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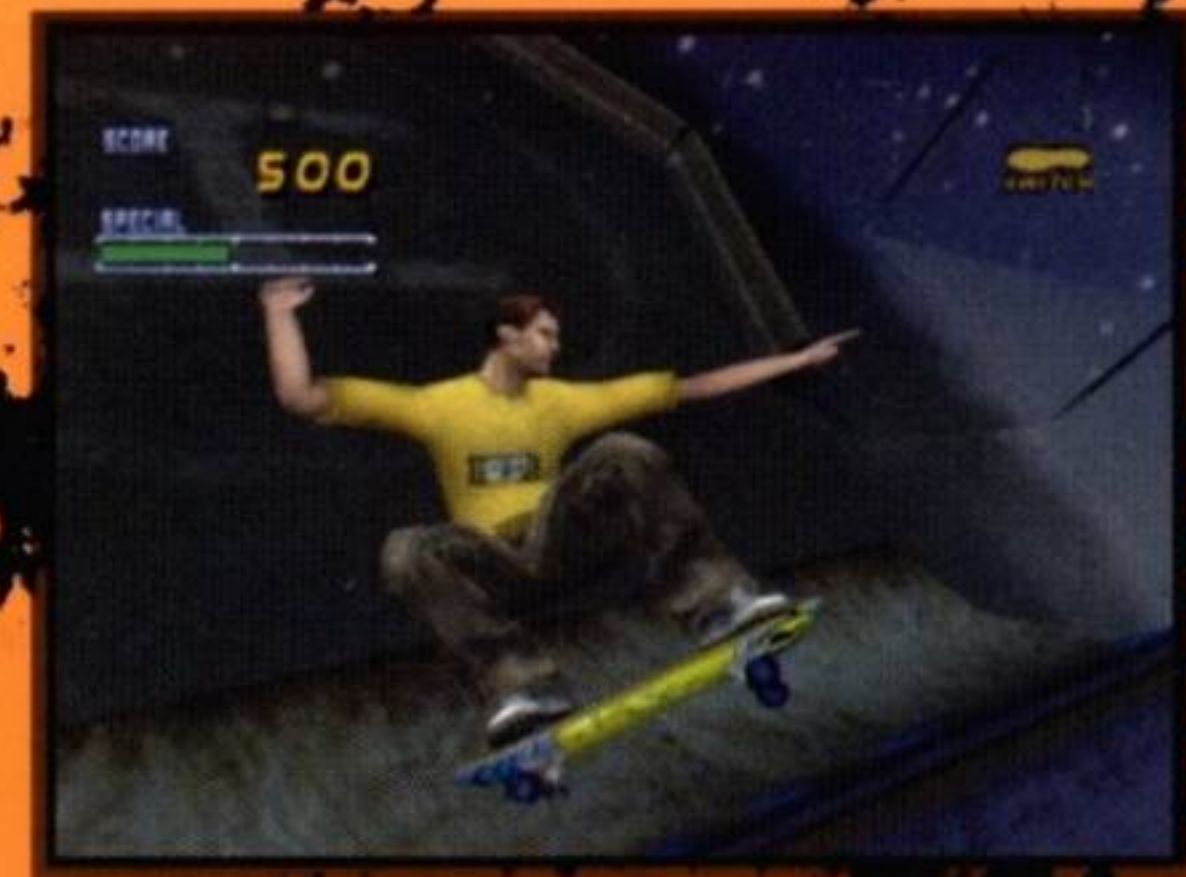
Capcom's gem returns to the Dreamcast!

COMPLETE HIDDEN AND DANGEROUS SOLUTION!
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TONY HAWK'S SKATEBOARDING 2

EXCLUSIVE!

First shots of Activision's stunning skater revealed!



PLUS! Phantasy Star Online, Speed Devils Online, Silent Scope, Looney Tunes Space Race, Vanishing Point, Stunt GP, Urban Chaos, Hundred Swords and so much more...

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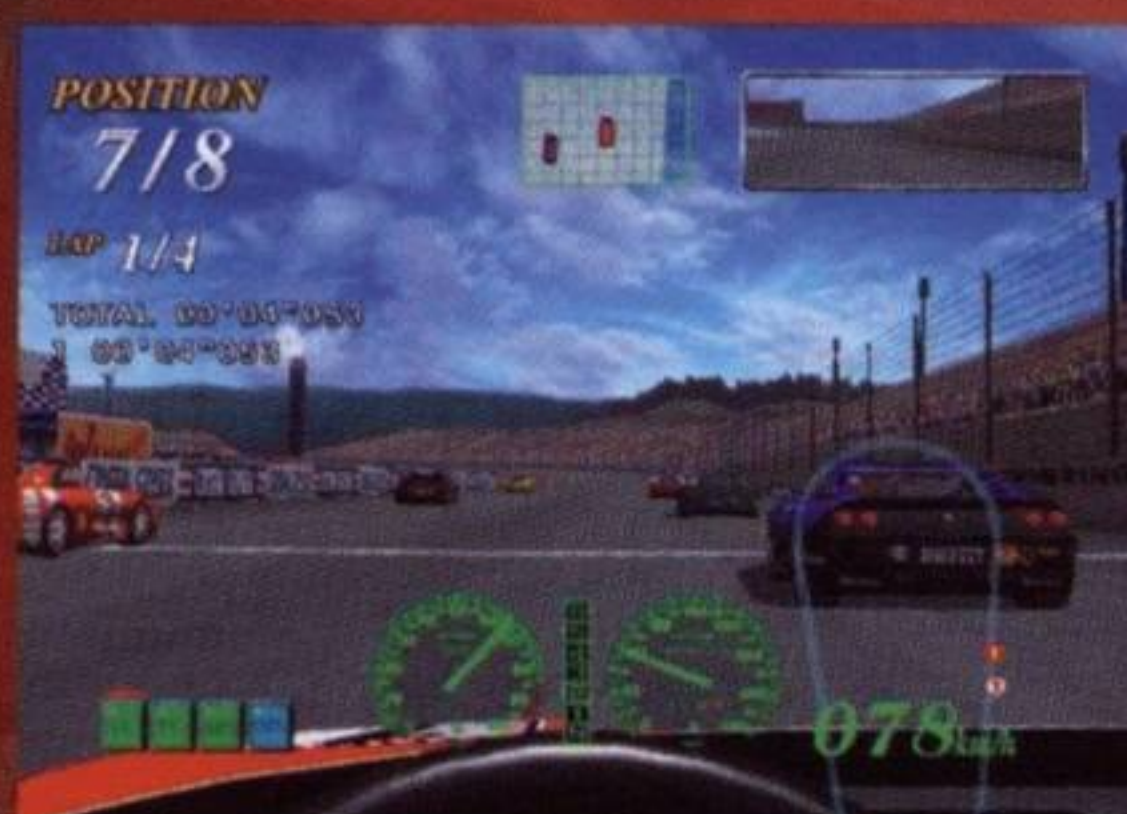
"This is certainly one of the most incredible-looking racing games ever seen"
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> www.dream-cast.net

Welcome to your dreams

Editorial

As we promised, *Half-Life* proudly adorns our latest cover – although to be honest we could have done it a while ago using the press disc and handful of screenshots that everyone has had for ages. However, we said that we'd bring you exclusive details on the game and rather than cobble together a load of old PC-related-bobbins about it, that's exactly what we've done. As a result, you'll find that all those unanswered questions about the game have finally been answered (well very nearly). So, off we packed Mathers to Texas to speak to the developers and be one of the first people to actually play the Dreamcast version – you know, the one that you'll all be playing in October. The fruits of his labours can be found over on page 34.

The rest of the mag is packed with all the usual exclusives, latest reviews and all the usual gubbins that you've come to expect from DREAMCAST MAGAZINE. Which reminds me... we owe you all a bit of a thank you. Once again you've made our magazine the number one best-selling unofficial Dreamcast mag, which is no mean feat as we've been up against some pretty stiff promotions. However, you've still, quite wisely, been buying our mag and as I said we really do appreciate it and if you are ever round our way we'd buy you a beer (if you are old enough, of course). Just don't all show up at once!

As always, enjoy the magazine and take it easy on the stairs.

Simon Phillips
Editor

EXCLUSIVE SHOTS!



34 Full exclusive details on one of the most exciting Dreamcast releases revealed!

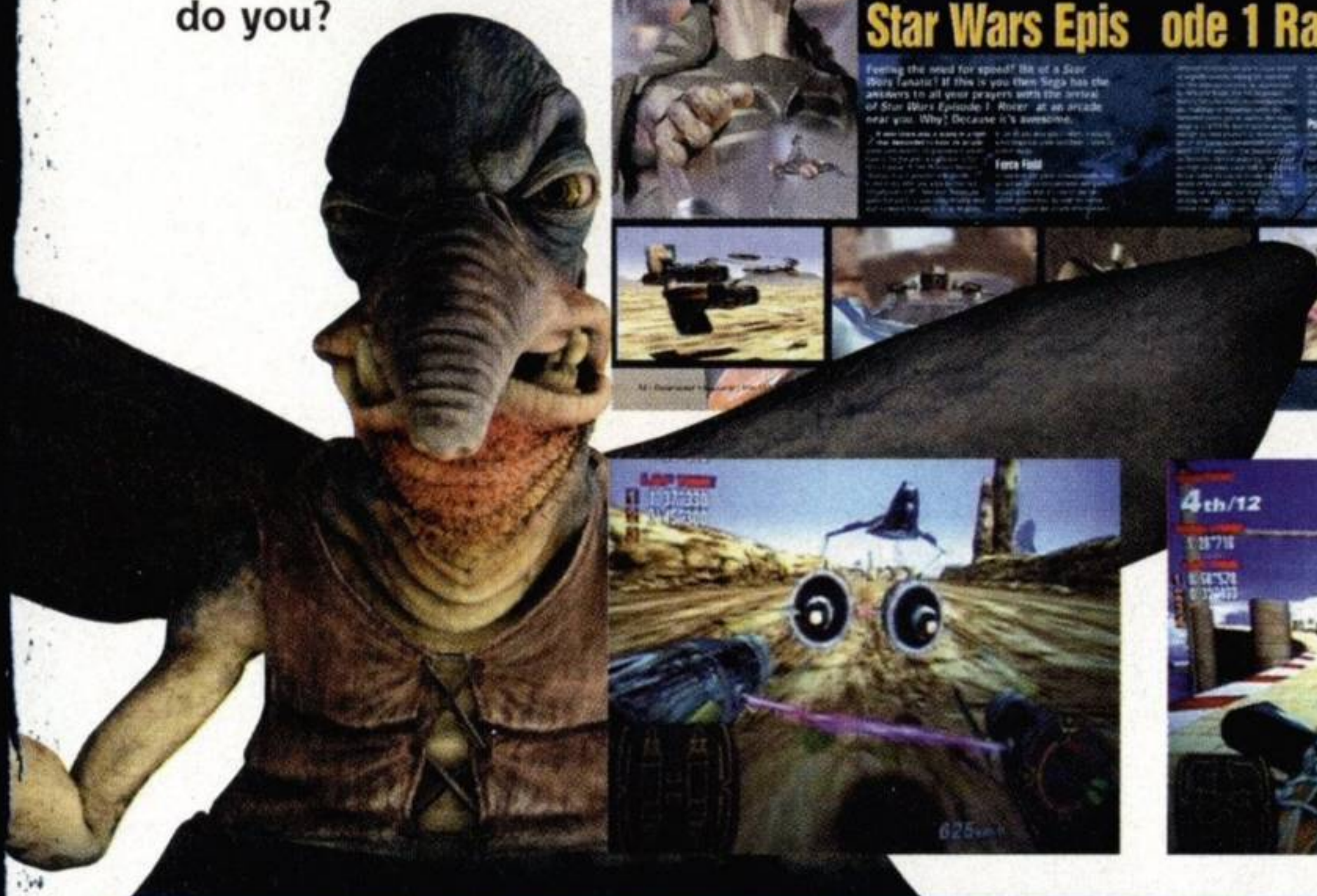
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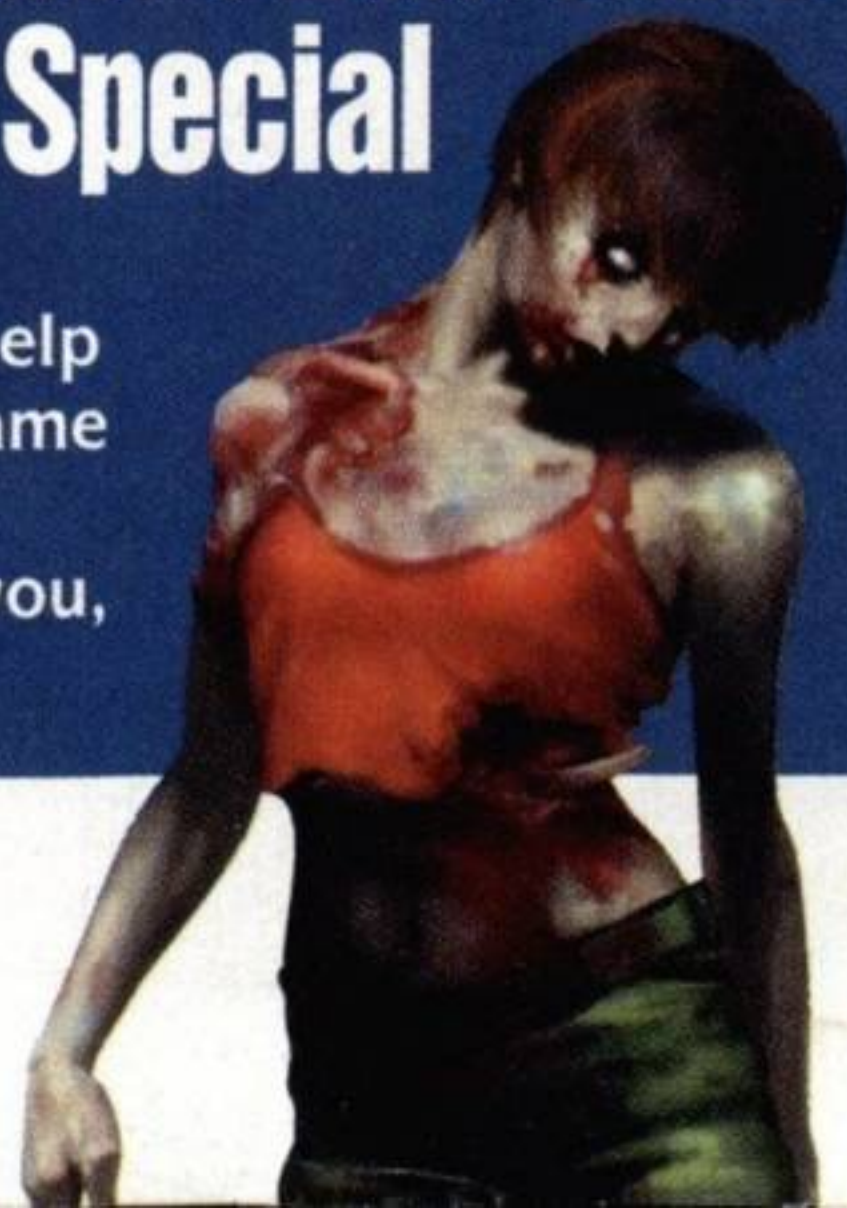
Arcade Special

42 So you think that you're Anakin Skywalker now, do you?



Q&A Resident Evil Code: Veronica Special

82 You all wanted help on the game that scares the bejesus out of you, well here it is...



AT A GLANCE red hot GAMES

> There hasn't been a thermometer invented that could measure the heat generated by these pages!



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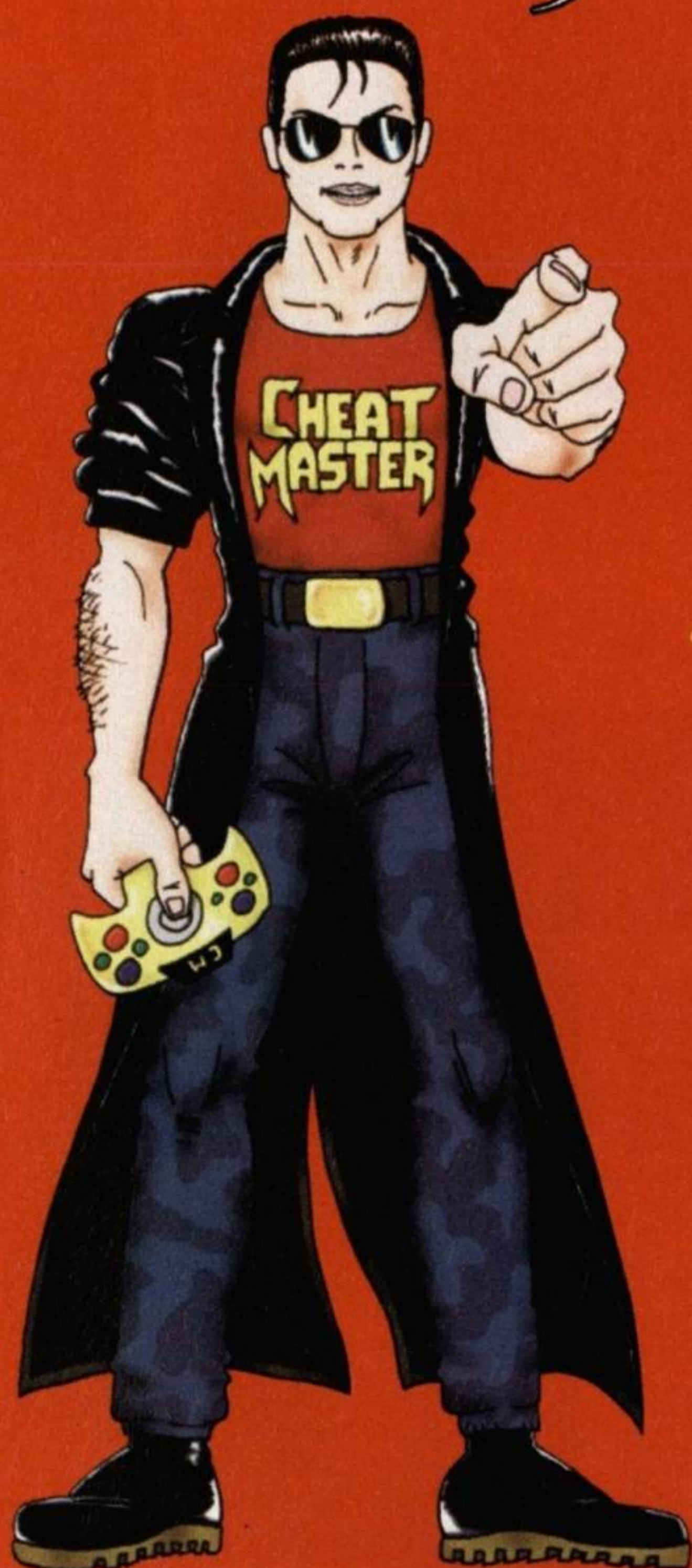


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Welcome to your dreams

Dreamcast magazine

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Subscription rates (13 issues) **UK: £33.00**
Europe: £40.00 Rest of World £60.00

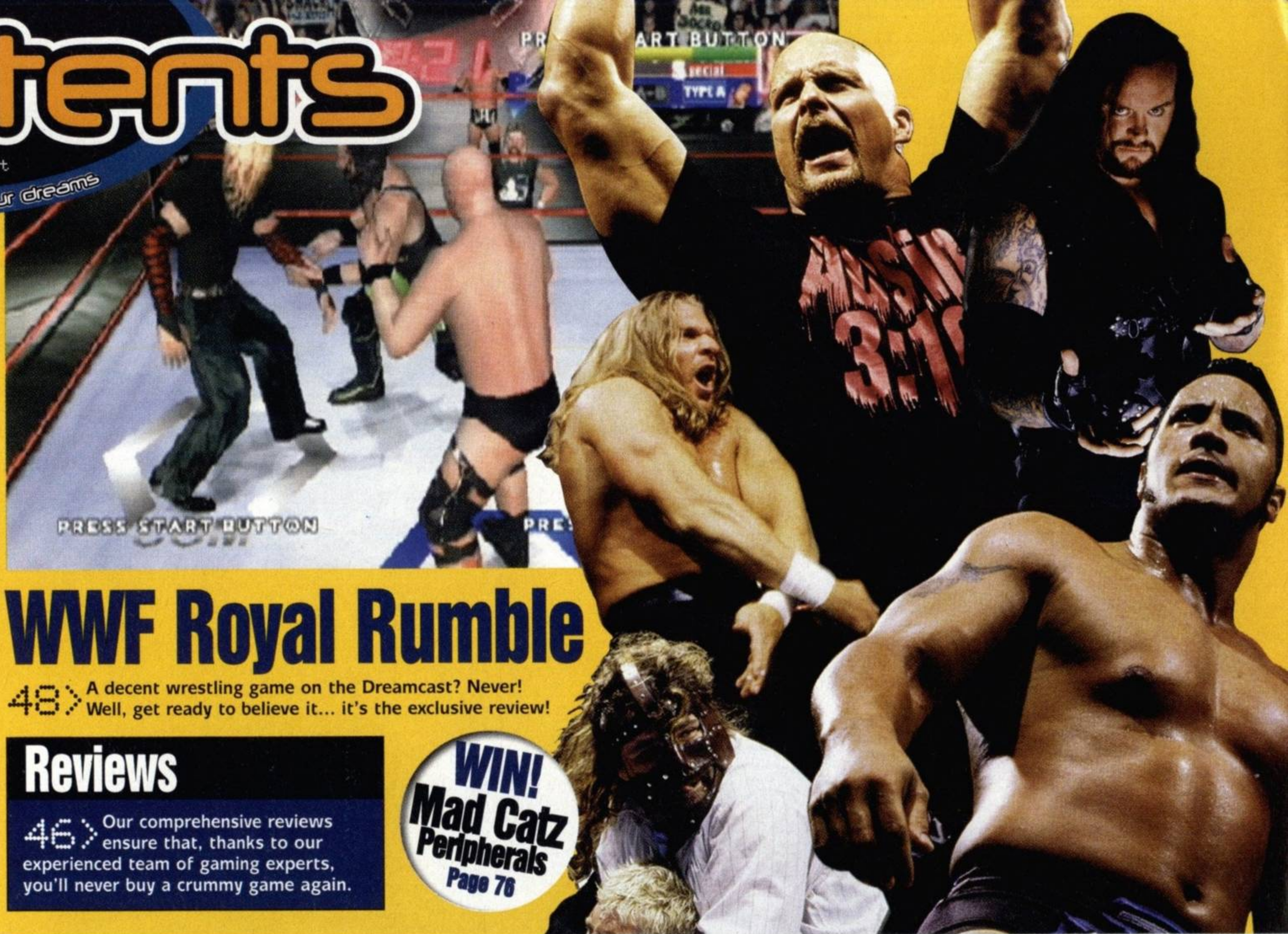
Printed by: **ET Heron & Co, The Bentall Complex,**
Colchester Road, Haybridge, Maldon, Essex
Distributed by: **Seymour Ltd, 1st Floor, 85 Newman**
Street, London W1P 8LD
Tel: 0171 396 8000

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© 2000 Paragon Publishing Ltd
Dreamcast Magazine
ISSN 1466-2388

Cover image ©2000 Sega

Thanks to: **Fruzer@Haws,**
Cathy@Ponache, Asam@THG,
Stu@Bell-Portinger, Doug@TUP
Merks, Phil+Kim@Midway,
Steve@Edies, Amy@Lake Two,
Simran@Project K. Duck hunts - they made us laugh and laugh, and laugh. Green beer... Space, some more space and bees. The Muppets and Sally, Anna and Steph - surely one of you will do the deed... PLEASE. We'll pay!



WWF Royal Rumble

48 > A decent wrestling game on the Dreamcast? Never! Well, get ready to believe it... it's the exclusive review!

Reviews

46 > Our comprehensive reviews ensure that, thanks to our experienced team of gaming experts, you'll never buy a crummy game again.

WIN!
Mad Catz
Peripherals
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NewsCast

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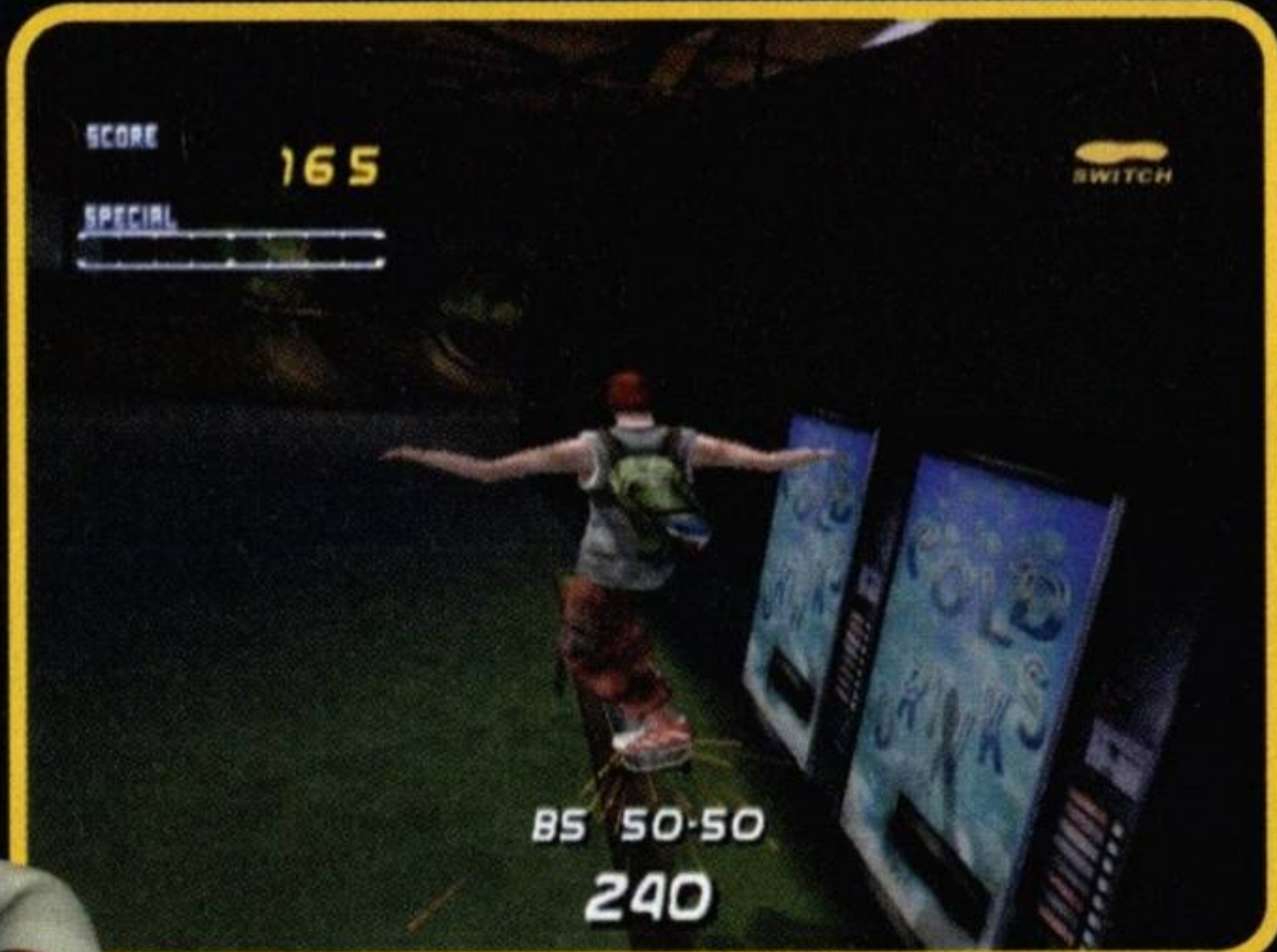
Phantasy Star Online

06 > If you thought that *Shenmue* was revolutionary then get a load of this! Exclusive details inside!

the **big** story



08 > Still playing the original? Well it's about to get a whole lot better!



Tony Hawk's Skateboarding 2

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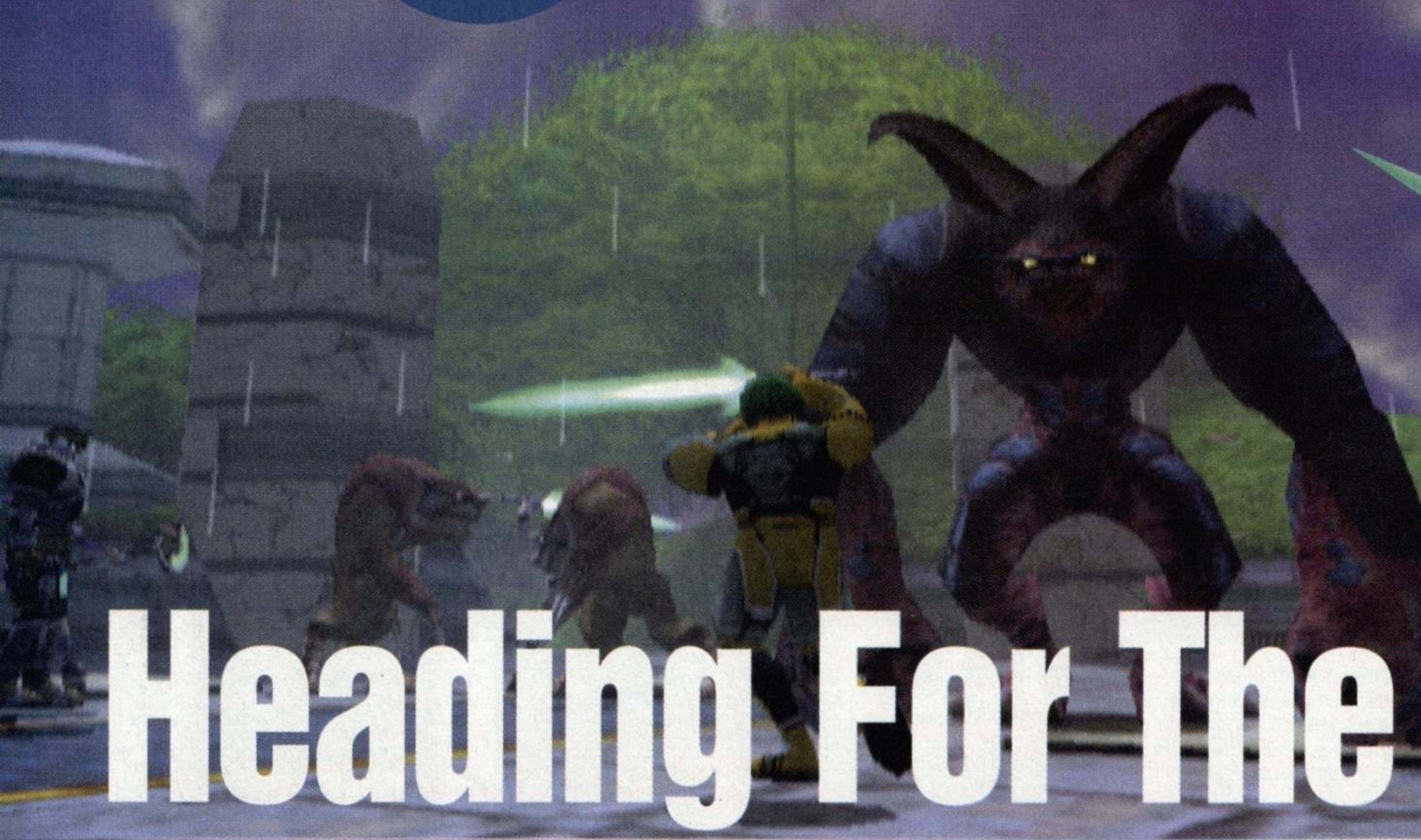
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NEWS

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



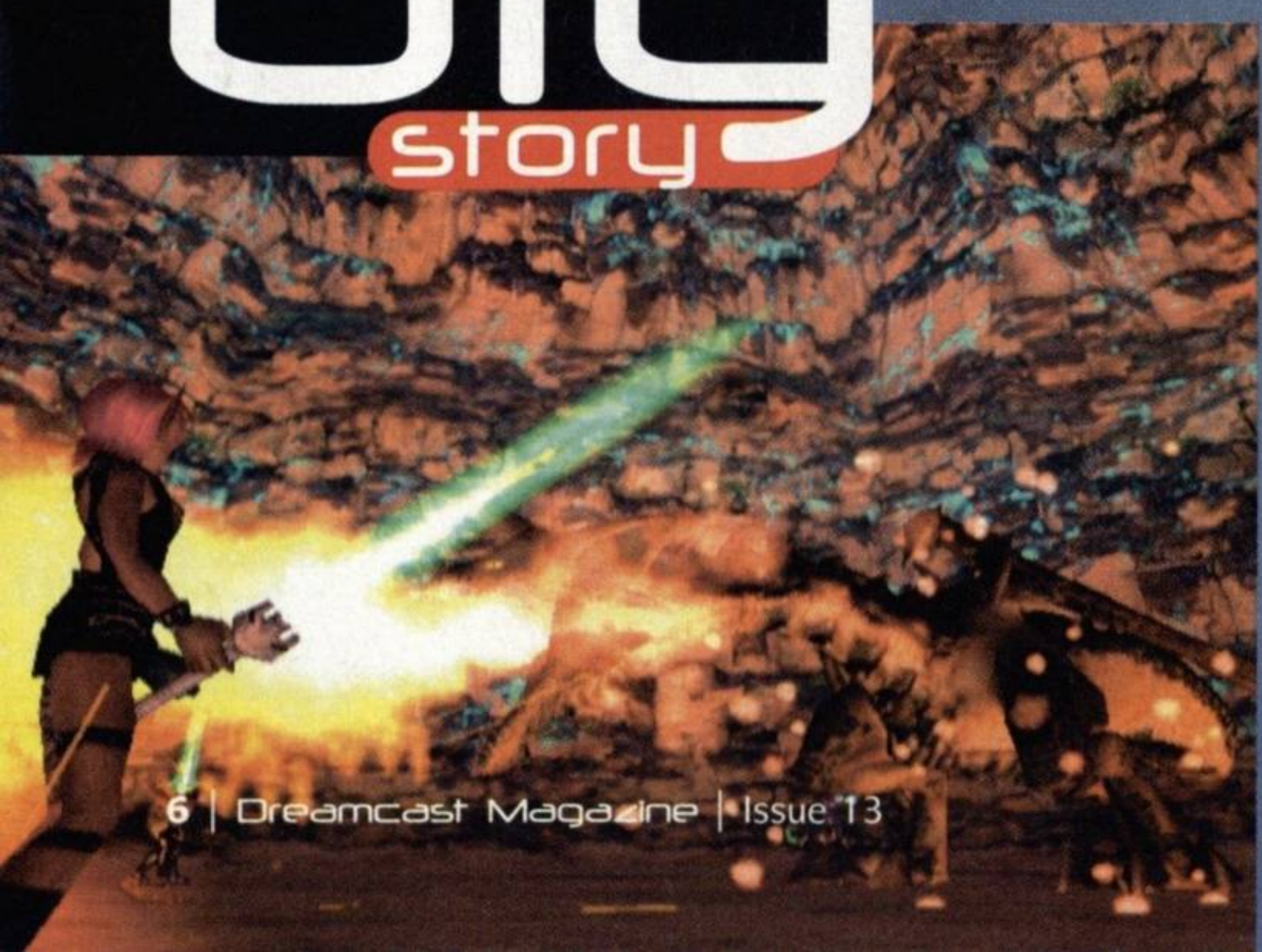
Dreamcast world news network



Heading For The Stars



the **bio** story



Phantasy Star Online Edges Nearer

◆ If there's one game that's got Dreamcast owners the world around biting their fingernails into non-existence it has to be the legendary Sonic Team's futuristic online RPG, *Phantasy Star Online*. With a worldwide release fast approaching (although no date has actually been set yet) more and more details are slowly leaking out of Fort Sega. If these shots aren't enough to whet your appetite then frankly there's no hope for you! Now drool...

You're Not The Only Hero

Along with these incredible screenshots we've also been able to lay our hands on some new mouth-watering details about the game. The story begins with the founding of

the Pioneer Project, the aim of which is to discover a new planet. A new planet, Ragol, is discovered and so colonists are sent to start work on the 'Central Dome' and inhabit the planet. Seven years later a second ship of emigrants is sent out but before landing on the Ragol, a huge explosion rips across the planet knocking out all communications, which can't be a good thing. Your job? To find out what the hell's going on.

The Stars The Limit

As you'd expect with an RPG, the game will have a major emphasis on communication – you'll be able to play with fellow gamers from all around the globe, working together to solve puzzles, complete tasks and beat the bejesus out of all those monsters.

Each of the servers for the game will allow up to 1,000 users as well as provide access to a portal, the 'People Finder', which will allow gamers to team up with fellow heroes to go on adventures with. Believe us, you don't want to be facing these monsters on your own!

Even if, for some reason, you can't get connected the game will offer indulgent off-line play with NPCs (Non Playable Characters) coming along for the ride too. For this, Sonic Team is implementing some of the most advanced AI yet seen with these characters acting as if human characters were controlling them over the Internet. Either way, you'll soon become legendary for your heroic deeds. In a nutshell, *PSO* will offer the ultimate interactive experience for Dreamcast owners and you'd be a fool to miss it.

"In a nutshell, PSO will offer the ultimate interactive experience"





infoburst

Extra information >

> To allow for worldwide interaction the game will incorporate a translation system which will use five different languages – Japanese, English, French, Spanish and German.

[1] You're going to encounter all sorts of weird and wonderful beasts, most of them nasty, on your travels. **[2]** Hmm... that looks suspiciously like a lightsabre. **[3]** Fancy meeting that on a dark night?



Character Assassination

> Three types of character have been confirmed for the game – Hunters, Rangers and Force characters, all of which have unique abilities.



BIG ISSUES

The games that every Dreamcaster needs to know about, here every month only in DREAMCAST MAGAZINE!

Tony Hawk's 2

First details and screens from Activision.



Speed Devils Online

Ubi Soft's racer is back and online.



Silent Scope

We get down with Konami's sniper shooter.



Looney Tunes

Bugs and co are in town for some racing action.



Vanishing Point

A racing game with a difference? You decide.



NEWScast.



Dreamcast world news network

Star Wars Demolished?

One of the tastier rumours this month has it that *Star Wars: Demolition* is headed for Dreamcast as well as the PSX later this year. The game, which is being developed by Luxoflux along with Activision, is based on the engine behind *Vigilante 8* and is a vehicular combat title.

THE RUMOUR MILL

Dreamcast Feels The Force

With LucasArts already having infiltrated the Dreamcast with *Star Wars Episode 1: Racer* plans are now afoot to bring *Jedi Power Battles* to Sega's überconsole. Although the game was far from impressive when it was released on PlayStation earlier this year, it is set for a makeover before its DC appearance, said to be later this year.

Virtually Out The Door

AM3 producer, Juro Watari, revealed this month that the recent *Virtual On: Oratio Tangram* will probably be the last in the *Virtual On* series and that the development team would now be working on completely new titles.

Mr Driller Keeps On Drilling

With *Mr Driller* currently selling by the bucketload in Japan, Namco has already announced a sequel, *Mr Driller 2*, for the arcade. The game will feature a two-player option with a female counterpart known as Anna, joining Susumu for the fun and games. No home console port has been confirmed as yet but it's only a matter of time before Namco does so.

Quake Misses Out

The Dreamcast launch of *Quake III* over in America has been delayed, meaning that it will not make the launch day of SegaNet, the online gaming network, on 7 September. The game will now not be released until October, so those gagging for a bit of online fragging are just going to have to wait a little bit longer.

Guilty As Sin

Rumour has it that Arc System's 2D fighter *Guilty Gear X* will be making the jump from arcade to Dreamcast pretty soon, even though the game has just been released in Japanese arcades. Nothing's been confirmed yet but it is known that the game will probably make it to PS2 as well.

Lara Chronicles

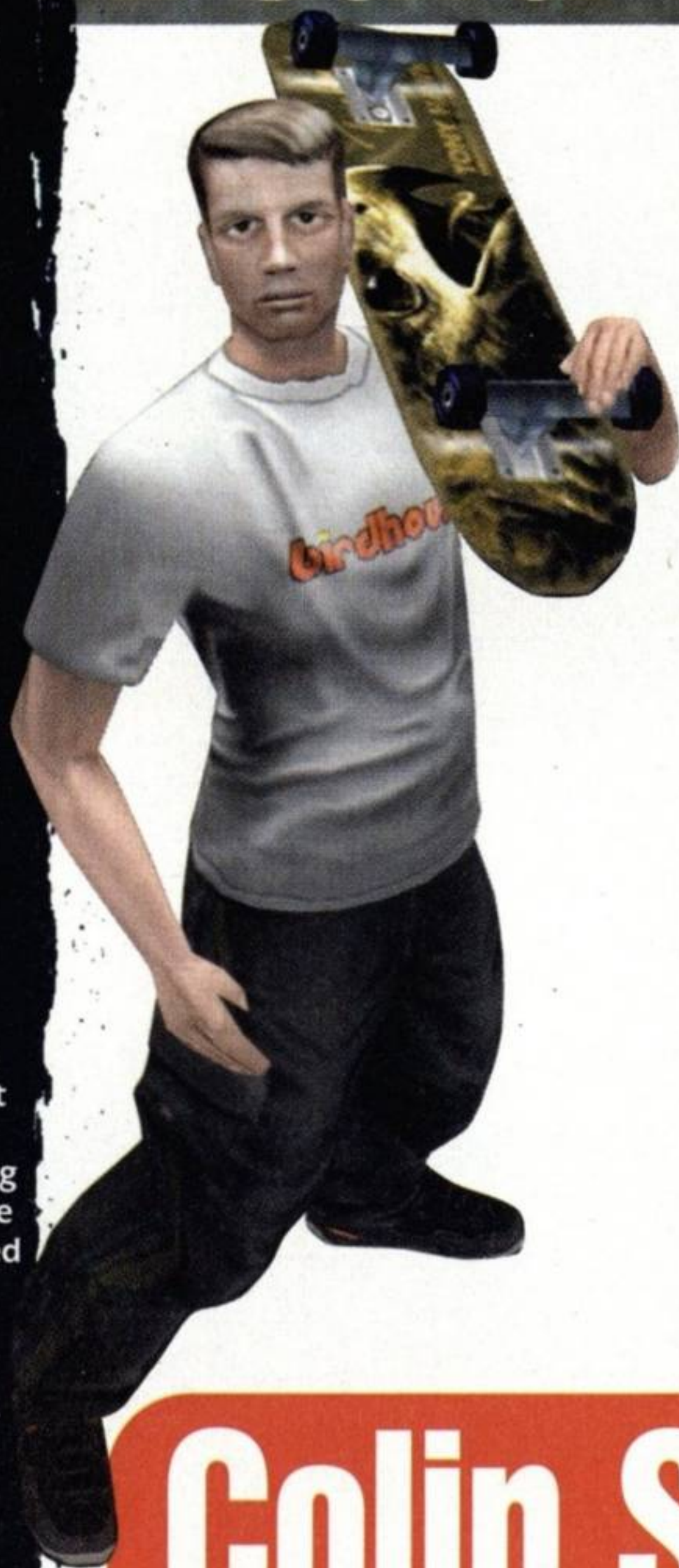
Eidos has this month confirmed that the title of the fifth *Tomb Raider* game will be *Tomb Raider Chronicles* and should see the light of day before Christmas this year.

SCORE 500

SPECIAL

UPDATE

Board Room Action



First Tony Hawk's 2 Screenshots And Details

When *Tony Hawk's Skateboarding* was released back in June it flew to the top of the Dreamcast charts. So, all things considered, it comes as no surprise to discover that the sequel, *Tony Hawk's Skateboarding 2*, is headed to Dreamcast... what are the odds? Even better, though, is that we've got the first incredible screenshots – pretty darn cool, huh?

It's Skate Time

However, this isn't going to be any two-bit sequel – *Tony Hawk's 2* will be bigger, better and even more addictive in

every respect. Apart from the graphics undergoing optimisation a whole load of new features, tricks, characters and modes are being incorporated into the game, meaning even more late nights of performing gravity-defying and bone-breaking tricks.

The game, which will be published by Activision this time around, will have both Create-A-Character and Create-A-Park options, lending itself to virtually infinite replayability. There will also be new courses, this time set all around the world, including skating hot spots like Manhattan and Love Park

in Philadelphia with all the trade mark jumps, ramps and rails on which to show off your skateboard skills.

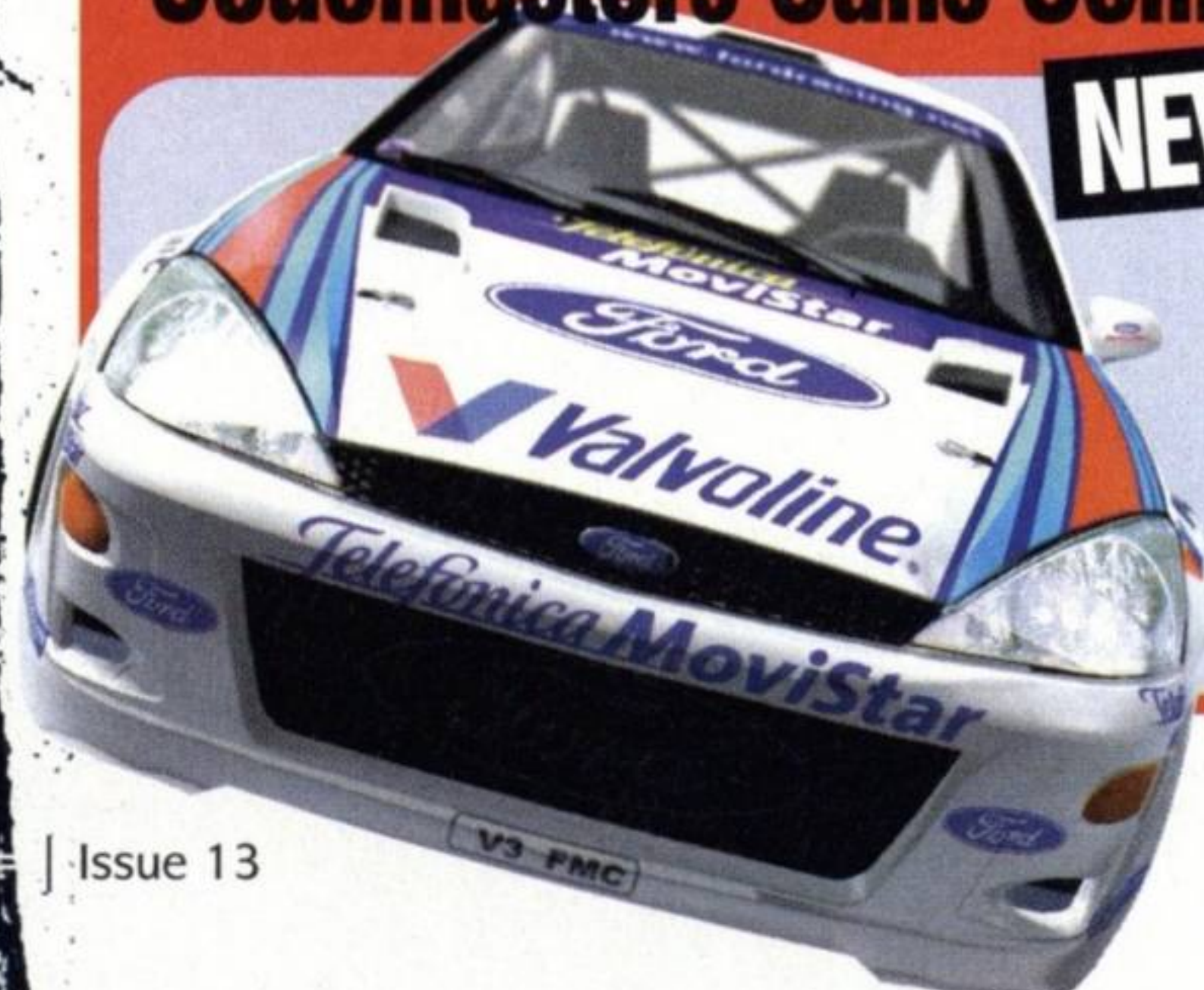
Eyes Of A Hawk

On top of this are all the new and enhanced game modes, the best of which is the eight-player tournament mode. Other additions include an updated version of H-O-R-S-E (or CONTY as we like to call it) as well as an all-new Skate Tag mode, but what exactly that entails is anybody's guess – *Jet Set Radio* anyone? The single-player Career mode has also been given a makeover, which all means that if you thought that the original was awesome then you're going to be blown away by this sequel.

"Tony Hawk's 2 will be bigger, better and even more addictive in every respect"

Colin Slides Out

Codemasters Cans Colin McRae 2.0



NEWS

"Best rally game ever stalls on the Dreamcast"

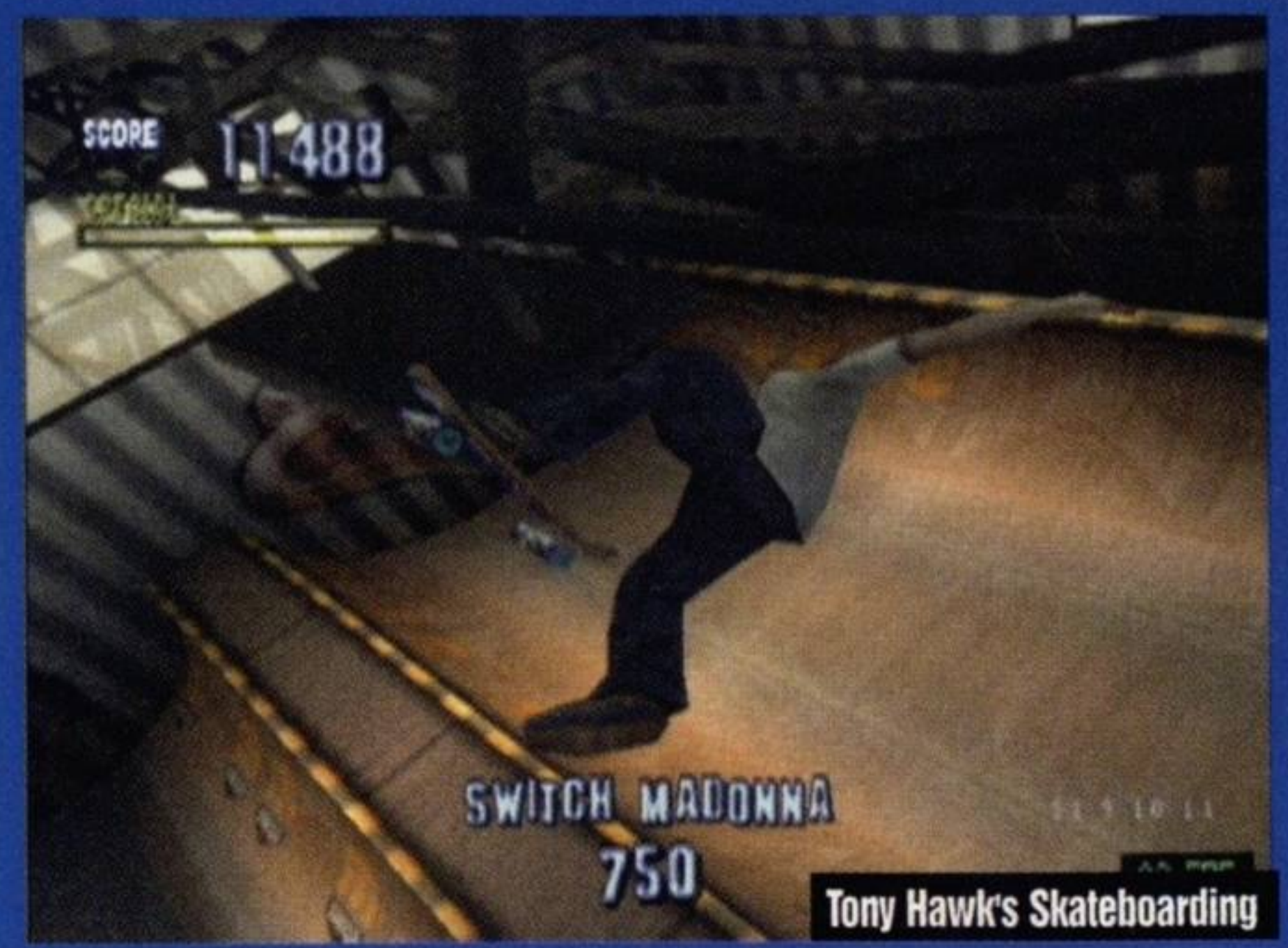
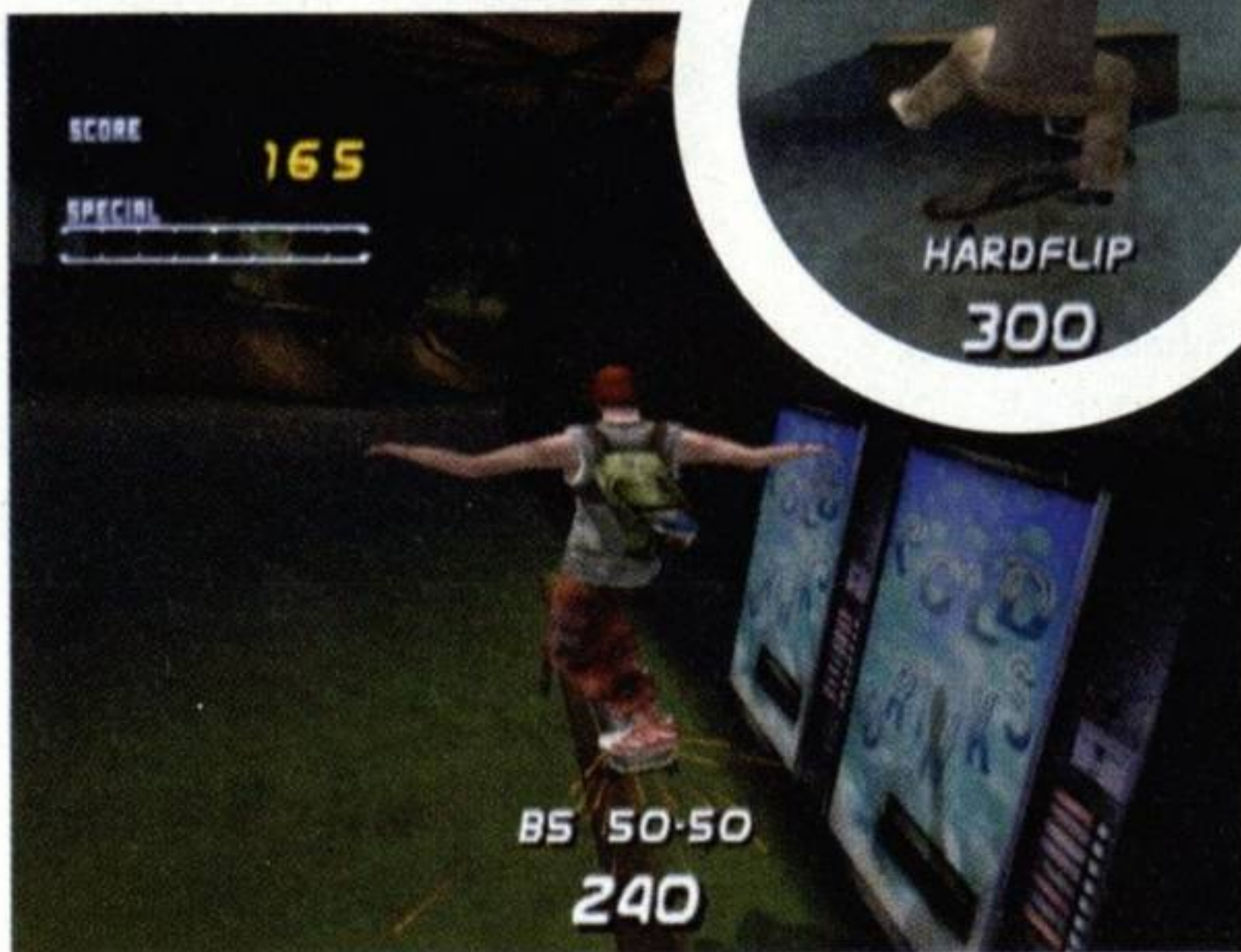
Devastating news made its heavy-footed way to the DREAMCAST MAGAZINE offices this month as Codemasters announced that it would be ceasing all development on the highly anticipated Dreamcast version of *Colin McRae 2.0*. Why?





Dressed For Business

> One of the cool new features of *Tony Hawk's 2* is the Create-A-Character option. Whether this will allow you to choose your character's special moves as well as their clothes and bodily features is unknown. You will also be able to alter the outfits of the existing skaters as well as their boards this time around – so the perfect skater is just around the corner.



Tony Hawk's Skateboarding

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%



UPDATE

Dino Crisis

First Screenshots Of Dinosaur

> A couple of months back we brought you news of Ubi Soft and Disney's collaboration on *Dinosaur* and the trials and tribulations of the game's heroes, Aladar the Iguanodon, Zini the Lemur and Flia the Pteranodon. Well, this month we've got the first screenshots of the game in which you follow the survival story of the three protagonists as they battle against Velociraptors and Carnotaurs.

Although still relatively early in development (the game should be out before Christmas) it's already looking like it could turn out to be a bit of a winner. If these screens have whet your appetite, watch out for our full preview in the next couple of months.



Also Available From Paragon Publishing

DVD Review

ISSN: 1466-593X

It's a big month for DVD – the UK's most feature-packed disc ever arrives in the form of *Men In Black*, with an amazing two-disc Limited Edition, and there's also George Clooney's *Three Kings*, *Star Trek: First Contact* and more in the UK's best-selling DVD magazine!



ISSUE > 16

£3.99

Total Game Boy Color

ISSN: 1464-5909

The Uncanny X-Men explode onto the Game Boy Color this issue with a brand new beat-'em-up extravaganza. But, if mutants punching each other doesn't flick your switch, just get ready for the debut of *Perfect Dark* on the GBC! It's all in TGBC magazine this month!



ISSUE > 11

£2.99

Dreamcast Solutions

ISSN: 1466-2390

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*!



ISSUE > 6

£3.99

Sega's Far Sight

Sega of Japan let it slip this month that it's hard at work on a new online title going by the name of *Far Nation*. Little is known about the game apart from the fact that it will make use of the DreamEye and will be a 'networked console-based RPG'. More details as they are revealed.

Software Release Schedules

UK Release Schedule

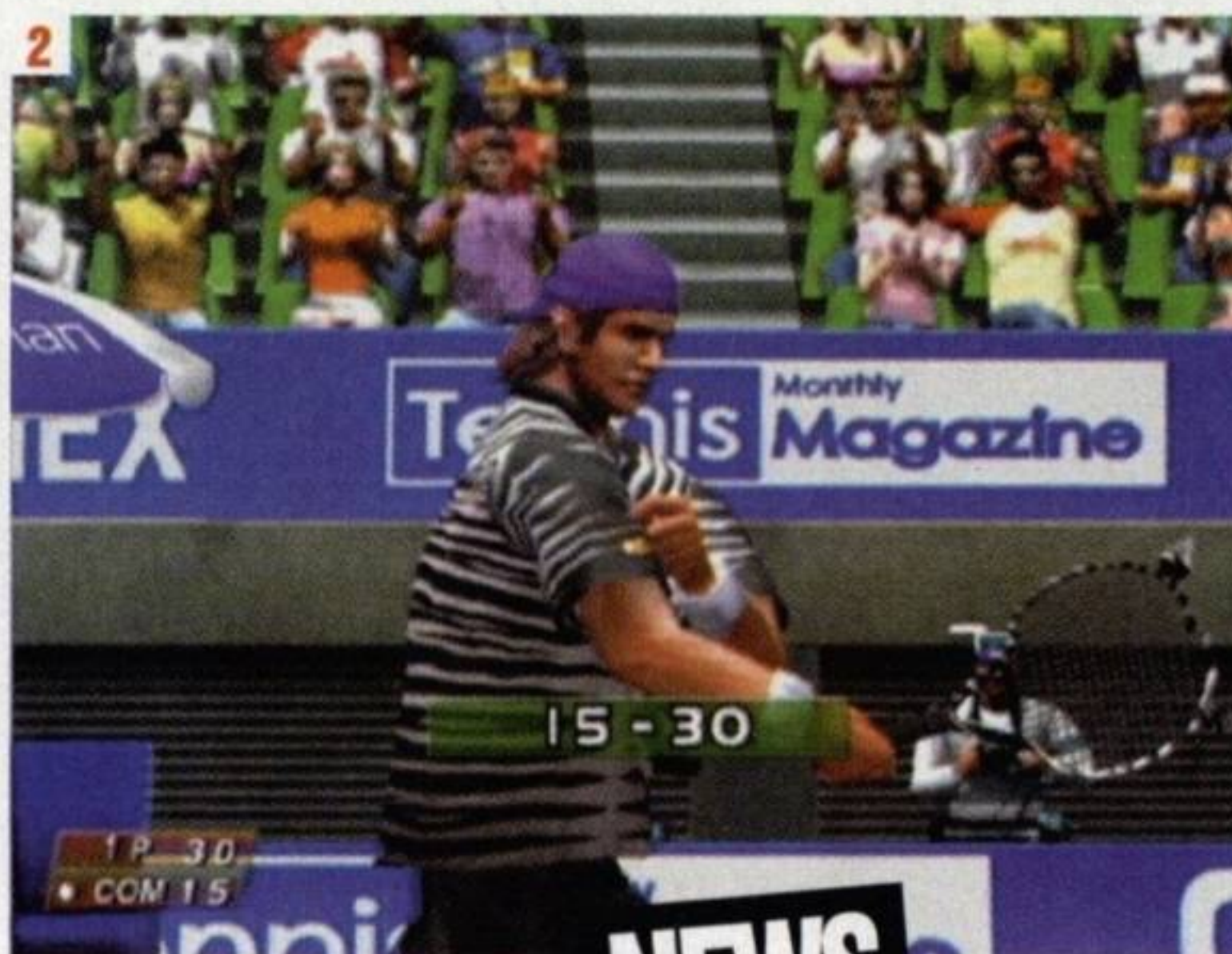
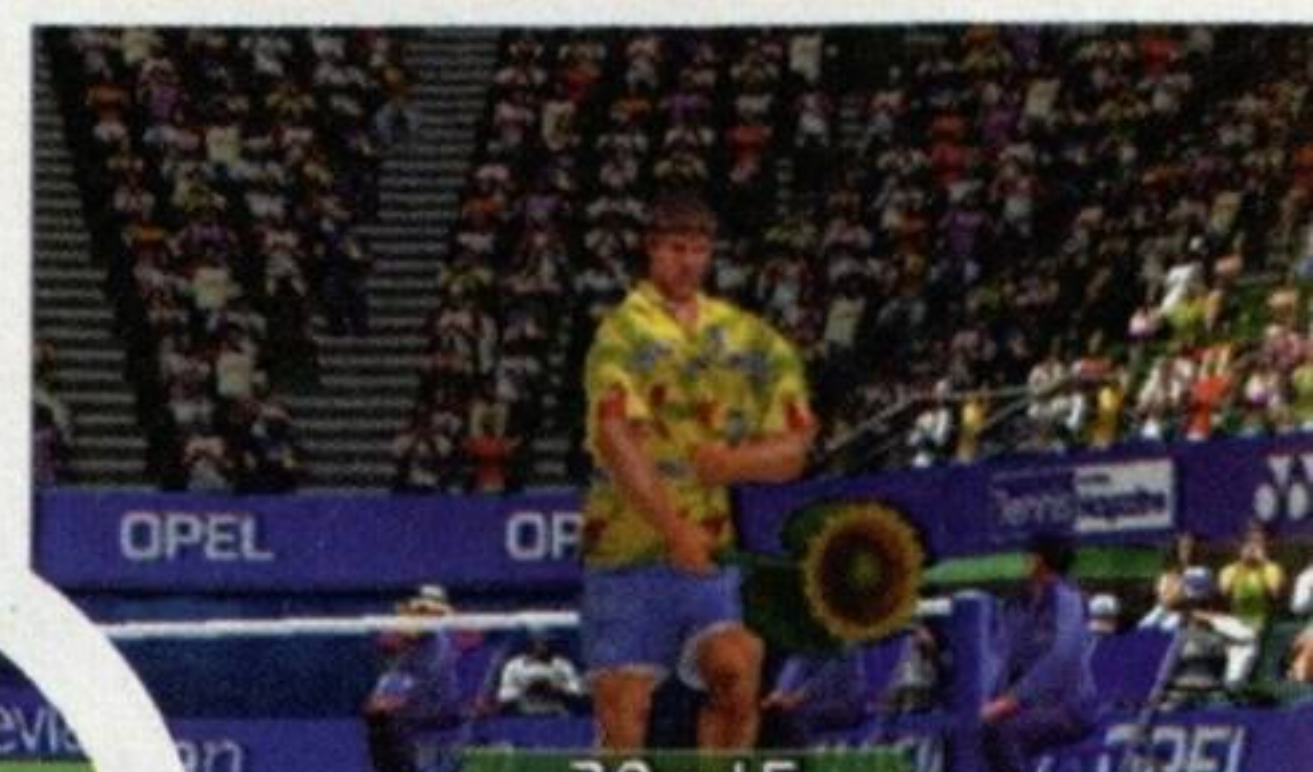
Title	Date	Publisher
Metropolis Street Racer	Sept 8	Sega
Virtua Tennis	Sept 8	Sega
Tokyo Highway Challenge 2	Sept 15	Sega
Hidden & Dangerous	Sept 15	Take 2
WWF Royal Rumble	Sept 29	THQ
Ferrari F355 Challenge	Sept	Acclaim
Walt Disney World Magical Racing Tour	Sept	Eidos
Sydney 2000	Sept	Eidos
Cyprien	Sept	Ubi Soft
Supreme Snowboarders	Sept	Infogrames
Jet Grind Radio	Sept	Sega
Time Stalkers	Sept	Sega
Sega GT	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
Extreme Sports	Oct	Sega
Olympics 2000 - Do Your Best	Oct	Konami
MagForce Racing	Oct	Crave
Starlancer	Oct	Crave
Arcatera: The Dark Brotherhood	Oct	Ubi Soft
KISS Psycho Circus: The Nightmare Child	Oct	Take 2
Alone In The Dark: The New Nightmare	Nov 3	Infogrames
Quake III Arena	Nov 11	Sega
Tony Hawk's Skateboarding 2	Nov	Crave
Ultimate Fighting Championship	Nov	Crave
Sno-Cross Championship Racing	Nov	Crave
MoHo	Nov	Take 2
Major League Soccer	Autumn	Konami
Demolition Racer: No Exit	Autumn	Infogrames
Half-Life	Autumn	Havas
San Francisco Rush 2049	Autumn	Midway
Virtua Fighter 4	Winter	Sega
Sonic Adventure 2	Winter	Sega

Japanese Release Schedule

Title	Date	Publisher
Blue Submarine No. 6	Summer	Sega
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
AeroWings 2: Air Strike	Sept	TBA
Doraemon	Autumn	Sega
Gun Spike	Autumn	Capcom
Card Captor Sakura	Autumn	TBA
18Wheeler Pro Trucker	Oct 10	Sega
Vanishing Point	Nov	Acclaim
Happy Lesson	Winter	Datam

US Release Schedule

Title	Date	Publisher
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
Jeremy McGrath Supercross 2000	Sept	Acclaim
San Francisco Rush 2049	Sept	Midway
4X4 Evolution	Sept	GOD
Monster Breeder	Sept	UFO
Sega GT	Sept	Sega
Prince Of Persia 3D	Sept	Mindscape
Frogger 2	Sept	Hasbro
POD 2	2 Oct	Ubi Soft
KISS Psycho Circus: Nightmare Child	Oct	Take 2
Vanishing Point	Oct	Acclaim
GorkaMorka	Oct	Ripcord
ECW Anarchy Rules	Oct	Acclaim
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
Gold And Glory: The Road To El Dorado	2 Dec	Ubi Soft
Dinosaur	2 Dec	Ubi Soft
Black And White	Dec	Sega
Toyko Highway Battle 2	Winter	Crave
Hydrosport Racing	Winter	Mattel
Dennis The Kangaroo	Winter	Titus
Soldier Of Fortune	Winter	Crave
Worms World Party	Winter	Sega
Alone In The Dark: The New Nightmare	Winter	Infogrames



[1] The King really is the king of the court. You try beating him and you'll see what we mean. [2] Check out the zebra outfit - even the racquet has little zebra ears! [3] The Master was apparently inspired by the great Arthur Ashe.

NEWS

Virtual Reality

Virtua Tennis Secrets Uncovered

If, like us, you've been playing *Virtua Tennis* every spare minute of the day you might have noticed one or two secrets lurking within the game. Well worry not, as we've unlocked them all for you so you can see what craziness you're missing out on.

Dressed For Success

As well as the twenty normal costumes that you can buy in the shops there are an additional eight 'themed' outfits and matching racquets which you can get by completing the

challenges in certain times (see our cheats section on page 82). The cool outfits include giraffe, zebra and safari kits as well as racquets that range from a bowling pin and radio to a sunflower and tambourine. And that's not all - we've also managed to unlock the two secret characters, King and Master, who is reportedly based on the legendary Arthur Ashe. As you can imagine, both are pretty darn good so you'll have to polish up your skills to beat them and become the *Virtua Tennis* grand master.



HOT bytes

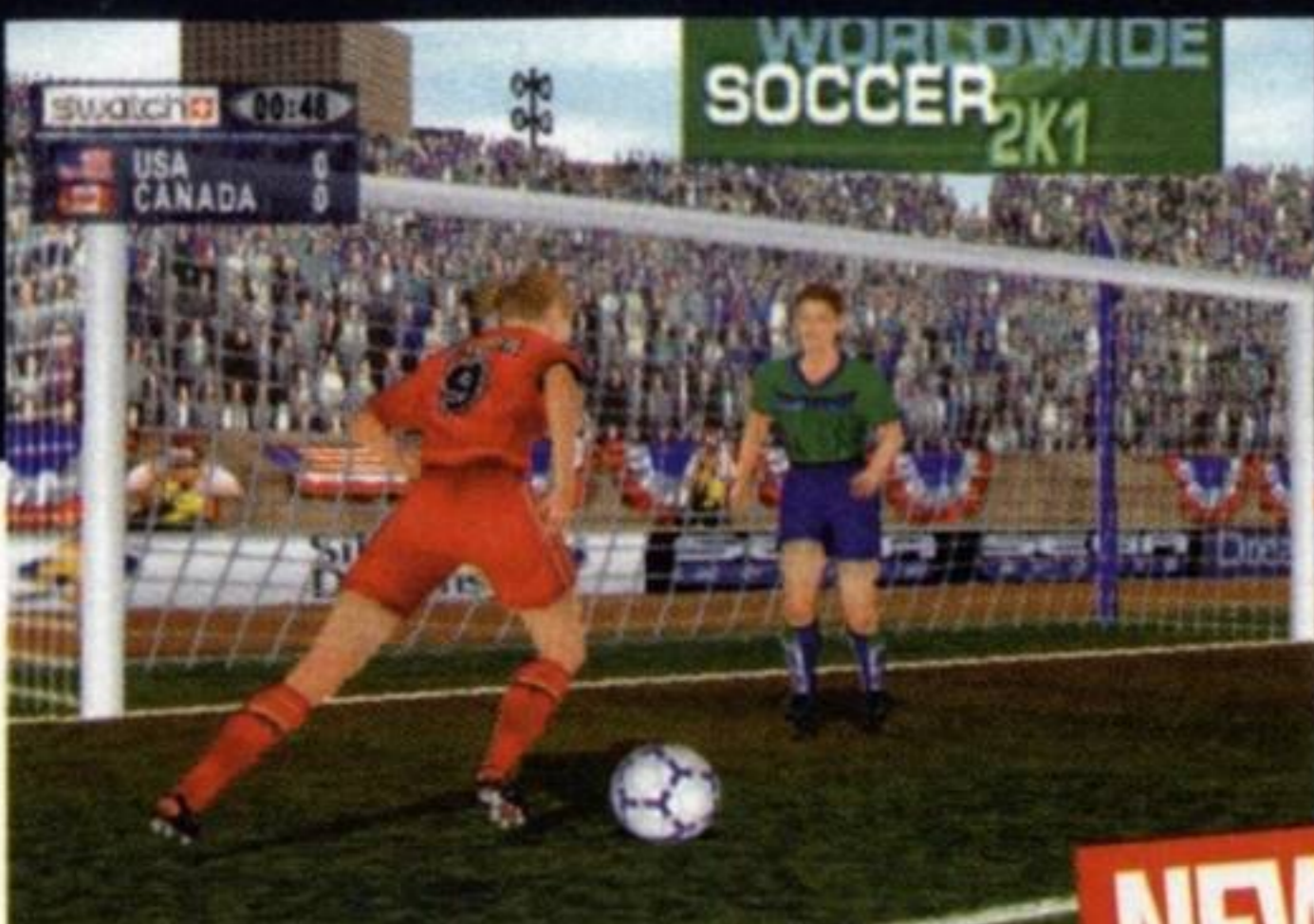
> We've all had a pretty good time of it in regard to trips this month. Simon and Alex spent a day racing around the Daytona race track as part of Midway's promotion of *San Francisco Rush 2049* while Martin decided to take to the skies and a jet set lifestyle with a quick jaunt over to see *Half-Life* in Dallas, Texas (see page 34 for the fruits of his trip). In fact, we had such a good time while he was away we can't wait to send him off again...

> It's the summer of sport in the Dreamcast offices, as a sports title actually worth challenging *Virtua Tennis* finally arrived in the office out of the blue. Although *Virtua Athlete* might not have the longevity of *Sydney 2000* is it damn addictive, with Alex having to be forcibly removed from it more often than not. Even so, *Virtua Tennis* still remains the number one time waster in the office.

COLD cuts

> When we came to thinking why Simon had written next to nothing this month, Martin and Alex could only come up with one reason, apart from the fact that he's lazy. The answer? *Ferrari 355 Challenge*. Day and night the bespectacled driving fanatic could be found with his sweaty hands clenched around the wheel of a Ferrari, speeding around the most gorgeously realised tracks you'll ever see.

> Two of the worst games the Dreamcast has seen in its short lifetime were released last month and anyone who was unfortunate enough to buy them before reading our expert analysis... well, you deserve the pain for being so reckless. The games in question are, of course, *Spirit Of Speed* and *Roadsters*, games that left the whole team queuing for jobs on a PS2 mag. Aargh! However, the next few months should see a whole bunch of great games coming out so we can forgive Sega for now.



NEWS

Sega's Beautiful Game

SWWS 2K1 Details Announced

It's that time of year again. The football season is just kicking off and a whole load of new football titles start to infiltrate the market... the perfect backdrop for Silicon Dreams' third football title in the space of a year, *SWWS 2K1*.

Ball Boys

After this summer's superb, though apparently bugged, *SWWS Euro Edition*, Silicon Dreams is looking to put the score right with *SWWS 2K1* which will have new features,

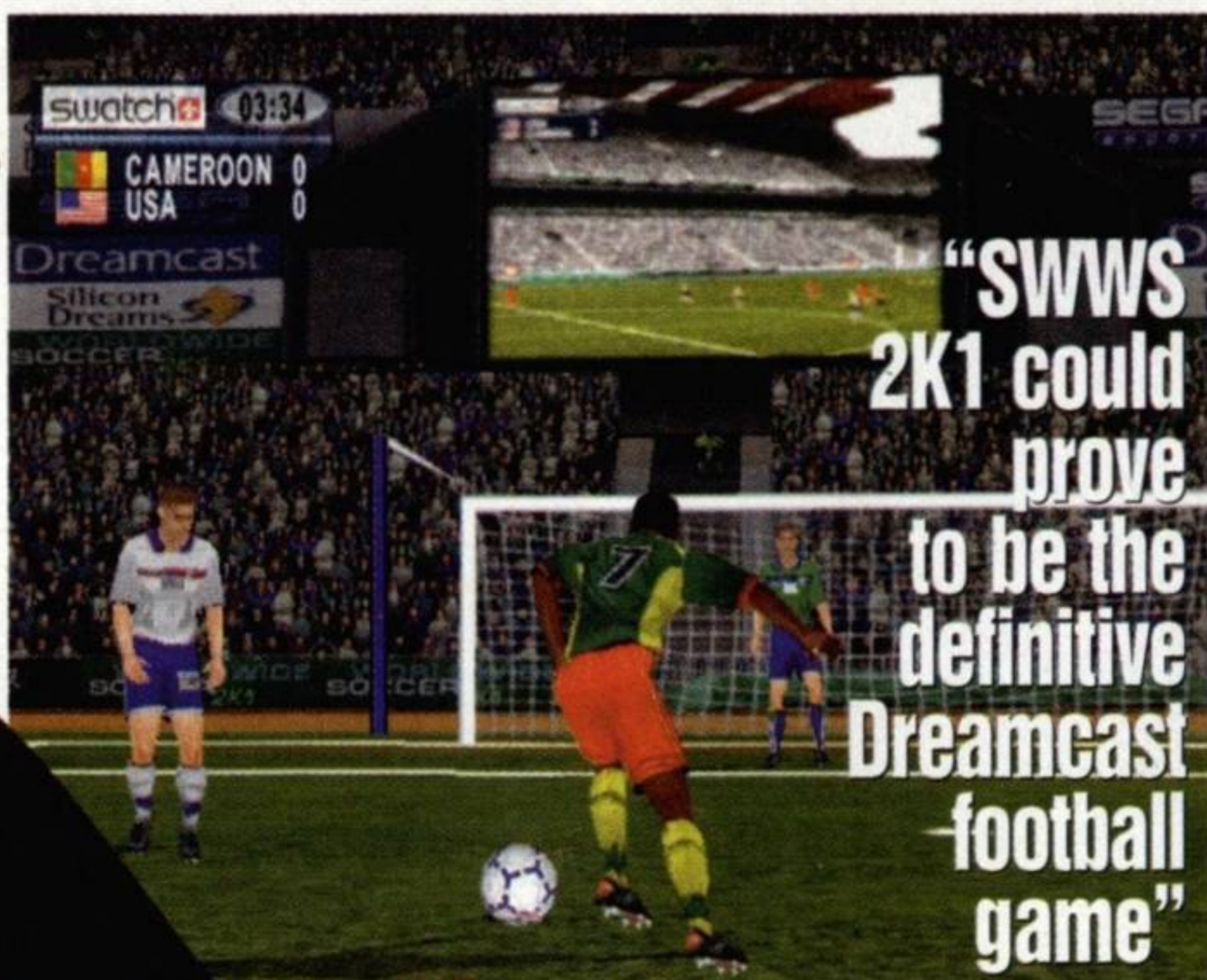
improved graphics and enhanced gameplay. As well as incorporating new skeleton systems in the players, allowing greater fluidity, each photo-realistic player will be made up of over 2,500 polygons with fully animated facial expressions. Should be silky smooth then.

