowded American football stadium – which is a tricky business. Depending on which route you choose to take, the next stage will engage you in a car chase/battle of sorts which is pretty damn tough. Eventually you'll reach the final stage, a secret base which you must infiltrate to rescue the President. And it sure ain't easy. The base is guarded more tightly than a pair of nun's knickers, with more bosses than you'd care to meet on a dark night. But hey, it's great fun to play.

Rifling Around

Graphically, the game looks stunning, with some incredible-looking scenery, and this combined with some thrilling gameplay makes *Silent Scope* a real pleasure to play for hours on end. However these are the least of the game's attributes as the real beauty of

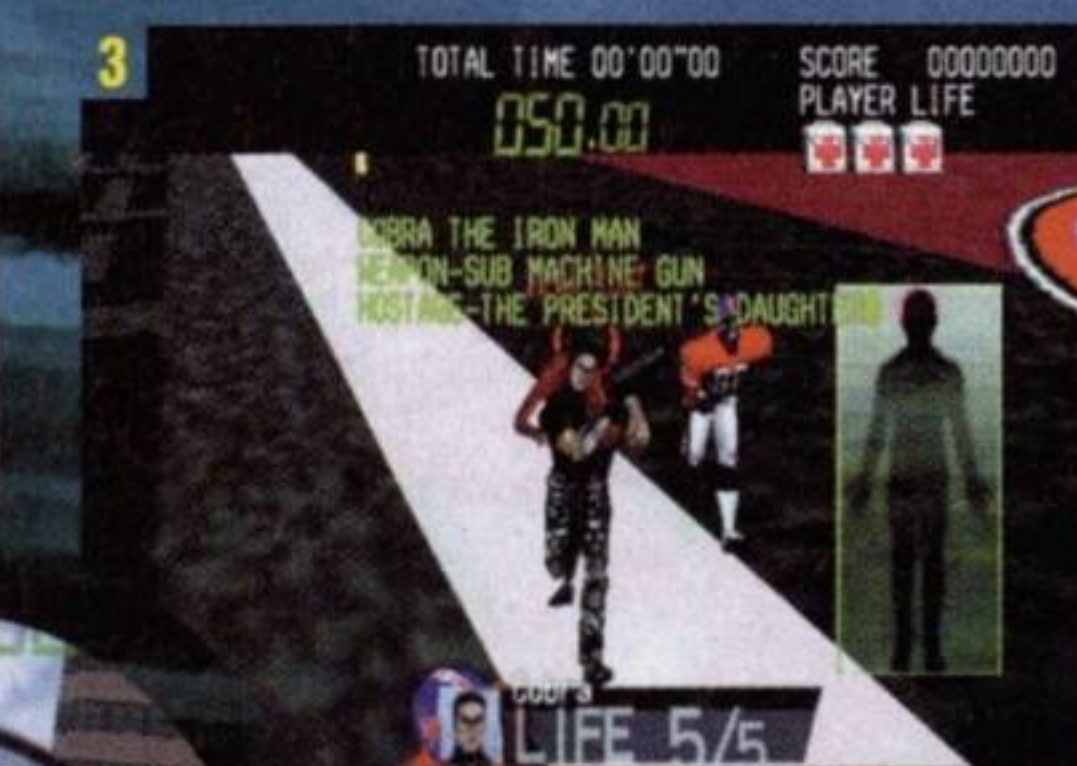


Time Attack

> There are three difficulty levels in the Time Attack mode, 'Hard', 'Medium' and 'Easy', each with different objectives. In Easy you must provide back-up for the cops against the terrorists and take out the enemy snipers. In the Medium setting you must rescue the President's daughter from the football stadium while the Hard setting has you playing through the final stage of the Story mode.



“It's time to dust down the old rifle and get sniping”



[1] The American football field is a damn hard place to pick off the enemy with so many bystanders in the way.
 [2] Shooting moving targets like the helicopters and planes sure ain't easy.
 [3] Cobra is one hard terrorist to kill.
 [4] With your night goggles on shooting in the dark is so much easier.

continued >



Tools Of The Trade

> The rifle used in the game is an exact replica of the semi-automatic PSG-1 used by snipers around the world and is one of the most accurate weapons going.

Calibre 7.62x51mm NATO
 Length 120.8 cm
 Barrel 650 mm
 Scope Hendsoldt 6x42
 Weight 17.81 lbs
 Shots in Chamber 5



[1] The jump harrier is far from easy to shoot down. [2] In the arcade version there's a cheat which creates a sight in the top right corner so you don't have to use the gun. [3] You know you're in danger when two terrorists are pointing guns straight at your head.

Silent Scope lies with the mounted sniper rifle (a replica PSG-1) which you must use to do the dirty business of gunning down the terrorists. Sweet.

Just like a good racing game gives the driver a real feel for the game, the sniper rifle is what makes *Silent Scope* such a great game to play as it allows you to totally immerse yourself and interact with game. Reality is the key to the game's appeal and this is exactly what the rifle offers. You don't have to use the gun's sights to home into the enemy (there's another sight in the top left corner) but it certainly adds to the tension and ambience of the game. How good the Dreamcast version will be without the rifle remains to be seen but Konami has reportedly come up with a satisfying controller interface that should help recreate the atmosphere of the arcade. So if you fancy a taster of things to come you'd better get your ass down your local Sega Park and get practicing!

Super Sharp Shooters

Not convinced about the credibility of *Silent Scope* coming to Dreamcast? Then just ask our super-sharp shooters what they thought of the game.

Alex Riley

Age: 15

Occupation: Student

Thoughts On *Silent Scope*:

It's a really good concept and the fact that it's so different to all the other shooting games gives it more appeal. It is quite hard though but at the same time totally addictive. I'm not sure how good it will be on Dreamcast without the gun so it'll depend on the control system.



Rob Fone

Age: 21

Occupation: Internet Service Manager

Thoughts On *Silent Scope*:

I really like the idea of the game as shooters are my favourite type of game. It takes a while to get used to but once you get the hang of it it's definitely good fun to play. I think you'd lose a lot without the gun on a home version so I'm not sure how good the Dreamcast version would be.



Chris Doran

Age: 15

Occupation: Student

Thoughts On *Silent Scope*:

I like the idea of the game and together with the sniper gun I think it works really well. I don't think it will be half as good on the Dreamcast because without the gun you would lose the whole effect of the game.



Liz Carroll

Age: 25

Occupation: Teacher

Thoughts On *Silent Scope*:

It's surprisingly good fun to play but you need decent hand/eye co-ordination to be any good. It's really realistic too which is a bonus. Definitely a winner.



James Warren

Age: 25

Occupation: Teacher

Thoughts On *Silent Scope*:

It's quite difficult but it looks and plays really well with some nice touches like the women in bikinis sunbathing on top of the buildings! I don't think it'll work very well on Dreamcast without the sniper gun though.



Stephanie Gschwind

Age: 20

Occupation: Student

Thoughts On *Silent Scope*:

It's certainly different to all the other shooting games and it takes a while to get used to the gun. Once you do get used to it it's good fun to play and is very realistic too.



“Reality is the key to the game's appeal and this is exactly what the rifle offers”



Check Out The Ladies!

> One of the best things about the game is the way in which you earn extra lives – by checking out the ladies! Various women are located around the scenes and if you zoom in on them you'll earn yourself an extra life! There's one on the roof of the skyscrapers in the first stage and it's worth checking out the cheerleaders at the football stadium too.

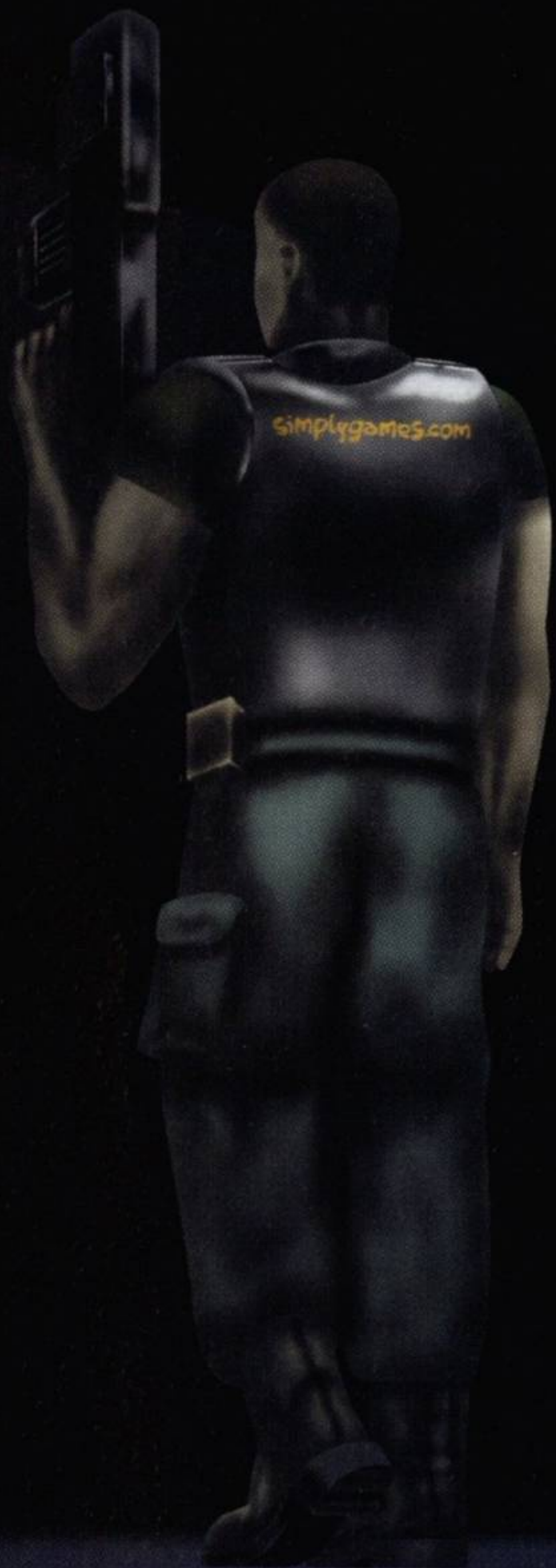


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the team

Guide to Dreamcast gaming

Hidden & Dangerous

52 Hardcore stealth action dressed up in WWII garb!



UK Reviews

AeroWings 2

56 Check out the bogeys. They take your breath away...

F1 World Grand Prix 2

58 Go, go, go! We give Video Systems' racer another test-drive...



Maken X

62 It wasn't me, the sword made me do it... honest!

Plasma Sword

64 More swordplay in yet another beat-'em-up!

Deep Fighter

66 Ubi Soft plunges the depths with this sea-dwelling action/adventure.



Nightmare Creatures 2

68 It's back and it's nothing short of horrific!

Caesars Palace 2000

70 This is just about the safest way to gamble...



All the latest Dreamcast games reviewed and rated!

ESSENTIAL INFO

All the information that you need to know can be found here – publisher, developer, peripherals and more!

COMPANY WEB SITE

Check out the game online at the software company's Web site – you might as well use that built-in modem!

VM INFO

Sega's cool memory card and PDA has some unique features. They are all detailed in this special section.

AWESOME MOMENT

A stand out moment from our extensive playtest of the game – prepare to be amazed!

2nd OPINION

As if one expert opinion wasn't enough, we give you a further point of view to help you make those informed purchases!

DM RATING

A synopsis of the game. If you are too lazy to read the whole review then this will tell you if it's worth selling your granny for.

AeroWings 2: Airstrike
When the sky is full of bogies, you have to do more than just reach for a bankie.

2nd Opinion
For a simulation that prides itself on depth, it severely lets itself down on any detail that could actually be there.

DM Rating
73%

Dreamcast magazine

THE SCORING SYSTEM MADE EASY

90% + above

Stop everything and raid the piggy bank because games with an Ultra award are superb and must be bought!



75% - 89%

Now we're talking. Games that get 75% and above are seriously worth buying, if not entirely perfect.

50% - 74%

Games that are enjoyable – particularly if you are a fan of the genre – but just aren't fantastic.

25% - 49%

Still not particularly good and definitely in the 'avoid like the plague' territory.

24% - 0%

A very, very poor game and one that nobody deserves to be saddled with – not even your worst enemy!

REVIEWS

Import Reviews

Jet Set Radio

72 Rollerblading made easy, courtesy of those fine chaps at Sega!

Mr Driller

74 A pneumatic drill and not a bum crack in sight!



REVIEWS

Mr Driller

We could have thought of a hilarious pun to put in here about drilling and the like, but we were too busy playing the game. Sorry.



2nd Opinion
Dig through the blocks, making sure that you don't get squashed. Sounds easy? Well, don't get cocky 'cause it ain't...

DM Rating
83%

This month, we've mostly been thinking about winning the lottery...

Dream team

Simon Phillips

Lipster doesn't see the point in winning the lottery. After all, with such a stressful and demanding job he gets paid an absolute mint (Imperial).
Game of the month – Ferrari 355 Challenge



Martin Mathers

Freelance king, Mathers doesn't need any more money! Mind you, perhaps if he wins the lottery he might actually go out in the evenings...
Game of the month – Jet Set Radio



Alex Warren

Wozza has no need of money. However, he reckons he's only a few million off the total required to buy that small island known as Great Britain...
Game of the month – Caesars Palace 2000



Nick Trent

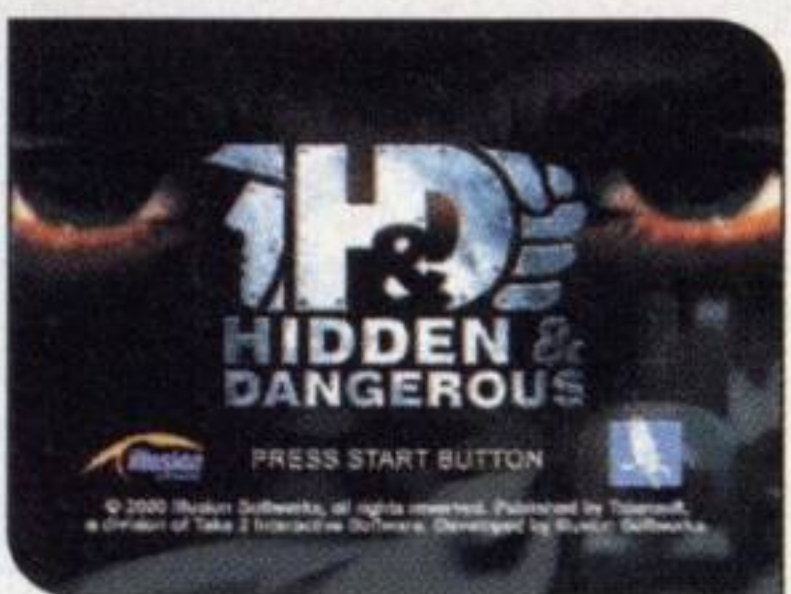
Nick's lottery dreams are being kept well and truly under wraps as he doesn't want to offend anyone from Thailand. Or the RSPCA for that matter.
Game of the month – Virtua Tennis (still)





essential information >

Hidden & Dangerous



Publisher Take 2/Talon Soft
Developer Illusion Softworks
Origin UK
Price £39.99
Genre Action
Release July



one player



vibration pack



keyboard

visual memory

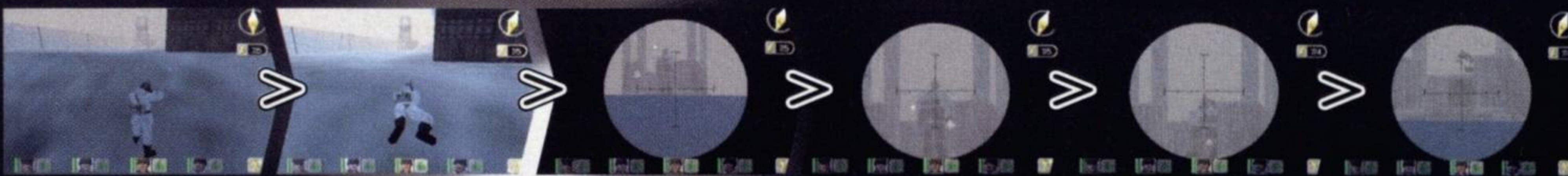
VM information

Save position Y
 Logo during play Y
 Mini-game N

Can one of the greatest PC games make the cut on a console that oozes arcade action, or will it just get shot down? There's only one way to find out...

Hidden &

Getting down with the sniper gun, zooming in and killing is sweet!



It's 1941, it's the middle of World War II, you're the commander of a crack squad of soldiers and you're stuck behind enemy lines. Bugger. Your job? To kick some Nazi ass and make sure that history doesn't take a turn for the worse. Think you're hard enough for the challenge? Then go fetch your uzi 9mm (okay, maybe not) and prepare for battle... it's gonna be a bloody affair.

History Repeating

When *Hidden & Dangerous* was released on the PC two years ago it was met at the front line by normally trigger happy journalists waiting to gun it down. But they didn't. Why? Because the game was sent like a grenade, packed full of high-octane explosives, flying into their midst, knocking them all off their feet and leaving them dazed and very confused. Instead of being sentenced to the firing line it was covered with glory, as any war hero should be, winning all sorts of awards – so if any of you out there are thinking that this is just another port of a dodgy PC title... well you'd better think again.

You see, *Hidden & Dangerous* isn't your everyday shoot-'em-up with an emphasis on running around like a headless chicken shooting anything and everything that moves... well, you could do that but you wouldn't last too long. No siree. *Hidden & Dangerous* is all about stealth, strategy and scheming (shock, horror – you have

to use your brain!) as you creep around behind the enemy's backs sabotaging their war effort – the future depends on it. Now if you're ready, it's time to move out – there's a war to be won.

Armed & Dangerous

Your first job as commander is to select four soldiers from a team of 40 specially trained troops hand-picked from the allied forces. Each soldier has different skills, specialities and attributes including shooting, reactions, stealth, strength and endurance, so you're going to have to pick wisely which men will be best suited for each of the 23 missions. Of course, you could always go for the default setting, but where's the challenge in that?

With a team of crack commandos chosen you then have to decide which weapons you want to equip them with. The default setting will help determine which weapons are best and is by far the best option... after all, you don't want to get caught short in the midst of a big battle, do you? With all that decided it's time for action... which is where all the fun begins.

Guns At The Ready

To say that the gameplay is scintillating would be an injustice. To say that it is utterly absorbing would be getting a little closer. To say that it is so totally immersive that it takes over your hereto empty life would be just about right. So what if it

"The real beauty of the gameplay lies in the way the game makes you feel as if you really are in the middle of the war"



The Weapons Of War

There are loads of weapons that are available to use in the game including various makes of machine guns, sub-machine guns, pistols, sniper rifles, combat knives, grenades, dynamite and bazookas. You can also commandeer various enemy vehicles including tanks, bikes, vans and even a Lancaster aeroplane!



Dreamcast magazine
ULTRA

Dangerous

continued >

REVIEWS

web site | www.take2games.com

3/11



[1] Sneak up behind the rocks, get the enemy in your sights and shoot the buggers down. [2] The AI of your fellow soldiers will take over if they see an enemy soldier. [3] You're going to need all your stealth if you're going to stay alive. [4] The first-person view is pretty cool. [5] The action of the game takes place over a number of different environments.



We're In The Army Now!

> To celebrate the release of *Hidden & Dangerous* we bundled on up to Newbury for a bit of paintballing action, using all the stealth and skills that we'd picked up from playing the game. Still, didn't do us much good as we promptly got 'painted'!



doesn't look as good as a page three girl's bits? With gameplay this good you can disregard the rest – just dive on in and forget about coming up for a reality check for the next few months.

The missions themselves, each of which have several objectives, range from the relatively simple task of rescuing hostages and securing buildings to the more complex business of infiltrating German bases and disrupting shipping in the Danube. One thing's for sure though – there's plenty of shooting, sniping and blowing up to be done along the way.

Dangerous Liaisons

But the real beauty of the gameplay lies in the way in which the game makes you feel as if you really are in the middle of the war and that the history of the world does rely on your ability to carry out the job without losing your head... literally. The "one wrong move and you're dead" cliché never rang more true, meaning

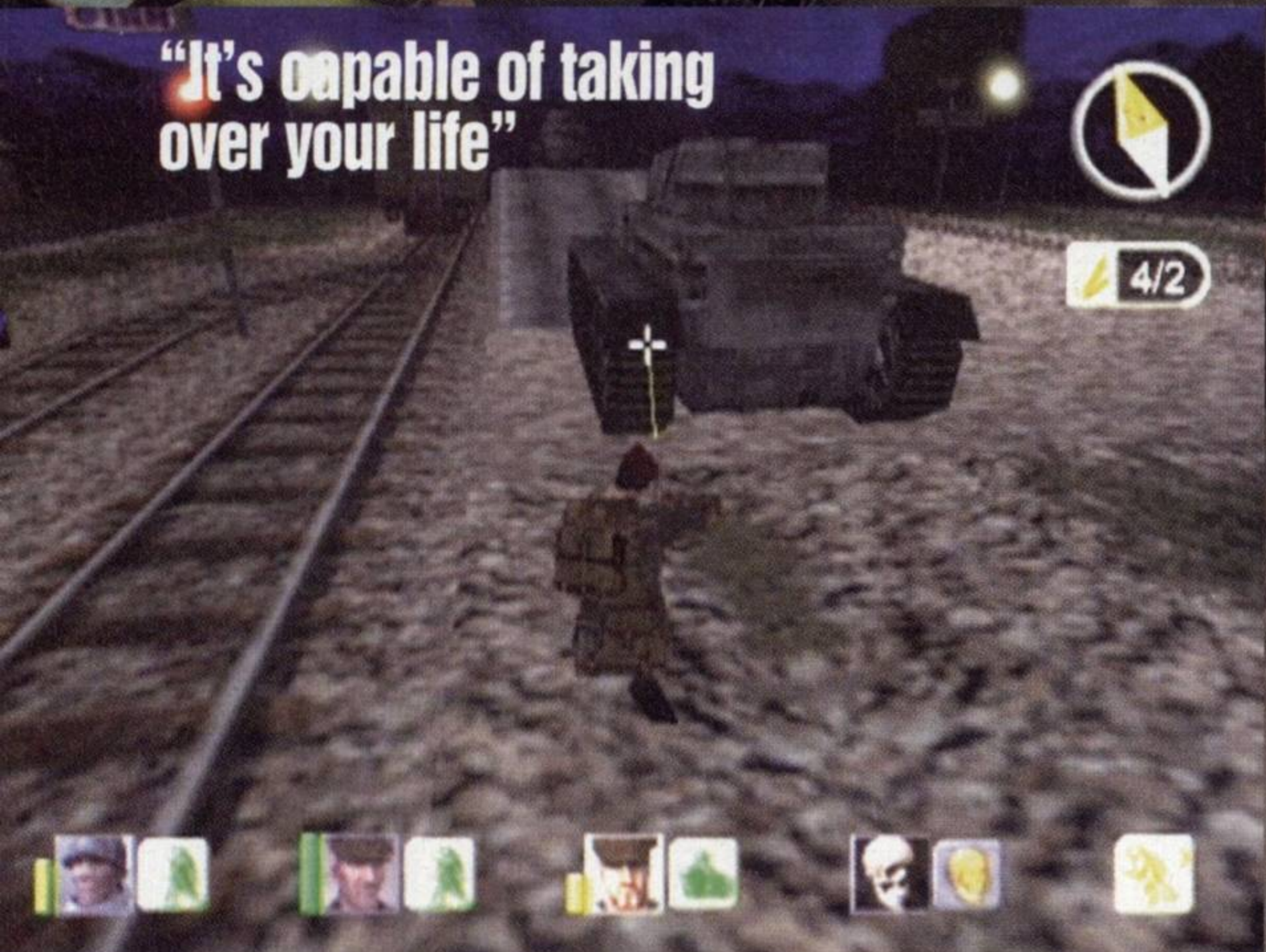
that you have to deploy you men precisely while planning your tactics and route to perfection. Accuracy and precision are the keys to this and once you've been sucked in there's no escaping, because that's just how infuriatingly addictive this game is.

The way in which the relationship between you and your band of merry men is built up throughout the campaigns is also impressive, with a real sense of empathy and loss created when one of them gets gunned down by a cheeky German sniper. The complete sense of satisfaction that comes from completing a mission is equally great and the fact that you've probably already failed it several times only adds to the glow of satisfaction.

Swastika Eyes

As already mentioned, the game isn't the best-looking thing you'll ever see on the Dreamcast but despite some dodgy

"It's capable of taking over your life"



The Alliance

> There's a total of 40 soldiers for you to choose from in the game, but here's one of our favourites for one reason or another... the silly name might come into it.





“There’s plenty of shooting, sniping and blowing up to be done along the way”



infoburst

Extra information

- > When the game was originally released on PC it was universally hailed as a great game and won loads of awards.
- > Hitler committed suicide in a bunker in Berlin when the Russians marched on the city. Part of his skull is now on display in a museum in Moscow.
- > Each of the six missions has three or four objectives within them.
- > Even when on an easy setting *Hidden & Dangerous* is never an easy game.

camera work at times, touches of clipping and a fairly chronic case of fogging it’s still pretty solid. The lighting is one impressive aspect, especially considering that many of the missions take place in the dead of night, and it helps re-create the sense of eerie danger that makes your skin tingle with anticipation.

As does the orchestral score that accompanies the game, which is mind-blowing. As the action rises, so too does the musical tempo and it makes the situation even more intense than it already is. So if you’re not already terrified or your skin’s not tingling, it will be now. The sound effects are fairly good too and as soldiers shout commands over gunfire and explosions, the full effect of being stuck in the middle of a war really comes across.

One concern that gamers might have is the control of the game – after all, how do you take complicated PC

controls and slap them onto a controller with six buttons, an analogue pad and a D-pad? Easy – you create an even more complex control system. Admittedly it takes a while to get used to the controls and to ‘learn’ your way around them, but once you’ve done that it all makes perfect sense and you’ll wonder what all the fuss was about. Alternatively, you could just go and buy yourself a Dreamcast keyboard.

In no way is *Hidden & Dangerous* a game that you can simply pick up and play for half an hour or even an hour, so in essence it might not appeal to hardcore console gamers who want something more immediate. However, for those who have a little more patience and want a whole lot more from a game then you can’t go wrong with *Hidden & Dangerous* because, quite frankly, it’s capable of taking over your life. That’s how good it is.

Alex Warren



[6] One you’ve cleared the area of Jerries, place the dynamite then just sit and wait for the fireworks to begin. [7] The snow areas are particularly good fun... although it can get pretty chilly! [8] One level requires you to steal German outfits and escape the base. Minty.



2nd opinion

> *Hidden & Dangerous* just goes to prove the saying, ‘You can’t judge a book by its cover’. Graphically, it is a long way behind the standards set by the Dreamcast, but the gameplay is fantastic. The controls are very complicated as the game is a direct conversion from the PC. The missions are mainly stealth based, which means there is a lot of use for the sniper gun. After ten minutes of playing the game you find yourself totally absorbed in the action as even the sound effects help draw you in. It’s just a shame the graphics let it down, because otherwise this would be a classic game.
Chris Doran

summing up the game >
Dreamcast magazine

pinion

- | | |
|---------------------------------|--|
| ATTENTION | DISMISSED |
| + Incredibly absorbing gameplay | - It’s really damn hard |
| + Loads of troops and guns | - Not the best looking game in the world |
| + Fantastic soundtrack/effects | - Difficult controls to start with |

VISUALS	80%
SOUNDS	93%
GAMEPLAY	95%
VALUE	88%

DM Rating 92%

summing up >
> *Hidden & Dangerous* is certainly a great game but whether it will appeal to the action-crazed console market remains to be seen. We can only hope.

alternatively >
> **MDK2**
> **Resident Evil Code: Veronica**



essential information >

AeroWings 2: Airstrike



Publisher Crave
Developer In-house
Origin US
Price £39.99
Genre Flight simulation
Release August



two players vibration pack

visual memory

VM Information

Save position	Y
Logo during play	Y
Mini-game	N



AeroWings 2: Airstrike

When the sky is full of bogies, you have to do more than just reach for a hankie.

Anyone who's ever tried to run before they can walk will tell you that it ain't easy – your legs fly around like an egg whisk and your chin makes an emergency appointment with the pavement. Now obviously, that's definitely not the recommended way of going about things. Crawl, walk, run... that's how it's done and it's the same for piloting a jet fighter. You might think that having watched *Top Gun* 47 times gives you as much insight into the handling of a multi-million dollar aircraft as you need, but it just isn't so. You see, you actually need a degree in astrophysics and a substantial moustache before the Airforce will even let you polish the hubcaps on one of their iron birds.

Not surprisingly, this is the school of thought that *AeroWings 2* buys into with a big fat cheque book. Yes, it's enforced

training all the way before you're allowed to even practice a dogfight. You want to take to the skies and have a laugh? Then you've come to the wrong place matey, because *AeroWings 2* is as serious a flight simulation as you're going to get on the Dreamcast. In fact, it's so strict that you can't even select which weapons you want to use. If you're close to a target, then you're automatically switched to cannons; long range and it's sidewinders all the way. For a simulation that prides itself on depth, it severely lets itself down on any detail that could actually be deemed fun.

Flipping The Bird

AeroWings 2 wants to put you through all the trials that you'd expect real pilots to go through... without actually realising that it is in fact 'just a game' and therefore, should concern itself with at

least a small amount of mucking about. With no quick flight options other than bland balloon-blasting or the occasional kill-the-unknown opponent and no coherent Campaign mode to play through, it makes you wonder why you should even bother.

Visually, everything looks peachy creamy and the planes handle in a significantly different way, so there are no complaints there. Of course when you find yourself having more fun watching the debriefing animations than actually flying the missions, you've got to ask yourself some serious questions. Questions like 'Is this meant to be fun or is it a learning tool?' or, 'Would getting shot down over Baghdad and tortured be more agreeable than being forced to go to flight school when I should be out playing *Maverick* and *Goose*?' The answer to the last one is sadly no... but at least it would keep your attention longer than this tiresome lesson in aeronautics.

Will Johnston



The mission debriefing is more interesting than the actual game.



Face the runway and then start lowering altitude at a speed of 150 kt. |

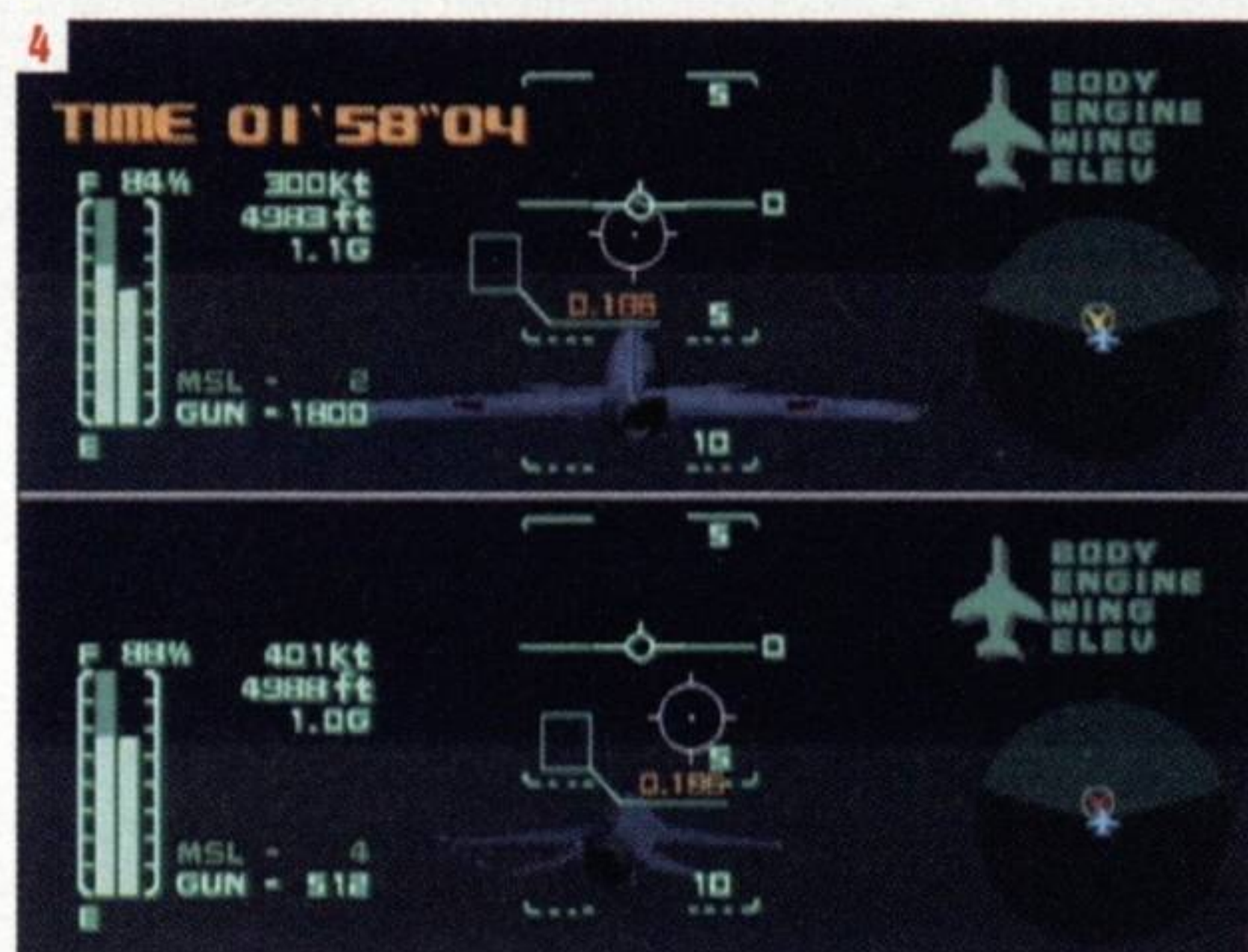


infoburst

Extra information >

- > Inverse negative dives are not (as Charlie in *Top Gun* suggests) impossible. We should know... honest.
- > Air-to-air missiles used to just be fireworks that were used to shoot down observation balloons.
- > Such was the confidence in missile technology that the F-4 Phantom was originally build without a cannon.
- > During Vietnam, costly low-level dog-fighting with inferior jets proved that cannons were actually quite useful

[1] You've practiced landing once, now it's time to do it again, but this time with a turn added. Wowzers! [2] The virtual cockpit works a treat and does a great job of blocking most of the screen. Switch it off. [3] That balloon is just asking for it!



[4] You'd think two-player dog-fighting would be a real laugh. You'd be wrong. [5] Stupid stunts make shooting balloons more interesting. [6] Visibility is high. Repeat, visibility is high! [7] Firing while banking usually wastes your gear. Looks cool though.



“For a simulation that prides itself on depth, it severely lets itself down on any detail that could actually be deemed fun”

Talk To Me, Goose!

> Don't feel too cheated that *AeroWings 2* isn't a game version of the film *Top Gun*; every manoeuvre and event in the film is absolute nonsense. The entire movie was based purely on a picture in a magazine of F-14 tomcats looking cool - everything else (including the pilot jargon) just oozed out of the quills of Hollywood hacks and got pushed through Tony Scott's MTV-style directorship. The film was so popular, applications to the US Navy airforce shot through the roof... before witless applicants realised that there was more to flying a jet than just owning pearly-white teeth and a pair of Raybans. So, when you're landing your bird in *AeroWings 2* but don't hear Berlin's *Take My Breath Away*, you know that you may be getting a duller experience... but it keeps at least one toe firmly planted in reality.