The game is currently slated for a Christmas release so there should be plenty of time to practice those skills for what could prove to be the definitive Dreamcast football game.



Check Out The Ladies

Considering it's the 21st Century and all, Silicon Dreams is moving with the times too by including female teams in *SWWS 2K1* as well as the standard men's game. Does that mean it'll be slower and less skilful then? [Now we know why Alex is useless with the ladies - Ed.]



"SWWS 2K1 could prove to be the definitive Dreamcast football game"

NEWS

The Sound of the Beast

Battle Beaster Revealed

If you thought that the Dreamcast microphone would become obsolete after the wonders of *Seaman* then you're wrong, because Studio Wonder Effect is set to release a 'Voice Battle Simulation' which will utilise the peripheral.

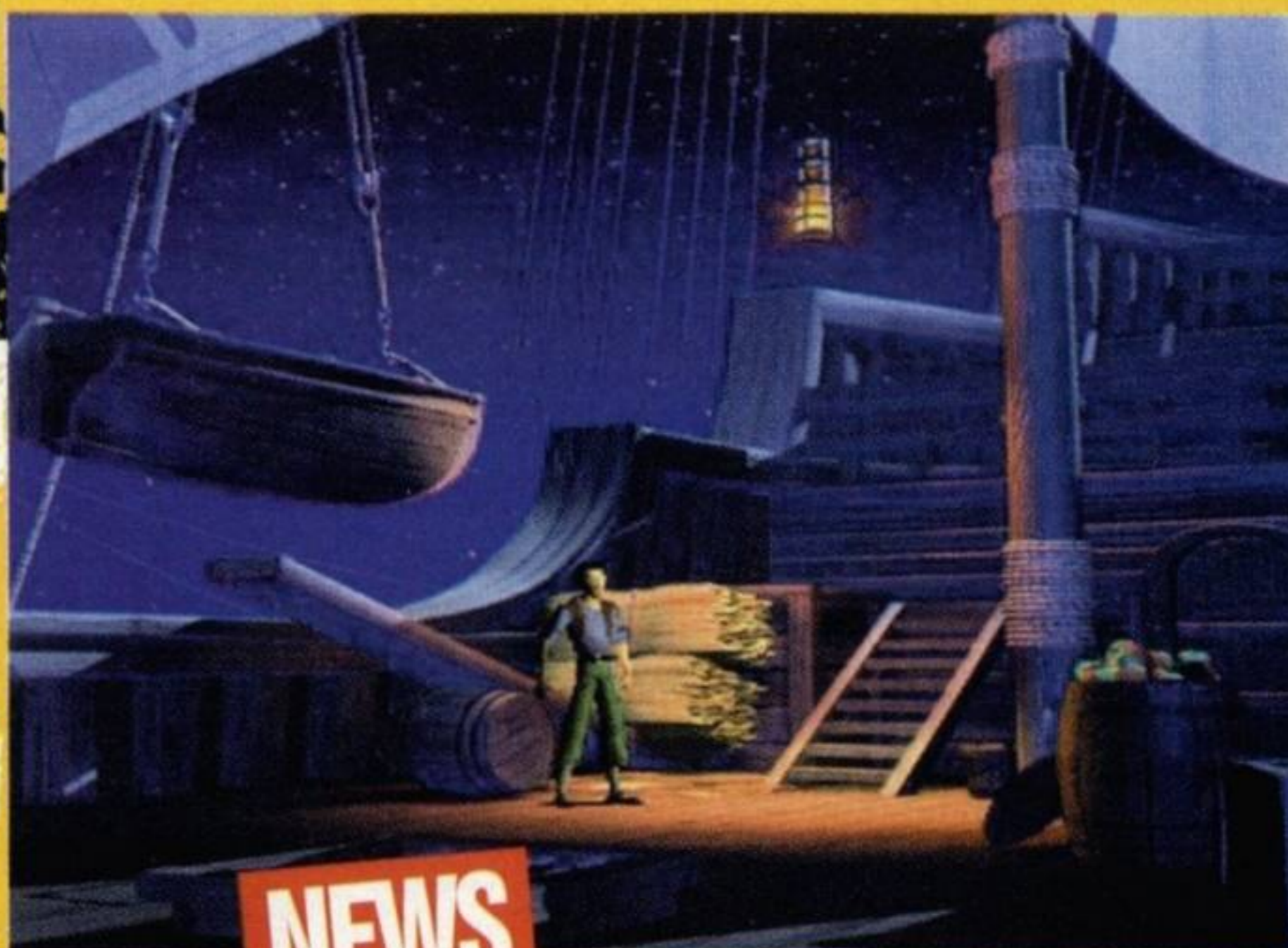
Beastly

The game is currently titled *Battle Beaster* and takes place

somewhere in the future, where biotechnology has created the so-called 'Metal Beasts' which are controlled by 'Beast Tamers', using mystical mind powers. Those who reach the pinnacle of beast taming then become 'Beast Masters'. Sounds tantalising, but quite how the microphone will work with it remains to be seen.



"With the use of the microphone, this could be an ingenious game"

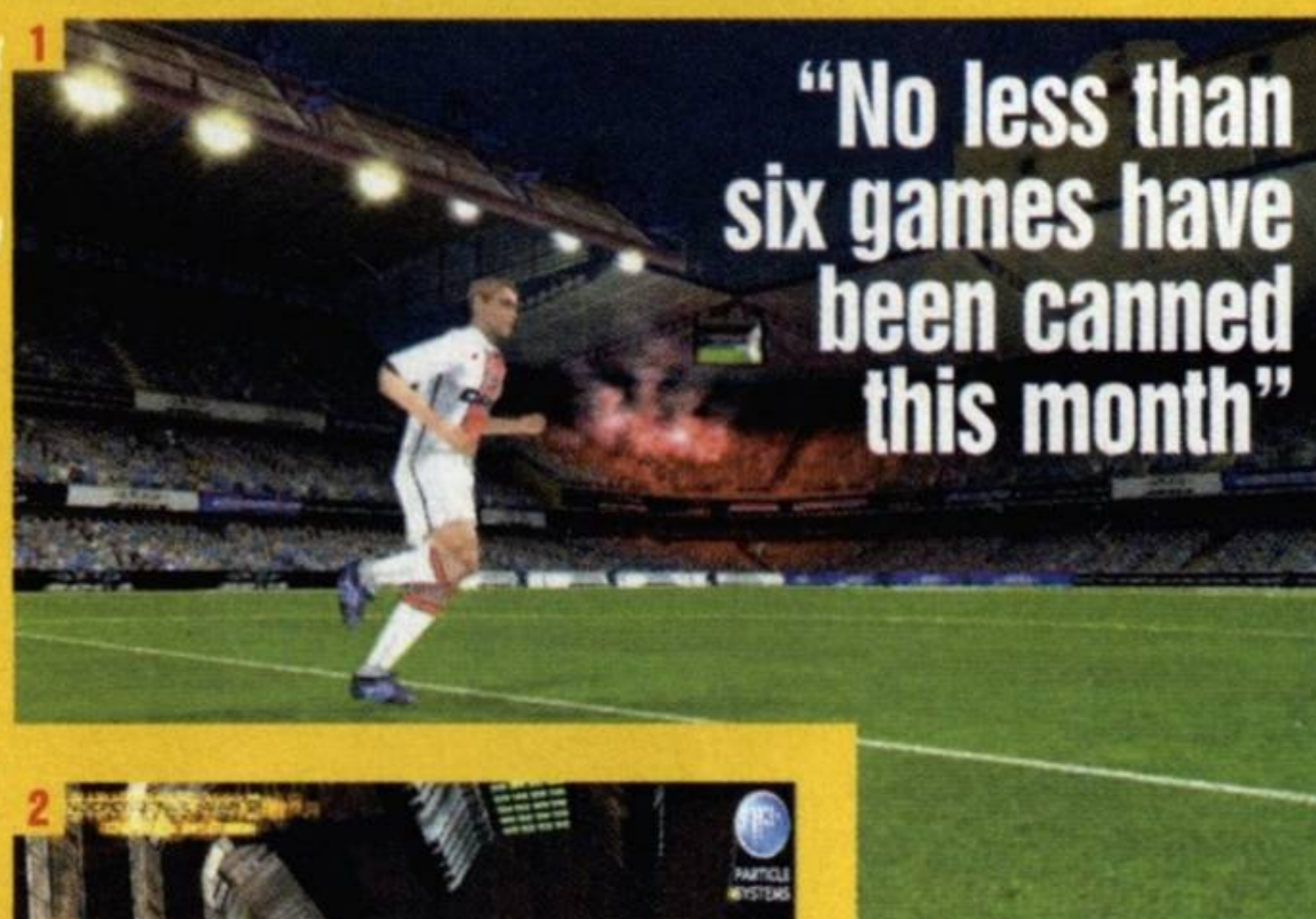


NEWS

A Conspiracy?

Dreamcast Titles Dropping Like Flies

August will be a month that Sega won't want to remember as a number of titles have been dropped from the Dreamcast release list. Apart from the catastrophic news that *Colin McRae 2.0* won't be coming to the console, Interplay has announced that neither *Baldurs Gate* nor *Messiah* will be making it to the system after all. To add to Sega's woe, Infogrames also announced that the Dreamcast versions of both *UEFA 2001* and *Independence War 2* have been canned from production. Not wanting to miss out on the fun, Ubi Soft also announced that it would be ceasing development on the Dreamcast version of *El Dorado*. Hardly good news for Sega and Dreamcast, so let's hope that this worrying trend comes to an end pretty swiftly.



"No less than six games have been canned this month"

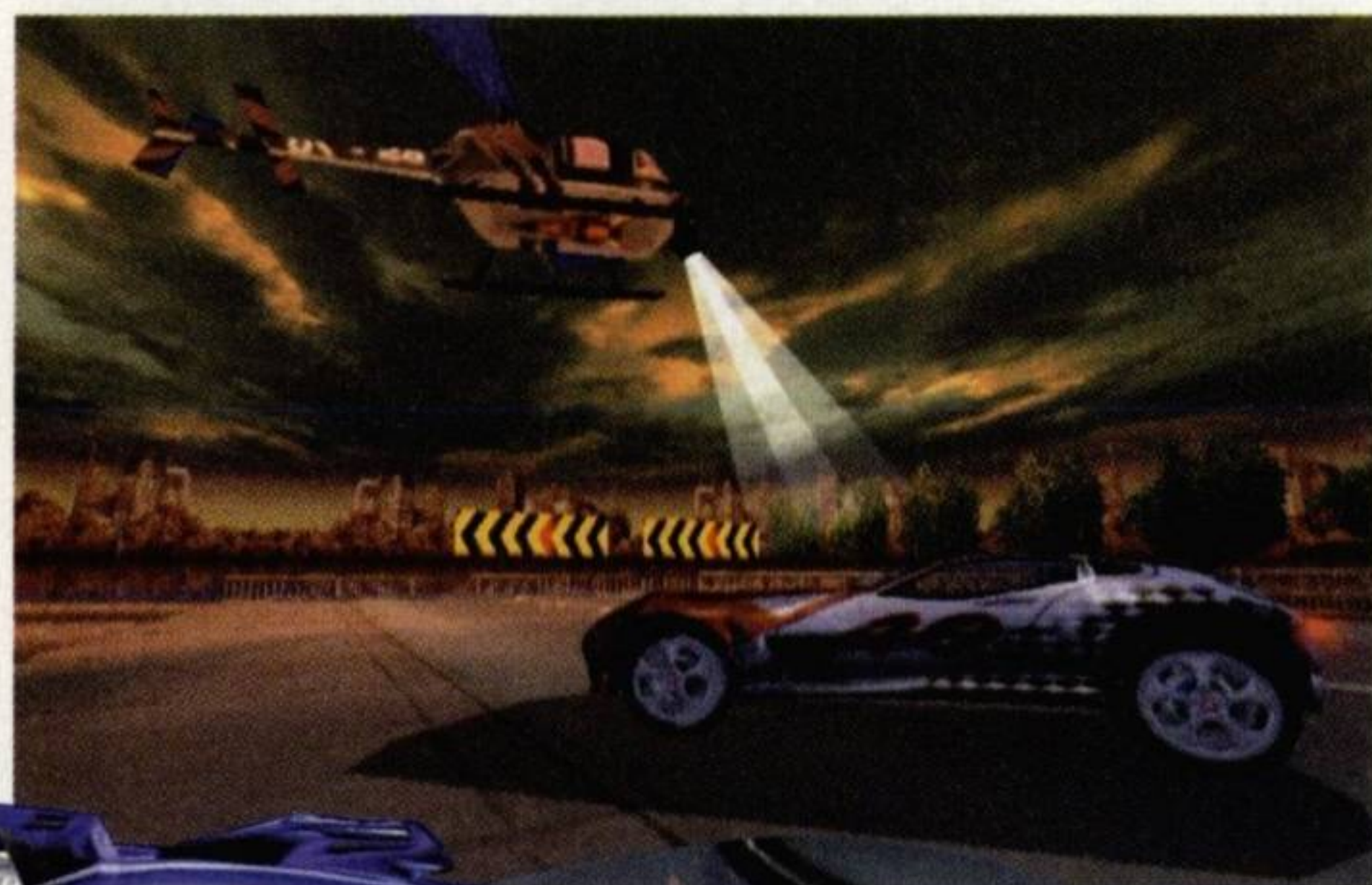


[1] One of the six games to be dropped this month has been Infogrames' *UEFA 2001*. [2] The fact that so many games are being dropped is certainly a rather worrying trend for Sega and the Dreamcast.



The Devil's Advocate NEWS

First Details And Screens Of Speed Devils Online



➤ **Rumours have been flying around for a while** now about the follow-up to last year's *Speed Devils* from Ubi Soft, but we can now reveal the first details and exclusive screenshots from the game.

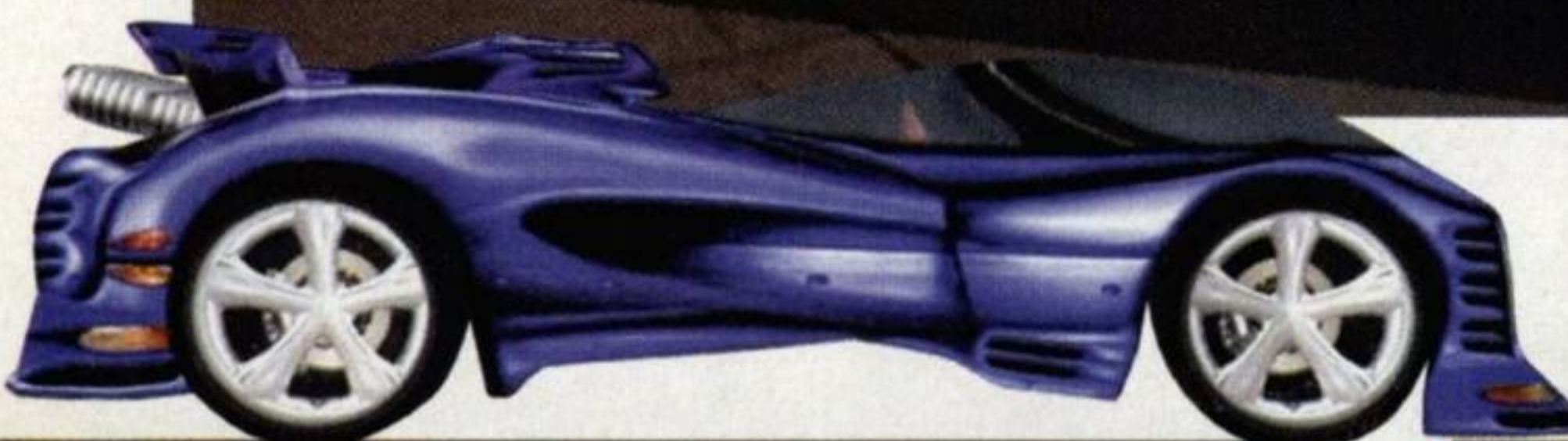
Get Connected

Speed Devils Online, set for release later this year, is not so much an out and out sequel but rather an updated version of the original with

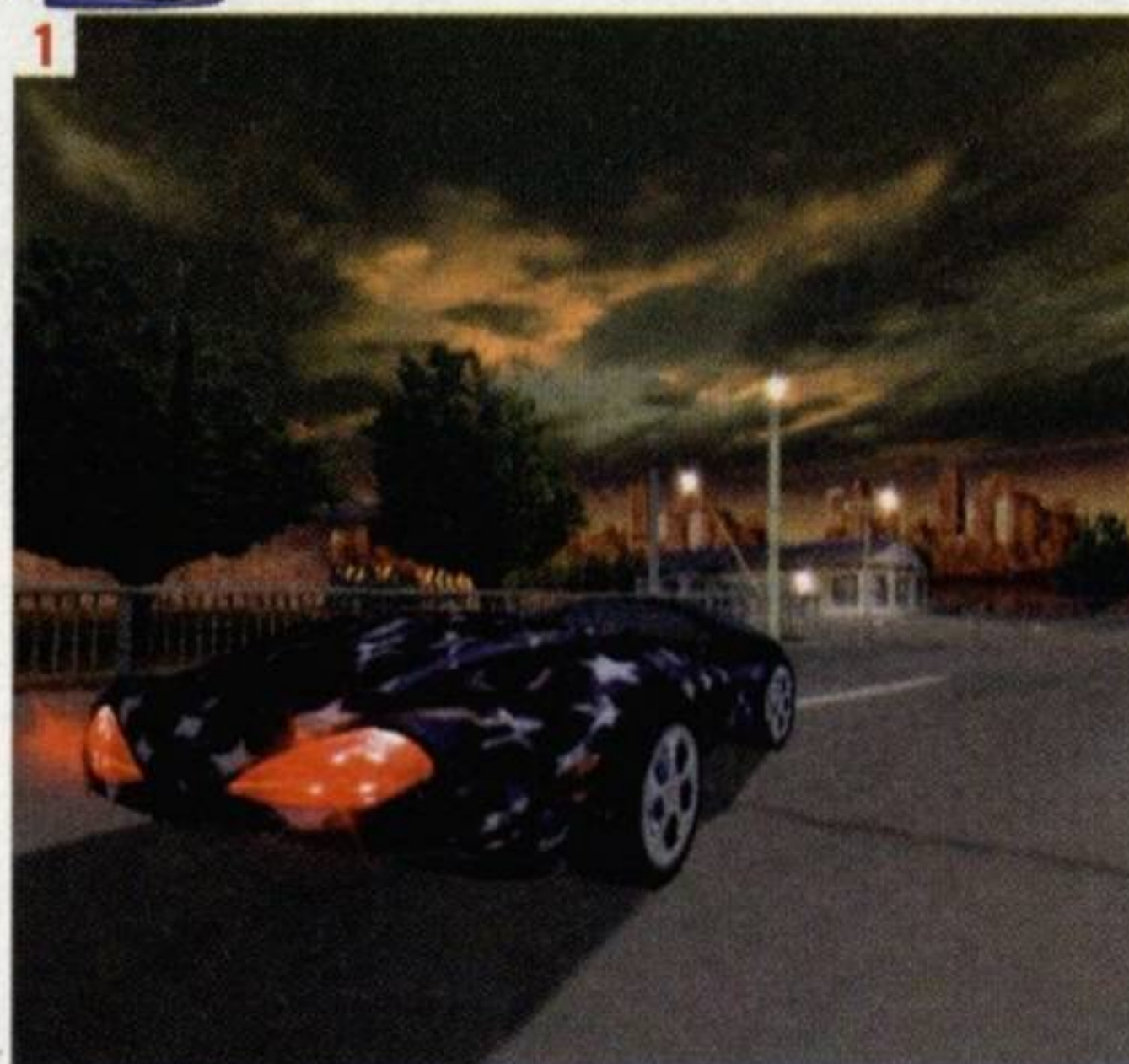
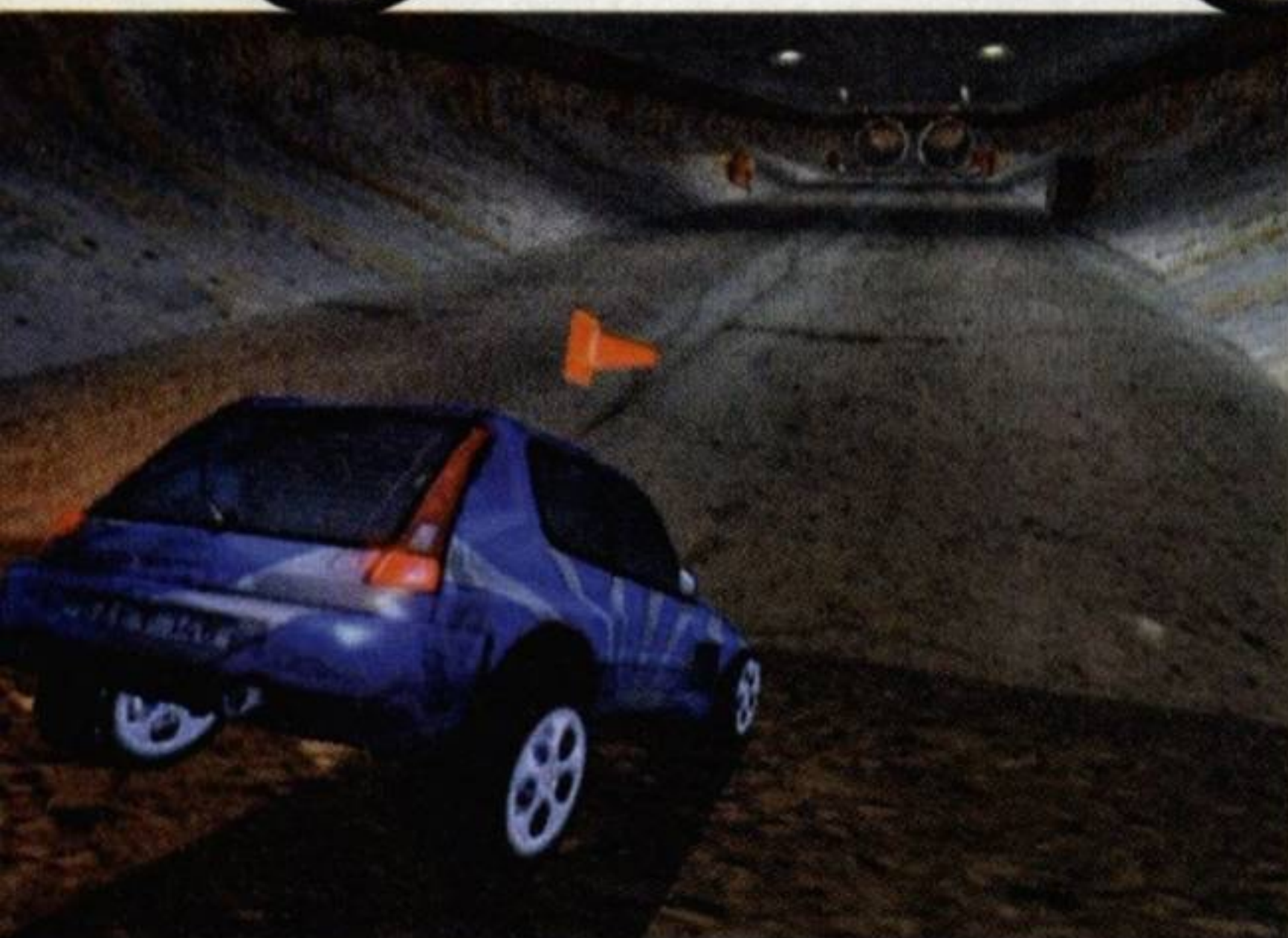
one vital extra feature – just as the title suggests, it's going to be the Dreamcast's first fully online racing game. The online aspect of the game will allow up to five speed freaks to battle it out over the Internet, but the real beauty of this will lie in the betting feature. If you're pretty confident of becoming king of the road you can put your money, or your trusty steed, where your mouth is and bet the lot... not that we condone betting, of course.

Aside from the online side of the game, Ubi Soft has also

introduced 11 new cars to the game (making a total of 22) and a number of new tracks, with seven from the original coming back for seconds. There will also be three modes of play for offline action (Championship, Arcade and Time Trial, anyone?) much like the original. These are all the details we have at the moment but expect a full preview in next month's post-ECTS issue.



"Just as the title suggests it will be the Dreamcast's first fully online racing game"



[1] When we say that the new cars are going to be funky, we mean really funky. [2] Even the police cars look pretty darn tasty, though we are not sure about the green ship.

Speed Freaks

> The cars in the game will be of a far more futuristic design than those featured in the original version and we think you'll agree, they look pretty darn cool.



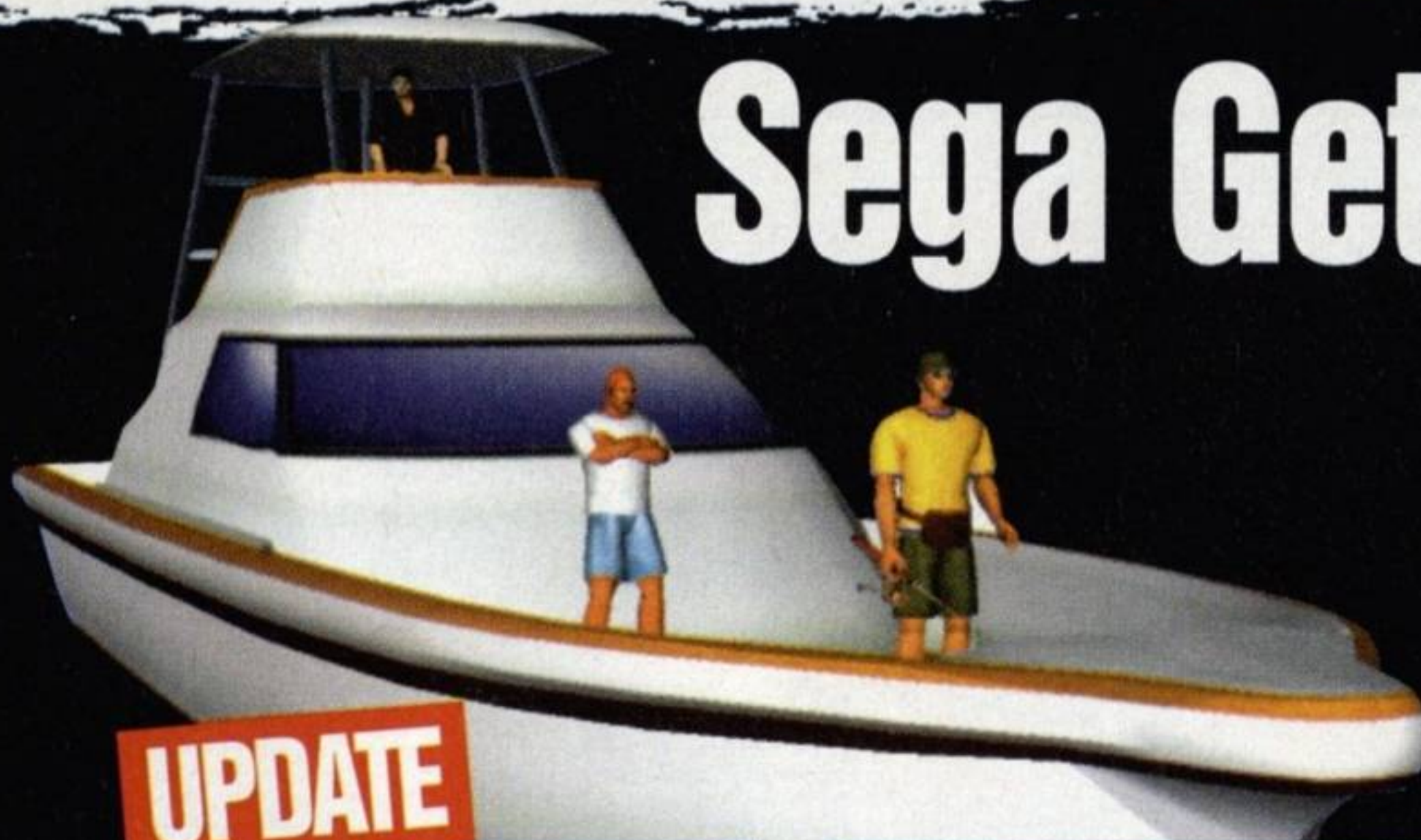
Sega Gets Fishy... Again

Sega Marine Fishing Details Revealed

➤ **With *Sega Bass Fishing* still selling by the net** load Sega has confirmed the release of its follow-up, *Sega Marine Fishing*, with details and a release date. As well as the Arcade mode there will also be a Free Fishing mode where you can fish to your heart's content... or until you get bored, anyway. By catching fish in this mode you will also be able to collect over 200 items which can then be used in the

Aquarium mode, where little fishes will interact with them. Pretty cool. Oh, and it's set for release this October in Japan so let's hope there isn't the same sort of delay that saw *Bass Fishing* arrive months after it should have done over here.

"Get your sea legs on – deep sea fishing's on its way"



UPDATE





NEWS

Picassio Gets Comical

Gamecomics.com Launched

Promethean Designs has taken a new step in the promotion of its forthcoming games, starting with *Picassio*, by turning it into a comic strip. The strips, which will be appearing on Gamecomics.com, have been created as a way to introduce people to the games and maximise the appeal of the products.

Design For Life

The Managing Director of Promethean Designs stated that the reason for introducing the comic strip was as a result of, "An overwhelming response from gamers wanting to know more about the game. The



anticipation for the game is unbelievable... putting the *Picassio* story in comic form monthly online gives all its fans just what they want until the game is on the shelves and gives us the perfect platform to create and host game comics for other developers and publishers alike."

In creating the service the company has recruited Jon Haward, veteran Illustrator of Judge Dredd and Dan Dare as well as Alan Grant as Head Script Writer, whose previous efforts have included work on Judge Dredd and Batman. In other words, you can expect some damn fine stories and art. Check it out now.

"You can expect some damn fine stories and art"



Choppy Seas Ahead For Pirates

NEWS Sega Moves In On Pirates

Last month we brought you a story regarding the growing battle that Sega is facing against piracy of Dreamcast games. In a move to help wipe out the problem, Sega of America has this month been working closely with Excite, Lycos and Yahoo to pull the curtains on over 60 illegal Web sites and 125 auction sites which were dealing pirated Dreamcast games.

President of Sega Of America, Peter Moore, stated that, "Pirates are parasites that hurt this community and will not be tolerated by Sega. This is just the first step in an even bigger action the company will undertake to stop this problem." So there you have it - don't mess with Sega or you'll be fish food.

"Over 60 illegal Web sites have been shut down in the last month"



NEWS

Sword Games

Smilebit Reveals Hundred Swords Details

Last month we brought you news of the latest project from Smilebit, the creators of *Jet Set Radio*. Now we're back with more details and screens of the game, entitled *Hundred Swords*.

Ton Up

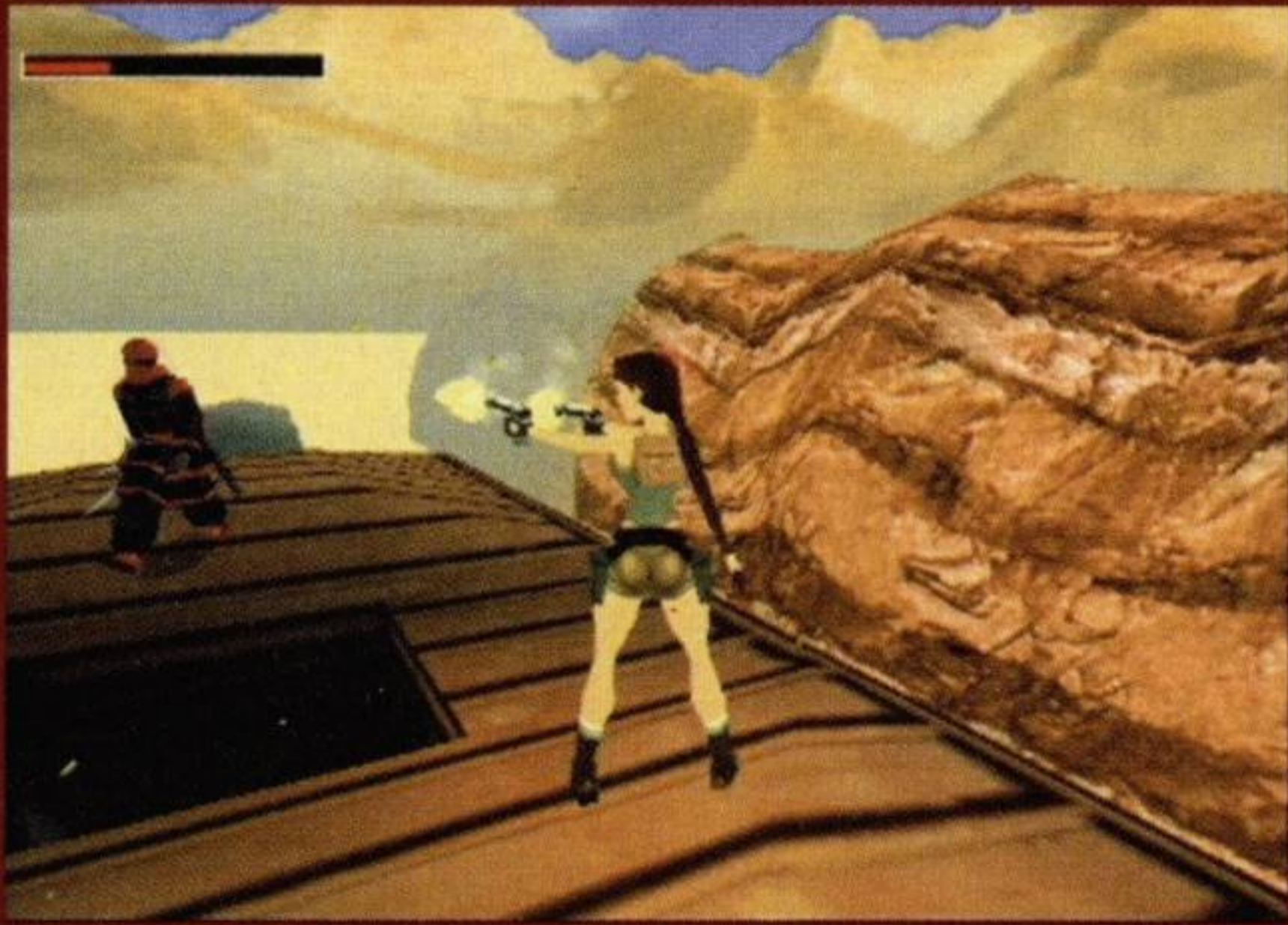
The game is a real-time online strategy title for the arcades and Dreamcast, similar to the likes of *StarCraft* and *Command & Conquer* - something which can only be a good thing due to the significant lack of such titles on the Dreamcast. If you want big battles (and at 400+ we mean big) and plenty of action you can't

really go wrong. Set in medieval times, *Hundred Swords* offers an extensive one-player game which will have you battling through loads of levels, each with a number of different scenarios and just as many enemies.

However, its most appealing feature is the network and online capability, which will allow up to four players in different arcades to battle it out. According to Sega it's the first 'action strategy game' and from what we've seen of it, it should be quite a treat. A Japanese release is imminent although no European date has been confirmed... yet.

"If you want big battles and plenty of action, Hundred Swords is for you"





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	-	Tomb Raider IV: The Last Revelation	Capcom	88%
2	4	Sakura Wars Limited Edition	Sega	-
3	-	Virtua Athlete 2K	Sega	-
4	1	Tokyo Highway Battle 2	Genki	-
5	5	Mr Driller	Namco	88%

US Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	2	World Series Baseball 2K1	Sega	-
2	-	Virtua Tennis	Sega	93%
3	-	NFL 2K1 Sega Sports	Sega	-
4	1	Marvel Vs Capcom 2	Capcom	89%
5	3	Tony Hawk's Pro Skater	Crave	94%



Ferrari 355 Challenge

> With the finished Japanese version stuck firmly in Simon's Dreamcast draw, the poor soul has been dribbling to get his hands on a PAL copy. In fact, if somebody doesn't satiate his cravings soon then we'll have a full-blown breakout of mad Editor fever. Now, now Simon... down, boy! Down!

Quake III Arena

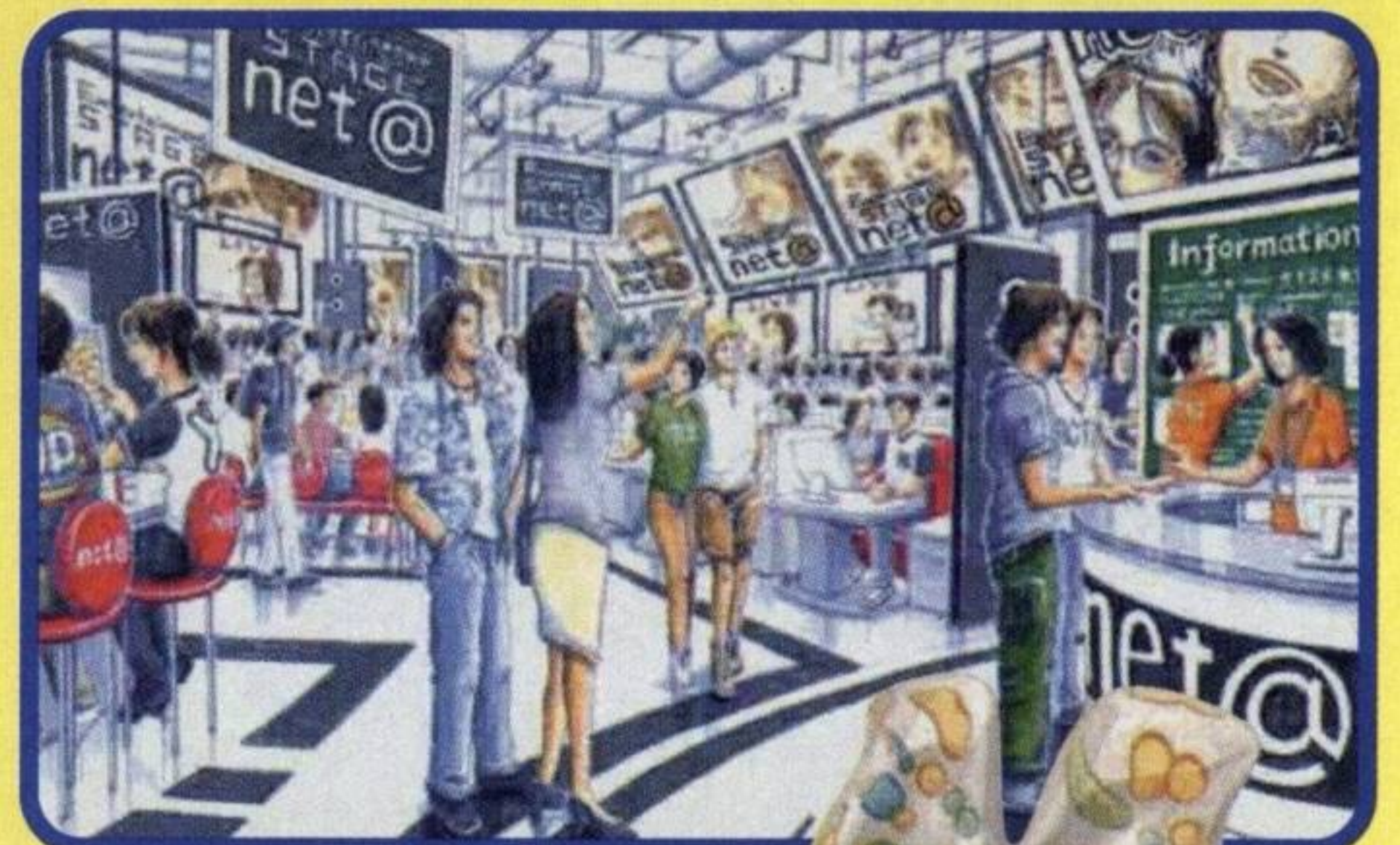
> Our thirst for first-person shoot-'em-ups has been boosted by Mart's enjoyment of Half-Life - add this to the fact that Quake III Arena has snuck up on us without warning and... well, who couldn't want this game? We're counting the days until 11 November arrives... not long to go now. Really.

Tony Hawk's Skateboarding 2

> Wow. That's really all we can say after seeing the new batch of glorious Dreamcast screenshots for the sequel to one of our favourite games. Aside from Virtua Tennis, the original Tony Hawk game has been played non-stop here... can you wait until it arrives in November? Nope, neither can we. Hoorah!



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



That's Entertainment

Sega Caught In The Net@

This month has seen the arrival of a revolutionary entertainment concept, an 'urban entertainment portal space', in Japan with the opening of Sega's Entertainment STAGE net@ facilities.

Stage Show

Although only three are currently open, plans are afoot to create many more across Japan in the next ten years. The opening of Entertainment STAGE net@ is a significant landmark in the arcade/amusement world, overhauling the traditional image of amusement arcades. The concept is to provide the ultimate 'network experience' by connecting all the outlets to each other and the Internet via an optical fibre network.

However, the scheme isn't all about games as the centres will provide access to a huge amount of information and entertainment including, films, music, sports, animation and art. So in other words it's a cross between a high-tech Internet café and an arcade.

To aid the centres, Sega will be introducing an IC card system, the net@card, so instead of pushing coins into slots it'll be a simple swipe of the card. The card will also act as a data carrier of user profiles, as well as helping provide marketing information for Sega. How the Japanese public respond to the centres remains to be seen but as long as Sega looks to revolutionise gaming technology, a lot of people are going to be happy.



Net Pet

Sega has also introduced net@pets to the net@ facilities which will help Japanese users interact and use the technology on offer. The net@pet is linked to the IC cards so every time you use it the net@pet will appear. But there's more to it than that as the net@pet will grow from an egg into one of nine different animals and have its own personality, much like a Tamagotchi.

"Entertainment STAGE net@ is a revolutionary entertainment concept"



Prince Gets New Name

Mattel Interactive's forthcoming PC port *Prince Of Persia 3D* is to get a name change for its Dreamcast release and will now be known as *Arabian Nights: Prince Of Persia*.

Sega Caught Red-Handed

With RPGs finally starting to crawl out of the woodwork Sega has announced another new RPG of its own. The game is currently called *Hand Of Red Sword*, with gameplay based around having to expand your land and construct buildings whilst sending your troops off to do battle to gain more land. Hmm...



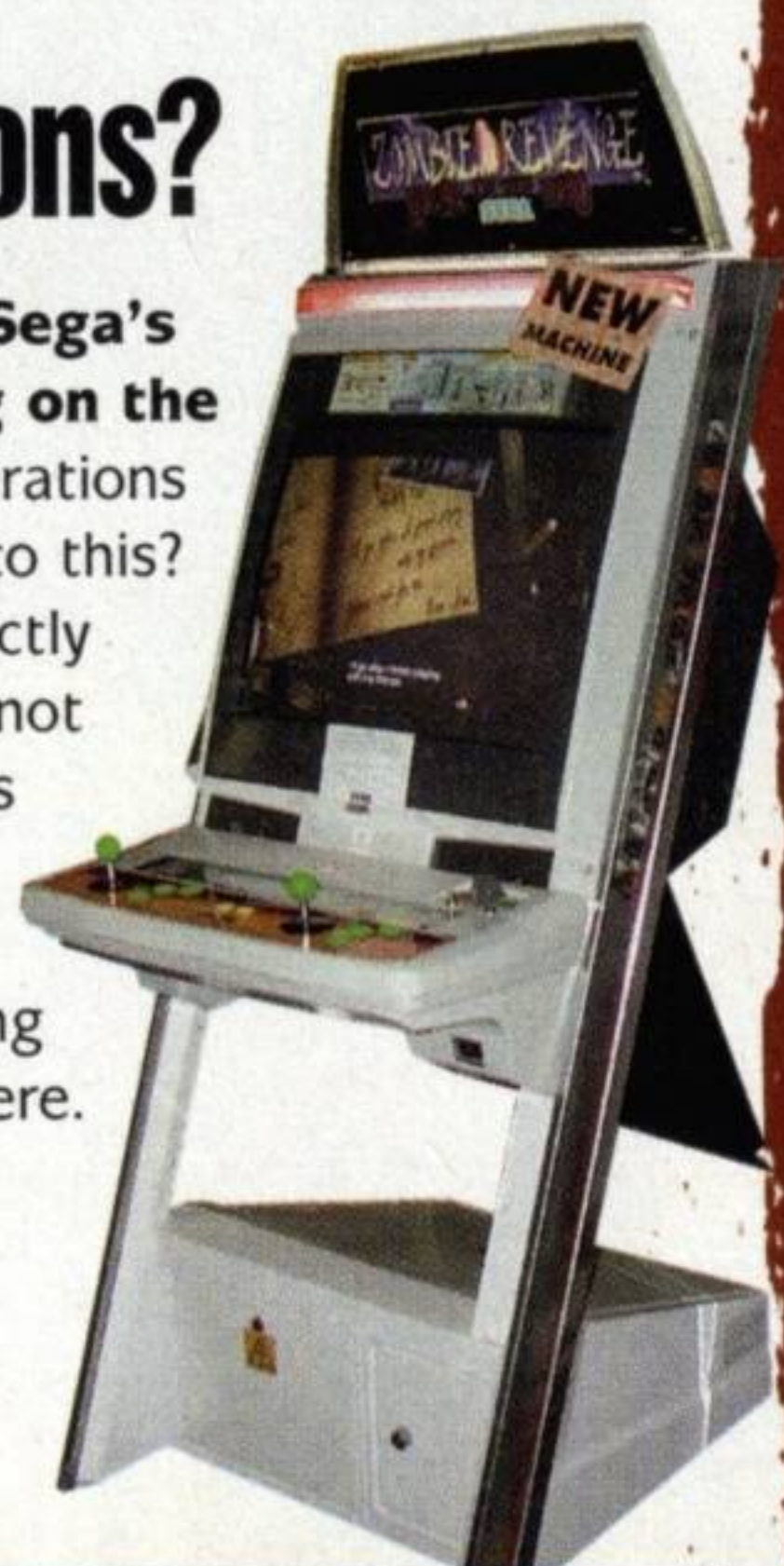
Need the hottest info from the United States of Dreamcast? Just ask Dan Francisco – he's the man with the plan!

Sega Not Amused

NEWS Sega To Shut Arcade Operations?

Over the last month or so several vicious rumours concerning Sega's arcade operations in America and Europe have been circulating on the Internet. The rumour has it that Sega will be ceasing all of its arcade operations in both territories some time in the near future. But what truth is there to this?

Well, according to a spokesman for Sega of America the rumour is exactly that and 'nothing more'. The statement goes on to say that, "Sega does not intend to get out of the arcade market anywhere in the world. Executives have just returned from a sales and strategy meeting where our course and strategies for the next two years were discussed. And in fact we have products and titles forecasted that far out. So no, we are not getting out of these marketplaces." So good news for all you arcade fans out there. Now where are those sequels to *Crazy Taxi* and *Virtua Tennis*?



"Sega will continue arcade operations in the West, contrary to rumours"

US Do It Cheap

NEWS Sega Cuts Prices

This month has seen the Sega of America marketing machine on the march again as prices on a number of 'classic' Dreamcast games have been slashed. The games, which include the likes of *Crazy Taxi*, *The House Of The Dead 2* and *Sonic Adventure*, have been dropped to the bargain price of \$19.99. The move comes just as rumours that the Dreamcast itself will drop to the permanent price of \$150 are starting to kick in. So, when's the European price drop going to come, Monsieur Cecillon?

Tag! You're It

NEWS Jet Set Graffiti Hits The Net

If you're lucky enough to own a Japanese copy of *Jet Set Radio*, you'll no doubt agree that it's a pretty fine game. What makes it even better is the Create-A-Tag mode – using the tools provided, you can create your own personal designs (or 'tags', as they're better known) and then use them within the game. But what can you do if you're rubbish at drawing or can't be bothered to make some yourself? Why, you download them off the internet of course...

Smile (the company behind *Jet Set Radio*) has posted a whole stack of downloadable tags based on its previous Dreamcast games. Fancy spraying images from *Typing Of The Dead*, *Sega Rally 2* or *Let's Make A Pro Baseball Team*? Well, now you can. Just nip along to the Web site at http://jet.dricas.ne.jp/spe_gra.html with your Dreamcast. You simply click to download each one to your VM, then boot up *Jet Set Radio* and you're away! If only everything in life was that easy...

"You simply click to download each one to your VM"



Competition

Lost In A Maze?

Having trouble finding your way around the giant mazes of *Midway's Gauntlet Legends*? Can't kill all those monsters? Keep getting caught by Death? Then fear not as Prima is here to rescue you with a guide to all the mazes of the game and some top tips too – and we have ten copies to give away. But hey, why do you need a guide when you don't have the game? Well we thought of that too and have five copies of the game to give away too. Ahhh, we're so good to you!

To win, just tell us who you'd like to throw down the gauntlet to and have a damn good fight with, and why?

Once you've thought of a suitable response, stick it on a postcard to the following address, making sure that it gets to us no later than 1 September.



Lost In A Maze?
Dreamcast Magazine
Paragon Publishing Ltd
Paragon House
St Peter's Road
Bournemouth
BH1 2JS

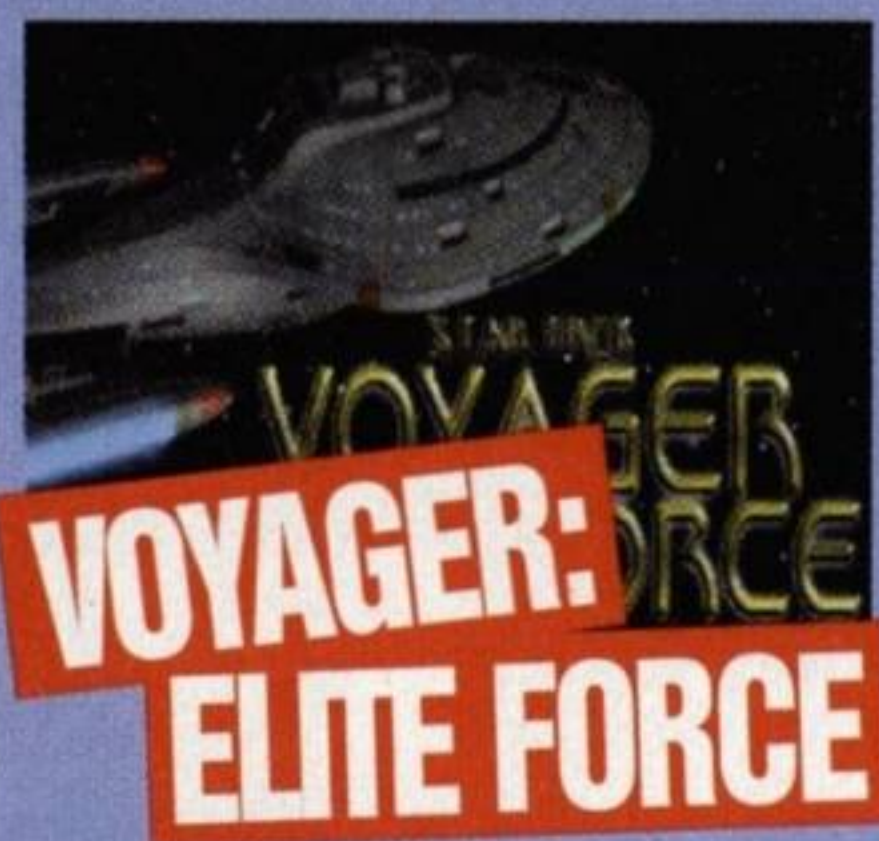


The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or its sponsors Prima may not enter. The winners will be available in writing from Paragon Publishing. The sponsors reserve the right to supply prizes of equivalent value rather than those illustrated.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



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...



Guilty Parties
Activision/Raven

What's It All About?

Like a bit of *Star Trek*, do you? Well, you'll love this then – take the latest in the *Star Trek* saga (called *Voyager*, if you didn't know) and combine it with the *Quake III* engine to make a top first-person shoot-'em-up. Lots of nasty aliens, plenty of great weapons and a sexy Borg girlie called Seven Of Nine... growl.

When's It Coming?

Hold your horses, fella – the PC version isn't even finished yet. Still, with the current trend in bringing PC *Quake*-style shooting games to the Dreamcast, we don't see any reason why they shouldn't shove this one our way some time in the rather near future... eh, Activision?

The Bottom Line

Any chance of getting a snog from Seven Of Nine? Nope, probably not.



Guilty Parties
Blizzard (In-house)

What's It All About?

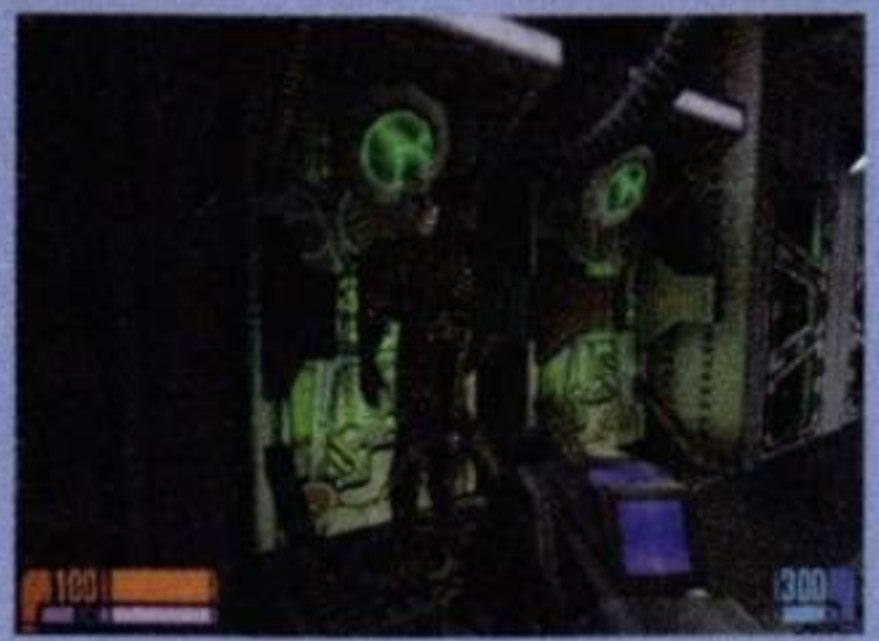
Excuse me? What d'ya mean you don't know what *Diablo* is? Why, it's only one of the most popular PC adventure/role-playing/slash-'em-up games of all time! Now that the sequel is out for nerdy computer freaks everywhere to enjoy, *Diablo* fever has struck once again... ooh, we're beside ourselves with excitement.

When's It Coming?

Well, let's look at the evidence. It's incredibly popular... has online play... and could be easily converted because it's on the PC. Why wouldn't Sega want Blizzard to bring *Diablo II* to the Dreamcast? Exactly – you know we're right.

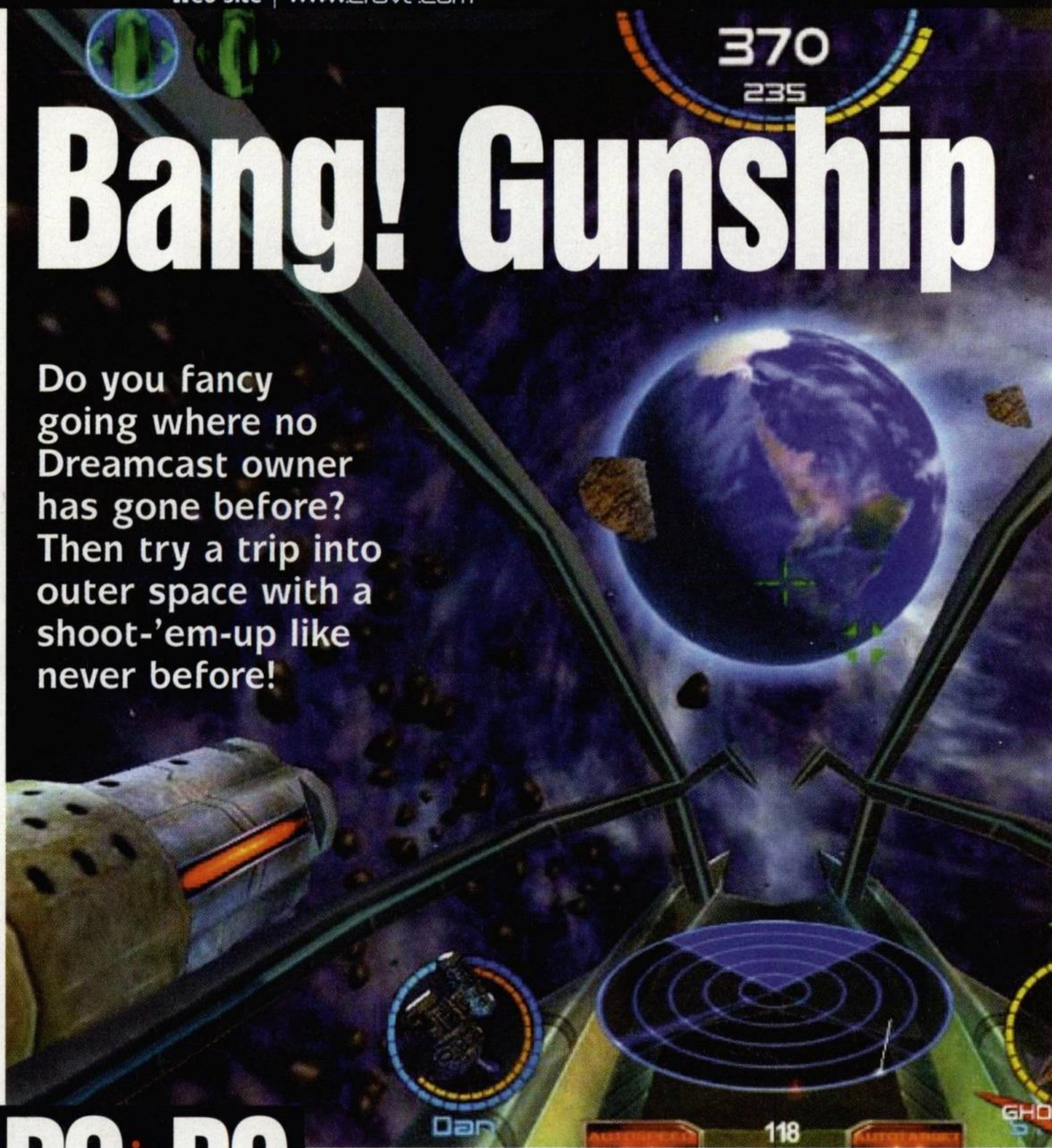
The Bottom Line

Yellow sorceress is about to die... but in a really complicated, RPG sort of way.



Bang! Gunship

Do you fancy going where no Dreamcast owner has gone before? Then try a trip into outer space with a shoot-'em-up like never before!

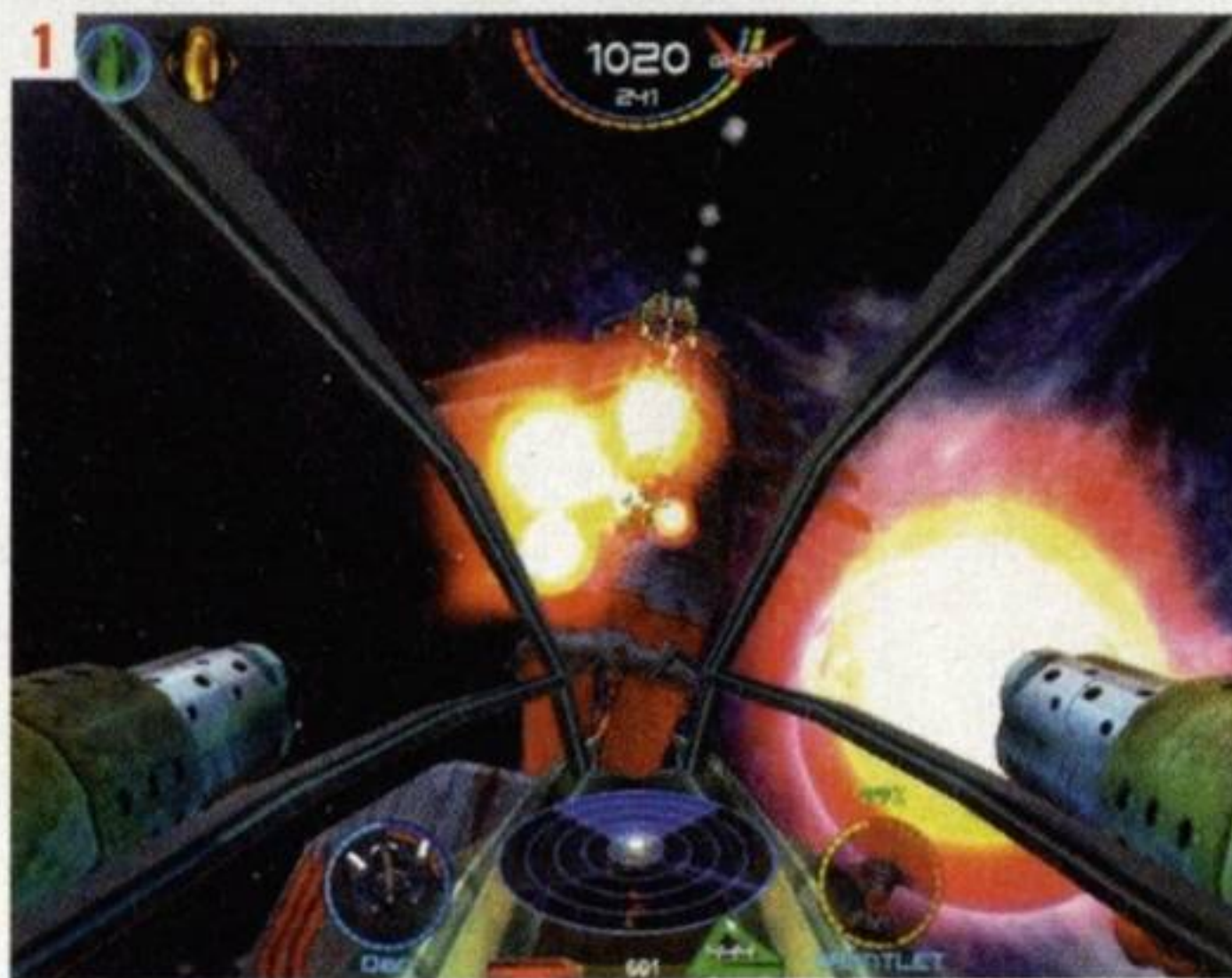


PC > DC SPECIAL



According to our sources, no-one can hear you scream in space. Obviously, we've got no experience of this but we might be getting a feel for it some time towards the end of this year. You see, *Bang! Gunship Elite* (one of a few space-style blaster games set to come our way) is scheduled to appear on the shelves pretty damn soon. Hoorah!

Although these screenshots indicate that *Bang! Gunship Elite* looks like one of those hideously-complicated flight simulators that are all the rage on the PC, don't worry – it isn't. Instead, it owes more to arcade shoot-'em-ups than anything else. Story line-wise, it's your usual space combat affair; allied colonies live in peace, yadda yadda, bad guys turn up to conquer



[1] Ka-boom! Haha – take that, you no-good space varmint!
[2] Now, watch out for that spaceship ahead... no, we said watch out! Aargh!
[3] As you can probably guess, lots of blowing stuff up and big, flashy laser-gun effects are the order of the day.



PC To DC?

Rumours are abounding this month that *Diablo II* and *Neverwinter Nights* will be coming to Dreamcast sometime in the future. In regards to *Neverwinter* Bioware chief, Greg Zeschuck was quoted as saying, "Neverwinter Nights is primarily online, which Dreamcast supports - put two and two together." Errr... three?

Elite

"Bang! Gunship Elite looks set to arrive on the Dreamcast pretty darn soon... hoorah!"



Say Hello To My Little Friend

> If you're piloting the latest in interstellar technology through the blackness of space, the first thing you want (besides a CD player and some decent air-conditioning) is some nifty weaponry. Thankfully, *Bang! Gunship Elite* has weapons by the ton... but you don't get them all from the off. Oh no - instead, you'll need to do well enough to earn the right to use them. For example, the default Ion Blaster is a bit crap but will last long enough until you can upgrade. From there, you can move up to the Flux Beam; a rapid-fire weapon that can tear through almost anything and then follow it up with the Electron Laser, Hellfire or any number of guns ending in the word 'Cannon'. Can you say 'Heavy firepower'? Oh hell yeah!



everything, yadda yadda, lone pilot saves the day, yadda yadda. J R Tolkein it ain't, but it does the job.

The Final Frontier

If you're playing alone, you'll get a series of 19 missions that are split into a variety of objectives. Much like *StarLancer*, you'll have to complete various tasks such as defending allied ships from attack and taking out enemy installations before each mission is completed. The story line also changes depending on how well you do in each mission, so at least there's plenty of replay value in there.

Of course, the high point of the PC version was the space Deathmatch multiplayer - with eight space 'arenas'

to duke it out in, the game offered plenty of chances to slaughter your mates. It's unclear as to whether this feature will make it to the Dreamcast but with Sega's online network now pretty much up to speed, you can bet that it will be doing all it can to get the online play in there somewhere.

As for a release date... well, it's not entirely confirmed. Although Red Storm is keeping tight-lipped about it all, we've been told that the game could appear as soon as late October. Saying that though, we all know how prone Dreamcast games are to missing those dates. Nevertheless, as soon as we've got concrete details, you'll be the first to know... just because we love you. Honest. ☺



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silent scope

The sharpshooting arcade game is on PlayStation2... and we've played it!

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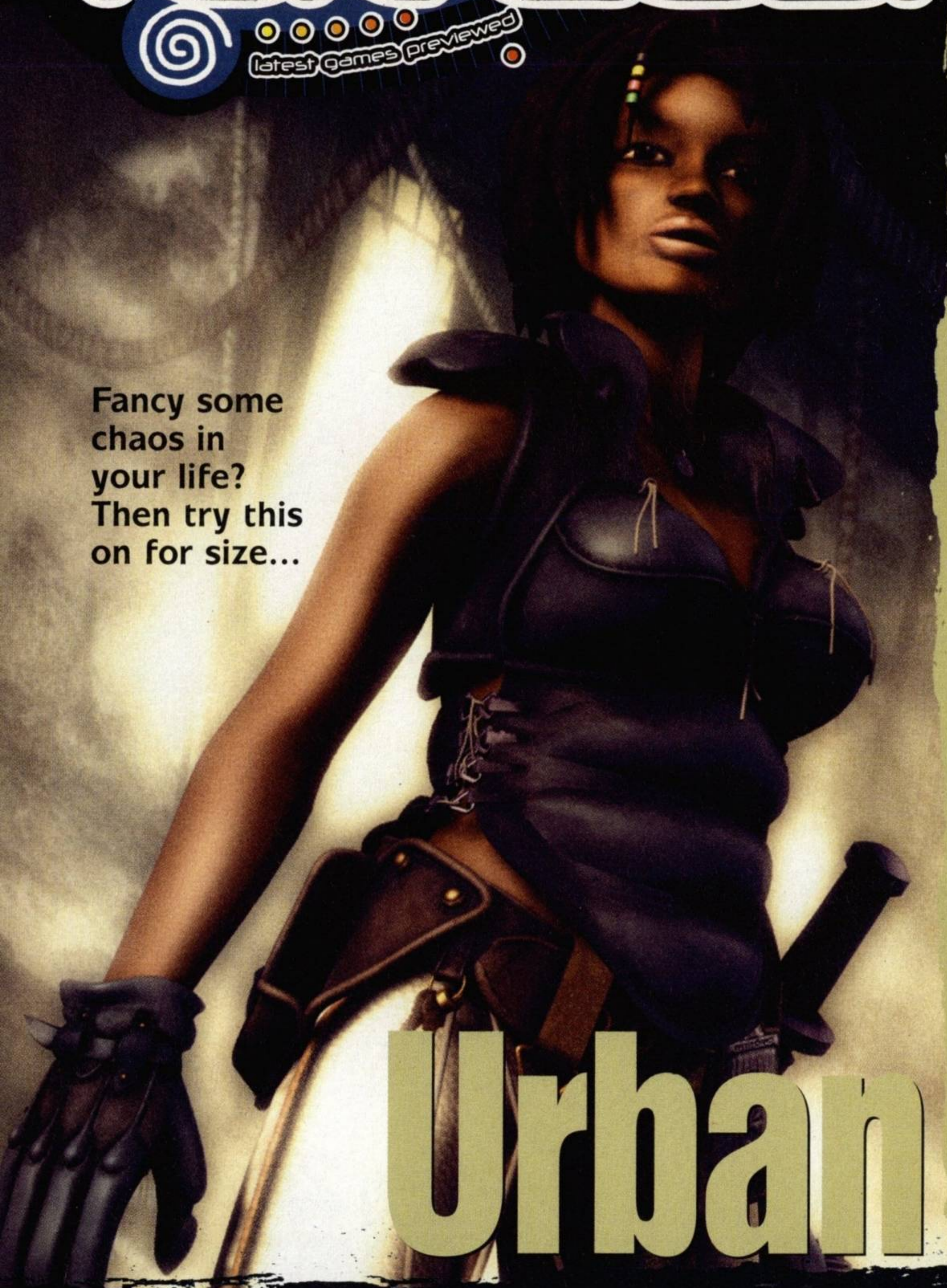
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Fancy some chaos in your life? Then try this on for size...



Urban Chaos



"There are lots of asses to be kicked, loadsa punks to be shot and a whole bunch of crooks to be nicked"



It's nearing the end of the millennium, the Apocalypse is looming large and for the Wildcats it's time to cause some serious trouble. In other words, the only thing that Union City is going to be seeing is a whole lotta anarchy... not the best place for a rookie cop to be broken in, unless of course you're D'arci Stern, the hardest chick on Dreamcast since Lara.

Since our PC>DC special back in issue 8, the team at Mucky Foot has been busy putting the finer touches to the Dreamcast version of its 'millennial cataclysm-filled game' (that'll be Martin's

genre definition then) culminating in a visit to DREAMCAST MAGAZINE for a short but sweet play-test. Take one part *Fighting Force*, one part *Tomb Raider* and one part *GTA2* (only this time you are the law) whisk them around in a blender for a minute or two and the regurgitated creation will be something like *Urban Chaos*. Well maybe...

I Am The Law

As D'arci, along with sidekick-type person Roper, you must go about making sure that the world doesn't come to an end prematurely by preventing the Wildcats from

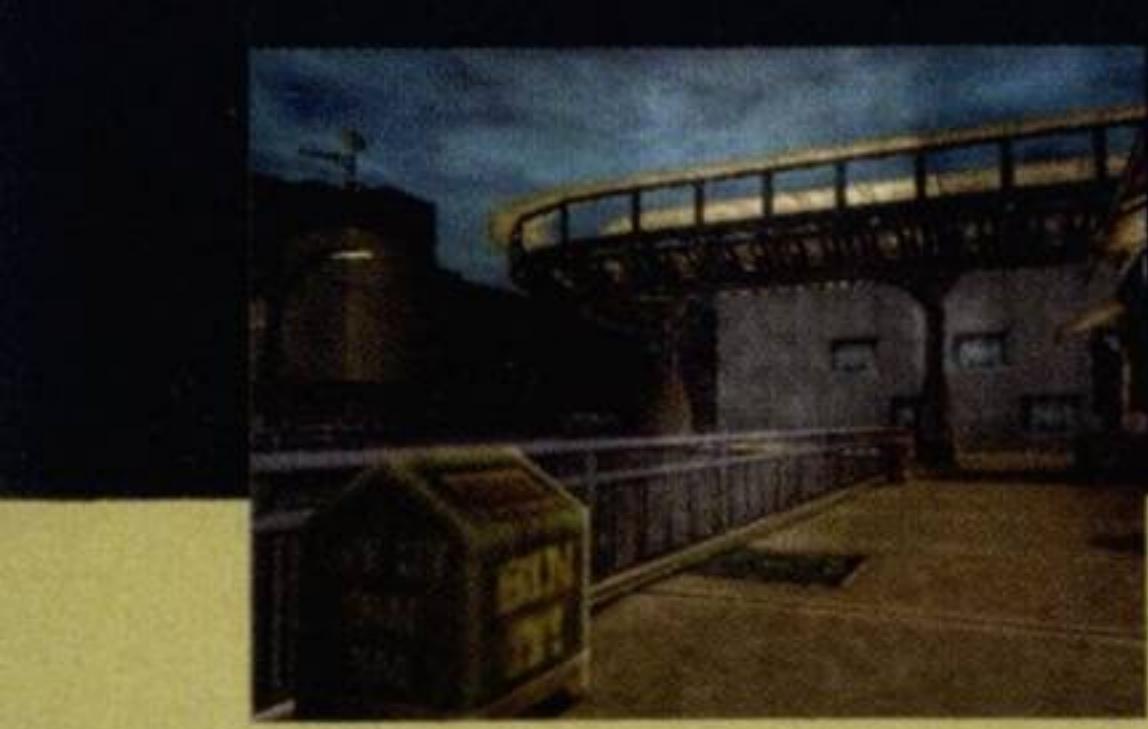
fulfilling their disturbed activities. Which means that there are lots of asses to be kicked, loadsa punks to be shot and a whole bunch of crooks to be nicked.

The action of the game takes place across 33 missions set around the gothic-styled, thug-filled Union City, where every alleyway holds yet another new and not particularly pleasant surprise. That not enough for a hard working crime fighter? Well, that's just as well as each mission also has a number of bonus sub-missions which will help improve your crime fighting skills and prime you for the ultimate objective. To

help you as you go about your business there are a number of police regulation weapons – pistol, shot-gun and grenades – as well as some very cool moves that even Jackie Chan would be proud of.

Combining stealth-like elements as seen in *Hidden & Dangerous* with the gun-ho action of *Fighting Force*, *Urban Chaos* could be yet another of those sleeper hits that comes from nowhere before slapping you in the face... hard. With its October release now imminent you will soon be able to savour the chaotic delights for yourself. Oh the joy. Over and out.





On The Rope(r)s

> As well as playing D'arci you also get to be her side-kick, the somewhat mysterious Roper. What exactly the true intentions of this ex-soldier are remain a mystery, but no doubt all will be revealed when we review the game next issue...



[1] You'll meet your fair share of thugs along the way, so be prepared! [2] Now boys — picking on a lady just isn't right, is it? But then you didn't bet on meeting D'arci, did you now. [3] With plenty of explosives along the way, there's a fair amount of damage to be done. [4] The Training mode will help teach you all the moves you'll need to survive the streets.

coming soon to your Dreamcast

Dreamcast magazine

anticipation rating **Oct**

Publisher	Eidos
Developer	Mucky Foot
Players	1
% complete	80%



summing up> The Dreamcast version of *Urban Chaos* looks to be a better all-round product.



Stunt GP

Get ready for some rumble in your tumble as *Stunt GP* rolls into town!

Nowadays it seems that a straight racing game just isn't enough, with more and more developers looking to incorporate stunt/trick modes into games. Just look at the individual stunt modes in Midway's *San Francisco Rush 2049* or Clockwork Games' *Vanishing Point*. Well, Team 17 has taken the whole 'stunt' phenomena one step further by incorporating the stunts into the actual race.

Air Time

Stunt GP isn't all about speeding around in circles at crazy speeds and getting dizzy like every other racing game. Instead, equal weight is being given to the task of performing stunts as well as speeding around the track. So performing tricks mid-race will look cool and also save you time, as well as giving you credits to spend on a variety of up-upgrades in the garage.

Each of the eight tracks are as bright and effervescent as you might wish for as well as being filled with jumps, ramps and obstacles galore which will allow you to perform some mind-boggling tricks. As well as the race tracks, there's an additional Free-Fall Stunt Bowl where you can practice all those tricks and nail that damn landing. With six basic modes of play, plus a multiplayer option, *Stunt GP* looks as if it's going to bring a breath of fresh air and a barrel of laughs to the Dreamcast racing club come October.

Car Dealers

> The 16 cars on offer on the game can be split into three categories — Speed Demons, Wild Wheels and Aero Blasters — all of which have their own specific abilities and advantages.



coming soon to your Dreamcast

Dreamcast magazine

anticipation rating **Oct**

Publisher	Virgin
Developer	Team 17
Players	2
% complete	80%



summing up> *Stunt GP* both looks and sounds as if it'll be a right royal laugh to play.



[1] If you want a bit of colour in your life you can't go wrong with *Stunt GP*. [2] Once you're riding in one of these things you'll never stop.

softography

previous works>

- > Worms Armageddon
- > Worms

Team 17



forecast.

latest games previewed

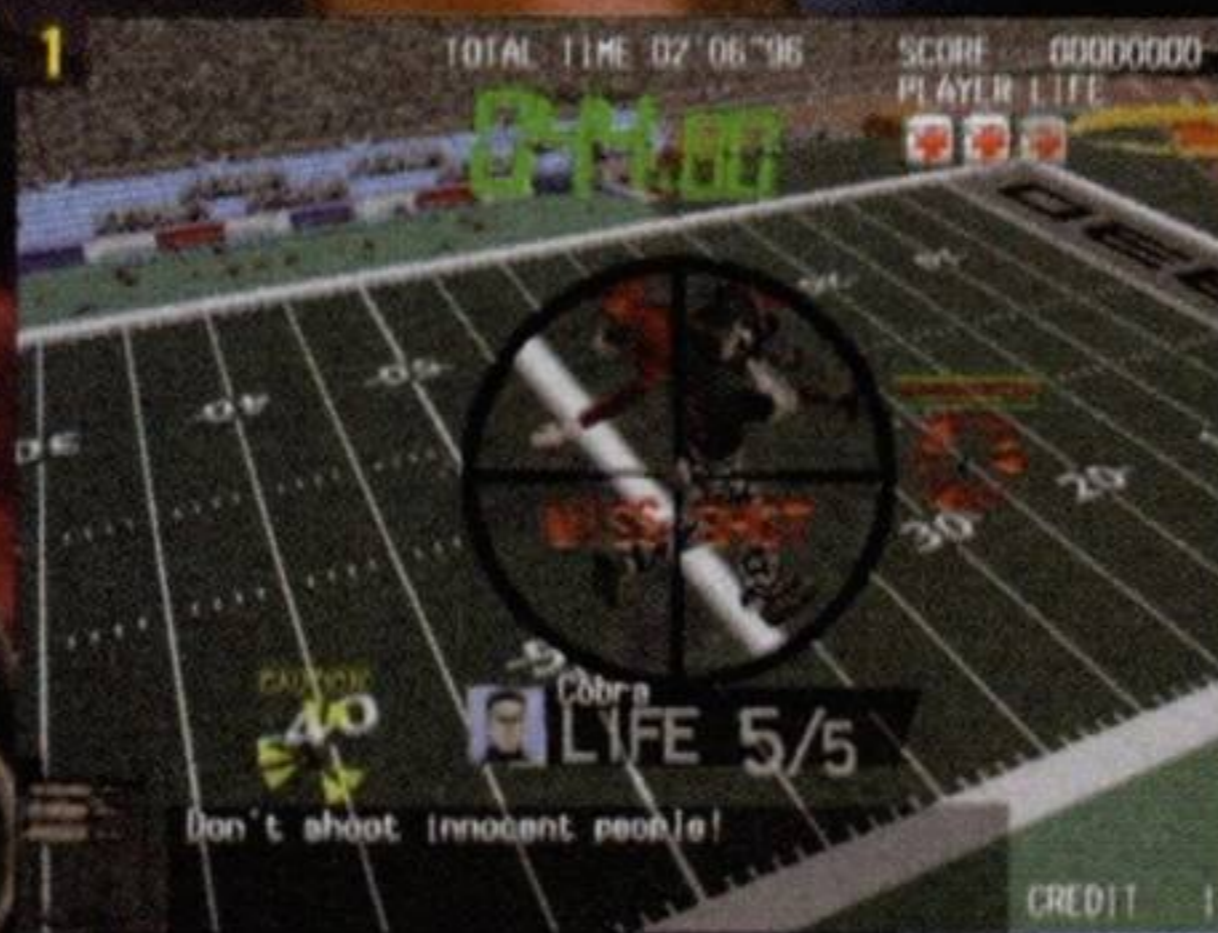


Take a look at life through a lens... it's Konami's arcade snipe-'em-up, right here on the Dreamcast!

Unless you're the kind of person who has money to burn, add-on peripherals are a pain in the arse. Yes, we understand that some games are nowhere near as good without them – for example, both *Samba De Amigo* and *Sega Bass Fishing* are far less playable without the accompanying maracas or fishing rod. Still, that doesn't mean that you HAVE to have them and not everyone can afford to cough up the extra cash. That's why it's refreshing to see a game that, while using a special controller in the arcade, ports perfectly over to the Dreamcast without the need to fork out another £50 for a one-off peripheral. That game is *Silent Scope*.

If you've ever played *Silent Scope* in the arcades, you'll

know exactly what's missing – the huge sniper rifle that adorns the front of the arcade cabinet. Now, before you all go off on one and rant about how the game will never work without it, don't worry... because it *does*. In fact, it does to such an extent that we'd perfected the art of sniping and getting headshots less than five minutes after picking the game up. Basically, the two viewpoints from the arcade (the main screen and the close-up sniper scope) have been combined into one all-seeing cursor for the Dreamcast version. By holding the L Button, you can reduce the cursor to see exactly where the targets are – all you then have to do is release the button to zoom in with the

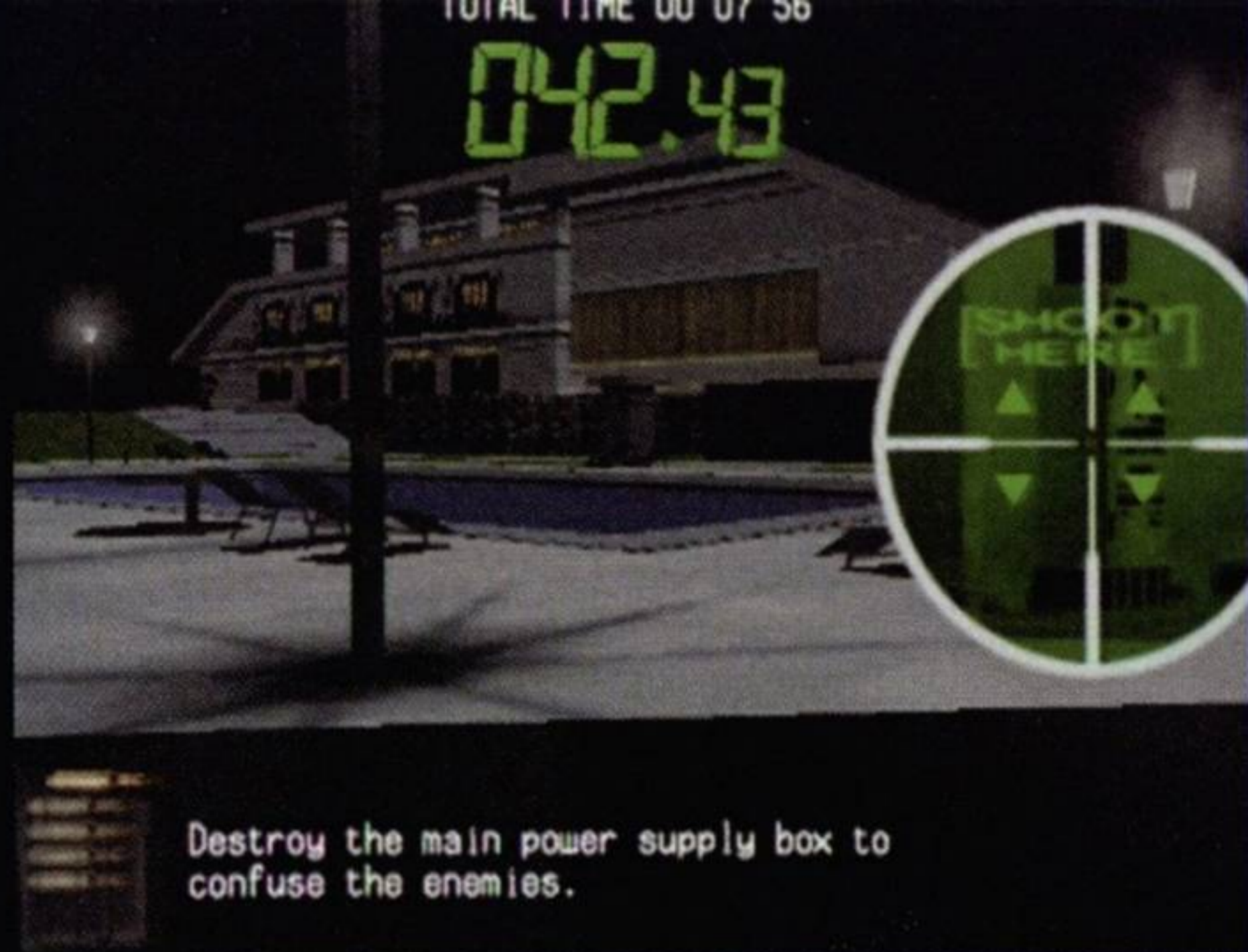


3

“*Silent Scope* is going to kick proverbial arse when it arrives towards the end of October”

UPDATE

Silent Scope



Shoot Her In The Face

> Fancy getting your sniping skills up to scratch? Then try the Target Range – just blast the female targets as they pop up, making sure that your accuracy is second-to-none. Blast her gun for extra points... or just shoot her in the face. Hahaha!



'scope' and pick them off with one clean shot. It sounds complicated but it works like a charm... honest, it does.

Bite The Sniper's Bullet

In regards to how close the game is to the arcade, it's pretty much a spot-on conversion. Everything has been moved across rather nicely onto the Dreamcast from the basic Time Attack mode to the full-on Story game. It's this part that really draws you in and gets your palms sweating – taking the role of an expert sniper, your job is to rescue the President and his family from the nasty terrorist-types that are holding them hostage. What's more, the option to choose your route through the game has

been retained for the Dreamcast version as well as the different playing angles during each level. Rest assured, you'll be guaranteed a varied playing experience each time you pick up the pad.

From what we've played so far, we're pretty sure that *Silent Scope* is going to kick proverbial arse when it arrives towards the end of October. There are plenty of stages on offer and so many nifty little touches, such as the whole Night Vision section, that we just love it to pieces. Plus it's damn tough, so there's no doubt it'll keep people going for ages. The question is, will people be able to forgive the lack of a hand-held sniper rifle and no lightgun support? You'd better believe it, baby... oh yeah.

softography

previous works

- > International Track And Field
- > Nightmare Creatures 2

Konami

Dreamcast magazine

coming soon to your Dreamcast
anticipation rating Oct

Publisher	Konami
Developer	In-house
Players	1
% complete	70%



summing up > Get ready to sell your granny – you'll want a copy of this one right away!

What's In A Name?

> You know, you've got to feel sorry for the bad guys in *Silent Scope*. After all, they might be evil terrorists intent on taking the President of the United States hostage but with names like Cobra and Scorpion... well, what else are they supposed to do? You can't imagine someone working behind the counter of your local petrol station if their name was Hornet – not unless you live in Bournemouth, anyway. Honestly, it's the parents' fault...



[1] Picking off Cobra as he runs around the football stadium is so tough! [2] The more accurate your shots, the higher your score. [3] Tom and Jerry look a bit different to how we remember them...



Dare You Let Tarrant Into Your Home?

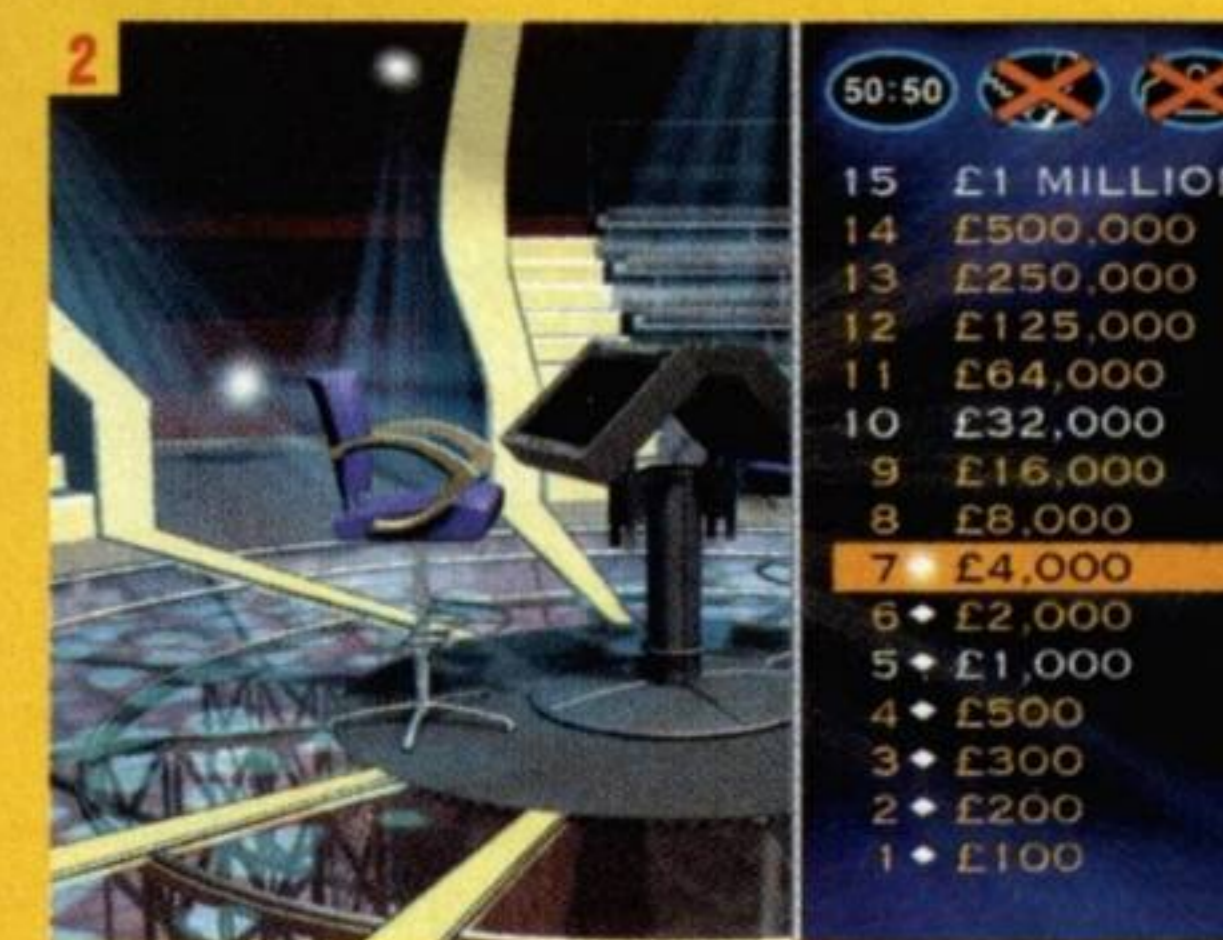
> While TV viewers eagerly await the next instalment of the phenomenally popular *Who Wants To Be A Millionaire?*, Dreamcast owners are going to be getting their very own piece of the action come October with the release of the home console version. You might not be able to win a million quid but chances are you'll still have a whale of a time with the Dreamcast's second party game.

Millionaire Mayhem

It might not seem the best idea for a computer game due to the fact that you can't actually win any money (and it therefore has no appeal) but after our little playtest of the game we can assure you that this just isn't the case. Tensions will rise and spirits will break when this hits the shops next month, as a quiet game between family and friends turns into hideous arguments about which answer actually is the right one.

As well as the single-player game there will also be several multiplayer games to keep the tension in the air and you on a knife-edge. 'Fastest Finger First' is exactly as it says, 'Head to Head' will show just who the real brains of the group is, while 'Team Game' is much the same. With over 1000 questions, Chris Tarrant's trademark smugness and 140 pieces of music (honest) *Millionaire* will have you hooked just like the real thing.

"Tensions will rise and spirits will break when this hits the shops next month"



It's Your Life

> Of course there are the three obligatory lifelines in the game, with the developers polling 100 people for each of the questions for 'Ask The Audience'. Dare you trust them?



[1] Apparently what you see on screen is exactly what the contestants on the real show get to see – wow! [2] With over 1,000 questions in the game it's going to take you a while to get through them all.

information

Publisher	Eidos Interactive
Developer	Hothouse Creations
Players	4
% complete	80%

anticipation rating seventy percent





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Toy Story 2



The toys are back in town but all's not well. Cue hero extraordinaire Buzz Lightyear... to the rescue.

It's always hard to get excited about a game that's already appeared on two lesser consoles and suffered numerous setbacks... so the fact that this is exactly the scenario that *Toy Story 2* finds itself in doesn't bode too well for Buzz, Woody and the gang.

including a mini-mission where a character will ask you to find five objects for them. For example, you'll be having to find Bo-Peep's lost sheep for her, 'cos that's the kind of guy you are. Each level also has a puzzle, a mini-boss and a time-based obstacle course which you must complete to get the pizza tokens to open up the ensuing levels. All in a day's work for a super-hero, of course.

To Dreamcast And Beyond

For those who might have been living on Mars for the last year the game follows the story of the film virtually scene to scene... well maybe not quite that directly, but pretty much. Basically, Woody's been toy-snatched by an evil toy collector called Al and it's your job as Buzz Lightyear to rescue him from rotting away in a museum cabinet. Friends, don't you just love 'em?

Light Years Ahead

What though, you're asking, does the Dreamcast version of this game offer above any of the others? Are there any extra levels, mini-games? 'Fraid not kids. The only difference between this and the PSX and N64 versions is that it looks a hundred times better than either of them which, when you think about it, is a bit of a cop out.

Spread over 15 sprawling levels filled with toy-threatening monsters, obstacles, hundreds of coins and pizza tokens, there's a fair old whack to do and see in this wonderland of animated action. On top of the main rescue effort each level has several objectives

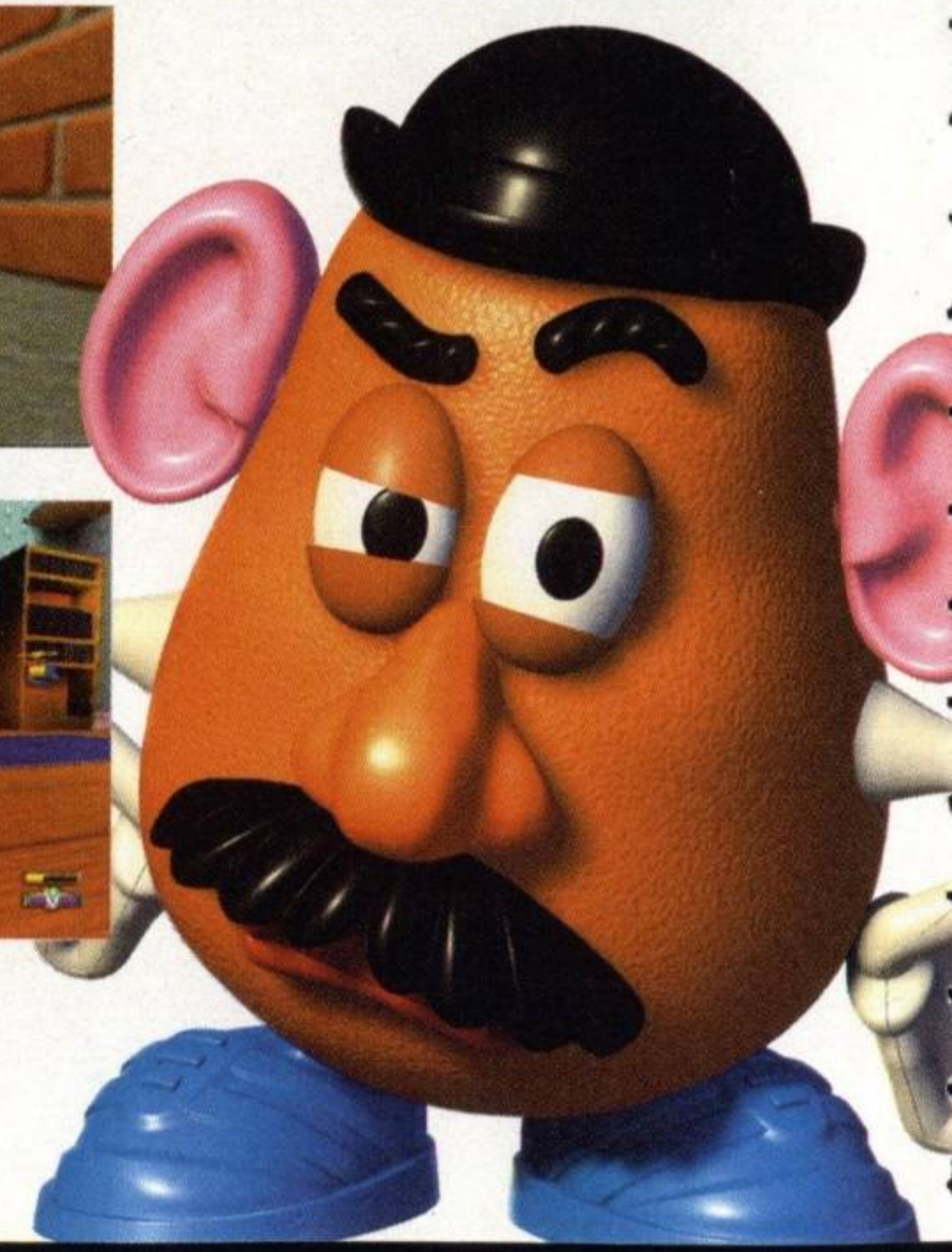
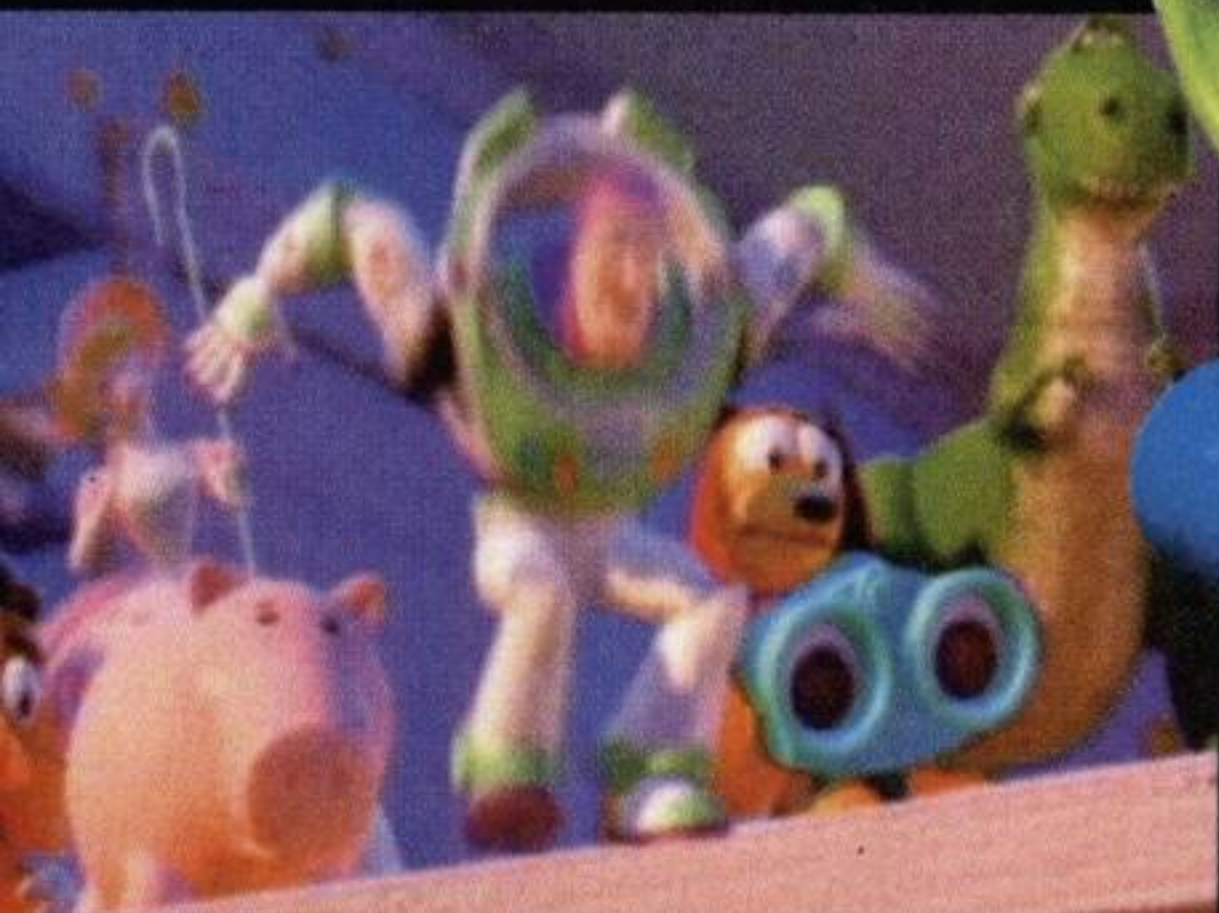
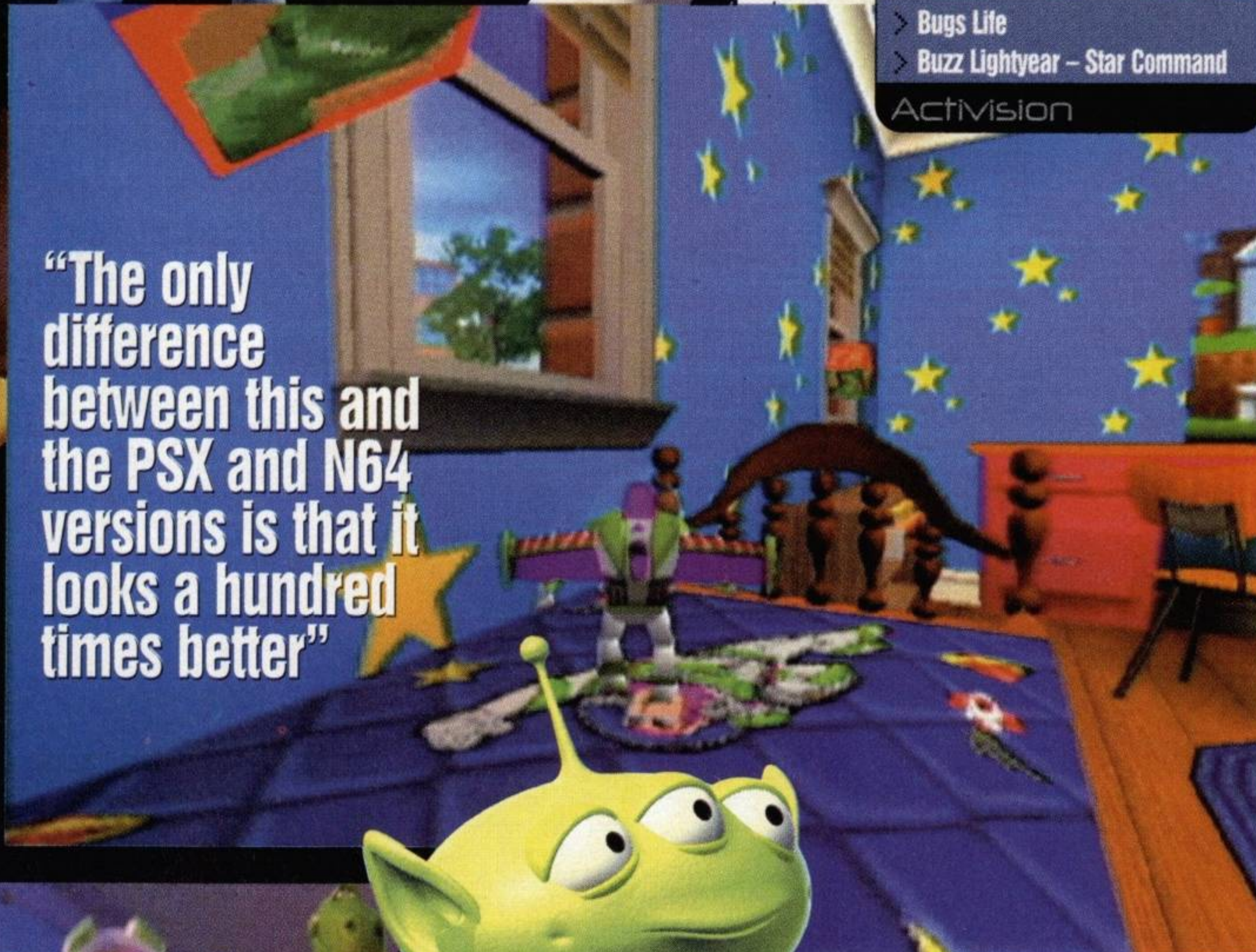
What all this means is that as good as the game might be, and it is a decent enough game, it's appearance in 128-bit form is relatively pointless, meaning that it might just as well be placed in the 'let's cash in on a successful franchise' bracket.

softography

previous works

- > Bugs Life
 - > Buzz Lightyear - Star Command
- Activision

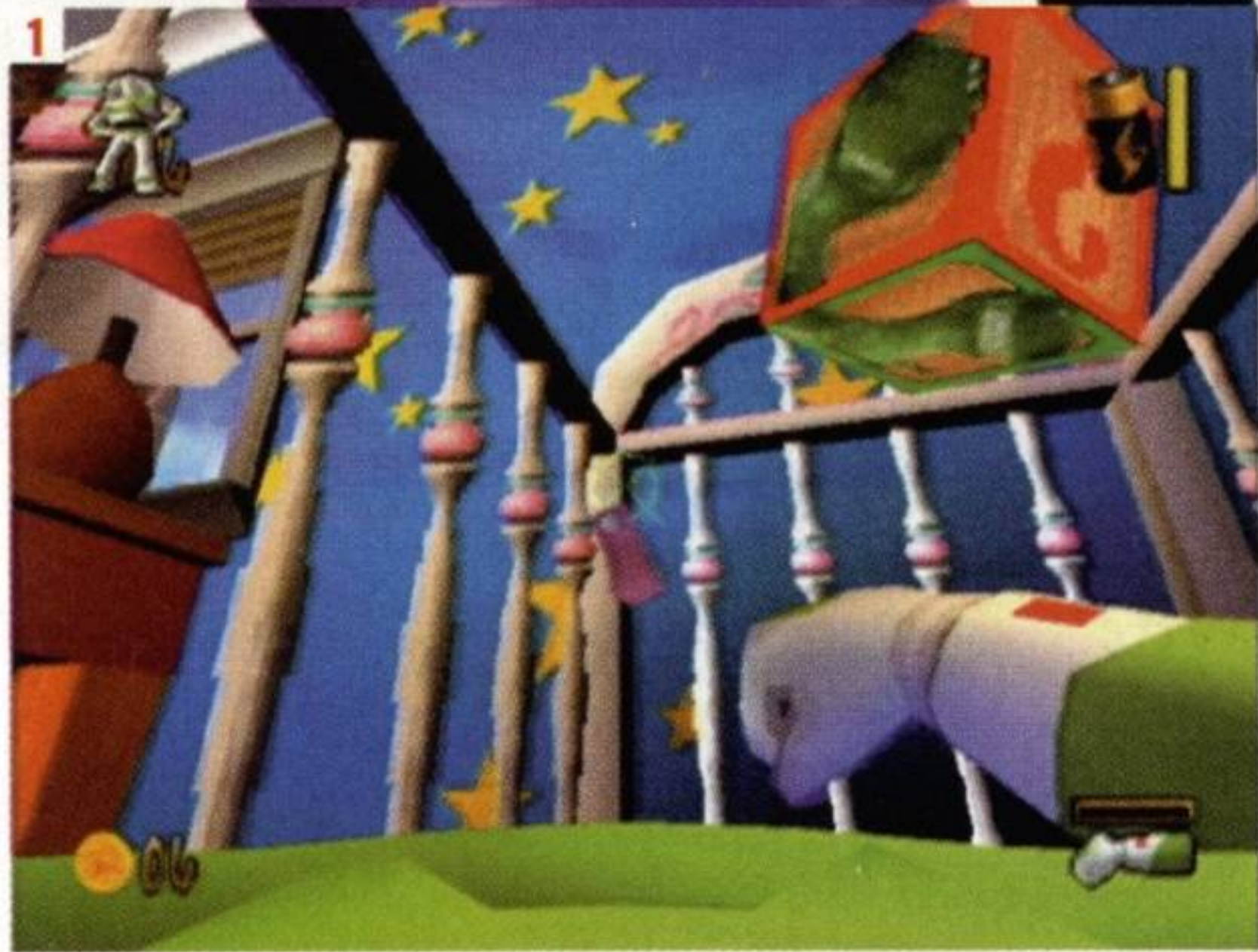
"The only difference between this and the PSX and N64 versions is that it looks a hundred times better"





Friends In Need

> If you find the whole rescuing lark a little too tough on your own you can always get some help from the likes of Mr Potato Head, Rex, Slinky Dog and Hamm... if you ask them nicely, of course.



[1] The first-person view is best for precision shooting and for getting out of tight spots. The reflection on the inside of Buzz's helmet is pretty cool too.
[2] Spread those wings baby and fly, fly away... to infinity and beyond.

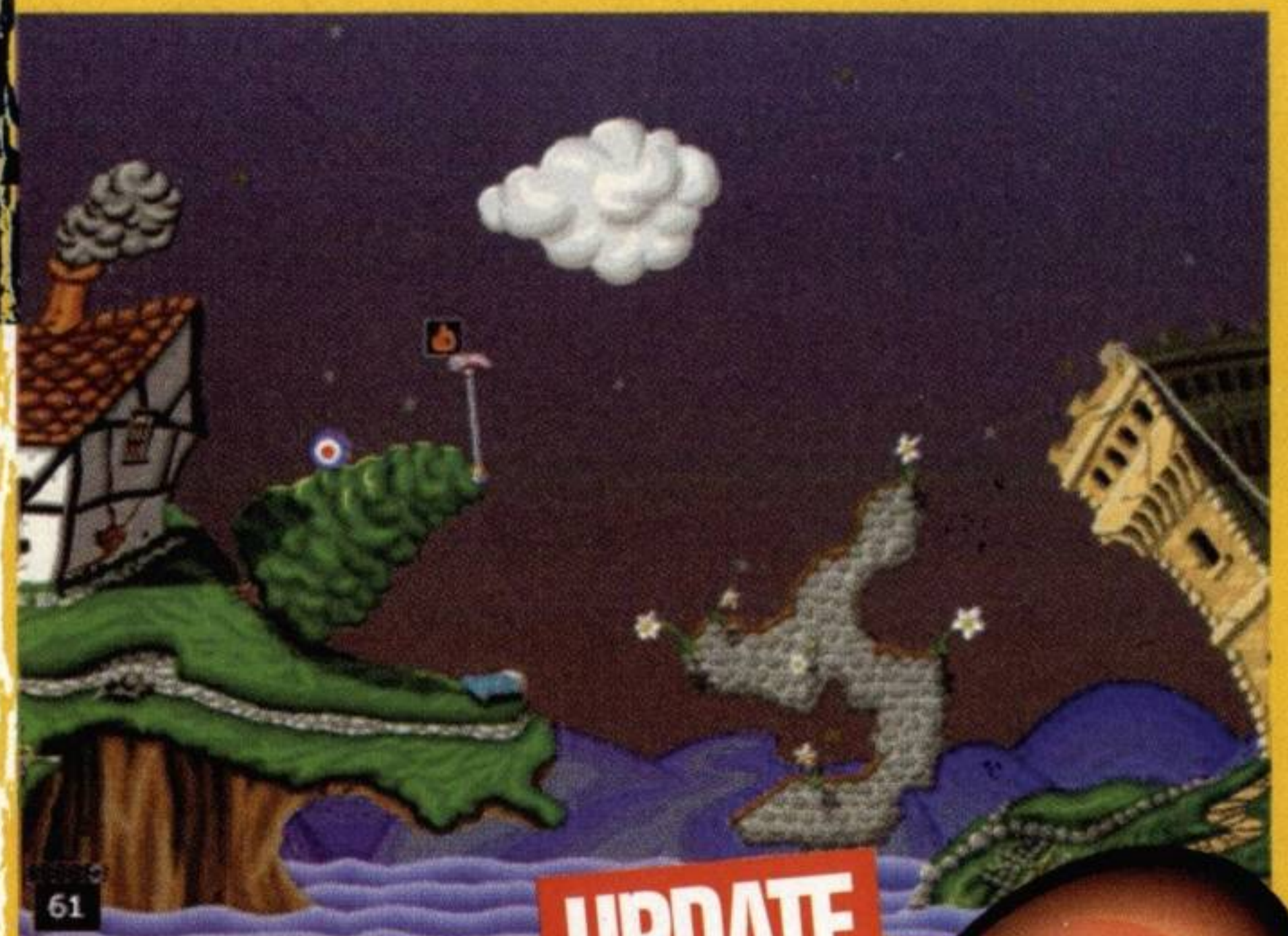
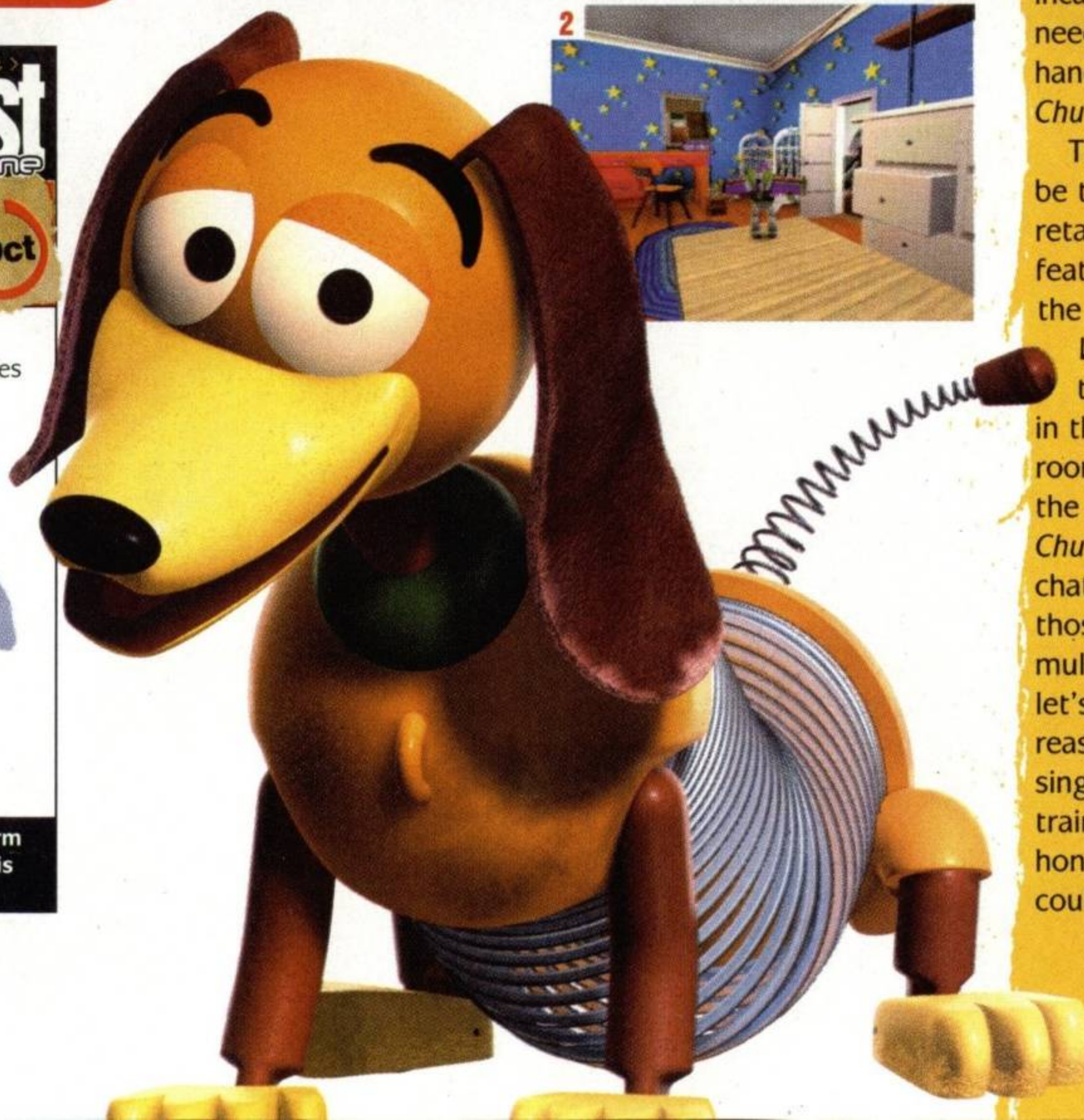


Dreamcast magazine anticipation rating

Publisher	Activision
Developer	Travellers Tales
Players	1
% complete	80%



summing up > If it's platform puzzling that you want then this will satisfy your every whim.



UPDATE

It's Time To Party

Worms Head For World Domination



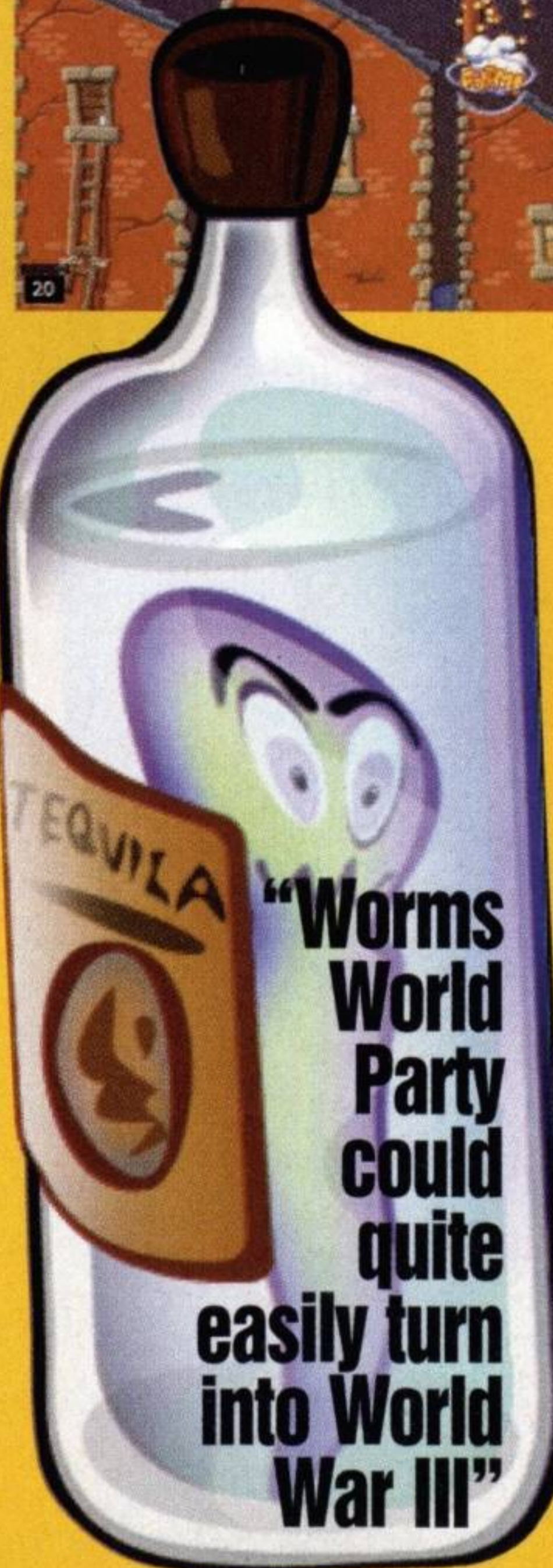
A few months back we brought you news of a new instalment in the *Worms* saga coming to Dreamcast under the guise of *Worms World Party*. Now we're back with exclusive screens and details from the first online version of the game.



Wormed Out

Published by Virgin Interactive, the game is set for release later this year and will add a further arrow to Sega's slowly increasing quiver of online-capable games. The release of *Worms Armageddon* last year has raised a few eyebrows due to the fact that it hardly pushed the Dreamcast, but this latest incarnation is just what Sega needs at the moment to go hand in hand with the likes of *Chu Chu Rocket!*.

The game will essentially be the same as *Armageddon*, retaining all the classic features, with the inclusion of the network play allowing all *Worms* fanatics to test their skills against the best in the world. Special games rooms will be set up, much in the same way as those for *Chu Chu Rocket!* as well as chat rooms for discussing all those tactics. On top of the multiplayer mode (which, let's face it, is the main reason to play) there are 40 single-player missions and 20 training arenas in which to hone your skills for what could turn into World War III.



"Worms World Party could quite easily turn into World War III"

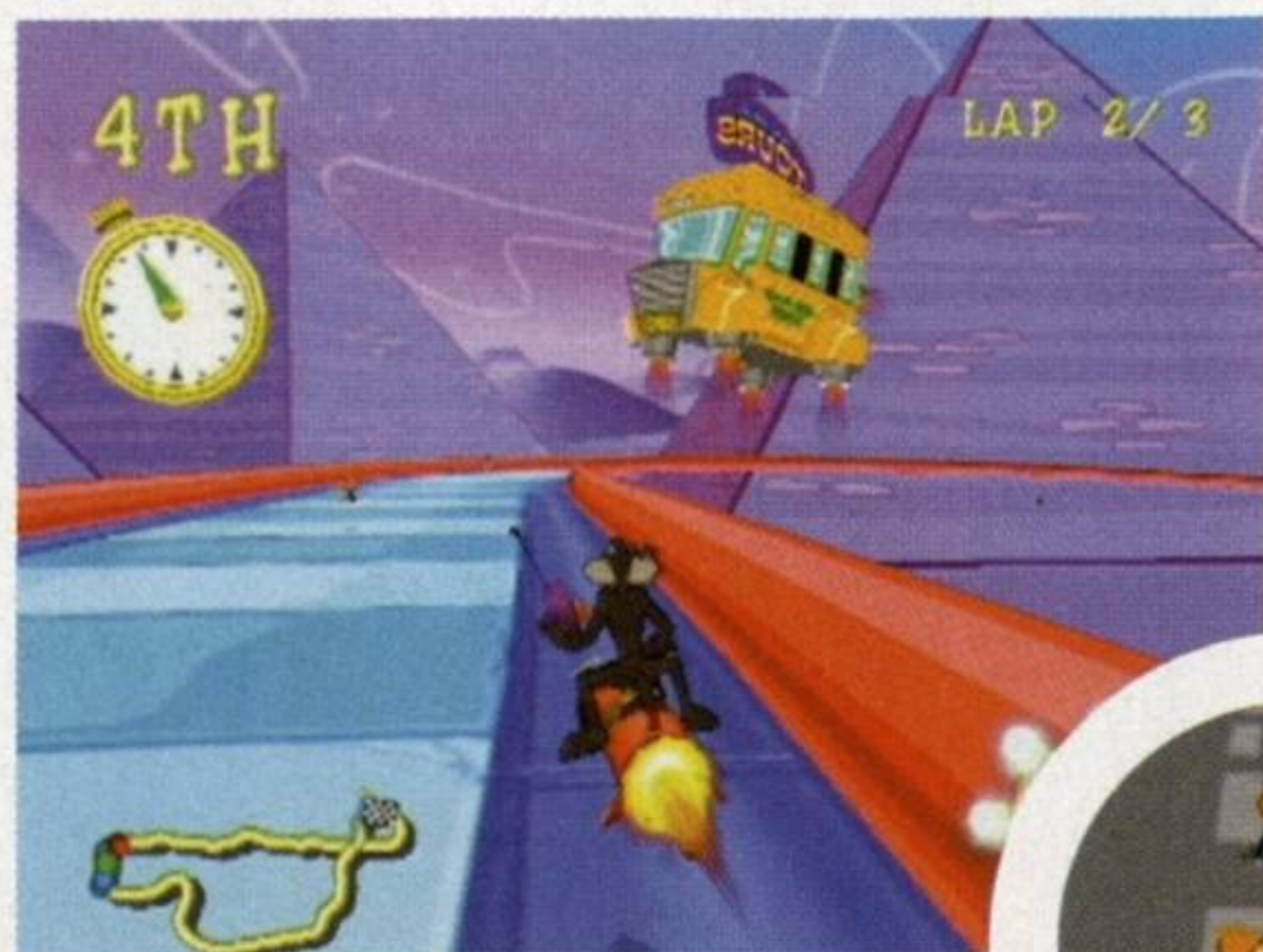
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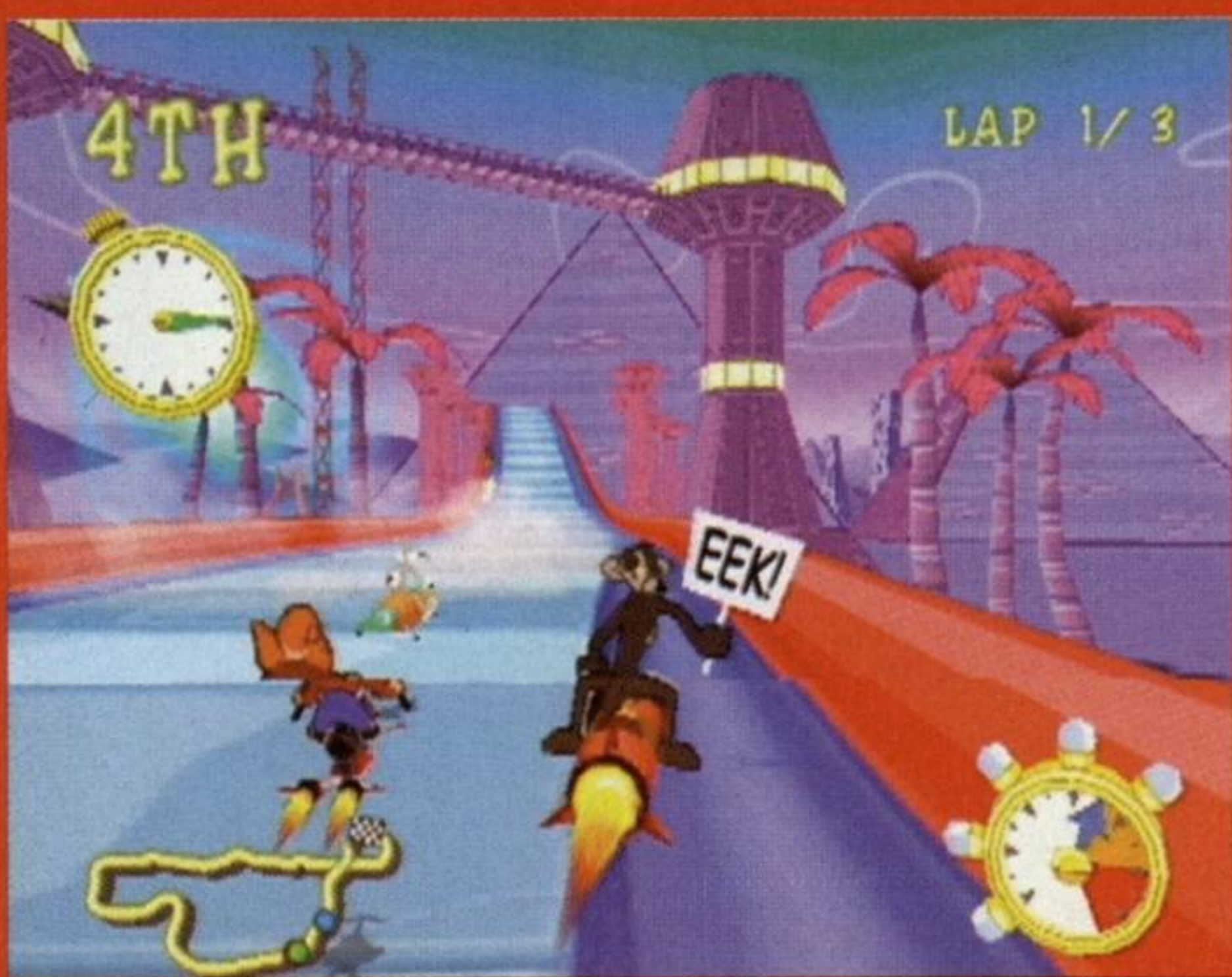
softography
previous works >

- > Wacky Races
- > V-Rally 2: Expert Edition

Infogrames



Looney Tunes Space Race



Thuffering Thuckatash – those crazy Looney Tune folk are coming to run riot on Dreamcast...

Disney has done it, Comedy Central has done it, Hanna Barbera has done it and now Warner Brothers is doing it. Doing what though? Selling its soul to Dreamcast and making a cutesy racing game to drive you insane with, that's what.

What's Up Doc

Of course, what this means is that you'll now be able to race as even more of your favourite characters, and they sure ain't gonna be stopping at anything to win. Forget your Disney and Hanna Barbera characters 'cos you don't get any cooler than Bugs Bunny

and co. There's a total of eight playable characters including Bugs, Daffy Duck, Yosemite Sam, Wile. E. Coyote and huntsman extraordinaire (or not, as the case might be) Elmer Fudd. And their steeds? Rocket-fuelled space-racers.

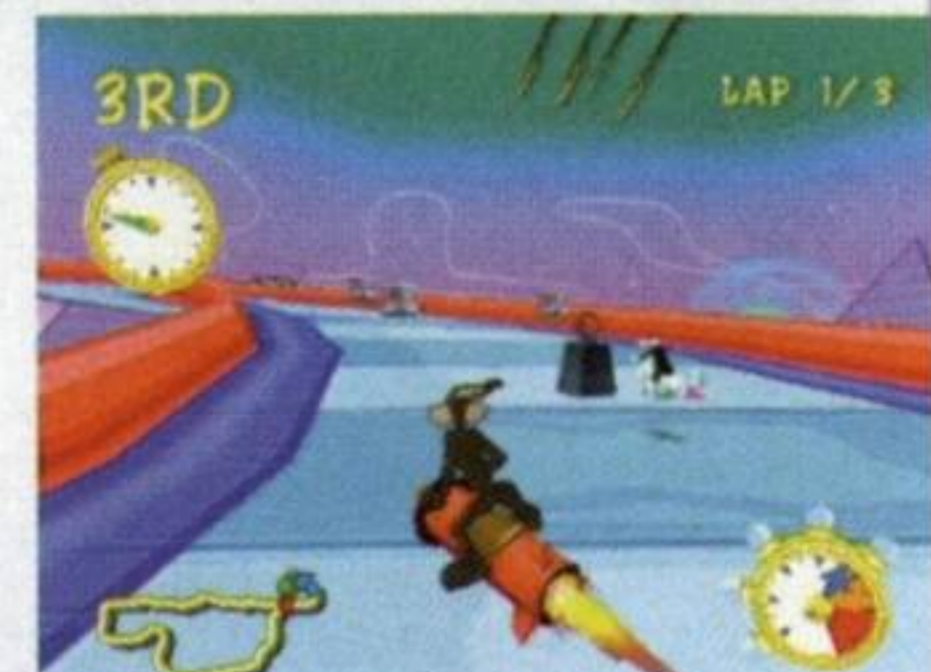
The action of the game takes place across the Looney Tunes world as the racers speed across the galaxy and back again in an attempt to win a lifetime's supply of all their favourite ACME products... well, simple things please simple minds. There are

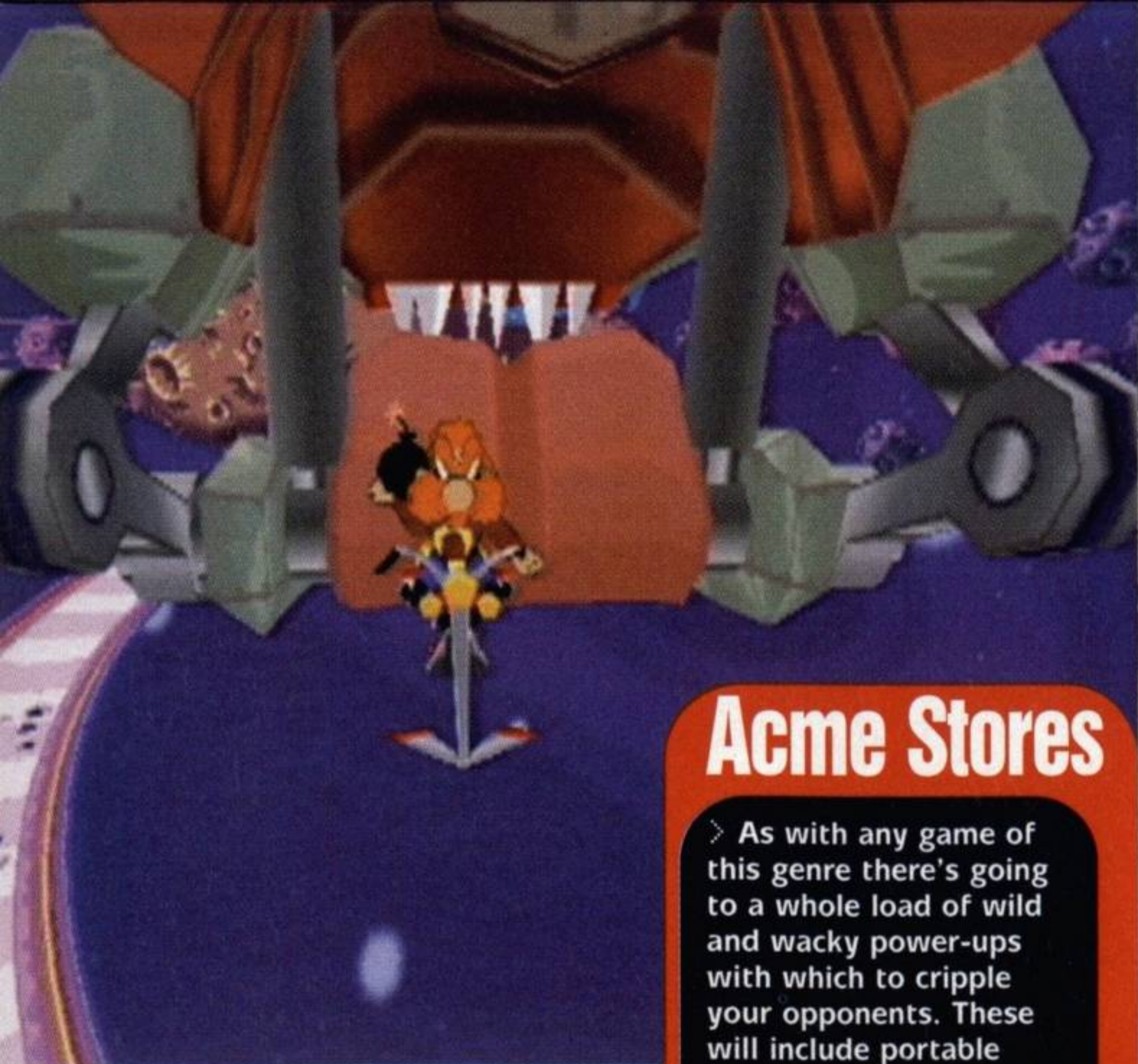
a total of 12 tracks set over seven alien-infested planets, but there's more than meets the eye here, as there are over 50 looney events in which to compete, offering plenty of gameplay and longevity.

Included in all this mayhem are five modes – Single, Time Trial, Challenge, Multiplayer and Acme Events – the last of which is where the real crazy action is going to take place.

However familiar all this sounds, *Looney Tunes Space Race* is going to have one rather cool feature that will separate it from the crowd of cartoon characters – a mini-game for the VM unit in the form of pinball. It may not be much but it will be one of very

"You can expect the usual mayhem from Bugs and co in Looney Tunes Space Race"






Acme Stores

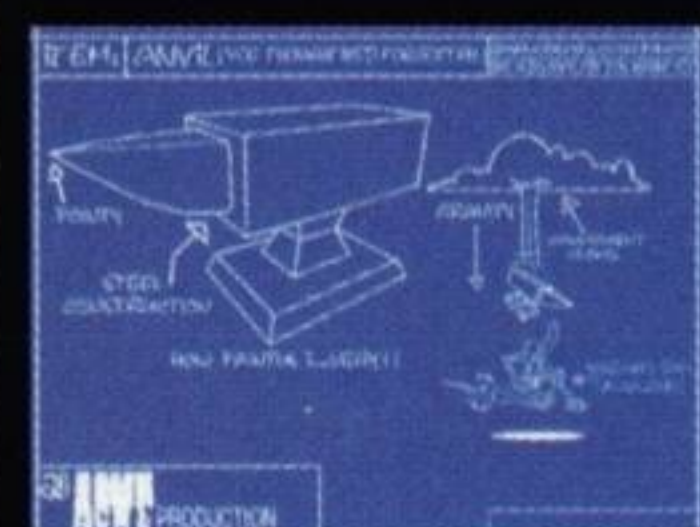
> As with any game of this genre there's going to be a whole load of wild and wacky power-ups with which to cripple your opponents. These will include portable holes, falling anvils and elephants, instant storms and the cooler-than-cool disintegrator pistol.



few games to utilise the VM in such a way and credit must be given to the developers.

That's All Folks

But for all this, one question remains – do we really need yet another cutesy cartoon racer so soon after the likes of *Wacky Races*, *South Park Rally* and *Walt Disney World Quest: Magical Racing Tour*? In truth, probably not, but we have no choice so we might as well live with the fact that yet another *Mario Kart*-styled clone is on its way. It's not that it looks as if this is going to be a bad game, because it does look really good, it's just that the formula has been regurgitated too many times already, making any new spin on the genre somewhat stale. But then again, it is Looney Tunes... 



coming soon to your Dreamcast

Dreamcast magazine

anticipation rating  Oct

Publisher	Infogrames
Developer	In-house
Players	4
% complete	70%



summing up > Can this game break the monotony of the genre? It'll certainly have fun trying.

Black & White

Black & White, developed by Peter Molyneux and Lionhead Studios, is one of the most highly anticipated PC game launches of all time. Pete Hawley, Lionhead's Producer, exclusively guides us through the process of converting from PC to DC.

Dreamcast Diary Part 4

>>> The gesture recognition system was just one of *Black & White's* hugely ambitious high concepts and the ability to cast, control and empower spells and miracles even more so. It was a real risk to embark on developing this control method, as it had never been done before in any other game, making it a totally unique experience.

Could It Be Magic?

Using the hand to cast miracles is one of the most impressive and rewarding aspects of the game. Moving the hand of God, the player can simply grab a miracle from the worship site and once the spell is in the palm of your hand you can move around the landscape, provided you are within your area of influence on a given island, before casting it using the mouse.


If we take the fireball as an example, you can simply throw the fireball forwards

at your target or by applying a little curve to it you can bend it in any direction – great for getting them around mountains! More importantly, 'drawing' shapes on the landscape before you throw them can have many effects on the fireball, such as making it more powerful or casting three as opposed to one.

Piff-Paff-Poof

However, all this has been designed using the mouse, a luxury that isn't available to the Dreamcast user and the DC controller is a very different kettle of fish. To simply convert the PC code to DC would be madness. It would be too fiddly and awkward so we've had to look at other ways of doing it. The game has also been designed to use the mouse as much as possible without having to rely on the keyboard too much for input. It's pretty tempting when you look at the possible key

combos and functions available on a PC keyboard, but putting too much emphasis on key presses would spoil the experience and make it too complicated.

So that's our current big challenge, testing the *Black & White* spell casting system with the DC controller. Using a number of button combos on the controller we can now grab miracles and cast them in a variety of ways, initiate power-ups and add extra effects to them, in the same way a couple of deft moves on the buttons in a fighting game will smash your opponent. We're also looking at ways to use the analogue stick to power-up some miracles and even add after-touches after throwing a fireball, for example. 

NEXT MONTH: How *Black & White* responds, changes and morphs to reflect your alignment and overall game playing style – from the look and behaviour of your creature to your surrounding environment and climate.



[1] The giant monkey is just one of the creatures that you can teach to cast spells.
[2] The villagers will cower at your greatness, increasing your power as they worship you.

Vanishing Point

We've reached a point in time where every other game that's being released seems to be 'just another' racing game. Is this the vanishing point?

▶ **Racing games – who needs them? Well**

someone does as why else do so many developers keep on feeding their habits, producing game after game. Of course, some are better than others but in general a racing game is just another racing game... they're all the same in the end. Not one to shy away from the challenge of creating a 'new' racing game, Nottingham-based Clockwork Games has created

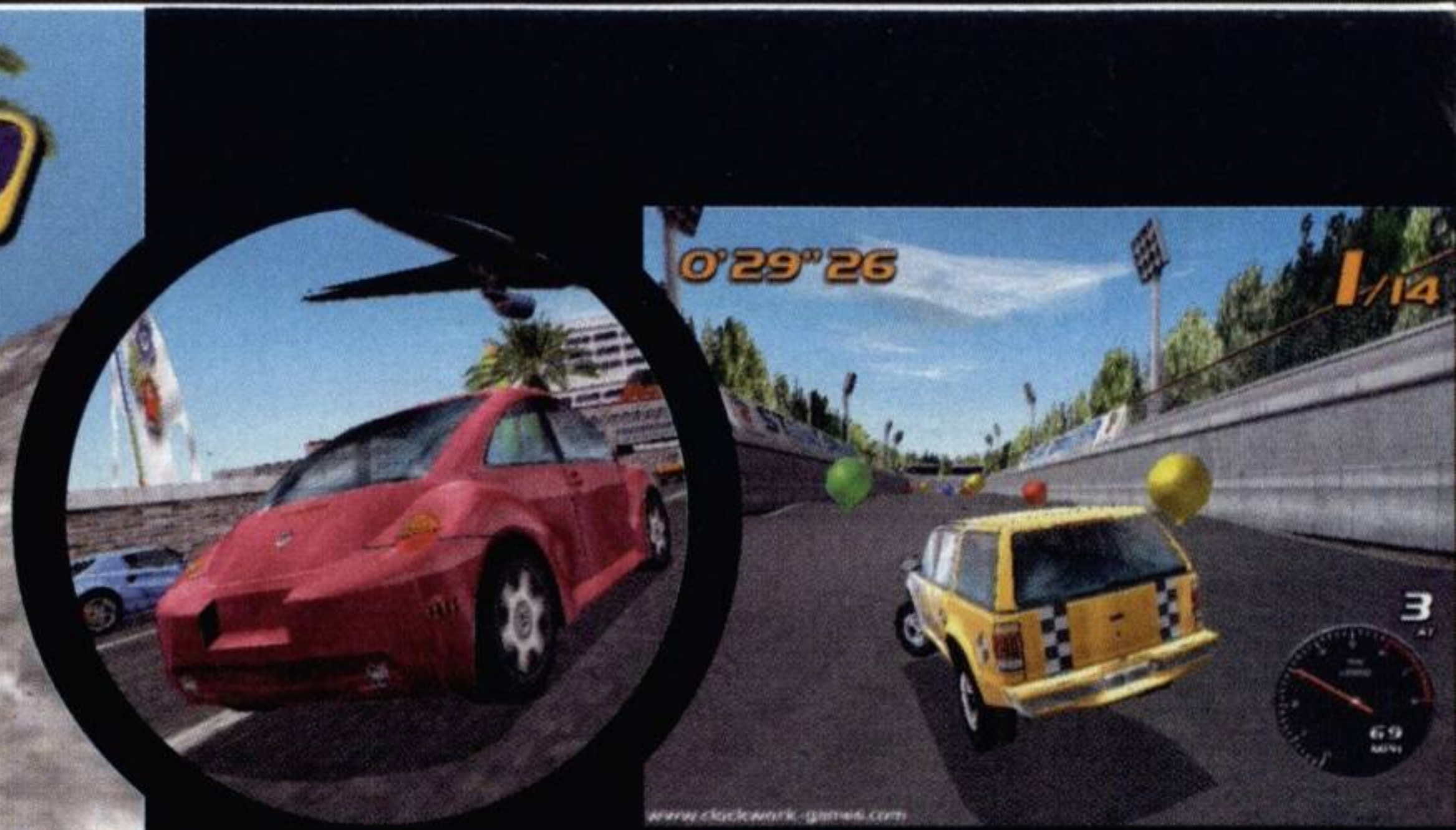
Vanishing Point, its own mini-masterpiece. But one question remains – what's it got that no one else has?

Point Of No Return

Well, put it this way – if we were to say that this was one of the most in-depth racing games yet to see a Dreamcast launch we wouldn't be lying. Beneath the boyish innocence of the five modes of play, 32 cars, eight courses and Internet play there's a



softography
 previous works >
 > Lemmings 3D
 > Speedster
 Clockwork Games



Horses For Courses



> The eight courses cover various road surfaces and areas. The Redneck Canyon, Newtown Expressway, Harbour View and Forest Fields are just four of the cool courses featured, each of which has four variations – forward, reverse and the mirror of both.

“No matter how good or bad you are there will always be others on the track to race”

behemoth of a game just waiting to be given the signal to rev the engine before speeding off into the distance. So you'd better believe us when we say this is one game that's going to keep you busy for a long, long time.

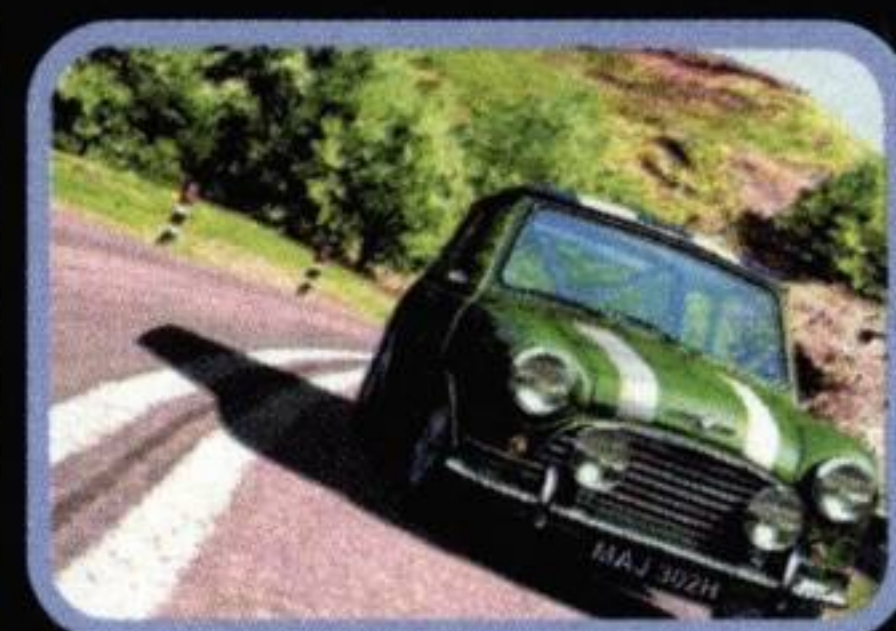
Invention and ingenuity are the key words where *Vanishing Point* is concerned, as it looks to breathe new life into a genre that has more rusted body parts in the scrap heap than anything else. Sure, what

it has to offer on the outside doesn't sound like much but once you've looked under the hood you'll know that you've been gravely mistaken.

Let's take the cars, for starters – 32 of them in total, which isn't a bad start. Add to that a whole load of official licences and we're starting to get somewhere. Cars that you'll be able to drive come October include the likes of the Lotus Elise, Alfa Romeo, Viper, Aston Martin, TVR

Griffeth, Shelby Cobra not to mention the less glamorous VW Beetle, Mini and the cooler than cool VW Camper Van... all with eight body paints. Quite a selection then.

As for the actual physics, dynamics and handling of the car... well, that goes to an altogether different level of precision unseen thus far in videogames thanks to Clockwork Games' 'secret' partner in crime. Suffice to say they do it for real. So



Mini Mayhem

> We think that you'll agree that these screens from the Bondesque opening FMV sequence look pretty darn impressive. Well, it's hardly surprising when you consider that it's taken one man 18 months to produce it. Now that's what you call dedication... or madness, depending on how you look at it!



forecast.

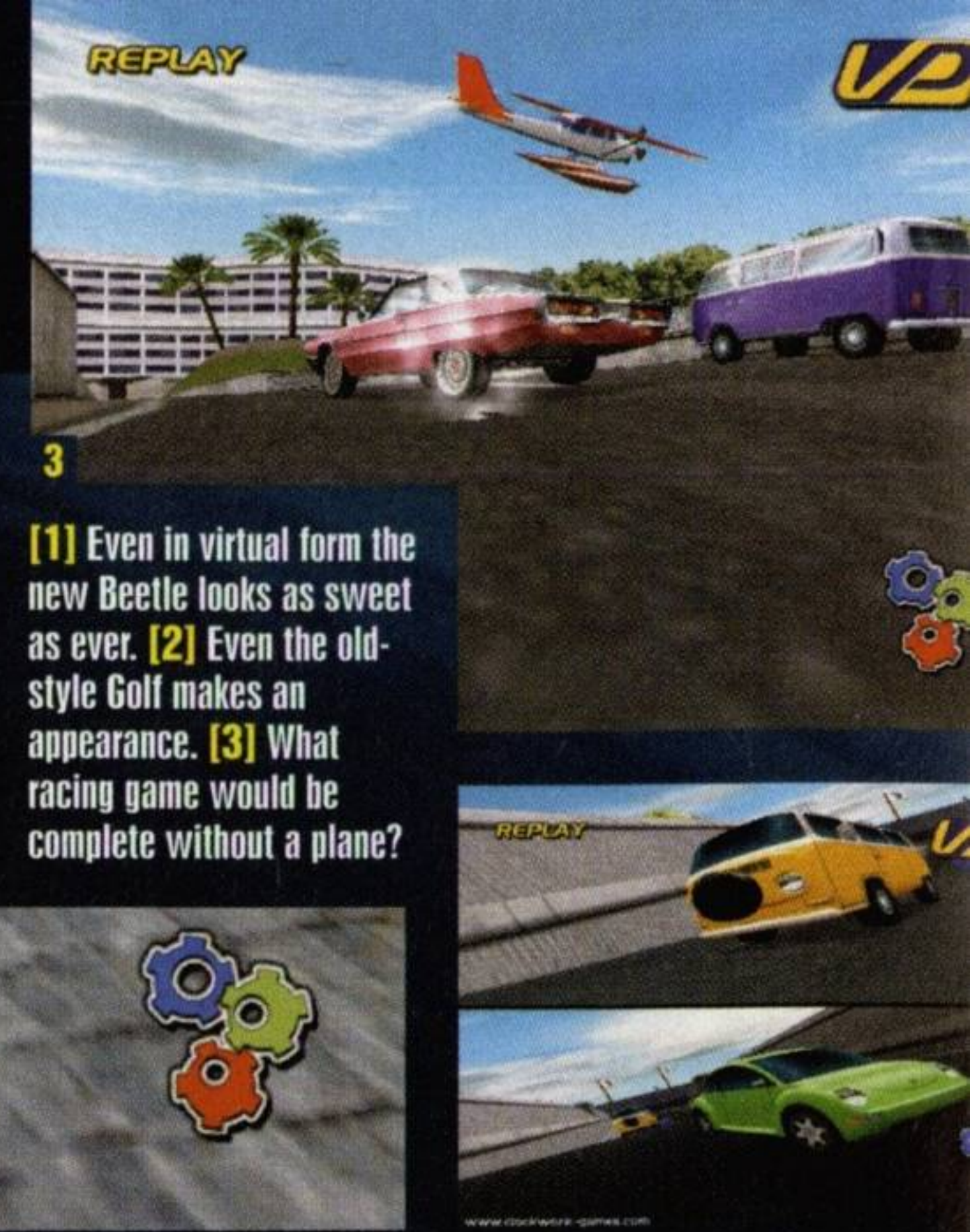
latest games previewed



1 www.clockwork-games.com



2 www.clockwork-games.com



3 [1] Even in virtual form the new Beetle looks as sweet as ever. [2] Even the old-style Golf makes an appearance. [3] What racing game would be complete without a plane?

every collision, every bump, twist and turn in the game is mathematically correct and therefore entirely realistic.

Vanishing Act

Even the actual format of the racing is unlike what's gone before, a format which lends itself perfectly to the Internet side of the game. Instead of a straight 'first past the post from a standing start' format, *Vanishing Point* allows you to race around the tracks from a rolling start with the aim of having to post the fastest lap times. The catch? There's also

another 40 cars on the track trying to make sure you don't win. The beauty of this is that there will always be other cars on-screen that are going to be challenging you for top spot as well as slower ones getting in your way. So no matter how good or bad you are there will always be others on the track to race. With a speedy time in the bank you can then download it onto the server and see how you fared against other speed demons. To make this even more appealing, weekly competitions will be run over

the Internet to help determine who's the ultimate driver. However, not wanting to hang around for Sega to get the Dreamcast network up and running, the game will use its own server, run via Acclaim.

As well as the Tournament and Internet modes there's also Single Race, Time Trial, CWG Rally and the Stunt modes. The Stunt mode is akin to the Crazy Boxes in *Crazy Taxi* with 13 silly games to play, although their existence is double edged. Not only will you have a

laugh playing them, but they will also teach you about the dynamics of the various cars, thus helping you become an even better driver. Oh, and did we mention the tune-up shop which has 150 variables for the cars...?

Going The Distance

However, for all this depth, *Vanishing Point* does seem to have suffered a little in the graphical department and is certainly nowhere near the likes of *Ferrari 355* or *MSR*. That said, the version we played still had some

graphical optimisation to go through so it should look fairly spanking come October. Plus, the game will run at a speedy 60fps throughout, with any threat of pop-up or fogging both firmly banished to the annals of gaming history... and let's just hope they stay there. Whether or not the promise that *Vanishing Point* is currently showing bears the fruits that it deserves remains to be seen, but right now it has all the traits of being a winner, despite some extremely stiff opposition.

It's Crazy, Like Patrick Swayze*

> The Stunt mode of the game is designed to help the driver get to grips with the handling of the various cars and is filled with 13 events, some of which are similar in style to the 'Crazy Boxes' of *Crazy Taxi*. There are long jump, barrel rolling and balloon popping challenges which should help make you into a great driver.



*Note: Patrick Swayze is not really crazy. It just rhymed, okay?

"No matter how good or bad you are there will always be others on the track to race"



coming soon to your Dreamcast

Dreamcast magazine

anticipation rating Oct

Publisher	Acclaim
Developer	Clockwork Games
Players	2
% complete	70%

summing up > With loads on offer, *Vanishing Point* should be able to stand out from the crowd.



play 'n' win
www.popz.com

Dear Popz,

1 Fair Avenue
Hanwell
London, W7

Though I enjoy the fresh taste of your Microwave Poppable popcorn immensely, I feel the need to bring this matter to your attention. On microwaving the contents of my 3 Sachets (ready salted flavour) I counted a grand total of 999 Pops. However I was apalled to hear that my friend Kevin, who bought his Popz on the same day, from the same store on Brimley Road, counted an enormous 1003.

I find this lack of consistency grossly unfair and totally unacceptable. Is this a conspiracy against me? We have since fallen out over this shocking affair, and I would like to seek adequate compensation

Yours,

Trevor.