@pinion

> Yawn! I wanted a mad, in-the-air bogie-bashing experience! Instead, *AeroWings 2* is the most down-to-earth flight simulator ever made. Sludgy controls, meandering missions and bland gameplay make this the duller high-flyer I've ever seen! Despite pretensions at accurate simulation, it's nowhere near realistic enough to please flight-sim fanatics, and it's so dull your average arcade game lovin' fan would puke before they even left the ground. Oh well... at least the sequel's got guns included (unlike the original.)
Mark Hattersley

Dreamcast magazine

@pinion

- | FIRE | FORGET |
|---|--|
| + Cor - those are beautiful graphics, ma'am | - There's no Campaign mode anywhere |
| + The handling of the planes is forgiving | - Not enough weapons! Aargh! |
| + At least the debriefing bits are cool | - Excruciating training that'll drive you insane |

VISUALS	93%
SOUNDS	86%
GAMEPLAY	75%
VALUE	70%

DM Rating 73%

summing up >
> There really should have been more chances for action and less of a ridged structure to make this one fly. Shame.

alternatively >
> **AeroWings**
> **Deadly Skies**



F1 World Grand Prix 2



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

essential information >

F1 World Grand Prix 2



Publisher Sega
Developer Video Systems
Origin Japan
Price £39.99
Genre Racing
Release September



two players



vibration pack



race controller



arcade stick



visual memory
VMI
 information

Save position Y
 Logo during play Y
 Mini-game N

➤ **The smell of burning rubber, ludicrous speed, driver rivalries**

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

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

which sadly put off the more casual members of the gaming fraternity.

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

Pole Position

All the usual trimmings are on offer: variable weather conditions, realistic pit crew (who offer in-race advice), the option to adjust your vehicle's set-up and, of course, the obligatory two-player mode, which suffers from none of the

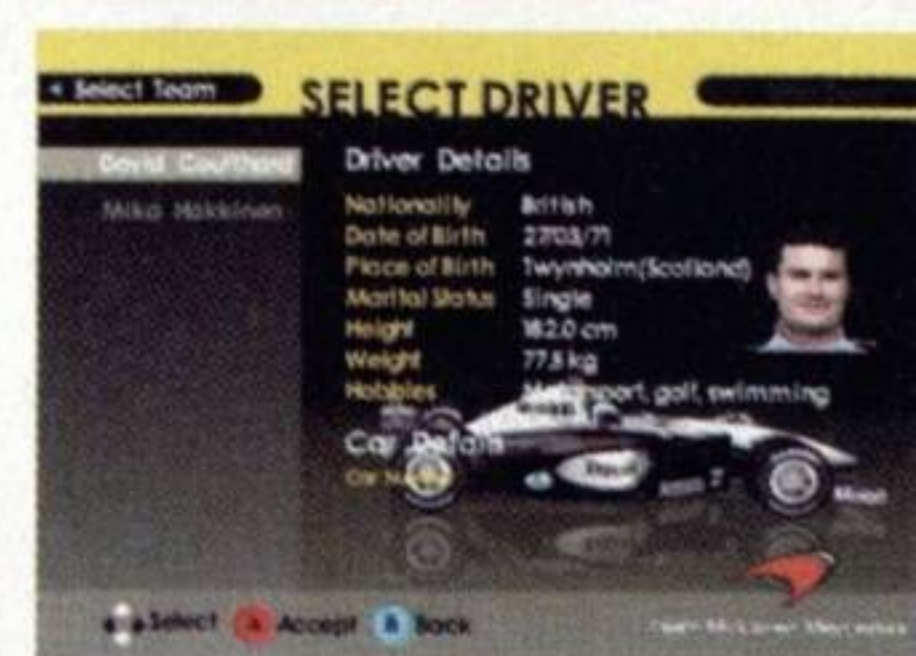
problems typically associated with split-screen competition. The front end is also up to scratch with realistic engine noises and a notable increase in the graphical quality of the game. Make no mistake, this is a stunning piece of software.

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



awesome moment

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



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

Tony Hart!

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

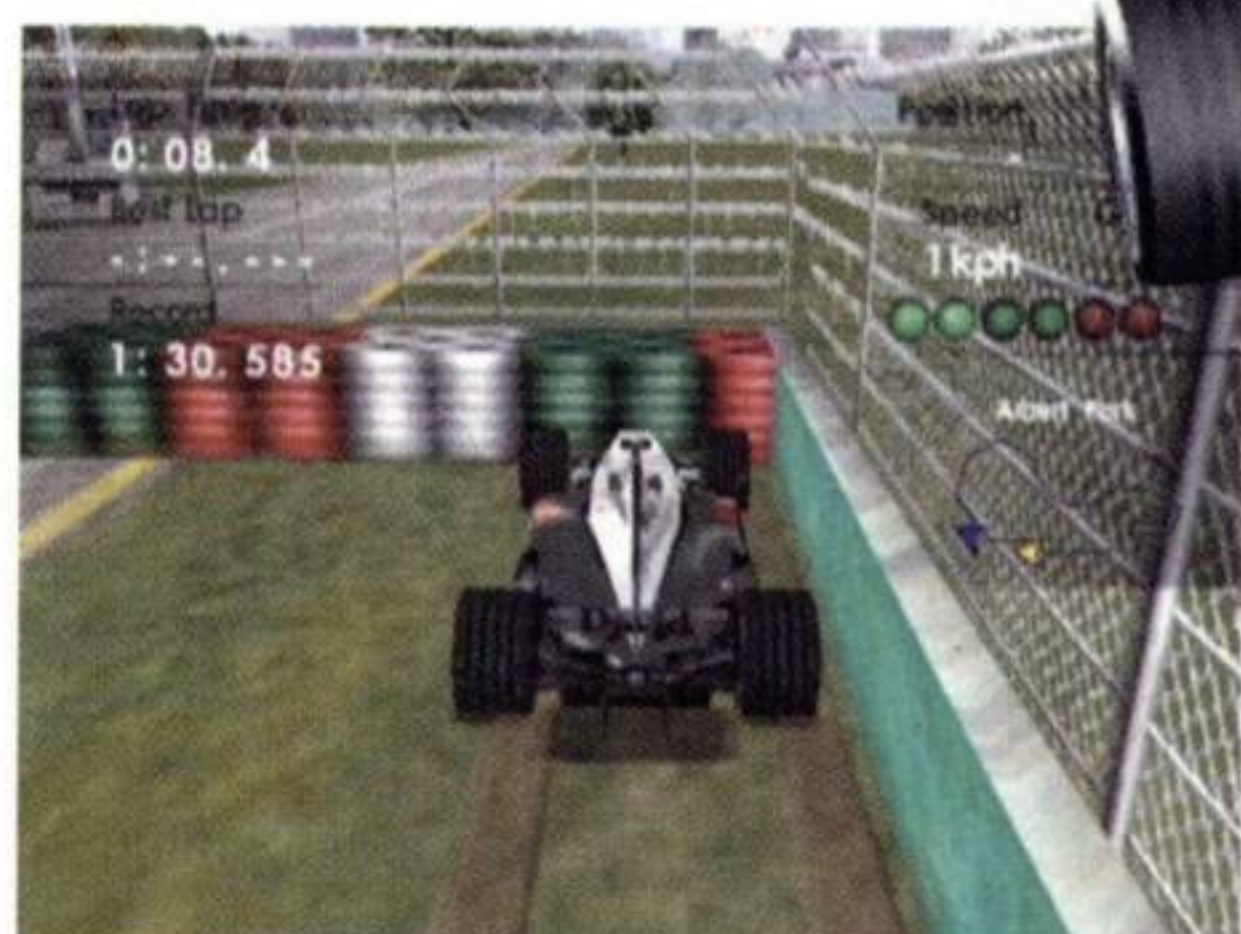


out there, it basically allows you to pit your skills against the clock in a bid to obtain the fastest times.

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

Winners' Podium

Fortunately, such trivialities become academic when you enter the



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

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

However, at the end of the day, the most important factor in any racing game is the feel of the vehicles and how well they handle, particularly with Grand Prix games. We're glad to report that in this area, the game excels. Video

Systems has provided both arcade and simulation set-ups so players can adjust their vehicle's setting to suit their specific needs. Hence, with realism turned down you're free to throw your McLaren around the torturous yet incredibly detailed hairpins of the famous Monaco track.

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

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



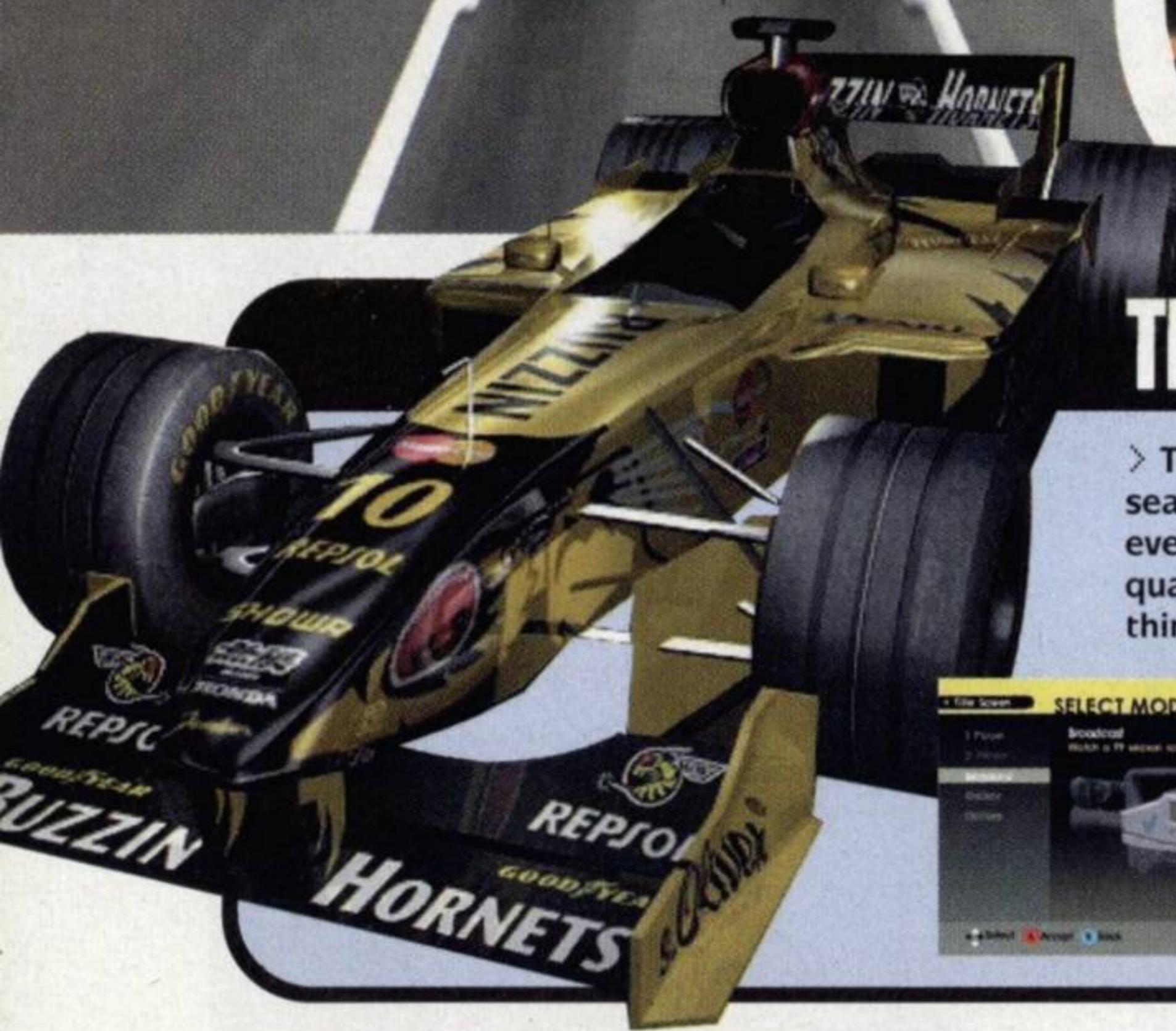
infoburst

Extra information >

- > Whilst commenting Murray Walker once pointed out, "With half the race gone, there is half still to go."
- > Another nugget of Murray's wisdom was, "It's raining and the track is wet."
- > The FIA recently insisted that Silverstone provide evidence of their ability to handle all kinds of weather conditions.
- > Failure to produce the above evidence could see the British Grand Prix dropped from the F1 calendar. Cripes!

continued >

continued >



The Editor's Cut

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



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

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

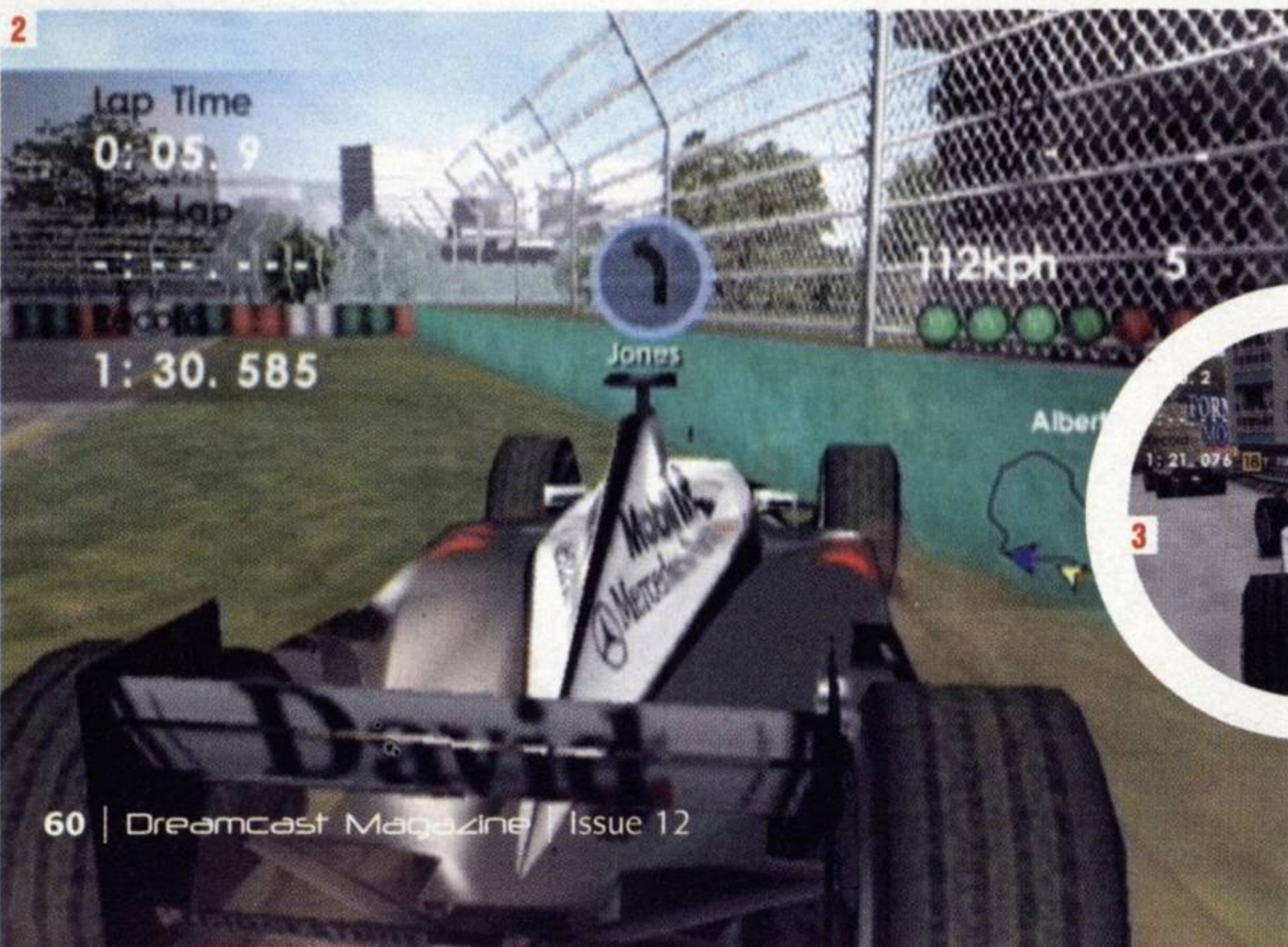
Chequered Flag

The cars themselves also feature an incredible amount of detail, which can perhaps be best appreciated in the game's user-friendly Gallery mode. Here you can take an up-close look at any of the vehicles and unlike lesser titles, the

detail just gets better and better the closer you zoom in. In visual terms the jewel in the crown is the Replay mode, which allows you to not only select any car on the track, but also offers a plethora of camera perspectives from which to view the action.

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

Simon Cann



2nd opinion

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

Simon Phillips

summing up the game >
Dreamcast magazine

2nd opinion

HITS	PITS
+ Incredibly detailed visuals	- Only 1999 teams
+ Excellent car handling	- Tricky in places
+ Stuffed with options	- No genuine commentator

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

DM Rating 90%

summing up >
> The definitive F1 racer for Dreamcast. The comprehensive list of options and startling attention to detail will keep you playing this game for months.

alternatively >
> Monaco Grand Prix
> F1 World Grand Prix

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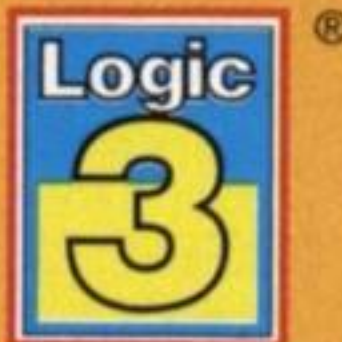
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"With a 300 watt sub-woofer, two satellite speakers, and separate volume and bass controls, you get clean stereo sound along with pumping bass undertones. Highly recommended" **4.5/5, OFFICIAL PLAYSTATION (US)**

"Whether you want to enhance in-game sound effects of Resident Evil 2 or pump out some tunes from Wipeout 3, this makes the whole experience that much more involving" **9/10, EXTREME PLAYSTATION**

"From the melodic sounds of Final Fantasy VIII, to the upbeat 70's style music of Vigilante, the Sound Station helped provide a great atmosphere throughout" **9.5/10, CONSOL-ERS**



Maken X

Very funny – put the wood glue down. It's not 'make an X', fool; it's 'Maken X', a first-person slasher straight from the nation of the ninja.

Maken X starts with a smooth and well-animated intro which, though interesting, seems a little overwrought for something which is essentially a first-person adventure game. Japanese schoolgirl Kay is visiting her father in his laboratory one afternoon, where he is in the final throws of creating the first ever synthetically-produced life form with its own intelligence. No-one seems perturbed by the fact that this item – the Maken – looks like a withered and mouldy parsnip, or that it chooses in its wisdom to fashion itself into a gigantic sword. Who was it that said playing with sharp objects and heavy weaponry isn't smart?

Without further ado, Kay's one-eyed father is kidnapped by a lizard-like humanoid which spits metal darts from its mouth... leaving Kay to take up the Maken sword and rush off in hot pursuit. As, of course, would any butter-wouldn't-melt sixteen-year-old schoolgirl.

But the little animé schoolgirl isn't the star of *Maken X*; the Maken itself is the big player here. It allows you to 'brainjack' into new bodies at various points throughout the game, giving you new weapons and new characters to get to grips with. Some characters are better than others – having more workable weapons or a more fearsome attack strategy – but you can choose whether or not to 'jack' yourself into new bodies and once you have encountered them a few times, you'll know which are your favourites.

Hey, Good Looking

The guys at Atlus have done a superb job of creating a slick and glitch-free 3D world to adventure through. The enemies are finely detailed and dangerously solid, featuring some incredible looking ninjas in Jason masks, giant pigmen with bazookas and some devilishly fast cat-suited roller-babes with nunchucks. Mee-ow!



essential information >

Maken X



Publisher Sega
Developer Atlus
Origin Japan
Price £34.99
Genre Slash-'em-up
Release 7 July



one player



vibration pack



visual memory

VM information

Save position Y
 Logo during play Y
 Mini-game N



'Brainjacking', involving body entry via a somewhat dubious portal, is amusing.



The backgrounds and environments are stunningly solid and finely detailed, but the routes you take are preordained. The fact is that to get a game looking this good, you're going to have to make up that memory space by restricting your 'freedom to roam'. That said, the routes are impressive, the fights are intense and the story line – if a little operatic – is fascinating, even roping in the overlord of the underworld himself to help nudge it along.

Getting To Grips

Sadly though, the controller system lets down an otherwise stunning game. The method of using a 'lock-on' to enemies can backfire when you have two or more opponents and when the situation arises where your enemy is too fast to get a lock-on, you'll find yourself floundering like a non-swimmer going over Niagara. You might just get out of the battle alive, but you'll come out gasping for air with your head spinning as you wonder how you did it. There is no run option either, which can, at times, make the gaps between battles a little too time-consuming for anyone hungry to get onto the next bout of slashing.

However, if you can get to grips with the slightly odd targeting and travelling system in the game then this could be just what your Dreamcast has been waiting for. *Maken X* is a glorious-looking, deeply detailed 'first person hack-n-slash' with a theatrical and intriguing story line... it's just a shame that the controls are so cack.

Nerys Coward



"No-one seems perturbed by the fact that the Maken looks like a withered and mouldy parsnip"



[1] Me and my magic parsnip will save the world! Yes! Get that straightjacket OFF me!
 [2] Strange, it reminds me of something... [3] Luke! This Light Saber has got a life of it's own! Help me!

Attack Of The Killer Pigman

> (Putting on best Robert De Niro voice) Are you lookin' at me? Cause I don't see anybody else around here. Are you looking at me? Think you're quick enough to dodge this, twinkletoes? Come on then!



2nd opinion

> *Maken X* is certainly an original title which is to its credit and as a whole, it is a relatively good game... if you're into that sort of thing. There's no denying it looks pretty sweet, which compliments the incredibly in-depth story, but (and it is a big but... like the one in Simon's trousers. Ho, ho) the control interface and the fact that it takes quite a while to actually get into the game ultimately lets it down. Good but not great.
Alex Warren

Dreamcast magazine

@pinion

JAP	PAP
+ Fantastic graphics with a very smooth frame rate	- Controller configuration makes you hold the pad like a monkey
+ Super-fast and detailed opponents	- The environments can look a bit too clean
+ Amazing story line with impressive FMVs.	- Set routes to travel along
VISUALS	92%
SOUNDS	70%
GAMEPLAY	85%
VALUE	87%

DM Rating 85%

summing up
 > An awkward control system detracts from an otherwise inspired, beautiful-looking game with a story line so elaborate it could only be from Japan.

alternatively >

> **MDK 2**
 > **Resident Evil Code: Veronica**



infoburst

Extra information

- > Maken means 'Demon Sword' in Japanese.
- > The voice acting is appalling. We expect nothing less.
- > This game features a Japanese girl in a school uniform... but this in no way implies that Japanese gamers are more than normally interested in girls in school uniform. Honest.

6 HIT COMBO



Plasma Sword Nightmare of Bilstein

infoburst

Extra information

- > Although there are 22 characters in the game, a lot of them are just 'evil' versions of each other. How original.
- > If you recognise the lead character Hayato from somewhere else, that's because he's also in *Marvel Vs Capcom 2*.
- > Everyone who saw us playing *Plasma Sword* thought it was a PlayStation game. Not exactly encouraging, is it?

Fancy playing a game that makes you want to run away because it's so bad? Well, it's your lucky day – Plasma Sword is here. Hoorah!

After its recent streak of successful 'rather good' beat-'em-up titles (*Marvel Vs Capcom 2* and *Tech Romancer* being two cases in point) it looked like Capcom had finally managed to stop producing the type of generic 'seen it all before' fighting games that had started to tarnish its reputation as king of the beat-'em-up castle. Then *Plasma Sword: Nightmare of Bilstein* turned up on our doorstep... and we all groaned with despair.

To say that *Plasma Sword* is a totally generic beat-'em-up that borrows every stock concept and trait from the stream of fighting games that have come before it is a complete understatement. As far as we can make out, there is so little about the game that has even a grain of originality in it that we're left wondering why anyone even bothered to develop it in the first place. That's not to say it's a totally awful game – actually playing it isn't all that bad (even if it is rather

essential information

Plasma Sword

Publisher Virgin Interactive
Developer Capcom
Origin Japan
Price £39.99
Genre Beat-'em-up
Release July

two players vibration pack

VM information

Save position	Y
Logo during play	Y
Mini-game	N



[1] Well, we're happy to announce that this is about as exciting as it gets. Honest. [2] Here's one of those 'amazing' Super Moves. Ooh. [3] Certain moves make the camera spin around dramatically... gosh. [4] Me big hairy ape, carry big sword. Crash, bang, whallop, etc...

Alright, you've asked for it – taste my yo-yos of doom, bitch!



Accidents Happen

> It has to be said that nobody's perfect – not even us here at DREAMCAST MAG (though we like to think we are). Everyone makes mistakes and sadly, *Plasma Sword* is one of the few Capcom has ever made. At least we can look back at some of the good stuff the company has done over the years...



Ghosts 'N Goblins

One of the toughest games we've ever played (getting past the third level without cheating still causes up trouble), *Ghost 'N Goblins* was a fantastic platformer. The sequel, *Ghouls N' Ghosts*, was even tougher...



The Resident Evil Series

Another milestone in gaming history, the whole concept of survival horror was invented by the *Resident Evil* series. With the exception of the *Alone In The Dark* series, we'd never seen anything like it. Scary.



The StreetFighter Series

Probably THE series that Capcom will be remembered for in the future, simply because it redefined the beat-'em-up genre. If it wasn't for this, games like *Soul Calibur* may never have happened.



"It's just a shame that after all Capcom has done for the genre, it comes up with something like this... eugh!"



repetitive and devoid of skill) but it's just a shame that after all Capcom has done for the genre, it comes up with something like this... eugh!

It's A Shay-ay-ame

So, where to begin on what's wrong with *Plasma Sword*... Well, for starters how about the graphics? Excuse us for being naive, but did someone slip us the PlayStation version of *Plasma Sword* by mistake? It certainly looks like it; considering we live in an age where games like *Soul Calibur* and *Power Stone* are possible, the fact that *Plasma Sword* looks this bad is almost an insult to Dreamcast owners. The sounds are also

particularly uninspired – it might only be a beat-'em-up, but that's no excuse for having crap music.

Game-wise, it's not much better. Taking an incredibly bastardised version of the *Virtua Fighter* fighting method and reducing the moves to 'Hit the buttons repeatedly', it's a simple case of blocking your opponent's attacks and then striking back. Repeat until opponent dies – how thrilling. If you're feeling flash, you can even build up the power bar at the bottom of the screen – never seen THAT before – and then pull off some flashy moves that involve the background going psychedelic and your fighter having some kind of fit as he attacks the other bloke.

Anything else? 'Fraid so – the backgrounds are dull, the characters are so generic that it hurts and it's all just so... well, *bleugh*. There's no other word to describe it really.

We're not trying to be overly harsh – it's just that when there's so many good fighting games out there to choose from, the fact that something like this can be released without fear of retribution leaves a lot to be desired. Of course, if you still can't understand from reading this review why we've panned this game then feel free to go out and buy it. Just make sure you keep the receipt, or you won't be able to take it back...

Martin Mathers

2nd opinion

> After last month's revelation that I actually enjoyed a Capcom beat-'em-up, I thought my soul had at last been converted to the cause... until *Plasma Sword* jumped into my lap and scared me off again – and it isn't even 2D! It's plain awful, what more can I say? In fact, it's even worse than awful but the words that could describe it are unutterable, so I won't go there. If you thought that Martin was a little harsh in his review, just be thankful that it wasn't me who was lumped with it.

Alex Warren



Dreamcast magazine

pinion

PLASMA

- ⊕ Loads of characters to choose from
- ⊕ A tried and tested formula
- ⊕ The special moves are easy to learn

PORK

- ⊖ It looks like a PlayStation game
- ⊖ Dullness 3, Originality 0
- ⊖ Almost as bad as *Psychic Force*

VISUALS	61%
SOUNDS	67%
GAMEPLAY	59%
VALUE	51%

DM Rating 54%

summing up

> Shame on you, Capcom – could you produce a fighting game more generic and unoriginal than this? We don't think so...

alternatively >

- > *Marvel Vs Capcom 2*
- > *Soul Calibur*



Deep

Just when you thought it was safe to go back in the water... something like this comes along. Is it that bad? Well, nearly. Quick – swim for it!

If you want to generalise, all videogames fall into one of three categories. Firstly, there's the 'Wow!' group – those games that immediately grab you by the collar and shake you around until you play them. In direct contrast to that, you've got the games that you wouldn't play even if your life depended on it (commonly known as 'Broccoli' games, because nearly everyone hates broccoli). Finally, you've got those in-between games – the ones where if you asked someone if it was any good, they'd just shrug their shoulders and say, "It's alright...". Never played one of those? Then say hello to *Deep Fighter*...

Put simply, *Deep Fighter* isn't just a game; it's a 'virtual experience'. How do we know this? Three words – Full Motion

"It's not that bad to play once you get past the annoying FMV and incredibly slow gameplay"

essential information >

Deep Fighter



Publisher Ubi Soft
Developer Criterion Studios
Origin UK
Price £39.99
Genre Action/Adventure
Release Out Now



one players vibration pack

visual memory

VM information

Save position Y
 Logo during play Y
 Mini-game N

infoburst

Extra information >

- > A freaky moment of deja vu – Mart used to work with one of the B-list actors featured in the movies of *Deep Fighter*. Ooh.
- > Another water-related fact – this year, our summer party was held on a boat. No-one got sick though, even when Karen flashed her pants.





Fighter

Video. Many moons ago, people in the know decided that games should be more like films and so started replacing gameplay with badly acted 'story' bits. Of course, these games sucked. Nevertheless, *Deep Fighter* seems to think that it was a good idea, hence the reason it comes on two discs... not due to the game being so big, but because there's so much flippin' movie footage. A smart move to improve the game? Nope, 'fraid not.

Sleeping With The Fishes

As far as plot goes, you've got the usual FMV-led story line running through the game – world in peril, blah blah, civilisation moved underwater, blah blah, you're part of the underwater defence force, blah blah. What it basically boils down to is you watching a movie clip, jumping in your sub and then completing the set mission... before returning to base and doing it all again. And again. And again. Thankfully, there's a bit of variety in the missions (such as protecting cargo ships, wiping out enemy subs and... err, herding fish) so it's not actually that bad... just a touch monotonous at times.

However, what is bad is the extent to which liberties have been taken just

because of the game's setting. Despite being a high-tech piece of equipment, your sub moves really slowly... but that's just because it's underwater. There's loads of 'fogging' to cover pop-up and reduce how far ahead you can see... but then that's what it's like underwater. Aargh! That's no excuse! Did *Ecco The Dolphin* have any of these problems? No – so why do we have to suffer it now?

We could go on about the other problems we've got with the game – like how easily we whizzed through most of it, or how the enemy ships (despite taking several torpedoes to destroy) can kill you in less than five seconds – but to be honest, we can't really be bothered. Yes, the graphics in *Deep Fighter* are rather nice and it actually 'looks' quite like a Dreamcast game. Heck, it's not even that bad to play (once you get past the annoying FMV and incredibly slow gameplay). However, it's got a few too many flaws and just isn't inspired enough to make it into a great game... which is why it just gets a shrug of the shoulders and "It's alright..." from us. Underwater love, it ain't – sorry.

Martin Mathers



FMV, SchmeF-MV

> If you're old (like us) you'll probably agree with us when we say that games full of FMV sequences are a bit arse, because you'll have played them. Of course, those of you who are new to games might not know what we're talking about... so here are a few examples.



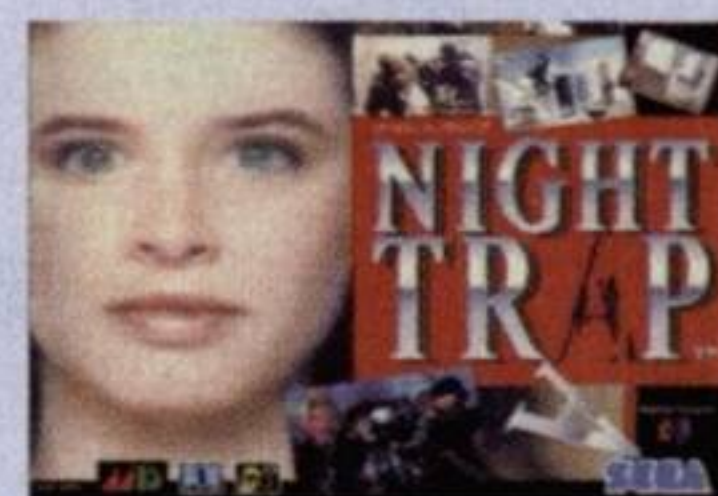
The 7th Guest

Less of 'a game' and more of 'lots of little puzzles sewn together with some crap movies', *The 7th Guest* (and its sequel *The 11th Hour*) tried so hard to be a horror adventure game. Like so many things in life though, it failed miserably.



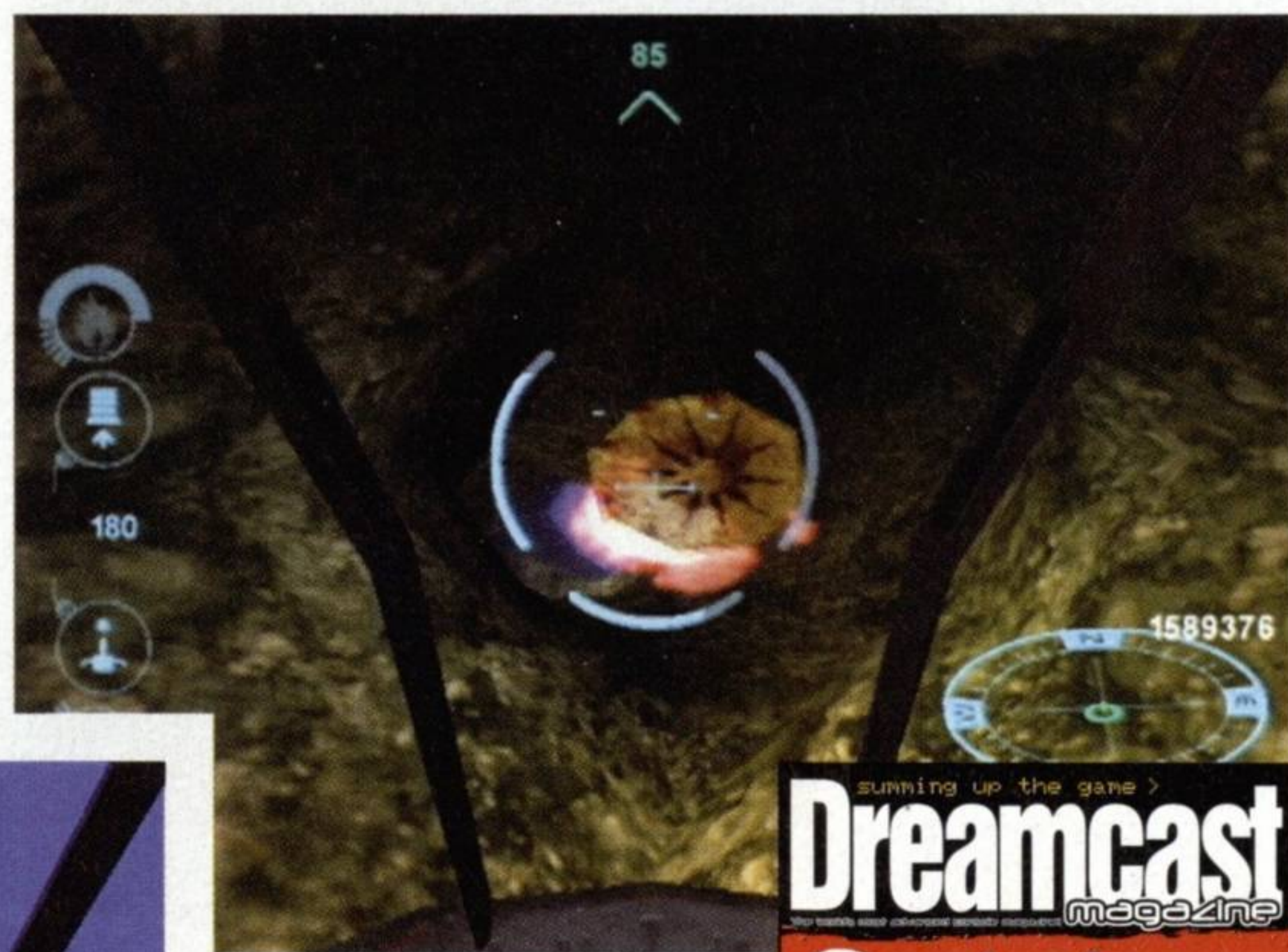
Wing Commander

The *Wing Commander* series was a bit of an epic, going so far as to rope in Mr Luke Skywalker, Mark Hamill, to play a major role in the FMV sections. They even made a proper *Wing Commander* movie... that was complete arse too.