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

HALF-LIFE ON THE E

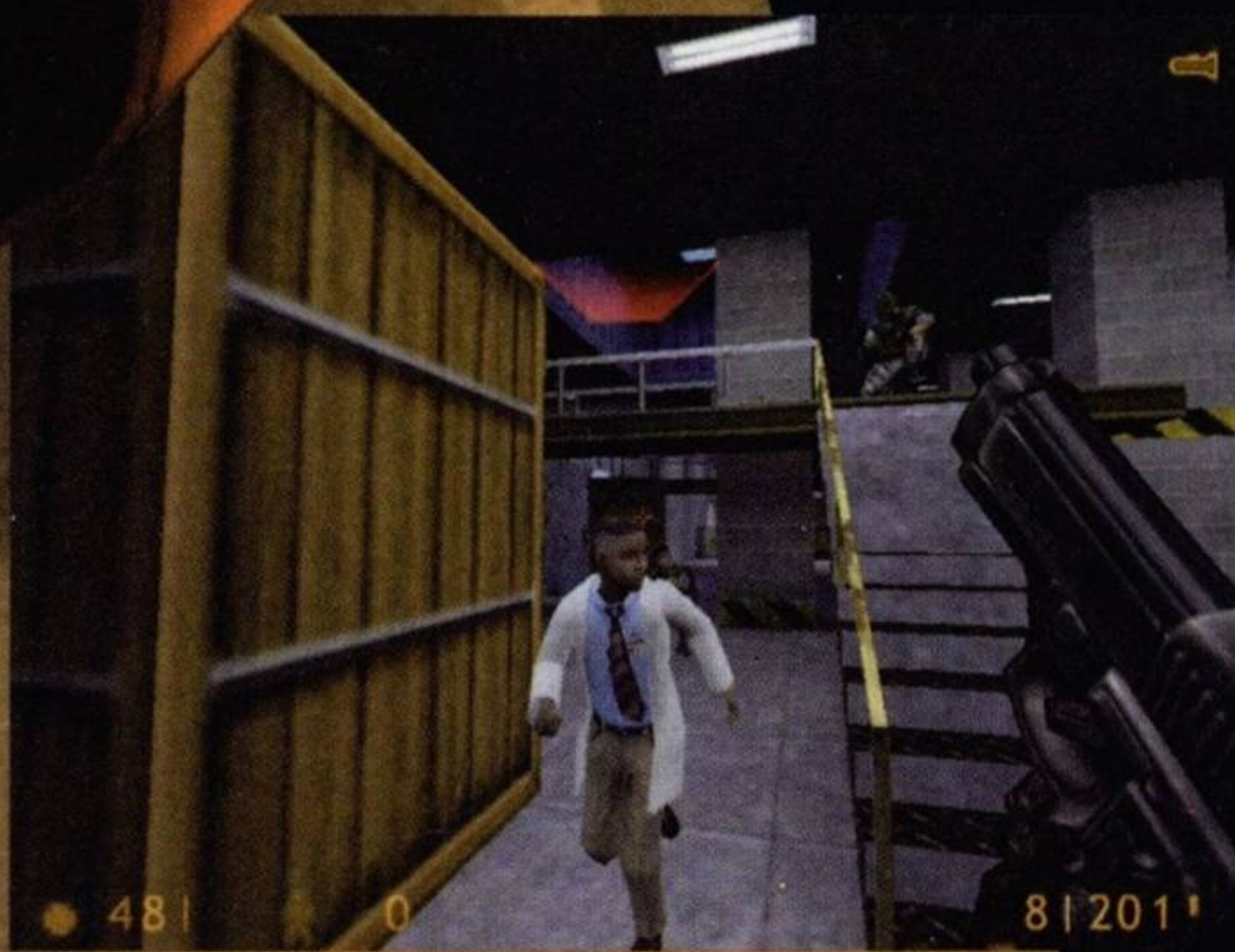
It's nearly here – the title that PC players voted 'Best Game Ever' has almost finished its journey to the Dreamcast. Martin Mathers trekked out to Texas to see what all the fuss was about...

Imagine the scene – a collection of eleven grown English, French and German journalists, having flown halfway around the world to an American state where going outside for more than an hour could give you heat exhaustion, now sit in a small room high up inside an office block. Yes, it was crowded and unnatural for that many blokes to be so close together but no-one really cared; not because we liked it, but because we were all there for a very special reason. After all, it's not every day you get to be one of the first people in the world (excluding the developers, of course) to play the Dreamcast version of one of the greatest games in history...

Over dramatic? Perhaps. Still, being among the first to play the world-renowned *Half-Life* on the Dreamcast is one of those experiences that you tend to get rather excited about. Okay, so maybe visiting Texas and getting to do something other than wander around Bournemouth for a few days was a factor as well but for the most part, it was all because of *Half-Life*. Really. That and the chicken-fried steak that they served at the Wizard's Sports Bar in downtown Plano, anyway.

Having The Time Of Your Half-Life

After playing the game for the whole of a scorching hot Monday afternoon, it's easy to talk about the improvements to the game. To say that *Half-Life* on the Dreamcast is an improvement over the PC version would be a hideous understatement. You might have thought that simply bringing over a game of such magnitude like *Half-Life* would have sufficed – for the people at Gearbox though, that just wasn't enough. Where the PC version had to cater for such a wide band of users (don't forget, PCs have so many different standards that we could quite easily lose count) everyone who owns a Dreamcast has the same standard. Rather than having to



OGGE



"It's not every day you're the first to play a new version of one of the greatest games ever"

Electric Blue Shift

> We know what you're thinking: you've played *Half-Life* on the PC before so now that it's coming to the Dreamcast, you want more than just the same old game. Well, never fear – Gearbox (the team behind the original *Half-Life* add-on, *Opposing Force*) has felt your pain and decided to take action. Aside from cranking up the Freeman adventure of *Half-Life* a notch or two, it has gone and created an entirely new side of the story to make the Dreamcast release extra special. That game – following various last minute changes – is called *Blue Shift*...

The story pretty much mirrors the tale of Gordon Freeman's exploits as he tries to escape the Black Mesa facility... only this time through the eyes of Barney Calhoun, the ever-faithful security guard. If you've played through the original *Half-Life*, you'll know that Barney pops up in various locations throughout the game (during the tram ride at the start, the reception hall, the accident and so on) – these events are replicated during *Blue Shift*, only in reverse so that you'll encounter Freeman on your travels. Smart.

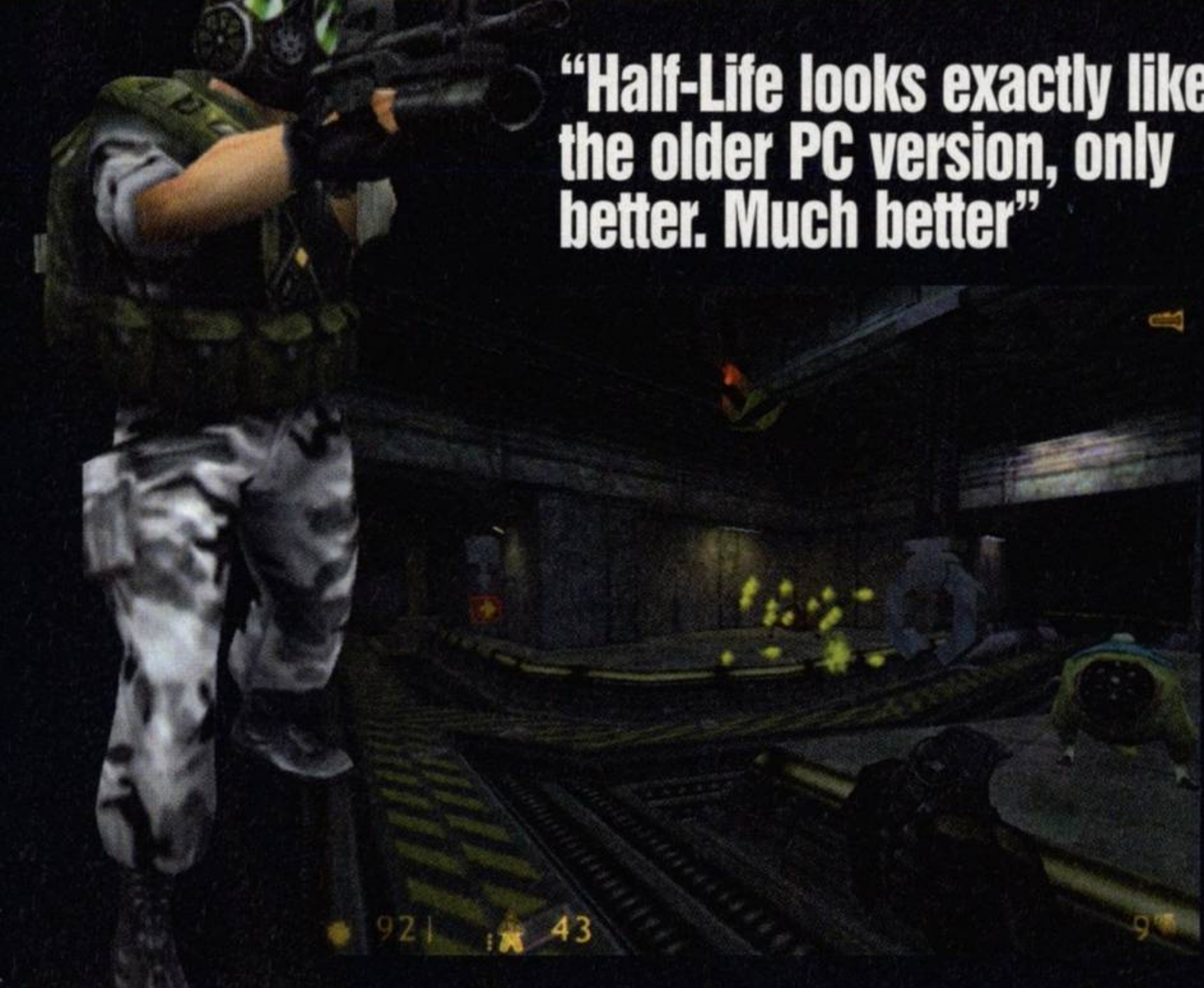
Being the duty-bound security guard that he is, Barney starts the adventure as he clocks on for another day at the office/secret underground lab – of course, we all know what happens when Gordon makes a bodge of the experiment and things go a bit pear-shaped. Cue lots of teleporting aliens, new weapons for Barney to blow the hell out of stuff with and plenty of brain-taxing puzzles to solve as he tries to get his arse out of Black Mesa in one piece. Gearbox is keeping tight-lipped about much of the Barney story at the moment, so it looks like what lies ahead is going to be a big surprise. Suffice to say, if it's anything like *Half-Life* then you know you're going to be in for one hell of a ride...



continued >



“Half-Life looks exactly like the older PC version, only better. Much better”



compromise visual quality for the sake of those who can't be bothered/afford to upgrade their machines, this meant that the teams behind the Dreamcast conversion could really go to town with what the machine could do.

Examples? Well, how about the characters that fill the Black Mesa facility – both the good and the decidedly evil kind. Rather than having their clothes surgically attached to them, the doctors now wear free-flowing lab coats and ties that flap gently in the breeze of the air conditioning. Security guards now have actual fingers with which to push keypads and buttons rather than just unanimated block fists. It might not sound like much, but it's the little details that tend to stand out in a game like this... and all through your bog-standard TV too. Through a VGA box (something that hopefully, a few of you out there will have... it's becoming a bit of a

necessity these days) the game looks even closer to its older PC brother, only better. Much better.

Half-Life As We Know It

As for the game conversion itself, it goes without saying that Freeman's adventure is fully intact. Everything you'd expect from a game that won more than 50 'Game Of The Year' awards has made it across to the Dreamcast without compromise. You want an engrossing single-player story line that'll keep you balanced on the edge of your seat, combined with plenty of action and explosive weaponry, more aliens than the set of an *X-Files* episode and some of the best level design we've ever seen? As they say down at the local What-A-Burger, "You've got it." It's not all just running around, blowing away anything that moves, you know – no siree. What you've got here is a game that mixes the

Spill The Beans

> During our little jaunt out to the US of A, we managed to block Randy Pitchford (President of Gearbox Software) in a darkened corner and asked him to answer our questions about one of the hottest FPS games for the Dreamcast yet... that's *Half-Life*, in case you weren't paying attention earlier. We have vays of making them talk...

Dreamcast Mag: Okay, an easy one to start with... with *Half-Life* already appearing on the PC, was it necessary to devote many resources and people to bringing it to the Dreamcast or was it just a straight PC-to-DC port?

Randy Pitchford: There are a lot of people involved in this project, simply because it's a very important title for Sierra and for Valve Software. It's a very

special product with a special set of teams devoted to it – we've got Valve, the developers of the original game, taking a keen interest and spending a lot of time directing the development of the whole process, we've got a team like Gearbox, who is intimately related to the *Half-Life* franchise by creating an award-winning add-on for it, we've got Captivation Digital Laboratories who know the Dreamcast better than anyone else and of course, there's Sierra Studios who is the publisher of the product. And all of us together are working with Sega, so there's a pretty big team behind the whole thing.

DM: How much did you feel was necessary to change within the game in order to make it different enough for Dreamcast owners and yet still manage to attract people who have already played it?

RP: To be honest we knew that if we didn't preserve the original *Half-Life*, the one that all these console players that don't have PCs have heard about as being the best game ever made... if we didn't preserve it enough then we'd be in some serious trouble with the Dreamcast owners so we wanted to preserve the original game as much as

possible. On the other hand, we wanted to take the opportunity to deliver new content for the Dreamcast version and that's why we created the new Barney game.

Barney's story is one of the things that really makes the Dreamcast version of *Half-Life* stand out from the PC version and makes it really much more than just a cheap PC-to-DC port. There have been a lot of these teams don't do a very good job of it – they just get a third-party developer to port the code over, put it in a box and send it out. We took a lot more time than that, though, because we enhanced the original game and put in brand new content for the Dreamcast, so that's significant.

DM: But as well as putting together an entirely new game, why didn't you think about bringing a proven success such as *Opposing Force* to the Dreamcast?

RP: We didn't think of *Opposing Force* so much as new content although we may think about bringing it over, but there's only so much room on a Dreamcast disc and that's one of the main reasons why we didn't convert *Opposing Force* to the Dreamcast. We wanted to avoid things like disc swapping so we couldn't realistically fit it onto the disc as well as *Half-Life* and the Barney story – we haven't decided whether to port it over and include some other little things that we didn't include in the original *Half-Life*. We really wanted to do something that was custom designed for the Dreamcast,

that took advantage of the space we had left and was a totally new project that no-one has ever seen before. If we had included *Opposing Force*, we wouldn't have been able to put in something new and what's more, we would have had to trim down *Opposing Force* so that it wasn't a full version of the game in order to fit it on the disc. It would have meant that Dreamcast owners wouldn't get anything that PC gamers didn't already have and there wouldn't have been anything special about this version of the game, so we really want to make it special and that's why we didn't include *Opposing Force*.

DM: Okay, so why concentrate on a story such as *Guard Duty*?

RP: That's not the definite title, but we felt that the story of Barney really needed to be told. After the original *Half-Life* came out, Barney was one of the most popular characters in the game and even though you keep seeing the same Barney over and over through the whole game, you really feel that this guy has a real story to him and we wanted to delve into that. In fact, *Half-Life* was actually written by a horror novelist named Marc Laidlaw and there's a really neat story to Barney. There's also a back-story to the *Half-Life* universe that we really needed to tell. For example, there's the part about the first team that brought back the crystals that Freeman is using to experiment on – we delve into that a little bit in the Barney story and uncover things about the *Half-Life* universe that were never revealed





A-Shooting We Will Go

> Ahhh, America. Land of the free, home of the brave... and the place to be if you want do a spot of shooting in your spare time. Down in the Lone Star state (that's Texas to you and me) there's nothing they like better than going down to the local gun club and picking off a few unarmed targets. It was only natural then that we wanted to have a go – as the saying goes, 'When in Rome... go fire some big guns'.

Not surprisingly, we decided to stick to something a bit lower on the firing scale rather than plumping for a full-on assault rifle. Guns on display – a Colt .45 with laser sight (oooh), a .22 rifle and the good ol' Revolver that nearly sent us flying with the recoil. Still, the man Mathers did rather well considering the odds... oh, and the fact that he nearly shot himself in the process. No, don't ask – it's a long story...

Thanks to the guys at The Bullet Trap in Plano, Texas for help with our little visit!



before. After Barney, there probably won't be any more additions to the original *Half-Life* so it was really important to take care of his story before we move onto something else.

DM: You mentioned that it might not be called *Guard Duty* when the game finally ships...

RP: That's the kind of thing that happens during marketing meetings which is what I try to stay out of, but there are a few possibilities – I think we were thinking about stuff like *Code: Blue* because Barney's a cop and wears blue... you know, things like that. *Guard Duty* seems to be the most accepted one that we've played with, so that's what we've been using as the development title. To be honest, it's probably going to end up as *Guard Duty* but it just hasn't been set in stone yet – I think it has to go through a couple of things in the legal department before it's all signed and sealed. *Guard Duty* just seems like the right name because it fits in nicely with the *Half-Life* games... in *Opposing Force*, you were a soldier on the opposite side but in *Guard Duty* you're a guard and you're on duty, so it's a really good title for it and I think it's probably going to stay.

[Editor's Note: Of course, it didn't stay and the game is now called *Blue Shift*... just in case you missed the boxout.]

DM: Did you have much trouble converting the controls over from the PC to the Dreamcast? There were an awfully large amount of keys used on the keyboard when the PC version came out...

RP: We've spent a lot of time making the game run well on the Dreamcast pad – we're assuming that everyone's going to have one rather than a keyboard. The default configuration is the one that we like but we've also created a couple of other configurations that people can choose from, as well as a custom one so that you can take the controls and set them up however you want to play the game to the best of your liking.

It is possible to get every single command on the Dreamcast pad, because there are a lot of complicated actions that you can do in *Half-Life* but not so many that it makes it impossible. The default configuration handles everything apart from reloading your gun and weapons cycling – the way we handle that is if your gun is empty, then the trigger becomes Reload because you can't fire your gun any more. Changing weapons is also done by holding down the fire button and moving the Directional key left or right, so we didn't really have to make any compromises there.

However, you'll notice that our Dreamcasts have got keyboards plugged into them and the game is going to support the mouse peripheral as well, so if you're a PC player who would like to take advantage of the upgraded version of *Half-Life*, you can go ahead and plug in a keyboard and a mouse (once it comes out) so that you can play it just like you did on the PC. Personally, I'm a PC player so I prefer the keyboard and mouse setup but I don't do too badly with the pad. In fact, we forced ourselves to use the Dreamcast controller as much as possible when testing the game so that we can be sure that game is actually fun to use with it.

DM: In bringing *Half-Life* to a home console, did you find the Dreamcast an easy machine to work with or was it a total pain in the arse?

RP: Compared to Sega's last system, it's infinitely easier to use. It all depends on what your background is – our background is PC development and we use the tools that we're familiar with, like 3D chips and Power VR and those things are also replicated to an extent inside the Dreamcast, so it's not like it's a totally foreign thing compared to other consoles. Luckily, here at Gearbox we haven't really had to worry about a lot of that process because that's what Captivation are doing. They're the guys that are having to sort out the porting of the code – we've been mostly involved in the upgrading process and developing the new Barney project. In general though, the Dreamcast is a very nice system to work with; it's got the

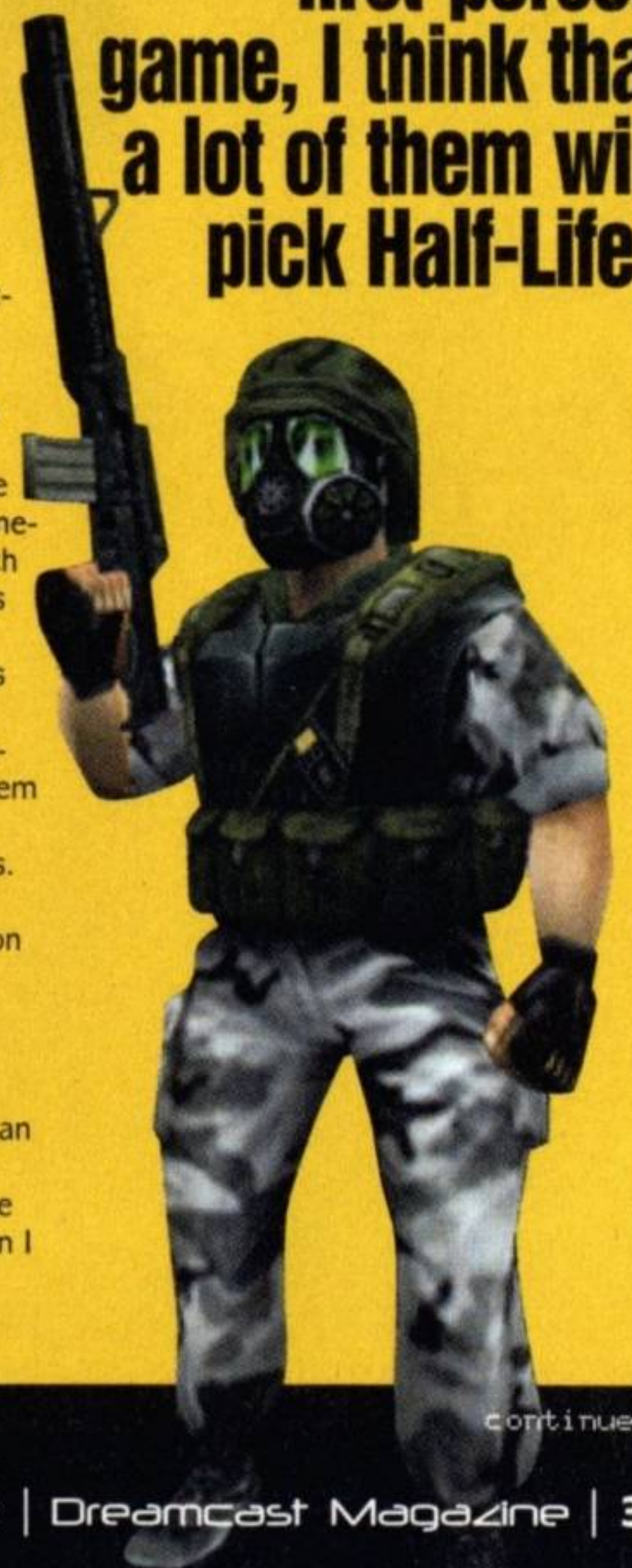
advantages of a console in that you know what the platform is because it's always the same for everybody, but it also has the advantage of having PC architecture so it's kind of neat.

DM: There seem to be a lot of first-person shoot-'em-up games on the horizon for the Dreamcast – in particular, *Quake III Arena* is due to arrive just after the planned date for *Half-Life*. Do you see any competition from a game like *Quake III*?

RP: I don't know... they are both first-person games, but they're totally different. *Quake III* is more about the multiplayer experience and *Half-Life* is the most tremendous single-player game to appear. *Quake III* seems to be more like a sport – it's competition, one-on-one and you get in, play your match and then it's over which is fun, but it's totally different. *Half-Life* is about narrative, depth and story line, but it's also about challenge and action adventure. Although they're both first-person games and people compare them when they look at the screenshots, they're actually totally different games.

I think there's plenty of room for both in the end – we're kind of high on *Half-Life* at the moment because it's done so well in the past and more recently, *Opposing Force* which we wrote beat *Quake III* for 'PC Action Game Of The Year' and that was just an add-on! Next to each other, if people want a single-player first-person game (which most console gamers will) then I think that a lot of people will choose *Half-Life*.

“If people want a single-player first-person game, I think that a lot of them will pick *Half-Life*”



continued >


HALF-LIFE ON THE EDGE



[1] Take this! And this! And some of this too! Hahahahaha! **[2]** You need to watch out for aliens teleporting in... they're everywhere! **[3]** There's nothing like the smell of high explosives in the morning. **[4]** One Helicopter + One Rocket Launcher = Big Kaboom.

action of a game like *Quake III Arena* and the story-telling power of a Stephen King novel... and that can't be a bad thing.

The only fly in the proverbial ointment that we can see is the absence of online multiplayer options – not because they're definitely not there, but because we don't know if they're going to be included. The demo held in Texas focused on the single-player game... and that was it. No matter how hard we pressed (and we pressed hard, as you'll see in our exclusive interview) no one would let it

slip whether the beloved online play has been omitted or not. Apparently, "Sega will be making an announcement in the near future", but apart from that, we've got nothing. Nada. Zip... well, apart from a direct quote from the head honcho at Gearbox himself – "I do want to talk about it because it's really cool... but it's probably not a good idea." What? What's cool? That it's in? It's in, isn't it? Second-guess all you want but to be honest, we don't know – it looks like we're all just going to have to wait and see... 



[5] Randy gave us a full demonstration of the game, as well as an interview AND a nice lunch at the local Chinese. What a guy!

DM: Right, the big question. Considering this is the last interview you're going to give before the game actually comes out, we've got to ask you... online multiplayer play. Is it happening or not?

RP: Well, here's the thing – we've been working with Sega and we want the *Half-Life* multiplayer stuff done right. They're planning some sort of announcement about it and it's all going to be very exciting, which is why we're not talking about it because we don't want to blow it all. Sega and Sierra are planning something, so I've got nothing to do with that... what I can say is that from the beginning, there's been work done on it and it works to some degree. *Half-Life* multiplayer is a big part of the *Half-Life* experience and that's why it's important to make sure that it's delivered properly on the console. I obviously know what the score is, but I'm not going to talk about it – it's probably better that you wait for the press release. I do want to talk about it because it's really cool... but it's probably not a good idea.

DM: Fair enough – we think that smile on your face says it all. From a personal standpoint though, if it didn't come out with online play do you think that would affect the way people saw the game, or should people understand the reasons why it wasn't included?

RP: I'm not sure... I do know that on the Dreamcast, people want to play online games. So far, most of the games I've played on the Dreamcast have been designed to be single-player games but one of the exciting things that Sega is doing is unveiling the Sega.net stuff and there have been a few announcements here and there. The big news hasn't really happened yet and I think that's the big deal – the Dreamcast has a modem built in, so they should be using it but they're not.

DM: Exactly – they don't seem to have sorted themselves out over in the UK... back home, we've got *Chu Chu Rocket!* and that's about it so far.

RP: That's the same thing here, but in Japan there's plenty of games. What's interesting, though, is that if you look at

It's A War Out There

> Not surprisingly, *Half-Life* isn't the only first-person shoot-'em-up making its way to the Dreamcast in the near future. Now that it's been discovered that Sega's beloved machine can actually handle such games, the floodgates have opened and five titles are also in various stages of development. Here, for your delectation, is the cream of what you can expect pretty darn soon...

Quake III Arena

So then, *Quake III*. Never heard of it? If the answer to that question is 'Yes', you really should put this magazine down and go jump off a bridge... you scurrilous heretic. As the original brought the world of the first-person shoot-'em-up into a new era, so *Quake III* managed to totally redefine what we understood by the term. A single-player game... with Deathmatch rules? We might have all laughed at the idea when they announced it but once it arrived, we discovered that the game truly rocks. And it's coming to the Dreamcast. With online play. Excited yet? You should be...



Unreal Tournament

In the eyes of many, this is the only other game (with the exception of *Half-Life*, obviously) that stands up to the might of the *Quake* franchise. According to those people at Dreamcast Towers that have experienced the joy that is *Unreal Tournament*, "It's not just about killing things, you know". Of course, they're damn right – featuring a whole host of things that set it apart from blast-fest games like *Quake III* (such as Assault, Domination and the ever-popular Capture The Flag) you'll need quick wits and an even quicker trigger finger if you want to succeed here. Oh, and did we mention that it's going to have online play features? Hell yeah!

OutTrigger

Following the amazing success of games like *Ferrari F355 Challenge*, *18Wheeler* and *Shenmue*, AM2's take on the first-person shoot-'em-up looks set to kick serious arse. Yes, it might follow the story of an anti-terrorist group but in practice, we've got a major *Quake III* beater on our hands. Whether you play alone and take on the Mission mode (much like *Quake III*) or go for some multiplayer action through either online or split-screen play, the result is pretty much the same – tons of action, plenty of weapons and more explosions than you can shake a big stick at. We can hardly wait to see more on this beauty!



Soldier Of Fortune

It wasn't quite the stalwart PC favourite that everyone thought it was going to be, but any game based on the exploits of a real-life mercenary gets the thumbs-up in our books. Ever fancied yourself as a bit of a hired gun, willing to sell your death-dealing services to the highest bidder? Well, now you can. All the locations, all the weapons and (most importantly) all the violence of the original game are being brought straight to the Dreamcast, courtesy of the lovely people at Crave Interactive. But does it have online play features? Well, we're not sure... yet. Believe us, you'll know as soon as we do...

Take The Bullet

Right, let's get this straight. *Take The Bullet* has NOT been cancelled – we're not sure when it'll get here, but Sega is still working hard to bring this rather amazing-looking spy-style game to Dreamcast in the (slightly distant) future. Of course, we're at a bit of a loss about what else to say... because no one knows anything about the game. In fact, only two screenshots have been released so far so you know as much as we do. Still, that doesn't mean we're not working hard to try and get the dirt on *Take The Bullet* – we've got our spies hunting high and low for info, just for you. Hey, when have we ever lied to you?



the sales figures in Japan, it isn't doing very well over there. What the Japanese gamers are saying is that they want the single-player stuff, which is the reason why as far as putting in new content goes, that's what we spent all of our time doing. We developed an entirely new single-player game featuring Barney, plus we've made tons of enhancements inside the original single-player game. We never talked about multiplayer at all – from the beginning of this project, no-one's even mentioned it. There are plans for it because it's part of the *Half-Life* community and obviously as PC developers, we care a lot about multiplayer so we want to make sure it's done properly on the Dreamcast. Like I said though, we're not really talking about it right now.

DM: Okay, point taken. Now obviously, *Half-Life* was hugely popular on the PC and won a whole ton of Best Game awards – now that it's coming to the Dreamcast though, you've got to think that the people who own Dreamcasts are a different demographic to those that own PCs. Do you really think it's got the same appeal or are people just not going to 'get it'?

RP: I think that there are going to be some people that are truly hardcore gamers – they've got PCs, Dreamcasts, PlayStations... everything. Those people... I think a portion of them will probably buy the Dreamcast version just to take advantage of the upgrades and play Barney because that's the only place where you're going to get to play it. Then you've got a portion of people

that don't have PCs, but love games – they get a console like the Dreamcast and they commit to it. Some of them may never have played a first-person game before and it's going to be interesting to see how they take to it; they might think that *GoldenEye* on the N64 was crazy when it came out and maybe this is going to be better... or it could be the other way around, I don't know. It's hard to tell, but I do know that *Half-Life* is a great game and it didn't win more than fifty Game Of The Year awards because it was ordinary – it earned all of those awards and it would be a crime not to give it to as many players as possible, so that's the biggest reason why we decided to bring it to the Dreamcast.

DM: It's fine to talk about bringing it to the Dreamcast, but when are you doing it? Originally, the game was down for release in early September but now it's slipped back and might not even make late October. Can you tell us when it's definitely going to hit the streets?

RP: The real attitude is that the game ships when it's ready – that's it. As

you're aware, it's a game under-development and I'm sure you've seen games that are in development in the past. It's really not ready yet and there's still a bit of work to be done but comparatively, this game has done pretty well. I've worked on a lot of games that have been ported over from PC to consoles and some of the teams did quite a good job but this is probably the best console conversion that I've ever been a part of. It's also going to be pretty significant when it arrives, so I'm very proud of that aspect.

DM: So what's next for Gearbox? Got anything up your sleeve that you want to share with us?

RP: There is some stuff going on like *Team Fortress 2* – we've got some things that we're developing, but we haven't announced any of those titles yet and I don't think we're ready to. We'll probably be ready to announce some more stuff that we're working on soon...

DM: More Dreamcast titles?

RP: Perhaps... perhaps. We're looking in different directions and you know the way development works – we try things out and make a decision to commit to something that takes us further, until we've got enough where we want to show some stuff and we tell everyone about it. That's when the announcements are made, so obviously there are other developments on the Dreamcast – we've done all kinds of stuff. If you look closely, you'll see things written on whiteboards that may or may not be related to things in the pipeline and that just means that we're developing. When the announcements are made, that's when things are real – other than that, you don't know because projects can live or die... of course, some projects live or die after announcements are made. We'll probably talk again some time in the near future...

DM: Finally, a one-word answer – yes, no or maybe. *Half-Life 2*?

RP: I'm not going to say yes, but you know the answer to that question.



“Half-Life multiplayer is a big part of the experience... it's important to be sure it's delivered properly”

continued



CLASH OF THE ACTION HEROES

It's an age-old question... they might be able to hold their own when it comes to killing monsters, solving puzzles and generally saving the world but when it came down to it, who would win in a full-on scrap? Well, we think we might just have the answer...

Round One



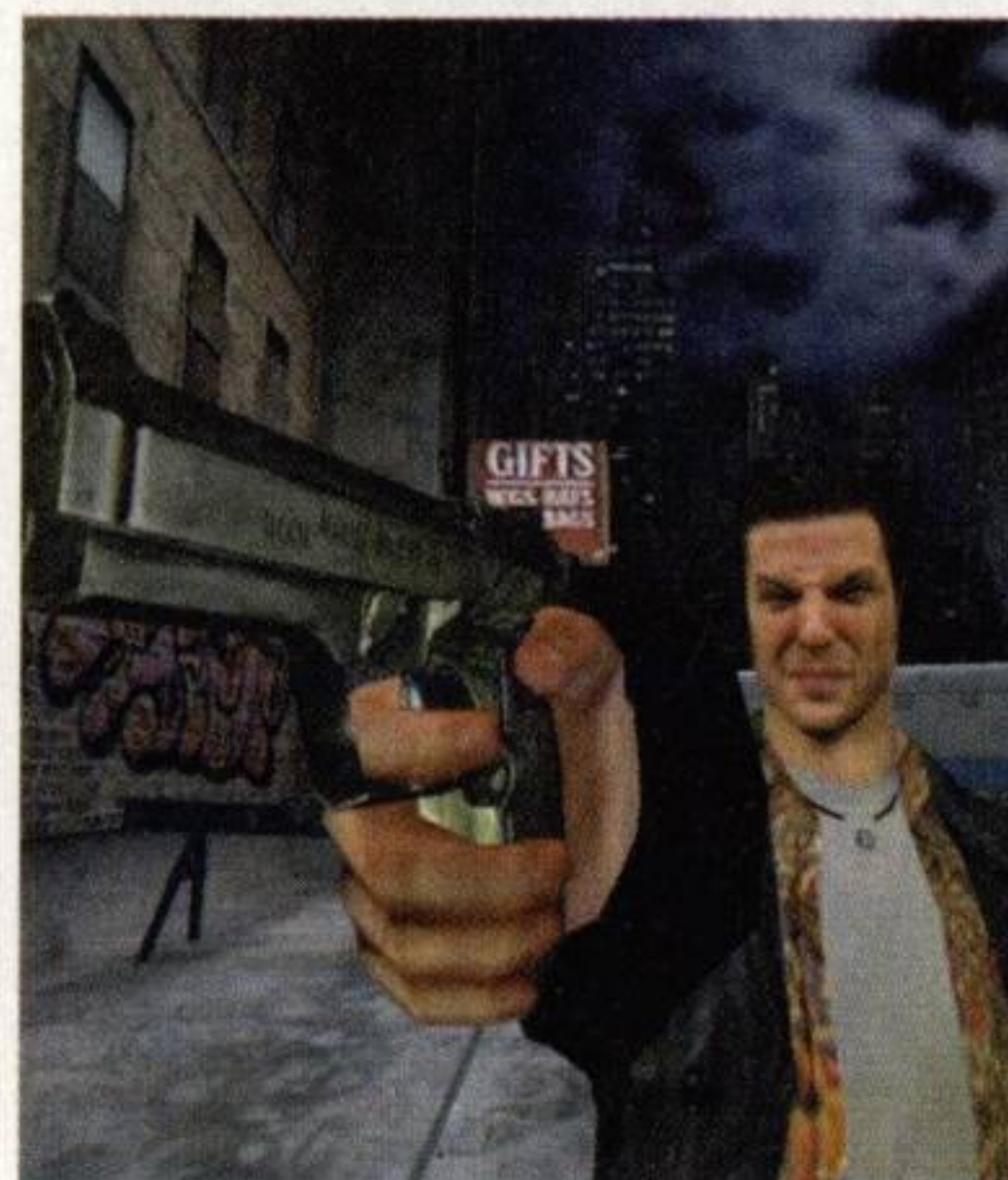
Gordon Freeman Vs Sonic The Hedgehog

A heavily equipped one-man army against... a small hedgehog. Yeah, right. Mr Half-Life himself doesn't even have to waste any ammo for this bout – he just whips out his trusty Crowbar and batters the little blue bugger to death before scraping him off the pavement to add to his roadkill collection.



Lara Croft Vs Kurt Hectic

Now, much as we like Kurt and his hilarious Lycra-clad adventures through the cosmos as he tries to save the world, we've just got to give this one to Lara Croft. Why? Well, she's aggressive, athletic, got plenty of personality... or it could just be because she's got big tits. We just don't know.



Raziel Vs Max Payne

All psyched up ready for a big punch-up, Raziel looks as menacing as ever while we wait for *Soul Reaver 2*. Still, he needn't have bothered – the lucky vampire wins the match by default after Max Payne doesn't even bother to show up. Bugger. (Yes, you know who you are Take 2...).



Michael Le Roi (The Shadow Man) Vs Chris Redfield

Being the veteran of no less than two *Resident Evil* adventures (or three if you count the re-release of *Resident Evil 2* in the US), Chris is 'da man' when it comes to beating members of the undead. A quick blast of Flame Grenade rounds and it's all over... chargrilled Shadow Man, anyone?

Round Two

Gordon Freeman Vs Lara Croft

Despite wielding two of the biggest... guns we've seen in a videogame yet, Freeman ain't phased by Lara's attacks one bit. Could he be the toughest man on the face of the planet? Or is it just because he minces about like an effeminate version of Chris Evans with a beard? Hmm...

Raziel Vs Chris Redfield

Being the traditionalists that we are, you'd expect us to go with convention and give the match to Redfield here... but we won't. Oh no – we think it's time that the other side gets a victory for once, so Raziel wins this one just because he could kick our arses any day. Chalk one up for the dead guy...



Final Round

Gordon Freeman Vs Raziel

Poor old Gordon has seen it all – alien assaults on the Earth, a mass of soldiers trying to kill him... but even he can't take on the might on the ex-right-hand man of Kain that is Raziel. In fact, he seems to have already worked this out because instead of fighting like a man, Freeman just runs off and hides behind the Petunias. See? We told you he was a girl...



DEEP FIGHTER

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IN THE ULTIMATE UNDERWATER SHOOTER.**

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- ➔ **6 EXPANSIVE ENVIRONMENTS WITH INNOVATIVE SUB ENVIRONMENTS AND MINI GAMES.**
- ➔ **8 BOSSES TO DEFEAT.**
- ➔ **UP TO 50 MISSIONS AND SUB-MISSIONS.**
- ➔ **FMV CUT SCENES FEATURING REAL ACTORS IN MISSION BRIEFINGS TO ILLUSTRATE PLOT AND GAMEPLAY.**
- ➔ **AMAZING GRAPHICS.**
- ➔ **LIVING AND BREATHING ENVIRONMENTS THAT REACT AND EVOLVE AROUND YOU.**
- ➔ **WIDESCREEN CUT SCENES SHOW KEY SEQUENCES FROM THE GAME.**

Web address: <http://deepfighter.csl.com/>

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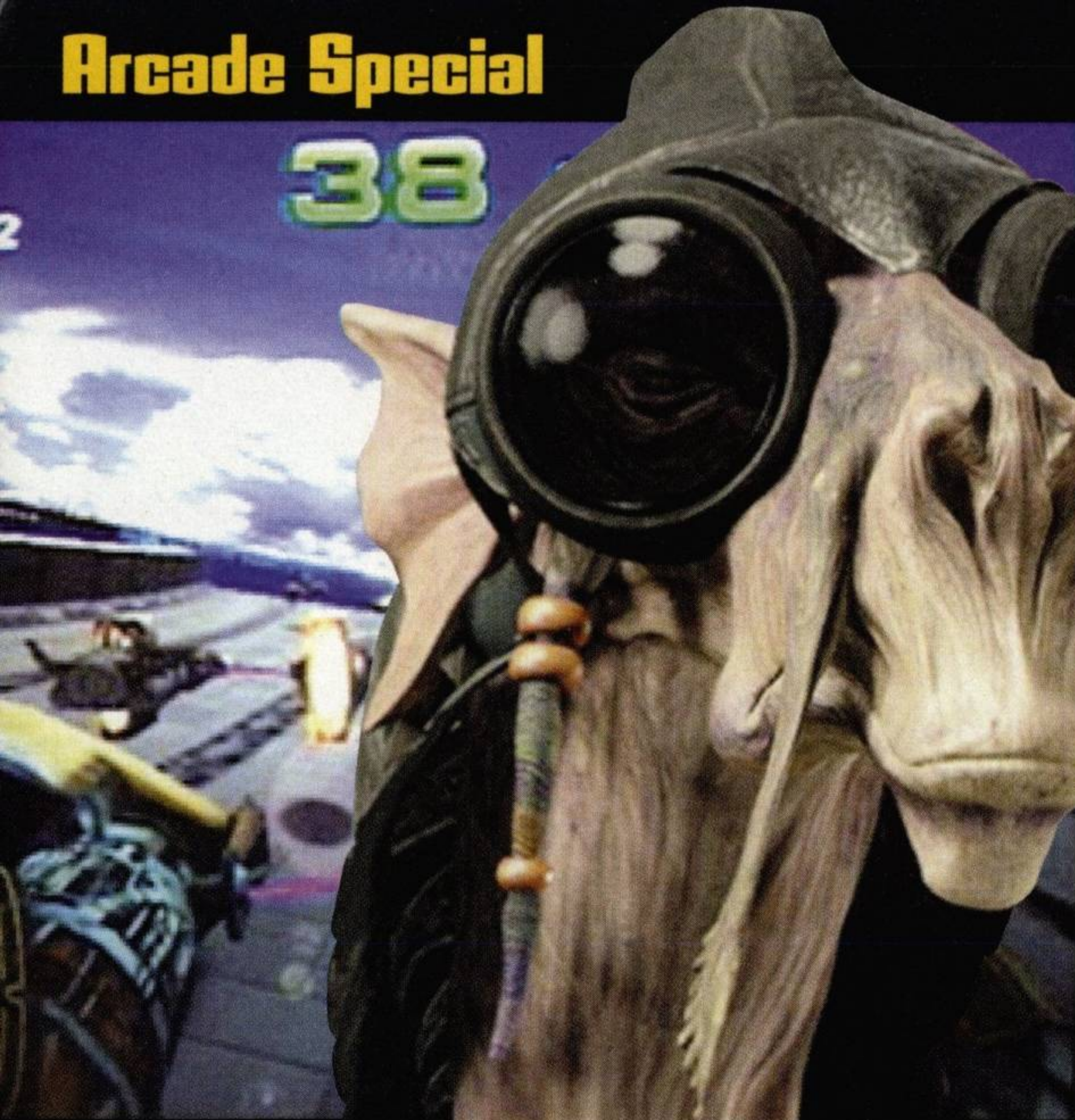
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DEVELOPED BY



PUBLISHED BY





Star Wars Epis

Feeling the need for speed? Bit of a Star Wars fanatic? If this is you then Sega has the answers to all your prayers with the arrival of Star Wars Episode 1: Racer at an arcade near you. Why? Because it's awesome.

◆ If ever there was a scene in a film that demanded to have an arcade game dedicated to its godliness it would have to be the pod racing scene in *Star Wars Episode 1: The Phantom Menace*. The fact that it was the only decent scene in the film only adds to this fact. Already with a PC, N64 and Dreamcast game behind it, it was about bloody time that someone brought it, in all its glory,

to an arcade near you – which is exactly what those Sega folk have gone and done... bless their cotton socks.

Force Field

To say that the game is exceptionally fine would be an understatement, and some would argue that it's one of the best arcade games ever. As with the home console games, the arcade offers several





ode 1 Racer



different locations for you to race around at ungodly speeds, risking life and limb for the ultimate success, as represented by difficulty levels. For the beginners there's Tatooine short, intermediates have the challenge of Malastare while the hardened racers get to savour the twisty delights of ETTI IV. And if you're arrogant enough to class yourself as an expert you get to do battle in the premier pod-racing event of the season – the Boonta Classic on Tatooine. Jabba's watching, the stakes are high and every racer will do whatever he (or rather it) can do to win by fair means or foul (which is usually the case). Believe us when we say that it's far from an easy ride. For the racing you can choose from little Anakin, the dirty

tactic-employing Sebulba or Gasgona, all of whom have their own advantages of speed, acceleration and control. Choice though there is, however, you know you'll always ending up as Sebulba, 'cos he's the coolest and everyone loves a villain.

Podly Creation

Graphically the game is as crisp, clear and fast as you could wish for, thus recreating the buzz of the film almost to the point of breaking the illusion of reality – pretty ace, in other words. Add to that some of the most thrilling and mind-blowing gameplay that you're ever likely to encounter and what you have is an arcade game of epic proportions. More to the point, you won't mind wasting away

those golden nuggets, justifying your actions with the misplaced thought that you're in fact living out a dream and this is the only way to do it. Whatever...

However, the real pleasure of the game is derived not so much from the actual gameplay but the fact that you get to sit in a pod, use real pod controls and watch the action unfurl in front of you on a giant sized screen. Now if that isn't spoiling you we don't know what is. In other words, it offers you the next best thing to actually being in the films and becoming one with the *Star Wars* universe. No *Star Wars* fan, or arcade racing fan, should miss out on this experience because, quite frankly, there's nothing else quite like it.

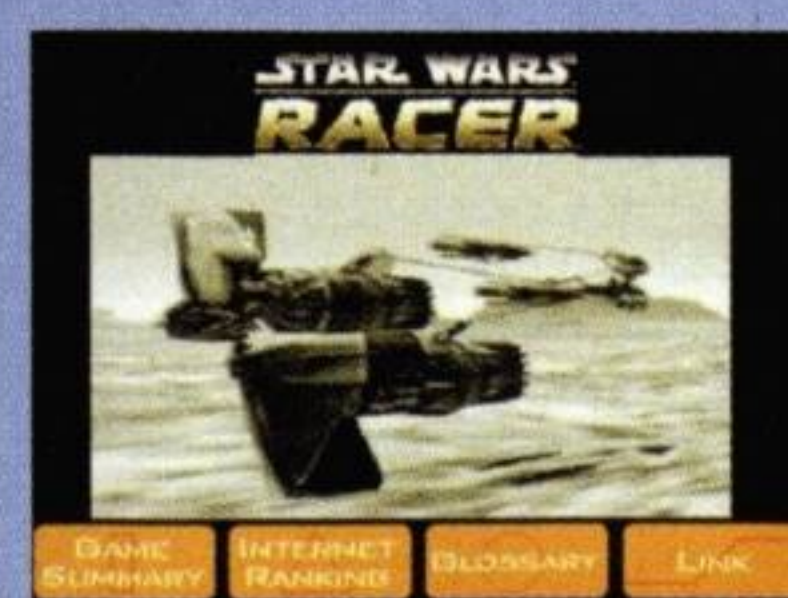
Double Trouble

> There's even a double pod available – one of which is Anakin's and the other belonging to Sebulba – available for link-up play, which is pretty goddamn cool.



The Internet's The Limit

> Once you've set what you reckon is a speedy time you can register it on the Web and you'll then be able to see what your universe ranking is. Check it out at www.sega.co.jp



continued

Peas In A Pod

Being the generous souls that we are we headed down to Sega Park to see what Joe Public thought of the latest addition to Sega's arcade franchise.



James Taylor

Age: 22

Occupation: Student

Thoughts On Pod Racer: It's great, even if it is a little slow at times. The controls are really good – different, but good. I think that there should be more than four tracks and three characters to choose from though. Apart from all that, the graphics are really good, making it realistic. My only other complaint would be that it's a little bit too easy, maybe.



Simon Holland

Age: 18

Occupation: Student

Thoughts on Pod Racer: Yeah, it's well good. The simulation that the whole game offers is amazing – the graphics, sounds and AI of the other racers is brilliant. It might not be the best arcade racing game ever but after all, it is *Star Wars* and that's enough for me.



Naomi Huggins

Age: 15

Occupation: Student

Thoughts on Pod Racer: It's alright but it's not really my kind of thing and I'm not a *Star Wars* fan so it doesn't have that kind of appeal to me. It does look good though and is pretty fast too, although I did find it hard to control.



Daniel Williams

Age: 17

Occupation: Student

Thoughts on Pod Racer: I think it's excellent. It's so fast, you know, which makes it such great fun to play. The graphics are good, and even though they don't really stand out from anything else the whole presentation of the game with the pods makes you want to play again and again.



Gemma Gillen

Age: 15

Occupation: Student

Thoughts on Pod Racer: It's actually pretty good fun to play although I found the controls fairly difficult to get used to to start with. The whole idea of sitting in the pod makes it really realistic and it looks pretty good too. Do I want another go? Not really.

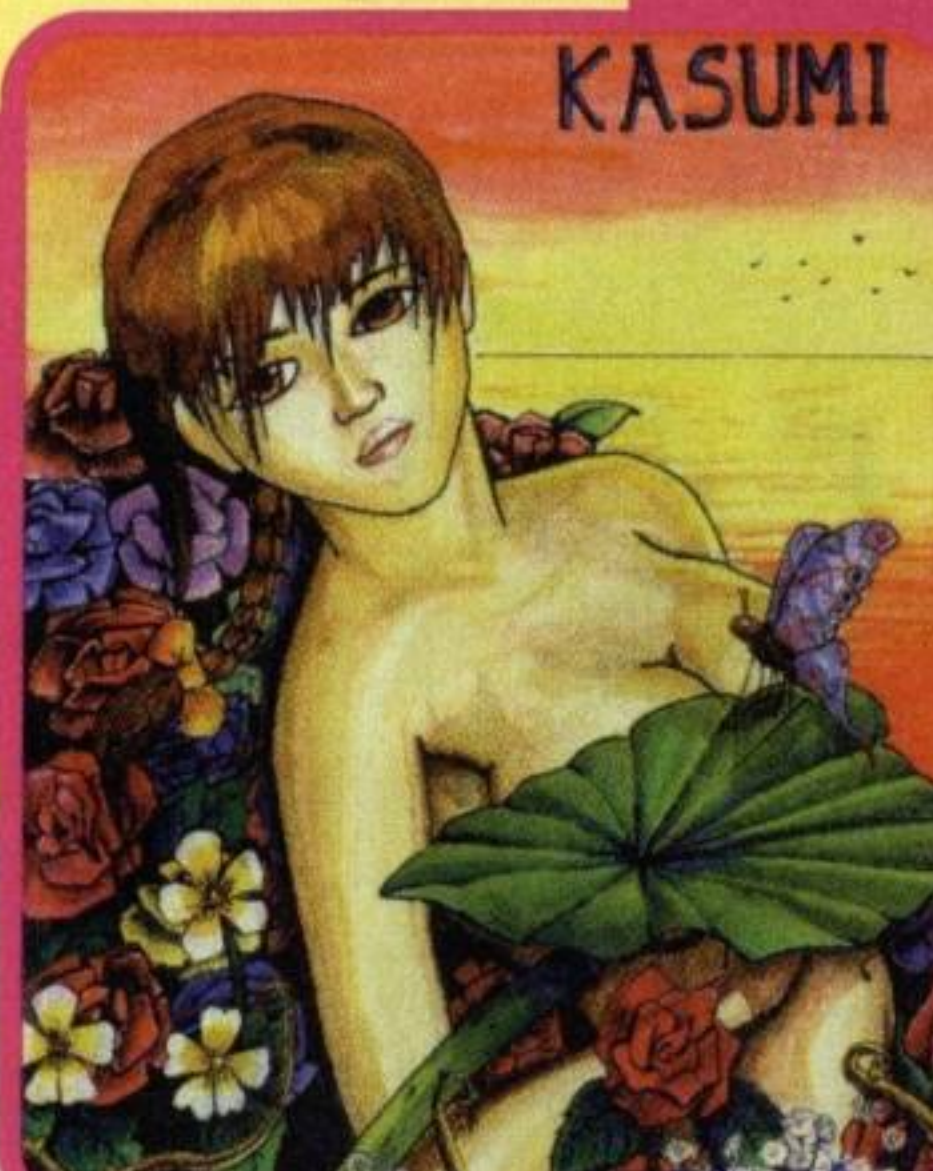


Alive & Kicking – Competition Update

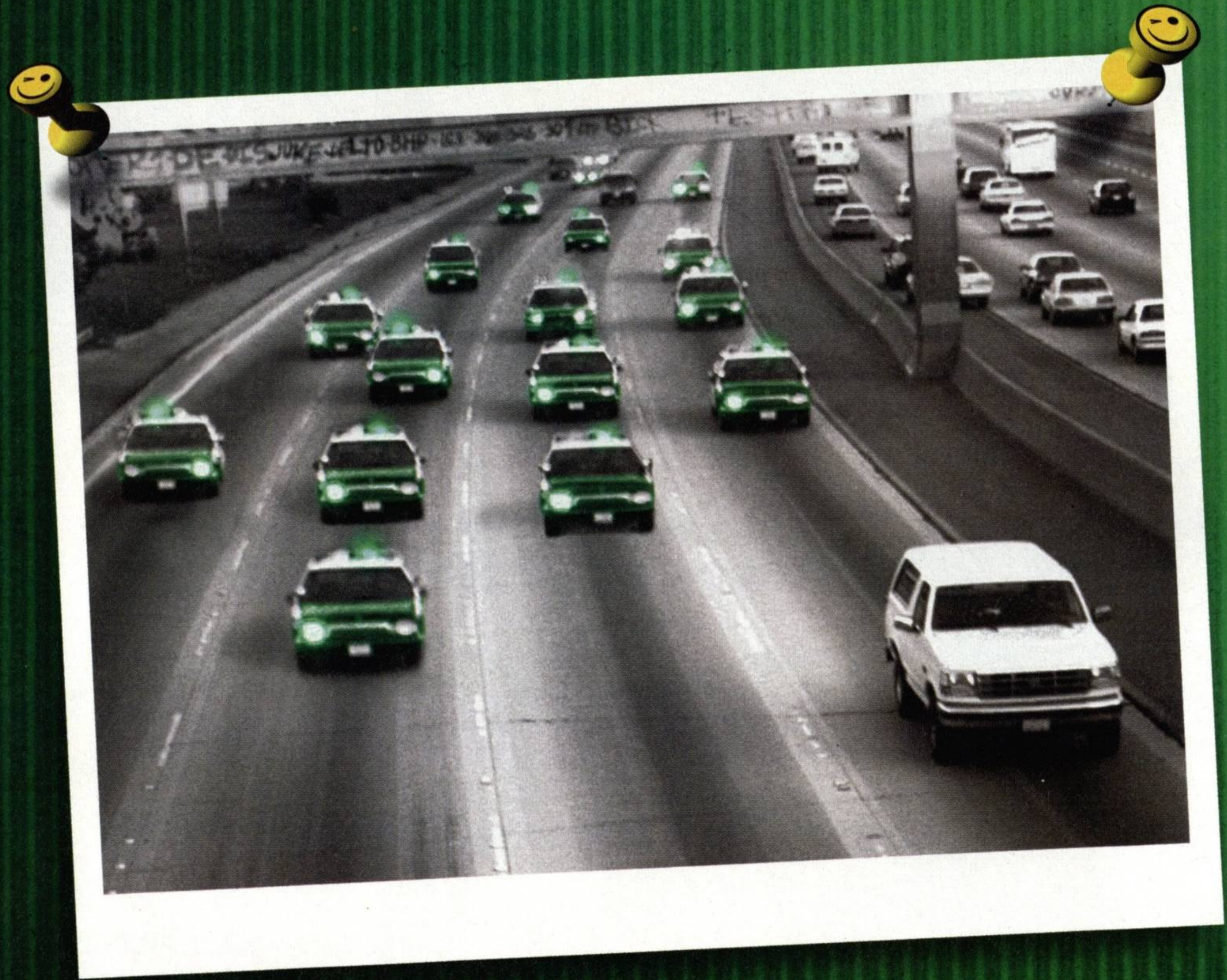
> Back in issue 10 we teamed up with Leisure Exchange and Sega Park to give you the opportunity of winning your very own *Dead Or Alive* arcade cabinet, a Dreamcast and Sega Park vouchers. To say that the response that we had was phenomenal would be an understatement, as we had thousands of entrants trying their hand at the task of drawing their favourite character from the game. So, here's some of the entrants that we thought were pretty ace.

NB: These are not necessarily the winners of the competition – they will be contacted separately.

Many thanks to all at Sega Park Bournemouth for their help. Cheers guys! (For bookings, tel 01202 316 396)



**You can RUN
but you can't hide**

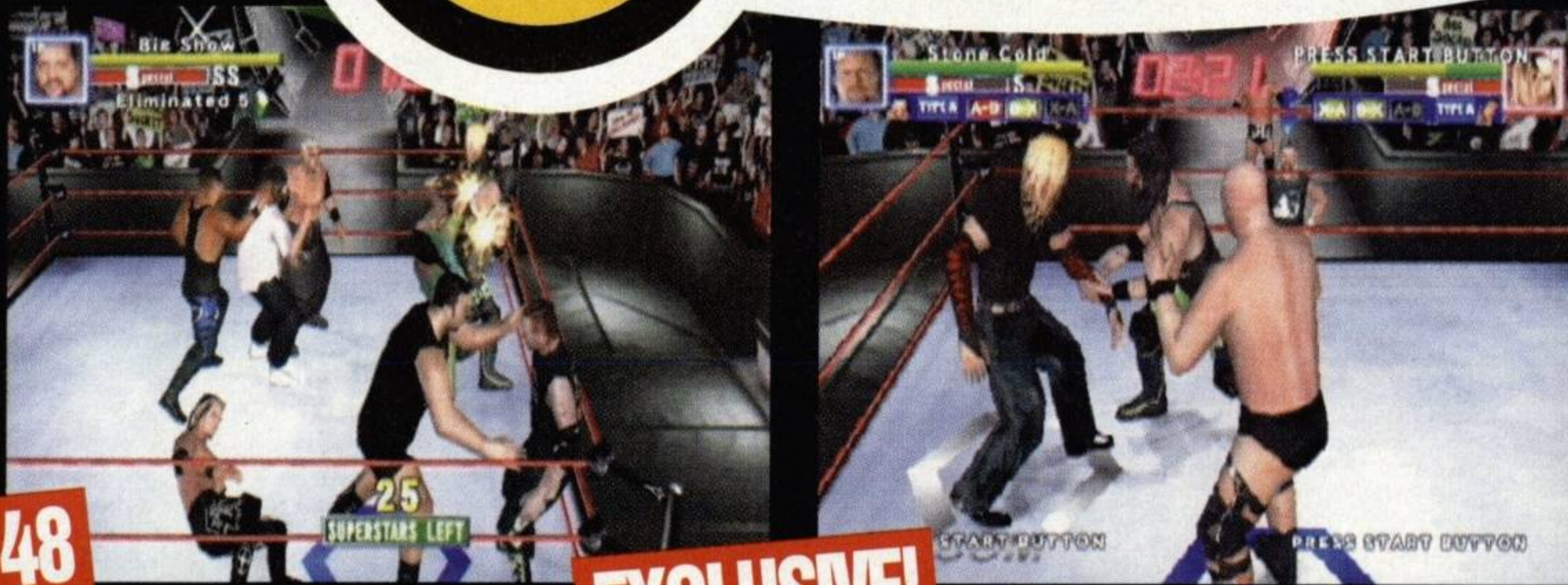


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Guide to Dreamcast gaming

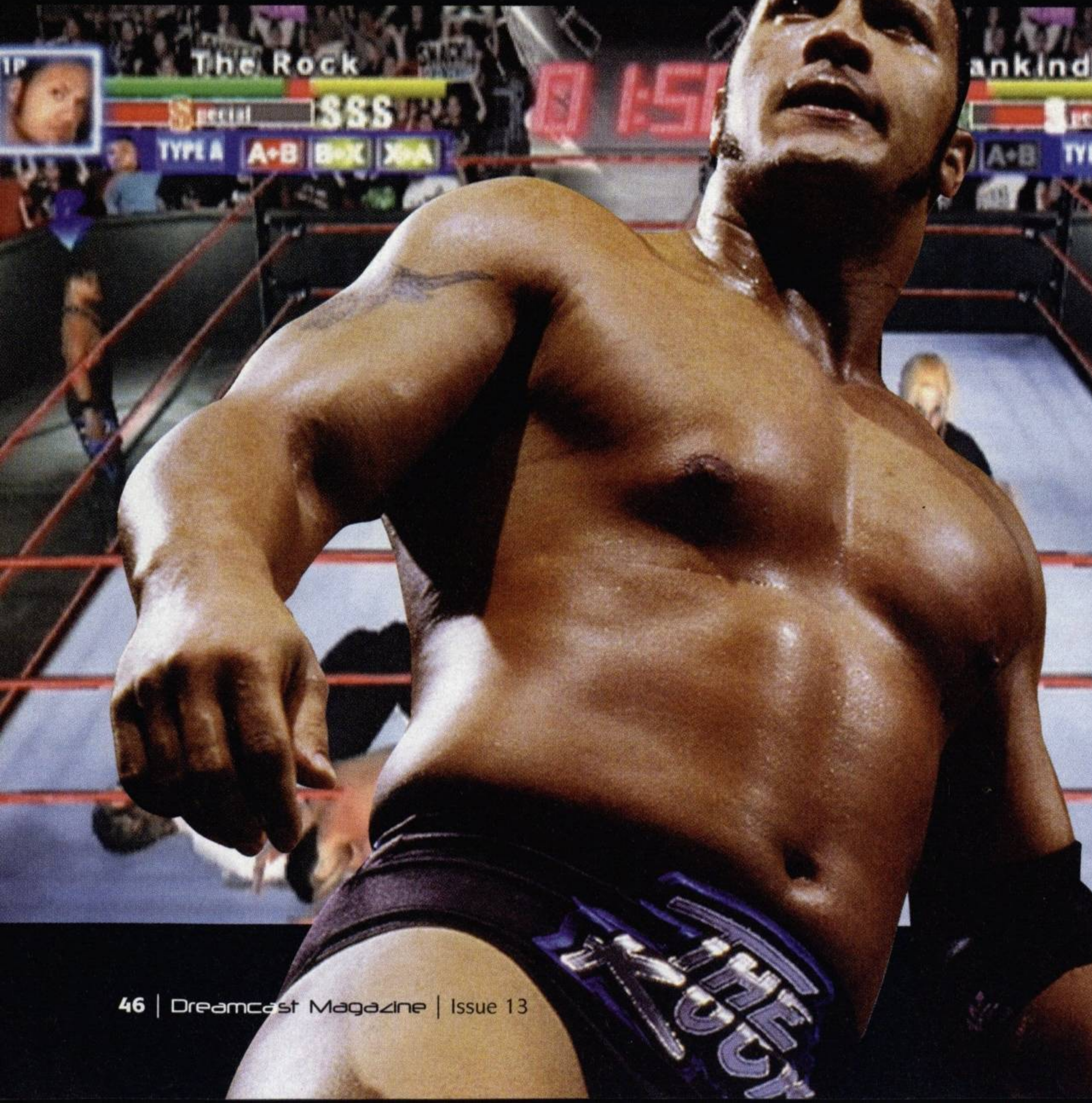


48

EXCLUSIVE!

WWF Royal Rumble

Men. Spandex. Tights. Only this time it's a bit good...



UK Reviews

Power Stone 2

52 > It's back, but there's still no sign of Fokker!



Sydney 2000

56 > Button bashing a-hoy! Top sporting action from Eidos.

Spirit Of Speed 1937

58 > Well, at least it looks like it's actually set in 1937...

Super Magnetic Neo

60 > The game with the hero that has the (ahem) magnetic personality!

Walt Disney World Quest: Magical Racing Tour

62 > Mickey's chums try a spot of Mario Kart racing action!



San Francisco Rush 2049

64 > All the thrills and spills of a Midway classic.





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.

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%

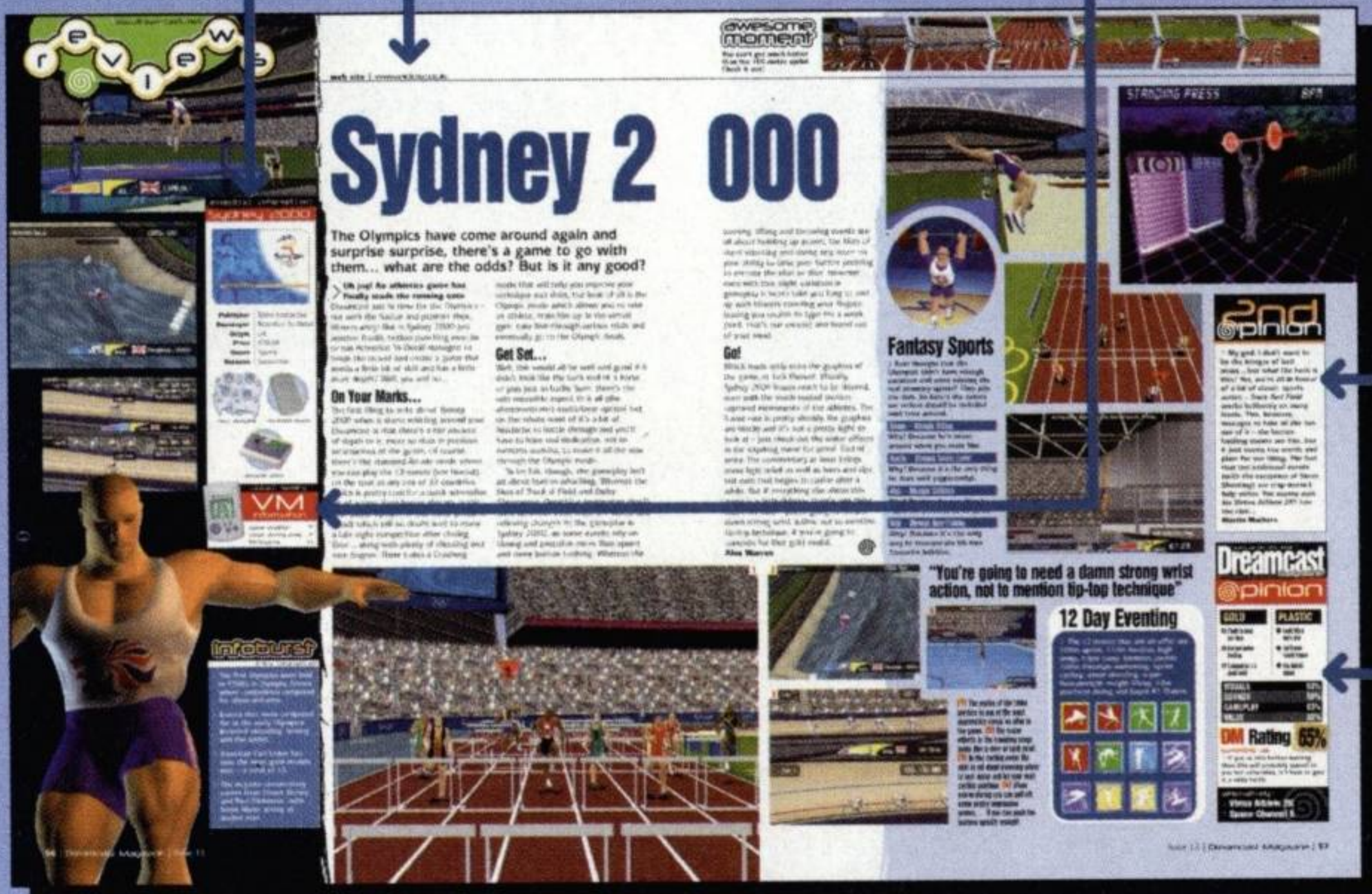
Games that are enjoyable – particularly if you are a fan of the genre – but just aren't fantastic.

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

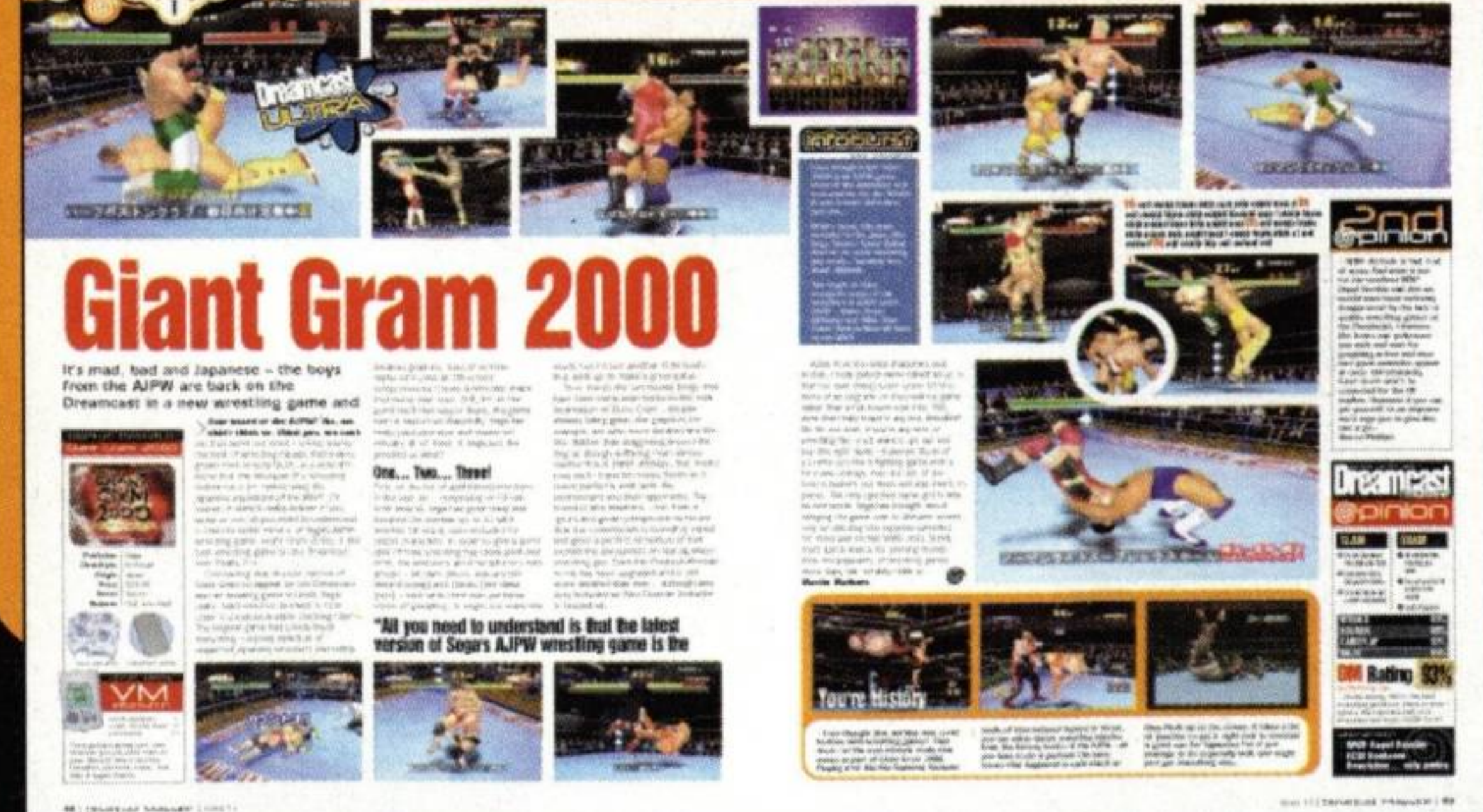
Import Reviews

Giant Gram 2000

What? Even more wrestling? This time it's all Japanese-style...



reviews Import Reviews



Giant Gram 2000

It's mad, bad and Japanese – the boys from the AJPW are back on the Dreamcast in a new wrestling game and...

This month, we've mostly been thinking about space...

Dream team

Simon Phillips

Our resident space cowboy Simon is only interested in one piece of space, but is it half-empty or half-full?

Game of the month – Jap Version of F355 Challenge



Martin Mathers

Martin had a party in space but there was no atmosphere, worse still beer was limited to a bottle per person...

Game of the month – Power Stone 2



Alex Warren

It might be the final frontier but Wozza just can't get past first base... he's still desperately attempting re-entry!

Game of the month – Letching



Nick Trent

The Trentster can't get enough of the stuff... in fact after beer it is his most requested thing in the world!

Game of the month – Virtua Tennis (still)



WWF

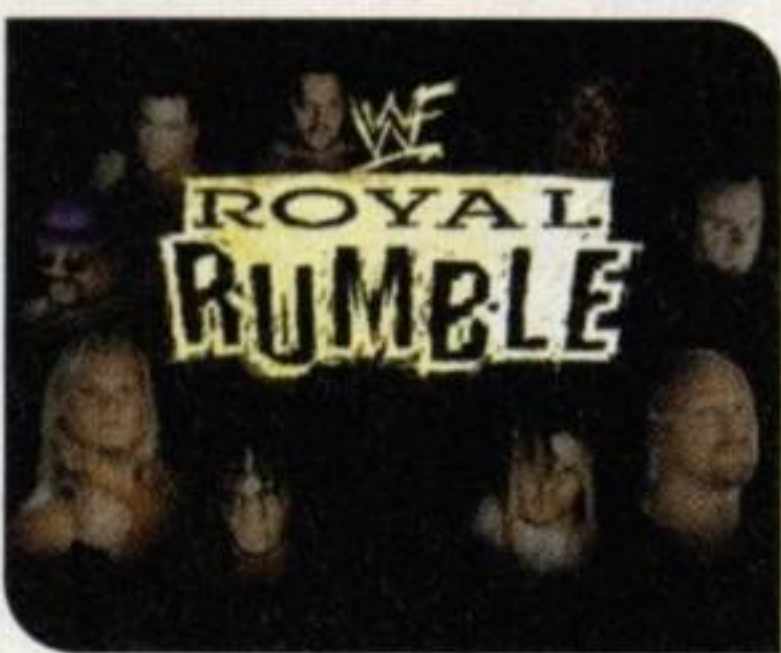
Here comes a wrestling game that tries to capture the flair of the World Wrestling Federation. Is it the great one or will it be out for the count?

Have you noticed how a lot of reviews of wrestling games often just start by ranting on about what a ridiculous idea the sport is and then wheel out the names of Big Daddy to try and make the writer look hilariously funny? Not today, my friends – some of us here are huge fans of the World Wrestling Federation who believe that its classic mix of soap opera elements mixed with mild violence and some of the wackiest characters around make it the ultimate in sports entertainment.

In recent years, wrestling's popularity has exploded, no longer being confined to American kids either, thanks to the pioneering ideas of WWF owner Vince McMahon, who has ensured that the name of Stone Cold Steve Austin is just as well known as Pokémon. There are WWF restaurants, plans for a series of

essential information >

WWF Royal Rumble



Publisher Sega
Developer THQ/Yukes
Origin UK
Price £39.99
Genre Wrestling
Release Late Sept



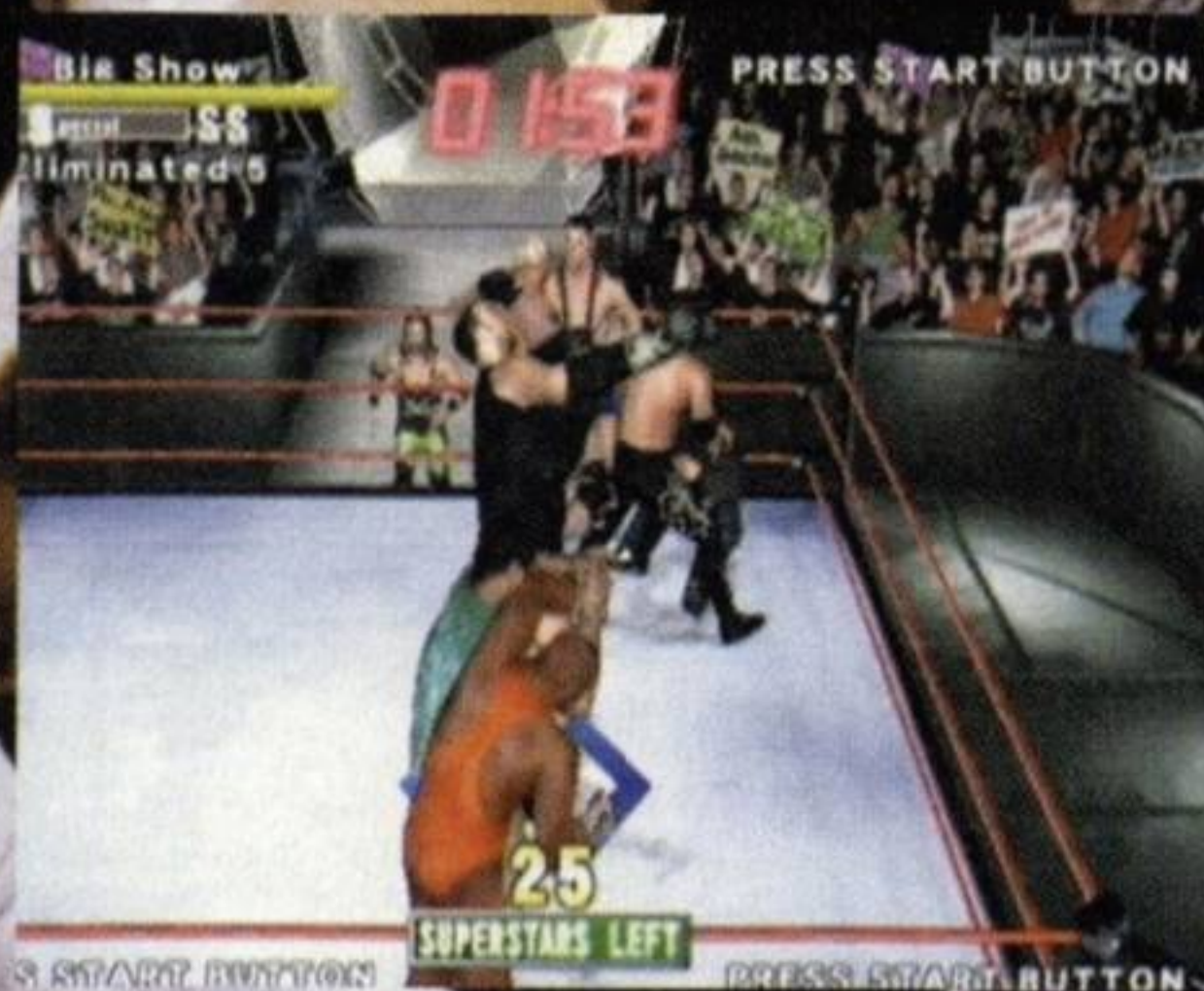
four players vibration pack

visual memory

VM Information

Save position Y
 Logo during play Y
 Mini-game N

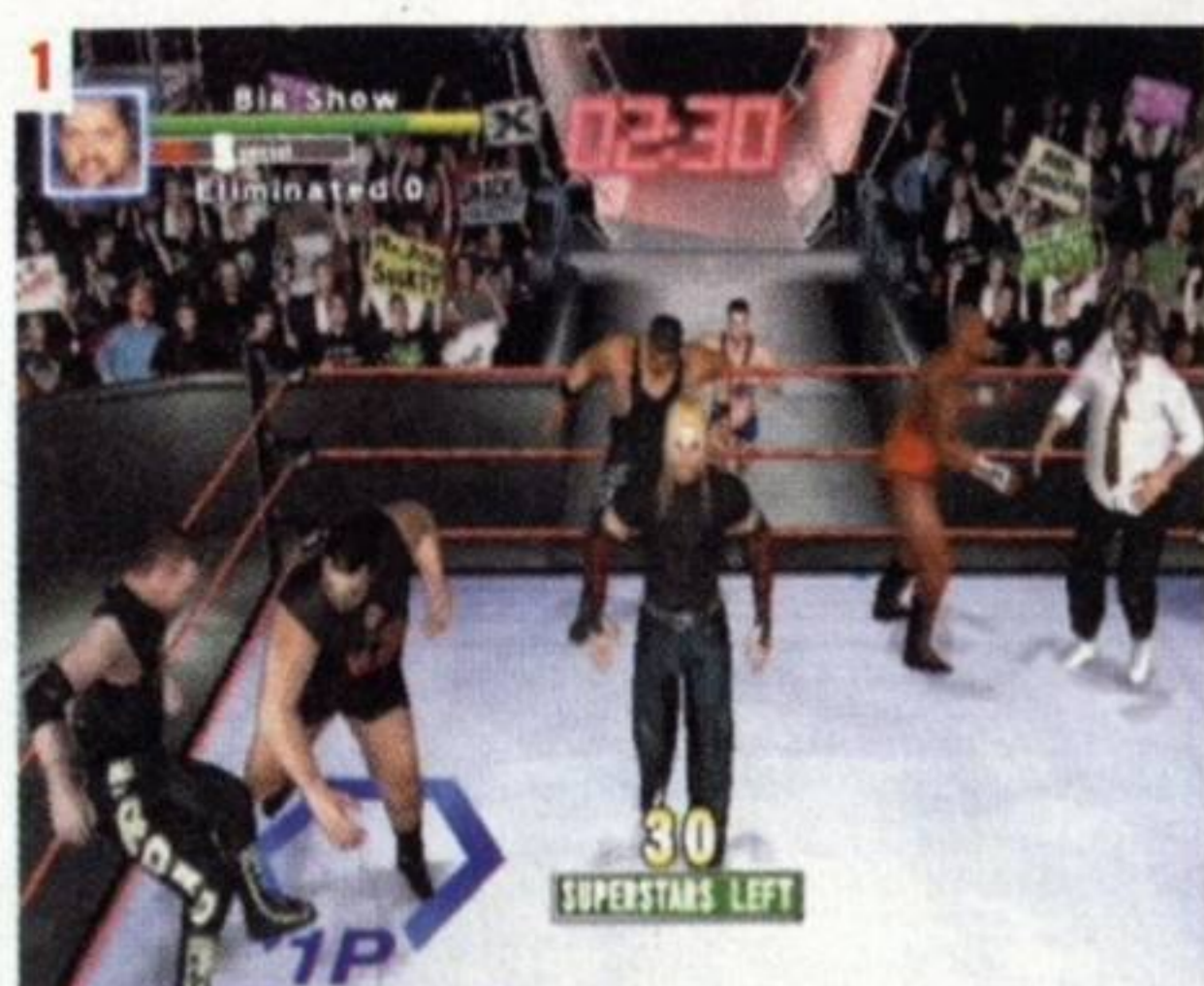
Dreamcast
 magazine
ULTRA



Taking the action outside, The Rock climbs onto a car before laying the smackdown on Mankind!



Royal Rumble



hotels and casinos and recently The Rock and Mankind both published autobiographies that hit the top ten lists in Britain.

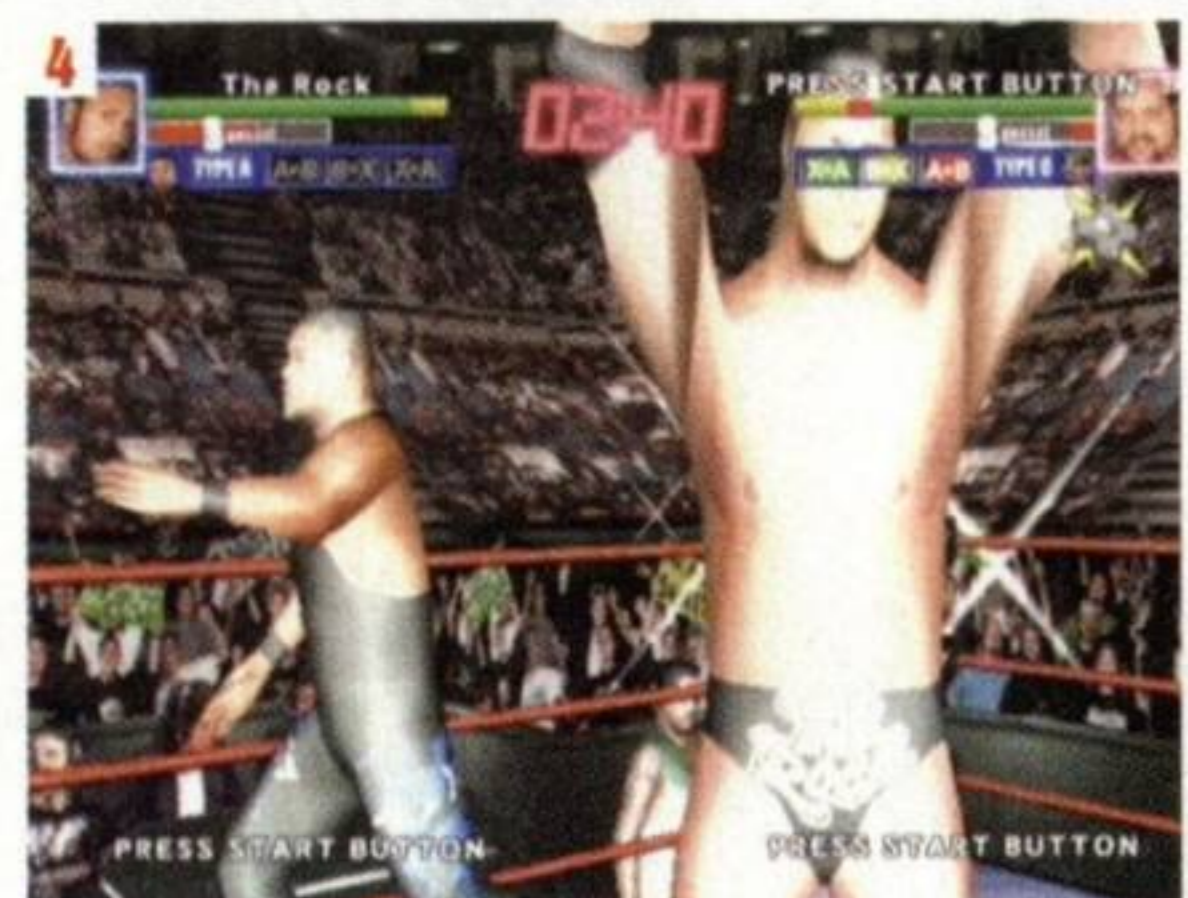
In terms of games, the WWF name was often used to push rather inferior products by putting pictures of Ted DiBiase or Hulk Hogan on the cover, knowing that this would be enough to shift units. This practice changed in recent years, with *WWF Attitude* and *WWF Warzone* finally injecting some quality into the franchise and most PlayStation owners will agree that the recent *WWF Smackdown* game was an

excellent effort, even for those not completely hooked on the WWF. Now, with the arrival of *WWF Royal Rumble* on the Dreamcast, the expectations are much higher than they would have been before the success of *Smackdown*.

Ring Action

WWF Royal Rumble is already an exciting prospect as it's based on the biggest event in the wrestling calendar. The annual Royal Rumble features thirty of the Federation's top fighters who enter the ring at two minute intervals and can only be eliminated by being thrown over

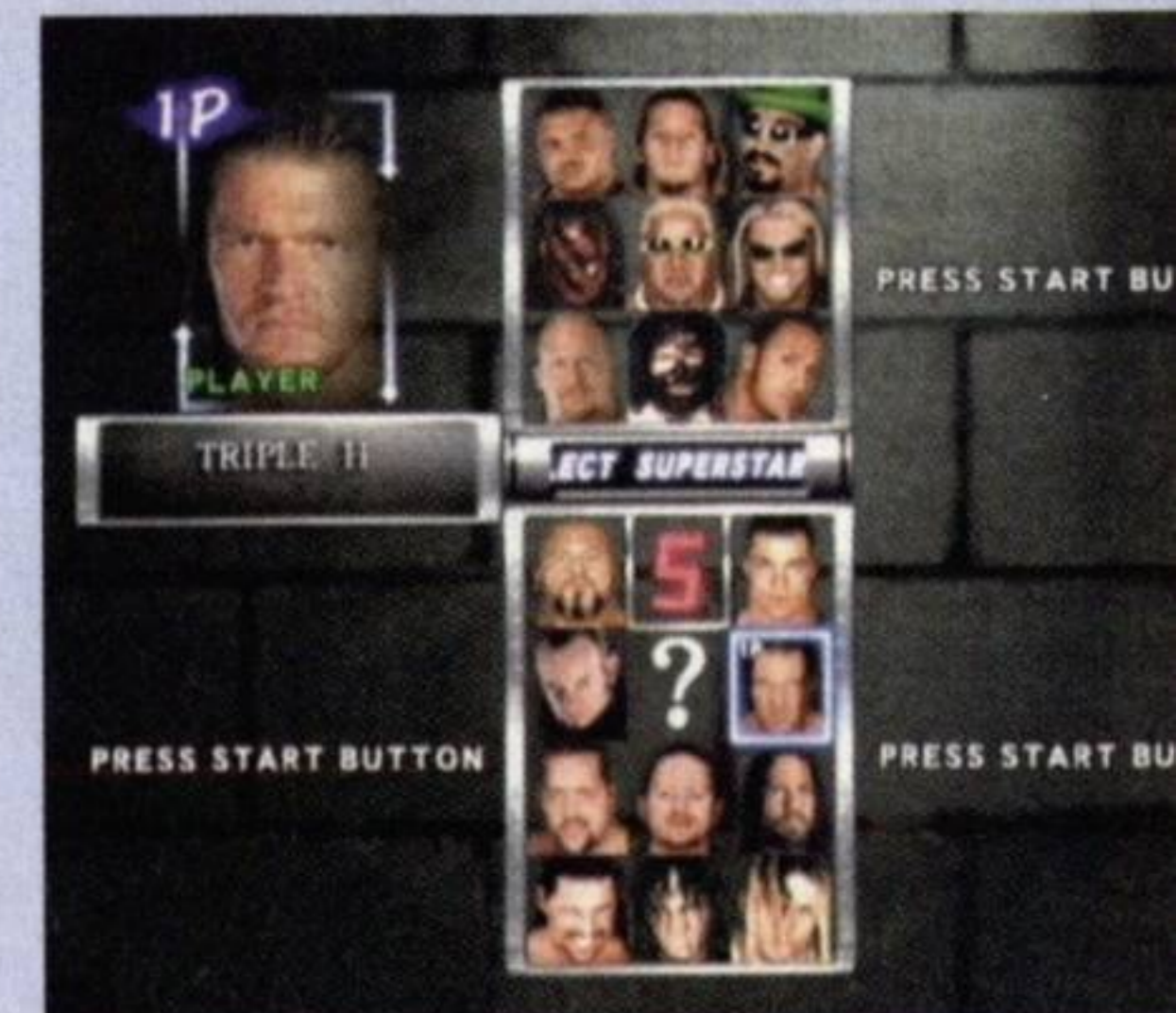
"The most impressive environments are the kitchen and also the boiler room, where your head will often meet steel pipes."



[4] Sweaty armpits? Nah, mate — I just glow. Honest. [5] Ooh, we can sense a Rock Bottom coming along any time now...



[1] Don't just stand there, Blondie. Go punch someone! [2] Eight people in the ring at once. Fantastic! [3] We don't think that poor old Matt is going to like this one...



Mr Socko!

> The coolest character in the WWF is surely Mankind's sidekick, Mr Socko. If you call Mankind into the ring at just the right moment you will be rewarded by viewing the aforementioned sock being stuck down someone's throat. Charming.



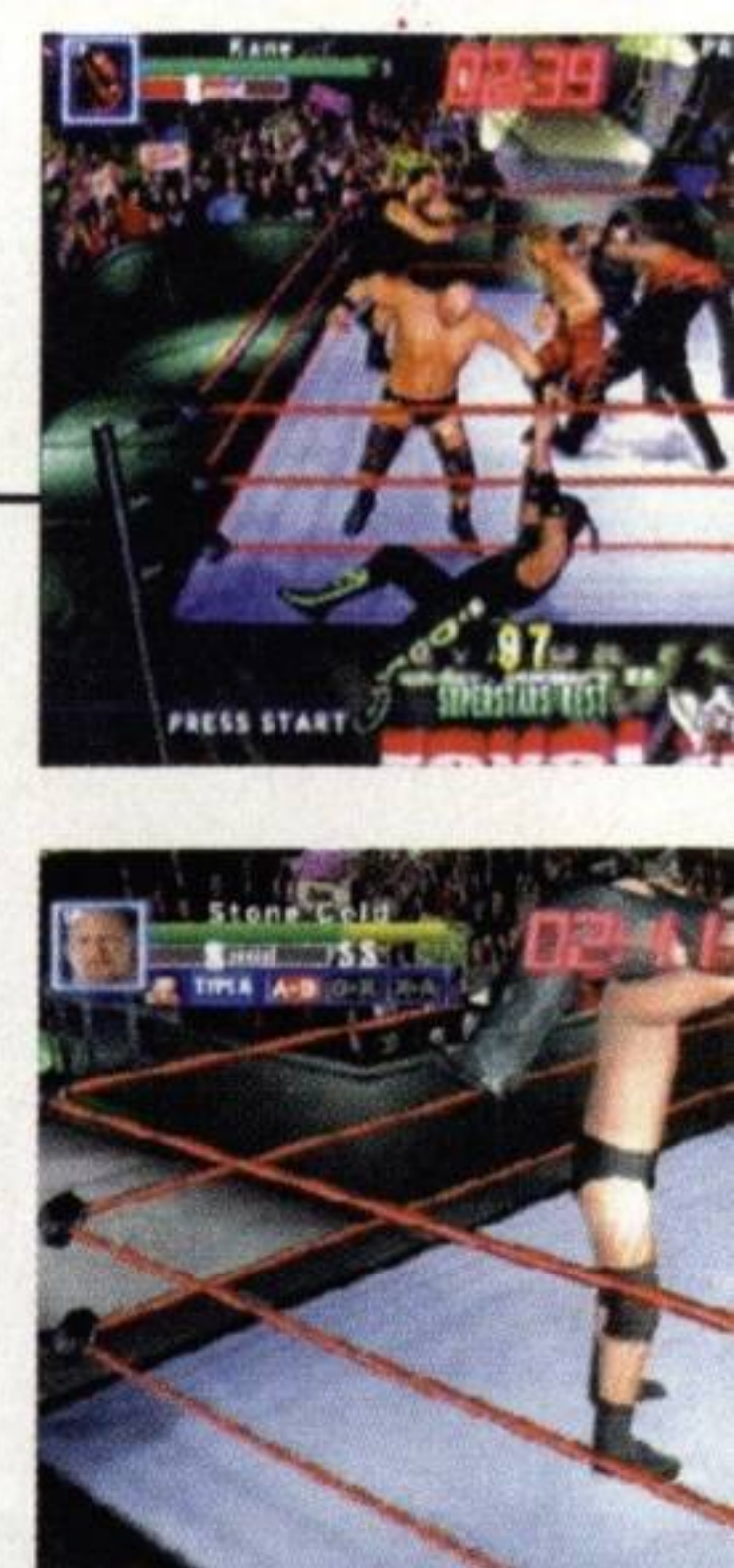
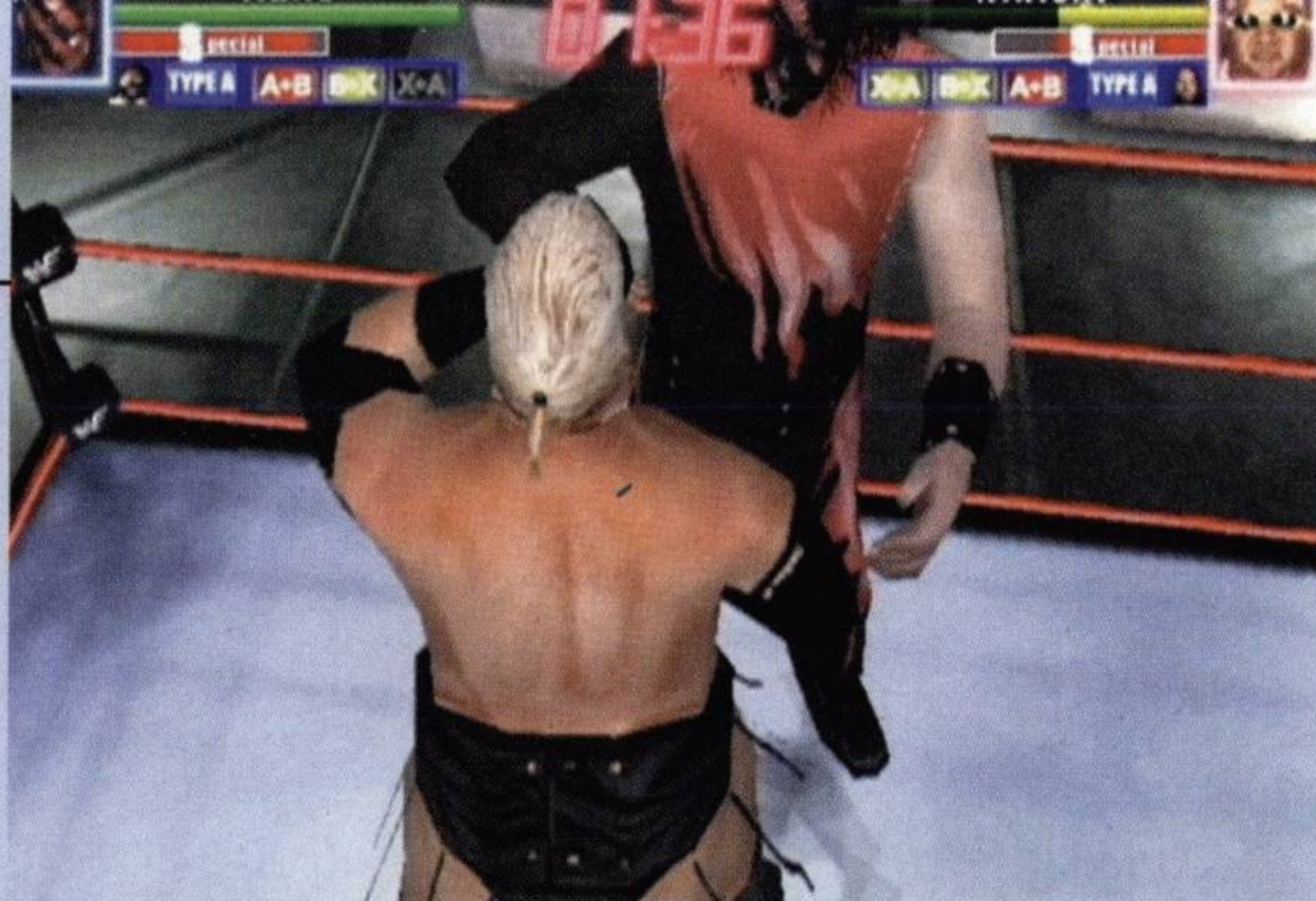
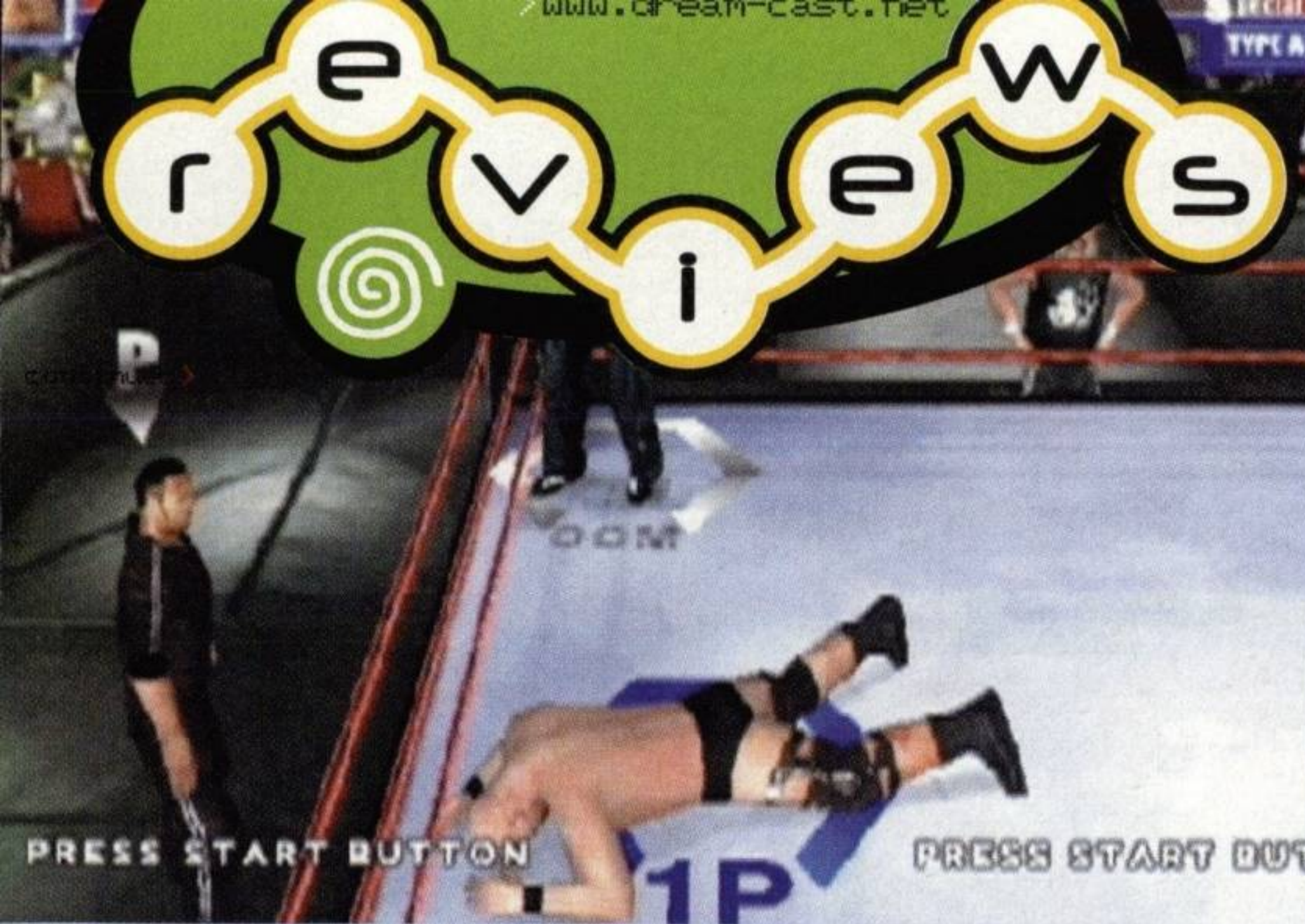
infoburst

Extra information!

- > The Rock's real name is Dwayne Johnson. Dwayne... hahahaha! What kind of a name is that, eh? Come on then, wimp!
- > Mankind has only got one and a half ears, because the other half got ripped off during a barbed-wire C4 match out in Japan.
- > Ever wondered where old wrestlers go to when they leave the WWF? Well, they usually go to WCW... so now you know.

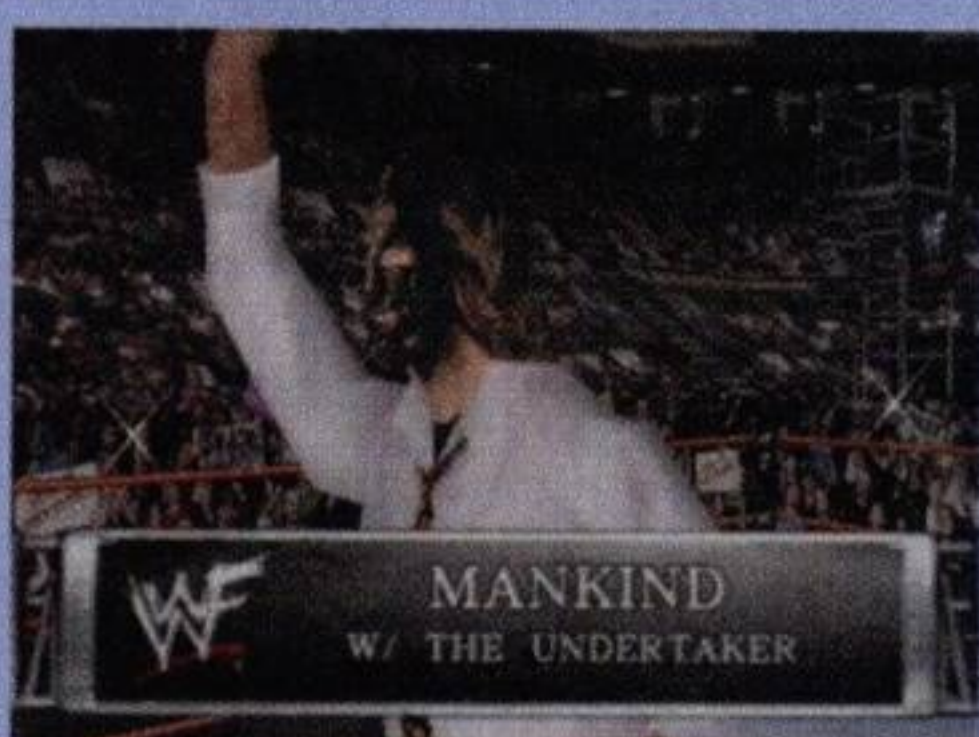
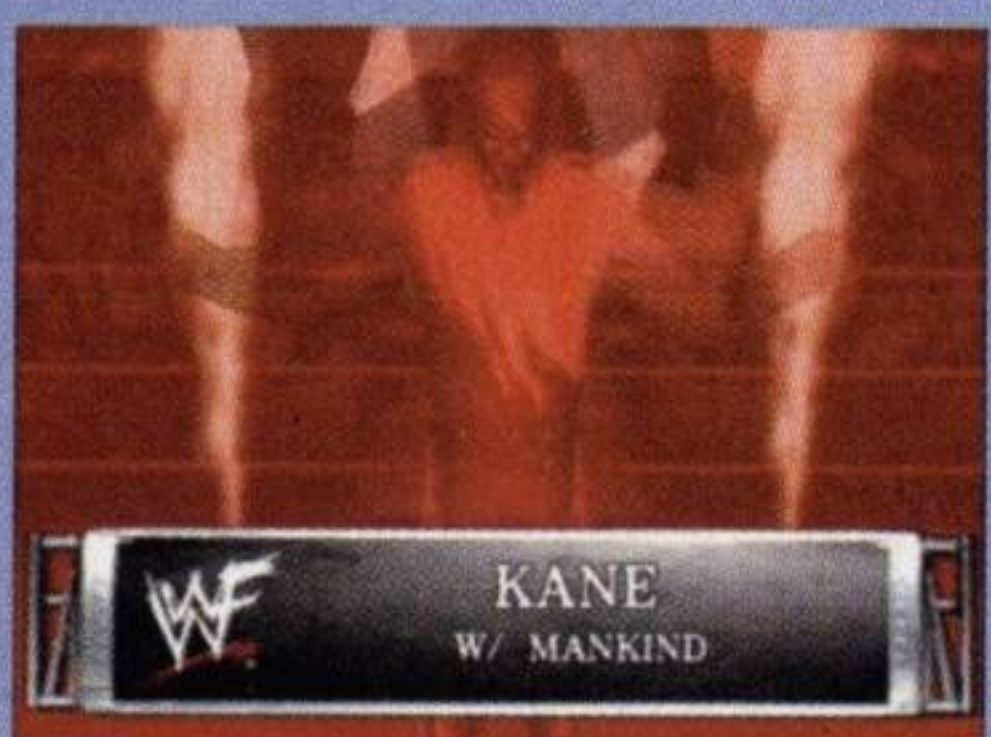


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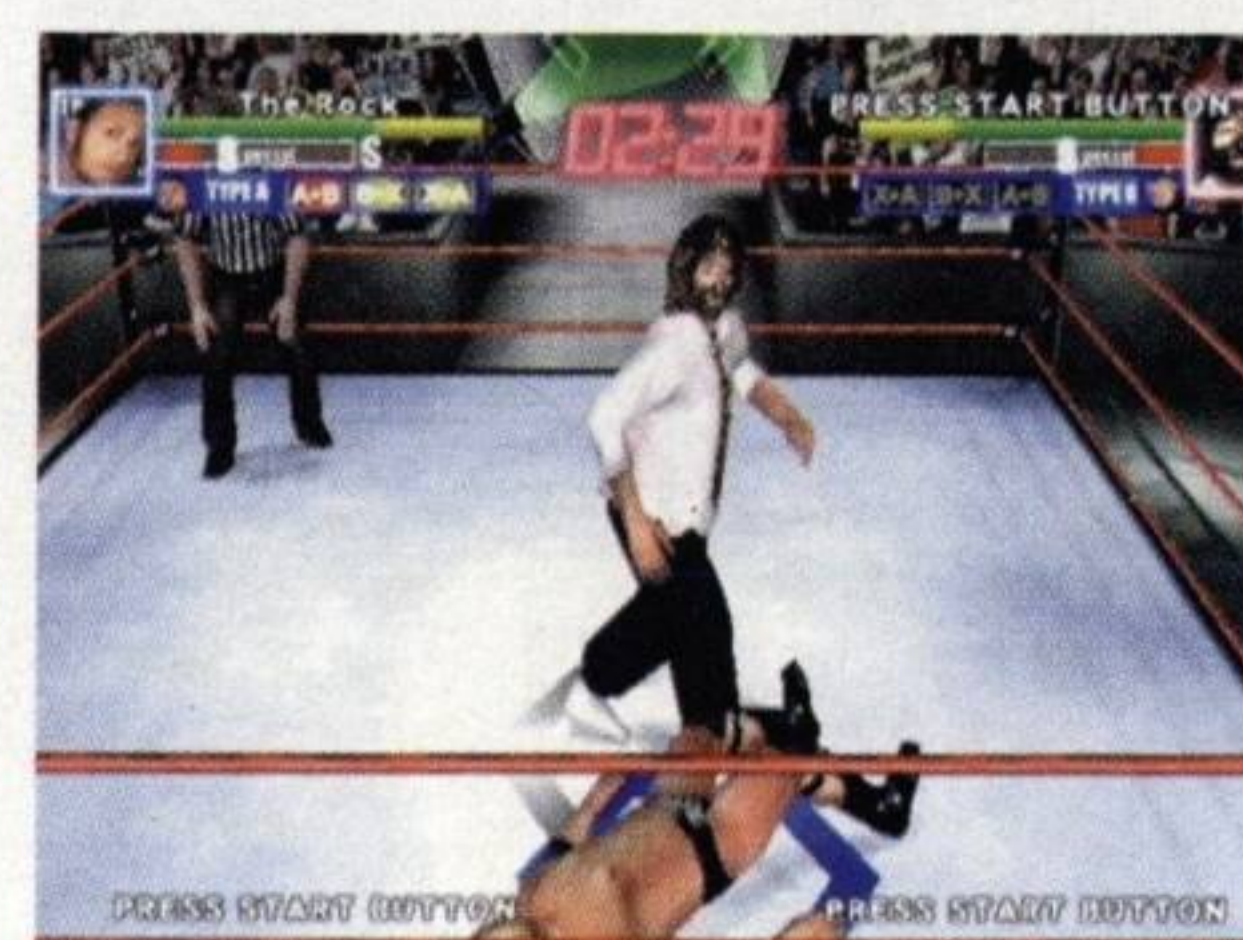


Keepin' It Real

> These shots show some of the introductions of the various characters. Not only are they all in keeping with the style of the show, they look a lot like their real-life counterparts. Just as ugly!



"It's satisfying to wipe the smug smile off of your opponent's face when using the outside interruptions helps you suddenly gain the upper hand"



the top rope and both feet hitting the arena floor. It usually throws up some surprises with red-hot favourites being tossed out by rank outsiders, or someone going over the top but managing to pull themselves back in and surprise their foe. It is an exciting spectacle that was released in the arcade during the Nineties, but this is obviously a much more polished piece of software.

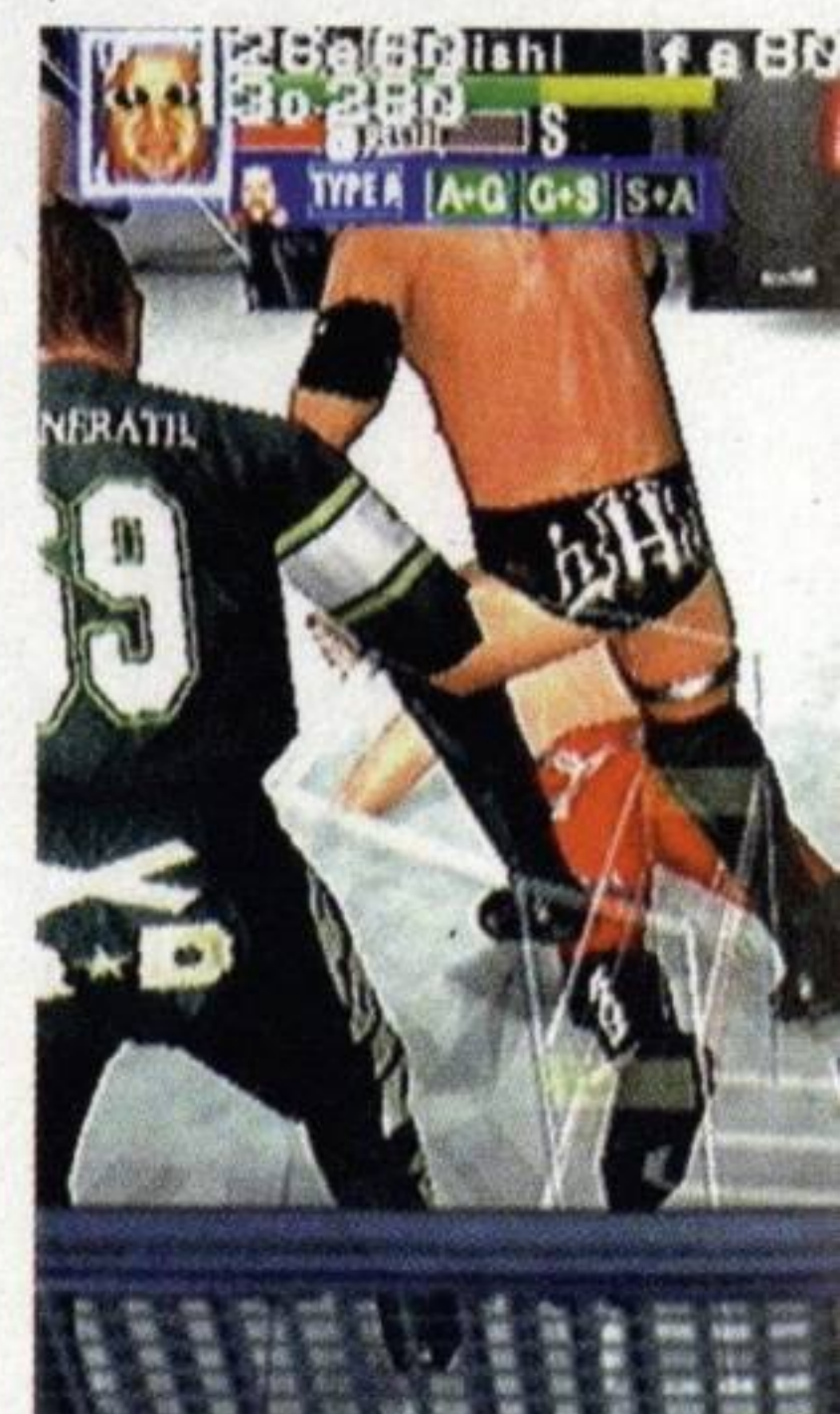
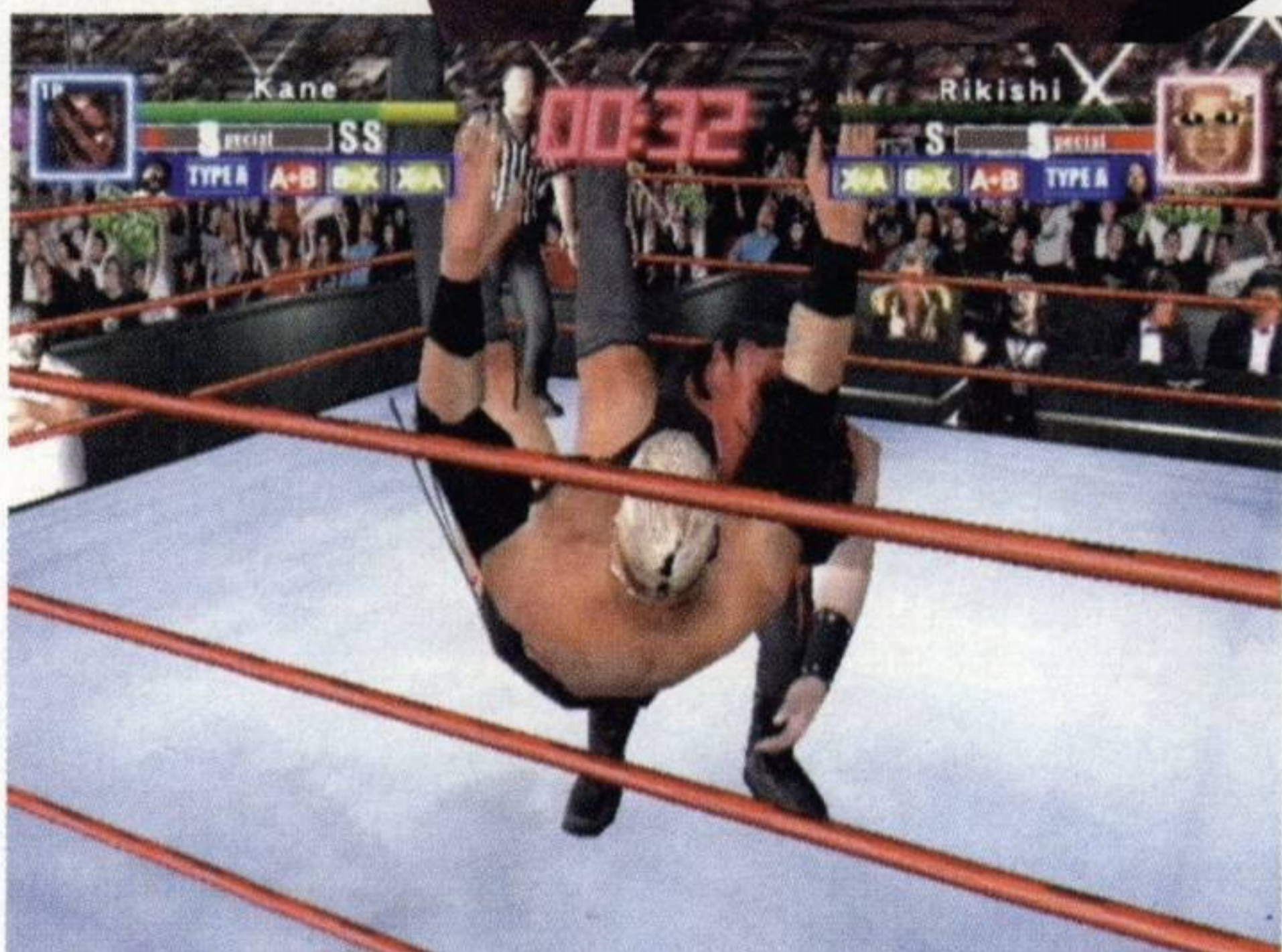
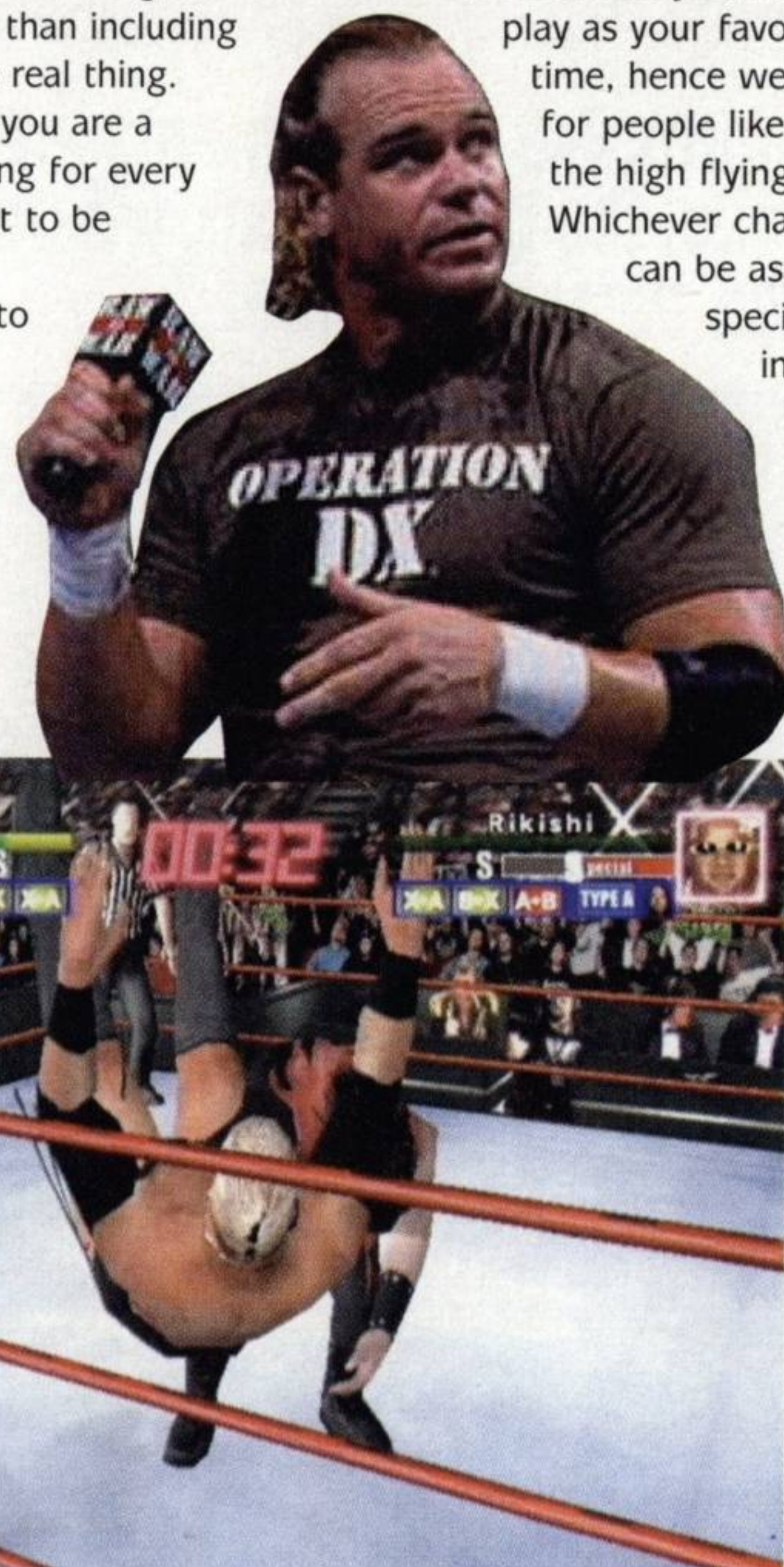
It should be emphasised that this is essentially an arcade title in the classic sense of the word, focusing on non-stop action rather than including every detail of the real thing. For this reason, if you are a hardcore fan looking for every aspect of the sport to be covered and the Brooklyn Brawler to be a playable character then you may be disappointed. However, if you are looking for a pick-up-and-play thrill with

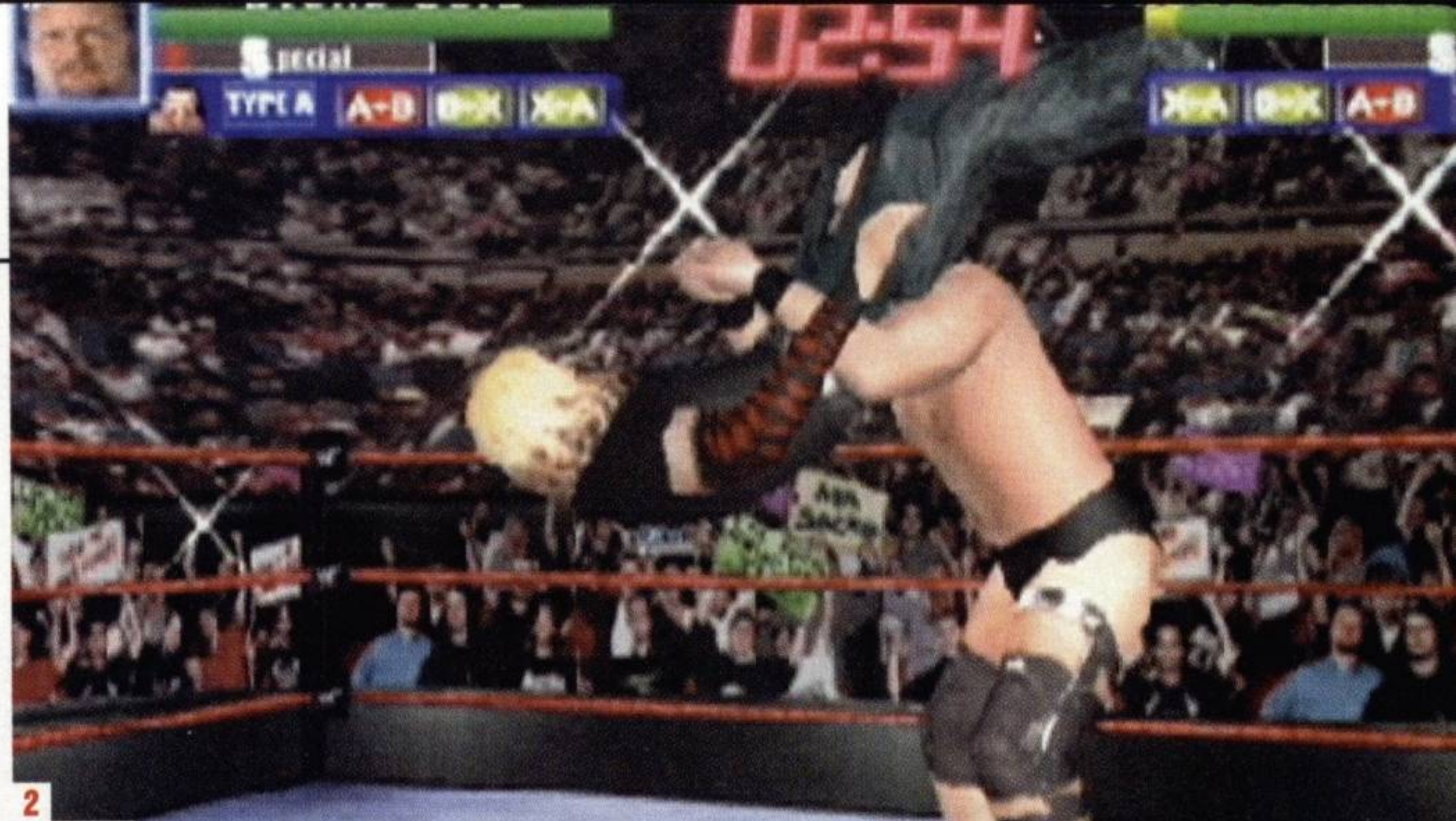
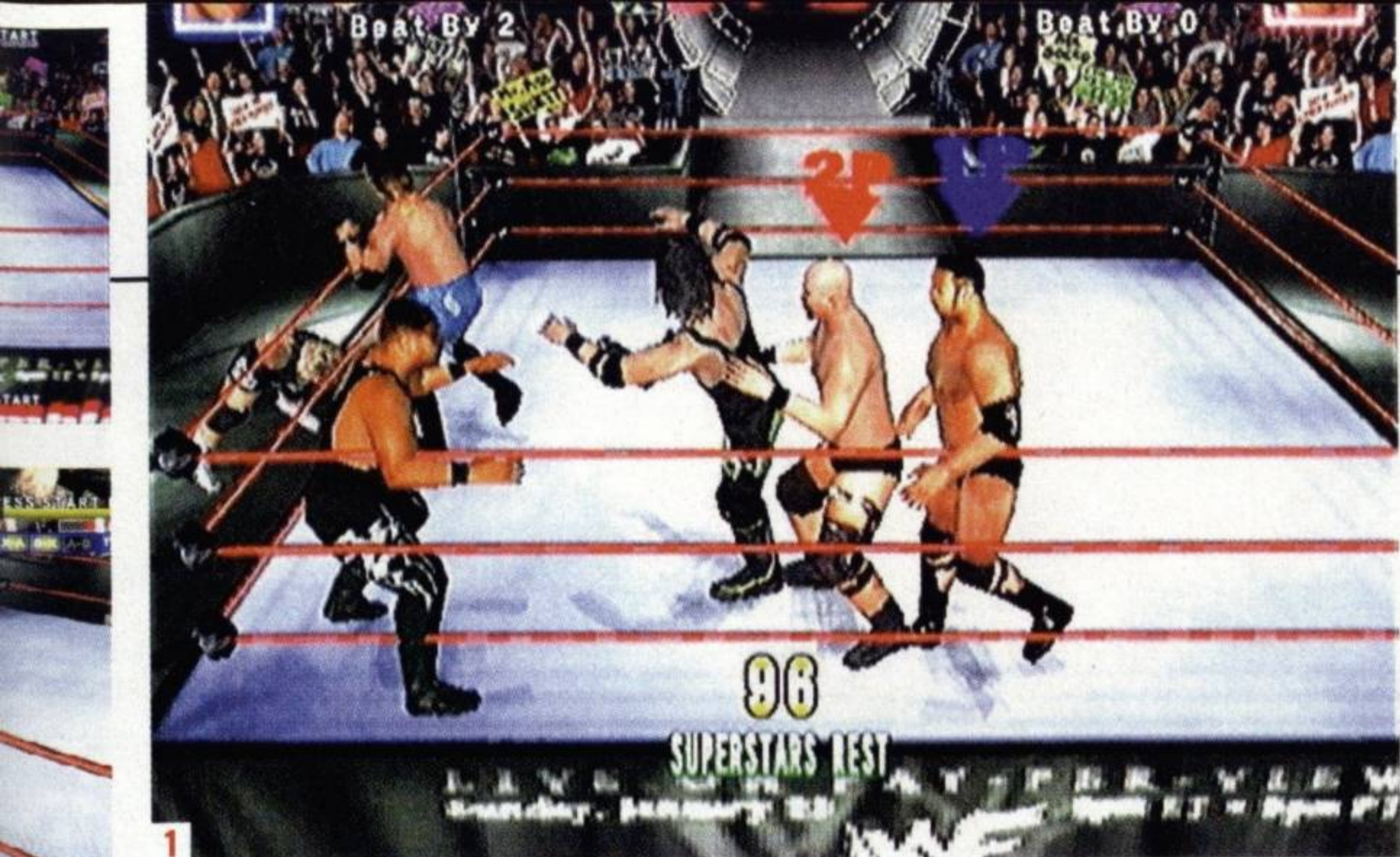
excellent replay potential then *WWF Royal Rumble* delivers on every level.

Can You Take It In The Ring?

The roster of wrestlers included here is smaller than other wrestling games with quite a few high profile superstars missing from the mix, but most of the wrestlers currently climbing the ladder are included such as Kurt Angle and the atrocious joke Rikishi. Most fans will soon forget about the amount of

wrestlers as you'll have a tendency to play as your favourite guy all the time, hence we tend to go straight for people like Mankind, HHH and the high flying Hardy Boys. Whichever character you pick, you can be assured that all their special moves have been included, even if it does take you quite a while to work out how to pull off some of the most impressive manoeuvres. The control method is





PRESS START BUTTON

2nd opinion

[1] Oi, baldy! Did you spill my pint? Did ya? Right, you... outside! [2] This'll be the end for Monsieur Hardy. Tough luck kid... [3] The action during the Royal Rumble can get pretty intense. Look out, Big Show! [4] Every time you knock someone out, another person comes running to the ring. It's all just too much!

> Finally, someone has released a decent WWF wrestling game for the Dreamcast! After the pitiful examples set by *WWF Attitude* and *ECW Hardcore... sorry, Hardcore Revolution*, it's good to see a game of this calibre. As an arcade conversion, this really is as good as it gets – tons of action and enough laughs to keep you going for ages. Of course, people will have problems with the lack of depth as compared to other wrestling titles but when the gameplay is this good, you've really got to get on your knees and give thanks for what you've got. A true classic in every sense of the word.
Martin Mathers

simple, meaning that you can master the basic slapping and kicking techniques quickly enough, but the trademark attacks are accessed in a method similar to a beat-'em-up like *Dead Or Alive 2*.

The wrestlers are extremely responsive and it does feel as if you are in control at all times, even if this does lead to bouts of swearing when you are caught in a submission hold or clobbered by a well-timed clothesline! During your best attacks the camera work is excellent, zooming in to show all the best bone-crunching action. It is very satisfying to see your wrestler pummel his opponent's face from a multitude of angles and helps to enhance the televisual effect.

Make A Real Exhibition Of Yourself

When playing in Exhibition mode, you must also choose another character. After the game commences, this superstar will be standing in your corner, but probably not for long – *WWF Royal Rumble* includes combinations of buttons which call your ally into the ring to aid you.

Each wrestler has three different attacks that must be timed correctly to be a success and also once you have used one, the move cannot be used again for a while so tactics come into play. It's satisfying to wipe the smug smile off your opponent's face, when using the outside interruptions helps you suddenly gain the upper hand.

To make the game more like the real thing, there are also attacks by other superstars not included in the bout. They come running in and lay into one of the unsuspecting grapplers, just as often happens on the TV show. This can also greatly upset the balance of power and add more thrills to your match.

Fight (With) Club

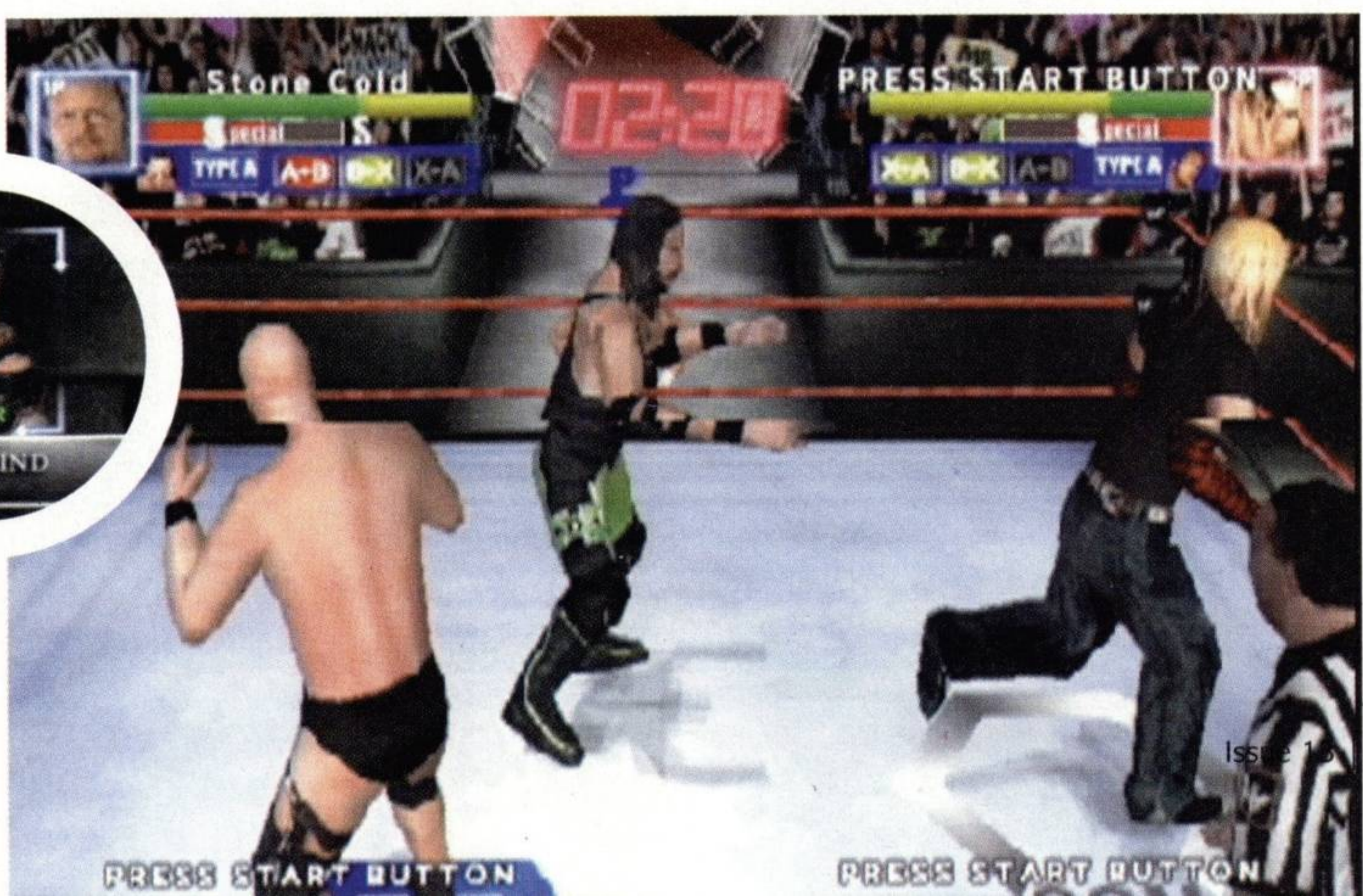
During the Royal Rumble the animation is very smooth and although there can be up to nine wrestlers in the ring at once, there's absolutely no respite in the action. All of the wrestlers look as close as possible to the real thing and it is also interesting to look out at the very detailed crowd who all hold up signs pledging their allegiance to their

favourite hero. If you're trying the Exhibition mode there are a number of random locations to fight in, so just when you get used to the regular ring, you can find yourself slugging it out on the entranceway or in the parking lot! The most impressive environments are the kitchen and also the boiler room, where your head will often meet steel pipes. Ooh, that's gotta hurt.

Downsides? Well, *WWF Royal Rumble* doesn't feature the over-the-top entrances of the wrestlers, contenting itself with a few seconds of theme music and celebration after a victory. Whilst it would have been good to see the authentic intros, as we said before, this is an arcade title and therefore more geared towards the action.

Overall, *WWF Royal Rumble* will keep fans happy for a long time and because it's faster paced and less geared towards the hardcore fanatic, it should be popular with a larger audience. Any game that allows you to hit a man with a toilet seat has to be worth at least an hour of your time, doesn't it?

Kendall Lacey



Dreamcast magazine

pinion

- | | |
|--|--|
| ROCK | FLACCID |
| <ul style="list-style-type: none"> Fast and furious action that never stops! Realistic wrestlers like you'd never believe Just like the real thing! | <ul style="list-style-type: none"> No commentary over the action Just not enough wrestlers to satisfy the hardcore fans Why are there no big intro movies or entrances, eh? |

VISUALS	93%
SOUNDS	87%
GAMEPLAY	92%
VALUE	90%

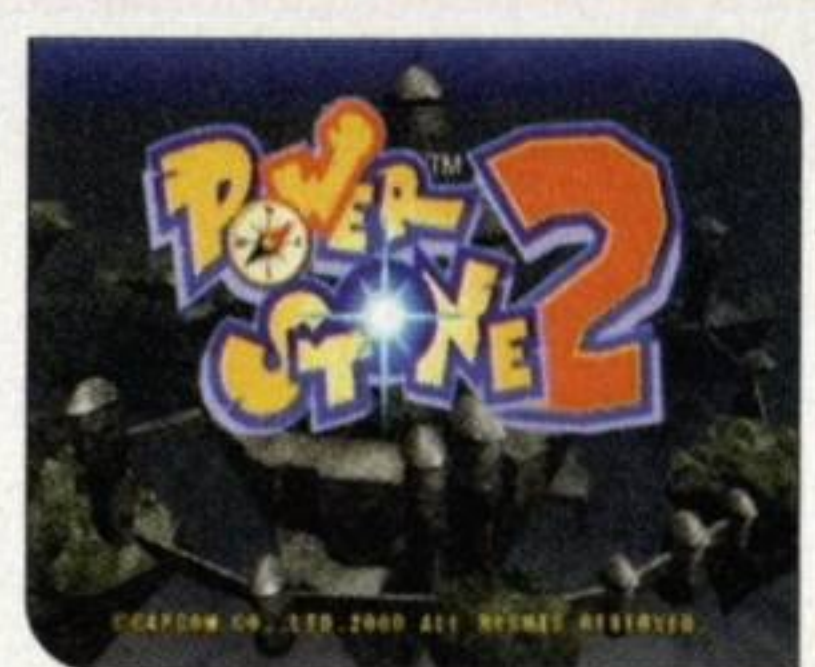
DM Rating 91%

summing up > *WWF Royal Rumble* is a great representation of the crazy world of the WWF and should find favour with fans everywhere.

alternatively > *WWF Attitude*
ECW Hardcore Revolution



essential information >
Power Stone 2



Publisher Eidos
Developer Capcom
Origin Japan
Price £39.99
Genre Beat-'em-up
Release Out now



visual memory

VM
Information

Save position	Y
Logo during play	Y
Mini-game	Y

Sort of... actually, you can use the VM to store weapons like an instant inventory and then trade them between your friends.

Power Sto

Is it really possible for one of the most innovative beat-'em-ups of our time to get any more incredible? You'd better believe it, baby...

If you never played *Power Stone* the first time around then shame on you – clearly, you've either got some kind of mental problem or were locked in a deep pit for a long period of time. What you missed was something special; a tried-and-tested formula brought bang up-to-date with some of the most innovative ideas ever seen in a game of this kind. A beat-'em-up in 3D with total freedom of movement, where you can interact with the scenery? No chance... but it happened. What's more, it happened so well and made so many people happy that Capcom decided to do it all over again. *Power Stone 2* was born.

Of course, it's not the same old *Power Stone* that we got to know when the Dreamcast first arrived on the scene... oh no. This time around there are a whole host of new goodies on the scene that make the game worth rediscovering all

over again. Whether you're a fan of the first game or a newcomer to the world of Capcom's excellent fighting series, you'd better hold onto your hats – it's time to welcome you to the world of *Power Stone* war...

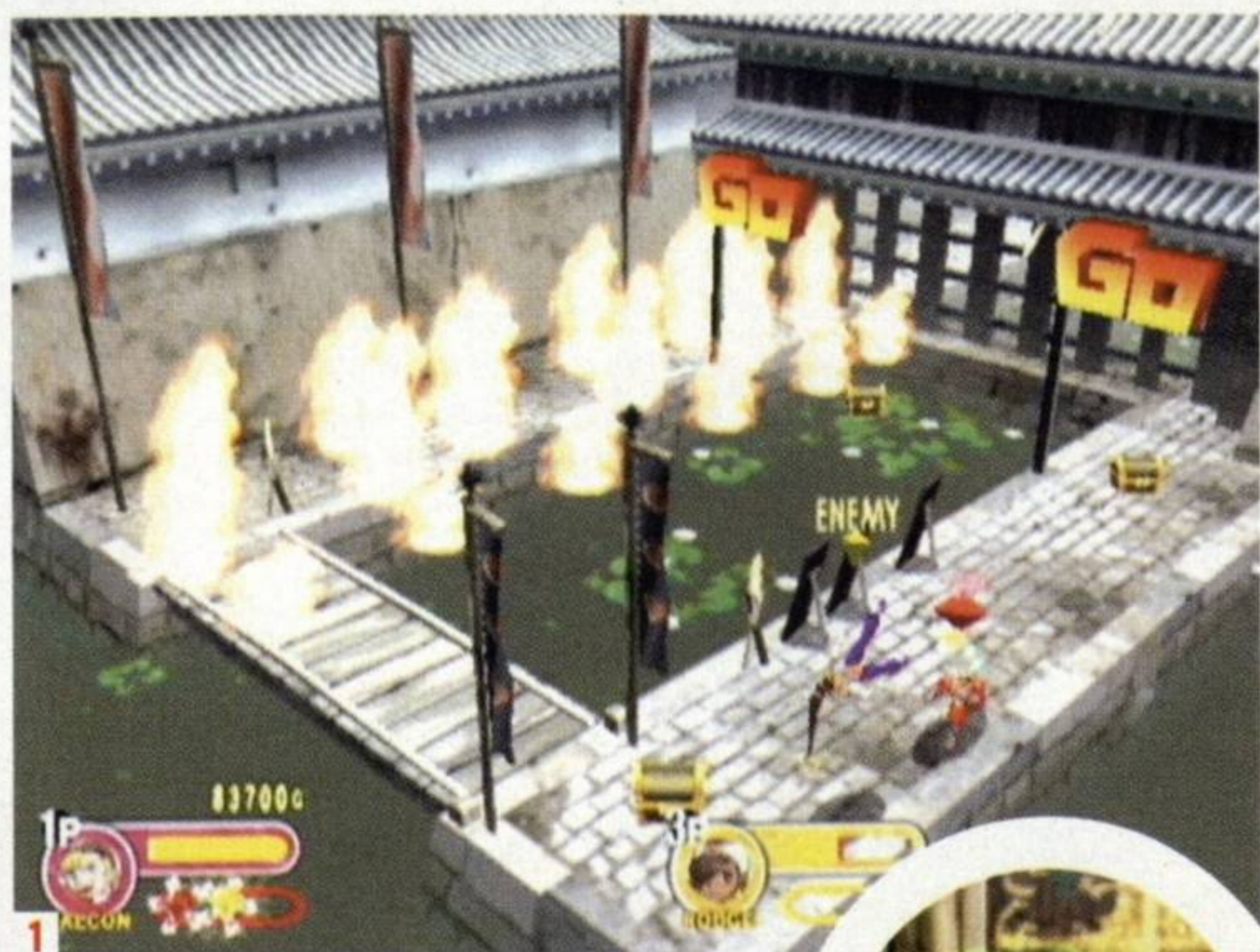
Romancing The Power Stone

To kick off the festivities, there are four new characters thrown into the mix of eight familiar ones (or six if you want to include the two secret fighters – Mel the Shopkeeper and Pride, the father of Falcon) and they're certainly different from the rest of the gang. We'll be the first to admit that taking control of a clever-wielding chef called Gourmand or Pete, the small boy who looks like he's just come from a Cub Scout meeting, isn't exactly the first thing on our beat-'em-up wish list, but that's what you've got here. Add Accel the cowboy

“Despite the high expectations we had for this game, we don't feel the slightest bit disappointed”



Look out... the sky is falling! Better grab that umbrella quick guys!



ne 2

gunslinger and Julia, a rather prim and proper young lady who turns into a rubber ring-wearing wonder woman when powered-up and... well, you can tell there's quite a line-up here.

As you'd expect though, characters are nothing without a stage to perform on. Thankfully, Capcom has realised this and taken the stages from the original *Power Stone* one step further... you want totally interactive backgrounds that stretch beyond your imagination? You've got it. In an effort to provide even more action and excitement during every *Power Stone* battle, most of the levels have a number of stages through which to fight.

Take the Blue Sky stage, for example – the battle begins aboard a flying Air Ship, complete with rotating gun turrets for you to use and even an eagle that occasionally swoops down to grab unsuspecting fighters. Unfortunately, the ship soon starts falling apart, reducing the size of the playing field until there's nothing left. At this point, all the fighters begin a free-fall sequence where they can regain health and even grab an umbrella as they fall. Why an umbrella? Well, while fighters holding one will float safely to the ground into the catapult-filled castle area below, those without will plummet

[1] Many of the levels have stages where you have to move quickly in order to get to the next area. [2] These submarines sink without warning – watch out! [3] No time for celebrations, guys... you've got to escape!



infoburst

Extra information

> The Japanese version of *Power Stone 2* had online play and allowed you to plug your VM into the arcade version. Not over here though... boo!



New Kids On The Block

> If you've played the original *Power Stone*, you'll recognise most of the fighters present in the sequel. Still, what would a sequel be without some new faces? Exactly – so here's a quick look at who they all are...

Accel

A gunslinger with attitude, Accel loves to show off with his pistols before beating down his opponents. His robotic power attacks are especially nasty...



Julia

She might look like a pussycat, but don't let that fool you – she'll whack you with her umbrella soon as look at you. Steer clear of her Merry-Go-Round attack!



Gourmand

For reasons unknown to us, this rather evil-looking chef has joined the quest for the Power Stones. Plus he changes into a dinosaur. Confused? So are we...



Pete

An inventor at heart, little Pete is one of the better new fighters. Once he changes into his toy robot form, watch out for his Tin Soldier strike!



continued >



1



2



3

[1] Here's the cast and crew of the game – a motley looking bunch, aren't they? [2] The Pharaoh Walker is a real pain to beat... just punch him in the face! [3] You can really lay into your opponents with the weapons on offer.



> When we played the import version of this game a few months ago we were totally blown away by its incredibly fast and furious gameplay, along with the huge amount of action. We were a little worried about whether the PAL version would be able to keep up the pace, but thankfully it does so impeccably. *Power Stone 2* is a fantastic game in every respect and you'd be a fool to miss out on some of the most frantic action yet seen on Dreamcast.

Alex Warren



I Have The Power!

> It's all very well playing *Power Stone 2* with the characters on offer... but what if you could use those Power Stones on yourself? That's what we thought – of course, what we'd transform into if we did is a completely different story...

Simon is... Totally Invisible!

Keep your eyes on Simon – once he's got three Power Stones, he becomes totally invisible to the rest of the Dreamcast crew. Normally, this leads to them saying that he's 'in the loo' or 'not around at the moment' when PR-types ring.



Mart is... Under The Thumb!

As soon as Mart collects his three Power Stones, a giant thumb appears out of nowhere and lands on the top of his head. No longer in control of his own actions, he then runs around making dinner and paying the bills without question...



Alex is... Very, Very Posh!

Much in the same vein as Simon's invisibility, but slightly more unbelievable. With three Power Stones, Mr Warren's public school upbringing comes out in force until Alex becomes so posh, he just disappears up his own arse.



Nick is... Really Angry!

Fed up with having to deal with the crap that the editorial team of DREAMCAST MAG toss towards him, design king Nick uses his Power Stones to get revenge. Inserting sharp crayons where the sun don't shine is sure to get attention...



down and sustain serious damage. Even better, the people carrying umbrellas can then use them to batter their opponents while they're down. Sound good? Well, that ain't the half of it – practically all of the levels (set in an Indiana Jones-style temple, on a series of submarines and a constantly moving elevator just for starters) have this same amount of imagination and style. Incredible, eh?

Four's Company

Gameplay-wise, *Power Stone 2* is ALWAYS a four-player game... even if you're playing the game on your own. Unless you deliberately set it for less players in the multiplayer Battle mode, the computer will always fill in for the missing fighters – if you're playing all on your lonesome, you'll have three other (rather intelligent) CPU players to compete against. Of course, there are also stages where co-operation rather than rivalry is favoured; taking on the gigantic Pharaoh Walker, for example, is a tough task for just one person. It's a good job that the computer is there to back you up if you're the only person playing...

Saying that though, you probably won't want to be playing the game much on

your own – this really is a multiplayer experience. Not that we'd want to detract too much from the Adventure mode or the fact that with over 100 different weapons and items to collect, you'll be playing for ages to find (or make) them all. Still, at times it really seems that *Power Stone 2* was designed to be played by lots of people and Capcom just decided to tack the one-player mode on the front for when you can't get your mates to join in. It's not much of a complaint we know, but it's really the only gripe we've got with the game as a whole.

When it comes down to it though, Capcom has really outdone itself again – despite all the unusually high expectations we had for this game, we still don't feel the slightest bit disappointed. Well, maybe about the lack of online play... that's a bit of a bugger. Still, something like that would have only made an amazing game like this even more incredible so not having it doesn't actually detract from the fact that *Power Stone 2* rocks. Snap it up quick... but make sure you've got plenty of mates to play it with, okay?

Martin Mathers



Dreamcast magazine

POWER

- + The best party game on the Dreamcast yet!
- + More playability than ever before
- + Can you say 'Lots of weapons'? Oh hell yeah!

KIDNEY

- It's all a bit limited in one-player mode
- More characters please Capcom!
- Is it REALLY a beat-'em-up? We're not sure...

VISUALS	93%
SOUNDS	91%
GAMEPLAY	93%
VALUE	88%

DM Rating 92%

summing up > Much more fun when you've got loads of mates round, but still a really good laugh if you're playing with yourself (oo-er).

alternatively > **Marvel Vs Capcom 2**
Chu Chu Rocket!