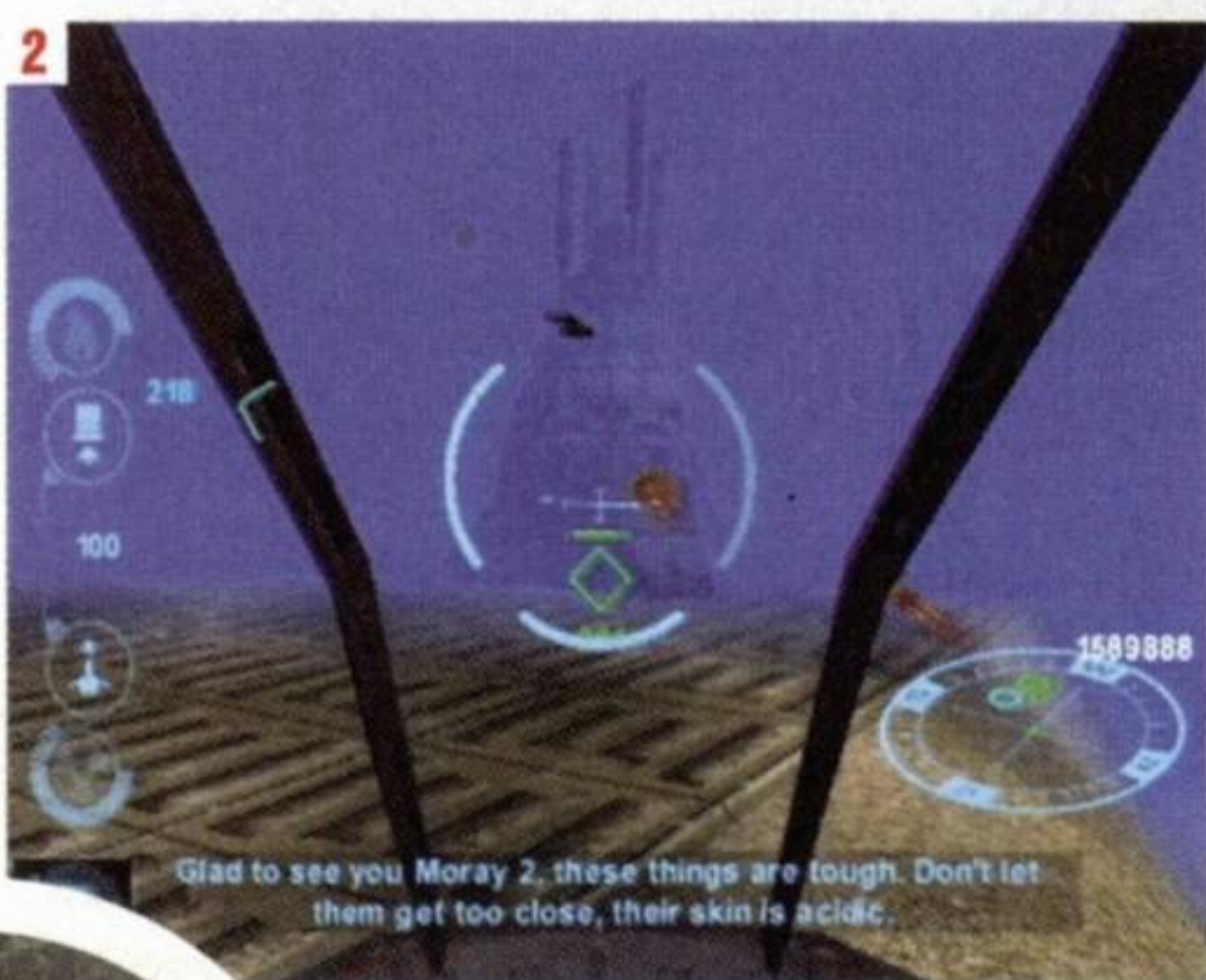
Night Trap

The worst of them all, *Night Trap* really was awful. Featuring the girl out of the TV show *Different Strokes* (no, we don't know her name either) it displayed lots of girls in underwear being attacked by crap-looking tracksuit-wearing 'vampires'. Rubbish!



1

2



[1] As you get further into the game, the missions actually get quite interesting... honest, guv. [2] Ooh, talk about scary – those jellyfish are looking for a bit of a scrap. [3] See what we mean by crap FMV? It's a bunch of two-bit B-list actors. Aargh!

3



> For all the potential that *Deep Fighter* showed throughout its development we can't help but feel a little disappointed with the end product – a little too watery really. The idea is fairly solid but there's no real substance to it and the way that it's been implemented hardly makes for riveting play. Sure, it looks pretty but there's no urgency to the gameplay or even excitement, making it one that you'll play for a few days, complete and never touch again.
Alex Warren

summing up the game >
Dreamcast
magazine



FISH

- ⊕ Well, at least it all looks very nice
- ⊕ A different take on a rather old genre
- ⊕ Not actually all that bad to play... honest.

PISH

- ⊖ Being underwater ain't an excuse to make it slow...
- ⊖ ... or fill the screen with 'distance fog'
- ⊖ Ooh, hammy acting just makes us MAD!

VISUALS	88%
SOUNDS	74%
GAMEPLAY	58%
VALUE	61%

DM Rating 68%

summing up >
> A good idea that floats to begin with, but sinks without trace. 'Water' pile of boring arse – ho ho!

alternatively >

> **Ecco The Dolphin**
> **Wetrix+** (well, it's got water in it...)



Nightmare

Bored with the same old survival horror games? *Nightmare Creatures II* is here to scare the pants off you, or at least try...

Based a hundred years after the gruesome adventure that was *Nightmare Creatures*, this sequel (appropriately named *Nightmare Creatures II*) moves away from the good old English streets of London and onto the darker streets of Paris. This time, you control a deranged psychopath named Herbert Wallace who's after revenge... and lots of it! After being experimented on by the strange demonic scientist Adam Crowley, you set out to save the woman you love. Of course, the game isn't quite that simple... or that good.

The Nightmare Begins

The first thing you notice about *Nightmare Creatures II* is the terrible graphics. It looks more like the original on the much less powerful PlayStation and in no way even attempts to push the Dreamcast to its full capabilities. This is highlighted when you find your foot slipping beneath the floor or one of your enemies

infoburst

Extra information >

- > The first *Nightmare Creatures* game was scary... and good.
- > *Nightmare Creatures II* is the worst game on Dreamcast (2% worse than *WWF Attitude*).
- > The FBI kick down doors so bad guys can't hide behind them.
- > The bad guys in *Nightmare Creatures II* aren't clever enough to hide behind doors anyway!

essential information >

Nightmare Creatures II



Publisher Konami
Developer Kalisto
Origin Europe
Price £39.99
Genre Adventure
Release September



one player

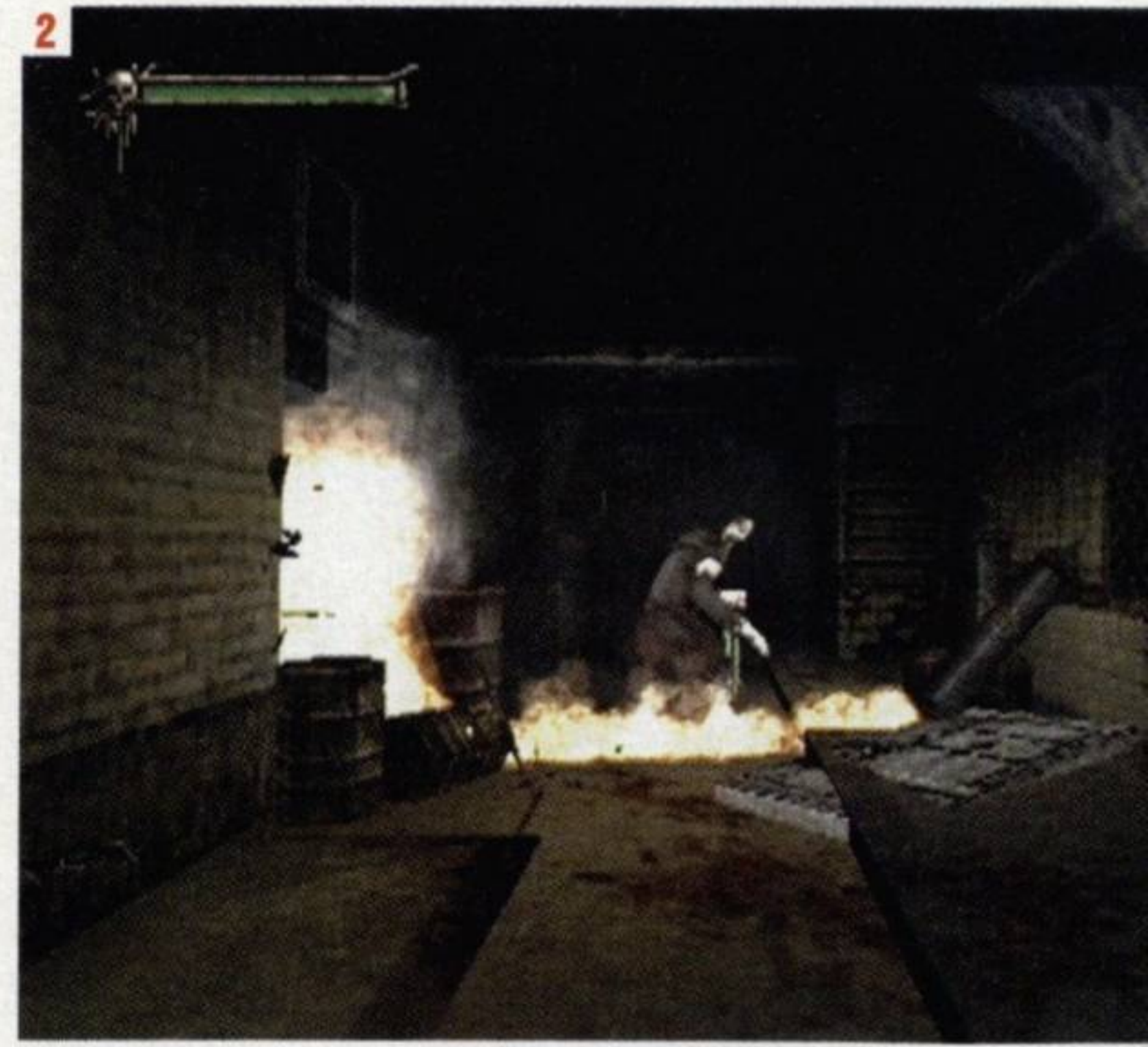


vibration pack

visual memory

VM Information

Save position Y
 Logo during play Y
 Mini-game N



- [1] One down, one to go.
 [2] A very nice shot, I think you'll agree. If you ignore the door going through the floor.
 [3] Kick them doors down!
 [4] Chop him down with your paper axe. [5] It's impossible to run away when your life is low.
 [6] Oh damn! I'm holding the axe the wrong way round again.
 [7] Diving through the windows could have been a nice touch... if they had done it properly.

This was the best bit in the game, and it's taken from the starting credits!



Creatures II

miraculously floating on thin air. Even the rain is poorly realised, with big clumps of raindrops falling from the skies.

All this wouldn't be so bad if it actually played well. This, however, is not the case. As you walk around the atrocious locations, killing all the badly animated monsters, you begin to notice even more of the faults that this game has to offer. Firstly, there are the rather frequent and annoying cut-scenes that take place virtually every time you encounter a new type of foe. Instead of adding to the atmosphere and tension of the game, they just break up the play and annoy the player. You can be happily walking around Paris when the little loading sign comes on at the bottom of the screen and you have to sit back and watch another shoddy sequence.

The second frustrating fault is the strange fighting set pieces. As you encounter one of the many enemies out to kill you, the computer takes over and makes it impossible to move anywhere outside a small radius around the enemy. This means that if you are low on health and would rather run than fight, you

can't. Another disadvantage is that when your character is confronted by more than one enemy, you can only fight them one after another. You needn't worry though – in such situations, the poor AI means that while you're standing around beating the hell out of one of the maggot-infested creatures, his mate just stands aside waiting for you to finish!

A Walk In The Dark

The final (and most) irritating problem is that because it tries its best to scare you, the streets and rooms are too bloody dark to see anything. We were forced to turn the brightness up just to stop ourselves constantly walking into walls.

Unfortunately, the only good thing *Nightmare Creatures II* has to offer is that you can kick doors down FBI-style, which is a welcome relief from the *Resident Evil* 'wait ages while I very slowly turn the handle' idea. However, even the novelty of this soon wears off. Ultimately, *Nightmare Creatures II* is a big disappointment, appalling in every department and an insult to the Dreamcast. Avoid at all costs.

Chris Doran



Walking On Air

> This was perhaps the most shocking part of the game. When jumping onto objects we noticed it was possible to actually walk on air! This is either a cunning way for Konami to relieve the tension, or just another of the ever-increasing faults. What do you think?



"The only good thing this game has to offer is that you can kick doors down FBI-style"



2nd opinion

> We were wondering why Konami were procrastinating in sending us a copy of *Nightmare Creatures 2* and now we know. In a word, it's diabolical. The graphics are impossibly bad for a Dreamcast game, as it's only mildly better than the PlayStation version. Likewise, the gameplay and control are atrocious, making it virtually unplayable, and no game should make you go through such a painful process. This is a nightmare in every sense. Avoid it at all costs.

Alex Warren

Dreamcast magazine

@pinion

NIGHT

- ⊕ You can kick down doors
- ⊕ It sounded a good idea at the time
- ⊕ Blood spats on the walls when you kill someone

FRIGHT

- ⊖ You can walk on air
- ⊖ The graphics are terrible
- ⊖ There are too many cut-scenes which detract from the 'action'

VISUALS	35%
SOUNDS	45%
GAMEPLAY	35%
VALUE	39%

DM Rating 39%

summing up
> Awful graphics, poor gameplay, dodgy fight sequences, constant cut-scenes and unwelcome levitation ability. Be afraid...

alternatively >

- > Resident Evil Code: Veronica
- > Soul Reaver



REVIEWS

web site | www.interplay.com



essential information >

Caesar's Palace 2000



Publisher Interplay
Developer Runecraft
Origin US
Price £29.99
Genre Gambling
Release Out Now



four players arcade stick

Visual memory

VM

Information

Save position	Y
Logo during play	Y
Mini-game	N



[1] Craps? Yep, you said it. We have no idea how to play it... [2] We ain't been to no hotel where the lobby looked like this. [3] Chances of winning on this slot machine? Pretty slim! [4] You lose. Again. God, Keno is a really, REALLY bad game. Roulette anyone?



Caesar's Pa

Too young to gamble? Can't be arsed to go to your local casino? Well, praise be – Caesar's Palace 2000 is here. Woo, and indeed, hoo.

When it comes to games reviews, you can more often than not tell what kind of score the game in question is going to get from the first few lines of the review itself. It's all about style and composition, you see – the more excited or enthusiastic the reviewer sounds, the more likely the game is to receive a high score. With this in mind, we'd like to offer the following quote as an opener to this review of *Caesar's Palace 2000*: "It's always worrying when a publisher won't send us a copy of a game until it's actually on the shelves for the public to buy". Can you see where we might be going with this?

Okay, so that sounds a bit more brutal than the people over at Interplay may like but it's the truth. The rules of games reviewing state that if a game comes out to buy BEFORE we can give it the once-over, it's going to be a big pile of cack that they don't want us to see. Why? Because they know that if we did, it would be revealed for the arse-biscuit that it is and promptly rubbished through the known land – this means no-one buys it and said publisher loses huge wads of cash (see our review of *Midway Greatest Arcade Hits*

Volume One last issue for an example of this). Not surprisingly, this is the case with *Caesar's Palace 2000* – we didn't get the game until a week after it hit the shelves, thus making us incredibly suspicious that the game sucked more than an industrial-strength vacuum cleaner. Strangely though, we got a bit of a surprise ourselves because despite sounding complete arse... well, the game isn't actually all that bad.

Money Money Money

As the name suggests, *Caesar's Palace 2000* is the first ever Dreamcast 'Casino Simulator' – yes, you too can pretend to withdraw your life savings and go to America before promptly blowing the whole lot at the Craps table simply because you don't understand how to play. There are 23 different games to choose from (now THAT'S a lot) split into four different categories – Card games (blackjack, poker and so on), Table Games (roulette and craps), Slots (a whole variety of them) and Videogames (more poker and a rather bizarre game called keno). The concept is incredibly simple; withdraw cash from



awesome moment

Don't know how to play red dog? Nope, neither do we... that's why we lost.



infoburst

Extra information

- > The real Caesar's Palace casino is in Las Vegas, Nevada – our friend Graeme (who's been there) says it's very big. Honest.
- > As far as we could tell, keno is a crap version of bingo but with less chance of winning than the National Lottery. What fun.

13,14,16,17 - Pays 11:1

Caesar's Palace 2000

the ATM machine in the lobby and then see how much you can win on any number of the game, while trying to build up your 'ranking' on each of them. As long as you know how to play the games, you'll be fine...

Naturally, there are problems that we feel could have been easily addressed – for example, why are there no in-game tutorials on how to play some of the more complicated games? Fair enough, there's a coach to suggest what you might have done wrong but it never explains WHY you slipped up, only what you should have done instead. Believe us... when you're playing a game like craps or casino war that no-one understands, losing can be a tiresome experience. It also seems that no matter how hard you try, the likelihood of you actually 'winning' any money is rather remote... but we think that's how it works in the real Caesar's Palace as well, so go figure.

All in all, *Caesar's Palace 2000* is one of those bizarre games that, while not really being all that amazing, might be worth a look if you're always playing your Dreamcast games with mates – it IS a four-player game, after all. It's not exactly the best Dreamcast game ever, but then it's a game about a casino... what did you expect?

Martin Mathers

No More Bets...

> Yes, we know it's just us being picky and overbearing but we thought that any casino game with a disclaimer about not gambling at the start was particularly funny... or not. Actually, it's just downright stupid – despite featuring all the evil elements of casino life, "Any use of this product for gambling or wagering is prohibited". Ooh, better slap our wrists then...

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"We got a bit of a surprise because despite sounding complete arse... well, the game isn't actually all that bad"

Player must stand on 7

9 FOR 1



2nd opinion

> With a game like this you just have to wonder what the hell the point is. Surely the whole appeal of gambling is the thrill of going out on the town with your wallet bursting at the seams, being surrounded by beautiful women and indulging in the risk of losing all your money. Now, how the hell are you supposed to feel that adrenaline rush in a game? Answers on a postcard to the usual address...
Alex Warren

Dreamcast magazine

2nd opinion

summing up the game

POKER	Nothing like it on the Dreamcast	CRAPS	Dull with a capital 'Yawn'
	Quite a laugh with four people playing at once		If you don't know the rules, don't bother
	Well presented and nice to look at		It's a casino on your Dreamcast... who cares?

VISUALS	82%
SOUNDS	74%
GAMEPLAY	79%
VALUE	70%

DM Rating 72%

summing up

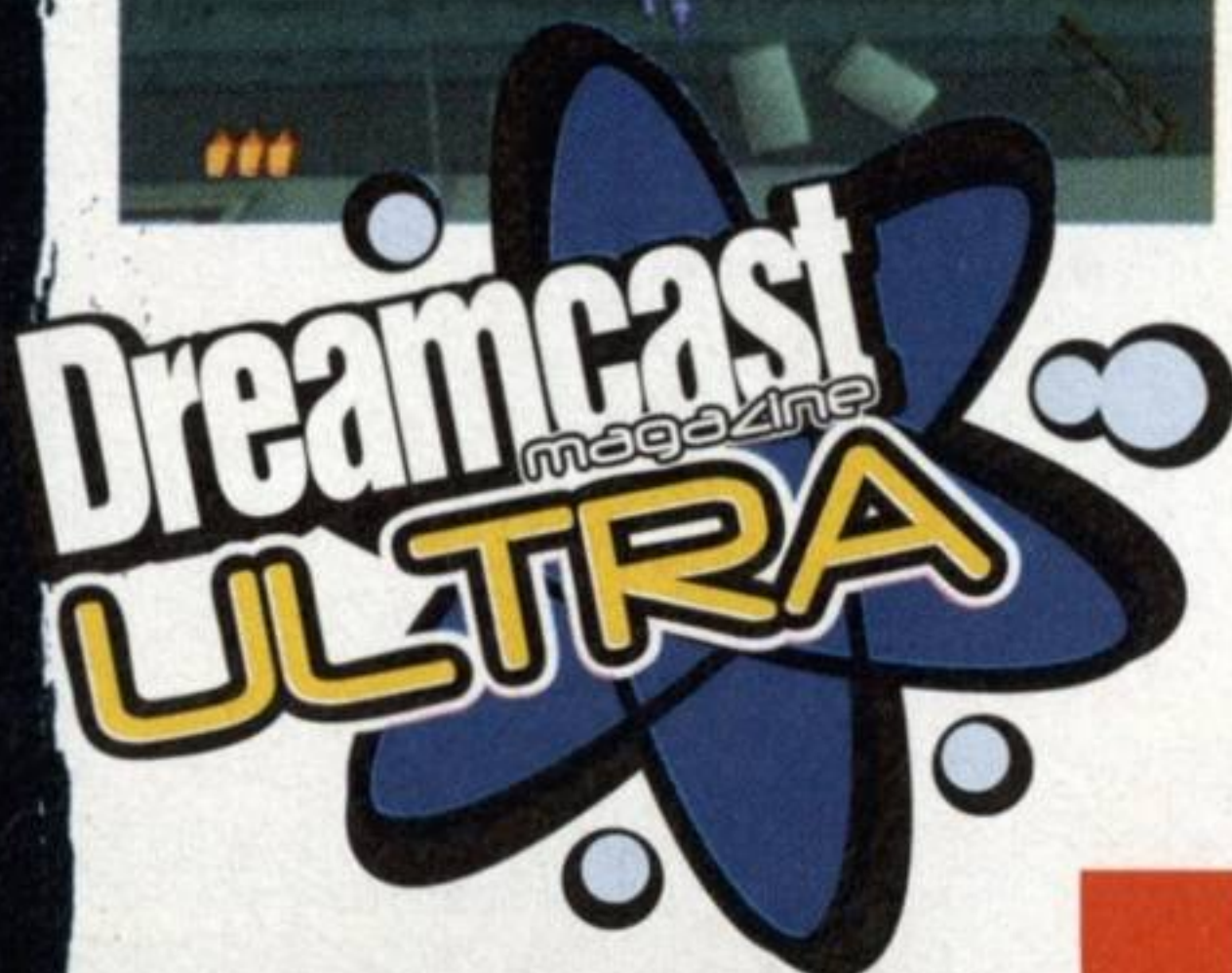
> Surprisingly, it's not as bad as you might think... but it's still not Dreamcast material.

alternatively

- > Sonic Adventure (the Casinopolis level)
- > Going down the bookies

Import Reviews

> The games that you used to have to wait for...



Jet Set

Strap on your skates and get ready to paint the town red, green, yellow, blue... and many other vibrant shades! It's groovy, man... ay-e!

essential information >

Jet Set Radio



Publisher	Sega
Developer	In-house
Origin	Japan
Price	£60 (Import)
Genre	Skating
Release	Out now (Japan)



visual memory

VM Information	
Save position	Y
Logo during play	Y
Mini-game	Y

Well, sort of... you can actually use your VM to save those personalised graffiti tags and then swap them with your friends. Cool!

Skating games have become very popular and considering the amazing graphics of the Dreamcast version of *Tony Hawk's Skateboarding*, you have to wonder if skate gaming can actually get any better. At last though, a new style skating game is available in the form of *Jet Set Radio* and (not surprisingly) it has a soundtrack to die for. However, there aren't any over-used skateboards here – instead, the groovy characters have all strapped on a pair of in-line skates and taken to the streets to start a graffiti war like no other!

The story is pretty straightforward. Rival gangs take control of different areas of the city and the local radio station – naturally called *Jet Set Radio* – keeps you informed of all the gangland happenings, as well as supplying some of the best tunes we've heard in a game yet. The mix is superb with rap, techno, jungle, hip-hop and a range of other wicked plastic to really get you in the mood for painting the town.

Follow The Leader

To get you into the groove of the new style, the game starts nice and slowly – you must copy what the other characters do to learn the basics of the game. First, you've got to collect cans of spray-paint, which have been scattered around the area before you can tag over the rival gang's markings. As you begin to spray the larger tags, arrows will appear indicating which direction to move the control stick for effective flow of paint. After making your mark on a few positions, the cops will move in to try to keep their town clean by bashing you with clubs, shooting you and using other strange devices. When these guys arrive on the street, it's time for you to head up onto the higher platforms to evade them... making sure that you've tagged all the lower arrows first of course!

You don't need to worry about pressing a multitude of buttons to look cool and perform hair-raising stunts in this city.

infoburst

Extra information >

- > Despite looking really cool in *Jet Set Radio*, spraying graffiti on walls is actually vandalism... just thought we'd warn you.
- > There are loads of characters to unlock throughout the game, ranging from goths and dudes to complete freaks!
- > For some strange reason, Sega is planning to rename the game *Jet Grind Radio* when it arrives in the US and Britain. Just doesn't sound as cool, does it?



Leaping from rail to rail and pulling off awesome stunts has never looked better.



Radio

Unlike games like *Tony Hawk's*, leaping on and off rails has never been easier and there are just loads of radical looking grinds that you can perform. As you pick up speed your skater will be able to leap further and will start performing somersaults, twists and even mid-air splits. Getting wild with your stunts doesn't stop the paint flowing from your can either and you can even tag whilst performing a twist out the top of the half-pipe.

Gang Bang!

Once all the marked areas in the town are painted with your team colours, you can move on to the next area of the city and face a new gang of street artists. The areas become larger as you progress and of course, provides tougher challenges, but with the funky tunes in the background you won't be worrying about how long it takes to complete.

The graphics are well animated and although the levels aren't massive, the detail is overwhelming. The soundtrack is superb and blends very well with the on-screen action and with plenty of cool skaters to try, there's loads of hot action. *Jet Set Radio* is a fun, funky game with style – we love it!

Russell Murray



[1] If you get completely lost, you can bring up this handy map to help you find your way. [2] This guy's the last gang member to unlock... he's damn tough! [3] The bigger the tag, the more paint you'll have to use in order to draw it. [4] Don't mess with this bloke – if you do, he's likely to bust you upside your head! [5] As you paint more tags, you'll need to watch out for the cops.



“Leaping on and off rails has never been easier and there are loads of radical looking grinds that you can perform”

Make Your Own Mark!

Step One

First up, you'll need to decide exactly what you want your graffiti to say – choose the English keyboard and then rattle out your message.



Step Two

Now you can make it look more like proper graffiti by warping the letters however you want. By moving and scaling them, you can really get the desired effect!



Step Three

Add a spot of colour to those funky letters by choosing a colour scheme that matches what you really want to say!



Step Four

Finally, do a bit of colouring-in on the background – grab that spray-can and give it a good pasting. Voila! One completed tag!



> *Jet Set Radio* has an excellent feature where you can make your very own tag.



> It's always nice when a title appears that's new, fresh and exciting. Like lots of other Sega games before it (like *Crazy Taxi* and *Sega Bass Fishing*), *Jet Set Radio* is one of those games. There really is nothing else like it; taking just a pinch from *Tony Hawk's Skateboarding* and *Crazy Taxi*, then mixing it around with lots of good ideas has worked wonders. Totally playable, gorgeous to look at and with enough to keep you going for some time, you really must buy *Jet Set Radio*. Really. Go... now! **Martin Mathers**

Summing up the game >
Dreamcast
magazine

pinion

RADIO

- Listen to 'dase wicked tunes... aa-ye!
- Creating your own tags is pretty cool
- Non-stop roller-skating action aho!

GA-GA

- Not exactly the longest game ever
- Easy tricks take the skill out of it all
- Getting ALL of the secret tags is really hard!

VISUALS	95%
SOUNDS	98%
GAMEPLAY	92%
VALUE	92%

DM Rating 93%

summing up >
> Bringing gorgeous graffiti to your Dreamcast, *Jet Set Radio* is a stunner of a game that's packed with original ideas.

alternatively >

- > *Crazy Taxi*
- > *Tony Hawk's Skateboarding*



essential information >

Mr Driller



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Publisher Sega
Developer Namco
Origin Japan
Price £50
Genre Puzzle
Release Out Now (US)

one player vibration pack

visual memory

VM Information

Save position	Y
Logo during play	Y
Mini-game	N

Mr Driller

We could have thought of a hilarious innuendo to put in here about drilling and the like, but we were too busy playing the game. Sorry.

After the excellence that was *Soul Calibur*, we all thought that Namco could do no wrong in the land of the Dreamcast – if this was what it'd got to start with, the thoughts of its future games made us go all gooey inside. Of course, we all wondered what the folk there might turn their hands to next... *Ridge Racer*? *Tekken Tag*? *Soul Calibur 2* perhaps? Well, no – when they announced that their next Dreamcast game was going to be a bizarre Japanese puzzle game called *Mr Driller*, we all replied with a resounding groan. But d'ya know what? Now that it's here, we'll be damned if it isn't one little cracker of a game...

Mr Driller follows the adventures of a little

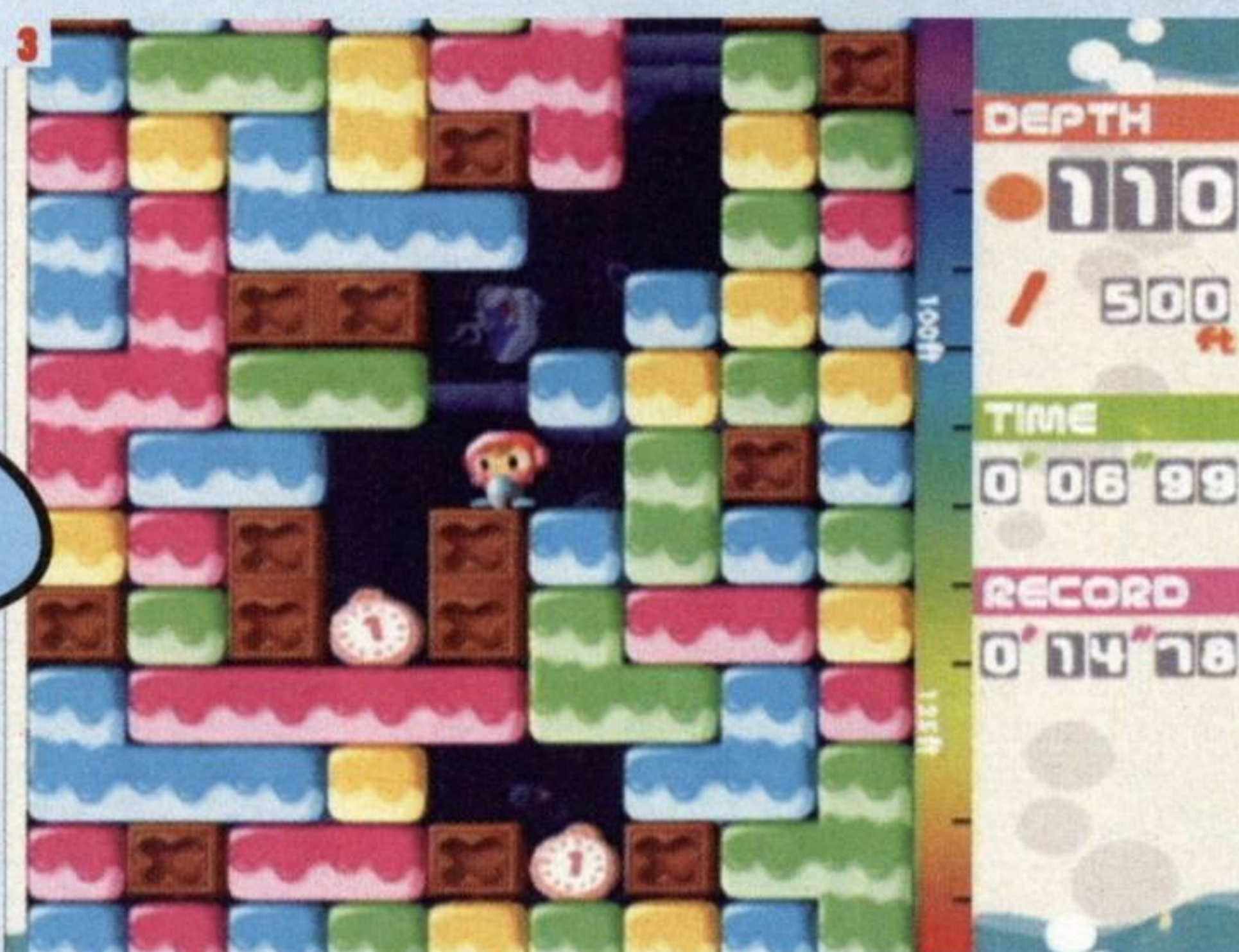
bloke in a pink romper suit, running around with a pneumatic drill in his hand – the Mr Driller of the title. It's the usual story (yeah, right) – the city is rapidly filling with multi-coloured blocks and there's only one man who can get to the bottom of the mystery... quite literally. With possibly one of the simplest concepts we've ever seen in a game, the aim is clear – dig through the blocks with your drill while making sure that you don't get squished by the blocks above as you dig. Sounds easy? Well, don't get cocky 'cause it ain't...

In getting to the bottom of the shaft (2500ft down for beginners, 5000ft for experts) you can't just dig like crazy – a little planning is required. By destroying blocks with your drill, you'll cause other blocks to fall from above and if you don't move... well, you'll get flattened. Also, blocks of the same colour join together when they touch and if four or more blocks combine, they disappear. Then you've got the brown blocks that take longer to break and an ever decreasing air supply that needs topping up as you go...

"Dig through the blocks, making sure that you don't get squished. Sounds easy? Well, don't get cocky 'cause it ain't..."



[1] As you dig further underground, the backgrounds and music change. It's not much but we like it! [2] You'll need to make more of an effort to get those air pods the further you go. [3] You can't miss a single clock in Time Attack!



Come on Mr Driller – there's only a few seconds left!



it sounds complicated, but it's easy to pick up. It also looks spanking gorgeous and the twiddly tunes that accompany the action ain't too bad either.