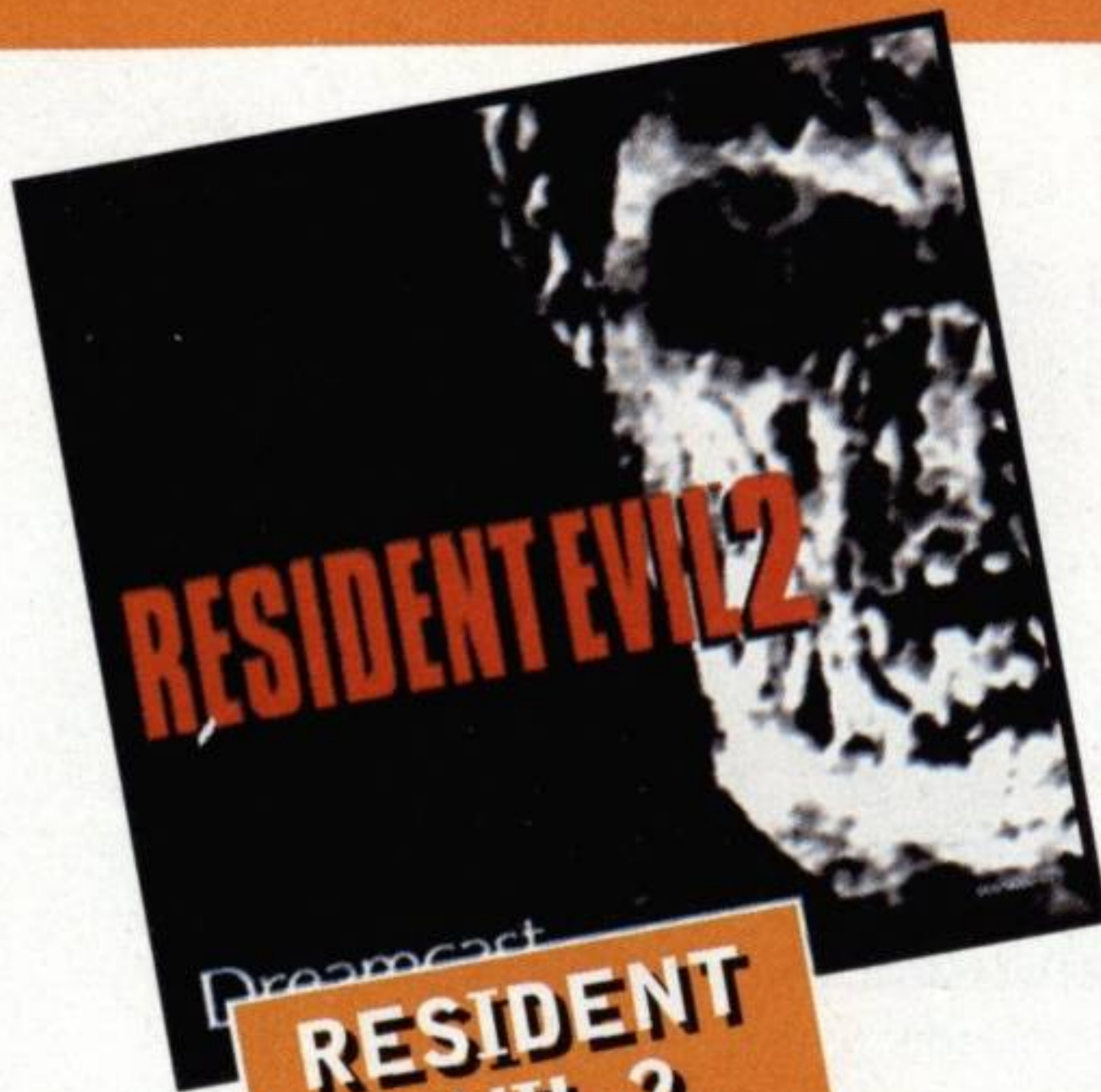
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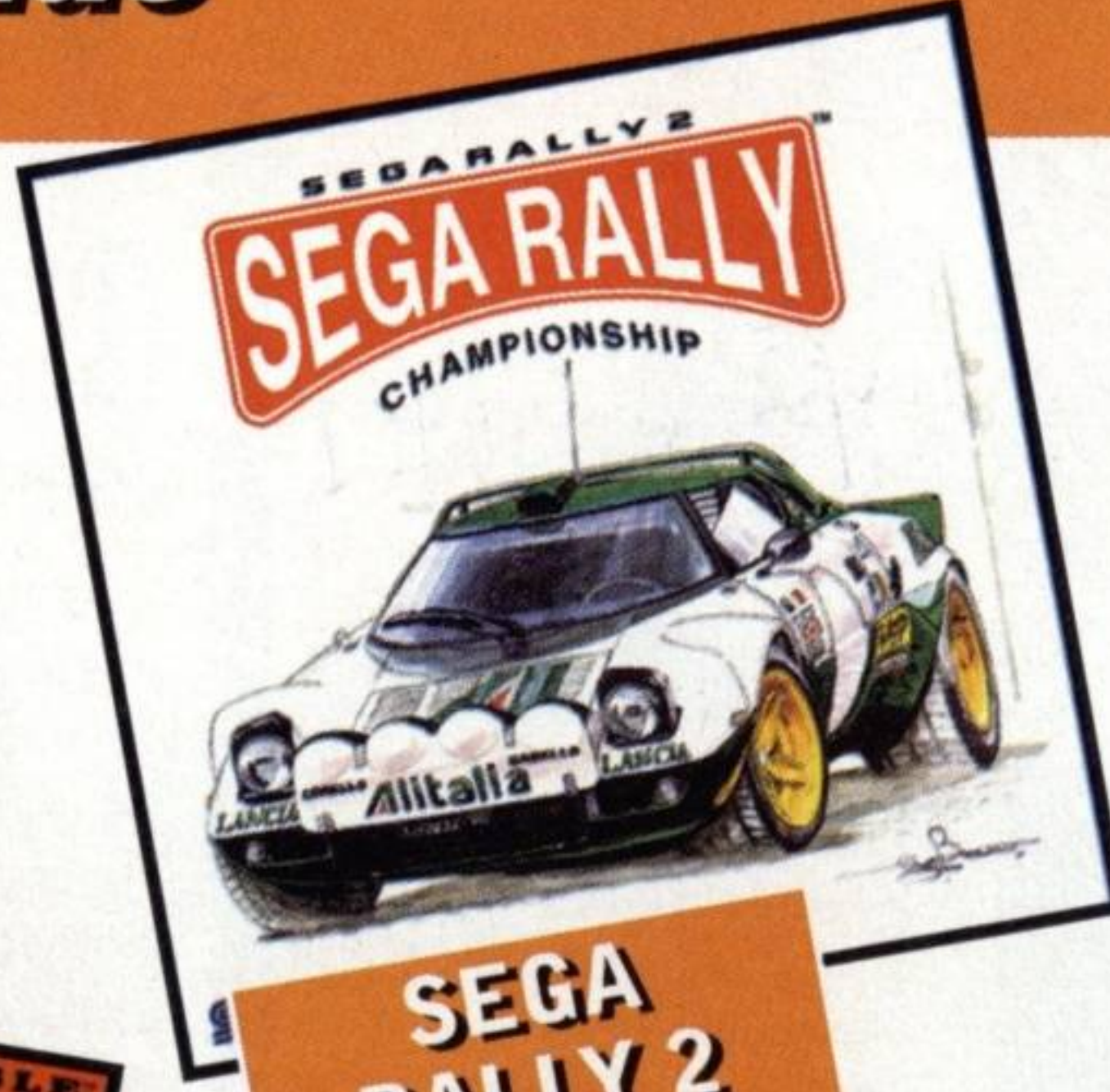
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Sydney 2000

The Olympics have come around again and surprise surprise, there's a game to go with them... what are the odds? But is it any good?

Oh joy! An athletics game has finally made the running onto Dreamcast just in time for the Olympics – out with the Savlon and plasters then, blisters ahoy! But is *Sydney 2000* just another frantic button punching exercise or has Attention To Detail managed to break the mould and create a game that needs a little bit of skill and has a little more depth? Well, yes and no...

On Your Marks...

The first thing to note about *Sydney 2000* when it starts whirling around your Dreamcast is that there's a fair amount of depth to it, more so than in previous incarnations of the genre. Of course, there's the standard Arcade mode where you can play the 12 events (see boxout) on the spur as any one of 32 countries, which is pretty cool for a quick adrenaline hit of action. Even better, though, is the four-player option for this mode (Head To Head) which will no doubt lead to many a late night competition after closing time... along with plenty of shouting and sore fingers. There's also a Coaching

mode that will help you improve your technique and skills, but best of all is the Olympic mode which allows you to take an athlete, train him up in the virtual gym, take him through various trials and eventually go to the Olympic finals.

Get Set...

Well, this would all be well and good if it didn't look like the back end of a horse or play just as badly. Sure, there's the odd enjoyable aspect to it all (the aforementioned multiplayer option) but on the whole most of it's a bit of headache to battle through and you'll have to have real dedication, not to mention stamina, to make it all the way through the Olympic mode.

To be fair, though, the gameplay isn't all about button whacking. Whereas the likes of *Track & Field* and *Daley Thompson's Decathlon* (remember that?) were all about that, there are subtle and relieving changes to the gameplay in *Sydney 2000*, as some events rely on timing and precision more than speed and mere button bashing. Whereas the



essential information>
Sydney 2000



Publisher Eidos Interactive
Developer Attention To Detail
Origin UK
Price £39.99
Genre Sports
Release September



four players vibration pack

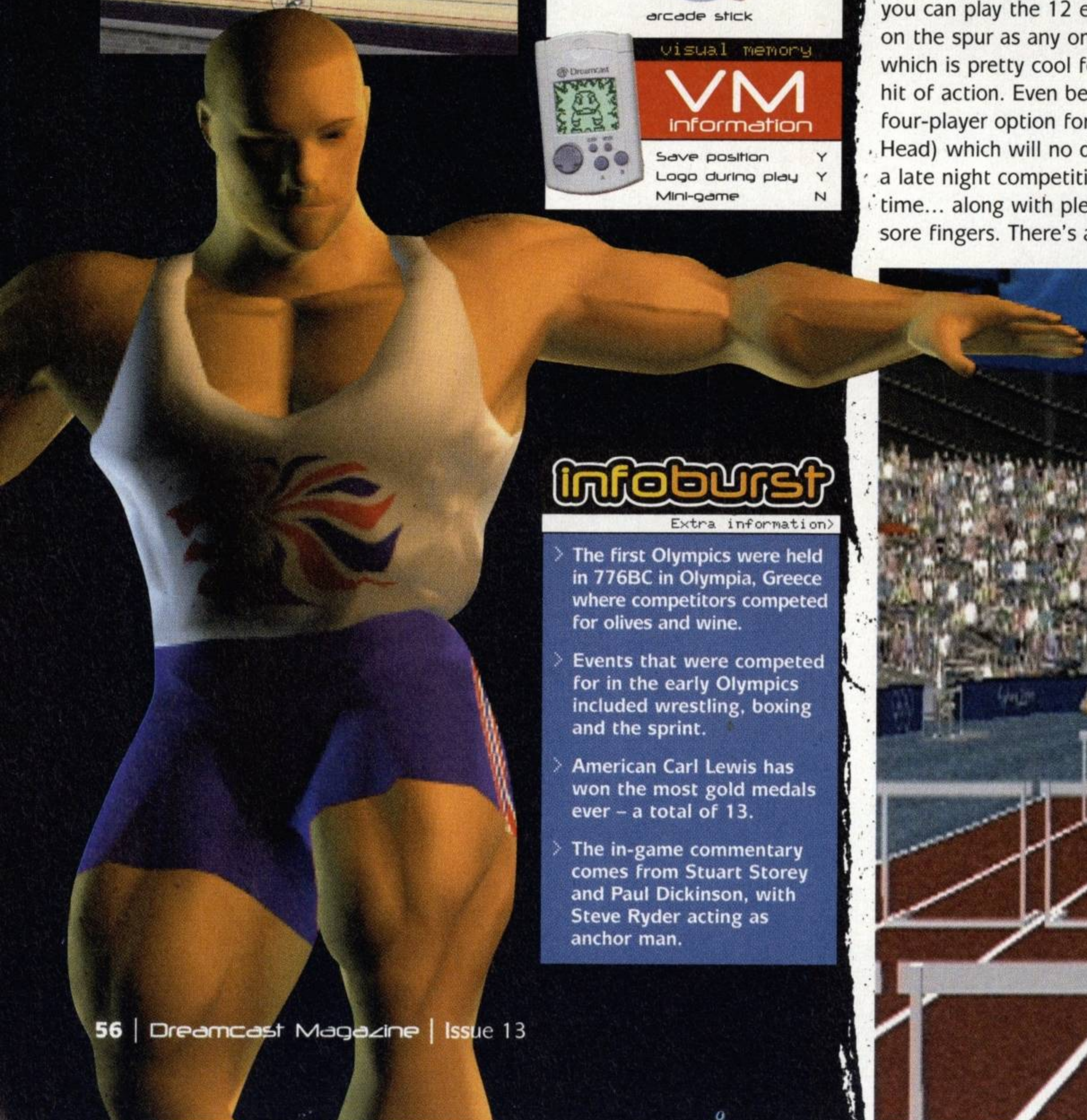


arcade stick

Visual Memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N



infoburst

Extra information>

- > The first Olympics were held in 776BC in Olympia, Greece where competitors competed for olives and wine.
- > Events that were competed for in the early Olympics included wrestling, boxing and the sprint.
- > American Carl Lewis has won the most gold medals ever – a total of 13.
- > The in-game commentary comes from Stuart Storey and Paul Dickinson, with Steve Ryder acting as anchor man.



You can't get much better than the 100 metre sprint. Check it out!



000

running, lifting and throwing events are all about building up power, the likes of skeet shooting and diving rely more on your ability to time your button pressing to execute the shot or dive. However, even with this slight variation in gameplay it won't take you long to end up with blisters covering your fingers, leaving you unable to type for a week (well, that's our excuse) and bored out of your mind.

Go!

Which leads aptly onto the graphics of the game, or lack thereof. Visually, *Sydney 2000* leaves much to be desired, even with the much-touted motion-captured movements of the athletes. The frame rate is pretty shoddy, the graphics are blocky and it's not a pretty sight to look at – just check out the water effects in the kayaking event for proof. End of story. The commentary at least brings some light relief as well as hints and tips, but even that begins to rankle after a while. But if everything else about this game is a little dubious there's one thing that's for sure – you're going to need a damn strong wrist action, not to mention tip-top technique, if you're going to compete for that gold medal.

Alex Warren



Fantasy Sports

> Ever thought that the Olympics didn't have enough variation and were missing the real minority sports? Then join the club. So here's the events we reckon should be included next time around.

Simon – Olympic Hiding

Why? Because he's never around when you want him.

Martin – Olympic Sweet Luvin'

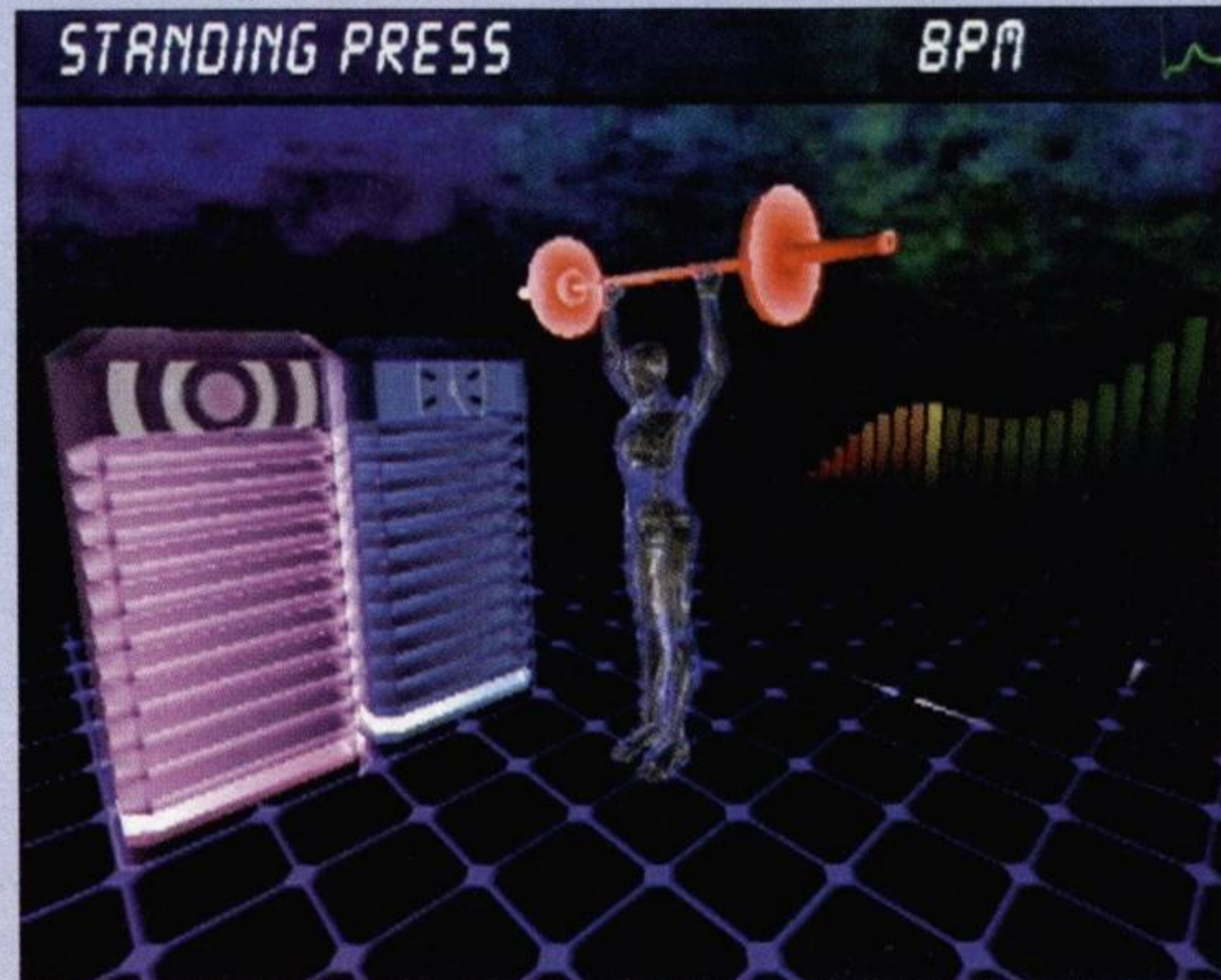
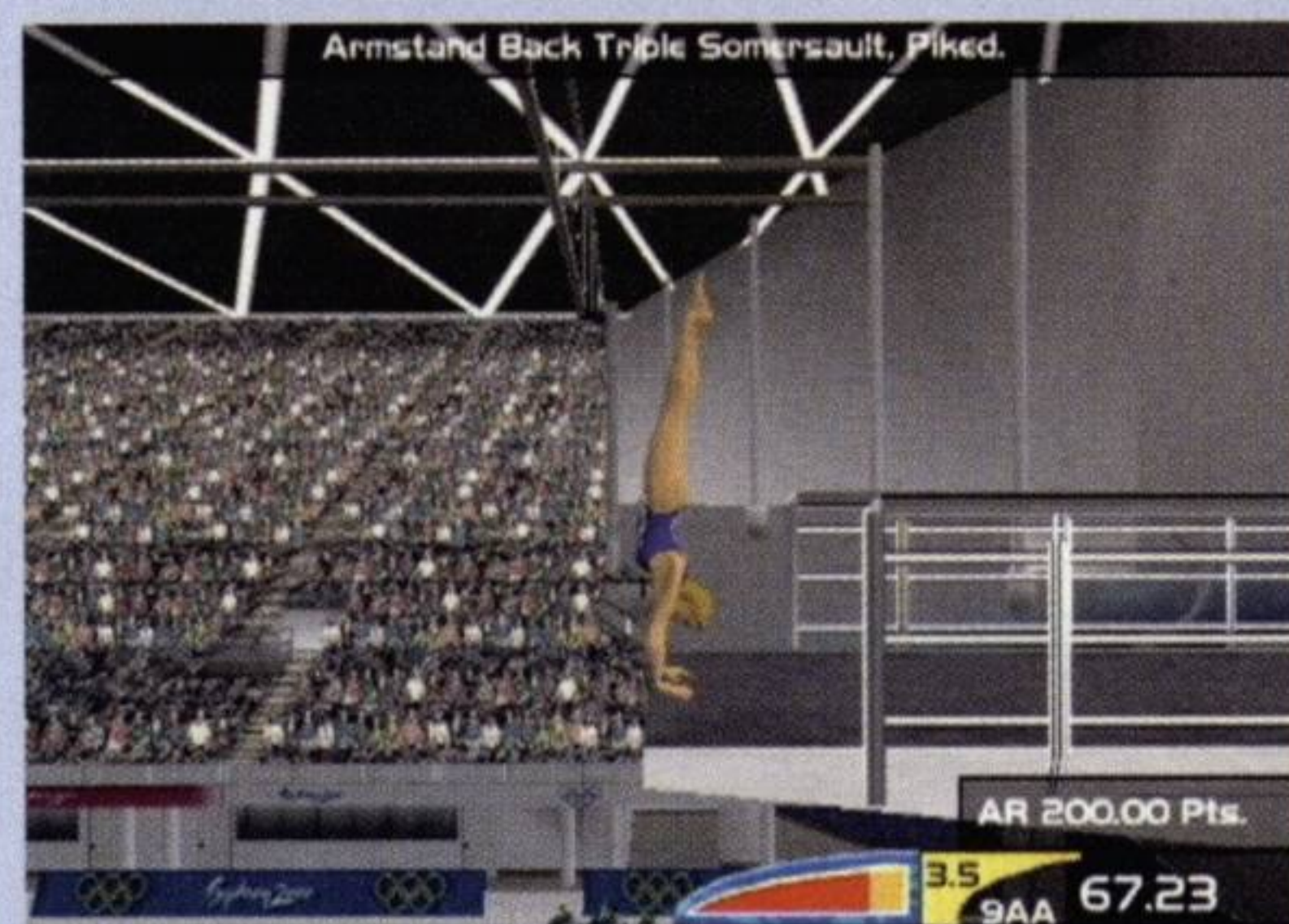
Why? Because it's the only thing he does well (apparently).

Alex – Olympic Celibacy

Why? Because he can clear a room full of ladies at 50 paces.

Nick – Olympic Beer Fishing

Why? Because it's the only way to incorporate his two favourite hobbies.



@pinion

> My god. I don't want to be the bringer of bad news... but what the heck is this? Yes, we're all in favour of a bit of classic sports action – *Track And Field* works brilliantly on many levels. This, however, manages to take all the fun out of it – the button bashing events are fine, but it just seems too sterile and plain for our liking. The fact that the additional events (with the exception of Skeet Shooting) are crap doesn't help either. You wanna wait for *Virtua Athlete 2K*? Join the club...
Martin Mathers

Dreamcast magazine

@pinion

GOLD	PLASTIC
⊕ Plenty to keep you busy	⊖ Looks like a dog's arse
⊕ Not just button bashing	⊖ You'll need robotic fingers
⊕ Commentary's a good touch	⊖ Has limited appeal

VISUALS	53%
SOUNDS	56%
GAMEPLAY	63%
VALUE	82%

DM Rating 65%

summing up
> If you're into button bashing then this will probably appeal to you but otherwise, it's best to give it a wide berth.

alternatively >
> **Virtua Athlete 2K**
> **Space Channel 5**



"You're going to need a damn strong wrist action, not to mention tip-top technique"

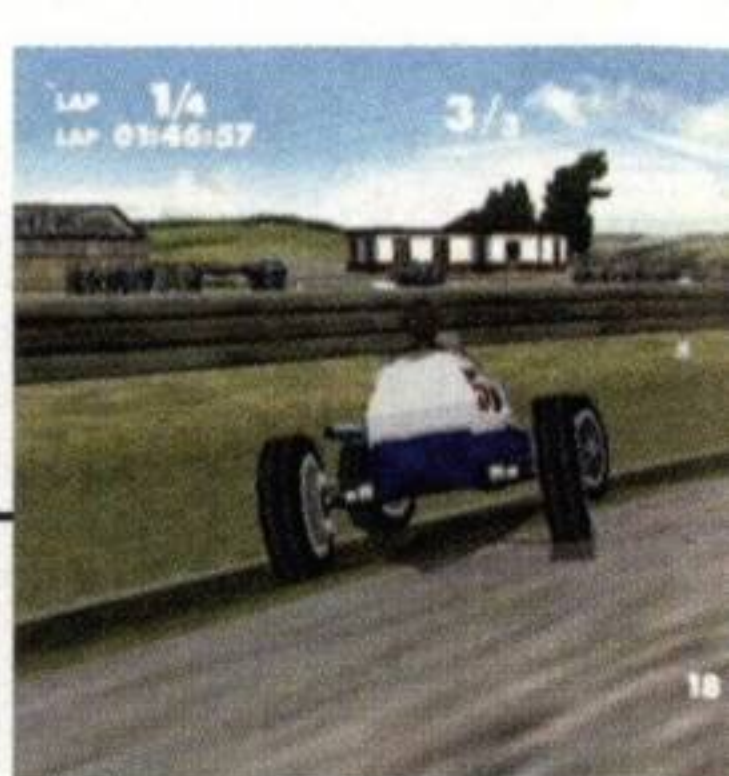
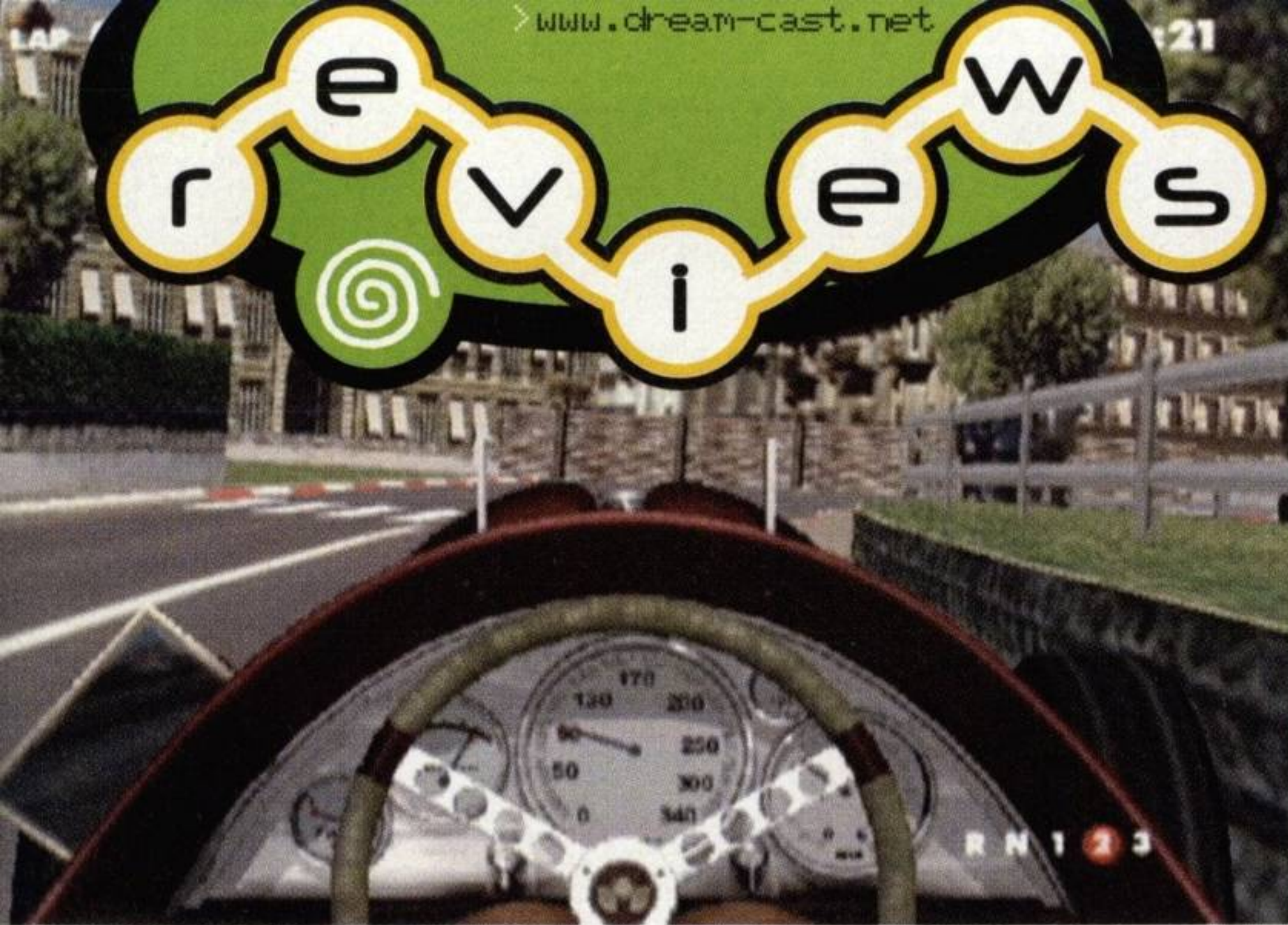


[1] The replay of the 100m hurdles is one of the most impressive views on offer in the game. [2] The water effects in the kayaking stage looks like a river of spilt paint. [3] In the cycling event the skill is all about knowing when to pull away and let your next cyclist continue. [4] When you're diving you can pull off some pretty impressive moves... if you can push the buttons quickly enough!

12 Day Eventing

> The 12 events that are on offer are 100m sprint, 110m hurdles, high jump, triple jump, hammer, javelin, 100m freestyle swimming, sprint cycling, skeet shooting, super heavyweight weight lifting, 10m platform diving and kayak K1 Slalom.





Spirit Of Speed 1937

essential information >

Spirit Of Speed 1937



Publisher Acclaim
Developer LJN
Origin US
Price £39.99
Genre Racing
Release Out now



one player



vibration pack



race controller



arcade stick



visual memory

VM information

Save position Y
 Logo during play Y
 Mini-game N

Ever wondered what sort of car your grandad used to drive? Then try this – it's the first ever Senior Citizen driving simulator!

You know, if we were feeling really obvious here then we'd roll

out the usual spiel about how games that come out in the shops before magazines get a chance to review them must be arse... but we won't. Saying that though, it makes you think about how really bad games manage to make it to the shelves in the first place. After all, if you take into account that your average game takes around a year or so to develop and create... well, shouldn't someone notice in that time that the game they're developing is in fact a complete pile of tosh? Even more so, shouldn't they do something about it? If *Spirit Of Speed 1937* is anything to go by, obviously not...

To call *Spirit Of Speed* a racing game would be a heinous crime punishable by

the Trading Standards Board themselves. In fact, we're actually thinking about reporting Acclaim to Trading Standards, simply on the strength of the complete bull spread across the back of the box. Example? 'Unlimited power matched with supreme bravery – the formula of racing champions'. Yeah, right. Substitute 'power' for 'loading times', 'bravery' for 'boredom' and 'racing champions' for 'an incredibly bad game' and... well, now you're about halfway there.

Feel The Need For Arse

So what's so wrong with it then? Hmm... how about everything? Right from the off, you can tell things are going to be bad. Hitting Start on the title screen leads to a loading pause that gives you

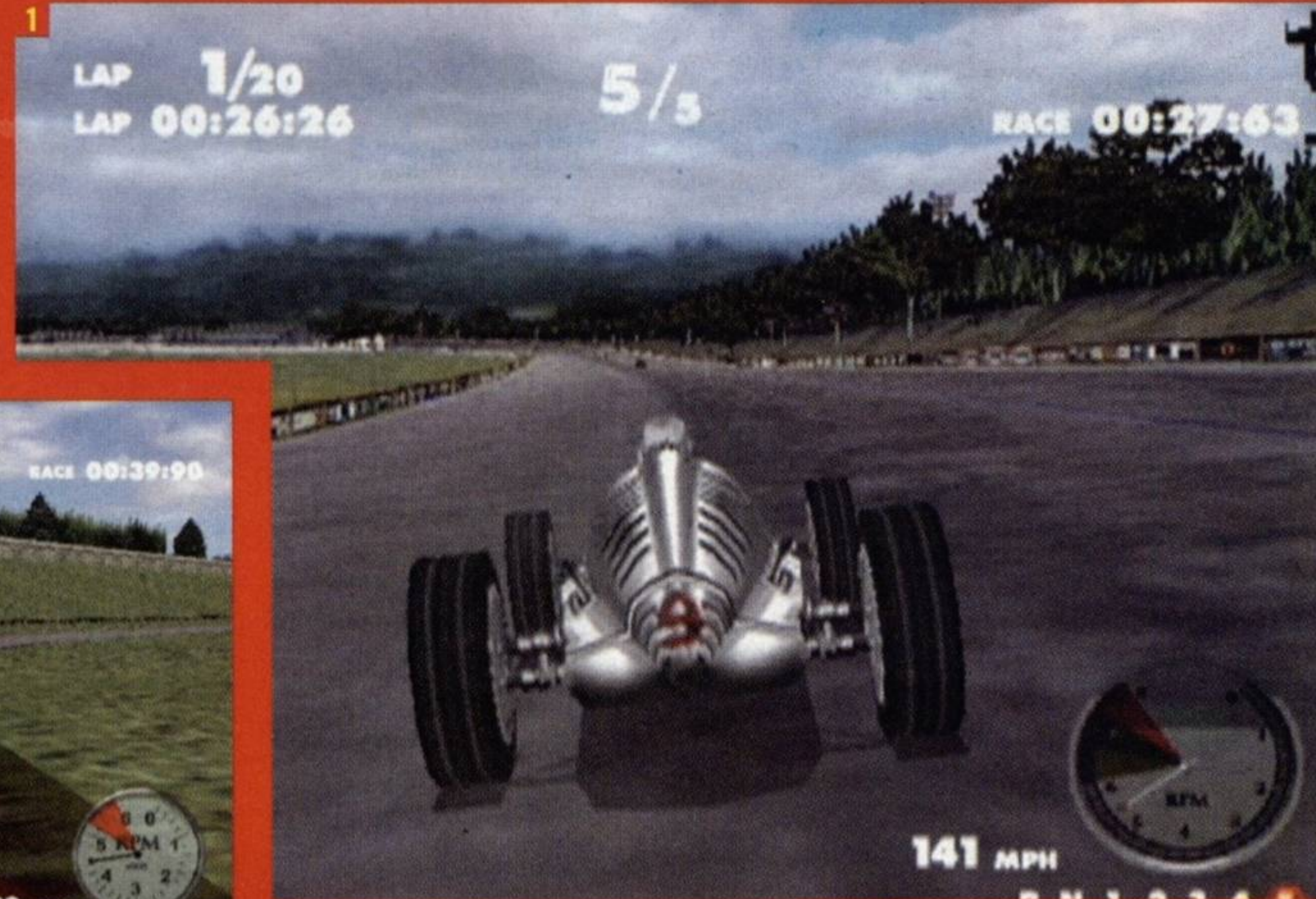
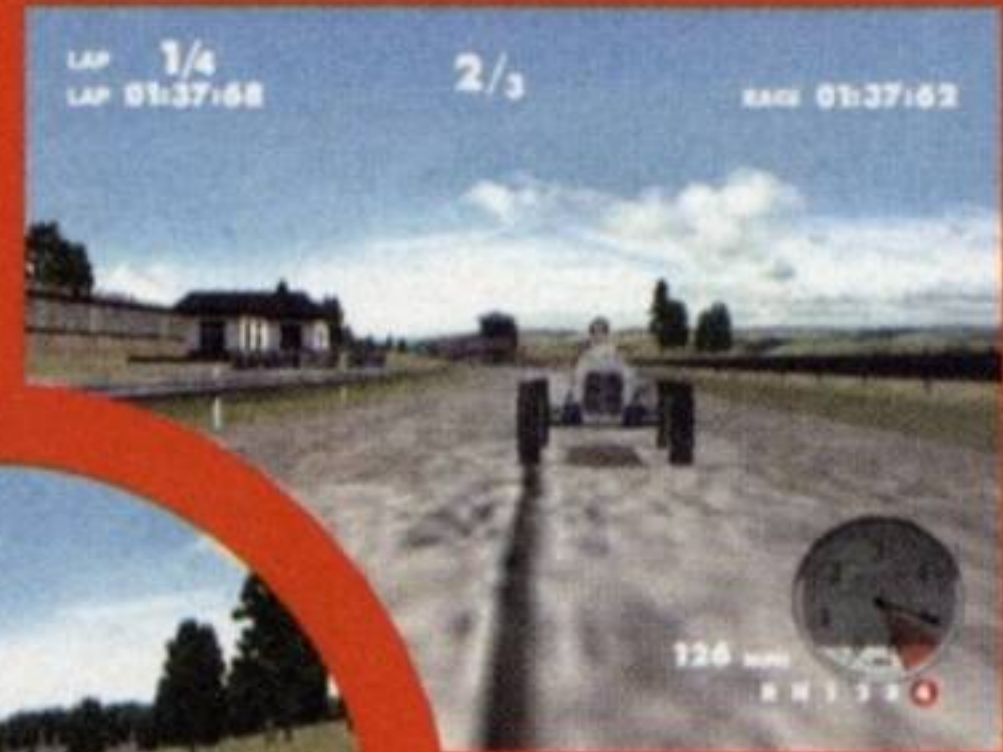
enough time to go and make a cup of tea... so it must be loading something good, right? Wrong – it's a static menu screen. And the worst thing is that they just get longer from here on in...

Then there's the game itself; possibly the most uninspired thing we've ever seen on the Dreamcast. Think that it doesn't look that bad? Well, look again. There are quite a few cars to choose from... but the only real differences between them are the colours and bodywork. There's also a respectable nine tracks to race around, which is fine... until you realise they're all pretty similar, with only different backgrounds and the odd extra bend thrown in. To rub salt into the wound, the graphics are laughable – they jerk so much, it's as if your Dreamcast is having some kind of fit. In a day when games like *Crazy Taxi*, *4Wheel Thunder* and *Ferrari F355 Challenge* can provide an enjoyable (and realistic) driving experience, it's embarrassing to think that



awesome moment

Gosh. Just look at the awesome speed. Watch those cars go. Yeah. Great.



"It's embarrassing that someone deemed this kind of drivel good enough to be released."

someone deemed this kind of drivel good enough to be released as a finished product. Shame on you, Acclaim.

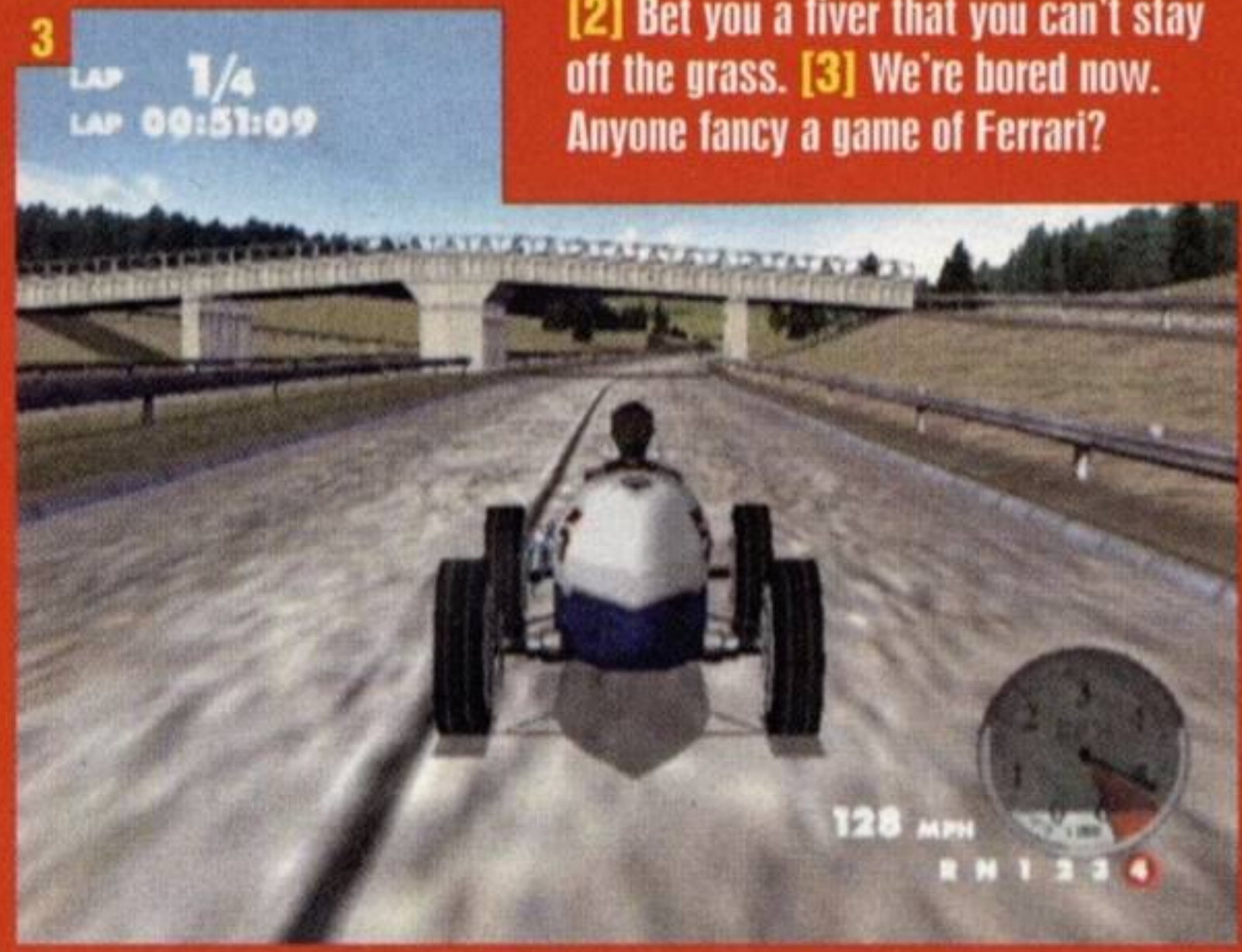
There are probably tons of other things we've forgotten to include that will make your *Spirit Of Speed* experiences even less enjoyable – the rear-view mirror that doesn't show anything behind you, the fact that all the races are so mind-numbingly dull that you'll give up after the third lap, etcetera, etcetera – but we're bored now. If you haven't managed to get the point by now that this game is less enjoyable than having your face stamped on by a large skinhead and then pushed into a beehive full of angry bees, you clearly haven't been listening. Please, by all means go and buy *Spirit Of Speed 1937*... just remember to post us your name and address so that we can send some people round to 'sort you out'. Cheers.

Martin Mathers

infoburst

Extra information

- > When the game came out, we actually had to phone Acclaim and demand that it sent us a copy... or we would go out and buy one. Fools. Hahahaha!
- > Just for a laugh, go into your local game shop and try to get an assistant to talk you into buying *Spirit Of Speed*. Now laugh at them before running away.
- > Of course, you could look on the bright side – at least *Spirit Of Speed* is slightly more playable than *WWF Attitude*, also by Acclaim. Now that WAS crap.



[1] Ooh, we've got another 20 laps to go... can you feel the excitement yet?
[2] Bet you a fiver that you can't stay off the grass. [3] We're bored now. Anyone fancy a game of Ferrari?

2nd opinion

> A bigger pile of cack I have yet to play. There's a whole 127bits that won't be used by any unfortunate Dreamcast that is made to suffer the indignity of running this GD-ROM. We normally love racing games and given that Acclaim has at least two stunning racing games in its software line-up, we can't think of any reason to release this steaming pile of horse droppings.
Simon Phillips

Flatcaps And Whippets

> After being sent back through time to the racing era of 1937 with *Spirit Of Speed*, we began to think about other things that have been consigned to the dustbin of history. Not surprisingly, they were all crap as well...

Old Money

Two and six? Half a crown? What's that all about? We have enough trouble keeping tabs on our money at the moment, without throwing in all this rubbish. Still, at least it used to keep the old people happy for a while.

Black And White Movies

We'll admit that there are a couple of black and white films that we enjoy – *Casablanca* or *Gone With The Wind*, perhaps – but for the most part, old films were arse. Especially silent ones with Charlie Chaplin in them.

The War

Okay, so World War Two wasn't so much 'crap' as it was a terrible, terrible thing, but it had its fair share of crap things about it. Rationing, powdered egg and Vera Lynn, for example... ooh, they send shivers down our spines.



Dreamcast magazine

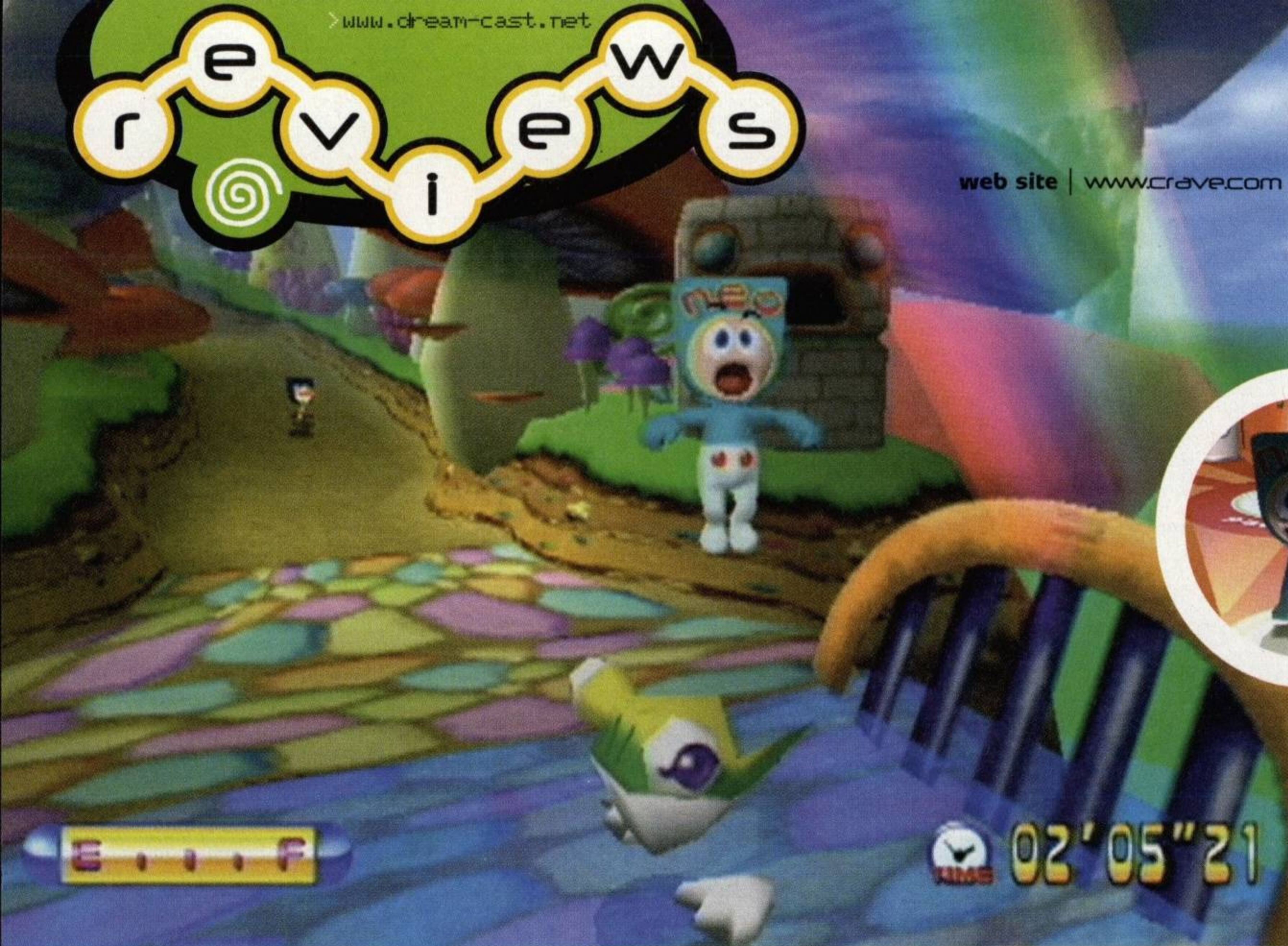
pinion

STERLING	DROSS
⊕ Ideal if classic racing cars are your 'bag'	⊖ The loading time is so... damn... slow
⊕ At least the speed is pretty realistic	⊖ Tracks, cars, graphics, music – all complete crap
⊕ Err... nope, can't think of anything else. Sorry	⊖ Worst racing game ever. Yes, really
VISUALS	44%
SOUNDS	47%
GAMEPLAY	41%
VALUE	33%

DM Rating 39%

summing up
> No. No. NOOOOO! Have you got the message yet? Do not – we repeat, DO NOT – go and buy this game. Comprendez?

alternatively >
> **Wacky Races**
> **4Wheel Thunder**



[1] It's all about timing, you see — one slip from this swing and you'll end up as a squished Neo. [2] Killer cows! Again, it's a case of get it right or wind up flattened. Damn. [3] Guess what? It's timing... again. Let go too early or late and you'll drown. Aargh!



Super Magnetic

It's not every day that the world is threatened by an evil baby in a mouse costume... or saved by a bloke with a magnet superglued to his bonce.

were stuffed. Never played it? Well, here's your chance to try something mighty similar...

Put simply, *Super Magnetic Neo* is possibly the toughest game we've ever played on the Dreamcast. Not that that's a bad thing — there's nothing we like more than a challenge. In fact, when everything is taken into consideration, *Super Magnetic Neo* is a pretty damn fine game... you don't even have to be into the whole brightly coloured, cutesy platform game thing to enjoy it. Really. It's cute enough for platform fans to enjoy it, but has enough brain-taxing puzzles and annoyingly tough bits to make sure that people who like their games a little less shallow will love it to bits.

Many years ago, in a time when Maggie Thatcher ruled the planet and no one had really figured out if Boy George was a bloke or not, we used to play a game called *Rick Dangerous* on our beloved Amigas. You might have heard of it — after all, it's got a reputation for being one of the toughest games EVER. Basically you walked along, set off a deadly trap and died. With one life gone, you walked along, avoided the first deadly trap... then set off the next one and died. With two lives gone, you walked along... well, you get the picture. Unless you had a perfect memory, incredibly quick wits and more patience than Dr Kildare (boom boom) then you

Magnetic Attraction Action

Not surprisingly, the story line comes straight out of Japan — an evil baby fiend called Pinky has taken over PaoPao Park, so the 'wacky' professor unleashes his latest creation... a strange bloke with a

essential information >

Super Magnetic Neo



Publisher	Crave
Developer	Genki
Origin	Japan
Price	£39.99
Genre	Platform
Release	Out now




one player vibration pack

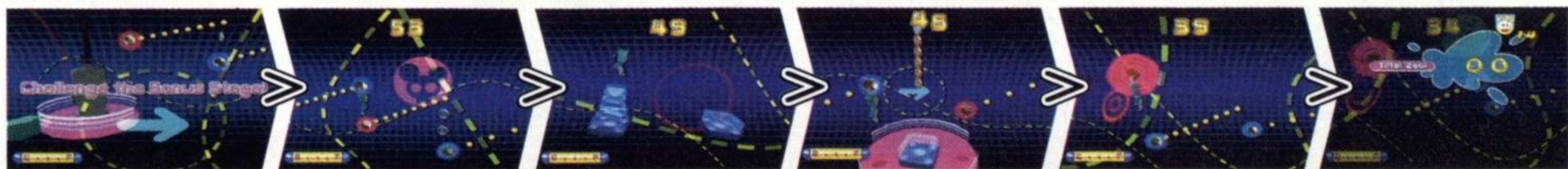
visual memory

VM Information

Save position	Y
Logo during play	Y
Mini-game	N



You can use the bonus stages to practice your magnetic bouncing skills.



“Super Magnetic Neo is a pretty damn fine game”

Neo



giant magnet on his head called Neo. Sounds crazy? Well, yes it is. Saying that though, the game itself is relatively straightforward – by using the Red (North) and Blue (South) poles on Neo's head, you can use the coloured platforms/rope swings/enemies throughout each level by either repelling or attracting towards them. The object is to reach the teleporter at the end but you'll also need to grab coins, secret items and the all-important Pinky Medals as you go. Honestly, we make it sound so easy...

Of course, it isn't – despite looking like the perfect game for toddlers, this really is a game for the grown-ups... or youngsters with nerves of steel. It's one of those games where the phrase, 'If at first you don't succeed...' really rings true – you'll need to keep coming back to get past those all-important tricky parts. Saying that though, it never really gets irritating that you can't do it; you'll want to have just one more go in case you manage to make it to the end of the level. As long as you're prepared, you'll never tire of it, even though the game is just so darn mean. Take into account the replay value as well (getting all the medals, secret items and the fastest time on each level gives you something nice to decorate Neo's home with) and you've got a game that is going to eat into your time. Just make sure your Dreamcast isn't within smashing distance while you play it...

Martin Mathers



It Ain't Half Tough Mum

> Being the gaming gods that we are, there aren't many games that keep us stumped for long... but *Super Magnetic Neo* managed to stop us in our tracks for a good long while. Mind you, it wasn't the first one to do so... here are just a few of the games that damn near killed us!



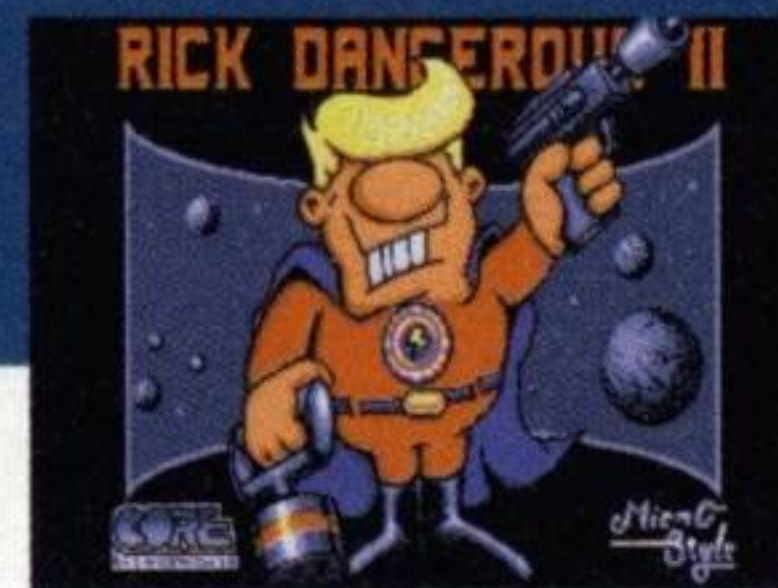
Head Over Heels

We loved this – it was one of the best isometric games we had ever played. Saying that though, it was also one of the trickiest; getting Head and Heels together wasn't too hard but after that it all just got completely ridiculous...



Elite

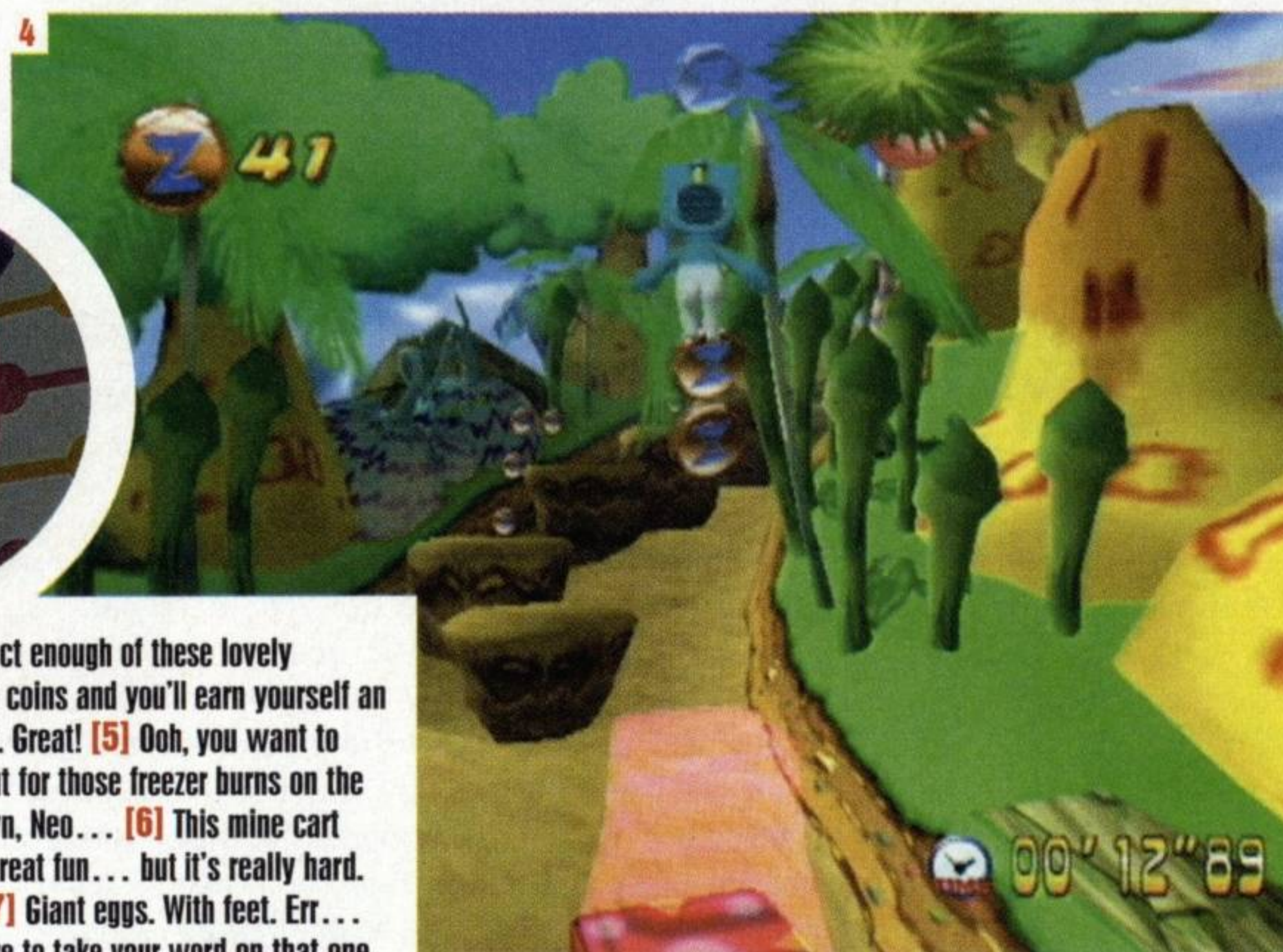
Not so much 'tough' as 'very, very long', *Elite* was the mother of all simulation games. Fly through space, trade with space stations and try to become the best pilot of them all – the only problem was that it never, EVER ended!



Rick Dangerous 2

The sequel to the original *Rick Dangerous* brought a whole new meaning to the words 'tough game'. Yes, you could choose which level to start on, and there were even loads of cheats for infinite ammo and lives... but it didn't get any easier.

[4] Collect enough of these lovely sparkling coins and you'll earn yourself an extra life. Great! [5] Ooh, you want to watch out for those freezer burns on the way down, Neo... [6] This mine cart level is great fun... but it's really hard. Aargh! [7] Giant eggs. With feet. Err... we'll have to take your word on that one.



infoburst

Extra information >

- > In Japan, the main character was called NuiNui rather than Neo. They even made a comic book about him... mmm, fancy.
- > Designer Nick wanted us to include some interesting facts about magnets and poles here... but we didn't know any.
- > Oh, hang on – yes we do. The magnetic force of the North and South Poles make water drain in different directions in the Northern and Southern Hemispheres. See? We know our stuff...

2nd opinion

> *Super Magnetic Neo* is not unlike a super model: great to look at but tough to get to grips with. Personally speaking this isn't the sort of thing that appeals to me, preferring as I do more immediate games. However, if you possess the patience of a several saints and the reflexes of an astronaut then you'll be more than happy to spend your gaming hours stuck to this top platformer.

Simon Phillips

Dreamcast magazine

@pinion

MAGNET

- + Appeals to all sorts of gamers
- + It's got plenty of longevity
- + Visually one of the most gorgeous platform games

DRAGNET

- Too... damn... hard! Aargh!
- Having to start all over again is a pain
- You'll smash your Dreamcast in frustration

VISUALS	88%
SOUNDS	86%
GAMEPLAY	82%
VALUE	80%

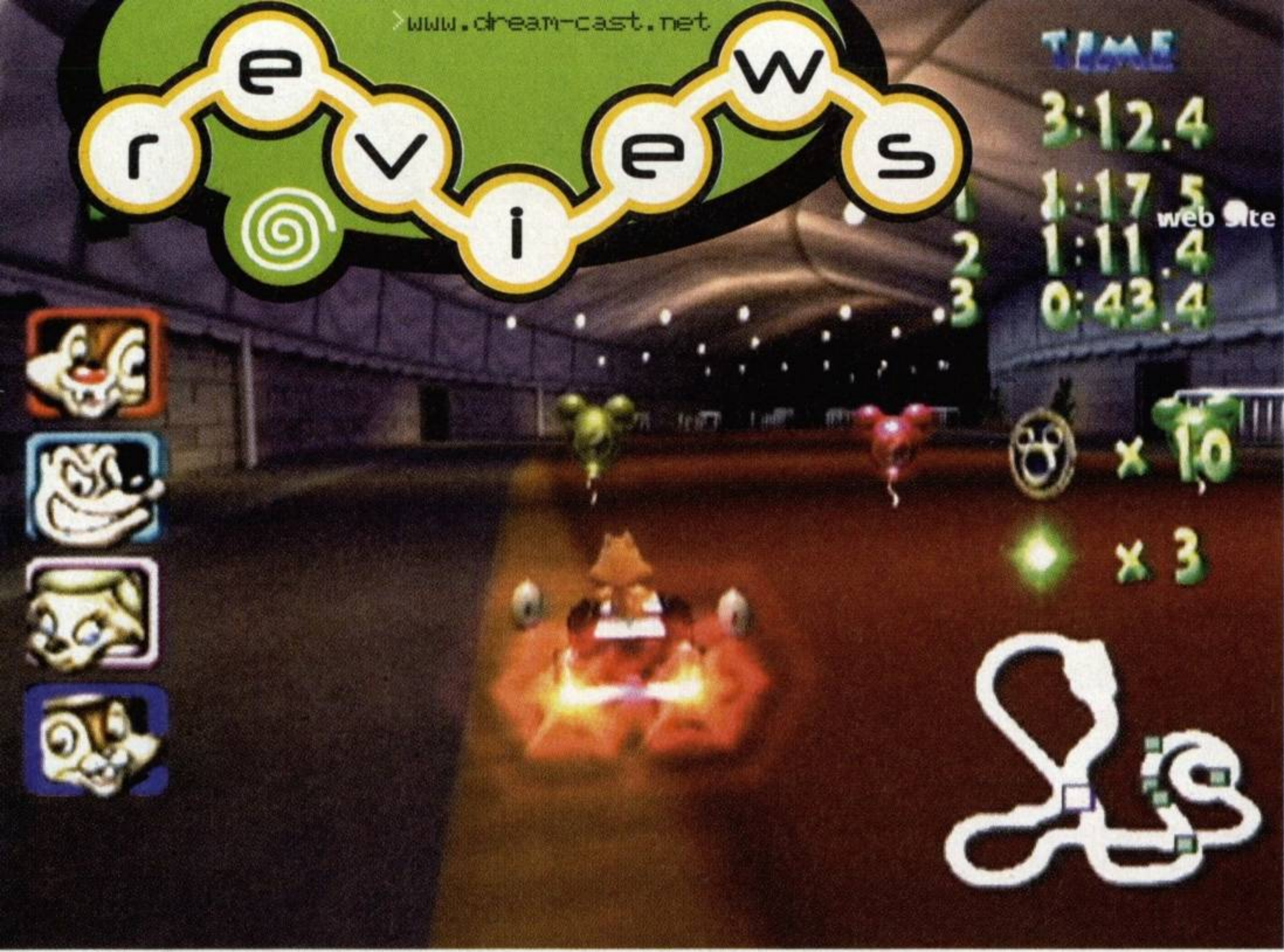
DM Rating 85%

summing up >
> If you can get past the frustrating difficulty level, this is actually a pretty damn smart game – we're 'positive' about that. Hoho.

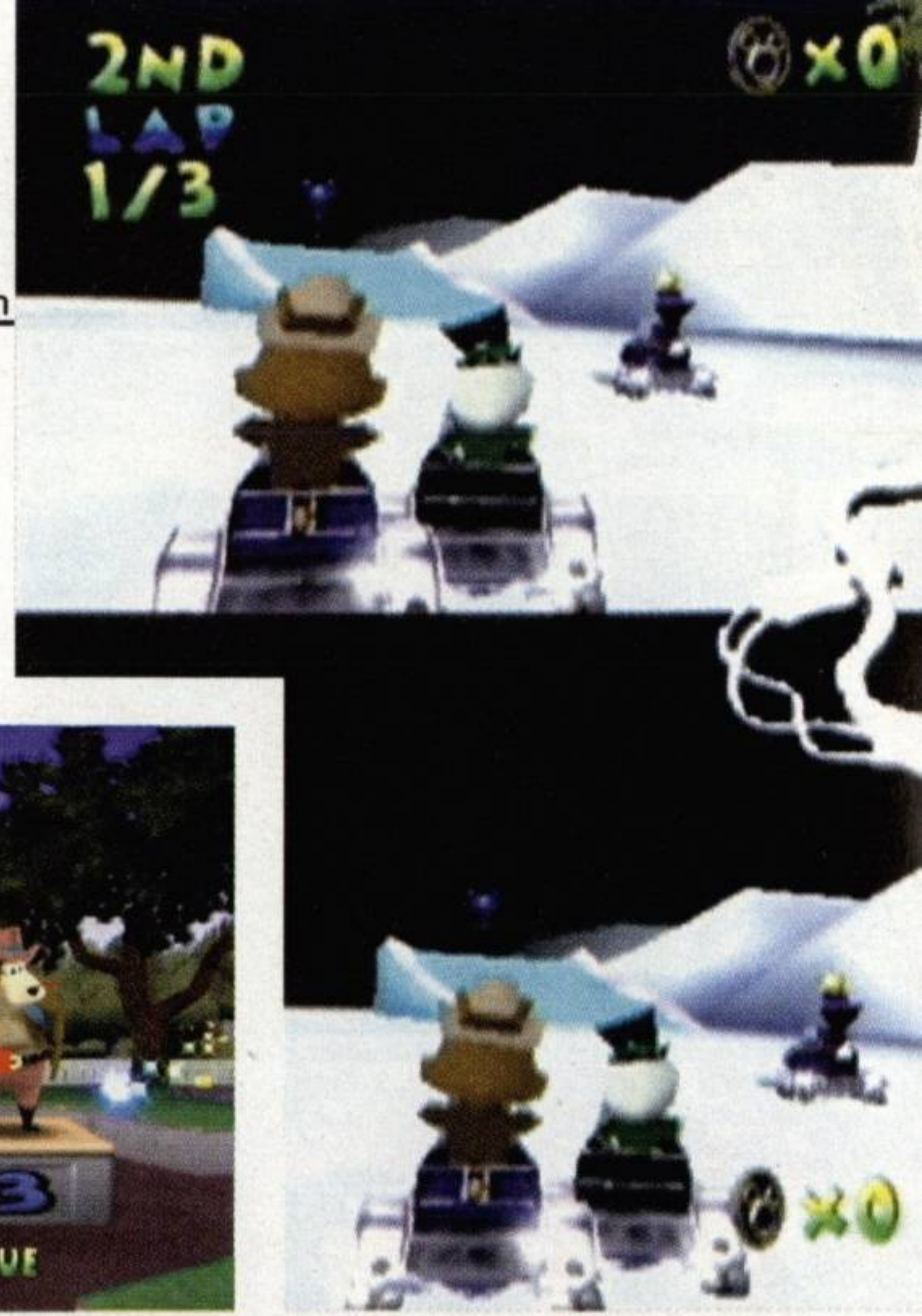
alternatively >

- > Rayman 2
- > Sonic Adventure

Reviews

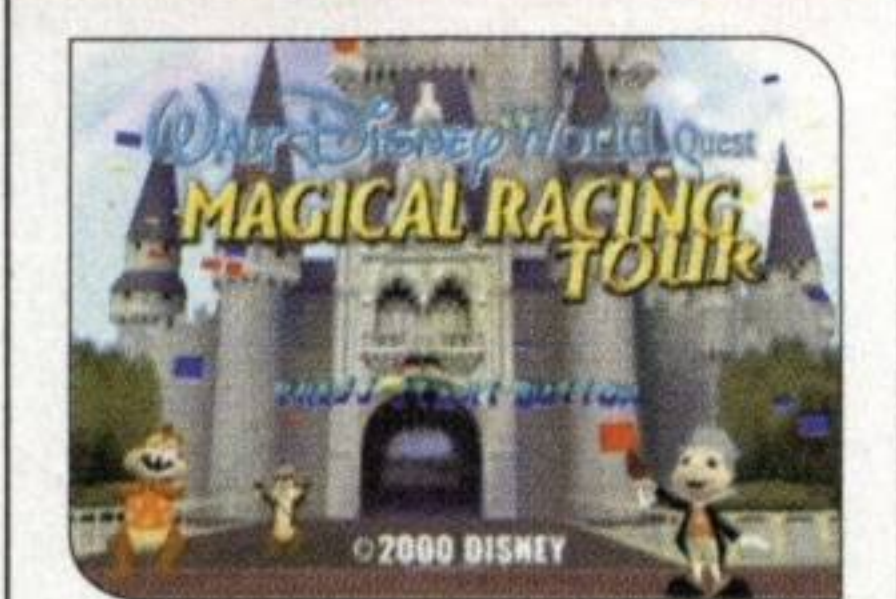


www.disneyinteractive.com



essential information >

Walt Disney World Quest: Magical Racing Tour



Publisher	Disney Interactive
Developer	Crystal Dynamics
Origin	America
Price	£39.99
Genre	Racing
Release	July



four players vibration pack



race controller

visual memory

VM

information

Save position	Y
Logo during play	Y
Mini-game	N

Walt Disney World

MAGICAL

Wacky Races and South Park Rally not enough to satisfy your childlike racing whims? Then prepare to have Disney take you on a magical mystery tour...

Waiting for kids' racing games to appear on the Dreamcast has been like waiting for a bus so far – you sit patiently for ages and then suddenly bang, a whole load roll up at once. First there was *Wacky Races*, which came bang on time, promptly followed by the delayed *South Park Rally* and now we have *Walt Disney World Quest: Magical Racing Tour* pulling up for a piece of the action. But do we really need the monotony of another cutesy racing game already? Errrr... no.

Could It Be Magic?

WDWQ: MRT is far from a unique game. It seems that all the developers have done is steal from all the other kids' racing titles, thrown them into a blender, whisked them around for a bit

and hey presto, you've got a brand new game... or not. The main part of *WDWQ: MRT* revolves around the Adventure mode, in which you must collect all the pieces of the fireworks machine by winning the various courses littered around the Magic Kingdom, thus ensuring that the parade goes off with a bang. This is all well and good, but you only start off with access to one course which you have to win before you can progress through the kingdom. This can prove more than just exasperating as it is something that continues through the game. No win, no new course. Not a particularly great philosophy, but at least it's a little different.

Graphically, the game is solid rather than impressive but that's the least of its worries as it suffers at the hands of some

extremely choppy frame rates that hardly do much for the gameplay. That said the courses are imaginative and relatively detailed in a cartoon kinda way but that damn frame rate doesn't half spoil the pleasures that should be derived from speeding around some of the coolest rides in the world. Shame really. The actual racing itself is as crazy and action packed as you'd expect from such a game with acorns, rockets and the like flying around looking to take out whoever is stupid enough to drive into them. Not unlike *Mario Kart* then. With four players plugged in, the action is even more intense and just like all great racing games of this genus you'll be shouting and cursing at each other within minutes as you try to get past the finish line in one piece.

"The actual racing itself is as crazy and action packed as you'd expect from such a game"



[1] It's not a mirror, honest!
 [2] There's the usual load of crazy power-ups to be collected along the way, hidden stealthily in the balloons.
 [3] It's not quite Jurassic Park but you can come across some pretty huge dinosaurs... just be careful – they bite.



awesome moment

Cup of tea anyone? Drive into one of these and you'll be all in a spin.



Who The Hell?

> One feature of the game that makes it less appealing than it otherwise might have been is the use of virtual unknowns among the drivers. Who the hell knows who Tiara Damage, Bruno Biggs, Otto Plugnut, Polly Roger or Moe Whiplash are? The only ones we knew were Chip 'n' Dale and Jiminy Cricket. Give us Mickey, Minnie and Donald any day... please!



Quest RACING TOUR

Taking The Mickey

For all the problems of the game, the most sinful is the fact that it is so ridiculously derivative of all other kids styled racing games. Unlike *Wacky Races*, *WDWQ: MRT* doesn't even attempt to hide it's heritage of *Mario Kart* and *Diddy Kong Racing*, leaving it decidedly second-rate. Sure, if you're going to pinch an idea for a game then you might as well steal from the best – the problem is, though, that *WDWQ: MRT* doesn't do the job particularly well. There may be some dainty touches to the game but there simply aren't enough of them to light the blue-touch paper and set the fireworks off for a spectacular display of gaming heaven. Magical? Nah. More like mediocre.

Alex Warren



2nd opinion

> It's a damn shame that when a developer gets hold of a guaranteed money-making licence like this, it chooses to build a bog-standard game around it and hope for the best. *WDWQ: MRT* isn't THAT bad but considering it just rips off a whole host of other 'fun' racing games, it could have been so much better. It doesn't look nearly as lovely as *Wacky Races* and isn't even as fun to play, so why bother? Personally, we wouldn't... unless you slipped us a £50 note. Any chance of that, Disney? **Martin Mathers**

infoburst

Extra information >

- > It only costs £25 for a day pass to Disneyland, Paris.
- > There's a total of 13 courses to race and 13 characters play.
- > The courses are all named after rides in Disneyland, including Space Mountain, Pirates Of The Caribbean and Haunted Mansion.

Dreamcast magazine

pinion

MAGICAL

- + It's Disney
- + Some cool courses
- + A four-player mode is always welcome

MISERABLE

- Err... where's Mickey et al?
- Choppy frame rate
- Not enough modes of play

VISUALS	70%
SOUNDS	66%
GAMEPLAY	72%
VALUE	66%

DM Rating 68%

summing up >
> As much as *WDWQ: MRT* tries to replicate the fun and frolics of other kids' racing games, it ultimately fails to do so.

alternatively >

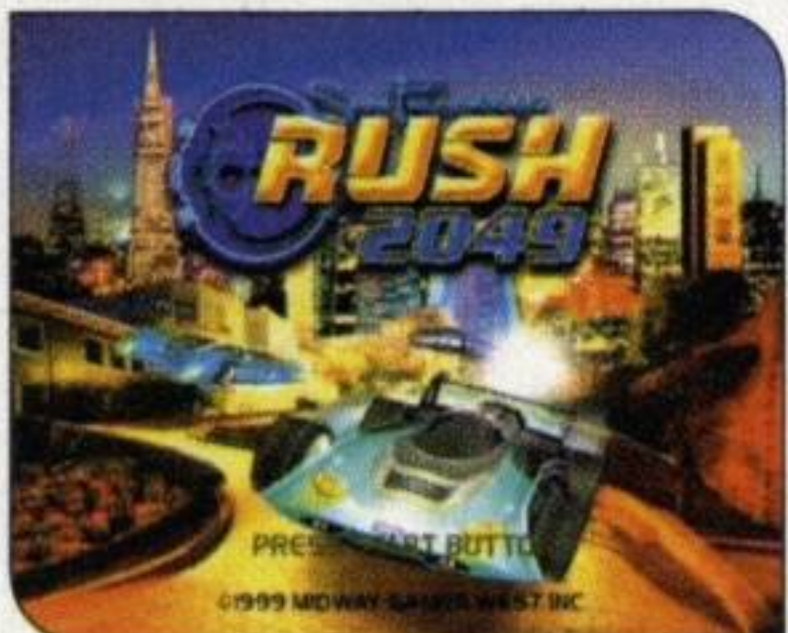
- > **Wacky Races**
- > **South Park Rally**



San Francisco Rush 2049

essential information >

San Francisco Rush 2049



Publisher Midway
Developer In-house
Origin USA
Price £39.99
Genre Racing
Release September



four players



vibration pack



race controller



modem

visual memory



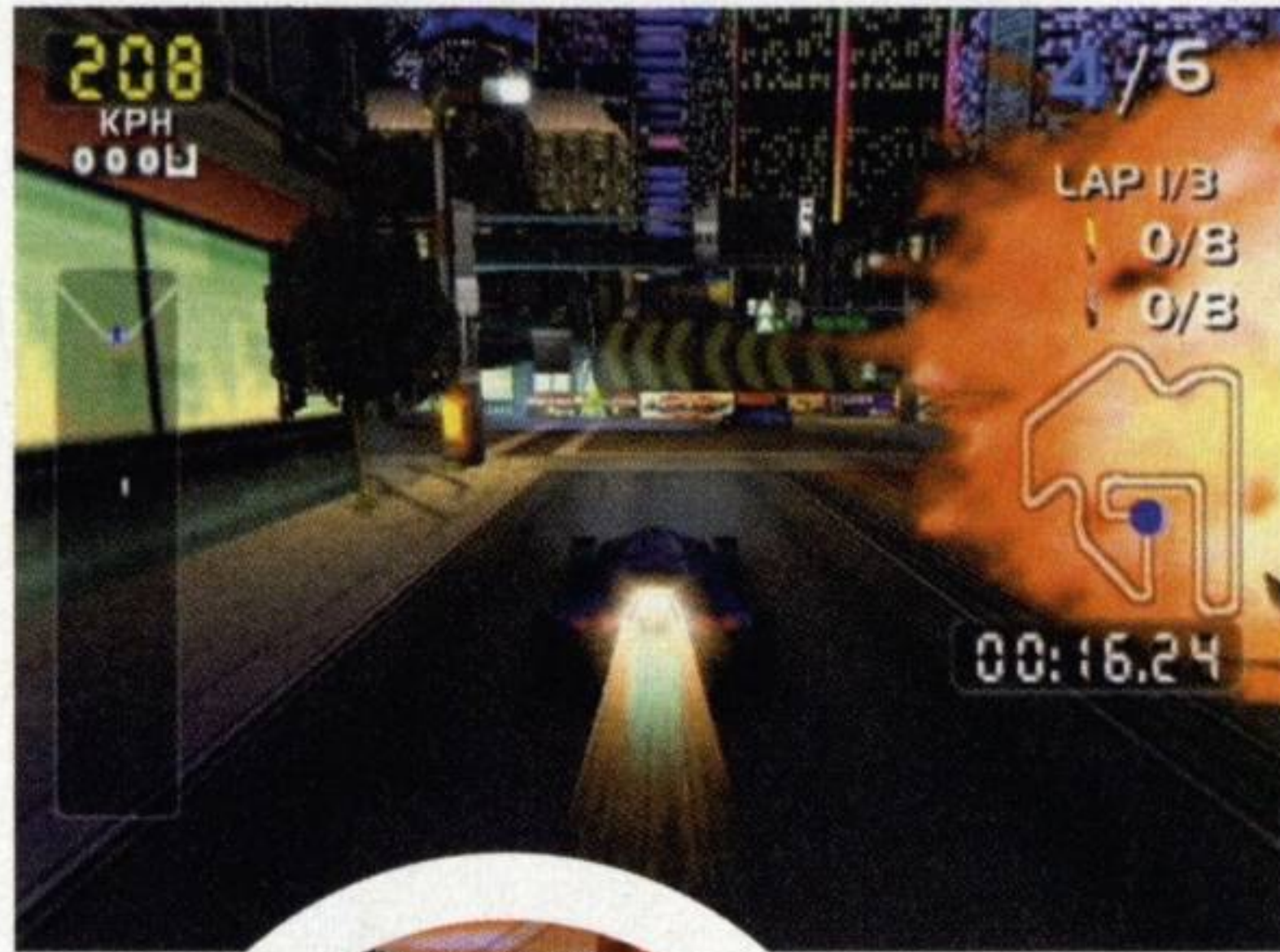
VM Information

Save position Y
 Logo during play Y
 Mini-game N



awesome moment

Spread those wings baby and fly far, far away – you'll be glad of the distraction!



The future's come early to San Francisco, but not much has changed... except the fact that it's been turned into a giant race course. Better strap yourselves in then...

In this modern day and age, everyone seems to be in a rush about something or other, and it's not even like the days are getting any shorter or anything. So imagine just how much of a rush people will be in come 2049, when technology is even more advanced, there's more to do and when speed limits exceed the 200mph mark—blink and you might just miss it. Welcome then to *San Francisco Rush 2049*, a futuristic racing game that you're going to need a speed enhancement chip surgically placed in your retina for. Well, maybe...

Rush Hour

Over the past year Midway has reinvented itself as a serious force to be reckoned with, taking its arcade credentials and plumping top titles onto

everyone's favourite home arcade system. Just check out the quality of *NBA Showtime*, *NFL Blitz* and *Gauntlet Legends* if you don't believe us. However, buried in the depths of local arcades was another game that satisfied the demands for high-speeds of even the most die-hard of racing gamers. Released last year, the arcade version of *San Francisco Rush 2049* was an adrenaline rush of a ride, taking you through the towering skylines of a futuristic world at face-distorting speeds, while giving drivers the ride of their life. So can the Dreamcast version of the game live up to the speedy standards of its big brother? Hmmmm... that'll be a yes and no then.