Down, Down, Deeper Down

As always though, we've got a few niggles that we'd like to point out. The main problem we've got is with 'arcade conversions' as a whole – in bringing arcade games 'home', developers have had to add extra modes in order to extend their longevity. *Crazy Taxi* had a whole huge new level and the 12 Crazy Box stages. *Virtua Tennis* has more characters, more courts and the World Circuit mode. *Mr Driller* has a Survival Mode, a Time Attack mode... oh, and that's it. When you consider that the

game itself isn't exactly long-lived (despite being pretty addictive) you'd have thought that they might have put in more stuff. The fact that they didn't just makes the whole thing look rather bare...

If we were going to be brutal, we'd say that *Mr Driller* was just a touch too basic for our tastes... and indeed, it is. The problem is though that no matter how much we want to knock it, we just can't – it's so addictive that even if we failed to complete the 5000ft mode for the hundredth time, we'd still come back for more. While we still feel that it's not the next *Soul Calibur* we were hoping for, *Mr Driller* will certainly fill the void for the time being. Do we really want *Ms Pacman* next though? Err...

Martin Mathers

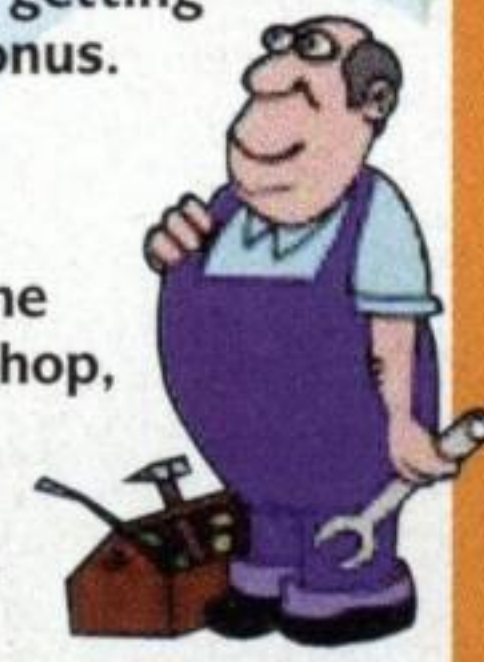


Busman's Holiday

> So we're all agreed that *Mr Driller* is actually a pretty darn good game. Still, would it have worked so well if he'd been from another part of the building trade? We don't think so...

Mr Brick Layer

After choosing from the game options (Arcade mode, Tea Break mode and Sneaking Off An Hour Early mode) you get to control a fat, sweaty bloke with his arse hanging out of his trousers. Whistling at passing ladies without getting sworn at gets you a bonus.



Mr Plumber

Once you've brought the game home from the shop, you open the box... to find no CD. Instead, there's a badly written note inside explaining that you'll have to wait two to three weeks before the right parts needed to play the game show up.

Mr Self-Employed Decorator

Playing this game is a bit hit and miss – while the main character will be there occasionally, you'll usually have to wait for him to show up because he's too busy on 'other jobs'. Either that, or he's down the DHSS picking up his dole cheque... the scrounging git.

2nd opinion

> Those Japanese are back to frustrate us Brits with yet another addictive puzzle game. *Mr Driller* is simple but effective and will keep you staring at your TV for hours, whether you want to or not. The graphics aren't brilliant, but then again they never are in this genre. The controls are easy to get to grips with, consisting of 'Drill' and a direction (not too complicated then). The game becomes more addictive as you progress, but it does get rather repetitive. For those of you who love your puzzle games, however, this is a worthy addition to your collection.
Chris Doran



[4] When you get to the bottom of the well, you'll find these little guys waiting for you! [5] With clever digging, you can get the air pods to group together for some serious points! [6] These huge blocks mark the end of each 'level' – break them to reach a new area!



infoburst
Extra information >

- > In true Japanese excessive style, *Famitsu Magazine* gave *Mr Driller* a perfect 40 out of 40 score. Err, right...
- > From the looks of things, Namco's next Dreamcast game is going to be a remake of *Ms Pacman*. God knows why...
- > We like *Mr Driller* a lot – but now we've got *Jet Set Radio*, we hardly play the damn thing any more. Doh!



summing up the game >
Dreamcast magazine

2nd opinion

- | | |
|--|--------------------------------------|
| MANIC | MARMITE |
| ⊕ Easy to pick up from scratch | ⊖ Just a tad basic for our tastes |
| ⊕ Gosh, it's all so purdy to look at! | ⊖ Not exactly tons of options |
| ⊕ Keeps you coming back for 'just one more go' | ⊖ Dig, splat... start again. Aarrgh! |

VISUALS	82%
SOUNDS	85%
GAMEPLAY	95%
VALUE	80%

DM Rating 83%

summing up >
> Yes, it's all very lovely but it that all there is to it? We wouldn't say it's shallow, but...

alternatively >
> **Chu Chu Rocket!**
> **Black And Decker Firestorm D144K-2**

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Welcome to Interact, the bit where you get to have your say in the magazine that we like to call DREAMCAST MAGAZINE...

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DREAM MOMENT



WIN!
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WIN!
Joytech
Peripherals
Page 87



WIN! MADCATZ Peripherals

Here at DREAMCAST MAGAZINE HQ we've teamed up exclusively with Mad Catz, those groovy peripheral manufacturers, to offer you the chance to win a whole host of cool peripherals for your Dreamcast. Each month the letter of the month (as deemed worthy by us) will win the author a Dream Pad controller, Rumble Pack and a Dream Wheel - pretty neat, huh? Time to get writing then...



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

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Bring out yer mail, bring out yer mail!

Taking The...

Hi, congrats on the mag, I've read others, but your review techniques seem to me far superior. You also seem to get info before other mags, or at least some others! Anyway, to business. I was rather disappointed to see in your latest magazine that *Take the Bullet* may be getting cancelled. Why? I know there are some good first-person shooters on the Dreamcast but none of them (to my knowledge) have the missions or complexity of *GoldenEye*. *TB* looked like it could have met these standards instead of being another mass blast-fest! Next point, why do developers change their release dates so much? You were told and hence so was I that *DOA2* was coming out on 28 of April. I ordered it only to find out it won't be coming out until the end of June! The same happened to *Nomad Soul*, instead of May it's now 23 June. I heard that Sony had something to do with *DOA2* but I really wish someone would get their dates right!

Thanks for listening,
Andy Ascough, Selby.

DM: Selby eh? I used to live in Selby... went to Brayton school, as it happens... Anyway, *Take The Bullet*. Well, we would have to agree with you on that



one, it did/does look very promising indeed. However, whether it has been canned or not is open to much speculation. One minute it seems that development has ceased and the next we hear that it will be released some time next year. Sorry to sound a little vague but nobody knows what is going on with the game!

As for release dates, we can understand your frustrations. Imagine though, if you will, just how complicated games are. Very few people can actually predict with any certainty when a game will be finished for a variety of reasons. Even when they have been completed they have to be rigorously tested by both the developers and Sega, who test for bugs and for the overall quality of the titles. Apparently Sega is very



concerned about making sure that every game that is released on the Dreamcast is top quality. Even assuming that the game passes these tests it then has to be duplicated, which takes more time. Obviously, Sega does all the duplication of every game so it controls when games are printed. So as you can see, there are many reasons why a game can be delayed; in fact, it happens to virtually every game that's released these days. However, in many respects it is a good thing. Thanks to Sega's testing and developer's carefulness, hopefully the games that finally hit the shelves are an awful lot better than they might have been were it not for the checks and care that they receive. So whilst it is a pain, theoretically those delays are worth it in the long run...

★ It Takes All Sorts...

Before I start I'd just like to thank you for opening the golden gates of the videogame world by forcing me to indulge in the beauty that is Dreamcast Magazine (Christ, I'm the master of the brown noses). Anyway the reason why I'm writing is because I wish to compare the PS2 to a pizza (no, you're wrong, the booze is securely locked in the cupboard). The reason behind this is that as far as I am concerned, Sony's new console looks like a pizza box, plane and simple (take your finger away from the 9 and put the phone down, I'm OK, really). Only when I open the PS2 I don't get a succulent piece of pizza, instead I have to insert a small shiny disc that's not half the fun (doesn't taste great either). Also, if I want to share it with three other mates I have to fork out 30 quid for a multipad as well as an extra £75 for the pads (sometimes I think Sony is just in it for the money, hang on... neh). Now who can forget waking up the morning after a party and stumbling around the kitchen desperately hunting for anything half eatable only to find the

remains of last night's pizza, (cue the miracle music). However, waking up to find a similarly shaped PS2 disc ensures a lengthy trip to the dentists. Finally if I fancy a pizza I simply reach in to my pocket to provide the payment. However, if I fancy a PS2 I have to drain my life savings of every last penny (meaning I have to vigorously assault that cute pig on the window sill, poor thing). Finally before I leave I feel it's my duty to tell you that S Club 7 are demons who possess your body making you move your limbs to the music and making you mouth sing along to the words. For your own safety destroy the radio, well I'm off... uh oh, no not now aaaarrrrgggg... reach for the stars...
Michael Tugate, Northumberland

DM: We're a bit scared now... have some free stuff.



Give Us A Game...

Hi, after reading your magazine I decided to put pen to paper and voice my opinion just like so many of your readers. Initially when the Dreamcast came out everyone was wowed by the graphics and playability of





Desperately In Need Of A Keyboard

I was reading back in issue no.#5 the review on Armada and I was reading on and on then I stop and said "WHAT'S THIS GAME ON ABOUT???" So can you help me out? Is this game where you build an army as well as grow a population of your kind or, is it where you are some space ship blasting at the ships away or is it command & conquer still where you build or army up and kill the bad guys??? HELP ME!!!! FROM TIM BAKER SYDNEY, AUSTRALIA Here's a joke look on page no.112 issue no.7 all the magazines numbers 2, 3,4&6 have NOT been sold out BUT NOT number 5 I wonder why??? Well lets have a look Dead or Alive 2 babes strip down to G-strings on front cover.HHHHHhhhhMMMMmmmm I still don't get do YOU???

Tim Baker, Sydney, Australia



Short Cuts

Exactly as they came to us, these are the emails that were short, mad or just plain bizarre – sort it out, you strange bunch of crazy people!

> Soul Calibur! I have nothing to say about this game. Better games are coming! Wow! Overall:100%.....

> here i come sonic

> my friends dont believe me that the dreamcast is better then the playstation2 can u give me some advice to prove the dreamcast is better an your mag is the best thanks Ben Shepherd via email

> I would like to suggest that the comparison between the Dreamcast and PS2 not be associated with the comparison of the PSX and N64, but more between the Megadrive and more powerful SNES. J Cooper via email

> REPLY FOR GOD SAKE !!!!!!!!!!!!!!! Ben Humphries

games like *Sonic Adventure*, *House of the Dead 2* and *Soul Calibur*. Then everything seemed to die down because of the quality of games that suddenly got released and people were sort of thinking that they had made a mistake with the Dreamcast – 'maybe we should have waited for the PlayStation2' was the general response. Then came *Crazy Taxi* and now the amazing *Resident Evil Code: Veronica*. These two games, more so the latter, have injected life into the Dreamcast and have really boosted sales of Sega's wonder console.

Why can't we have more games like these? Sega is going to need the support of its users to be able to succeed against Sony, Nintendo and Microsoft and the only way of doing this is to release more and more games of this high standard. It will be interesting to see the opinion of your readers and your own on my words.

Scott Saunders

DM: We would have to agree. However, one look at the Dreamcast release schedule and you'll see that over the coming months – especially towards the Christmas period – and you'll see that there are literally tonnes of great

"Come Christmas, Dreamcasters will be the happiest console gamers on the planet."

quality games that will impress and astound even those people who believe that the PlayStation2, Dolphin or X Box are the only consoles worth buying. Unfortunately, there is a criminal lack of quality games at the moment but come Christmas, Dreamcasters will be the happiest console gamers on the planet. Promise.

Oh Dear...

Who the hell does Mr A Batour think he is? How can he go on about how the so called 'casual gamer' has done so much damage to his gaming, when they have helped to make the games industry into what it is today – in fact, without the casual gamer would the Dreamcast have ever seen the light of day? Personally, I don't think so. Or is he afraid that him and his small circle of friends no longer enjoy a pastime that they believe should only be sacred to them. This might explain why he enjoys the amazingly average *King of Fighters* games so much,

just because they are less popular than the superior *StreetFighter* games. If he describes himself as such a 'hardcore gamer' then why is he slagging of PS2? Surely he should be more interested in the games coming out for it – well, *Metal Gear Solid 2* to be more precise – then saying how crap the console is. Does he remember the amount of people who slagged off the Dreamcast for its lack of major games releases after its first few months of sale, both here and abroad. Oh and if A Batour likes the import scene so much it says one thing about him – he must be loaded, since importers can set any price they see fit for popular games. I should know because I paid £150 for *Super Mario Kart 64* (big mistake). Finally, there is a concept that Mr A Batour should get into his thick skull and that is there is no such thing as a 'hardcore gamer' or a 'casual gamer' as far as developer/publisher is concerned, just plain and simple 'gamers'. Hopefully it is the developers and publishers who will realise that the better they make their games, the more likely they are to sell them.

Thomas Wardle via email

DM: The debate still continues... are such labels as 'Casual' and 'Hardcore' appropriate? Letters please.



So, just what have you guys been playing? Here's the bit where you get to express yourself in only 100 words. Go on, impress us with your wit!

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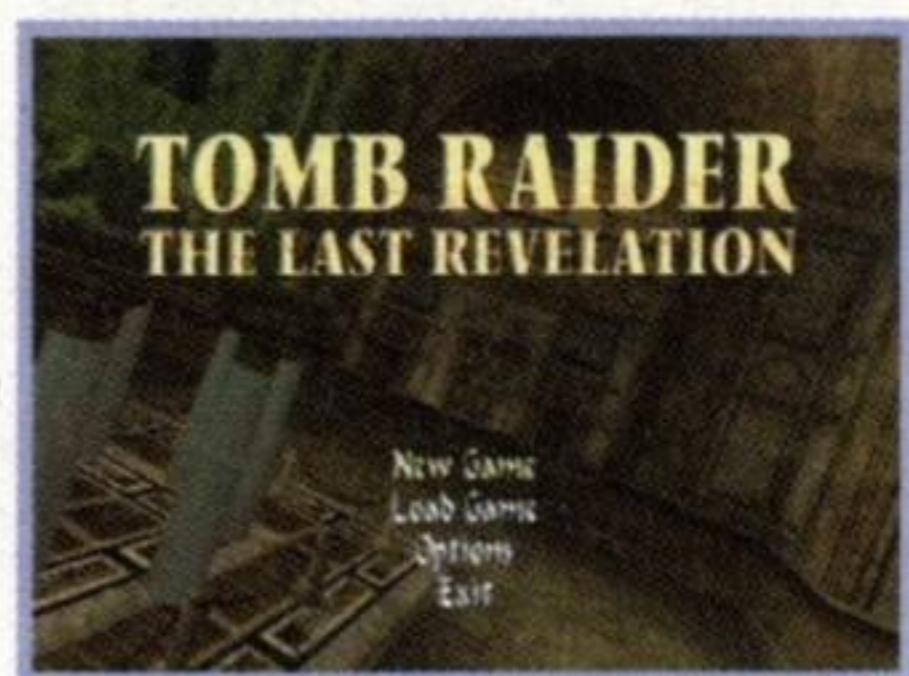
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Tomb Raider: The Last Revelation

Publisher	Eidos
Developer	Core Design
Origin	UK
Genre	3D Adventure
Reviewed by	Andrew Croskery



As soon as start playing this you can see that this is a thoroughly lazy conversion, with graphics that don't even push the Dreamcast. Incredibly flat backgrounds, blocky characters...even Lara looks blocky. But graphics aren't what makes a game, it's the gameplay. Unfortunately, this aspect of the game also fails to live up to the standards Dreamcast owners have a right to expect. You have the trademark dodgy control system, you have your illogical, boring puzzles, and the sheer monotony of the levels. Avoid at all costs. You deserve a lot more from your Dreamcast.



Overall 44%



Wetrix+

Publisher	Take Two
Developer	Zed Two
Origin	UK
Genre	Puzzler
Reviewed by	Stephen Whitby



When you first play this, you just know that things can only get better. *Wetrix* is one of the most addictive games, and you'll be finding that you lose track of time. You'll find yourself blowing away mountains of land in a quick rush to avoid earthquakes, and then quickly building it up, as you fill your pants in fear of losing too much water. This game is definitely one for fans of *Tetris* – though it is nowhere near as good as *Wetrix+*! If you have a Dreamcast, and you have 15 quid (go to jungle.com) then buy it now – you'll be so glad that you did!



Overall 94%

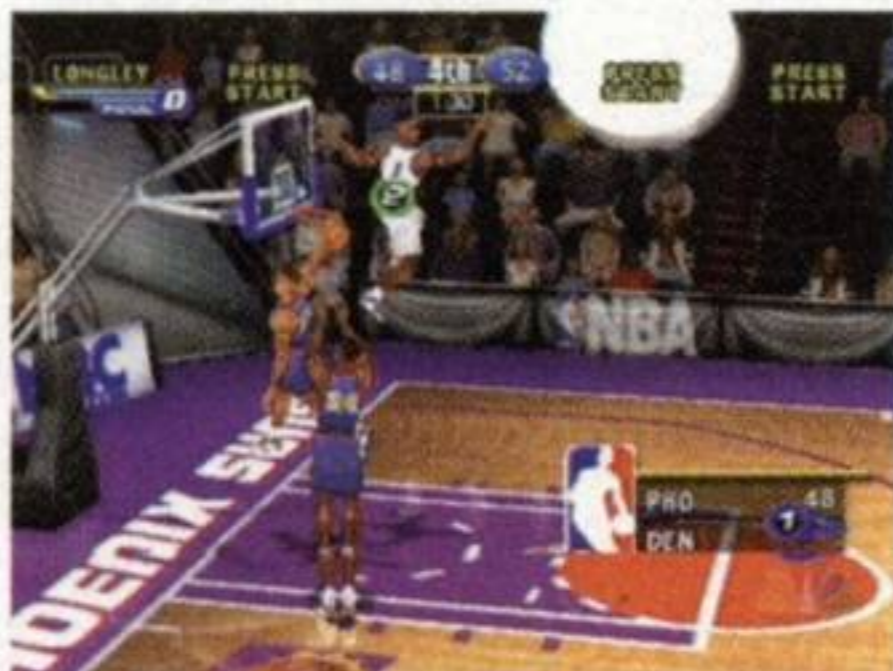


NBA Showtime: NBA Vs. NBC

Publisher	Midway
Developer	In-house
Origin	US
Genre	Sports
Reviewed by	Ashlee Barnes



While I was in the shop buying a Dreamcast I saw a game called *NBA Showtime*. I think *NBA Showtime* is a game for the novice basketball gamer, but if you know your basketball games then this isn't for you. This is because it only contains a two-on-two match that gets boring in the end. You can't enter leagues, which is disappointing. The great thing about the game is the graphics, sound and multi-player mode – I think if it weren't for that it would be a failure. It's not the best basketball game but it's worth playing.



Overall 75%



Soul Reaver: Legacy of Kain

Publisher	Eidos
Developer	Crystal Dynamics
Origin	Japan
Genre	3D Adventure
Reviewed by	Rhys Pugh



I bought *Soul Reaver* about three months ago, and in the first ten minutes I could already tell it was going to be in my top five games of all time. I mean it has the lot: monsters, a very cool hero and many ace ways in which to send kill your enemies. But the problem came when I had nearly completed the game. I felt betrayed because I hadn't been playing for too long and I had a healthy load of glyphs! Irritatingly, I realised that I really could not be bothered to complete it another time. *Soul Reaver* is an excellent game but it lacks lifespan and I can't wait for *Soul Reaver 2* to give that a go.



Overall 78%

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More quality sites than you can shake a big stick at – that's the Dreamcast Magazine Web Directory. This month we focus on TV game shows, American 'rebel' rock bands and some rather bizarre comedy sites...

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

L Left Shoulder Button

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

R Right Shoulder Button

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

I Want One Of Those!

www.iwantoneofthose.com



> As you've probably guessed from looking through our Stuff And Nonsense section every month, we like our pointless toys, gadgets, gizmos and play things... you name it, we're into it. So imagine our delight when we stumbled upon possibly the greatest goodie site EVER – aptly named *I Want One Of Those* (because that's what Alex shouts every so often). They've got all the bits and pieces you'll ever want, from the useless, like a giant tennis ball or a talking bag, to the unaffordable... such as a REAL fighter jet. Wow. We want it!



FILM

Me, Myself And Irene www.memyselfandirene.com

> We love the Farelly brothers, if only because their films feature the kind of sick humour that brings a smile to our faces. Luckily, the Web site for their next film, *Me, Myself and Irene*, is already up and running – it's pretty special, but we won't spoil it for you. Let's just say that if you're feeling a little bit schizophrenic after you've checked it out, that makes four of us (ho, ho).



The Force www.theforce.net

> With most of the cast for *Star Wars: Episode Two* ready and able to do their bit for movie history, everyone is buzzing about what's going down with George Lucas' next film. Thankfully, The Force is at hand in the shape of the leading *Star Wars* fan site, featuring every piece of news and gossip from around the universe. If you're after anything remotely *Star Wars*-related, this is the place to be.



Movie Mistakes www.movie-mistakes.com

> Ever watched a film and noticed something wrong that no-one else did? Then you're an anally retentive film fan – the ideal person to check out the Movie Mistakes site. Filled with mistakes covering nearly 1,500 films, it points out continuity errors, plot holes the size of the Grand Canyon and all the other mistakes that only picky people notice. Have they nothing better to do?



MUSIC

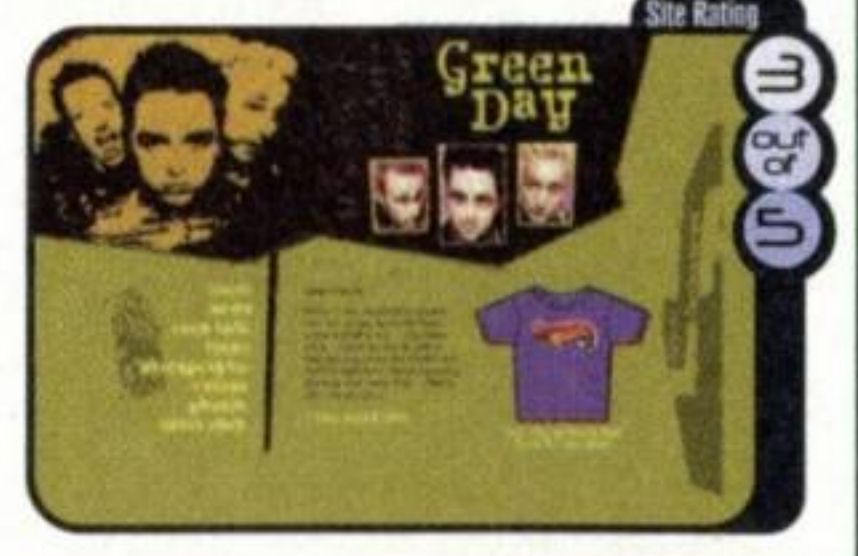
Blink 182 www.blink182.com/index2.asp

> We like Blink 182, if only because their music really makes us 'rock'. Their official site is pretty stacked – it's got biographies of all three band members (Mark, Tom and Travis), pictures from their live performances both on and off stage, tour dates, a full run-down of all their records PLUS all the song lyrics from their current album *Enema Of The State*. Mmm, tasty.



Green Day www.greenday.com

> And we thought that the band had split up... apparently though, they're in the process of recording their next album so that's nice. If you've missed the boys while they've been 'away', check out this site – there's a store where you can get all the latest merchandise, photos, details of all their records and even the chance to join the Idiot Club and get loads of goodies.



Official Limp Bizkit Site www.limpbizkit.com/frames.html

> They're huge in the US but until they released the recent version of the *Mission: Impossible* theme, we'd never heard of them (but we are old fogies that listen to blues, aren't we Simon). Their official fan site is pretty comprehensive, so we found out plenty in the short time we were on it. There's the usual mix of lyrics, photos, tour dates and other stuff so go check it out, okay?



TELEVISION

Fort Boyard www.geocities.com/fortboyarduk/main.html

> The Channel 5 show might not be as good as the original French one, but the show that inspired the classic *Crystal Maze* series is still pretty darn great. If you fancy learning all about the games, presenters and even how to get on as a contestant for the upcoming third series, pay a visit to the site. Just one question though... where are all the pictures of Melinda looking lovely, eh?



Robot Wars www.robotwars.co.uk

> Who'd have thought that watching a bunch of machines (built by people with nothing better to do) beat the crap out of each other would be fun? Not us - but then, we've got lives. Still, if you fancy finding out about the live *Robot Wars* events or even going on the show yourself, you'll find all the info here. It doesn't mention how they stole the concept from a competition in the US though. Ha.



Mart's Pick **The UK Game Show Page** www.qwertyuiop.co.uk/gs/

> Game shows are great - you get to watch people winning stuff while shouting things at the television, so that's why we like The UK Game Show Page. Trust us, this site has got information on virtually EVERY British game show from the last 20 years, as well as some even older ones. There's stuff on there that brings a tear to the eye of our boy Mathers... *Games World*, anyone?



COMEDY

Nick's Pick **Stick Death** www.stickdeath.com

> Violence is a funny old thing but thankfully, it's not illegal if performed against cartoon characters. That's why we think Stick Death is the greatest Web site around - demonstrating just how many ways there are for a stick person to die, it's possibly one of the funniest sites we've seen in a long time. There's also a store from which to buy Stick Death merchandise... rather groovy.



Simon's Pick **Mingers** www.mingers.com

> They walk among us like normal people, trying to blend in with normal society. Luckily, we have Mingers.com - a site dedicated to pointing out some of the ugliest people on the face of the planet. As well as being able to look through the archive and vote for your own minger, there's also the 'Minger Of The Week'... believe us, it's a scary sight. Even Alex wouldn't date her.



Life Sucks, Give Up www.demotivate.com/intro.cfm

> Are you the type of person that always looks at the bright side of life? Then get on over to the Demotivation Site; it's full of demotivating news, art, comments and generally depression-inducing stuff. There's even a Demotivation Cam that shows the most downbeat images possible - it was a constantly updating image of a wall when we visited. God, we're depressed already...



WEIRD

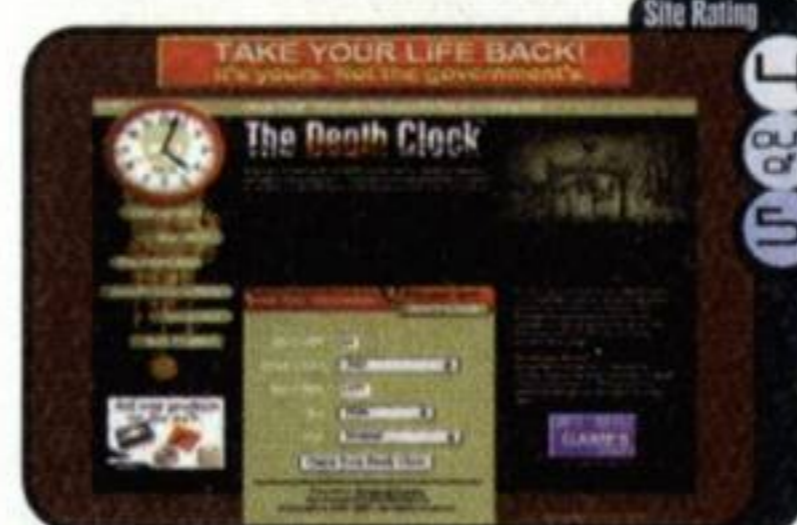
Alex's Pick **My Name Is Walter** www.geocities.com/walters_mission/

> We, as well as thousands of others, have joined the quest to help Walter achieve his ultimate goal - to get lucky! Apparently, some of his female friends (also pictured on the site) have promised young Walter that they'll sleep with him if he manages to notch up 1,000,000 hits on his home page. He's already up to around 850,000... let's help push it over the top! Go Walter!



The Death Clock www.deathclock.com

> As the famous saying goes, your life is ending one minute at a time... and now, you can watch it go! The Death Clock is the place to be if you want an estimate on how long you've got left before you pop your clogs - just enter your birthday and other miscellaneous information, then be amazed as you discover you're about to drop down dead. Depressing, but great at the same time.



Confess Your Sins www.arfarfar.com/confess

> Religious people are lucky - if they do something wrong, they just confess their sins and everything's okay again. Well now, everyone has a chance to absolve themselves by visiting this site; just send your confessions to the address on the site and they'll be burnt away, leaving you guilt free and ready to carry on with your life. Well, at least that's what it says here...



Competition

You've Gotta Have It!



> Once again we've teamed up with our Web site of the month, iwantoneofthose.com, to give away a great prize - a Nikko Thor F150 remote-controlled truck. The truck is actually a scale model of the real thing and is perfect for off-road shenanigans... in fact, it's almost as much fun as the real thing.

To stand a chance of winning this great prize just tell us the ten things that you'd most like to own from the iwantoneofthose.com Web site and whoever has the same list as ours (or closest to) wins the truck. Simple!

When you think you know the answers, stick them on a postcard to the following address, making sure that it gets to us no later than 1 September.

I Want One Of Those
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Paragon Publishing Ltd
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BH1 2JS

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

Dreamcast solutions



Hints, Tips, Cheats and Guides

It's the invaluable cheats section where month after month we collate the best hints and tips to make gaming even more fun!

Rainbow Six

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

Cheat	Button/Stick Combination
Avatar (Single-Player) God	Analog Stick Up + D-pad Down + A
Team God	Analog Stick Left + D-pad Down + A
Heavy Breathing	Analog Stick Down + D-pad Down + A
Big Head	Analog Stick Up + D-pad Down + X
Mega Head	Analog Stick Left + D-pad Down + X
Polska (Change Faces)	Analog Stick Down + D-pad Down + X
Brains (Better Team AI)	Analog Stick Up + D-pad Down + Y
Stumpy (Short Team)	Analog Stick Left + D-pad Down + Y
Side-Scroller (Stick Men)	Analog Stick Down + D-pad Down + Y
Victory (Impossible To Lose)	Analog Stick Up + D-pad Down + B
Clodhopper	Analog Stick Left + D-pad Down + B
Rudeness (Instant Death)	Analog Stick Down + D-pad Down + B



Bust-A-Move 4

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

More Puzzles

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

Bonus Characters

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



Tarot Reading

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

Talk Demo

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

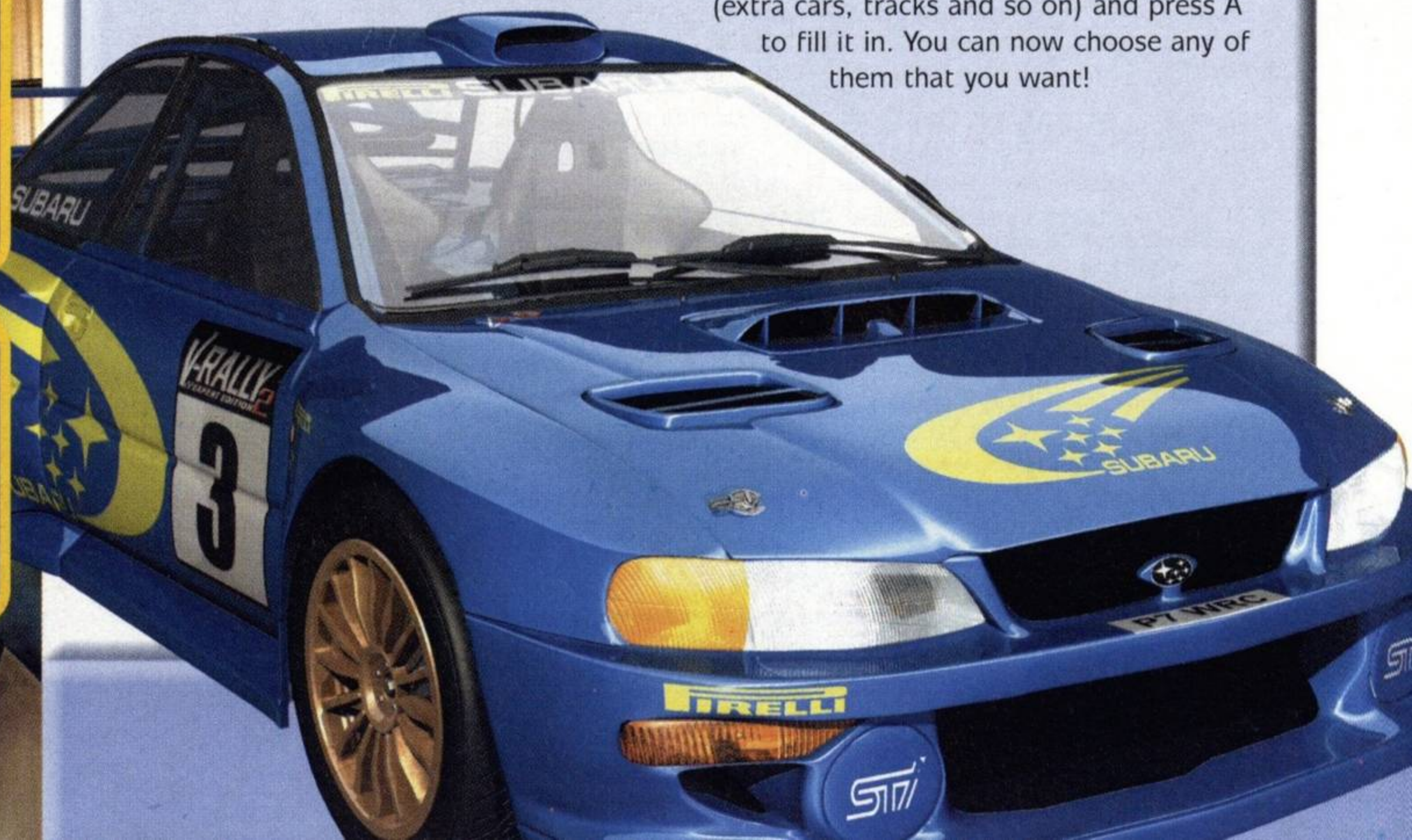


V-Rally 2

> We'll agree that *V-Rally 2* is one of the tougher racing games around, so you'll probably be needing a bit of help. Well, don't say we never give you anything...

All Cars And Tracks

If you don't want to play through the whole game to access everything, just go to the Options screen and choose Game Progression. Now press L, R, Left, Right, Left, Right, Up, Down, Up, Down, A, A, Start – once you've done that, you can highlight any empty box on the screen (extra cars, tracks and so on) and press A to fill it in. You can now choose any of them that you want!



Tony Hawk's Skateboarding



> Having trouble pulling off all those outrageous jumps, flips and grinds? Need some help getting all the tapes? Wanna play with big heads? Here's how...

Access Private Carrera

Start a game (in any mode) using Officer Dick. Pause the game and hold the Left Trigger then press Y, Up, Y, Up, B, Up, Left, Y. The screen will not shake like in all other codes. Quit the game and begin another one. In the Character Selection screen Officer Dick will be replaced by Private Carrera. If you try to restart a session, the game will freeze and you cannot unfreeze it.

Unlock Everything

Pause the game and hold the Left Trigger then press B, Right, Up, Down, B, Right, Up, X, Y. This will give you 50 tapes with each character, all the videos, stages and boards.

Unlock All Levels

Pause the game and hold the Left Trigger then press Y, Right, Up, X, Y, Left, Up, X, Y. The stages will still appear unavailable. Go ahead and choose them anyway!

Skip to Restart

Pause the game and hold the Left Trigger then press X, B, A, Up, Down.

This code will allow you to restart the level from various different areas.

Special Meter Always Full

Pause the game and hold the Left Trigger then press A, Y, B, Down, Up, Right. Now you can pull off those special moves whenever you like!

Slow-Motion

Pause the game and hold the Left Trigger then press X, Left, Up, X, Left. Wow, just look at the Matrix-effect!

Big Head Mode

Pause the game and hold the Left Trigger then press X, B, Up, Left, Left.

Stats At 10

Pause the game and hold the Left Trigger then press X, Y, Up, Down. You'll be given max stats for your current skater.

Stats At 13

Pause the game and hold the Left Trigger then press A, X, X, Y, Up, Down. Now your skater will have stats over the max level!



Classic Cheats

Legacy Of Kain: Soul Reaver

> Are those vampires becoming a pain in the neck? Lost your garlic necklace? Then you'll be wanting these rather wonderful cheats then!

Gain All Abilities

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

Refill Health

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

Regain Maximum Health

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

Upgrade Health To Next Level

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

Recharge Magic

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

Maximum Magic

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

Pass Through Barriers

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

Wall Climbing

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

Hurt Raziel

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

Gain Soul Reaver

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

Gain Aerial Reaver

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

Gain Kain Reaver

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

Gain Fire Reaver

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

Make Fire Reaver

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

Cast Force Glyph

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

Cast Stone Glyph

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

Cast Sound Glyph

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

Cast Water Glyph

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

Cast Fire Glyph

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

Marvel Vs Capcom 2

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

Switch Character Order

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

Alternate Costumes

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

Cheaper Hidden Characters

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



QUESTIONS and ANSWERS



All your gaming problems are sorted out by our very own games experts – we are here to help you!

Yep, they're back once again – our gaming chimps are here to answer any questions you might have about any games. Whether you're stuck on a stage, having problems beating a boss or just want us to slip you a couple of cheats on the sly, this is the place to be...

Whatever your gaming problem we're here to help! Don't be shy – write to us today at: **Q&A, Dreamcast Magazine, Paragon Publishing, Paragon House, St Peters Road, Bournemouth BH1 2JS** or send an email to: dreamcast@paragon.co.uk

Chu Chu And Swallow

Q Please help! I am stuck on Stage 24 of Hard mode in *Chu Chu Rocket!* and it's driving me insane! Everything I do gets those poor little mice killed – you've got to tell me how to do it!

Thanks in advance,
Mr Anonymous (no name, you see), via email

A Oh, come on – this is one of the easier levels of Hard mode.

What's wrong with you? Mind you, if you couldn't include your name in the email you sent us then no wonder you can't do it... oh well. Here's the solution to the level, presented in screenshot form – are we just too kind or what?



Help Me, Mummy!

Q I'm playing *Tomb Raider 4* and even though I'm right near the start of the game, I'm completely stuck. Could you please help me get out of the room with the sarcophagus in it on the Burial Chambers level? No matter what I do, the pushable statue won't move – how can I do it? Yours thankfully,

Michelle Daly, via email

A Well Michelle, to be honest we're not sure what you might be doing wrong. Once you've collected the Amulet of Horus out of the chest of the sarcophagus and followed the passage opposite to the next room, you'll have to move the statue onto the left-hand circular floor pattern in order to open the way forward. If the statue won't move, you might be pushing it from the wrong direction or blocking something behind it (like the Small Medikit that you need to pick up in the room). Other than that... well, we're afraid it's up to you. Sorry!



Crappy Races

Q I know you said it was an excellent game (and I agree with you), but *Wacky Races* is also one of the toughest racing games I've ever played! I can get quite a way into it but when it comes to beating the extra characters – especially Dick Dastardly – I just can't do it! Have you got any cheats that might be able to help me out? Thanks guys!

Chris Doran, Bolton

A Hmm, sounds like you're in a spot of bother, young man. How about some rather nifty little cheat codes to help you on your way? Just don't tell anyone we gave them to you... go to the Cheats menu



(it's located on the central signpost in the main hub) and enter 'WackySpoilers' to unlock all the tracks and challenges, 'WackyGiveaway' to open up all of the extra characters or 'BargainBasement' to give each character all of their special attacks. Remember not to put spaces in-between the words or the cheats won't work!



Tyrant Troubles

Q Dear Dreamcast Magazine, I'm having a bit of trouble with *Resident Evil Code: Veronica* and I'm hoping you can help me. Do you know if there are any type-in cheats for the game to get extra weapons, health and ammo? I hope there are because I'm totally stuck trying to beat the second Tyrant boss.

Yours hopefully,
Pelham Vincent, via email

A Well, there's good news and bad news. The good news is that we can help – hoorah! The bad news is that there are NO cheats for *Code: Veronica*... unless you count the ones that you have to earn by completing the game. D'oh! Anyway, we can give you some advice on how to beat the Tyrant for the second time... for starters, make sure you're well tooled up before the fight. If you haven't got any ammo, you won't be able to beat him! Also, try to lure him towards the open back of the plane before running to hit the Crate Release button – that way, he'll have less chance of stopping it. Finally, don't let him hit you! If you get hit more than twice, heal yourself immediately or you're a goner!



There's no cheating when it comes to beating the Tyrant – just get tooled up and go for it!



IT'S THE 'Beat Mathers' Challenge!

Finally, we have a pair of winners! Virtually everyone has chosen to ignore Mart's scores on *Tony Hawk's Skateboarding* and *Sega Bass Fishing* (maybe he's just too good? Nah...) instead plumping to beat his records on *Crazy Taxi* and *Soul Calibur*. We've had some good entries but after shuffling through all of them, we have two top scores – if your name is below, then well done! Fingers crossed, a nice set of Joytech peripherals is winging its way to your doors right now...

Game: Crazy Taxi

WINNER!: Robert Lis, Surrey
Highest Score – \$41, 640.60 (Crazy ranking, 96 passengers) (Arcade mode, 70secs, normal difficulty)

Game: Soul Calibur

WINNER!: Simon Larkin
Fastest Complete Time – 02'24"61 (Time Attack, normal difficulty)

As for the rest of you... well, you just weren't good enough, were you? Don't go giving us any complaints of how you think these scores are impossible either – Robert and Simon both supplied proof of their records, so 'nerrrrr'. Still, Mart's gone and set some more record scores for you to beat... and the *Tony Hawk* and *Sega Bass Fishing* scores still stand. Think you've got what it takes to beat them? Well, come on then!

Challenge One

Game: Wacky Races
Record Time – 1'05"41 (Battle Arena challenge, Snowfall Peaks course)

Challenge Two

Game: 4Wheel Thunder
Record Time – 2'18"725 (Canada Outdoor Daylight course, 3 laps)

Challenge Three

Game: Tony Hawk's Skateboarding
Record Score – 70, 607 pts (Downhill Jam stage, single 2min session)

Challenge Four

Game: Sega Bass Fishing
Biggest Fish Caught – 9715kg (Consumer mode, normal difficulty)

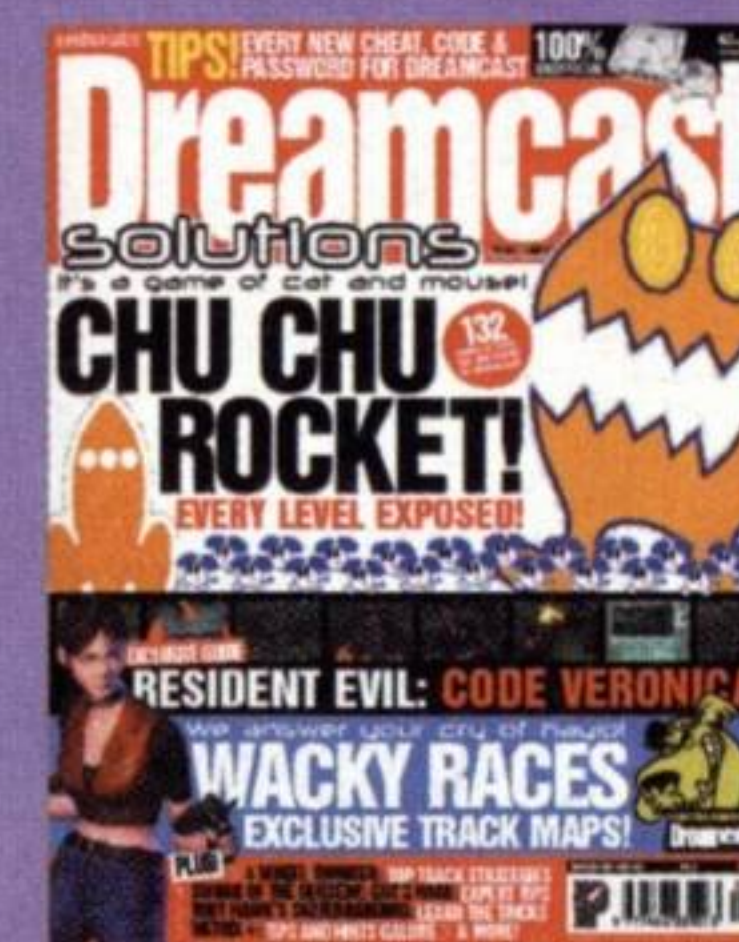


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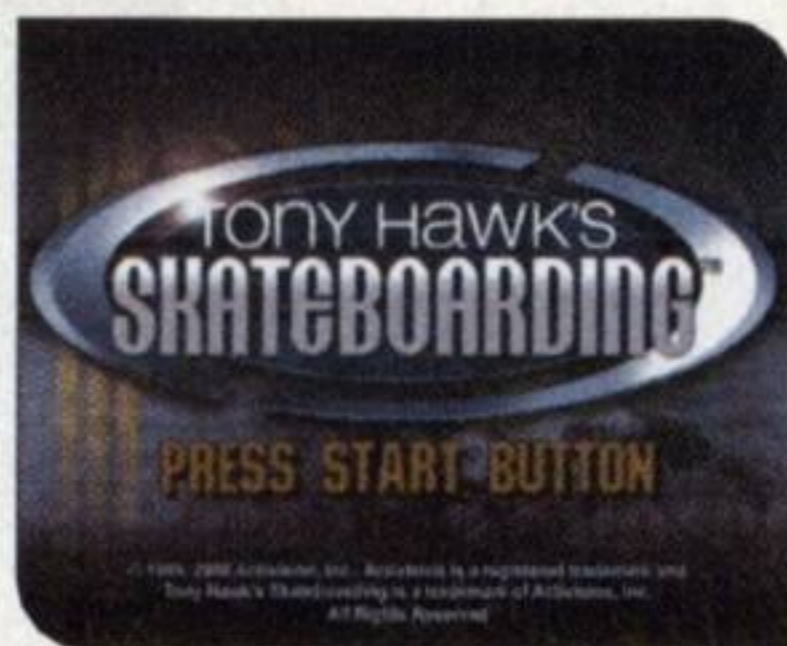
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Tony Hawk's Skateboarding



Publisher Crave
Developer Treyarch
Origin US
Price £39.99
Genre Sports



two players



vibration pack

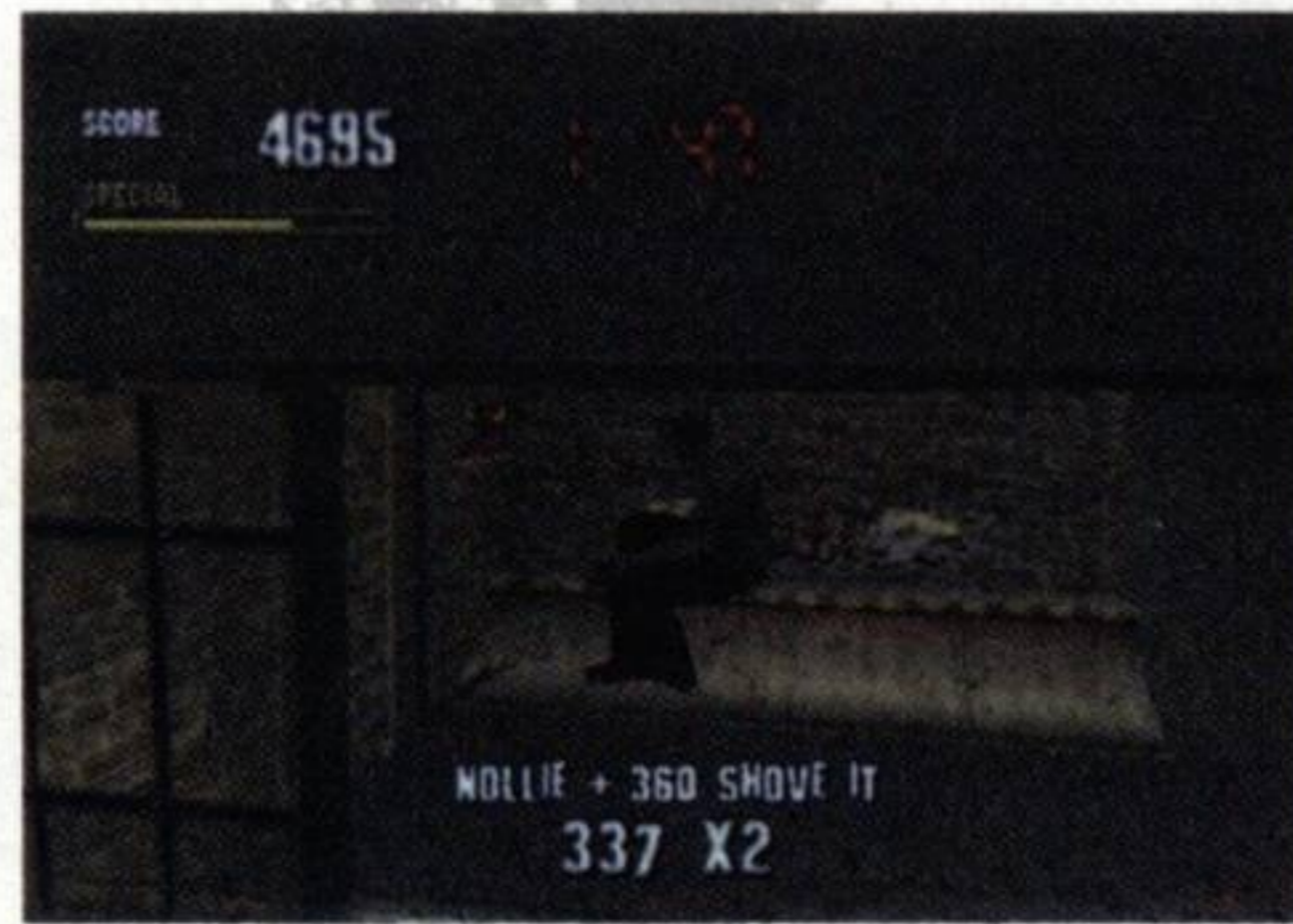
visual memory

VM Information

Save position Y
Logo during play Y
Mini-game N

Tony Hawk's Skateboarding

Time to ollie up, grab some phat air and pull off those rad tricks – with our complete guide to every tape and gap, you'll never fall off your board again!



THE BASICS

If you want to make it in the world of Tony Hawk, you'll need to learn the lingo. Get familiar with these terms and then go out there and skate!

Ollie

A basic jump; kicking the back of the board as you jump brings the board up with you.

Nollie

Similar to an Ollie only the board spins 360 beneath you before you land.

Fastplant

A high jump where holding the front of the board allows you to land upon higher ledges.

Handplant

Usually performed on the lip of a pipe, the skater performs a one-handed handstand while balancing the board on his raised feet. A difficult move!

Grind

Riding the board along a rail or a ledge, only using momentum and not the wheels.

Transfer

Leaping from one main skating section to another (eg from a pipe to the main floor).

Getting Air

To make a high leap from a ramp or ledge.

Tony Hawk's Skateboarding

LEVEL 01

SETTING: Warehouse
LOCATION: Woodland Hills

Tape 1 Smash Five Boxes

Box 1

Turn your board to the right as soon as the level begins. You'll have to smash it quickly before you can head down either ramp into the main warehouse.

Box 2

Drop down the left-hand ramp and whizz past the rail then ollie up onto the small outcrop using the ramp to get the boxes ahead.

Box 3

Skate into the pipe and stick to the wall then transfer out towards the back wall – you'll land on top of the boxes as you come down.

Box 4

Skate round and Ollie up onto the small ledge near the Kicker ramp to find another box for you to smash.

Box 5

Hit the ramp in the far left corner of the level then turn around and race for the ramp ahead. Ollie up and turn slightly right to find the box.

Tape 2 Collect SKATE

S

Clear the gap between the Kicker ramps to collect the S hanging above them.

K

Race up the ramp and Ollie up to the right of Box 2 – the letter is placed high above the ramp.

A

It's sitting in plain view above a small structure placed just behind the pipe.

T

You'll have to get some speed up and clear the pipe because the T is hanging high above it.

E

Ollie up over the ramp in the front-left corner near Box 5 and you'll see the E sitting right in front of you.

Tape 3 Hidden Tape

From the starting room, skate down the right-hand ramp and race around the side of the pipe to aim for the ramp behind it. Ollie off the ramp to get some speed up and then turn around and head straight for the pipe – direct yourself at the overhead passage, fly off the pipe and through the glass above to collect the tape hiding there!

Tape 4/5 Hi-Score/Pro-Score

Once you've learnt the mechanics of the game and practiced a few of your character's special tricks, getting the basic Hi-Score is easy; stick to the pipe and perform a nice variety of tricks to pass the 5,000 points score very quickly.

While the Pro-Score is a little more tricky, it's not exactly impossible – go for some of the fancy Gap points like Over The Pipe or Transitional Grind and keep adding plenty of rotations to those tricks to make the points up.



[1] Don't underestimate the Grind... [2] Make good use of the gaps around each level for points. [3] Cor! Just look at the air on that move! [4] Hold down the button on Grab Tricks for a higher score... just remember to land properly!

THE SKATERS

Tony Hawk

Arguably the most influential skateboarder of all time, Tony has forgotten more tricks than most people learn in a lifetime!

Ollie
Speed
Air
Balance

Special Tricks

360 Flip To Mute	Down, Right, X	1500
540 Board Varial	Left, Left, X	2000
Kickflip McTwist	Right, Right, B	4000
The 900	Right, Down, B	8000



Gap Bonuses

BIG RAIL

Ride the full length of the long rail in the middle of the room and drop off the end.

OVER THE PIPE

Get plenty of speed up and go for a huge jump to clear the width of the pipe in one leap.

SECRET ROOM

Go for Over The Pipe but aim for where the Hidden Tape was and clear both the pipe and the secret passage without touching the floor!

KICKER GAP

Clear the gap between the two small Kicker ramps on the left-hand side.

TRANSFER

Leap out of the pipe and down towards the floor or clear the ramp where Box 2 is in one go.

TRANSITIONAL GRIND

Gain speed in the pipe and then jump out towards the starting ramps and land a Grind on the ramp lip below.

CONTROLS

Flip, Grind and Ollie with these controls!



continued >

Tony Hawk's Skateboarding

LEVEL 02
SETTING: School
LOCATION: Miami

Tape 1 Grind Five Lunch Tables

Table 1

As soon as you drop off the starting ramp, turn around to spot the table sitting in the courtyard ahead of you.

Table 2

Head down the path to the poolside area and turn right immediately after the ramp at the bottom. The next table is in the corner.

Table 3

Follow the wall on the right and go down the pipe section to the main playground. There's a table on the left-hand side as soon as you leave the pipe.

Table 4

Once you've hit Table 3, hang a hard right and head to the opposite corner of the playground to Grind on the penultimate table.

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Extra information

> You'll only have two minutes on each attempt at a level so concentrate on getting one tape at a time rather than all at once. If you can get two or three in one try then all the better!

Table 5

Finally, skate straight across the ditch and the last table is sitting on the other side of the playground near the start.

Tape 2 Collect SKATE

S

Once you've dropped off the starting ramp, turn left and Grind your way down the handrail next to the steps. You'll collect the S on the way down.

K

Turn slightly left at the bottom and aim for the Kicker ramps ahead, jumping over the gap to grab the K hanging above.

A

Head off to the right and look for the graffiti wall in front of you. Follow the hazard-marked peak just before it and you will see the A on the left.

T

Turn left again and head down the pipe towards the pool area. Use an Ollie or two and get some height, flying up on the left and collecting the T.

E

Make another left as you enter the poolside area and grind along the short rail between the two pools to get the final letter here.

infoburst

Extra information

> You'll only have two minutes on each attempt at a level so concentrate on getting one tape at a time rather than all at once. If you can get two or three in one try then all the better!

Tape 3 Hidden Tape

An easy tape to find. Turn left at the bottom of the starting slope and use the steep ramp to climb up onto the roof of the gym. Aim for the block to the left of the open sky-light and use the ramps nearby to jump on top of it. Now Grind down the long plank that lies on the left and then skate along the length of the metal slope – ollie off the end and grab that Hidden Tape!

Tape 4/5 Hi-Score/Pro-Score

Make sure you land a good trick from the starting slope and then turn around immediately and head down the ramp to the pool area at the bottom. You can stick to the larger of the two pools and go mental on your best tricks here – add plenty of spins to everything and really rack up the points here. Try not to fall over too; although you'll have a little bit of room for error, you can't afford to trip more than twice if you're intending to get the Pro-Score.

THE SKATERS

Kareem Campbell

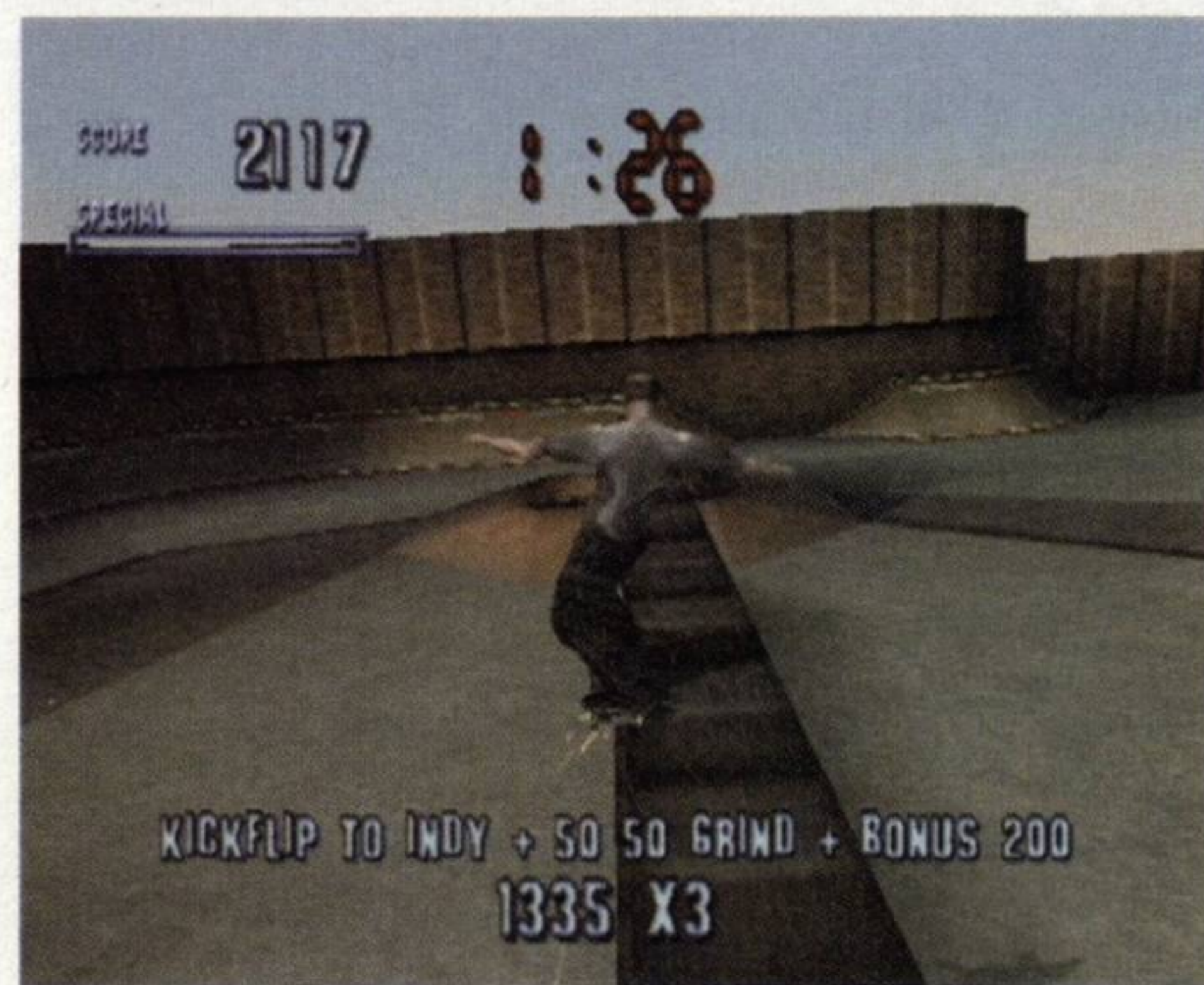
This young skater has developed a smooth metropolitan style based on the mastery of real street settings.

Ollie
 Speed
 Air
 Balance



Special Tricks

Trick	Input	Score
Casper Slide	Up, Down, Y	Varies
Kickflip Underflip	Left, Right, X	1500
Frontflip	Down, Up, B	4000



Gap Bonuses

GIMME GAP

Jump off the end of the starting slope and land a Grind on the planter below to get the bonus.

HANDICAP RAMP RAIL

Grind down the entire length of the rail where the S is and drop off the end.

PLANTER GAP

Ollie onto a planter and jump over the gaps between to the next one.

GARBAGE OLLIE

Head down the back alley behind the gym and cleanly jump one of the dumpsters.

DUMPSTER RAIL GAP

Grind the rail leading over the dumpsters at the entrance to the alley and then ollie over the gap to grind down the opposite rail that is on the other side.

DITCH SLAP

Cross the width of the ditch in the main playground in one leap by using the small ramps on either side.

KICKER GAP

Jump the gap between the Kicker ramps in the main playground.

OVER A FOOTBRIDGE

Use the ramp at the end of the ditch to get some speed up and then turn around and drop into the ditch, hitting the slope to clear the bridge in one go.

PLAYGROUND RAIL

You can grind along the top of the graffiti wall in the main playground by hitting the sloped boxes at either end at speed and using an Ollie to land on the top.

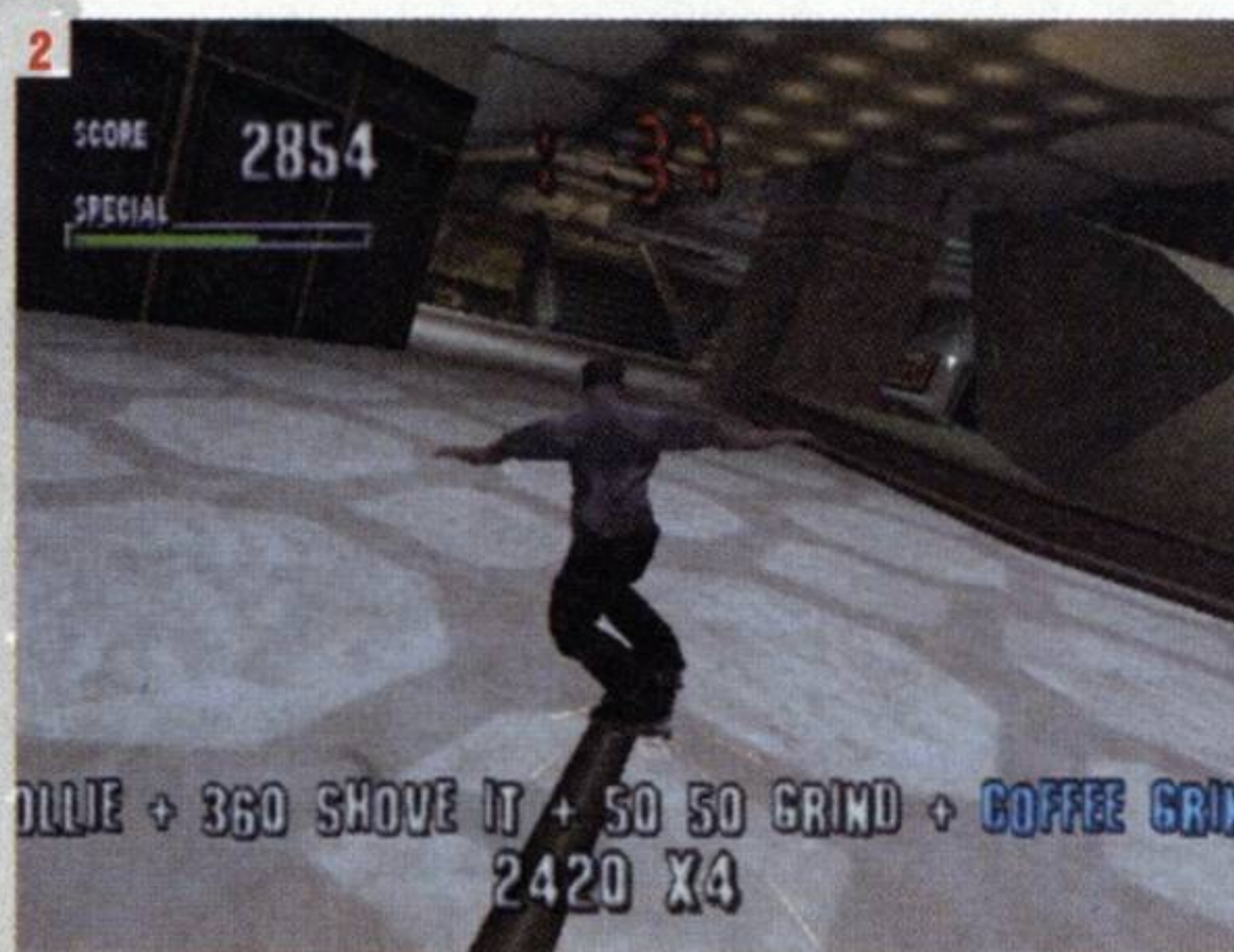
FUNBOX 2 RAIL

At either end of the Playground rail are sloped boxes – if you can hit these with enough speed and get enough air, you can land a Grind on the rail of the ramp ahead to get yourself a gap.

ROOF 2 ROOF

Use the ramps on the top of the gym to ollie up and transfer over to the rooftop of the building opposite.





[1] The Mall has some of the craziest gaps in the whole game! [2] It's called the Coffee Grind because the rail is outside a coffee shop... honest. [3] Grind it baby, yeah! [4] The more air you can get on the jumps, the more time you'll have to pull off some amazing tricks!

Tony Hawk's Skateboarding

LEVEL 03

SETTING: Shopping Mall
LOCATION: New York

Tape 1 Smash Five Mall Directories

Directory 1

Ride to the bottom of the parking area and smash through the glass into the mall before climbing the escalator to find the directory at the top.

Directory 2

Try to take the double 'Fountain Gap' jump route – you'll crash straight through the second directory at the top. Otherwise, climb the second escalator and turn around to find it.

Directory 3

Drop down to the floor where the pond is and stick to the left-hand side where you'll find the next directory sitting outside a pizza shop.

infoburst

Extra information >

> Learn your favourite places for super combo tricks and big moves so that if you're lacking in points, you can make up some of the distance easily.

Directory 4

Jump down the next escalator and clear the small ramp around the corner. Now ollie up onto the short ledge ahead and crash through the directory there.

Directory 5

The last directory lies in the outside area – skate straight between the trees and over the pond before smashing it to claim the tape.

Tape 2 Collect SKATE

S

Skate down the ramp that leads to the main mall area and then grind down the last handrail on the left to get the letter, before smashing through the glass.

K

Ignore the escalator and ride to the right – the K is sitting on the edge of the bushes near the fire escape.

A

Drop down to the lowest level near the lifts and grind along the left-hand rail over the pond to collect the A along the way.

T

Jump down the third escalator and turn left, jumping up onto the ledge where the fourth

directory is and grinding the lower rail for the T.

E

Now race through into the open section and hit the ramp over the small pond, hitting an Ollie to jump high and complete the set of letters.

Tape 3 Hidden Tape

Ignore the Fountain Gap and stick to the floor level, skating right and heading for the ledge ahead. Race down the right-hand path after the fountain and use the small ramp there to clear the car before hitting the next ramp with a huge Ollie and leaping slightly to the left. Grind as you fall to land on the railings high above the pond – to get the tape, you need to keep your balance all the way along and jump off the end without falling off!

Tape 4/5 Hi-Score/Pro-Score

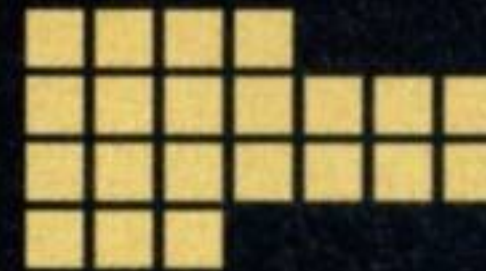
Perform some nice tricks with lots of spins as you head down to the mall, then make sure you go for the Fountain Gap/Flying Leap combo jumps. When you land, go into the lift area and use the various wall ramps there to really concentrate on getting the big stunts. Just hit all the special tricks that you can to reach those top scores!

THE SKATERS

Rune Glifberg

Originally from Denmark, Rune is skilled on all terrain and comfortably dominates wherever he chooses to ride.

Ollie
Speed
Air
Balance



Special Tricks

Front-Back Kickflip	Up, Down, X	1575
Christ Air	Left, Right, B	2100
Kickflip McTwist	Right, Right, B	4000

Gap Bonuses

FOUNTAIN GAP

Climb the first escalator and jump onto the flagtop behind the directory. Ollie over the small gap and race down the narrow slope, hitting another Ollie and landing in the small gap in the fountain structure ahead.

FOUNTAIN GAP

Once inside the fountain, leap out of the other side and land on the strange-shaped sculpture in order to get another bonus.

PLANTER GAP

Ollie onto the small seat blocks below the first escalator and jump over the gaps between them.

THE FLYING LEAP

After you complete the Fountain Gap leaps and reach the top level (or climb the

second escalator) go full pelt at the barrier ahead and Ollie over it, flying over and down to the floor below.

COFFEE GRIND

Grind all the way along the massive rail that runs past the fountain that is outside the coffee shop.

GOING UP GAP/ GOING DOWN GAP

Enter the lift area and run up the ramps by either lift, using them to jump over the gap and land on the opposite ramp. The left ramp gives the Up bonus while the right one offers the Down bonus.