To put it bluntly, *Rush 2049* is a bit of a conundrum. In many respects it has the makings of a genuinely good game but in practice it often fails to deliver, although that's not to say that there aren't some high points. It's not that it's a particularly bad game, it's just that there are a

number of fundamental problems with it that, if they'd been tweaked, would have made the game as a whole a more rounded, better and enjoyable product.

Going Round The Bend

It's not that there isn't plenty to do – that simply isn't the case. As well as having the usual modes of play (Single Race, Practice and Circuit) there's also Stunt, Battle and Ghost modes. Of these, Ghost mode is the most unique as it allows you to download other player's times and race their ghosts. *Rush 2049* is the first game to actually do this, and it certainly adds a further dimension. There are also plenty of tracks to race around, each with backward and mirrored versions, as well as a decent amount of futuristic cars to bomb around the tracks in.

The fact that the game is more than 'just a racing game' isn't the real problem either, although it does detract from the job in hand. For much of the time you'll find yourself searching for all the short cuts and coins, which means that you'll have to forgo your racing credentials and crawl along at a snail's pace to sniff them all out. It is a bit of a pain, but once you've found them all it will make your job that much easier.

infoburst

Extra information

- > San Francisco is the home of the Golden Gate bridge, amongst other notable landmarks.
- > San Francisco is one of the most earthquake-prone cities in the world.
- > Both *Crazy Taxi* and *Super Runabout* were also based in the city.
- > Interestingly, the cars still run on gas and not environmentally-friendly sources. What would Greenpeace say?

"Where the single-player game disappoints the multiplayer mode positively shines"

The Midway Challenge

> As part of the promotion for the release of the game, Midway took us on a day out to the local Daytona race track where we kicked everyone's asses (well, except for Sega – we had to let them win), put in the fastest lap of the day and promptly drank everyone under the table. Not bad for a day's work.

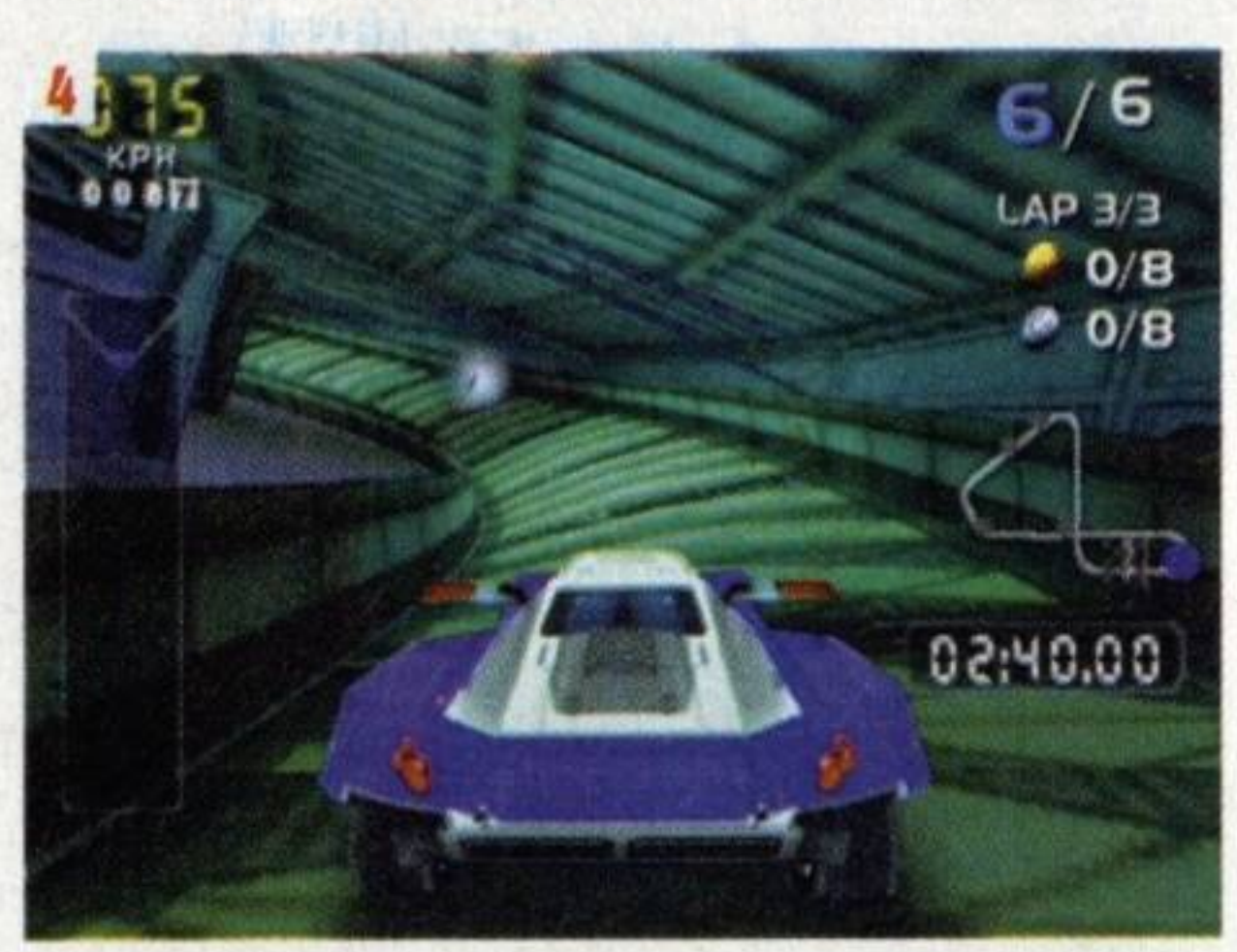


continued

Reviews



[1] Spread those wings and fly like an eagle... the hard bit's landing. [2] Now, if the futuristic street lights really are lava lamps then the future's going to be pretty cool. [3] There are tons of short cuts for each track. [4] Finding all the coins will keep you busy for hours and hours.



The Coin Collector

> Dotted around the tracks are eight gold and eight silver coins which you have to collect to open up the secret tracks and cars. To find them you'll have to take time off from racing and explore every nook and cranny of the courses. The good thing about this is that it will also help you find all the short cuts.

No, the most infuriating thing about the game is the incredibly unresponsive control which leads to virtually non-existent interaction with the cars. It is this, combined with the extreme difficulty of the game, that makes it incredibly infuriating to play. And where's the fun in that, we ask you.

Give Me Wings

Where the single-player game disappoints, however, the multiplayer mode positively shines and it is here that the real value and pleasure of the game can be found. It's not so much the multiplayer races that the source of this pleasure is gleaned from but rather the Stunt and Battle modes which, after a few beverages, can lead to some extremely heated contests. Taking after the multiplayer modes of *Tony Hawk's Skateboarding* and *Mario Kart* respectively (although they can be played in one-player mode too) both modes are as addictive as squashing spots in front of the mirror.

In the Stunt mode you can pull off some of the most outrageous, gravity-defying and entirely unbelievable stunts you'll ever see... but landing the damn thing is a totally different matter. Of course, this is where the true skills of the wannabe driver lie, as well as where the newly added wings come into their own, allowing for more airtime and even more tricks. But for those who fancy a bit more than just veg with their meat, the Battle mode is the perfect accompaniment. Here you'll find several

different arenas as well as a whole host of weaponry with which to help dispose of any challengers to your throne. A continual game of cat and mouse ensues, with the hunter repeatedly becoming the hunted, resulting in nothing more than death threats through the door.

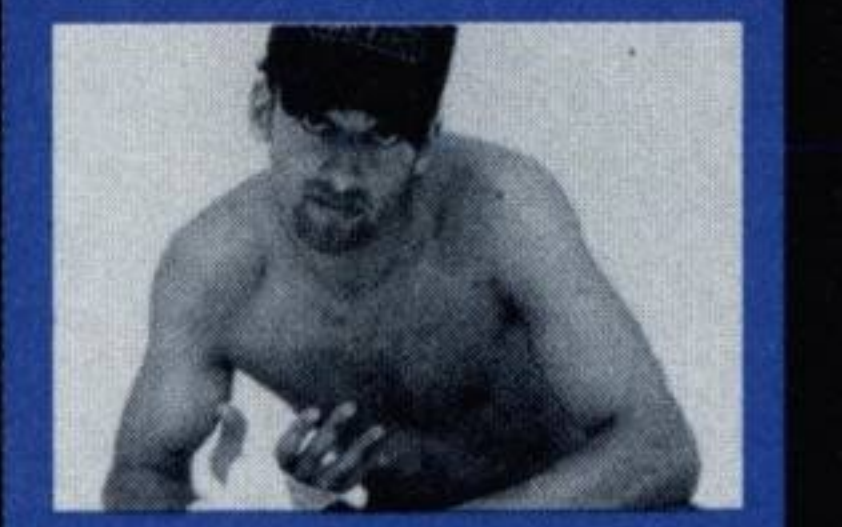
Graphically, the game is a tale of two diverging sides, and the dichotomy between the actual courses and the car models is the most worrying point in case. The futuristic landscape of the sprawling pollution-layered San Francisco is as awe-inspiring a vision of the future as you could imagine. It is a feast of towering architectural masterpieces, with roads and short cuts winding their merry way around. However, in direct contrast to this are the bulky masses of the cars, which handle as badly as they look.

As for the musical condiments of the game... well, let's leave them out. Suffice to say, if the future sounds anything like this then we're all going to need lobotomies. The sound effects aren't much better, either - the continual screeching of rubber is enough to drive even the most sane gamers insane. So where does all this leave *Rush 2049*? Well, the fact that it is neither remarkable nor unremarkable in any sense means that it's left floundering slap bang in the middle of the road, along with all the other racing games that haven't made the cut... which is a shame, as it promised so much more. Better wait another 50 years then.

Alex Warren

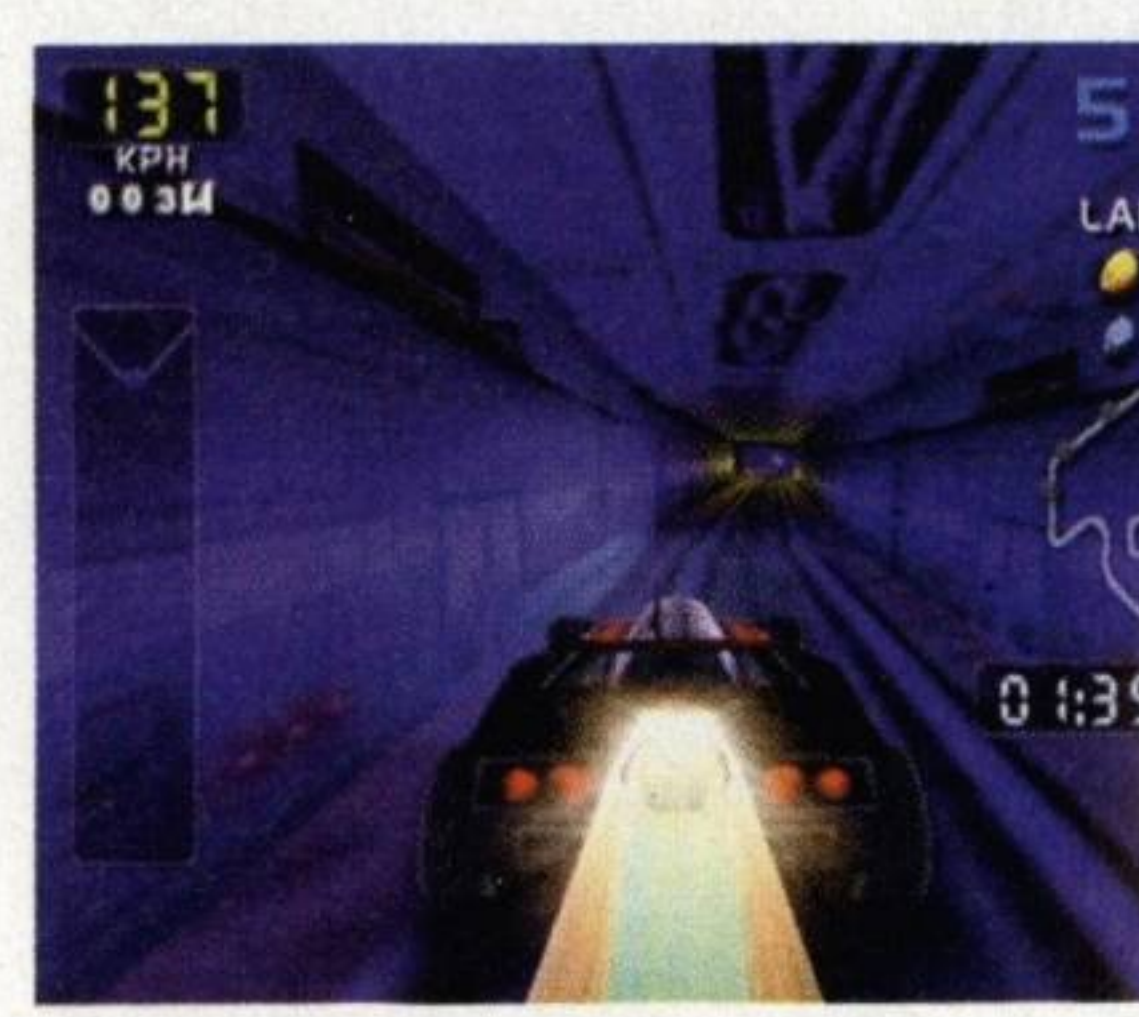
Metro Man

> As well as being a total road-hog, Midway producer Metro Mustafa has had the audacity to name one of the tracks in the game after himself... the cheeky little monkey.



@pinion

> As a pure racing game, *Rush 2049* is flawed thanks to unresponsive controls and a difficulty setting that is off the scale. It's also a little frustrating to play thanks to so many tiny needless flaws that could have so easily been rectified as opposed to worked around. Unfortunately, there is a great game lurking underneath all of this but you probably won't want to bother. However, the multiplayer game is a much more enjoyable experience and comes highly recommended. It's just such a shame that the one-player racing game doesn't cut it.
Simon Phillips



Dreamcast magazine

@pinion

RUN	WALK
+ Overwhelming amount of gameplay options	- Car dynamics are really poor
+ The multiplayer mode	- Car handling is cack
+ The tracks are gorgeous to look at	- The screeching brakes hurt your ears

DM Rating 71%

summing up > A great multiplayer game with a very poor single-player game bolted on.

alternatively > Crazy Taxi
> 4Wheel Thunder

"STUNNING UNDERWATER ODYSSEY THAT'S ENTERTAINING THROUGHOUT 9/10"
OFFICIAL DREAMCAST MAGAZINE

SEGA™

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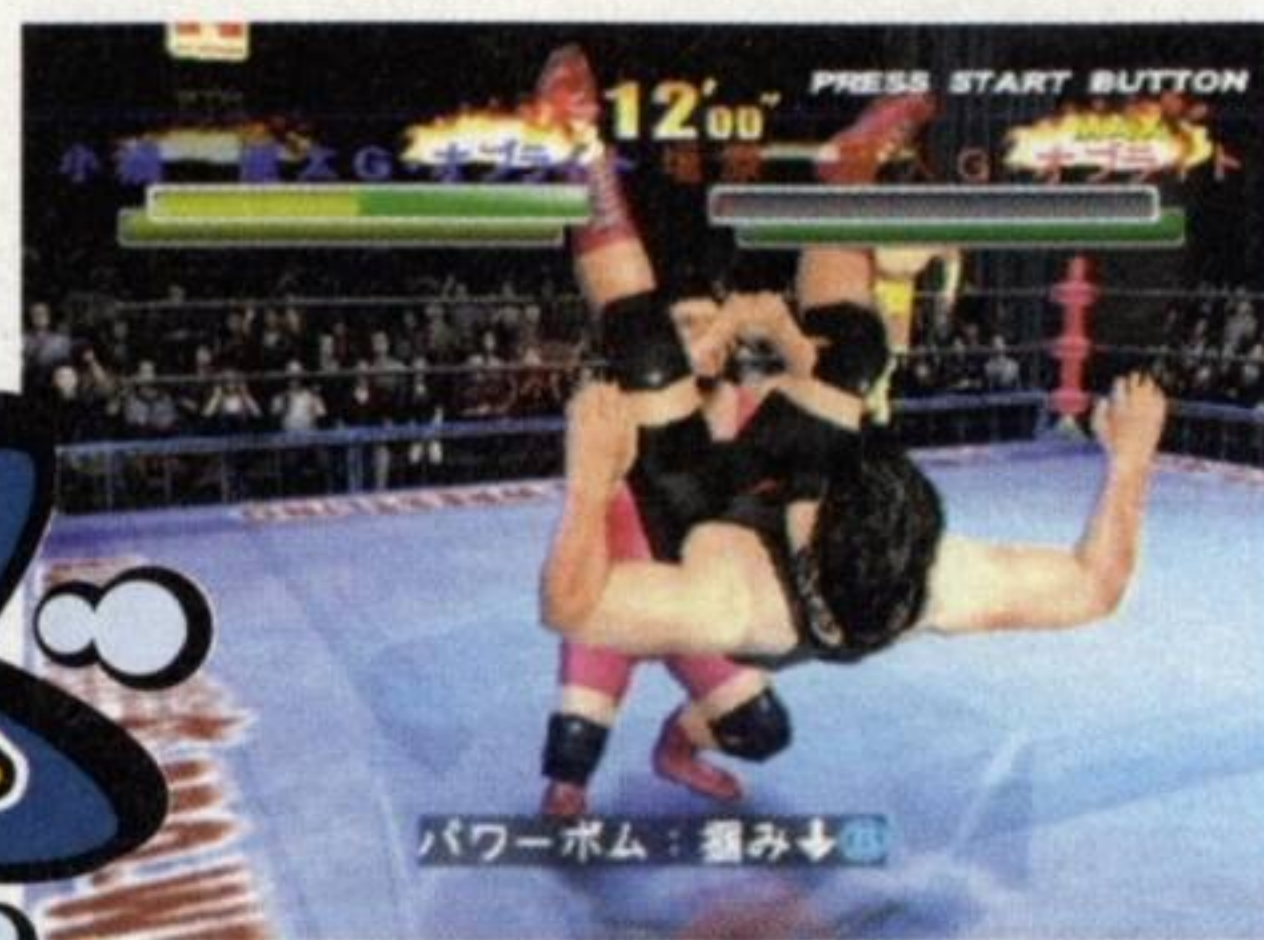
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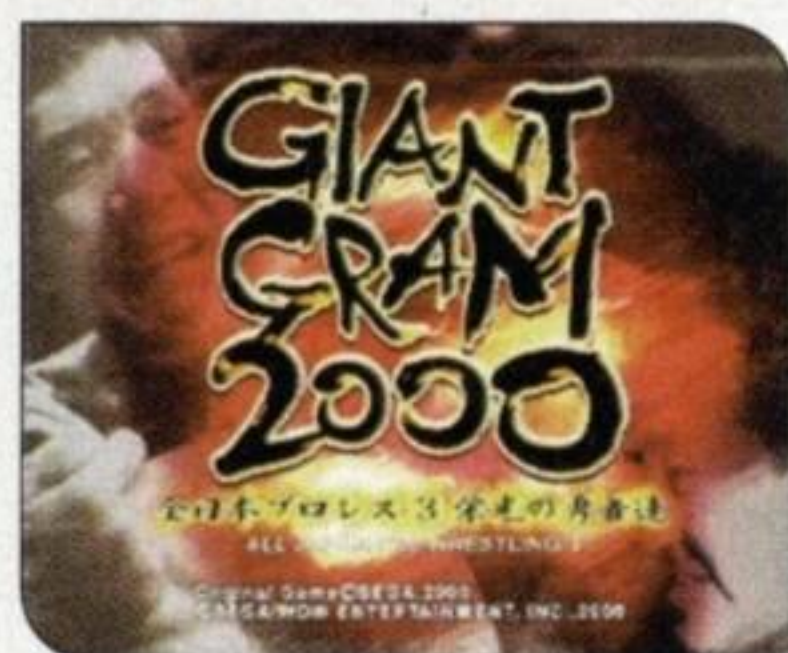
Dreamcast™



Giant Gram 2000

The boys from the AJPW are back on the Dreamcast in a new wrestling game and this time, they're better than ever!

essential information >
Giant Gram 2000



Publisher Sega
Developer In-house
Origin Japan
Price £59.99
Genre Sports
Release Out now (Jap)



visual memory
VM
information

Save position	Y
Logo during play	Y
Mini-game	Y

Once you've created your own wrestler, you can save them to your VM and take it into the arcade to use them there... but only in Japan. Damn.

Ever heard of the AJPW? No, we didn't think so. Mind you, we can't say that we're surprised – unless you're the kind of wrestling fanatic that makes grown men in lycra blush, you wouldn't know that the All-Japan Pro Wrestling federation is (or rather, was) the Japanese equivalent of the WWF. Of course, it doesn't really matter if you know or not; all you need to understand is that the latest version of Sega's AJPW wrestling game, *Giant Gram 2000*, is the best wrestling game on the Dreamcast ever. Really, it is.

Considering that the last version of *Giant Gram* to appear on the Dreamcast was an amazing game in itself, Sega really didn't need to do much to it in order to produce another cracking title. The original game had pretty much everything – a good selection of respected Japanese wrestlers, incredibly

detailed graphics, tons of motion-captured moves and the most comprehensive Create-A-Wrestler mode that we've ever seen. Still, for all the good stuff that was in there, the game had its faults, but thankfully Sega has really paid attention and ironed out virtually all of them. Is Sega just the greatest or what?

One... Two... Three!

First on the list of additions/corrections is the cast list – comprising of 19 last time around, Sega has gone crazy and bumped the number up to 31, with another 14 empty slots included for secret characters. In order to give a good idea of how wrestling has developed over time, the wrestlers are now split into two groups – Modern (those that are still around today) and Classic (the dead guys) – each with their own particular styles of grappling. It might not seem like

much, but it's just another little touch that adds up to make a great game.

Then there's the overhauled features that have been made even better in this new incarnation of *Giant Gram* – for example, despite already being great, the graphics are even more detailed and life-like. Rather than staggering around the ring as though suffering from serious haemorrhoids (*WWF Attitude*, that means you) each character moves fluidly and reacts perfectly with both the environment and their opponents. The sound is also excellent... not from a 'grunt and groan' perspective but more that the commentary is incredibly varied and gives a perfect recreation of how excited the announcers on real Japanese wrestling get. Even the Create-A-Wrestler mode has been upgraded and is still more detailed than ever... although why they included an Afro Thunder lookalike is beyond us.

"The latest AJPW wrestling game is the best wrestling game on the Dreamcast ever. Really"



awesome moment

Once they're down, you can really finish them off in style! Go on, hit 'em!



infoburst

Extra information

> Even though *Giant Gram 2000* is an AJPW game, most of the wrestlers in it now wrestle for the NOAH. It was a mass defection, you see...

> What's more, the main wrestler in the game (the huge Shohei 'Giant' Baba) doesn't do much wrestling any more... because he's dead. Ahhhhh.

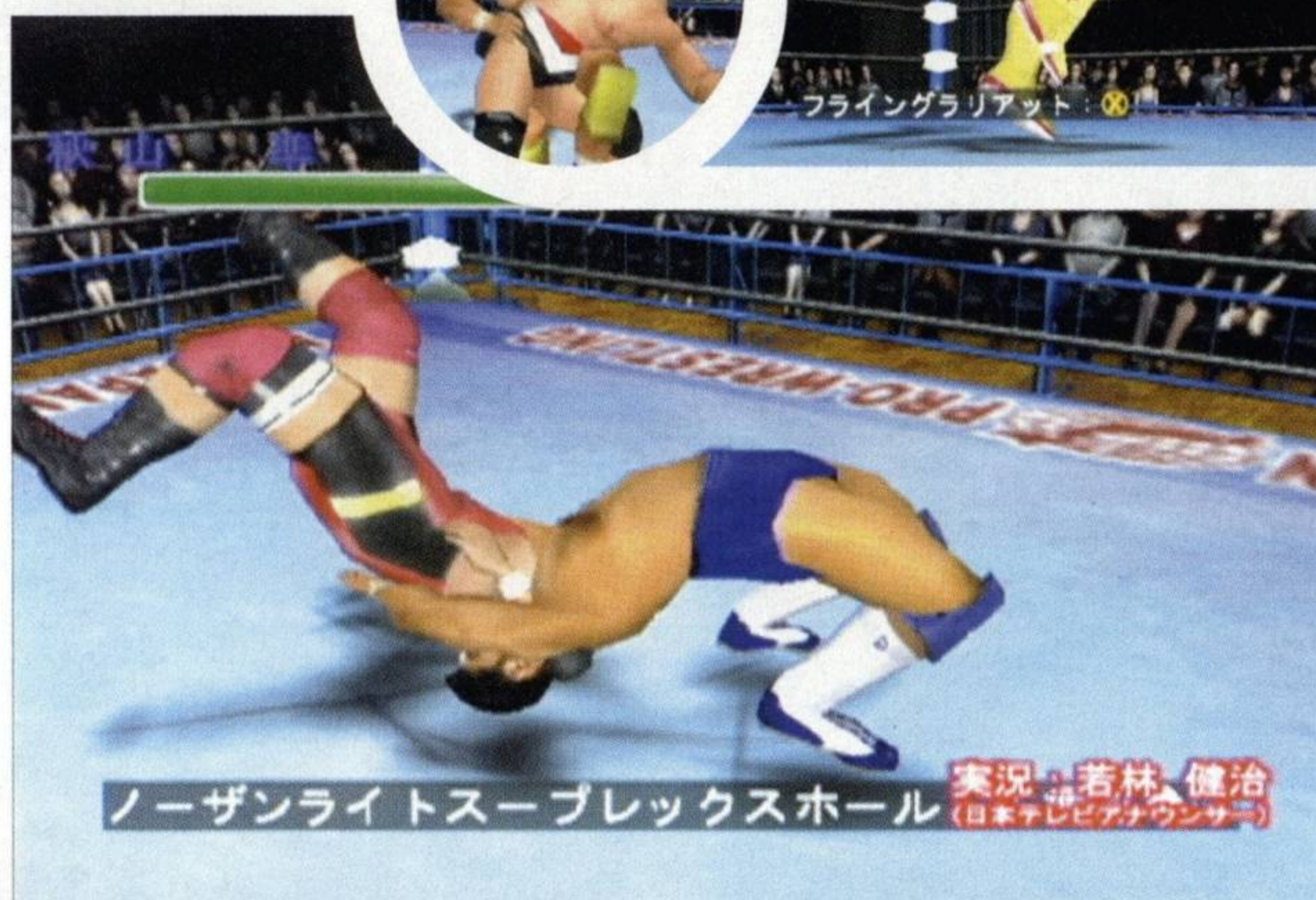
> You might at least recognise some of the wrestlers in *Giant Gram 2000* - Vader, Steve Williams and Mike 'Bart Gunn' Barton have all been in the WWF.

Aside from the extra characters and Historic mode (which we've talked about in that box over there) *Giant Gram 2000* is more of an upgrade on the previous game rather than a full-blown new title. Still, does that really make it any less desirable? No sir, not a bit. If you're any sort of wrestling fan, you'll want to go out and buy this right away - however, those of you who just like a fighting game with a bit more strategy than the rest of the button-bashers out there will also love it to pieces. The only question we've got is why no one within Sega has thought about bringing the game over to Western shores, only substituting the Japanese wrestlers for more well known WWF ones. Surely that's just a licence for printing money? With the popularity of wrestling games these days, we certainly think so...

Martin Mathers



[1] Altogether now - oh, hokey cokey cokey... [2] In case you didn't know, this is called a Frog Splash. Not a Belly Flop, as most people think. [3] Err... your face or mine? You might want an Aspirin after this move. [4] There are more high-flying moves here than you can shake a very large, high-flying stick at.



pinion

> *WWF Attitude* is bad. End of story. And were it not for the excellent *WWF Royal Rumble* and this, we would have been seriously disappointed by the lack of quality wrestling games on the Dreamcast. However, like buses and policemen, you wait and wait for grappling action and then two great examples appear at once. Unfortunately, *Giant Gram* won't be converted for the UK market. However, if you can get yourself to an importer we'd urge you to give this one a go...

Simon Phillips

Dreamcast magazine

pinion

SLAM

- ⊕ The best Dreamcast wrestling game EVER
- ⊕ More moves than a big bag full of moves
- ⊕ So much fun, we just couldn't stop playing!

SHAM

- ⊖ Not everyone likes wrestling
- ⊖ You can't use the VM features over here
- ⊖ Loads of Japanese text... but then what did you expect?

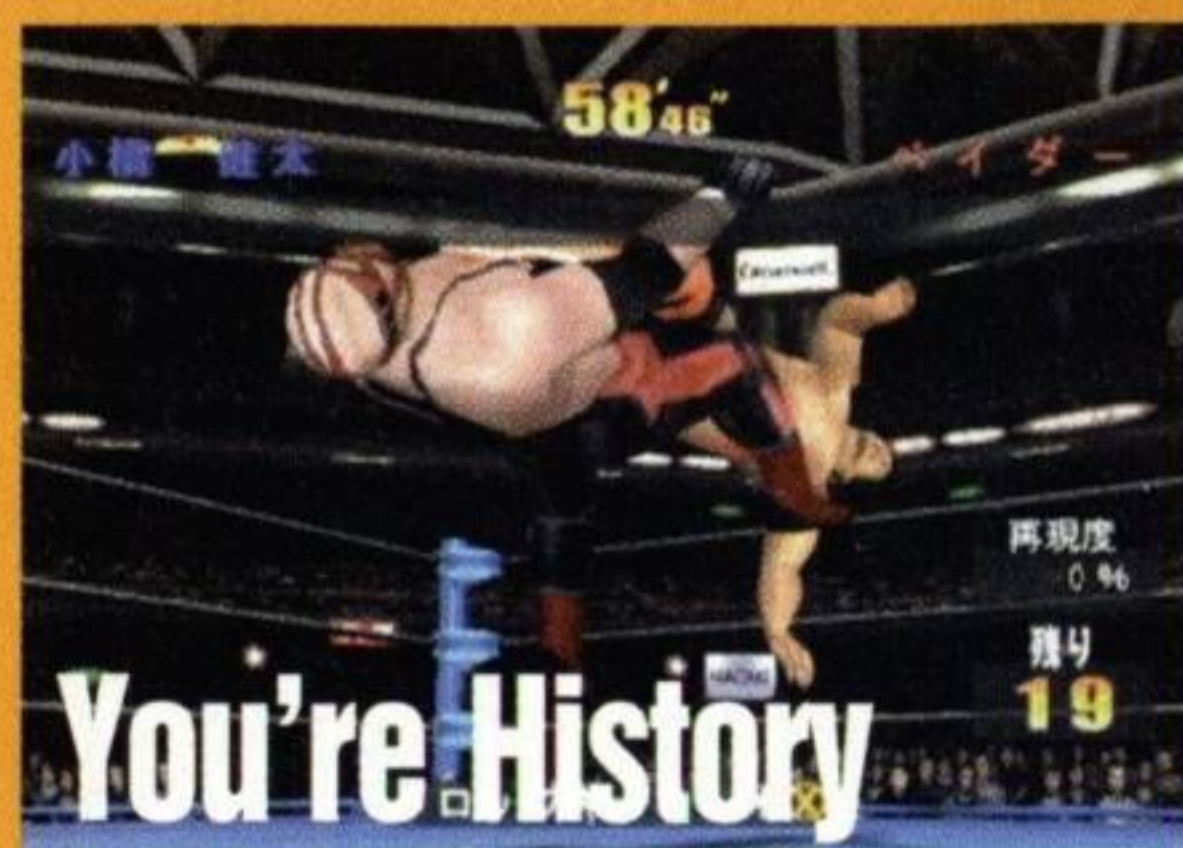
VISUALS	93%
SOUNDS	90%
GAMEPLAY	92%
VALUE	94%

DM Rating 93%

summing up
> Quite simply, this is the best wrestling game out there to date - ignore the Japanese text and wrestlers and buy it NOW. Do it!

alternatively >

- > *WWF Royal Rumble*
- > *ECW Hardcore Revolution*... only joking



> Ever thought that nothing new could be done with wrestling games? Then check out the new Historic mode that comes as part of *Giant Gram 2000*. Playing a bit like the favoured Scenario

mode of *International Superstar Soccer*, you can relive classic wrestling matches from the history books of the AJPW - all you have to do is perform the same moves that happened in each match as

they flash up on the screen. It takes a bit of practice to get it right (not to mention a good eye for Japanese) but if you manage to do especially well, you might just get something nice...



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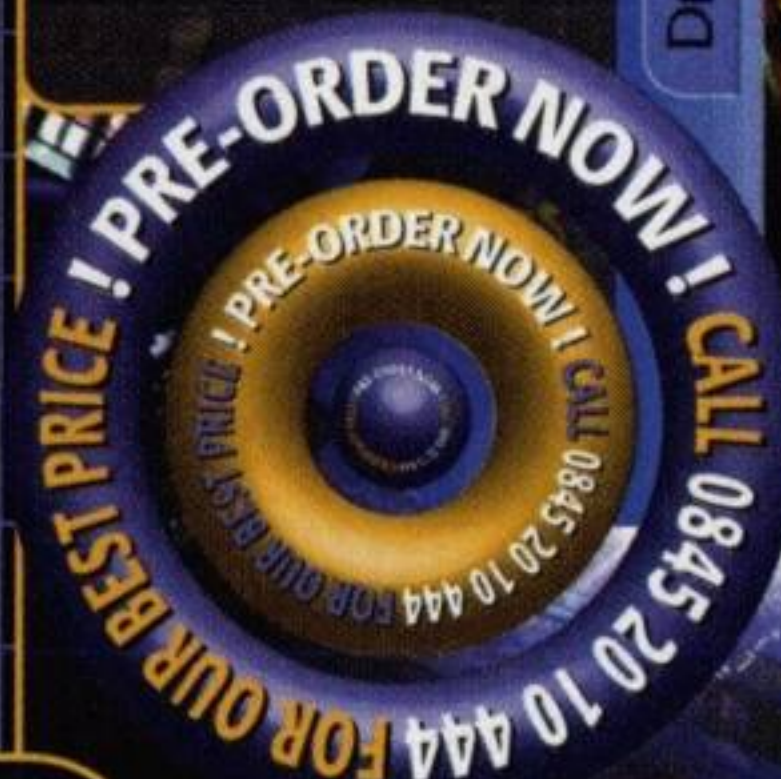
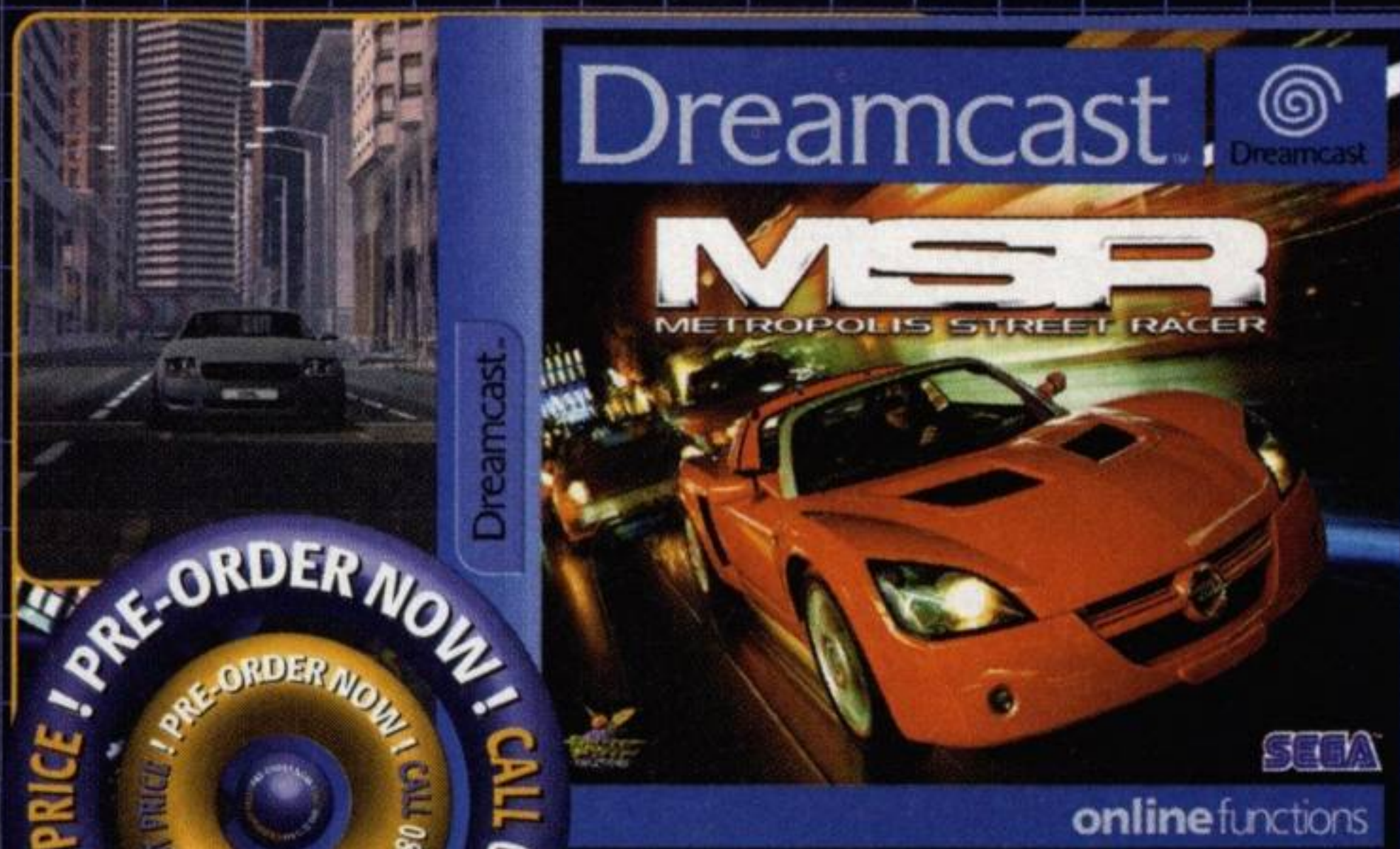
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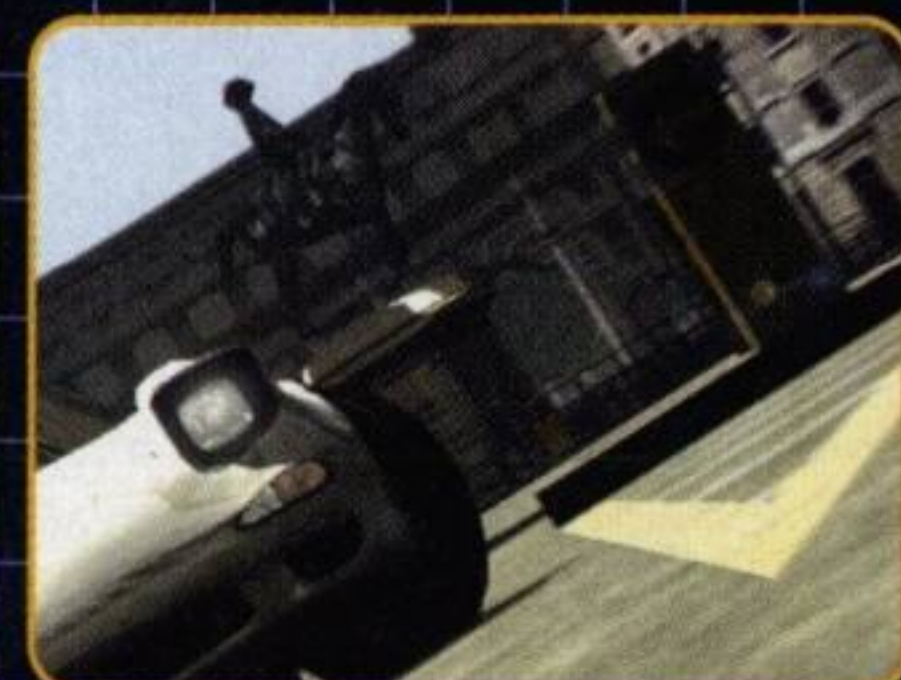


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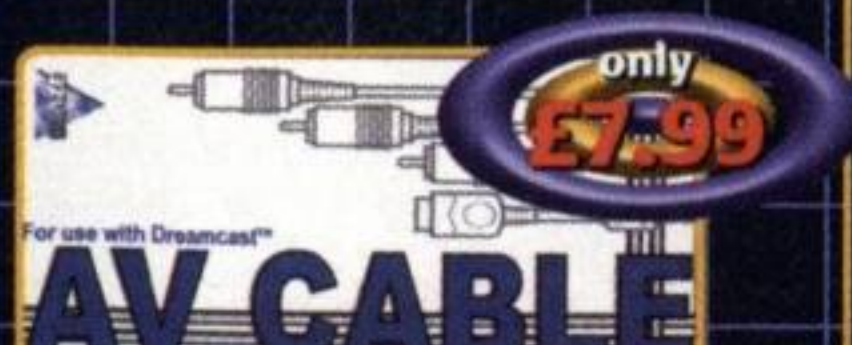
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Welcome to Interact, the bit where you get to have your say in the magazine that we like to call DREAMCAST MAGAZINE...

WIN!
Mad Catz
Peripherals
Page 76

Stuff & Nonsense

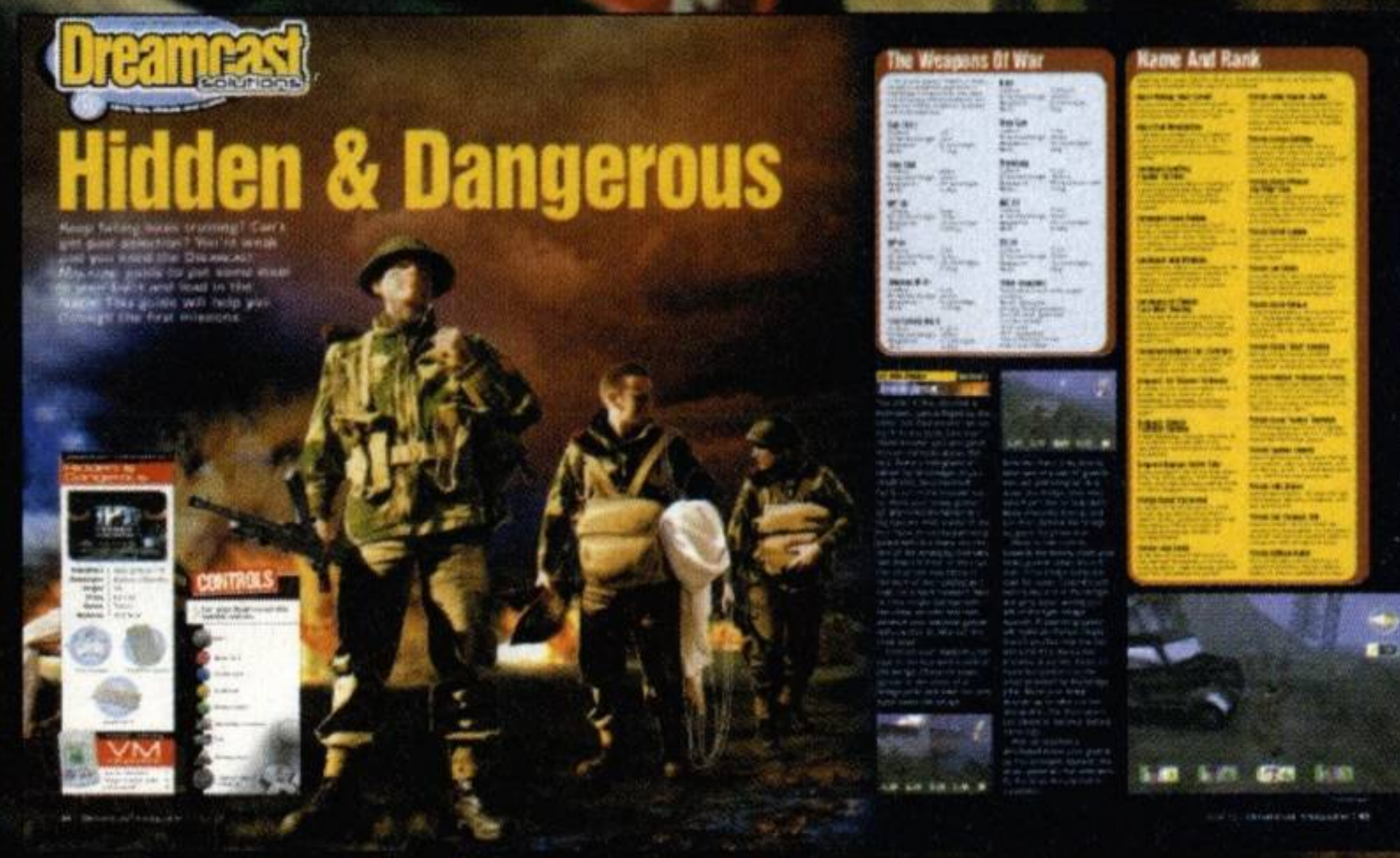
104 Detach yourself from your Dreamcast for a few minutes...



Hidden And Dangerous

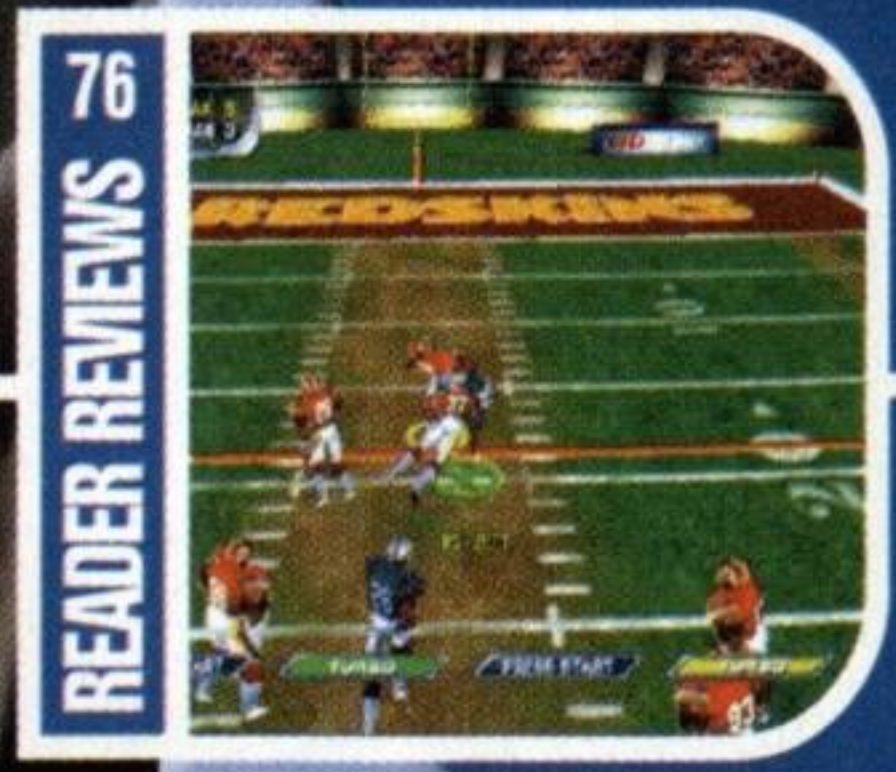
84 We take you through the ups and downs of World War II in one piece.

WIN!
Joytech
Peripherals
Page 83



Regulars

The informative and fun bits that nobody should miss!



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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...

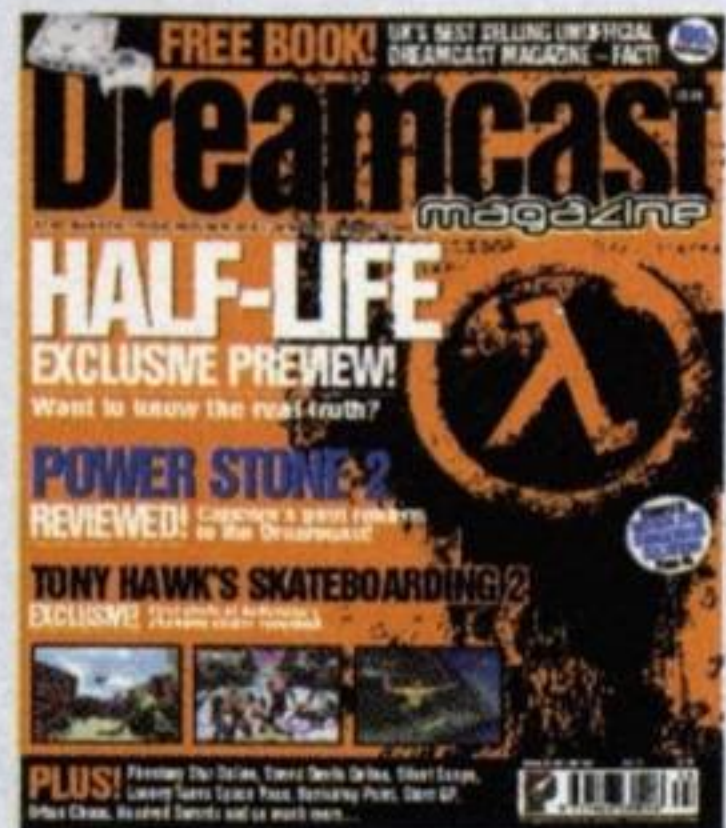


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We're not just here for the nasty things in life!

Sega, The Unstoppable GamesAnimal?

> I have to admit that when I bought my Dreamcast, I had my doubts. But after buying three excellent games – *Crazy Taxi*, *Soul Calibur* and *Sonic Adventure* – I quickly changed my mind. If Sega keeps up with this quality of games, it will win back its reputation with ease. Can you tell me when any more games from Namco or Capcom are coming out?

Kenzo via email

DM: To be honest, Capcom has brought us a good many top games of late – Code: Veronica, anybody? However, Namco has been a little slower on the Dreamcast front – although you can expect to enjoy the delights of Mr Driller.

However, would you believe that there are other companies that are developing great games for the Dreamcast, like *Half-Life*, *Quake III* and *Silent Scope*.

P2 Turned On Its Head?

> I live in Australia and all the people here are waiting for PlayStation2. I think that it won't live up to the hype – it can't be much better than the Dreamcast. And to all of the people that have a Dreamcast and don't like it because of the games, well do you expect all the good games to come out in one day? The Dreamcast has a very good range of games and there's more on the way. All I



know is that I am with the Dreamcast all the way.

Paul, in Oz

DM: It's nothing to do with power, it's all about the games, but people just won't listen...

Da Management!

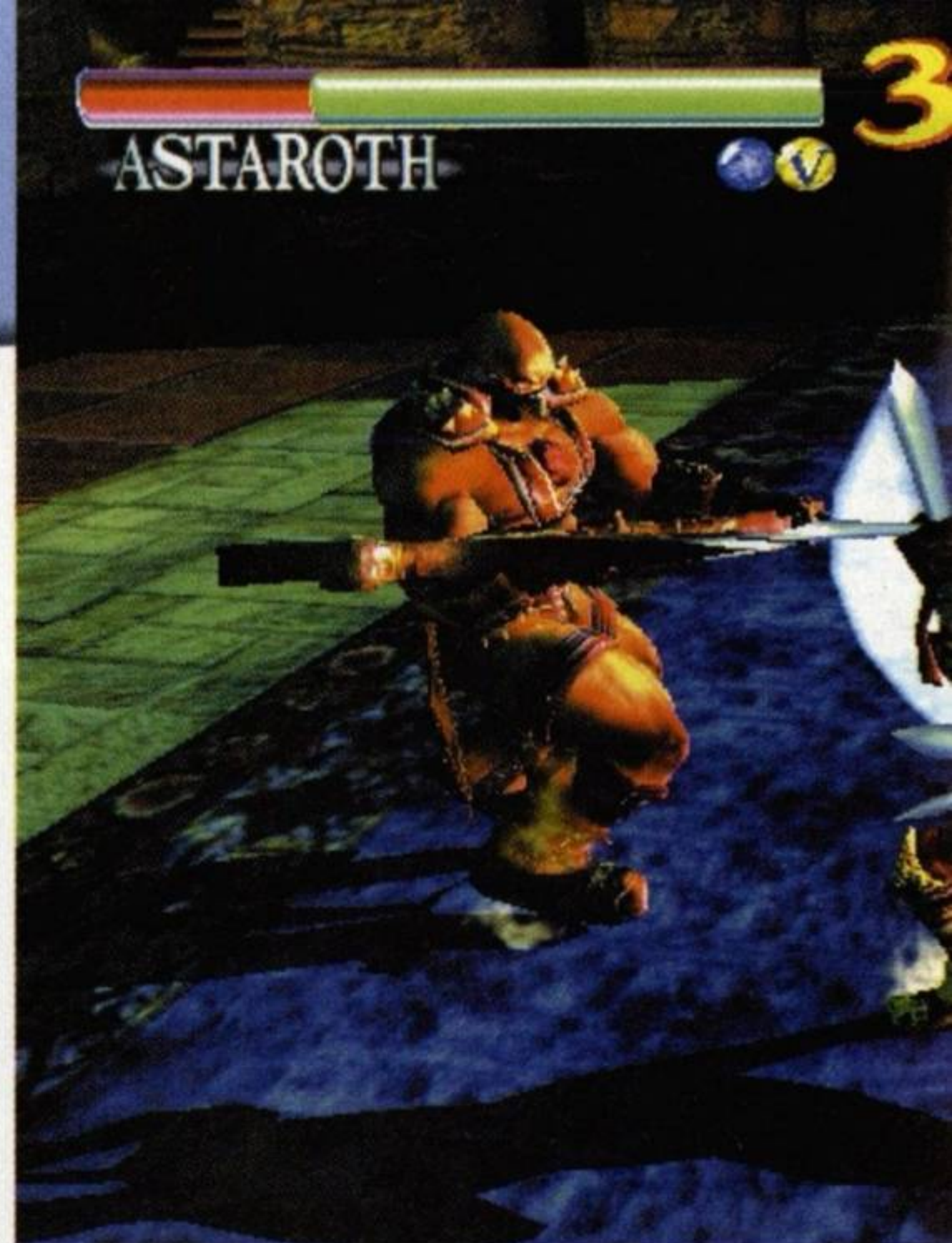
> Just bought issue 10 of your great magazine – keep up the good work! Last month I bought a brand new Dreamcast from a local electrics store for £130.00! A bargain in every sense, A couple of questions I would like to ask you:

1. When is a footy management game likely to be released on the Dreamcast?
2. Will the arcade driving game *Winding Heat* ever be released on the Dreamcast?

Lee Goodenough, via email

DM: Cheers fella!

1. There have been a few whimperings of a number of footie management games on the DC. However, it's all gone quiet... sorry.



2. Not that we've heard – surely there are more than enough driving games on the DC?

Got Any Gear?

> I've got all your mags so far and they're pretty damn ace, and you seem like a fair bunch of guys! First, about the letter from Mr A Batour – some of the things he said were right, but you were right, the casual gamer isn't an evil person!

Secondly, the music CD was great, will you be doing any more (*Soul Reaver*, maybe, or even *Crazy Taxi*)? Also, is *Metal Gear Solid 2* coming to Dreamcast? I know you've been asked this before, but shouldn't it be relatively simple to get as the PC can handle the PlayStation2's games and it could then just be ported over to the Dreamcast. Although I agree with Mr Batour on the porting thing, *Metal Gear Solid 2* looks like the best PlayStation2 game by far.

Keep it up guys!
L Steelefox, via email

DM: We suspect that *Metal Gear Solid 2* will be a PlayStation2-only game, which is a great shame as it'll be very special when it eventually gets released some time next year.

Something's Got Them Started...

> This letter is in regard to Mr A Batour's letter in issue 10 of your excellent mag. WHAT THE HELL IS WRONG WITH YOU? You should be happy with all the great games around

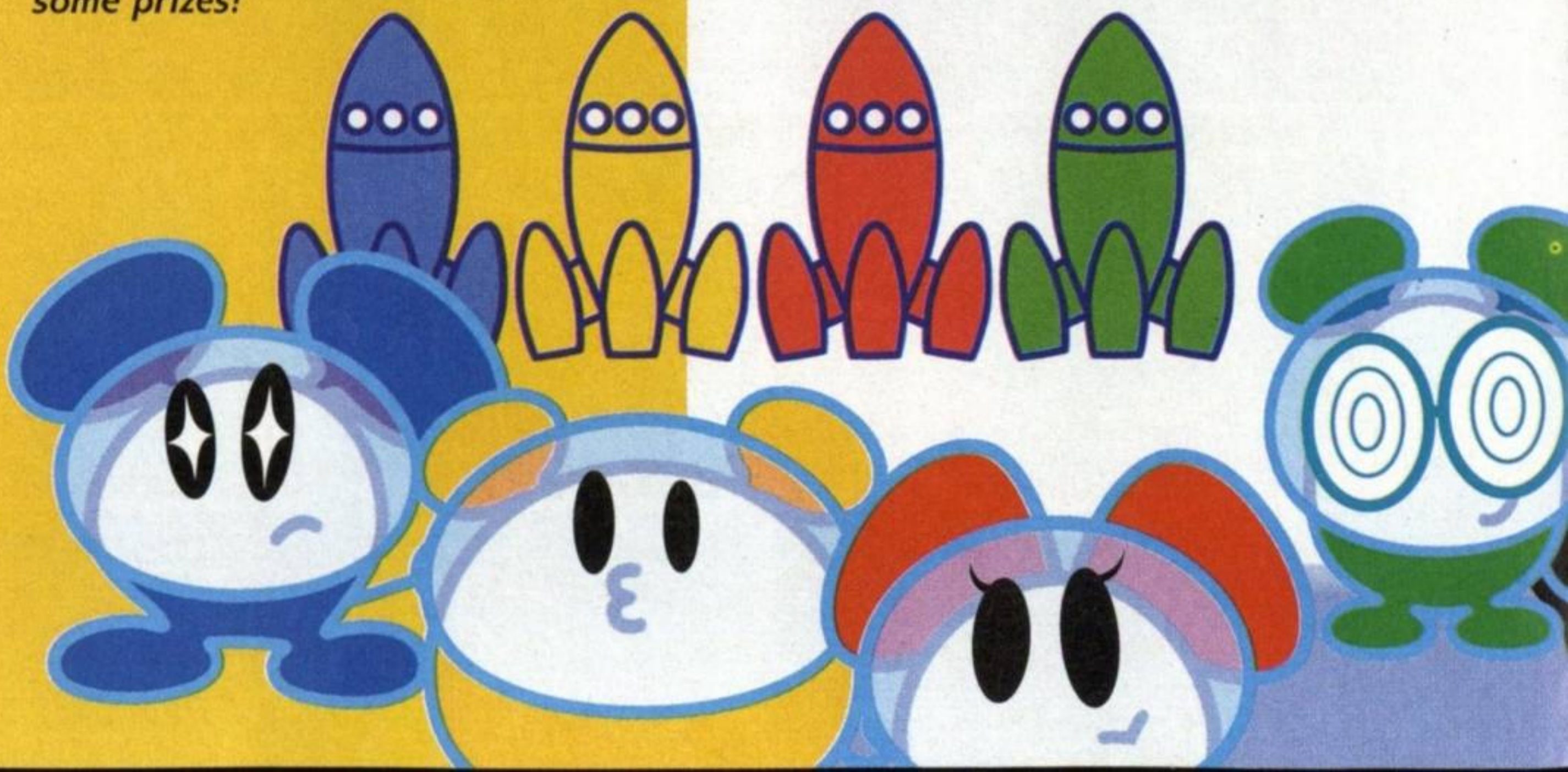
★ What Comes Around Goes Around...

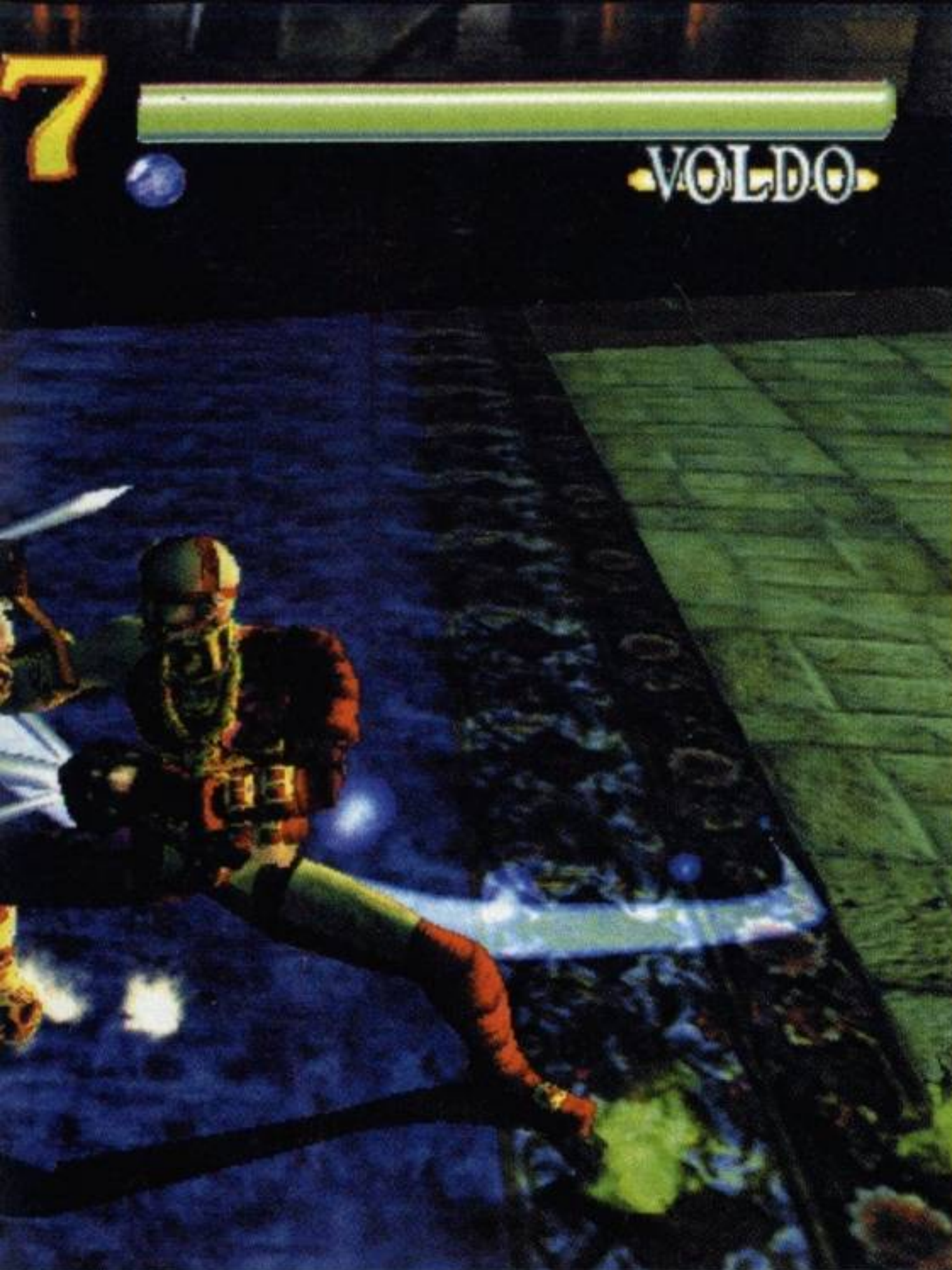
After trawling through past issues of this fine publication

I've noticed that many Dreamcast owners are concerned about the future of the Dreamcast and the arrival of the PlayStation2. Although it's taken a while, it seems that the Dreamcast has finally got into gear, releasing hit after hit, and looks to be only warming up. Sony, meanwhile, is finally in a decline, especially in Japan, with the public seeing past the lewd gloss of the overly-hyped PlayStation 2 and regaining trust in Sega. Sales of Dreamcasts in Japan have rapidly increased this month and Sony has shown a massive loss due to a second rate catalogue of games proving that it is indeed suffering. I don't mean to preach but after the Saturn (that was a great console.... no seriously) was wiped out by

Sony's marketing machine It seemed Sega was up s**t creek, but without a hint of X box or Dolphin and with a very poor PlayStation2, the Dreamcast's future is looking good.
Phil Clark, via email

DM: Y'see, it's not difficult to make absolute sense is it? Fair play monsieur. For your common sense and your positivity, you can have some prizes!

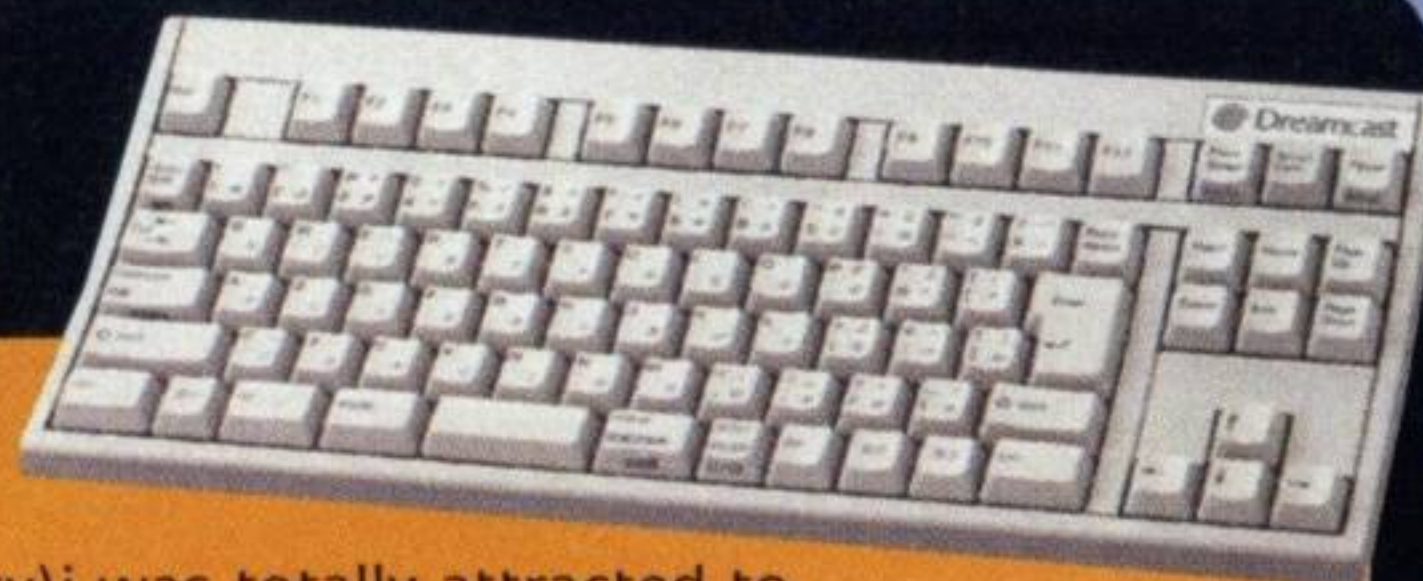




Desperately In Need Of A Keyboard

i am totally new to your mag even though i had my fabulous dreamcast for christmas (ime sorry)i was totally attracted to your mag because i saw the words HALF LIFE on the front cover i absolutely loved the p.c. version will there be any new features on the dreamcast version.i also have a few questions to ask 1.will there be a sonic complamation e.g. with sonic 1 &2 e.t.c. seeing as i never had the chance to play sonic d for the mega c.d. 2.will there be a virtua cop game coming out for the d.c. and finally will there be a sonic adventure album because i totally loved the music .thanx for a fabulous mag and keep it up
Billy Gould, via email

DM: Yes. No. Yes. Not in the UK. We will do our best...



"It's nothing to do with power, it's all about the games, but people won't listen"

high intelligence as *Perfect Dark*. If it does then that will be excellent news for every Dreamcaster as it will mean we will have one of the best first-person shooters out of all the consoles.

Anthony Bishop, via email

DM: *What to do, what to say? Well, as committed gamers we have to say that (taking our Sega hats off for a brief moment) Perfect Dark is, as your friends have told you, a very special game indeed. However, comparing the two is a rather pointless exercise. Half-Life is and will be a stonking game on the Dreamcast because, as you say, it is, along with Rare's super-shooter, one of the best first-person shooters ever.*

only about ten people who have Dreamcasts! Sega needs to bring top quality games out now rather than later. Take *Metropolis Street Racer*, for example – delayed again! I really hope Sega can overcome Sony and rule the console market, so hurry up and get them quality titles coming out!

Bevan Garner, via email

DM: *800,000 people in Europe can't be wrong, Bevan. Those quality titles you speak of... some are already in the shops, but others are on the way and the reason why you'll love them is that they have been delayed to ensure that they will be every bit as good as you had hoped...*

and what's with you and Sony... did they split up with you or something? Heaps of games like *Final Fantasy* and *Gran Turismo* and even *Resident Evil* came from the PlayStation with huge success, but all you can do is whine.

Also, what is a casual gamer? Is it someone who buys games and plays them every now and again or does it just mean being casual about gaming. If you're not a casual gamer then what are you? Someone who sits in his little room playing games all day without ever doing anything else!

Out of the list of great import games you mentioned, only *Shenmue* is good. *King of Fighters* sucks and *Virtual On* is better in an arcade. If you are in love with import and hate Sony you should just sod off to Japan and hide in another little room, playing away on your games like a die-hard gamer.

Some casual gamer named Jamie

DM: *Oh, the raw nerves that have been touched upon...*

Only Half-Perfect?

> Hey guys, this is one wicked magazine and one that every Dreamcaster should buy. Your magazine definitely is the best as the info and reviews are great. One question that has been on my mind over the last few weeks is whether *Half-Life* will be a *Perfect Dark* beater. I've played it on the PC and I thought it was excellent, although the controls were quite hard, but I reckon they will be much better for the Dreamcast. At the moment all my mates are telling me how good *Perfect Dark* is and saying that it is the best first-person shooter out at the moment. Will *Half-Life* be better and will it have the same amount of

If Not Now Then When?

> Hey DREAMCAST MAGAZINE, I am not going to start my letter by saying how great your magazine is because everyone knows it rules! I have a little concern about my faithful Dreamcast: has anyone noticed that they aren't quite selling as well as I thought? I mean, I go to a big school and there are



Like A Bleem Come True!

> For all you PlayStation owners who think the PlayStation2 rules because it's backwards compatible, this should make you think again. Bleemcast not only allows you to play PlayStation games on the Dreamcast, it also improves the graphics even more than that the Playstation 2 does, so don't give me, 'I'm getting a PS2 because it's backwards compatible' as the Dreamcast plays them too.

On top of that, the PS2's launch games are a load of crap. Oh look, another load of *FIFA*, *Ridge Racer*, *GT* and *Tekken* games, how repetitive. The DC has only just begun with its onslaught – just look at *Shenmue*, *MSR*, *Virtua Tennis*, *Ferrari 355*, *Jet Set Radio*... the list goes on and on. I love my Dreamcast, it loves me (sort of) and we're going to stick together through the PS2, Dolphin (or what ever it's going to be called) and the inexperienced X-Box's attacks. The great line up should see a boost in the market for Sega.

Robert Wilson, via email

DM: *Oh how we laughed when we saw Bleemcast at E3 this year and for the very reasons that you mentioned. We also have to agree that the PS2 launch line-up is pretty mundane, lacking in any kind of originality. However, most people won't care and will buy the machine, as they have done in Japan mainly for the DVD playback facility. For the time being, the Dreamcast is the gamers' choice.*



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!

REPLY FOR GOD SAKE !!!!!!!!!!!!!!!

Ben Humphries
 DM: *What again?*

Soul Calibur
 OH MY GOD, CAN YOU GET ANY BETTER?
 NO.

Overall: 97%
 DM: *Minimalist reviewing. A man after my own heart...*

Dreamcast=a blast, PS2=big pile of poo.

Colin Mccutcheon via email
 DM: *If only more people thought that way*

who wants 2 touch me, i said who wants 2 fu!!ing ouch me!
 Robert Chinn via email
 DM: *I don't think that you should be left on your own...*


SEGA IS GOD.
 Alex Hamlin via email
 DM: *And that would make Sony?*

MSR when? Shenmue when?
 Half Life when?
 Colin Mccutcheon via email
 DM: *Soon!*


And the winner for Best Writer award goes to...Alex Warren!!!
 Alex Hamlin via email
 DM: *You really are deluded...*

You love the games that you play, don't you just! More of those 90% scores... oh well, at least some things never change!

FREE!



Dream Pad
For Every Reader Review



Here you go again... a whole raft of your very own reviews only now, for every review that we print, the scribe gets a prize (see below for details). Don't forget to include your address when you send in your reviews!

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NFL Blitz 2000

Publisher	Midway
Developer	In-house
Origin	US
Genre	Sports
Reviewed by	Alexander Ridler



Making American football games for any platform is a hard thing to do. Mighty Midway, though, has cracked it for us non-US citizens. Scrapping most of the tedious rules and refs, you can now get down to some bone-crunching fun! This game is incredibly easy to pick up and play, with chunky colourful visuals, juicy sound FX, hilarious remarks from the live commentator, several different modes of play AND four-player capability! You and your mates will find this hard to put down, even if you don't really like the sport! Buy it!



Overall 90%



Sonic Adventure

Publisher	Sega
Developer	In-house
Origin	Japan
Genre	3D Adventure
Reviewed by	Steven Kennedy



I've played some great games in my life but *Sonic Adventure* has got to be number one! *Sonic Adventure* is home to a fantastically cute world which is filled with joy and wonder – not to mention great graphics and fantastic songs. Trying to make your Chao the best is also another very addictive part and this game will just blow your mind. The only downside is the lame talking, but this is made up for by addictive gameplay and the fact that unlike most platform games, you can actually use the VM unit! Goodbye social life, hello Station Square.



Overall 95%



Resident Evil: Code Veronica

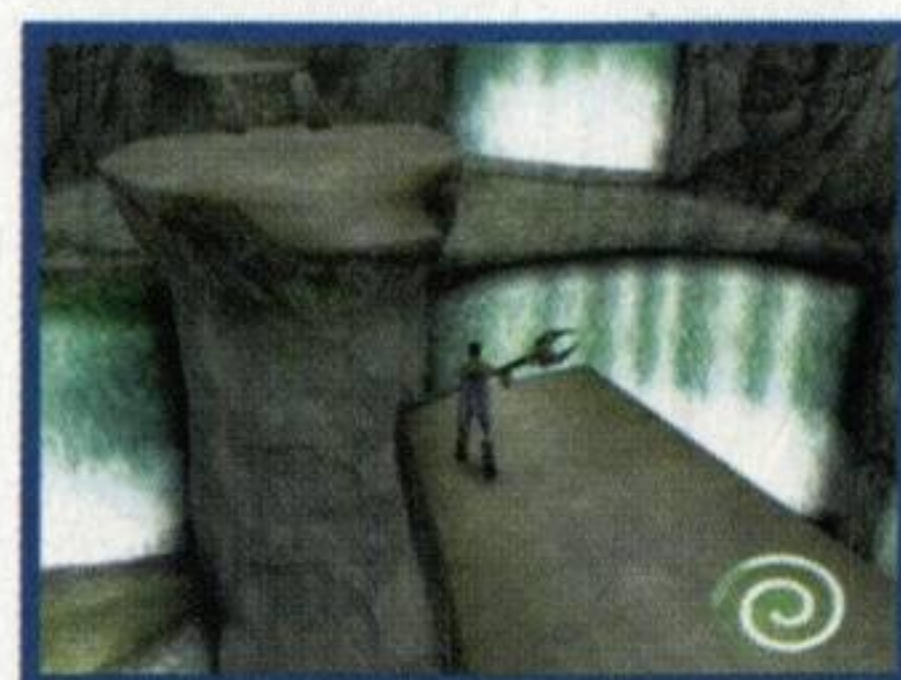
Publisher	Eidos
Developer	Capcom
Origin	Japan
Genre	Survival horror
Reviewed by	Matthew Tolley



There comes a time in every gamer's life when a game will arrive that has 'classic' written all over it. Now, *Resident Evil: Veronica* must be included in the gaming hall of fame. From the moment you see the intro you know it isn't gonna disappoint. Everything down to the smallest detail is fab – even the voice acting is well done. But what of the actual gameplay? Excellent – it is hard, but you'll persevere with games sessions running into the night... and will want to keep on playing throughout the night too. All in all, this game is top class!



Overall 92%

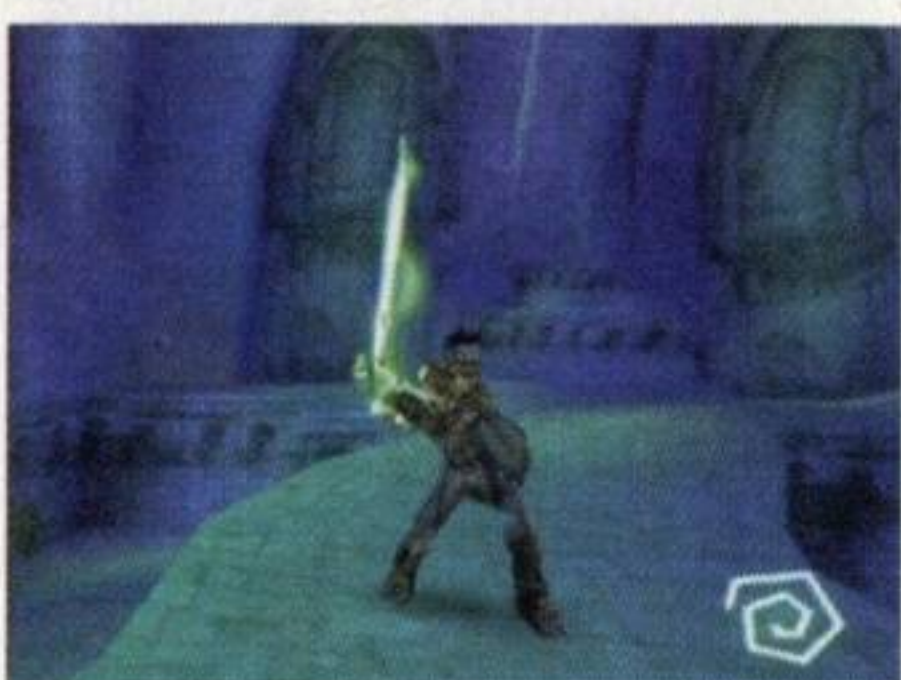


Soul Reaver: Legacy of Kain

Publisher	Eidos
Developer	Crystal Dynamics
Origin	Japan
Genre	3D Adventure
Reviewed by	Tom Roberts



Eidos Interactive has come out on top with this wonderfully atmospheric game. It starts with the best intro movie that I have ever seen. The gameplay is above average at the worst of times, but excellent most of the time. The intuitive combat system is unique and not being able to just kill your enemies (instead you must find different ways to finish off the vampires) works brilliantly. The graphics and sound create the feeling of travelling through a land on the brink of despair and destruction. This is a totally unique playing experience that is not to be missed!