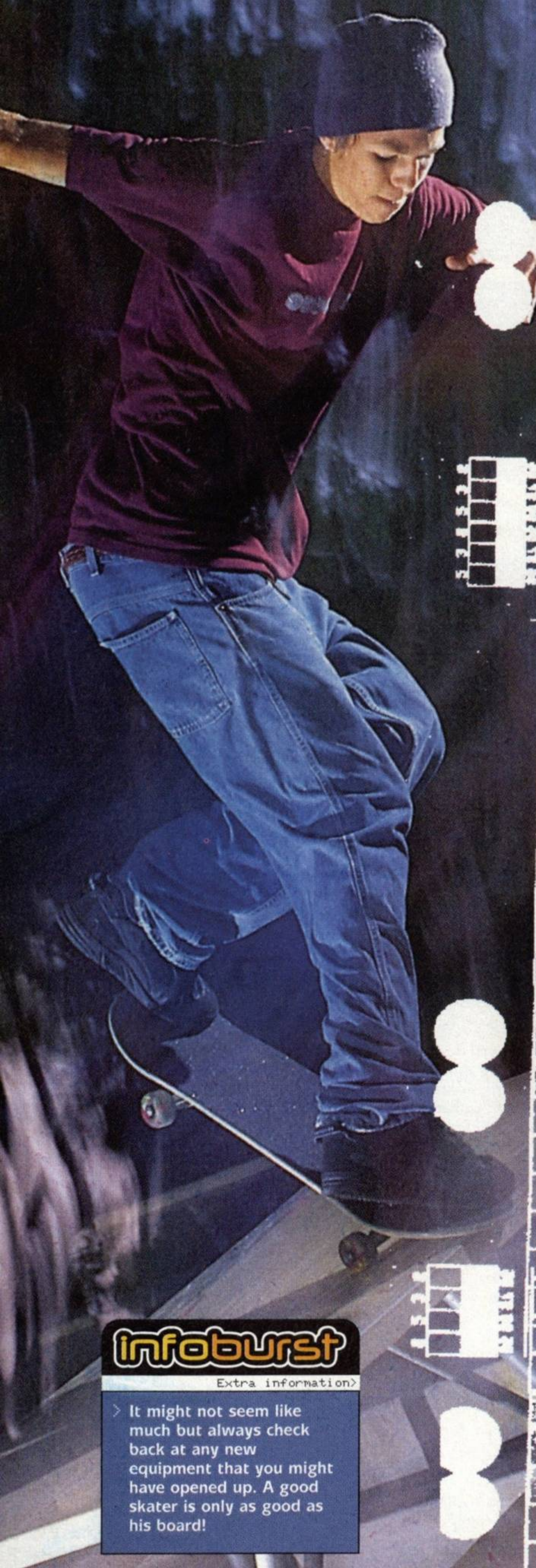
OVER A 16 STAIR SET

Skate to the left of the second escalator and hit a huge Ollie over the flight of stairs there – you have to clear them all to get the bonus.

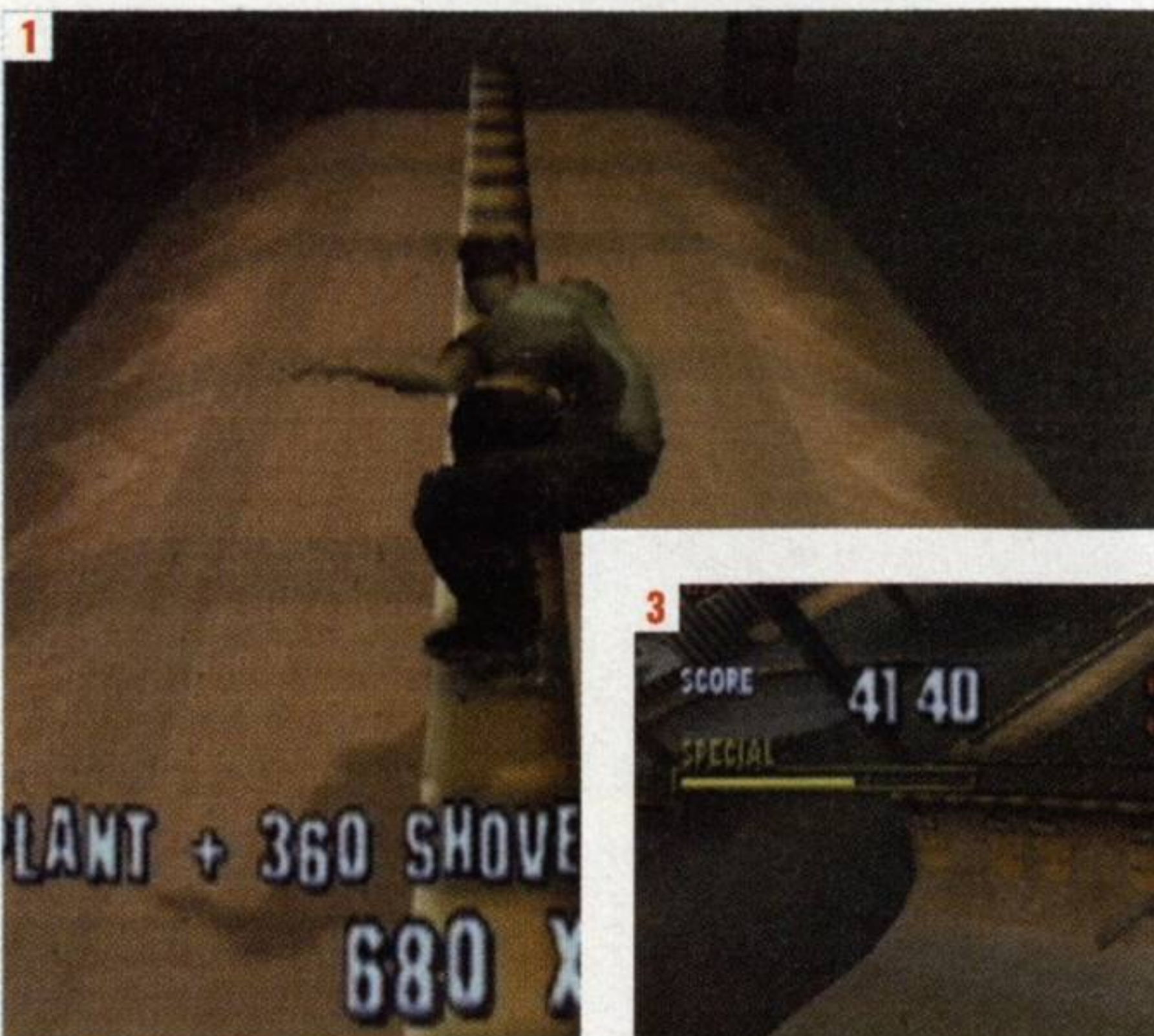
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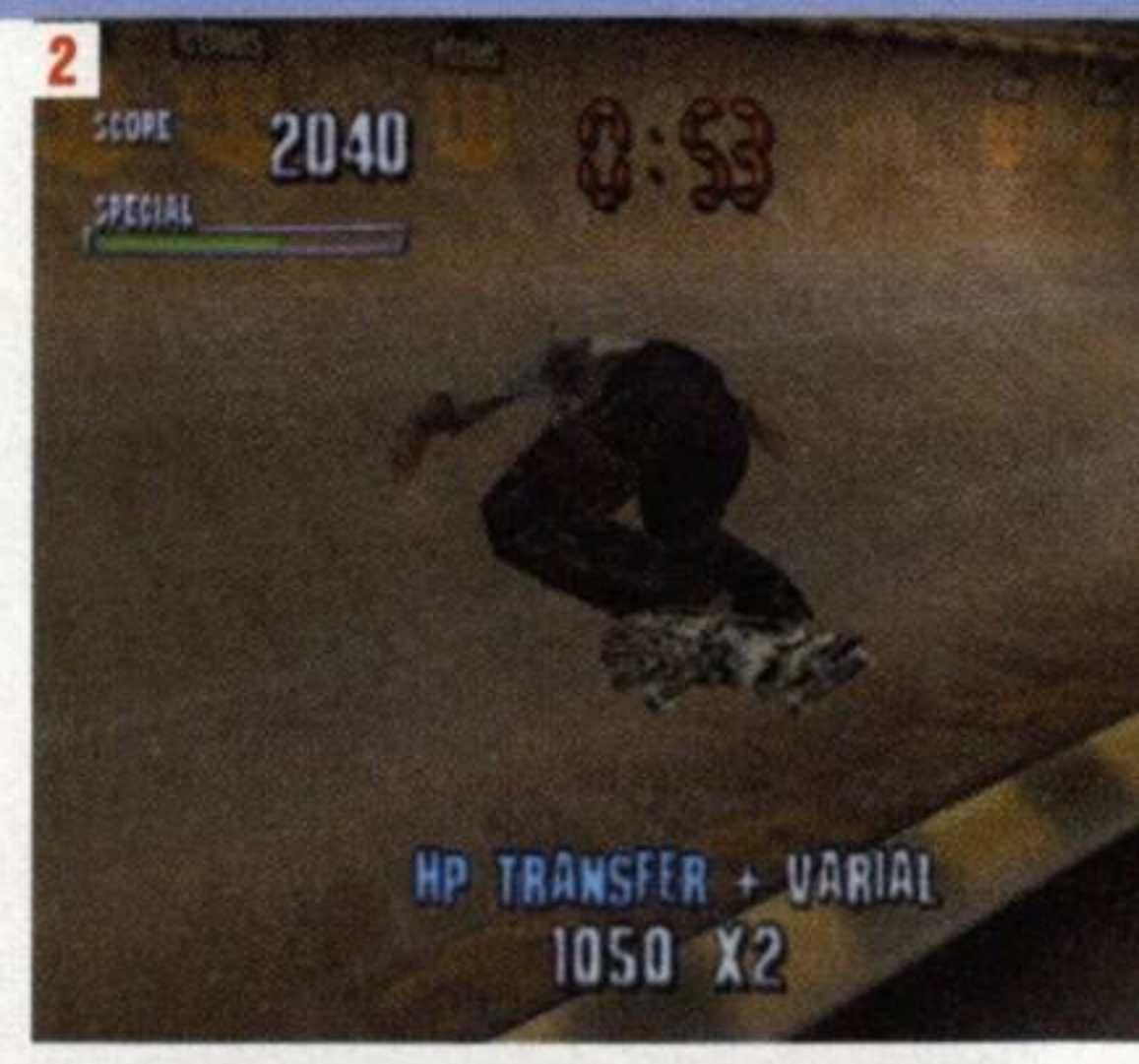
Hints, Tips, Cheats and Guides



[1] Get yourself off to a good start on this rail. [2] Ooh, an HP Transfer. Now you're just showing off! [3] Lots of phat air! [4] Check out the board, dudes!



Tony Hawk's Skateboarding
LEVEL 04
SETTING: Windy City Slam
LOCATION: Chicago Municipal Skatepark



THE SKATERS

Bucky Lasek

This man is easily half a step ahead of skateboarding's norm thanks to his upbringing on rough skating structures.

Ollie
Speed
Air
Balance



Special Tricks

Varial Heelflip Judo	Down, Up, X	1500
Fingerflip Airwalk	Left, Right, B	2000
Kickflip McTwist	Right, Right, B	4000

It might take a few turns at first but this is the ideal place to perfect your special tricks and favourite combos while winning a gold medal at the same time.

To be assured of winning the tournament, you'll want to stick to the main pipe sitting at the back of the level to pull off some big moves and make up enough points. The gold medal is reserved for those who can score over 10,000 points while making as few mistakes as possible. There's more room for error here than in later tournaments but you still can't really afford to fall over more than twice if you want to win with ease.

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Extra information >

> If you're using a pipe or ramp and need to recover from a fall to get some speed, use a Handplant. Don't overdo it though!

Gap Bonuses

OVER THE BOX

Clear the sloped box to the left of the rail just outside of the pipe.

OVER THE RAFTERS

A tricky gap – get some speed up and transfer into the pipe via the outside ramp, leaping high with an Ollie to clear the metal girders above.

POOL HIP

Drop into the grey pool on the right and speed up a little before making an Ollie and jumping up, transferring over the small outcrop of concrete with the metal pillar on it.

WALL GAP

Use the nearby slope to jump up and over the higher section of the rail sitting directly in front of where you start the level.

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Extra information >

> It might not seem like much but always check back at any new equipment that you might have opened up. A good skater is only as good as his board!

LEVEL 05

SETTING: Downtown
LOCATION: Minneapolis

**Tape 1
Smash Five 'No Skating' Signs**

Sign 1

Ride out of the starting alleyway and turn left slightly into the fountain area, knocking down the sign as you enter.

Sign 2

Turn left inside the fountain area and exit up the ramp on the other side, knocking down another sign on the way out.

Sign 3

Immediately out of the fountain area, hit the ramp in front of you and transfer onto the top of the triangular block to find the next sign.

Sign 4

Drop down and continue around the street – there's another sign on the right a little further along. This sign can also be smashed by turning round at the start and leaping up onto the level above using the Kicker ramps.

Sign 5

Turn left at the large truck ramp in the corner and head

for the large glass building where the last sign waits for you outside.

**Tape 2
Collect SKATE**

S

Hit the Kicker ramp just ahead at the start and aim slightly right towards the ledge at the side. From here, jump off the end and grind along the rail on the wall before jumping again and collecting the letter above.

K

Take a left turn and head into the fountain area. Keep the speed up and hit the slope at the base of the fountain to ollie up and collect the K hanging over it.

A

Leave the fountain area by the way you came in and head straight up the slope on the left. Skate past the glass-fronted building and ollie up on the wall ramp on the left for the A on the wall.

T

Use either the truck ramp or the ramp on the right to enter the tunnel above leading to the rooftops – the T is inside the tunnel.

E

Drop back down to road level and skate away from the glass

building. Hit the first ramp on the right to ollie up and then grind along the high rail for the final letter.

**Tape 3
Hidden Tape**

Hit the ramp on the back of the truck for the T2T Gap, flying into the passage above – follow the tunnel along and then head up onto the rooftops. Turn slightly left and skate over the mini-ramp into the rooftop ramp area. Get some speed up on the right-hand side and then race at top speed towards the gap behind you – you'll fly off towards the opposite rooftop and collect the tape hanging in the air... if you travel far enough that is!

**Tape 4/5
Hi-Score/Pro-Score**

There are very few points where you can really concentrate on tricks here. The best place is obviously going to be the pool on top of the building near the Hidden Tape but by the time you get there, you'll have lost half of your time. Instead, try to use the wall ramps facing each other across the roads to pull off your best tricks – be careful though, because being run over by an oncoming taxi really isn't going to do you any good!

Gap Bonuses

CAR PLANT

Ollie over any of the moving taxis that you pass as you skate around the level.

CAR OLLIE

Ollie over any of the parked cars that you pass as you skate around the level.

KICKER GAP

Clear either of the two Kicker ramps that sit in front of you at the start and land safely.

KICKER 2 STREET

Turn around at the start and race forwards, using the Kicker ramps to ollie up and land on the street level above.

CHEESY DECK GAP

Use the nearby ramp to get some speed and then leap the corner of the triangular block with the 'No Skating' sign on.

BS GAP

Leap any of the bus stops without breaking the glass.

T2T GAP

Climb the ramp leading up the back of the truck in the far left corner of the level and leap through the glass into the tunnel beyond.

SECRET TUNNEL ENTRANCE

Get some speed and then hit the ramp by the truck ramp to fly up and through the glass into the tunnel above.

ROOF 2 ROOF

Enter the rooftop ramp area by means of the overhead tunnel and get some speed up on the right-hand side before racing off the ramp on the left and over to the rooftop pool opposite.

THE SKATERS

Chad Muska

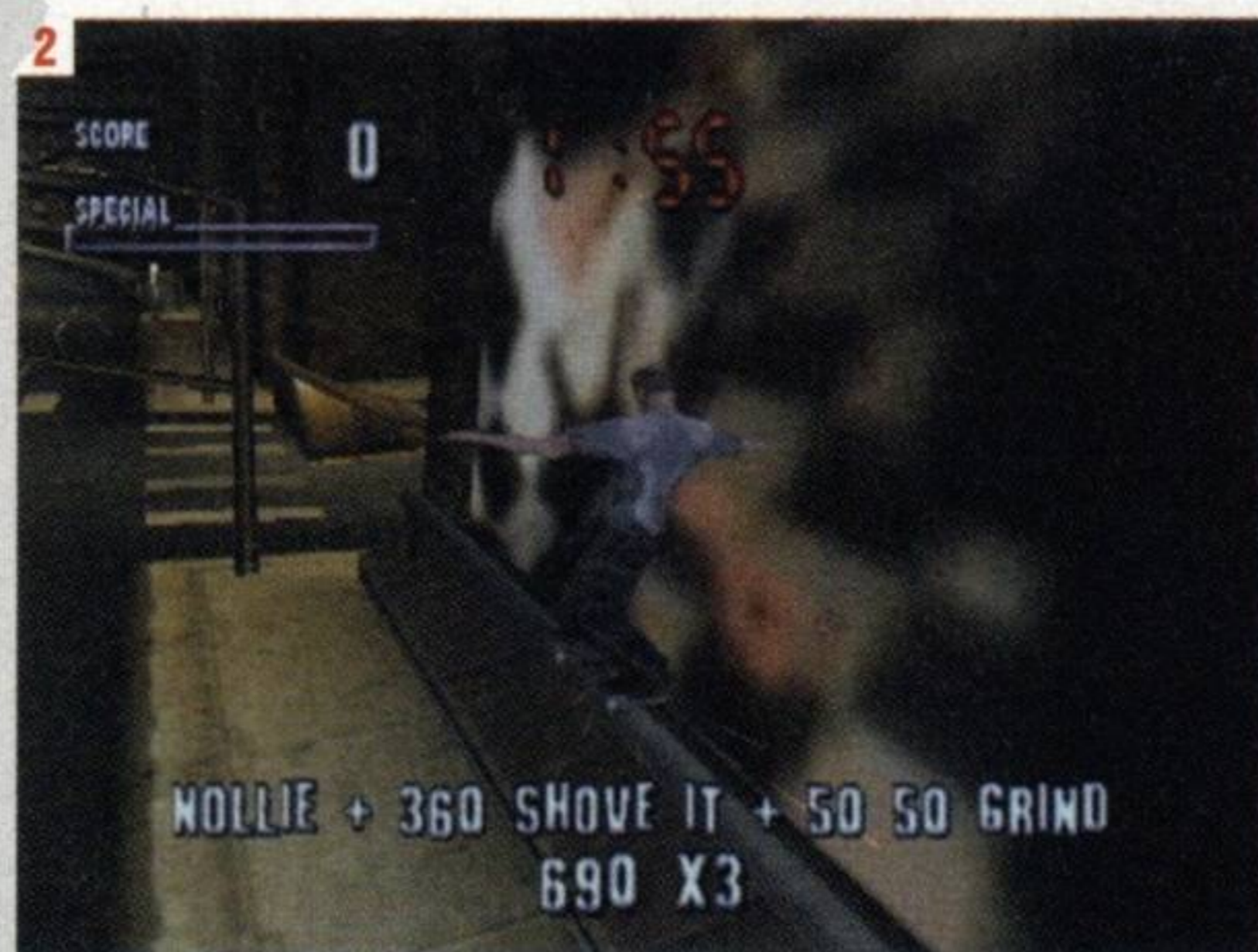
This self-styled professional expresses an enthusiasm for the sport of skateboarding equalled by his on-board skills.

Ollie 
Speed 
Air 
Balance 



Special Tricks

360 Shove It Rewind	Right, Right, X	1500
Frontflip	Down, Up, B	4000
One Foot 5-0 Thumpin'	Right, Down, Y	Varies



[1] Use those annoying taxis to get yourself some extra points!
[2] Don't watch the video screen – you've got skating to do!
[3] If you get enough speed, you can use that fountain to your advantage...
[4] If you're just rolling along, use a Fastplant or two as you go!

Dreamcast solutions

continued >

Hints, Tips, Cheats and Guides



[1] If you miss this first Valve, you'll have to start all over again! [2] These rails make a good Grind. [3] A half-pipe. Cool! [4] Grab that board! Wooh!

Tony Hawk's Skateboarding

LEVEL 06

SETTING: Downhill Jam
LOCATION: Phoenix

Tape 1 Open Five Valves

Valve 1

Skate down from the start and ollie up on the first ramp to the right. Grind as you land to hit the double rail and turn on the first valve.

Valve 2

Quickly drop down and turn left, ignoring the first arrow ramp. Head up the second instead and then catch the valve as you Ollie off to the rail ahead.

Valve 3

Stick to the left-hand wall and use the ramp just outside the pipe to reach a

rail above – grind along it to hit third valve dead on.

Valve 4

Drop into the pipe and skate down at full pelt past the first rock pillar. Get back in the middle of the course and ollie up from the shallow ramp to land on the high-up rock pillar and hit Valve 4.

Valve 5

Continue to the bottom of the course and take the left route down the ramp just after the shallow pool of water. Stick to the right-hand wall and jump quickly to catch the last valve before you reach the finish.

Tape 2 Collect SKATE

S

Ignore all the other obstacles at the start and ride up the

infoburst

Extra information

> Apart from Special Grinds and Front/Backflips, you can always add Spins, Nollies or Fastplants to the front of all of your special moves. Imagine 1500, 4000 or even 8000 points multiplied several times!

left-hand side of the first arrow ramp, then ollie up to collect the S at the side.

K

Continue down the course past the large rock arch and turn right immediately after it to see another ramp. Hit it and grind along the double rail above to get the K.

A

Drop down into the pipe and go back and forth to get some speed. Hold forwards to jump onto the top of the right-hand side then skate up to the top and use the mini-ramp there to get the A. Make sure you don't fall into the water though!

T

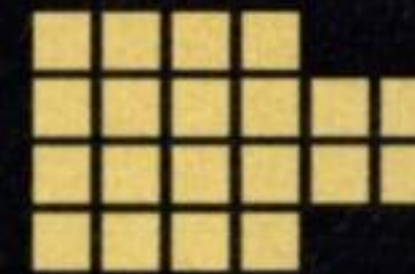
Skate along the track and swerve around the rock pillar with Valve 4 on top, getting

THE SKATERS

Bob Burnquist

His unique style makes Bob one of the most exciting and original skaters to come down the pike in decades.

Ollie
Speed
Air
Balance



Special Tricks

One Footed Smith	Right, Right, Y	Varies
Burntwist	Left, Up + Y	Varies
Backflip	Up, Down, B	4000

back into the centre on the other side to hit the small ramp there. You'll fly up and grab the T out of the air.

E

This is the toughest to get – use the wall ramps just past the shallow pool of water to get some height then ollie up on the right. Grind quickly and you'll land on a rail high above; don't fall off though because the E is sitting halfway along.

Tape 3 Hidden Tape

Possibly the toughest tape to get on the first try because it's so out of the way. Ride

down the course and use the ramp on the left just outside the pipe to reach the rail above. Grind along it past Valve 3 to the other side, then follow the ledge and grind along the next rail to the opposite side of the outlet. Keep the speed up and use the wall ramp to clear the gap over the drain then head for the rocky ledge ahead and ollie up onto it.

Skate right to the other side of the outlet and clear the next drain gap using the wall ramps before finally racing along the concrete straight and hitting an Ollie off the end to land on the rock pillar and collect the tape on top. Phew!

Gap Bonuses

25FT/50FT/75FT

After hitting Valve 4, ride down the rock slope into the tunnel below. Ollie up as you hit the yellow arrow ramp at the bottom to go flying – the further you travel, the more bonus you'll receive.

NEVERSOFT ELEC CO GAP

Jump up and ride the length of the rail at the top of the final straight where the E is. Drop off the very end to get the points.



Tony Hawk's Skateboarding
LEVEL 07
SETTING: Burnside Asphalt
 Annihilation
LOCATION: Portland

The stakes are higher in this tournament – you can afford to fall one or maybe twice as long as you recover quickly and score at least 20,000 points with some nifty trick combos. The best thing you can do is use the pipe you start in to leap up and land a Grind on the concrete girder

above, jumping to avoid being knocked off. If you do well, you can score in excess of 10,000 points in a single combo! Now concentrate on your biggest stunts and hitting the big Bridge Gap trick to make up more than enough points and win the gold medal easily.

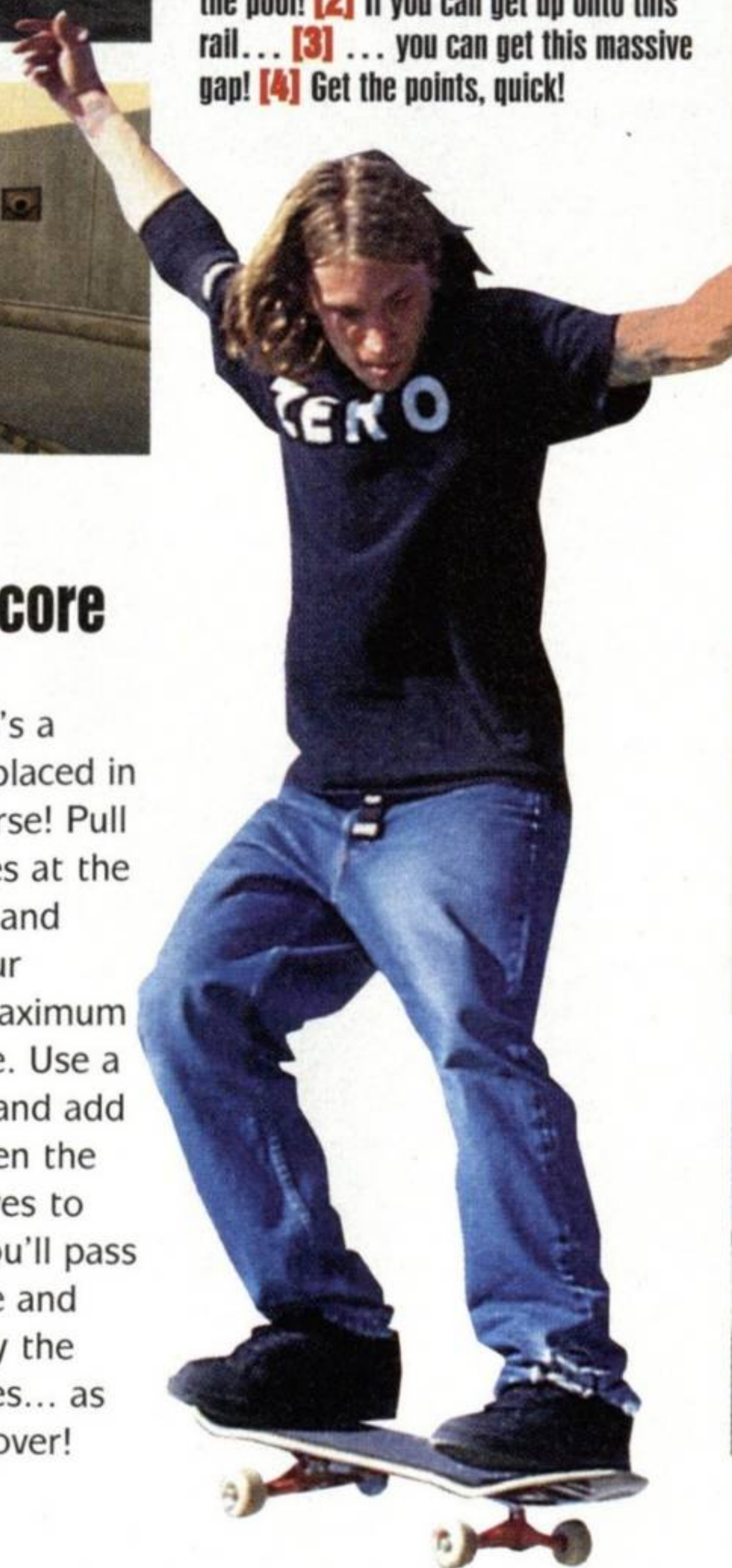
Gap Bonuses
BRIDGE GRIND
 Use one of the nearby ramps to leap up to the top concrete girder and then grind along it before dropping down in order to get the points.
BRIDGE GAP
 Get some speed up and then hit the arrow ramp near the vertical pool to fly up over the concrete girder and land on the other side without touching it.



[1] Bet you can't jump all the way to the pool! [2] If you can get up onto this rail... [3] ... you can get this massive gap! [4] Get the points, quick!

**Tape 4/5
 Hi-Score/Pro-Score**

This is relatively easy considering that there's a whopping great pipe placed in the middle of the course! Pull off some snazzy moves at the start using the ramps and double rails to get your special meter up to maximum before hitting the pipe. Use a wide variety of tricks and add spins constantly to even the lowest-scoring of moves to multiply that score. You'll pass the Hi-Score with ease and reach the Pro-Score by the end of the two minutes... as long as you don't fall over!



Dreamcast solutions

continued >

Hints, Tips, Cheats and Guides



Tony Hawk's Skateboarding

LEVEL 08
SETTING: Streets
LOCATION: San Francisco

Tape 1 Trash Five Cop Cars

Cop Car 1

Forget about skating forward at the start – instead, turn immediately left to see the first car just below you. Jump down and grind along the roof to blow it up.

Cop Car 2

Follow the road around at the bottom of the starting ramp to the left and skate along past the fountain to find another car sitting on the left-hand side of the road.

Cop Car 3

Race past the various buildings and spiral ramp to

the murder scene near Chinatown – there's quite a gathering of cop cars there waiting for you!

Cop Car 4

Sitting right next to Cop Car 3 at the murder scene.

Cop Car 5

Continue around the road until you're nearly back to the starting ramp. Just before you get there, you'll pass a coffee shop where the last Cop Car is parked outside.

Tape 2 Collect SKATE

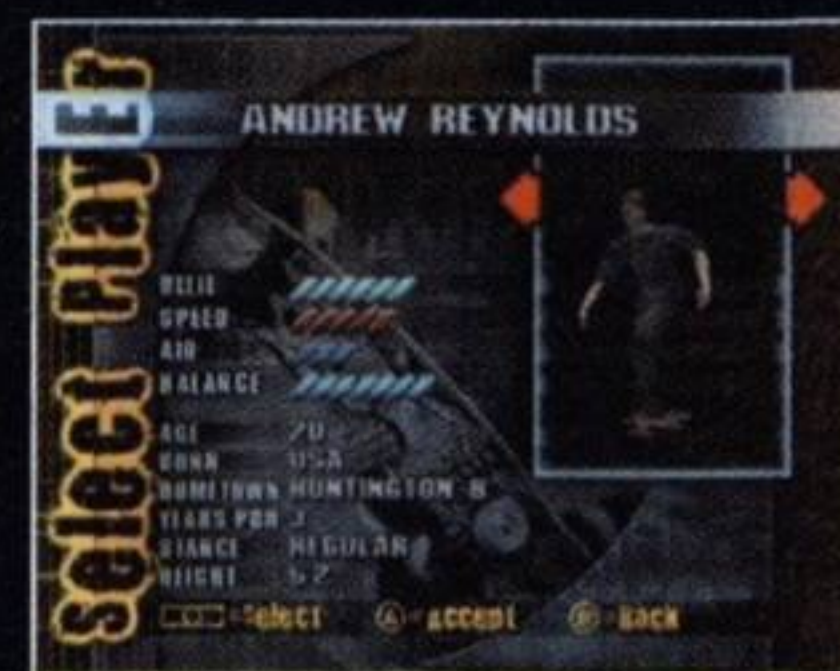
The quickest route to all the letters is to collect them out of order this time!

THE SKATERS

Andrew Reynolds

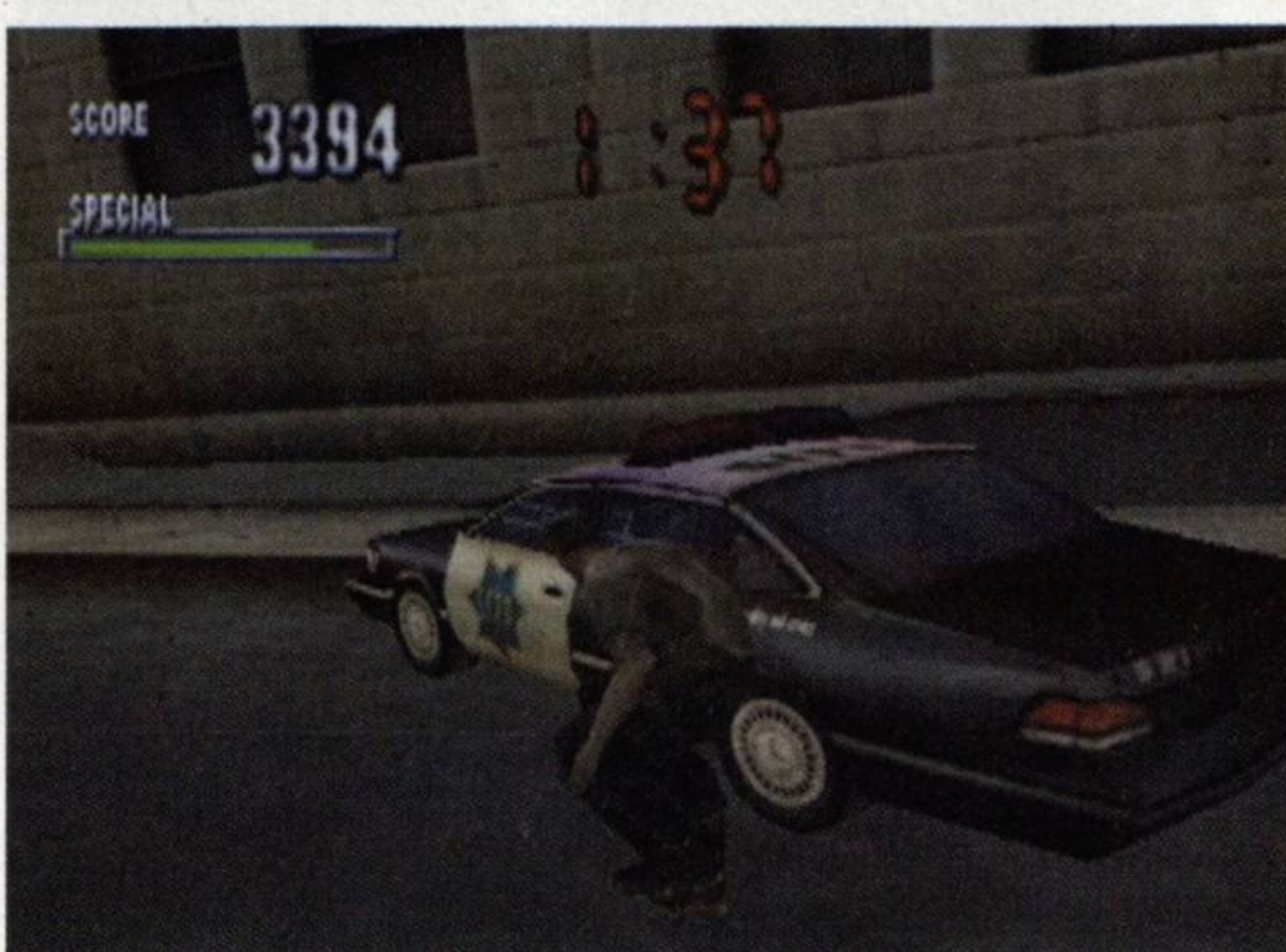
Reynolds holds super-hero status for his willingness to toss himself off and over gigantic gaps, staircases and rooftops.

Ollie	■■■■■
Speed	■■■■■
Air	■■■■■
Balance	■■■■■



Special Tricks

Triple Kickflip	Left, Left, X	1500
Backflip	Up, Down, B	4000
Heelflip to Bluntslide	Down, Down, Y	Varies



K

Climb the slope ahead at the start and follow the narrow railed walkway down to the bottom. Turn right quickly and smash the glass there to collect the letter behind it.

S

Drop to the street below and turn left, racing off the road and up the ramp ahead with the graffiti above it. You'll find the S sitting at the top of the slope.

E

Go back to the road and continue round until you reach the building with two small fountains outside. Hit the ramp opposite to get some speed up and then race at it, ollie up and smash through the glass. Use the large sun-bowl inside to ollie up and collect the letter hanging high above.

T

Head along the street a bit further and use the slope next to the spiral ramp to ollie up through the window into the room above. Collect the T before grinding down the rail outside back to the road.

A

Finally, race up to Chinatown and hit either of the ramps

infoburst

Extra information >

> Always add rotations to basic moves when you are using ramps or jumping off higher ledges. A simple 50 point move can actually be multiplied several times if you add a couple of spins to it!



there to fly up and grab the last letter from outside the theatre.

Tape 3 Hidden Tape

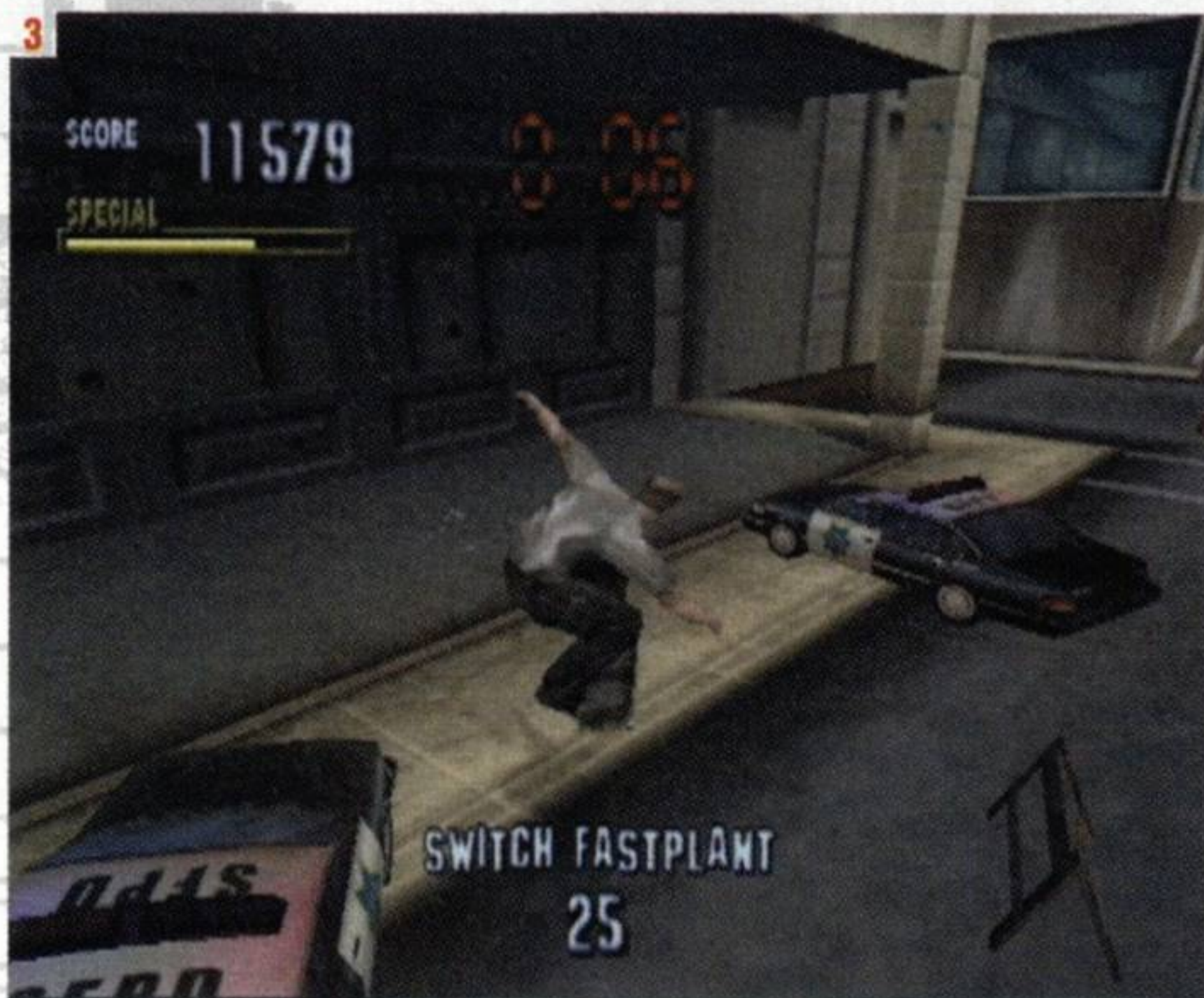
Although getting to the tape isn't too tough, actually collecting it requires precise aiming and excellent control of speed. Ride past the square and turn around to face the large fountain – ollie up onto it and skate along it, jumping over the gap to the ledge on the building ahead. Follow the ledge round and jump another gap then climb the long slope to the very top of the tower where a long wooden runway awaits. Keep the speed up and race all the way along the runway then Ollie off the end and aim for the middle of the Pagoda below to grab the tape as you fall.

Tape 4/5 Hi-Score/Pro-Score

The huge number of points needed here is quite a tall order but it's not impossible if you really try. Get a REALLY big combo to begin with on the long rail in front of you at the start – anything around 13,000 points can be considered good! – and then head straight for the Hubba



[1] Don't crash into the bridge like we did here!
[2] Now that's how you do it... plenty of points and the Hubba Gap to boot! There are plenty of other gaps located around the level, so go out there and find the all!
[3] Forget the murder scene – just jump onto those police cars and Grind away!



Gap on the left under the archway. Hit this Gap Bonus before sticking to the small pipe behind it for the duration of the time. Use your best tricks and go mental on the spins but be don't fall off the ends of the ramps or you'll never make the 50,000 points needed for the Pro-Score!

infoburst

Extra information >

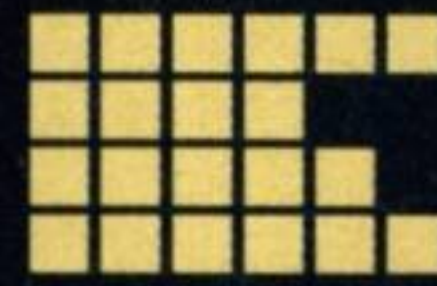
> Don't underestimate the NOllie. Even though it's only a minor move, adding it to the front of a combo counts as another move and therefore means extra points for you.

THE SKATERS

Elissa Steamer

The leader in female skateboarding, Elissa made the cut against the big boys in The Skatepark of Tampa Pro Contest!

Ollie
Speed
Air
Balance



Special Tricks

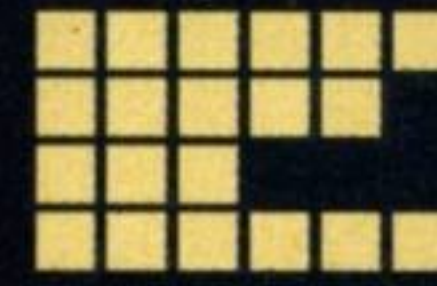
Primo Grind	Left, Left, Y	Varies
Judo Madonna	Left, Down, B	1500
Backflip	Up, Down, B	4000

THE SKATERS

Geoff Rowley

One of the top British skateboarders, Rowley is a smooth operator who runs exclusively on handrails and huge staircases.

Ollie
Speed
Air
Balance



Special Tricks

Double Hardflip	Right, Down, X	1500
Backflip	Up, Down, B	4000
Darkslide	Left, Right, Y	Varies

Gap Bonuses

HUBBA GAP

Ride out of the starting ramp and turn left, passing under the archway ahead and using the wall ramp on the right to get some speed. Now turn around and hit the small Kicker ramp to clear the concrete bridge in one jump without hitting it.

FOUNTAIN GAP

Skate past the main square with the Pagoda on your right and turn around to face the fountain. Ollie onto it and ride along the length of it before jumping over to the raised ledge ahead for the bonus.

PAGODA GAP

Follow the ledge after the Fountain Gap and continue around the outside of the buildings until you reach the top runway. Ride along it and Ollie off the end, falling down through the glass pagoda below in order to get some extra bonus points.

RAMP 2 RAMP

Head up to Chinatown past Cop Cars 3 and 4 then hit the

ramps under the A. Leap from one ramp to the other and collect the Gap Bonus.

STREET GAP

Land the Ramp 2 Ramp and go slightly right, smashing through the window and landing on the street below – you'll get more bonus points for this simple move!

PORCH GAP

Land the Ramp 2 Ramp and head left through the lantern-filled alley and leaping the gap over the large steps to the concrete below.

DOWN THE SPIRAL

Once you leap into the building containing the T, skate through the exit and then ollie up, grinding quickly all the way down to the bottom of the ramp handrail before dropping to the street.

CAR PLANT

Ollie over any of the moving vans or trams that you pass as you make your way around the streets.

continued >

Dreamcast

SKATEBOARDING

Hints, Tips, Cheats and Guides

continued >

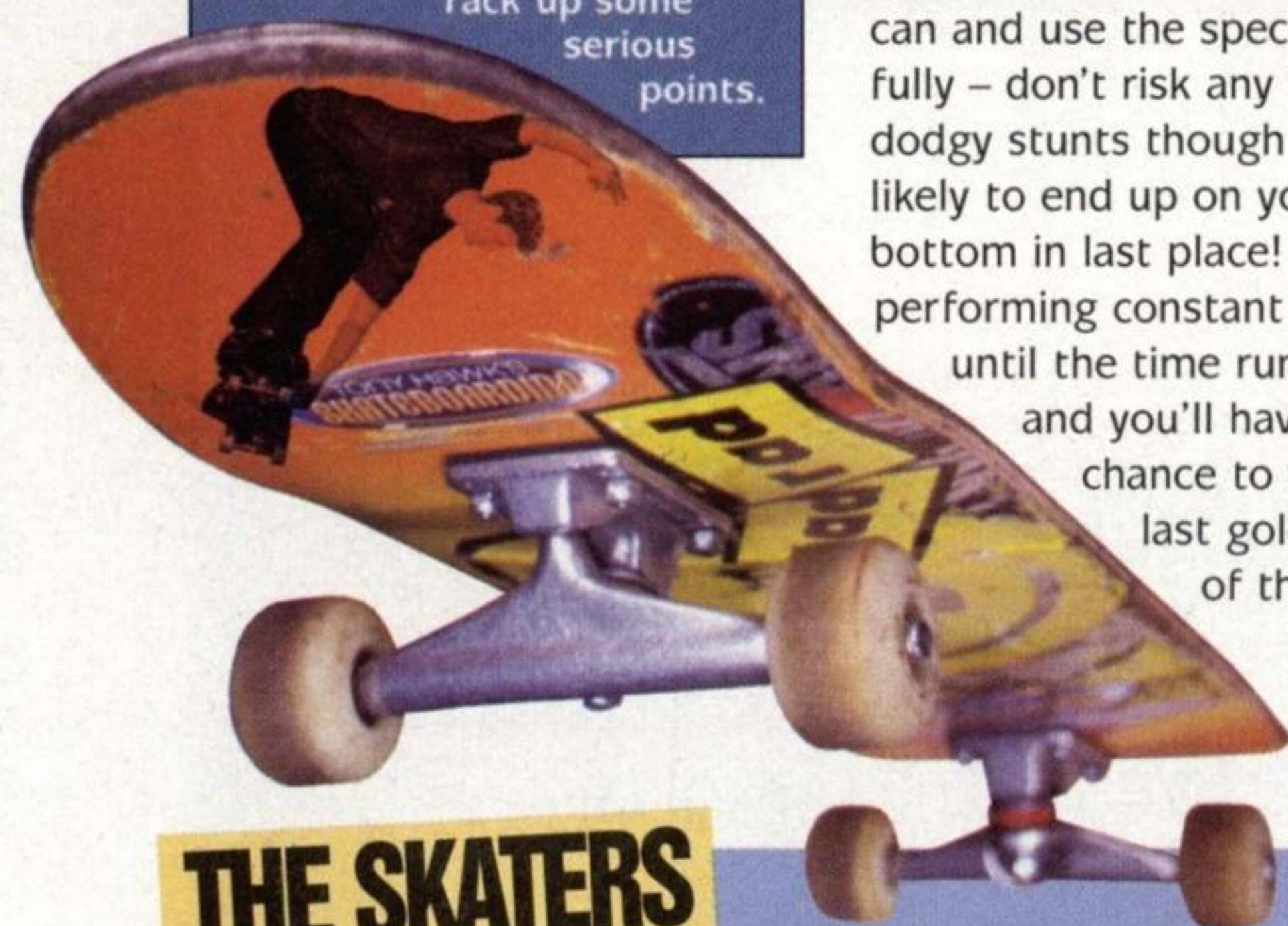


Tony Hawk's Skateboarding
LEVEL 09
SETTING: Roswell Concrete Conspiracy
LOCATION: New Mexico

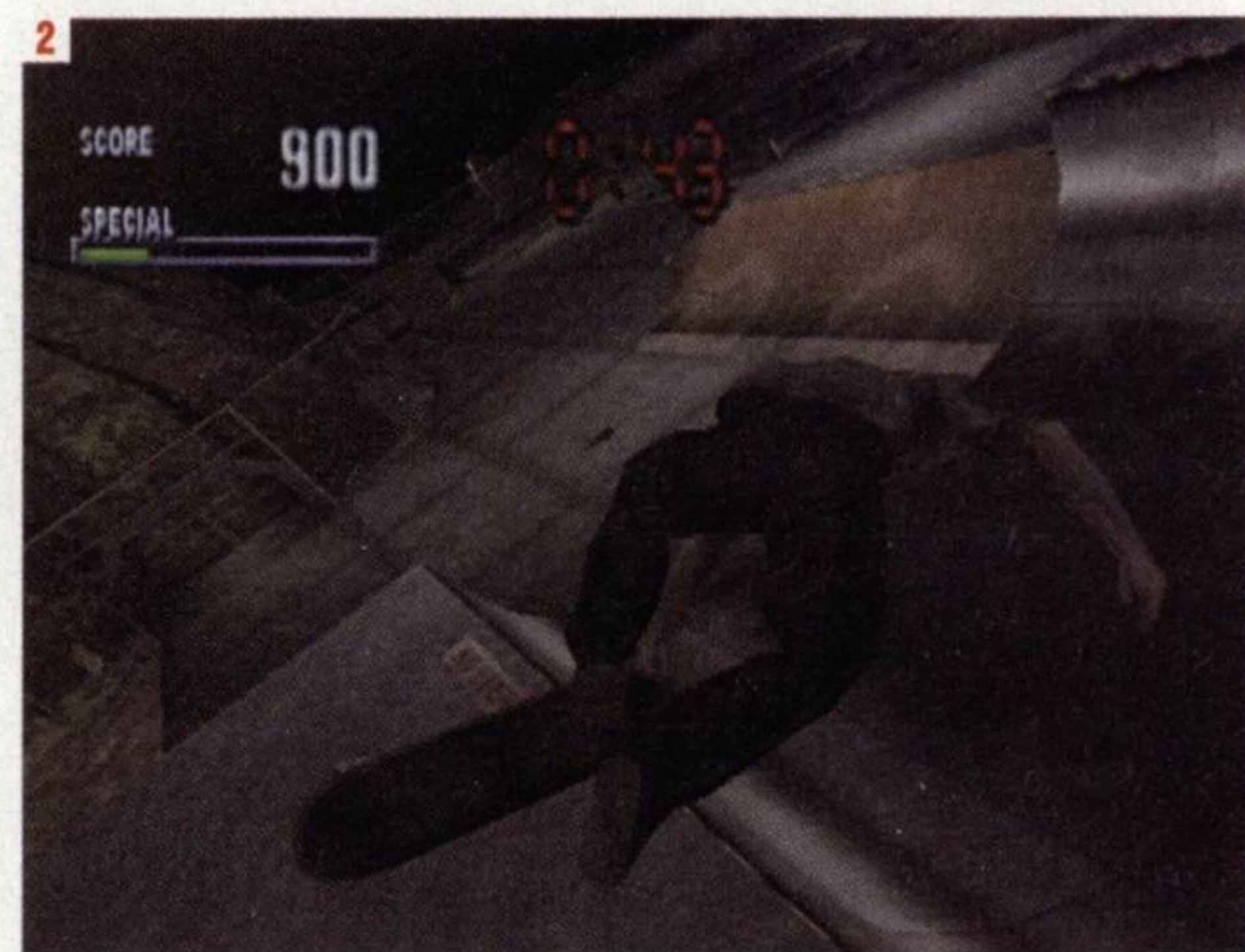
infoburst

Extra information >

> Even if you're only skating to get from A to B, try to perform lots of tricks on the way. Use Nollies and Fastplants with spins to rack up some serious points.



This can be a tough contest to come first in simply because you need to score in excess of 30,000 points without making ANY mistakes in all three heats to have any chance of success! You could try to perform a wide variety of Grinds, Ollies and tricks... or you could just stick to the wide metal ramp just to the right of the starting position and going crazy with your best stunts. Add as many spins to each trick that you can and use the special meter fully – don't risk any really dodgy stunts though or you're likely to end up on your bottom in last place! Keep performing constant tricks until the time runs out and you'll have a chance to win the last gold medal of the game!

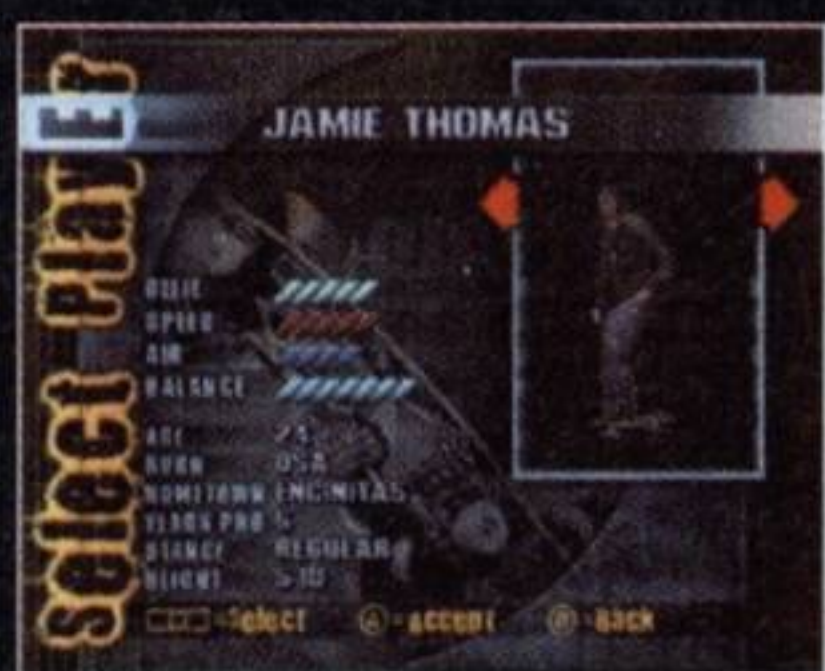


[1] Stick to the pipes for some top points on this level. [2] Remember to hold those Grab Tricks! [3] Another flip completed safely. Great! [4] Make sure you use and abuse those special moves to get the most points available!

THE SKATERS

Jamie Thomas

Throughout his time as a skating pro, Thomas has made half a dozen videos on his favourite sport... skateboarding!



Special Tricks

One Footed Nosegrind	Up, Up, Y	Varies
540 Flip	Left, Down, X	1500
Frontflip	Down, Up, B	4000

THE SKATERS

Officer Dick

Although partial to a bit of boarding himself, Officer Dick has dedicated his life to busting all the illegal skaters of the world!



Special Tricks

Assume The Position	Left, Left, B	1575
Yeeshaw Frontflip	Down, Up, B	4000
Neckbreak Grind	Left, Right, Y	Varies

Gap Bonuses

CHANNEL GAP

At the very back of the level, climb the brown ramp on the right and ride along the ledge to the left, jumping over the gap above the sliding hangar doors to the ledge opposite.

ET GRIND

Enter the door at the back of the level on the right and climb the slope to the next set of doors. Jump onto the rail behind them and grind along, leaping the gaps and dropping off at the far end.

B'HOUSE RAIL

Turn left at the start and ride along to the rail above the ramp. Grind along all three sections in order to receive the bonus.

directory

Unless you are lucky enough to have money to burn then don't even think about buying a game for your Dreamcast unless you have looked here!

It's our job to know games so before you bother to even think about getting yourself a game you should read these four pages very carefully. Doing so will prevent you from wasting money.

You'll also find a handy Best Of Genre section which, funnily enough, highlights the brightest and most spangly games that money can buy...

While you're at it, check out the mini-reviews of peripherals, DVDs, CDs and comics. These five pages come in very handy!

Reviewers

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

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

What's That All About Then, Eh?

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating	
If you can't work this one out, you're probably not going to get very far...	Which company is responsible for putting the game on the shelves.	How many people can actually play at any one time.	Does the game make use of the DC VM unit?	Currently a little short on ticks, but just you wait...	Which gizmos, like a steering wheel, are handy to have with the game.	The issue in which the game was reviewed.	The most important bit - is it actually any good?	
Genre								
	Action/Adventure	Beat-'em-up	Driving/Racing	Party/Puzzle	Platform	Shoot-'em-up	Sports	Strategy

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
4Wheel Thunder	Midway	2	X	X	STEERING WHEEL	08	92%
We Say: "4Wheel Thunder is generally an incredibly well rounded game, making it a total winner in our books." AW							
AeroWings	Crave	4	X	X	X	03	68%
We Say: "As a flight simulator, AeroWings is up there with the best of them, but as a game it lacks life. If you like a bit more action then stay away." AW							
Armada	N/A	4	X	X	X	05	91%
We Say: "In spite of first impressions, Armada offers the kind of depth sorely lacking in the majority of its contemporaries." ST							
Blue Stinger	Activision	1	X	X	X	02	65%
We Say: "It's Blue Stinger's failure to really excite the player at any moment that is its main problem." GN							
Buggy Heat	Sega	2	✓	X	STEERING WHEEL	02	76%
We Say: "For a different kind of racing game that is going to hold a challenge in order to master it, you can't go far wrong with Buggy Heat." LW							
Bust-A-Move 4	Acclaim	2	X	X	X	11	84%
We Say: "A welcome addition to the puzzlers already out on Dreamcast." NC							
Chef's Luv Shack	Acclaim	4	X	X	X	03	76%
We Say: "As party games go, Chef's Luv Shack is up there with the best of them and is a game enjoyed after a curry and a few pints of lager." AW							
Chu Chu Rocket!	Sega	4	✓	✓	X	10	90%
We Say: "The hottest party game we've ever seen, with plenty under the hood for those who are 'sans' friends. Ahhh." MM							
Crazy Taxi	Sega	1	X	X	STEERING WHEEL	05	94%
We Say: "Crazy Taxi is a fully-leaded adrenaline rush experience - it's pure concentrated fun, stuffed onto one Sega-patented GD-ROM..." ST							
Dead Or Alive 2	Acclaim	4	X	X	ARCADE STICK	08	92%
We Say: "DOA2 might not be the best beat-'em-up ever, but it is great fun to play and there's no doubting that it looks absolutely stunning." AW							
Deadly Skies	Konami	1	X	X	X	06	78%
We Say: "Soaring through the skies has never been such an exhilarating experience - a must for Tom Cruise wannabes." AW							
Dragon's Blood	Interplay	1	X	X	X	10	79%
We Say: "Some lovely visuals and nice touches don't go far enough to cover up what is essentially a rather repetitive game. Shame." MM							
Dynamite Cop 2	Sega	2	✓	X	X	03	69%
We Say: "Dynamite this game may be, but it has a far too short a fuse, and leaves the player feeling a little cheated." MR							
Ecco The Dolphin: Defender Of The Future	Sega	1	X	X	X	08	91%
We Say: "As soon as you see Ecco The Dolphin in action you'll be dribbling more than a group of blokes at the annual 'Miss Wet T-Shirt' tournament." MM							
ECW Hardcore Revolution	Acclaim 4	4	X	X	X	08	52%
"There are so many reasons why you shouldn't rush out and get this it might explain why Acclaim were reluctant to send us a review copy." MM							
Evolution	Ubi Soft	1	✓	X	X	05	80%
We Say: "Evolution is great fun to play once you've allowed yourself to be swallowed up by the archeological crusading thing." AW							
F1 World Grand Prix	Video System	2	X	X	STEERING WHEEL	03	89%
We Say: "The speed of the cars and the way the scenery holds together is superb. The in-car display really shows off the Dreamcast's power." AW							
Fighting Force 2	Eidos Interactive	1	X	X	X	04	74%
We Say: "Fighting Force 2 is fun to play and looks great, it's just not a game that you will be totally engrossed in and addicted to for long." AW							
Fur Fighters	Acclaim	4	X	X	X	09	91%
We Say: "The closest thing to a Rare/Nintendo game that Dreamcast gamers are ever likely to find." SP							
Gauntlet Legends	Midway	4	X	X	ARCADE STICK	10	87%
We Say: "It might not be the best-looking game ever but when you've got four friends crowded round it's fantastically satisfying fun to play." AW							
GTA2	Take 2 Interactive	1	X	X	X	09	81%
We Say: "GTA2 is immensely satisfying once you've got to grips with the tricky control, proving once again that gameplay is more important than graphics." AW							
House Of The Dead 2, The	Sega	2	X	X	LIGHT GUN	01	91%
We Say: "This is one of the titles worth buying a Dreamcast for, especially with the amazingly good lightgun to play with." MM							
Hydro Thunder	Midway	2	X	X	X	01	79%
We Say: "As a one-player game, there's perhaps not quite enough in the gameplay to have you drooling at the mouth." JR							
Incoming	Infogrames	2	X	X	X	02	80%
We Say: "Arcade fans will lap it up, serious strategists will scoff at the simplicity of the Campaign mode. You get what you see, basically." TS							

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Jimmy White's 2: Cueball We Say: "If you really must play, then you might as well pop down the local snooker hall and do the real thing, at least it'll get you out of the house!" AW	Virgin	2	X	X	X	03	59%
Jojo's Bizarre Adventure We Say: "A little too bizarre for its own good – despite trying to do something original, it just ends up mediocre." MM	Virgin Interactive	2	X	X	ARCADE STICK	07	71%
Marvel Vs Capcom We Say: "When the people behind the <i>Street Fighter</i> series stick to their predictable guns, they do it with style and this is no exception..." MM	Virgin	4	X	X	X	04	91%
Marvel Vs Capcom 2 We Say: "An absolute must for all beat-'em-up aficionados." AW	Virgin	2	X	X	ARCADE STICK	11	89%
MDK2 We Say: "MDK2 is one of the most original games yet to grace the Dreamcast as well as being one of the best. Brilliantly satisfying." AW	Virgin Interactive	1	X	X	X	07	90%
Midway Arcade Greatest Hits - Volume 1 We Say: "We don't care how 'classic' these games are – they just ain't worth the cash. Now, if <i>Gauntlet</i> was in there somewhere..." MM	Midway	2	X	X	X	10	27%
Millennium Soldier: Expendable We Say: "If you're a seasoned gamer who remembers the likes of <i>Smash TV</i> then you'll know exactly what to expect from <i>Millennium Soldier</i> ." NR	Infogrames	2	X	X	X	01	80%
Mortal Kombat Gold We Say: "Although a dying breed, <i>MKG</i> breathes new life into the series making it one of the more enjoyable Dreamcast beat-'em ups." AW	Midway	2	X	X	X	03	77%
NBA2K We Say: "As an overall package this game is absolutely brilliant, although it does have limited appeal." AW	Sega	4	✓	X	X	06	89%
NBA Showtime: NBA Vs NBC We Say: "You don't have to be Shaquille O'Neal to be able to play Midway's top BB sim, as you can get straight onto the court with a minimum of fuss." AW	Midway	4	✓	X	X	04	90%
NFL2K We Say: "When compared to the likes of <i>NFL Blitz</i> , <i>NFL 2K</i> is made to look wearisome and monotonous." AW	Sega	4	✓	X	X	04	74%
NFL Blitz 2000 We Say: "The beauty of <i>NFL Blitz</i> is that you don't need to have a clue about the sport to be able to enjoy it." AW	Midway	4	✓	X	X	03	89%
NFL Quarterback Club 2000 We Say: "Dull, boring and mindless, <i>NFL Quarterback Club</i> is American football at its worst, without even a sniff of enjoyment." AW	Acclaim	4	X	X	X	04	56%
NHL2K We Say: "Fast, frantic and great fun to play." AW	Sega	4	X	X	X	11	85%
Pen Pen We Say: "You are unlikely to see anything as daft in your life. If you've got a few marbles loose, then you'll love it!" BL	Infogrames	4	X	X	X	02	86%
Power Stone We Say: "If Capcom decided to take a new direction with a beat-'em-up we sit up and take notice, and so should you. This game is truly wonderful." TS	Eidos Interactive	2	X	X	X	01	92%
Psychic Force 2012 We Say: "Graphically and aurally there is nothing here that couldn't have been ably produced on a PlayStation. A poor, poor game." ST	Acclaim	2	X	X	X	04	65%
Racing Simulation: Monaco Grand Prix We Say: "The controls can be a little too sensitive. Nowhere near as good as <i>F1 World Grand Prix</i> ." MR	Ubi Soft	2	X	X	STEERING WHEEL	03	83%
Rayman 2: The Great Escape We Say: " <i>Rayman 2</i> represents all that is great about the Dreamcast and is as good a game as you're going to find for it." AW	Ubi Soft	4	X	✓	X	07	92%
Ready 2 Rumble Boxing We Say: "Make no mistake, <i>Ready 2 Rumble</i> is no punch-drunk hitter, but a right swinger that will keep you in the ring well into 2000!" ST	Midway	2	✓	X	X	01	90%
Resident Evil 2 We Say: "Nothing more than a cheap conversion of the PC version that fails to do justice to the Dreamcast." AW	Virgin	1	✓	X	X	05	73%
Resident Evil Code: Veronica We Say: " <i>Resident Evil</i> fans will go mental about this game; the whole affair looks amazing and at times the action will scare the life out of you." MM	Eidos	1	X	X	X	10	94%
Re-Volt We Say: "The game has some really smart graphics with realistic scenery and lightning fast speeds along with some great gameplay." AW	Acclaim	2	X	X	STEERING WHEEL	03	86%
Red Dog We Say: "As a multiplayer it's fun, if nothing particularly outstanding, but the overall package is a winner." RK	Sega	4	X	X	X	02	85%



DVD Reviews

The Talented Mr Ripley

Cert | 15
 Publisher | Buena Vista
 Price | £19.99

Giving some of their best performances to date, Matt Damon and Jude Law really give it their all for *The Talented Mr Ripley*. The film centres around Tom Ripley and his quest to become a fake somebody, rather than a real nobody – cue plenty of lies, manipulation and even a drop of murder as he takes over the life of the unsuspecting Dickie Greenleaf. Yes, it might be a little long and no, you won't have any compassion for 'poor Mr Ripley' – but it's still a seriously gripping watch. Add this to some storming extras (such as music videos and a pair of documentaries to check out) and you really must get this one right now.



5/5

Martin Mathers

Being John Malkovich

Cert | 15
 Publisher | Columbia Tri-Star
 Price | £19.99

Ever wanted to be someone else? Well, now you can... as long as it's John Malkovich. Talk about weird – this has to be one of the strangest movies ever. After discovering a portal leading directly into the brain of John Malkovich, John Cusak exploits it by selling trips 'inside' Malkovich for \$200 at a time. Of course, that's not all of it... but you get the idea. The DVD extras are even more bizarre – as well as including a number of documentary pieces taken directly from the film and even a section entitled 'There Is Nothing Here', this is a DVD for people with seriously twisted minds. Like us.



4/5

Martin Mathers

continued >

gearbox

If you're looking for those all-important peripherals then this is the place to be!

Total Control 3

> EMS > £19.99

Sick of the lack of buttons on the Dreamcast controller? Want to go back to the old days of your Saturn pads? Well, now you can – the Total Control 3 allows you to plug in your old-style Saturn pads (or even the twin joysticks if you ever bought them) as well as a regular VM to save all of your games onto. It's not exactly something you'll want to rush out and buy but if you fancy bringing back memories of your six-button friend then look no further than this.



3/5

VGA Box

> Fire > £24.99

If you're lucky enough to own a high-quality VGA monitor, you'll be wanting one of these beauties to play your Dreamcast through. Say goodbye to all those rough-looking TV pictures and hello to the wonderful world of ultra-sharp hi-res graphics... this is a necessity for all perfection-seeking Dreamcast owners. Just remember that not all DC games work with them though... d'oh!

4/5



continued >

CD Reviews

Coldplay: Parachutes

Label: Parlophone
 Hmm, the next best thing? Heard that before somewhere haven't we? Well one thing's for sure – this debut album from Coldplay is really damn fine. Think early Longpigs, a dab of Embrace and a little Radiohead and that'll be Coldplay then. Singles *Yellow* and *Shiver* are undoubted highlights although they are just two of ten fantastic songs on this album. As a whole *Parachutes* is an undeniably sublime and special album that you'd be a fool to miss out on. It might have gone straight to number one but Coldplay sure haven't sold out.

Alex Warren



4/5

Eric Clapton & BB King: Riding With The King

Label: Reprise
 Fans of Clapton or BB King will delight in this album that finally brings these two guitar stalwarts together for a proper studio album. And whilst it is fair to say that this is largely a successful collaboration, it is also a fairly uneven one. With Clapton's career in something of a hiatus – he doesn't really know which musical style he wishes to adhere to – this album reflects his musical schizophrenia; the blues standards are raw and potent, but the newer material is bland and wafer thin. BB King knows what he does best and it's about time that Clapton did too...

Simon Phillips



4/5

Mansun: Little Kix

Label: Parlophone
 Album number three from the boys from Chester sees them mellowing out a little and producing much more fluid and accessible tracks than on previous efforts, meaning that once again we have a damn fine album on our hands. As the guitars soar, the melodies flow and the harmonies leap you realise that Mansun have at last reached their pinnacle. From the opening *Butterfly (A New Beginning)* all the way through to the closing *Goodbye Little Kix* this is an album of epic proportions and an absolute must for all indie kids out there.

Alex Warren



4/5

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Roadsters	Titus	4	X	X	STEERING WHEEL	10	48%
<i>We Say:</i> "This is by far and away the worst driving game to be released on Dreamcast and frankly, it's an embarrassment to the power of the console." AW							
Sega Bass Fishing	Sega	1	X	X	FISHING ROD	03	80%
<i>We Say:</i> " <i>Sega Bass Fishing</i> is a fantastic game and whatever your attitude to the sport of fishing is, you can only love this game." AW							
Sega Rally 2	Sega	2	X	✓	STEERING WHEEL	01	91%
<i>We Say:</i> "The arcade action is currently unrivalled and is a must-buy for anyone looking for an intro into the racing genre." PM							
Sega Worldwide Soccer 2000	Sega	4	✓	X	X	04	62%
<i>We Say:</i> "Yet again we find Sega shooting itself in the foot by producing a totally sub-standard sports game, for which it has no excuse." AW							
Sega Worldside Soccer: Euro Edition	Sega	4	X	X	X	09	92%
<i>We Say:</i> "Talk about overhaul – this semi-sequel to an originally lack-lustre game totally changes everything. It's simply one of the most fun footie games EVER!" MM							
Shadow Man	Acclaim	1	X	X	X	03	90%
<i>We Say:</i> "If you have a trigger finger and a penchant for killing everything in sight then this will fulfil your fantasies and your nightmares." AW							
Silver	Infogrames	1	X	X	X	10	84%
<i>We Say:</i> " <i>Silver's</i> happy medium of RPG and adventure action means it has mass appeal for all gamers, whatever your tastes." AW							
Slave Zero	Infogrames	4	X	X	X	06	70%
<i>We Say:</i> "Probably not as good as it should be, although it is still enjoyable to play despite a dodgy frame rate." AW							
Snow Surfers	Sega	2	X	X	X	03	62%
<i>We Say:</i> "The gameplay in <i>Snow Surfers</i> is fine, but the visual atrocities only serve to bring the rest of the game down into the depths with it." AW							
Sonic Adventure	Sega	1	✓	✓	X	01	90%
<i>We Say:</i> "Despite many regrettable aspects, <i>Sonic Adventure</i> is the first genuine must-have game for the Dreamcast." JR							
Soul Calibur	Sega	2	✓	X	X	02	94%
<i>We Say:</i> " <i>Soul Calibur</i> is the best fighting game you'll ever play making it an essential Dreamcast purchase." ST							
Soul Fighter	Piggyback Entertainment	1	X	X	X	03	83%
<i>We Say:</i> " <i>Soul Fighter</i> is a great game to just relax and play on a lazy weekend or after a night out. It won't tax your grey matter too much." MR							
Soul Reaver	Eidos	1	X	X	X	06	90%
<i>We Say:</i> "The definitive version of this tasty vampire-killer – add it to your collection and save your soul." MM							
South Park Rally	Acclaim	4	X	X	STEERING WHEEL	11	63%
<i>We Say:</i> "A passable entry into the comedy racing market." SC							
Speed Devils	Ubi Soft	2	✓	X	STEERING WHEEL	02	92%
<i>We Say:</i> "Ubi Soft's first Dreamcast racer makes <i>Sega Rally 2</i> look about as exciting as driving a supermarket shopping trolley!" RK							
Star Wars Episode 1: Racer	Activision	2	X	X	STEERING WHEEL	10	74%
<i>We Say:</i> " <i>Star Wars Episode 1: Racer</i> is blatantly just a cheap, lazy and frankly not particularly brilliant port of the PC version." AW							
StreetFighter Alpha 3	Virgin	X	X	X	ARCADE STICK	04	84%
<i>We Say:</i> " <i>StreetFighter Alpha 3</i> is coin-op perfect and practically devoid of the painful loading times that plagued the PlayStation version." RB							
Street Fighter III: Double Impact	Virgin Interactive	2	X	X	X	08	74%
<i>We Say:</i> "We're not saying that it's bad... we're just saying it's <i>Street Fighter</i> . Again. You've seen it all before, so why bother." MM							
Suzuki Alstare Extreme Racing	Ubi Soft	2	✓	X	STEERING WHEEL	02	81%
<i>We Say:</i> "Suzuki has plenty for the racing enthusiast, including an individual best-times scoreboard per lap, but it's best to try before you buy." SN							
Sword Of The Berserk: Guts' Rage	Eidos	1	X	X	X	09	73%
<i>We Say:</i> "As much fun as <i>Sword Of The Berserk</i> is, there just isn't enough of it. Too much time is spent on the cut-scenes and not enough on the action." AW							
Tech Romancer	Virgin Interactive	2	✓	X	ARCADE STICK	08	90%
<i>We Say:</i> "What <i>Tech Romancer</i> lacks in sheer beauty, it more than makes up for in playability and pure enjoyment." MM							



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

Action/Adventure



Resident Evil Code: Veronica

Certainly the definitive version of the timeless platform title and one that brings a smile to our faces whenever we give it just one more play...

Beat-'Em-Up



Soul Calibur

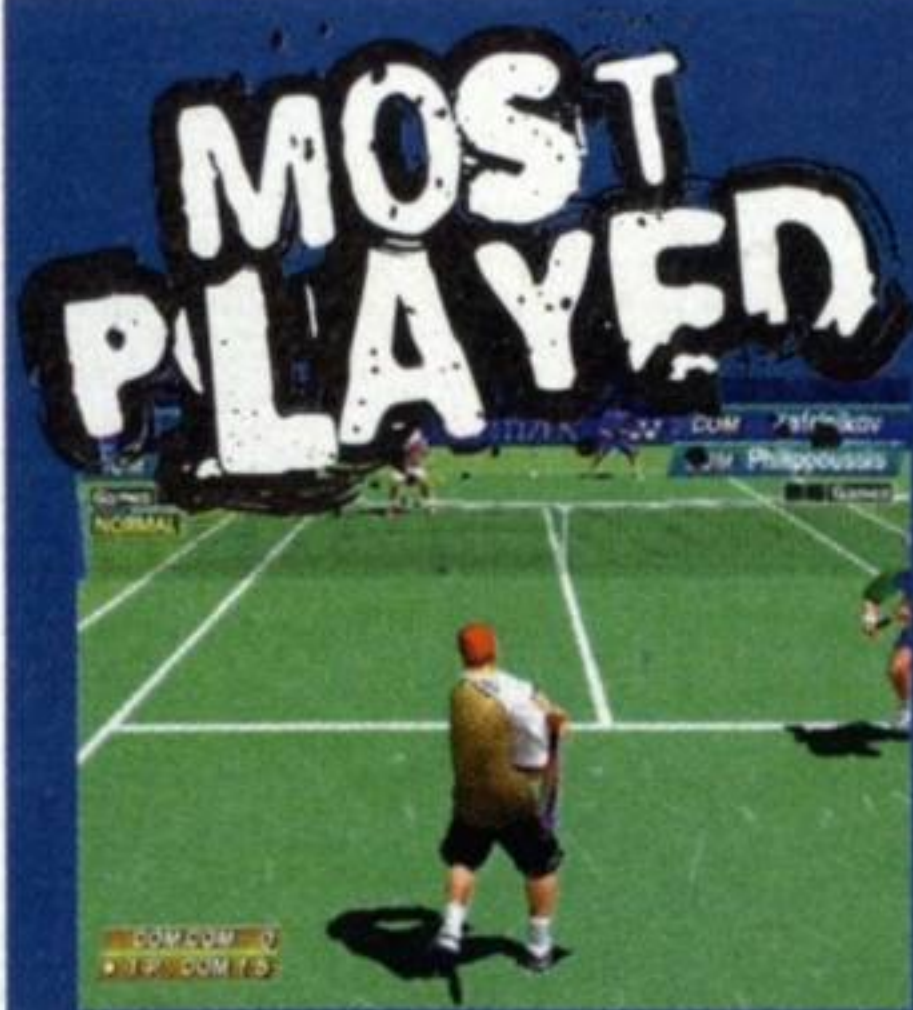
The most gorgeous-looking game ever. With so much depth and a wealth of characters, this has to be the fighter of choice. And then there's the two-player mode...

Driving/Racing



Crazy Taxi

Sega's arcade racer ported to the Dreamcast with consummate ease. With a whole new city and 16 tough challenges, this is one of the most enjoyable games ever.



Virtua Tennis

> It's here... again! Now that those lovely people at Sega have been kind enough to provide us with a 100% complete version of their pending smash (ho ho) hit tennis game, we've gone absolutely crazy over it once again. In fact, nobody even noticed that the deadline was craftily sneaking up on us as we spent our time serving and rallying to our hearts' content...

Jet Set Radio

> Another popular arrival in the office this month, Mart finally got his hands on the game that he's been waiting ages for. All of that in-line skating and graffiti tagging in *Jet Set Radio* seems to have rubbed off on the poor lad though – the last time we saw him, he was leaning over a motorway footbridge trying to write his name upside-down.

Ferrari F355 Challenge

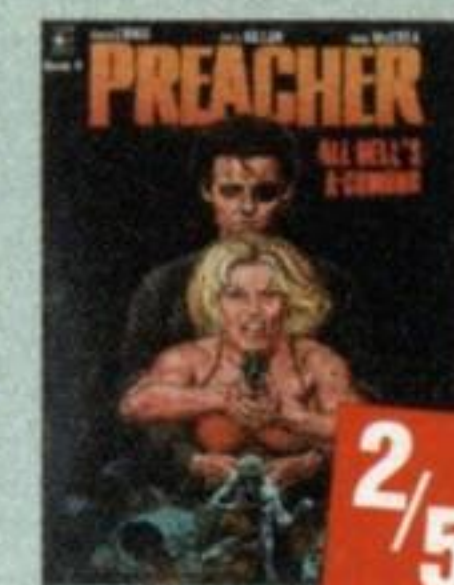
> We've got it back! After much begging and pleading with the boys at Acclaim, Simon finally got his wish – a working copy of Ferrari of his very own. Needless to say, no-one else got a look in once he started playing... except for the Editorial Director, who threatened a pay cut if we didn't let him have a go on it. Boo.

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Tee Off Golf We Say: "Tee Off Golf is the perfect way to fill in the gaps that punctuate the winter days." AW	Acclaim	2	X	X	X	05	80%
The Nomad Soul We Say: "The Nomad Soul is a rewarding experience for those who are willing to give it a chance." MM	Eidos	2	X	X	X	08	84%
Tokyo Highway Challenge We Say: "Tokyo Highway Challenge isn't one of the best Dreamcast racing games but it does look fantastic." AW	Crave	2	X	X	STEERING WHEEL	03	73%
Tomb Raider: The Last Revelation We Say: "Thanks to the power of the Dreamcast, every stage of Last Revelation looks jaw-droppingly amazing." MM	Eidos	1	X	X	X	07	88%
Tony Hawk's Skateboarding We Say: "An essential purchase for any Dreamcast owner. We just can't emphasise how great this game is!" MM	Crave	4	X	X	X	10	94%
Toy Commander We Say: "The game is a dream to play, with very little slow-down and a graphics engine which is solid, producing few glitches." LW	Sega	4	X	X	X	02	86%
Trick Style We Say: "Trick Style is a great visual and aural showcase for the Dreamcast, but as a game it's good but not great." ST	Acclaim	2	X	X	X	02	79%
UEFA Striker We Say: "It's very much from the old FIFA pick-up-and-play mould, but for die-hard enthusiasts, it all feels a bit too watered-down." RB	Infogrames	2	X	X	X	02	82%
V-Rally 2: Expert Edition We Say: "V-Rally 2 doesn't quite come up to the same standards as Sega Rally 2, meaning that although it's a very good game it's just not great." AW	Infogrames	4	X	X	STEERING WHEEL	09	86%
Vigilante 8: Second Offense We Say: "This isn't your run of the mill racing game or your typical shoot-'em-up, but something completely inimitable and unique." AW	Activision	4	X	X	X	04	91%
Virtua Fighter 3tb We Say: "An arcade-perfect conversion of a great game. VF3tb isn't the best one-player game in the world, but with some mates it's awesome!" SH	Sega	2	X	X	X	01	93%
Virtua Striker 2 We Say: "Virtua Striker is an excellent arcade-style footie game, it's great for a laugh and it certainly looks the part." SP	Sega	2	X	X	X	05	78%
Wacky Races We Say: "A top fun racer that makes a change from all the realistic 'driving' games around. It's wacky with a capital 'W'!" MM	Infogrames	4	X	X	STEERING WHEEL	09	93%
Wetrix+ We Say: "Puzzle fans will find themselves in cerebral cortex-munching nirvana." SP	Take 2 Interactive	2	X	X	X	08	80%
Wild Metal We Say: "Wild Metal amounts to no more than a dull, unimaginative, shameful waste of GD-ROM technology." ST	Rockstar	2	X	X	X	07	58%
Worms Armageddon We Say: "As ever, Team 17 has delivered the goods, Worms Armageddon is the finest and most enjoyable of the series." AW	Hasbro Interactive	4	X	X	X	04	73%
WWF Attitude We Say: "If you want a game that you can use as a frisbee when you're away from your Dreamcast... this is it". AW	Acclaim	4	X	X	X	03	41%
Zombie Revenge We Say: "Zombie Revenge proves once and for all that the Dreamcast really is just an arcade machine in disguise." AW	Sega	2	✓	X	X	05	81%

Comics

Preacher: All Hell's A-Coming

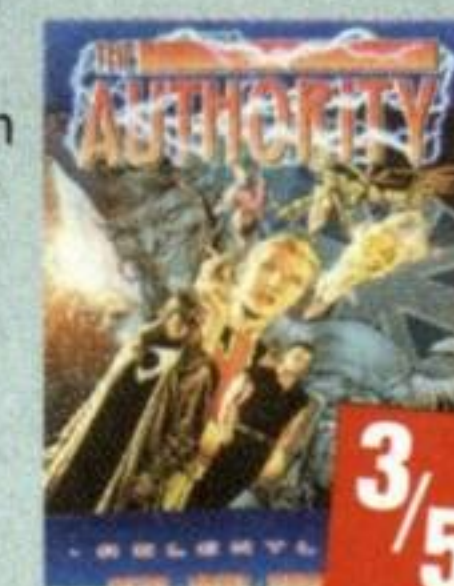
Publisher Titan Books
Price £12.99
Packing a whopping nine issues worth of the Preacher series into one graphic novel, *All Hell's A-Coming* is one epic read – but of course, that ain't always a good thing. It's certainly got its moments and the multiple story lines that run throughout it (following the adventures of Jesse the Preacher, Tulip, Starr and a character going by the slightly bizarre name of Arseface) ensure that there's something for everyone in here. However, it drags heavily in the middle and just doesn't do quite enough to keep you interested. It has also put us right off French people and eating horsemeat for life... ewwww.
Martin Mathers



2/5

The Authority: Relentless

Publisher Titan Books
Price £12.99
The Authority are a team of crime-fighting heroes out to change the world for the better... as they do. This group of superheroes is made up of King of Cities Jack Hawksmoor, a shamanic doctor, a winged woman known as Shen Li-Min, a cyborg engineer, a leather-clad Midnighter and a sun powered force known as Apollo. The team are all lead out to fight the forces of evil by Jenny Sparks, the no-nonsense girl from good old England. Lots of sci-fi action and great drawings make this an entertaining read, but a complicated story line and scientific jargon often make it a little difficult to follow.
Chris Doran



3/5

Star Wars: Prelude To Rebellion

Publisher Titan Books
Price £11.99
Setting the stage for *The Phantom Menace*, *Prelude To Rebellion* is one of the finest pieces of Star Wars literature and art that you're going to find... in this galaxy or any other. Ki-Adi-Mundi is a Jedi Knight from Cerea, a civilisation free from the burden of new technology. However, sinister bodies are trying to bring these new, dangerous technologies to the planet which Ki tries to oppose... which is where all the trouble starts. He's accused of murder and what follows is a tale of conspiracy, intrigue but above all else, Jedi bravery and courage in the face of evil. Can Ki save his home planet? You'll just have to read it to discover the truth.
Alex Warren



4/5

continued >

Party/Puzzle



Chu Chu Rocket!

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

Shoot-'em-up



Armada

Engrossing gameplay and huge environments are the order of the day. Seamlessly mixing RPG with blast-fest we maintain that as shooters go, this is the best.

Sports



Tony Hawk's Skateboarding

Whether you'd class skateboarding as a sport or not, it's the greatest version of this game ever and you simply have to go out and buy it. Now.

Strategy/Simulation



Deadly Skies

Fly a plane and blow the bejesus out of everything that moves. *Top Gun* wannabes get the chance to live out their aerial fantasies with Konami's solid blaster.

Videos

Buffy: Season Three - Part Two

Publisher Twentieth Century Fox Home Entertainment

Price £34.99

With 11 classic episodes crammed in, there isn't much you can criticise in this collection. There's action, comedy and all the usual shenanigans here. Buffy has to deal with her greatest challenges yet as bizarre female apocalypse cults try to reopen the Hellmouth, psychotic vampires bay for her blood and the town mayor transforms into a demon... Other episodes include *Helpless*, *Doppelgangland*, *Earshot* and *The Prom*. Undeniably trashy yet equally entertaining.

Alex Warren



Ally McBeal: Season One

Publisher Twentieth Century Fox Home Entertainment

Price £10.99

If you missed out on Ally McBeal then where the hell have you been for the last two years because you've been missing out. Equally bizarre, outrageous, crazy yet always hilarious, Ally is one lawyer who you wouldn't mind fleeing you for all you've got... however neurotic the lovely lady might be. It might just be those legs but she never seems to be able to lose a case, despite being a headcase.

Alex Warren



S Club 7: It's An S Club Thing

Publisher Warner Music Video

Price £10.99

Music videos remain a conundrum. You watch them once and then never again, however good they might be, yet still they're released in the bucketload. If you like S Club 7 (and frankly, who really does?) you'll like this video, with loads of interviews with the members as well as behind the scenes footage of their TV show and the actual videos for the singles. Sure, they can make a pop song sound good, but beauty's only skin deep after all.

Alex Warren



import

Import Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Aero Dancing F	CRI	1	-	-	-	08	82%
Bakuretsu Muteki Bangaioh	ESP	1	-	-	-	05	65%
Berserk	Ascii	1	-	-	-	05	75%
Biohazard	Capcom	1	+	-	-	06	93%
Carrier	Jaleco	1	-	-	-	09	69%
Centipede	Hasbro	4	-	-	-	06	38%
Chu Chu Rocket!	Sega	4	-	+	-	04	92%
Climax Landers	Sega	1	-	-	-	02	52%
Cool Boarders Burn!	UEP	2	-	-	-	02	44%
D2	Sega	1	-	-	-	07	60%
Dance Dance Revolution 2nd Mix	Konami	2	-	-	-	07	93%
Death Crimson 2	Ecolé	1	-	-	LIGHTGUN	05	53%
Densha De Go! 2	Taito	1	-	-	-	10	26%
Espion-age-nts	NEC	1	-	-	-	02	73%
Elemental Gimmick Gear	Vatical	1	-	-	-	06	73%
Giant Gram All Japan Pro Wrestling 2	Sega	4	-	-	-	02	84%
Giga Wings	Sega	1	-	-	-	04	35%
Godzilla Generations: Maximum Impact	Sega	2	-	-	-	06	40%
Gunbird 2	Capcom	2	-	-	-	09	81%
Gundam Side Story: 0079	Taito	1	-	-	-	10	80%
Jet Coaster Dream	Bottom Up	1	-	-	-	05	90%
JoJo's Bizarre Adventure	Capcom	2	-	-	-	04	88%
Kakaioh	Capcom	2	-	-	-	06	82%
King Of The Fighters '99	SNK	2	-	-	-	02	57%
King Of Fighters '99 Evolution	SNK	2	-	-	ARCADE STICK	09	72%
Maken X	Atlus	1	+	-	-	04	75%
Marvel Vs Capcom 2	Capcom	2	+	+	ARCADE STICK	08	92%
NHL2K Sega	Sega	4	-	-	-	08	84%
Pop N' Music 2	Konami	1	-	-	KEYBOARD	02	73%
PowerStone 2	Capcom	4	-	-	ARCADE STICK	10	92%
Puzzle Bobble 4	Taito	2	-	-	-	09	92%
Rainbow Cotton	Success	1	-	-	-	07	69%
Rainbow Six	Majesco	1	-	-	-	11	78%
Ring	Asmick	1	-	-	-	08	59%
Sakura Wars	Sega	2	-	-	-	08	77%
Sakura Wars Song Show	Sega	1	-	-	-	09	33%
Samba De Amigo	Sega	2	-	+	MARACAS	10	95%
Sega GT: Homogolation Special	Sega	2	+	-	STEERING WHEEL	07	92%
Sorcerian - Apprentice Of Seven Star Magic	Victor Interactive	1	-	-	-	10	49%
Space Channel 5	Sega	4	+	-	-	06	91%
Star Gladiator 2: Nightmare Of Bilstein	Capcom	2	-	-	-	05	65%
Street Fighter III W Impact	Capcom	2	-	-	-	05	44%
Street Fighter Zero 3	Capcom	2	+	-	-	02	85%
Super Magnetic Niu Niu	Genki	1	-	-	-	07	71%
Super Runabout	Climax Entertainment	1	-	-	Steering Wheel	11	48%
Time Stalkers	Sega	1	-	-	-	09	70%
Tokyo Bus Guide	Forty Five	1	-	-	-	07	82%
Toukon Retsuden 4	Tomy	1	-	-	-	02	49%
Treasure Strike	Kid	4	+	-	-	09	72%
Twinkle Star Spirits	SNK	2	-	-	-	10	79%
Typing Of The Dead	Sega	2	-	-	KEYBOARD	10	90%
Virtua Cop 2	Sega	2	-	-	LIGHT GUN	08	69%
Virtua On	Sega	2	-	-	-	05	80%

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PS2

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Stuff & Nonsense

We've got more great gizmos for you to check out this month... now who says we're not good to you?



Super Soaker 50

Manufacturer	Super Soaker
Web site	www.iwantoneofthose.com
Cost	£11.50

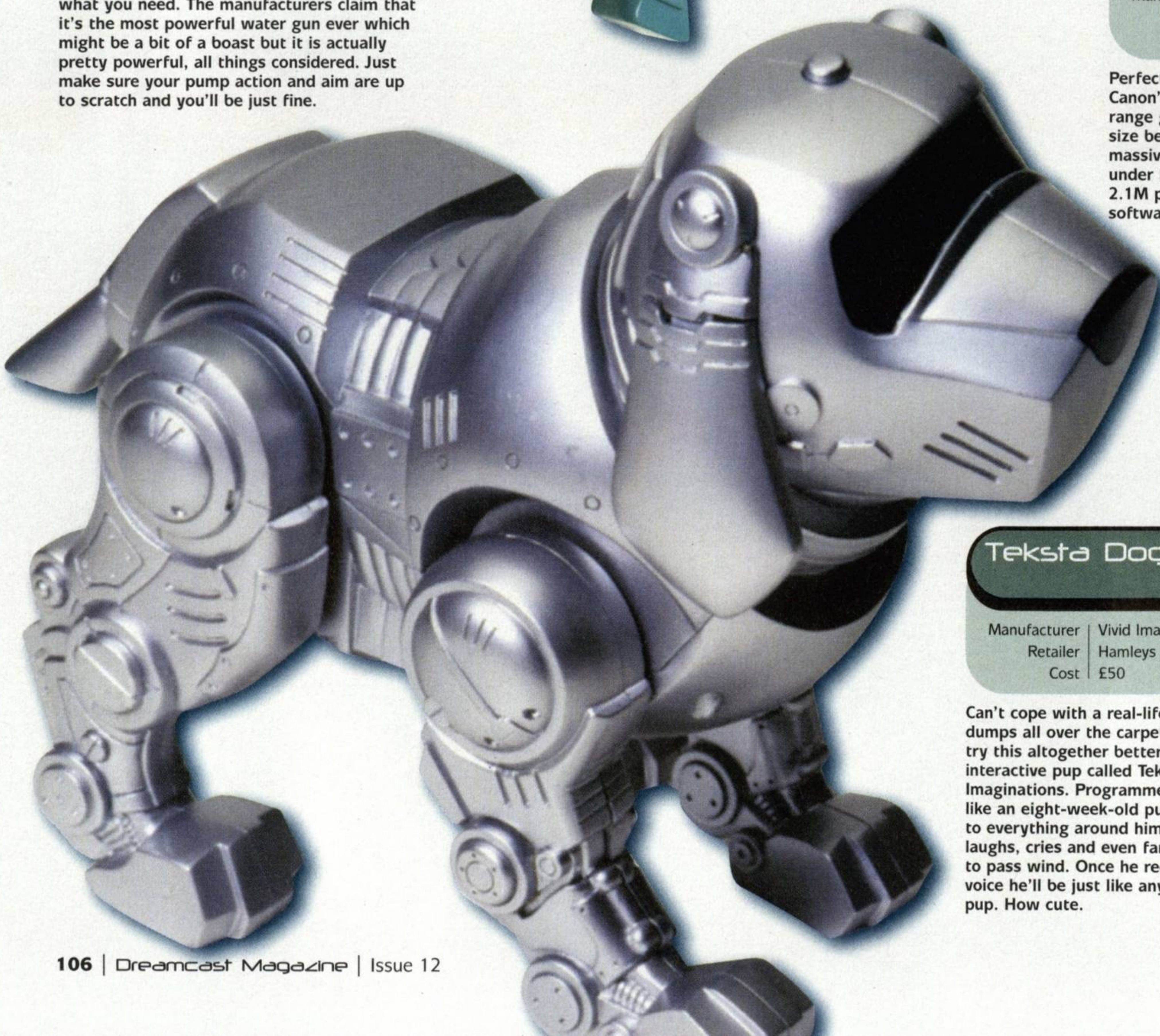
Summer means water fights and if you're going to come out on top of the pile, though still soaking, the Super Soaker 50 is just what you need. The manufacturers claim that it's the most powerful water gun ever which might be a bit of a boast but it is actually pretty powerful, all things considered. Just make sure your pump action and aim are up to scratch and you'll be just fine.



IXUS Digital Camera

Manufacturer	Canon
Web site	www.canon.co.uk
Cost	£TBC

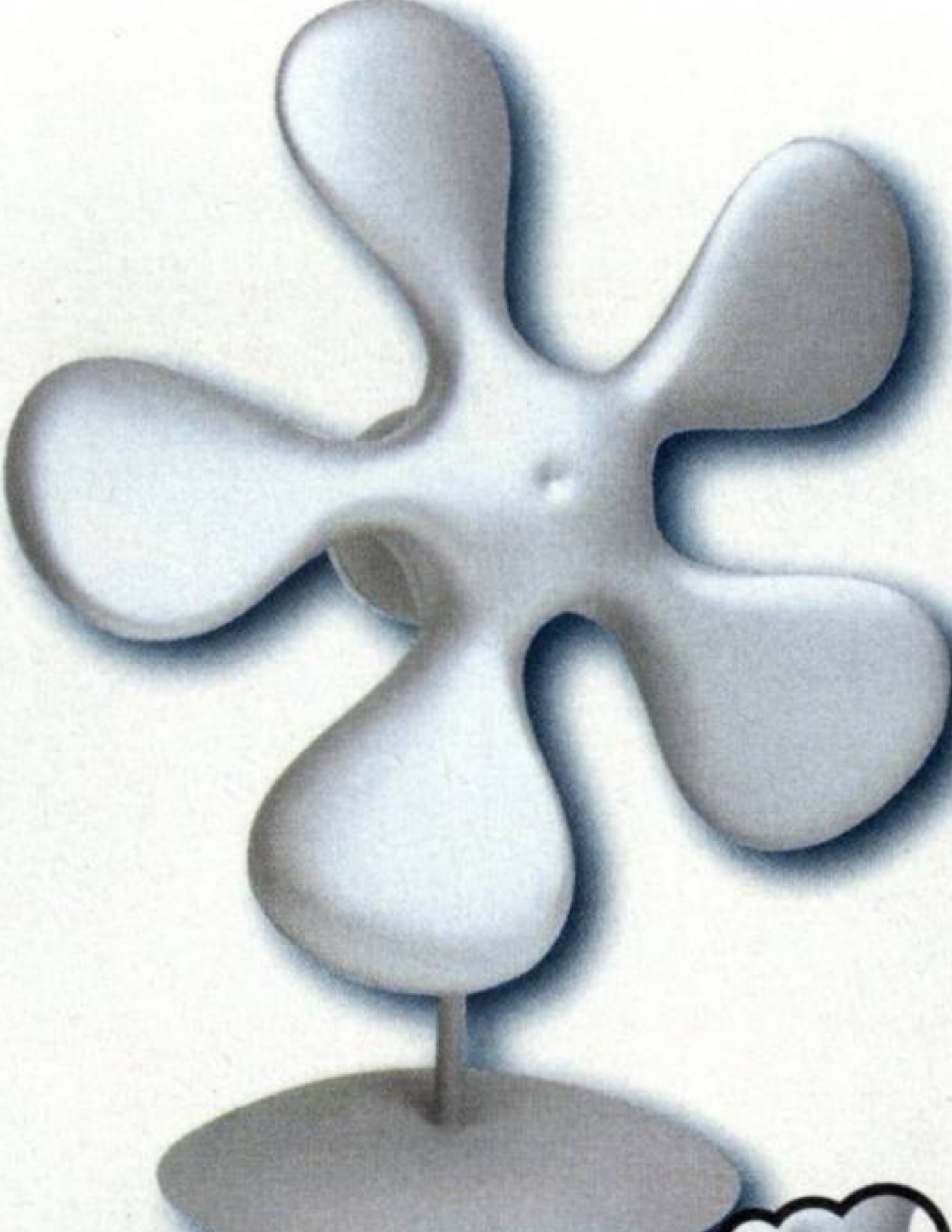
Perfection is a rare thing to come by but Canon's latest addition to its digital camera range gets pretty darn close. Its minuscule size belies its true capacities which are massive to say the least, with every feature under the sun incorporated. With a zoom, 2.1M pixel CCD and all the appropriate software, this is one minty piece of kit.



Teksta Dog

Manufacturer	Vivid Imaginations
Retailer	Hamleys
Cost	£50

Can't cope with a real-life puppy that dumps all over the carpet? Then why not try this altogether better trained interactive pup called Teksta, from Vivid Imaginations. Programmed to behave just like an eight-week-old puppy, he responds to everything around him, talks, eats, laughs, cries and even farts – well, he has to pass wind. Once he recognises your voice he'll be just like any other faithful pup. How cute.



Flower Power Desk Fan

Manufacturer | Elmar Flötotto
Web site | www.iwantoneofthose.com
Cost | £130

You want to be cool, both literally and figuratively? Then get one of these sexy little beasts. It's undoubtedly the perfect desk accessory, as it'll not only make you look incredibly cool - you'll feel pretty darn cool too. There's also a floor version available for an extra £60 which is just as sleek.



Nautilus SCMI Speakers

Manufacturer | B&W
Tel | 01903 750 750
Cost | £1,500

If it's speakers that you want there's only really one place that you can go and that's B&W. Be it the monstrous Nautilus (a snip at £35,000) or the new moderately-priced slim-lined SCMI there's one thing that is never compromised and that's the sound. If you're after the purest sounds and cost is no object to your desire then these are speakers that your music was made to be heard through. Awesome.



Talking Bag

Manufacturer | Room
Web site | iwantoneofthose.com
Cost | £15

Talking bags - haven't we all got one of those already? Maybe... but this is far cooler. Simply talk into the back of it (messages can last up to ten seconds) and then every time someone walks in front of it the message will be repeated. Jokes galore can be played with it... well at least we've had a good old giggle with our one around the office.



Thor Remote Controlled Truck

Manufacturer | Nikko
Web site | www.iwantoneofthose.com
Cost | £99

It's big, it's bad and it's a whole barrel of fun. The Thor truck is a 1/10th scale model of the real thing and just as fun to drive (at least it is if you haven't got your driving licence yet). Speed over all terrains but just watch out for all those thorns - you don't want to get a flat! Oh, and make sure you have plenty of batteries to hand.

Extra Large Tennis Ball

Manufacturer | Wilson
Web site | www.iwantoneofthose.com
Cost | £24.50

Well, we all know that big is better (most of the time) but this is just getting plain stupid. Who's heard of a tennis ball with a 27cm diameter? Hmm. Well for all that it's pretty good as a volley ball or even a football, but you'll need an extra large tennis racquet with even stronger strings if you want to use it on court!





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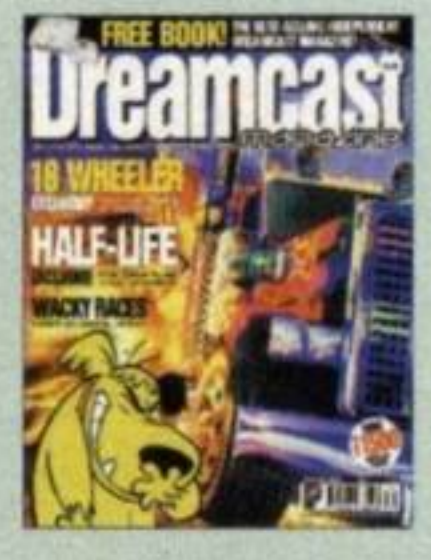
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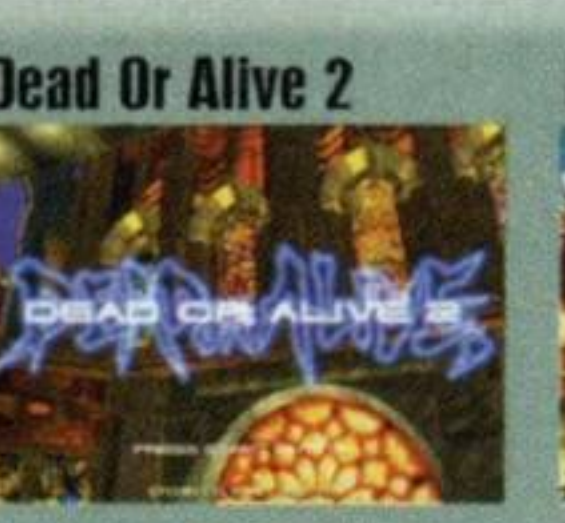
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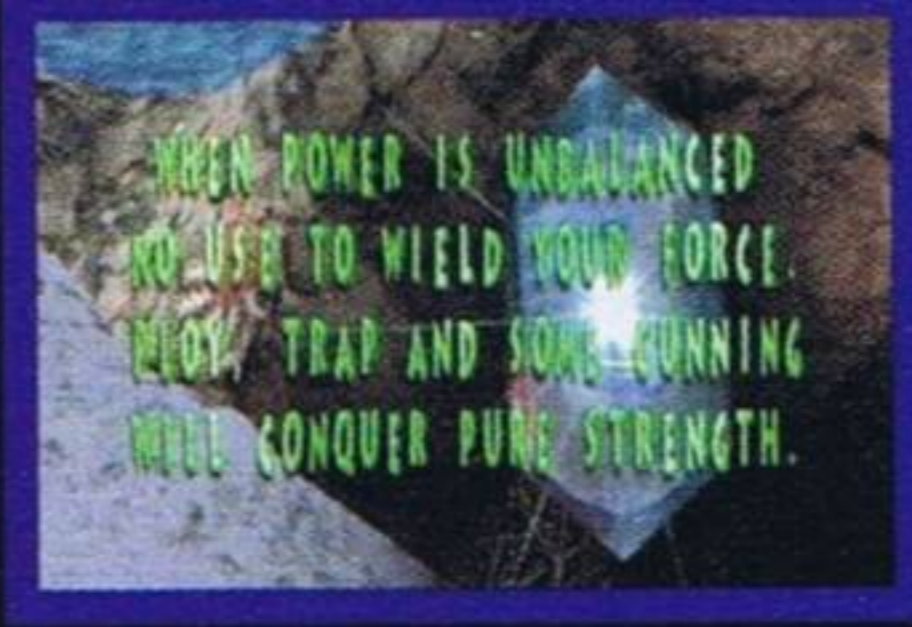
when i was a child

i spake as a child ...

but when i became a man,
i put away

childish things?





dream moment

Number 009

Ecco The Dolphin

>Perils Of The Coral Reef >The Power Of Vigor



“Just when you thought it was safe to go back in the water...”

There's one rule in videogames that stands true for all consoles: if all else fails, revive a 'classic' game and bring it up-to-date. It worked for Sonic, it worked for Mario and now Sega has seen fit to bring back the fishiest games mascot of them all... Ecco The Dolphin. When we say that Sega has brought the game up-to-date, we're making a severe understatement – possibly one of the most gorgeous-looking games ever, *Ecco The Dolphin: Defender Of The Future* offers top tranquil underwater action combined with one damn tough game.

Of course, being a dolphin has never been easy – avoiding those blasted tuna nets, doing cameo performances in the latest *Free Willy* movie... that sort of thing. So it goes without saying that when trying to build up your powers in order to save the world from the evil 'Foe', fighting a massive great white shark is the last thing you want to be doing. Nevertheless, that's what you've got to do if you want Ecco to gain the Power Of Vigor – by getting the shark to chase you around the pool and through the rather small gap in the central rock pillar, you can get him wedged behind you so that he can't take a chunk out of your fishy arse. Don't take too long to point and laugh though; just nip in and grab the Power Of Vigor. Remember that things get *much* tougher from here on in...

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

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