Overall 89%

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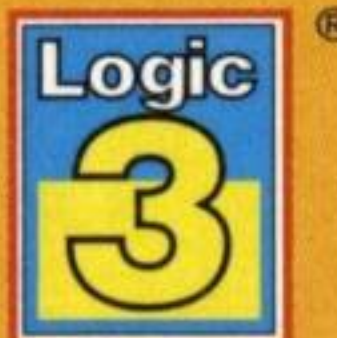
The **ScreenBeat SOUND STATION** is the **MUST HAVE** audio add on for the serious games player, and comes with connecting cables for **PlayStation, Dreamcast and Multimedia PCs**. You can also connect it up to your **personal cassette, portable CD and MP3 player**, giving you a true **stereo sound system** anywhere you want.

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"It's all highly stylised and attractive desktop fodder for the games player and not bad value either" **PC PLAYER**

"Whether you're plugging in your console system, a portable player or your computer you'll be sure to 'feel the sound' the way it was meant to be" **THE CONTROL CENTER**



"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**



DC-Online

The essential web directory is back with all the best places to go on the net at the moment. This month we look at Internet Voodoo, dig through Mart's record collection and discover the perils of midget rock bands...

- 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.

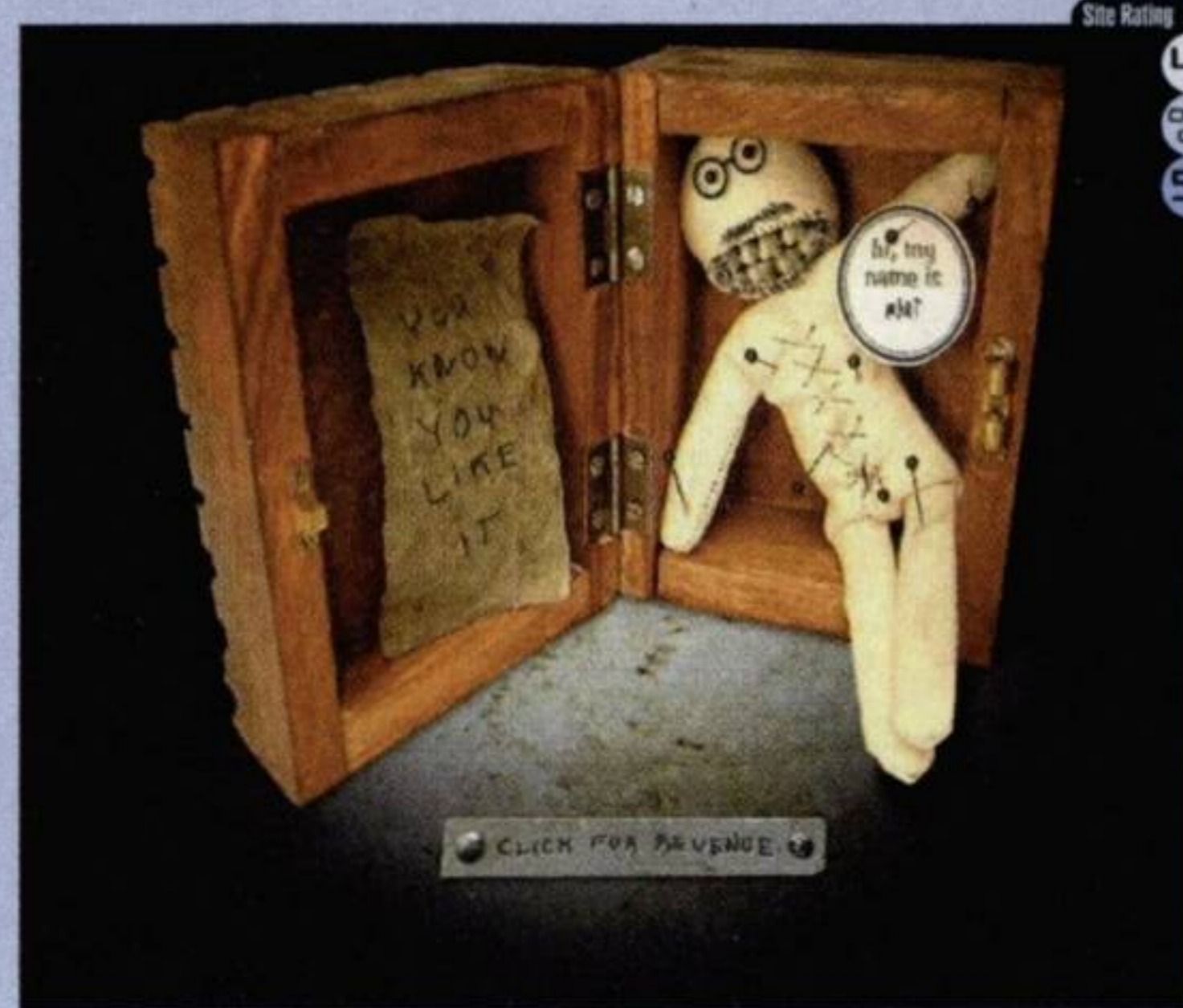
Pinstruck

www.pinstruck.com



> Are you the kind of person that makes enemies rather than friends? Prefer to sit and fester, plotting evil revenge rather than trying to make up? You sound a bit like us then - the ideal

candidate to pay a visit to Pinstruck. It's the first Internet voodoo site; just fill in the online form with details of your chosen curse victim, click the 'Send My Curse' button and then watch the consequences. Of course, it's just a joke... but we love it all the same. Any page that lets you send your friends their very own voodoo curse gets the thumbs up from us...



FILM

Dark Horizons

www.darkhorizons.com/index2n.html

> Want the latest, greatest and most interesting movie news, gossip and other information? Then you should be looking here - forget those other 'specialist' movie sites (yes, *Ain't It Cool...* we're looking at you) because this is the one to check out. With more updates than you could possibly imagine - every day, in fact - *Dark Horizons* is possibly the best film site EVER. Honest.

Drew's Script-O-Rama

www.script-o-rama.com

> Are you a reader rather than a watcher? Prefer to curl up with a nice thick book instead of checking out a film? Then you'll love Drew's Script-O-Rama, because it's all your favourite films... in text form! With tons of scripts for released (and unmade) movies, as well as plenty of other bits and pieces, you'll never want to leave. Just don't read for too long, or the phone bill will soon mount up...

Movie-A-Minute

www.rinkworks.com/movieaminute

> We all know that life's too short, so you're bound to miss out on a few things. Luckily, thanks to Movie-A-Minute you no longer have to miss the films you've always wanted to see... because you can check them out in just a minute! Some have been chopped to bits but then when you can see top flicks like *Face/Off*, *Star Wars* and *Die Hard* in ten seconds flat, you can't afford to miss it.

MUSIC

Eminem

www.eminemworld.com

> Taking pride of place in thousands of record collections across the country, the new Eminem album really is a pretty nifty piece of work. The Eminem World fan site is also pretty darn good - filled with news on the man also known as Marshall Mathers (no relation to our boy Mart) as well as giving a complete run-down on tour dates, photos and even song lyrics. Excellent!

Sting

sting.compaq.com/noflash.asp

> Is it us, or has Sting completely sold out? Sure, Mart liked his last album *Brand New Day* and he has always had a soft spot for the old duffer... but why fill the Web site with so many ads for a computer company? Nevertheless, it's a pretty informative place to go if you're looking for the latest on all things Sting. You might even win a lovely new computer... if you're lucky.

Radiohead

www.followmearound.com

> In great anticipation for their new album *Kid A* (due to arrive in October) we paid a visit to the official Radiohead Web site... but it was too weird and complicated. Instead, we present you with one of the better Radiohead fan sites around - full of the latest news and views on the band as well as song lyrics, pics and other useful titbits, it's well worth a visit.

SPORTS

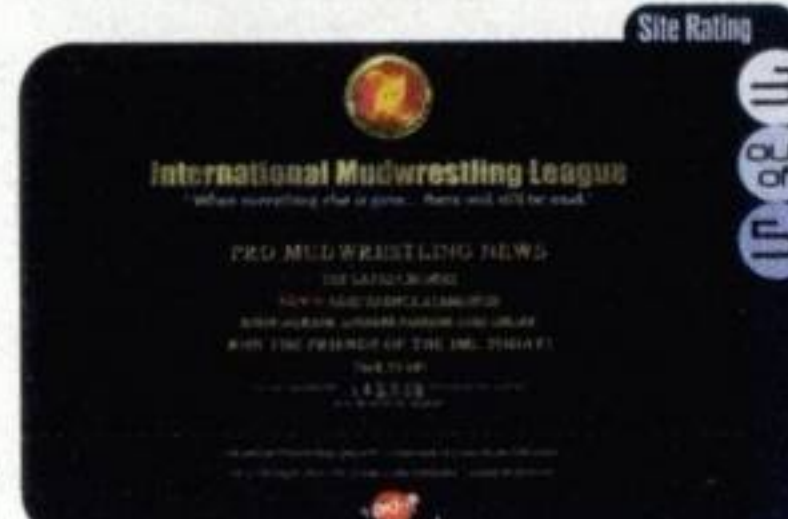
The Ultimate Fighting Championship www.seg.com

> If you've read our coverage of Crave's *Ultimate Fighting Championship* you'll know we're salivating over the chances of it coming out. Find out the background of the 'sport' itself by nipping to the official UFC Web site - it certainly makes for some interesting reading... unless you're not into men beating the living daylights out of each other. Wimps.



Nick's Pick International Mud Wrestling www.mudwrestling.com

> Mmm, women rolling around in mud. If you've got even the slightest interest in mud wrestling, you'll want to check out the home of the International Mud Wrestling League - there's Pro Mud-Wrestling News, interviews with members of the IML and even the chance to sign up and be a 'friend' of the IML. There aren't any pictures though... shame.



Latest Wrestling News www.latestwrestlingnews.com

> Considering the amount of mail we get about our slating of wrestling games, we know you like sweaty men in lycra pants. We'd recommend paying a visit to this little site. Be warned though; it's a site for Internet fans who want to know the ins and outs of the wrestling world, so you might want to close your eyes if you don't want to know any of that 'secret' information...



COMEDY

Mart's Pick National Midget Resistance www.liquidmeat.com

> Are you scared by people who are 'vertically challenged'? Can't watch *The Wizard Of Oz* without hiding behind a cushion? Then join the National Midget Resistance! Updated on a (reasonably) regular basis, this is the place for all things anti-midget - including an expose on the midget rock band, *The Little Kings*. Funny? We nearly grew an inch...



The Animal Defence Militia www.chickenhead.com

> Ever thought that animals might not be as cute and cuddly as you first imagined? Well, if you're paranoid enough to believe that your pet may be plotting against you... you're right. The Animal Defence Militia is the place where animals meet to find out what's been happening in the world of the human oppressor - don't delay, read all about it today!



Simon's Pick LaughNet www.laughnet.net

> Okay, so we don't normally like to do 'conventional' comedy in the Internet Directory simply because it's normally not very funny. However, for once we thought we'd break the mould... because this one's not actually too bad. You've got practically every comedy category under the sun to explore - our favourite was the guide to taking a dump at work. But that's just because of Simon...



WEIRD

Alex's Pick Bubblewrap www.fathom.org/opalcat/bubblewrap.html

> Set up by the ever-graceful Opalcat (yes, we're sure that's her real name... hippy freak) the Bubblewrap Homepage is a temple to all things bubblewrap. Anyone who has ever taken pleasure in popping bubblewrap will want to come here - not only has it got every single bit of info about the stuff, but there's even Virtual Bubblewrap! Just point and pop... it's so damn satisfying!



Driveways Of The Rich & Famous www.driveways.com

> If you've ever fancied invading the privacy of your favourite stars without running the risk of being mauled by their vicious guard dogs, this is the site for you. With more driveways and... err, driveways of the rich and famous than you could possibly want, there are also interviews with several celebrity types - about their driveways. Could this site be any more obvious? Err, no.



Dumb Laws www.dumblaws.com

> Did you know that in Kentucky, you're not allowed to carry bees across the state line unless they have a health certificate saying that they're fit and well? We did - but then that's because we paid a visit to the Dumb Laws Web site. Every stupid law from across the US is here, as well as plenty from around the world for you to laugh at. Apparently, it's illegal to be Simon in more than 20 states...



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

Competition

On Your Marks, Get Set, D'oh!



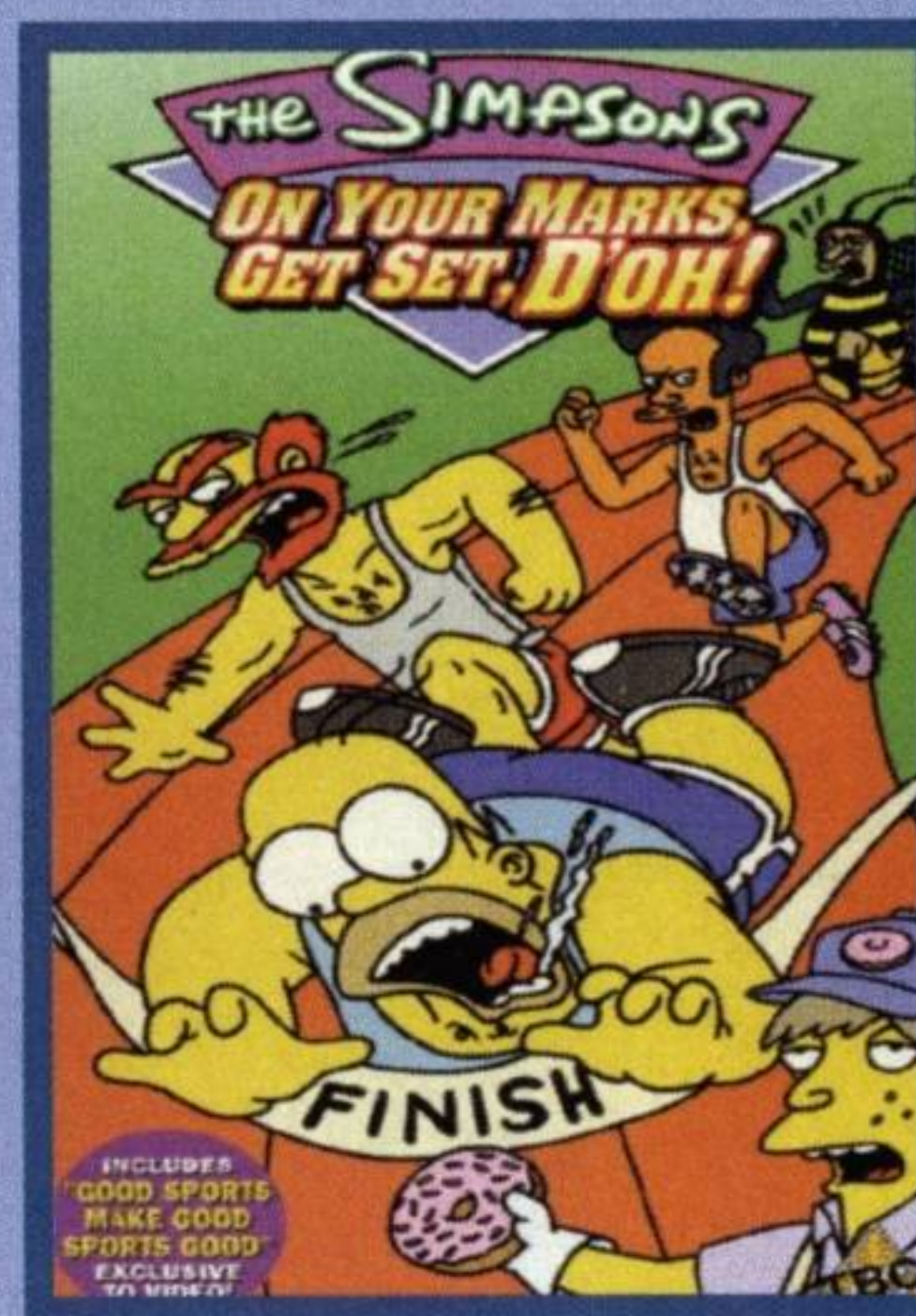
> Whenever a new Simpsons video is released we all get a little excited... after all who doesn't wish that their Dad was more like Homer? Errrr... anyone? So in homage to Homer, Marge, Bart, Lisa and Maggie we've teamed up with Twentieth Century Fox Home Entertainment to give away ten copies of the brand new Simpsons video *On Your Marks, Get Set, D'oh* (RRP £14.99). Featuring four episodes, two of which have never seen the light of day on British TV, with the usual crazy antics you've come to expect from the world's favourite family you'd be a fool to miss out on the action.

To stand a chance of winning simply answer this ridiculously stupid question:

Q. How many hairs does Homer have sprouting from his otherwise bald head?

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 October.

Super Simpsons Giveaway
Dreamcast Magazine
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The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or its sponsors Twentieth Century Fox Home Entertainment 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.

Stuck On A Dreamcast Game?

Then get on the phone and get the answer to your problems!

09006 466 4492

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



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

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

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!

Nightmare Creatures 2

➤ Not exactly the best game we've ever played... still, if you went out and bought it then you'll want value for your money. If you're determined to get through to the end of it, here's a few cheats to help you on your way...

Cheat Menu

At any point during the game, press Start to pause it and then hold down L + R. Now press Left, B, X, Left, B, X, Left, B, X, A, X to bring up a Cheat menu, from which you can turn a variety of cheat options on and off.

Level Select

On the main menu screen, move the cursor down so that 'Options' is highlighted. Now hold B for three seconds, press Y, A, X, B, hold X for one second, then press B. If you've done it correctly (and it is quite tough) then you should get a Level Select menu appear on the screen.

Full Health

If you're running a bit low on energy during the game, hold down B, X and Y simultaneously to receive a boost of health.



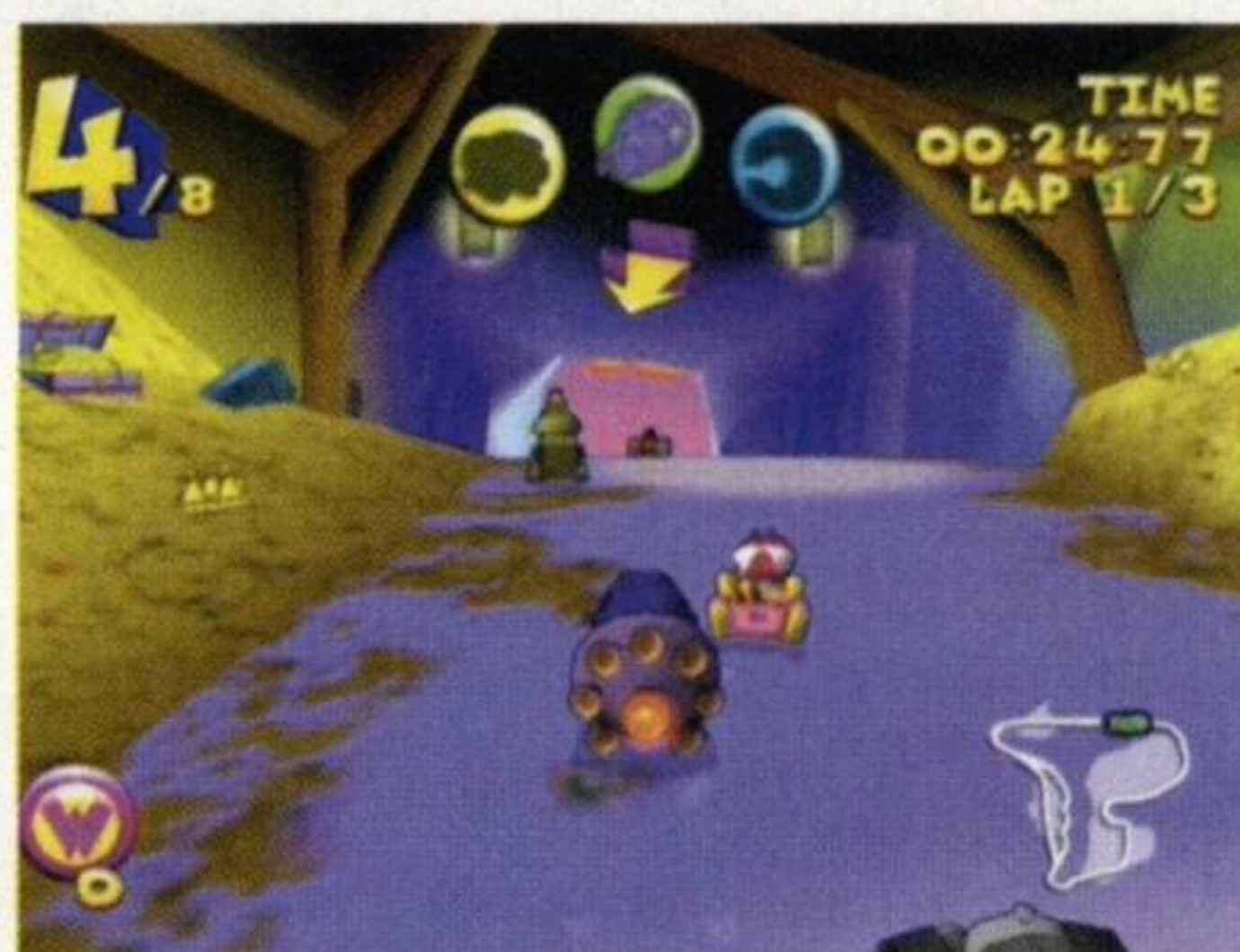
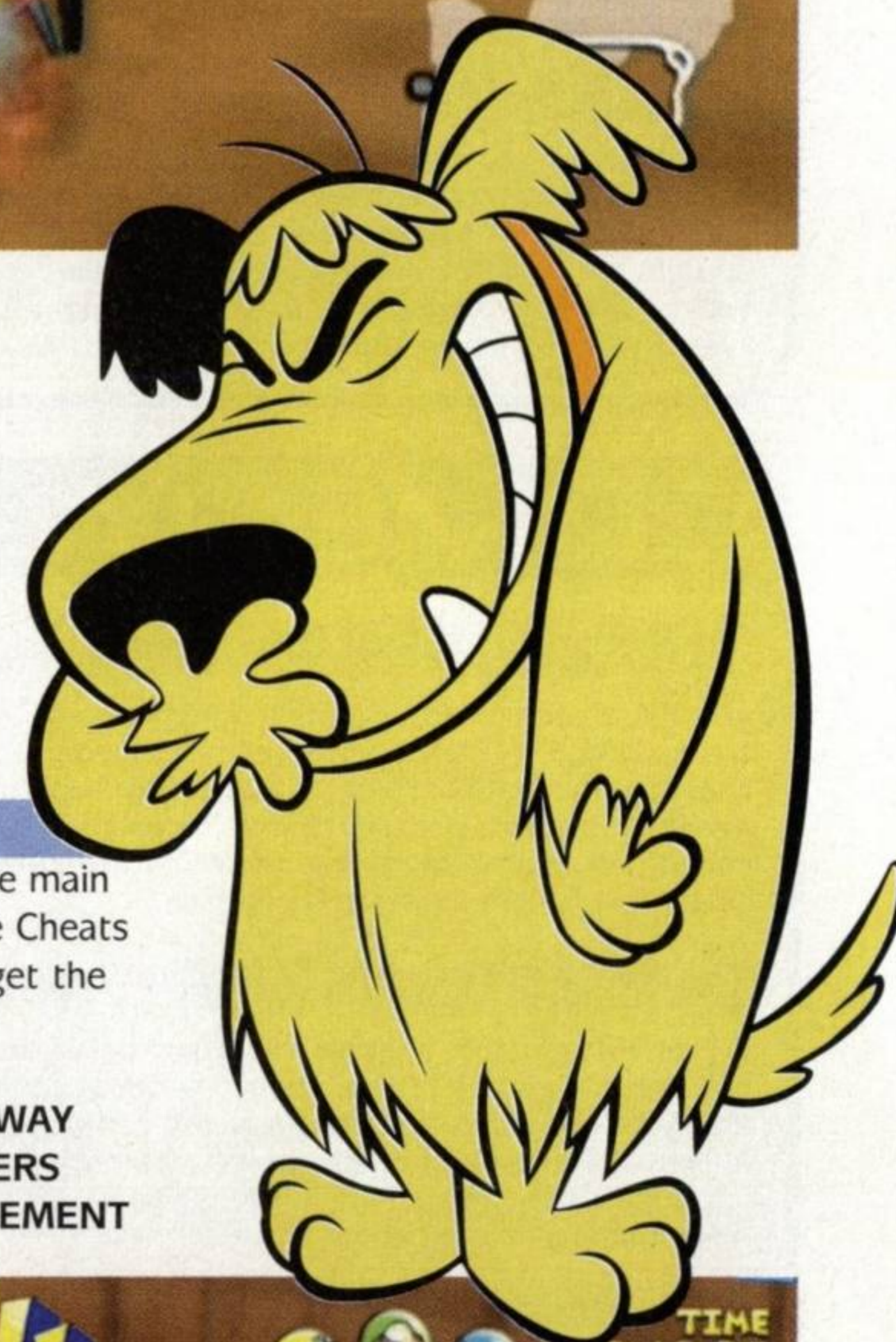
Wacky Races

➤ One of the best 'fun' racing games... and also one of the toughest! *Wacky Races* certainly ain't a game for wimps – beating Dick Dastardly is so hard, it's scary. Thankfully, we've got some special codes just for you!

Cheat Codes

Drive into the signpost located in the middle of the main hub area to access the Options menu – choose the Cheats option and then enter any of the codes below to get the desired effect:

Unlock All Levels And Challenges **WACKYGIVEAWAY**
 Unlock All Characters **WACKYSPOILERS**
 Unlock All Racer Abilities **BARGAINBASEMENT**



Dragon's Blood

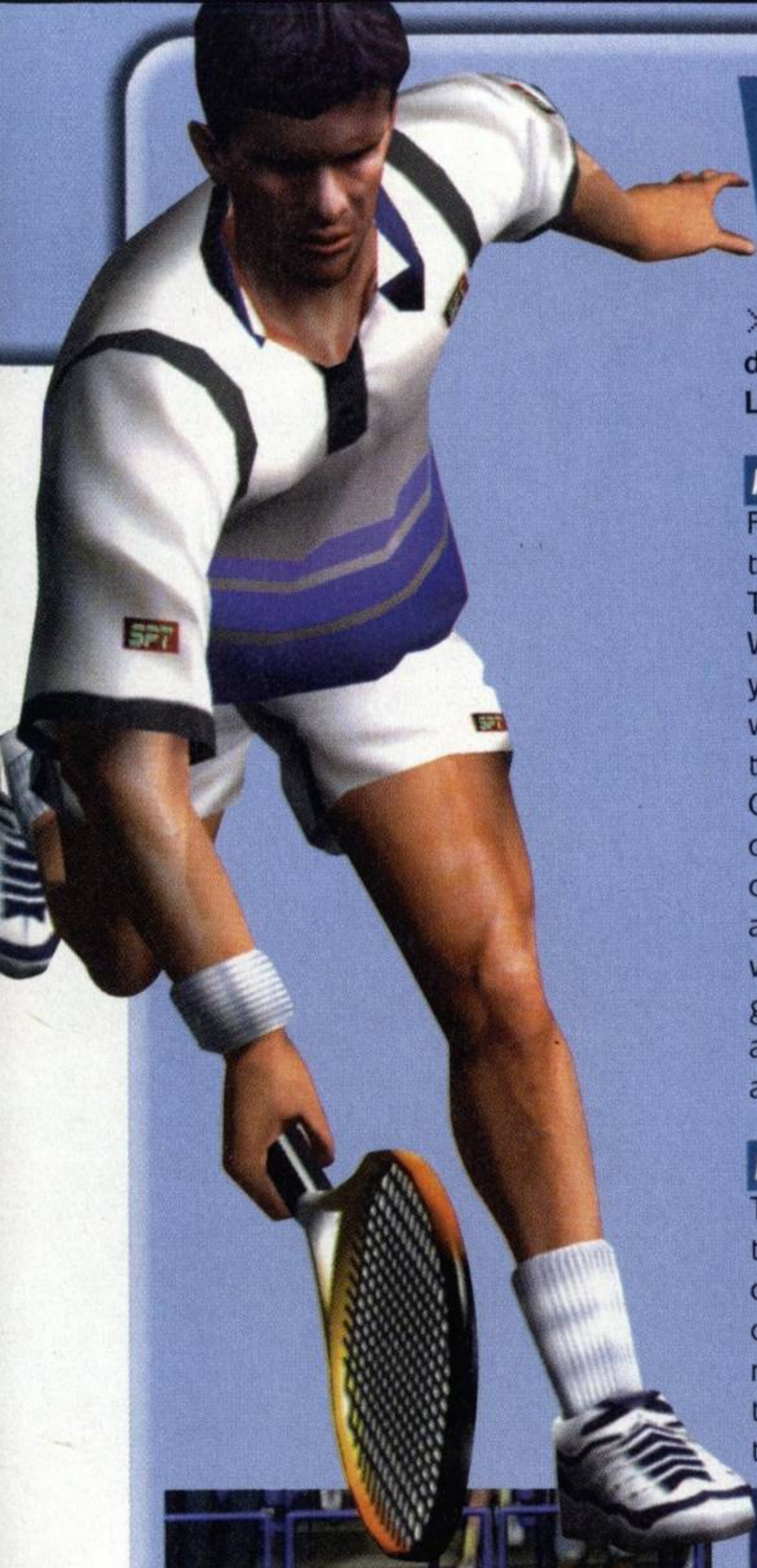
➤ If you missed *Dragon's Blood* when it appeared, you might want to go pick it up. A fun medieval-style adventure romp? Certainly. A really, REALLY tough game? Most definitely... that's why we've got these cheats for you!

Cheat Mode

On the main title screen (where the words 'Press Start' appear) press X, Y, Y, X, X, Y, Y to turn on the Cheat mode of the game. Now you can begin the adventure – press Start to pause the game and then hit one of the following button combinations to activate each relevant cheat:

Infinite Health **L + R + Right on the D-pad**
 Skip To Next Level **L + R + Down on the D-pad**
 50,000 Attack Points **L + R + Left on the D-pad**





Virtua Tennis

> If you're like us, you won't be able to stop playing *Virtua Tennis* but that doesn't mean you'll have found all the secrets. Read the news section lately? Like those secret characters and costumes? Well, here's how to get them...

Access Master

Fancy playing as the coach who stands at the other end of the court during the Training modes of the World Circuit? Well, now you can – to access Master, you've got to play through Arcade mode without losing a single game and finish the final round to become the champion. Once you've done that, you'll be challenged to a match by Master; if you can beat him, you'll be able to select him as a regular player. The easiest way to win is to set the match length to a single game – however, the difficulty has to be at least Normal or you won't get to play against him.

Access King

To be able to play as the other secret tennis star, known as King, you need to complete one of two specific tasks. You can either play through World Circuit mode and complete EVERYTHING (all the Training modes and Trial matches on the highest levels) to unlock him or you

can beat him and the Master at doubles in Arcade mode. To do this, you'll need to have unlocked Master as detailed above and then play doubles in Arcade mode, reaching the end without losing a game.

Access Special Costumes

There are several secret costumes hidden through the World Circuit mode that can't be bought through the normal shops – to get these, you'll have to do exceptionally well at the various Training modes. Depending on which one you're playing, you'll have to do certain tasks; for example, if there's a time limit then you'll need to complete the training with more than ten seconds left on the clock. The bowling training game requires you to get a perfect score (so you need to get seven strikes in a row) while the Return Ace and target games require a certain score – usually above 4000pts – to get the costume.



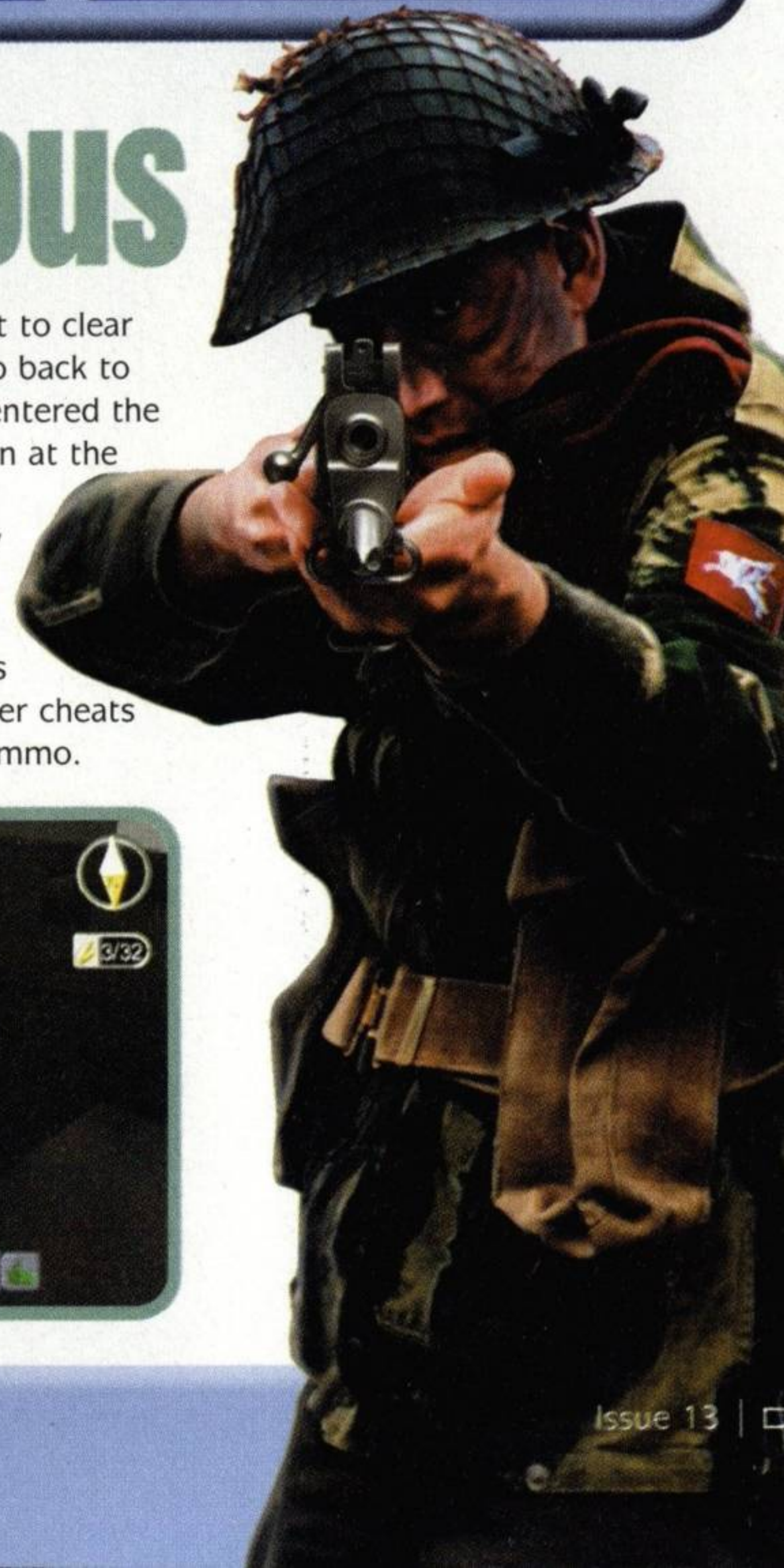
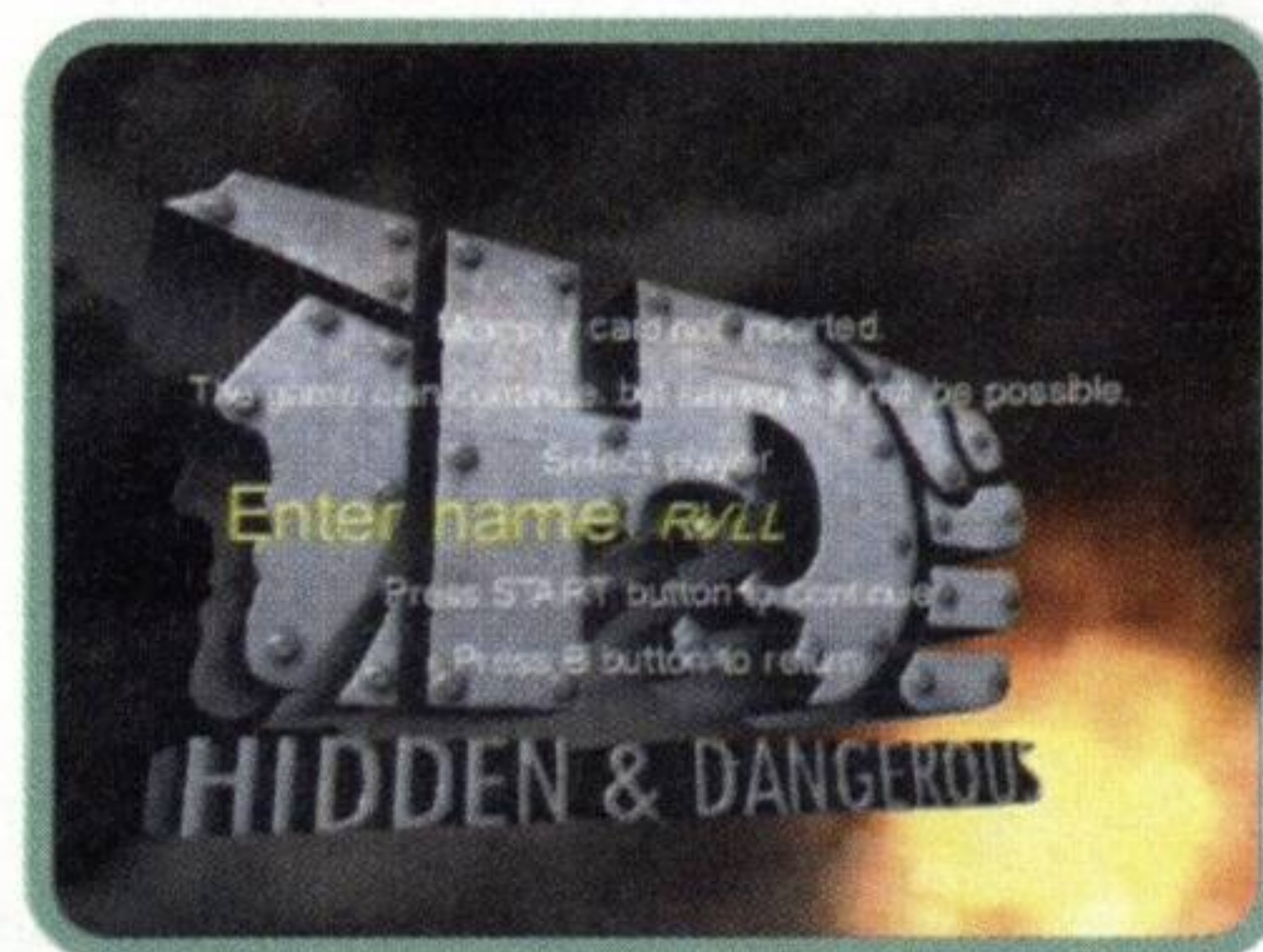
Hidden & Dangerous

> Being in the army is mighty tough... especially if you're playing *Hidden & Dangerous*. Need some help getting past Jerry? Then look no further than this glorious cheat that we found for you...

Ultimate Cheat

From the main menu, access the New Player screen and enter RVL as your player name, but don't confirm it – instead, leave it so that another flashing L appears in the fourth

space of the name entry. Hit Start to clear the screen and then press B to go back to the main menu screen; if you've entered the code correctly, you'll see an option at the bottom that says ALLMISSIONS. Choose this to have access to any mission within the game – you can also hit Start to pause mid-game and then choose the Cheats option to access a number of other cheats such as Invincibility and Infinite Ammo.



Classic Cheats

Power Stone

> With the release of *Power Stone 2*, we thought we'd spoil you by letting you in on the secrets from the original version of this cracking beat-'em-up!

The World Of Power Stone

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

New Fighting Items

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

Virtual Mode

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

Dual Virtual Mode

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

Play as Valgas B

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

Watch Endings

Each time you finish the game, a new character ending will be added to page fourteen of the Power Stone book. Choose this page to watch any of the endings for the characters that you've finished the game as.

Extra VMS Games

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

Q and A Questions and Answers

RESIDENT EVIL CODE: VERONICA SPECIAL

Flippin' heck – what's wrong with you people?

We print a complete walkthrough to *Resident Evil Code: Veronica* a few months back and you're STILL sending us letters about how you're stuck on the game. Crikey, you must be really awful...

Still, we're here to help so if you've got a question for the gaming chimps then don't be shy – write to us today at **O&A, DREAMCAST MAGAZINE, Paragon Publishing, Paragon House, St Peters Road, Bournemouth BH1 2JS** or send an email to dreamcast@paragon.co.uk

MORE TYRANT TROUBLES

Q Okay, I'm fighting the T-078 Tyrant for the second time but I've only got three grenade rounds and nothing else. Any ideas how I can do it? I only ask because I can't run away for long enough without getting killed.

**Yours hopefully,
Andrew Gibson, via email**

A This is the one we get the most mail about, even though we printed the answer last month... and the month before that. Hey, we're not here to criticise (well, actually we are) so here's what we said... all over again.

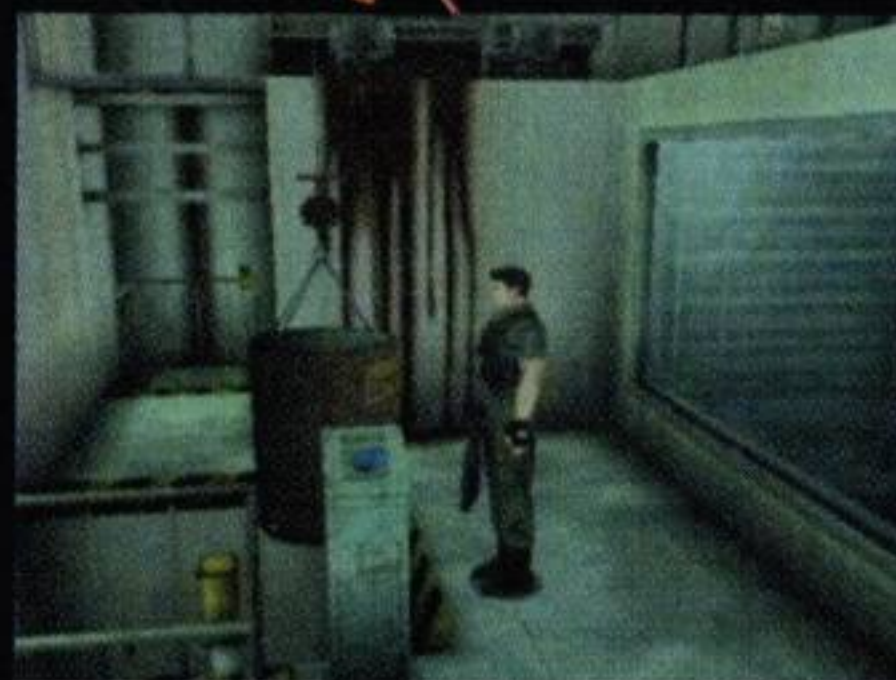
For starters, make sure you're well tooled up before the fight. If you

DOUBLE CHOCOLATE MAGNUM

Q I read your solution to *Code: Veronica* and I have to say that you made a massive error... you missed out the Colt Magnum completely! It's the most powerful gun in the game and essential for beating the last Alexia monster – because you didn't point it out, I missed collecting it and now can't beat her. Are you going to admit your mistake or what?

**Yours frustratedly,
Steve Fletcher, via email**

A 'Yours frustratedly'? Maybe it should be 'Yours can't read-ly'... it's there in black and white on the eighth page of the second half of the guide. Are you sure you're reading the same one as we printed? Probably not. Still, we'll tell you where it is anyway...



During Chris' adventure in the Antarctic Facility, you'll find a room with a huge glass tank full of water – just to the left of this is a lift that goes down into the Weapons Room below. The Magnum is down here, but you can't reach it unless you've got the Fire Extinguisher from Claire's adventure. Make sure you've placed it in a Storage Box, then collect it as Chris and use the tank of Extinguisher Fluid to refill it before putting out the flames below and grabbing the Magnum. See? Couldn't be easier...



SQUASHED LIKE A BUG

Q I know it probably makes me sound really weak, but I'm stuck near the end of *Code: Veronica*. During the section where you have to play as Claire, I just can't seem to get the Emergency Keycard out of the cannon without getting squished by the giant block. What am I doing wrong? Is there a knack to it or am I just totally useless?

**Cheers chaps,
Nick Rapson, via email**

A Wow, a reasonably decent question. We'll admit that Claire's part of Chris' adventure is a bit tricky Nick, but it's totally possible. Once you've tipped up the cannon and revealed the glass globe with the Keycard inside, dash past the block and pick up the globe. Now turn around and edge forward, watching the shadow of the block above – when you touch the edge of it, step back as it crashes

down. Now quickly step forward and place the globe beneath the middle of the block (the spot where the shadow is lighter) to smash it. Finally, all you have to do is run in and grab the card... but you only get one chance. Mess it up and you'll be a splatter all over the floor!



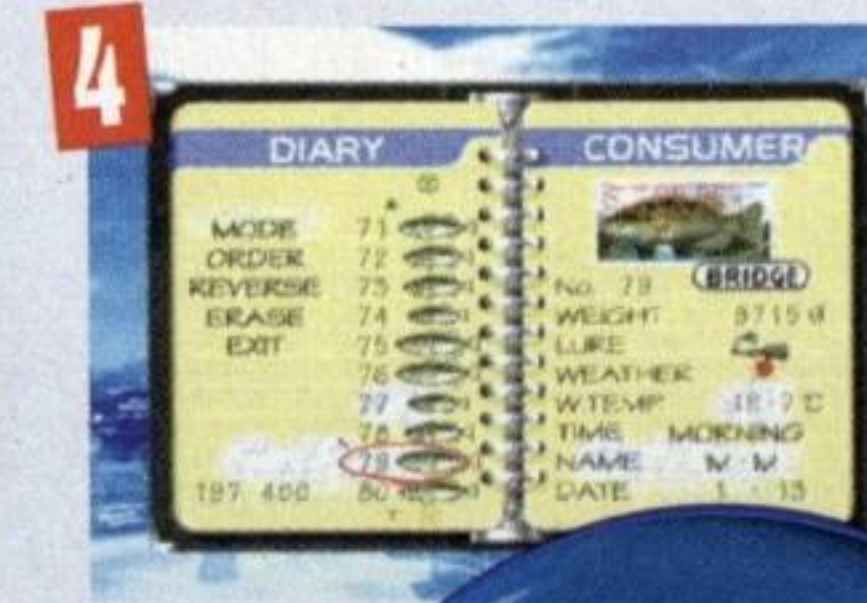
IT'S THE 'Beat Mathers' Challenge!

Only one winner this month... it looks like Mart's finally succeeded in beating the whole of the country! Mind you, that's not good for business so if we don't have any more winners by next month, we're going to print a whole new set of challenges just to give you all a chance. Can't say fairer than that, can we? Now, bow down before this month's champion...

Game: Tony Hawk's Skateboarding

WINNER! Scott Smith, Warrington
Highest Score - 215, 853pts
(Downhill Jam stage, Single 2min Session)

Remember, everyone - the rest of the challenges still stand and we've even thrown in a new one to keep you all occupied. First person with the best score gets a set of Joytech goodies to use on their beloved Dreamcast, while everyone else gets the privilege of knowing that they're not good enough... now get gaming!



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: Power Stone 2
Record Score - 8'14"39
(Adventure Mode Completed, Difficulty Level 4)

Challenge Four

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

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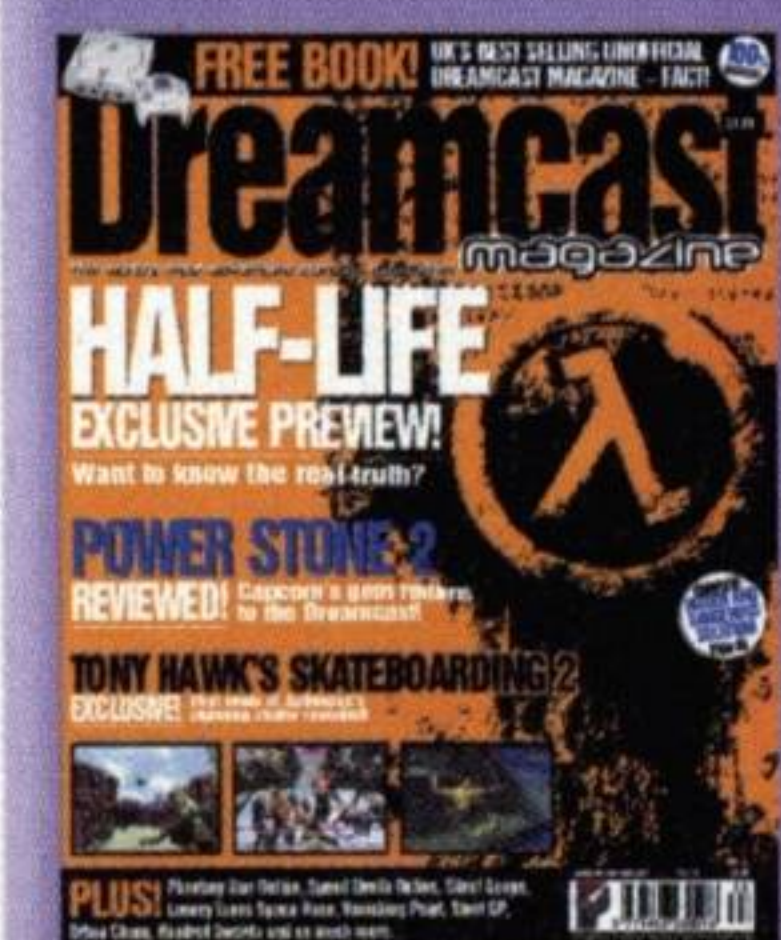


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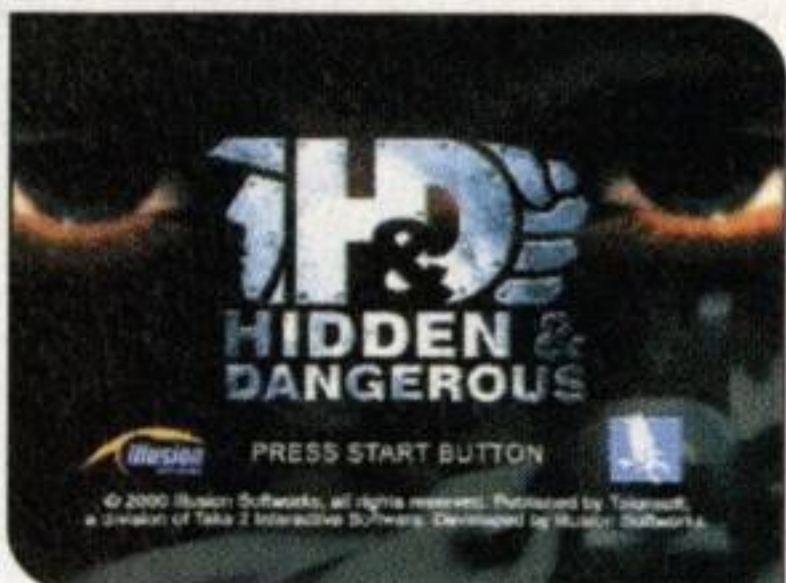
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> As you'd expect there's a huge range of weapons available to the allied forces which you lead, but choosing which weapons are best for which missions is where the challenge lies.

Colt 1911

Calibre .45
Effective Range 40m
Magazine 8 cartridges
Mass 1.2kg

Sten Gun

Calibre 9mm
Effective Range 160m
Magazine 32 cartridges
Mass 3.7kg

MP 40

Calibre 9mm
Effective Range 150m
Magazine 32 cartridges
Mass 4.70kg

MP44

Calibre 7.92
Effective Range 700m
Magazine 35 cartridges
Mass 4.3kg

Johnson M 41

Calibre 0.30
Effective Range 400m
Magazine 5 cartridges
Mass 4.75kg

Lee Enfield Mk 4

Calibre 0.303
Effective Range 800m
Magazine 5 cartridges
Mass 4.2kg

K 98

Calibre 7.92mm
Effective Range 1500m
Magazine 5 cartridges
Mass 5kg

Bren Gun

Calibre 7.62
Effective Range 600m
Magazine 30 cartridges
Mass 8kg

Browning

Calibre 0.30
Effective Range 1500m
Magazine Ammunition belt
Mass 14kg

MG 34

Calibre 7.92
Effective Range 600m
Magazine 30 cartridges
Mass 8.5kg

ZB 26

Calibre 7.62
Effective Range 600m
Magazine 30 cartridges
Mass 9kg

Other weapons

Panzerfaust anti-tank rocket launcher
M1A1 Bazooka
Enemy hand grenades
British hand grenades
Combat knives
Flare gun
TNT explosives
Anti-infantry mines
Anti-tank mines

OP. IRON SWARM MISSION 1

Amber Arrow

You start in the rain near a riverbank, camouflaged by the trees, not that anyone can see much in the mist! Take your sharp shooter east and perch him on the rocks above the hut. There is one guard on patrol, by the bridge. If you shoot him, two more will burst out of the wooden hut so move your heavy gunner up and hide him behind the big boulder with a view of the hut. Now shoot the patrolling guard with the sharp shooter – one of the emerging Germans will stand in front of the logs, the other will head around the back of the building and may come back forward. Take out the visible German with the sharp shooter and then advance your machine gunner with caution to take out the third.

Position your sharp shooter next to the hut with a view of the bridge. Place the heavy gunner in the cover of a bridge pillar and have him aim right down the bridge.



Between them they should take care of a pair of guards who are patrolling up and down the bridge. They may take their time so stay alert. Move everyone else up and put them behind the bridge supports for protection.

When a train rolls by towards the enemy, move your heavy gunner down the left side of the bridge, using the train for cover. Stop him just before the end of the bridge and drop down, aiming just left of the right bridge support. A patrolling guard will make an obvious target – there's another near the hut and a third by the tunnel entrance along the tracks so move the gunner into the cover provided by the bridge pillar. Move your sharp shooter up to take out the two guards – the third one is just visible in the mist behind some logs.

With all resistance eliminated, move your guards up the riverbank towards the waiting truck. When all four men are by the truck, the mission is complete.

Name And Rank

Selecting the correct men for the job is vital if your mission is to be successful. Here's the lowdown on the men at your disposal.

Major William 'Mad' Calvert

An all-round soldier, with a long and colourful career. He was one of the men who were present at birth of SAS.

Major Paul Mountbatten

Originally a member of the Singapore garrison. He compensates for his not-so-good physical condition by his phenomenal dexterity and impressive surveillance abilities.

Lieutenant Geoffrey 'Frankie' de Throi

A French volunteer. Being a member of a good family, he had been offered a cushy office position in the Vichy government. He refused it, however, and fled to England.

Lieutenant Lasse Thekjus

A member of the Norwegian Royal Army and a seasoned war veteran from the battle for Narvik. After German occupation of his country he was active in the underground resistance.

Lieutenant John Whintson

Joined the SAS as a volunteer at the time of its establishment. He did not take part in many battles but he proved himself as a good all-round, reliable soldier.

Lieutenant Sir Thomas 'Lord Mule' Woolley

Nicknamed 'Mule' by his friends for his ability to carry heavy loads for long distances. Distinguished himself during operations of the LRDG (Long Range Desert Group).

Lieutenant Anthony 'Eye' Switcher

A surveillance operations specialist. This subtle soldier is able to pass even the most vigilant patrols unobserved.

Sergeant Jiri 'Butcher' Trebisky

A soldier in the Czechoslovakian Army in Britain. After occupation of his fatherland, he managed to escape to France, where he then joined the Foreign Legion.

Sergeant Chester 'Fairbairn' Ranking

A New Zealander, chosen for the SAS for his activities in Burma. One of his specialities is ambushing and stabbing the enemies.

Sergeant Andreas 'Dutch' Gulp

An ex-member of the Dutch Royal Navy. After the Blitzkrieg in 1940, Andreas 'Dutch' Gulp was captured and held as a POW, but later escaped to Britain.

Private Daniel Paczowski

A soldier of the Polish Army in Great Britain. An ex-officer of the Polish Cavalry he was, paradoxically, captured and held as a POW by Russians. He escaped and reached Norway via occupied Poland.

Private John Smith

As he was not one of the lucky ones who reached the beaches of Dunkirk in time, he had to steal a German gunboat and cross the Channel by himself.

Private Jullio 'Macho' Zapata

This Spanish Republican escaped from Spain to France after victory by fascists in his country, and joined the Foreign Legion. After the fall of France, he joined the British Army.

Private George Aldridge

Was injured during the Dunkirk evacuation. He underwent the SAS selection process for units even though he had been offered retirement on account of his injuries.

Private Henry William 'Big Willy' Slim

An ex-Sapper and explosives specialist in the British Army. For a short period he attended the Army Academy, but was expelled due to his controversial attitudes towards his lecturers.

Private David Jenkins

He got into the SAS on account of his good results during parachute training, having attained better results than many officers.

Private Jan Skocir

A soldier in the Czechoslovakian Army. He used to be an executive in the Intelligence Section of the Defence Ministry of Czechoslovak Republic.

Private David Rodney

A volunteer-reservist. During admission tests he achieved average results, but was accepted due to a shortage of applicants. He has not taken part in any combat yet.

Private Robin 'Hood' Smedley

Before joining the SAS, Smedley underwent training for the Commandos. He excelled in long-distance shooting.

Private Willfred 'Policeman' Towny

An ex-Scotland Yard investigator. Joined the Army in 1939 and served with the MP both in France and North Africa. In North Africa he was transferred to the LRDG for a short spell.

Private Irwin 'Yankee' Bootskin

After the beginning of war in Europe, this young American set out for France and joined the Foreign Legion.

Private Thomas Smooth

A volunteer-reservist. He went through the standard selection procedures with satisfactory results. His only weak point is his inability to take good cover.

Private John Brown

A volunteer-reservist. He went through the standard selection procedures with very good results.

Private Ted 'Seaman' Silk

Previously with the Royal Navy. He served on a minesweeper for two years. He went through the standard selection procedures with satisfactory results.

Private William Hobbs

An ex-high school professor of chemistry who went through several weeks of training handling explosives.



continued >

Dreamcast solutions

Hints, Tips, Cheats and Guides

Private John Jeffers

Before the war he served in the Royal Navy as a cannon-crew member on a destroyer. After two years he was demobilised; no reason was given. Afterwards he was active in SOE.

Private Paul 'Pilot' McGatt

Before the war, he used to fly gliders. He preferred serving in the SAS to the RAF. He went through the standard selection procedures with satisfactory results.

Private Jan Kazowietzky

A Polish emigrant. Before the war he had physical education at high school in Warsaw. He happened to be in Britain in the autumn of 1939 and after the occupation of Poland by Germans.

Private John Stirling

A volunteer-reservist. Before the war he used to be a forester in a small county near Edinburgh. He achieved very good results in the selection process, especially in shooting.

Private Jacob Wingate

A volunteer-reservist. He served for a year in the anti-aircraft defence in London and experienced horrific bombings in 1940. His superiors rate him as a very disciplined soldier.

Private Gilbert Caven

Was a civilian employee of the Army for a considerable time, involved in training of parachutists. His results in the selection procedure were very good.

Private George Darmont

After the fall of France, this French soldier managed to escape to Britain, together with those who remained from the Dispatch Unit. His results in the selection process were very good.

Private William 'Spider' Web

A volunteer-reservist. Due to his excellent results during shooting tests, he was attached to a training program for snipers.

Private Anthony Saber

Participated in the battle for Narvik. He was seriously injured, but recovered quickly. Before the war, he acquired plentiful experience in fighting in Arctic regions.

Private David Lincoln

A volunteer-reservist. He went through the selection process with average results. He was accepted due to shortage of applicants.

Private Thomas Mills

A volunteer-reservist. He passed selection tests at his second attempt with very good results. He got injured during his first attempt and was admitted to hospital.

Private Jan Wolchowski

A Pole from Gdansk, who escaped to Britain in early 1939, when the intensity of fascists' violence increased. He passed admission tests with very good results.

Private Jim Bird

Before the war he worked as a labourer in forestry. He passed selection tests satisfactorily, but in his test of ability to survive in open nature he passed with very good results.

Private Tony Atkins

Before the war he worked for an armament factory and has a good knowledge of handling all kinds of weapons. He was noticed as being a crack-shot.

Private Robert Vanguard

Member of the Royal Navy. Before joining the SAS he served as a heavy anti-aircraft gunner on a gunboat. He passed the admission tests satisfactorily and his crack marksmanship was noticed.

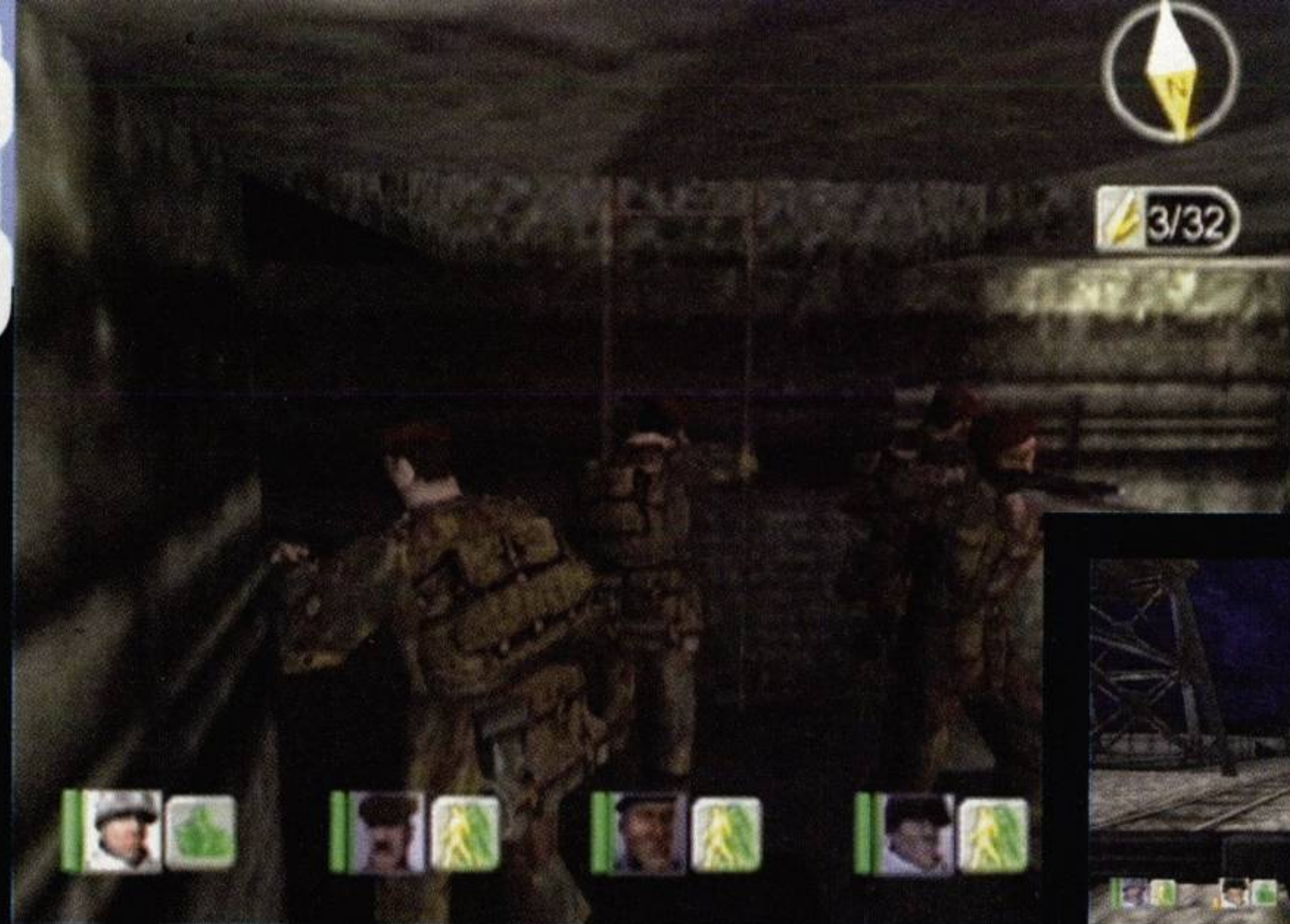


OP. IRON SWARM MISSION 2 Heart Of Bell

Move your men down the sewer and up the ladder, then line them up between the hole and the nearby truck, covering the approaches. Make sure you don't stray into the open as the towers in the corners of the compound can pick off your men. If you edge a man to the east you will see a guard in the open – shoot him but don't get in sight of the tower guard.

The first element of the German ground patrol will come up between the gas tanks, but your men should be able to take them out without incurring injury. Another one usually comes around from behind the trucks, so make sure you spot him between all the debris.

Look at the gas tanks and find the one with the ladder. Move your sniper up the ladder and have him crawl along the tank tops until he can see the Germans in the towers. Take them out one by one, ensuring that they actually die and don't just duck out of sight for a while. The third patrolling soldier can also be shot from up here.



Advance towards the building, blowing up the nearby set of gas tanks as you go. Move one soldier around the trucks and you should see some white barrels creep into view near the far gas tanks. Shoot these and you will eliminate another guard without any risk at all. If you want you can rush a man up the north eastern gun tower and use the tower gun to shoot down the final guard in the open. Remember to blow up the second set of gas tanks before you advance into the building. Have your sniper turn the corner from behind the train trucks so that you can sight on and take out the guard protecting the door to the building.

Chuck a grenade inside to take care of the guards on the floor that you can't see – they will kill you if you simply rush in. Another guard is high up on a gantry on the south face of the wall – if you rush a man in and have him run up the steps then you can stalk your prey down.

Another guard is in an office on the top floor of the stairs. Take your sniper to the far side of the building and go up the ladders to get a good sight and take him out. Now

move a man into the office to get the info you need, then take everyone back to the sewer where you started to complete the mission.

OP. IRON SWARM MISSION 3 Whirlwind

Before you start this mission note that the auto configuration system gives your second man a flare gun but no offensive weapon. Give him a Sten Gun to keep him happy. It also seems pointless to use the flares as your man just shoots them straight up, illuminating you rather than the enemy. Keep your men close to the fence and crawl them around the south and western perimeter of the base towards your objectives. You shouldn't have to engage the guards around the first two sets of lights you see – remember that your heavy gunner can't crawl with the Bren gun deployed.

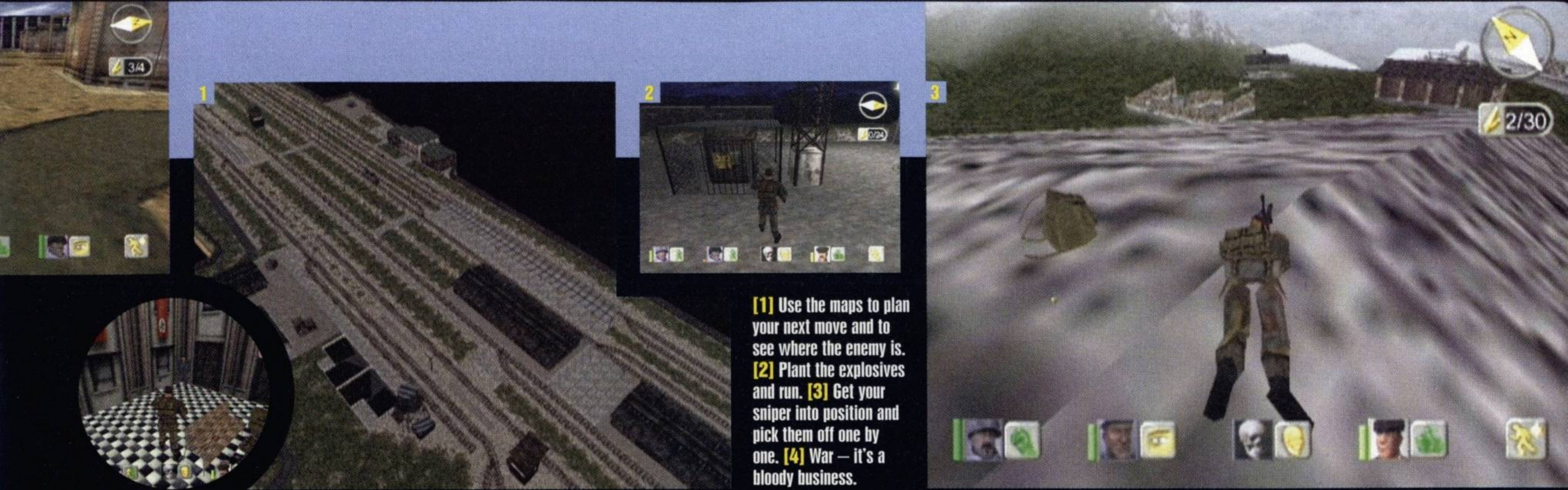
Keep the Germans as far away as possible but you will still get into the odd scrap. Rotate among your men so that those with a bead on an enemy soldier can take him down. Don't try and shoot them yourself, and keep checking on the map for the

highlighted locations of the enemy troops, making sure that your men point in the right direction.

As you pass the main railway tracks and the big rise, you might have to manually get your men over the hump. Also be careful when going near the trains as on a soldier can die by getting trapped under one. When you reach the tracks that run by the building in which the airmen are kept, advance slowly in a widely spread front. Your sniper should be able to take out the patrolling guards.

When you reach the station, there are two guards inside against the far wall, one to the left of the door and one to the right. There's a civilian in the far left-hand corner – don't shoot him! With that part complete run the commando with the explosives over to the 'cistern' truck and plant a bomb, then approach the corner of the station. There's a guard in the tower and one on the floor. Take them out but don't use the truck as cover as they could shoot and detonate it. With the immediate opposition eliminated, plant the final





[1] Use the maps to plan your next move and to see where the enemy is. **[2]** Plant the explosives and run. **[3]** Get your sniper into position and pick them off one by one. **[4]** War — it's a bloody business.

bomb and retrace your steps carefully. There are a pair of guards at the entrance to your escape road — make sure you don't blunder into them.

OP. IRON SWARM **MISSION 4**
Phoenix Fell

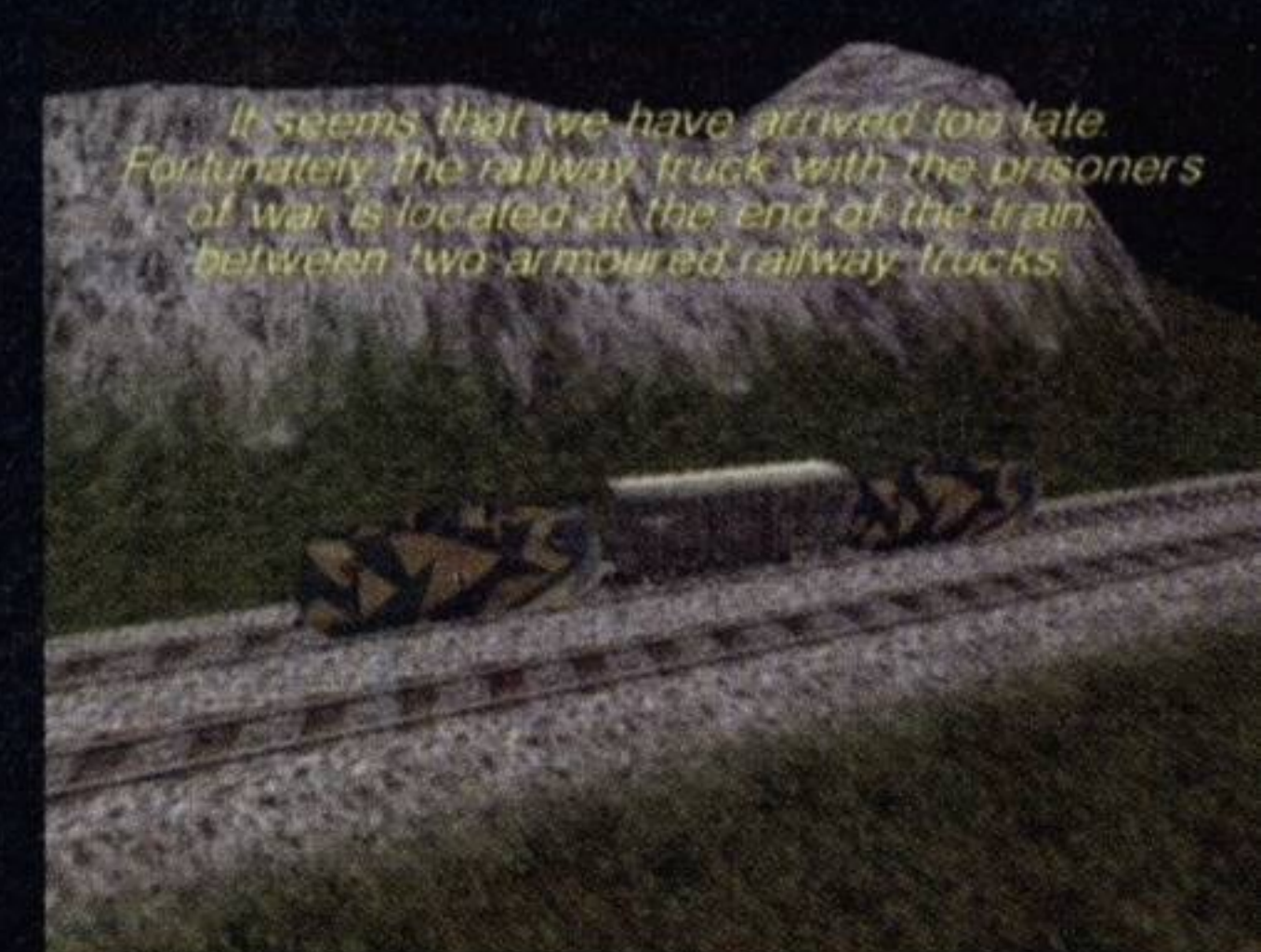
This mission puts you up against sizeable odds, so pack all the explosives you can to make life easier. Initially there is a guard on top of the right-hand hill defending the buildings who you should take out with the sharp shooter. There are also two guards on the road ahead of you near the bridge — advance carefully and take them out. With them gone move your sniper to the valley between the two hills on the approach to the buildings.

Peek your sniper up the hill and start taking out the guards that you can see. Advance a couple of steps at a time, taking out the half a dozen or so blue uniformed guards in the compound. There are some green uniformed guards patrolling outside the fences — they pose a major threat, especially the one on top of the left hill who will be above you. Advance your other three

fighters along the edge of the road very carefully. Park them before they get in sight of the armoured trucks.

Keep moving your sniper around the base until he gets to the top of the hill and you are convinced there is nothing moving. Once you are at the top of the hill you should run back down and around the back of the left-hand hill to get a shot at two Germans who you can't see from your initial position.

Now move him to get a better sight of the train and look around. There should be a guard on patrol on the far side of the train and you should see the heavy machine guns protruding from the yellow armoured coach. They can shred your guys as they move and you can't shoot them back, but an explosive planted from close in should do the job. Advance your explosives man up the near side of the bridge and climb up onto the track. The guards inside will start shouting but can't do much. Make sure you get your man a safe distance from the ensuing explosion. Do the same to the other three trucks and you should have completed the mission and rescued the pilots.



[5] Get that bazuoka out and blow the buggers up. **[6]** Creep around the train, there's someone right around the corner. **[7]** The ruins are full of Germans. **[8]** It's all about stealth in this game.



continued

continued >



OP. SILVER GATE MISSION 1 Broken Knife

Your four men are spread over a wide area and are miles from the objective – firstly, get them all ducked down so that they aren't visible to the Germans, then have a look around the map. You want to get the north east corner with as little trouble as possible. The Germans stick mainly to the roads and buildings. It may be slow going but crawling through the thickest undergrowth is the best way to stay safe.

The two places to be wary of are the barrier across the road and the final building near the aqueduct before you can escape – three guards are on the blind side of the building. There are concentrations of guards around here as well as solo patrols up and down the roads, so watch out.



OP. SILVER GATE MISSION 2 Into The Darkness

Move everyone up behind the car for a little security – firing a shot on this level will spell certain disaster so put your guns away and tell your men to hold fire. Your first action should be to find some clothes. Take the whole squad, turn left down the street and run along the wall for cover until you find an archway, just past the car. Go through the archway, turn left and proceed until you can see across a street into a courtyard. You should be able to bomb across the street and into the yard without being spotted. Take each man up to one row of the clothes and hit 'U' to take them, then put them on to blend in with the natives!

Proceed through the town towards the inn, trying to keep your distance from the patrols. Although you have

donned a disguise, after a while the guards might start taking interest in you. It is a good idea to stick to the side streets when walking towards the inn. Then, go down the stairs to the pier. There is one guard there whom you have to get rid of, but you can't shoot him so use a knife. Board the boat and sail off quickly in a westerly direction. Soldiers drinking in the pub are likely to hear the sound of boat's engines, run out of the pub, and start shooting at you.

OP. SILVER GATE MISSION 3 Tree At The End Of The Garden

To start with, disembark as near to the right river bank as possible. If you sail too near the lock chamber gate, the guards will notice and start firing at you. Reach the bank of the river and proceed slowly in a westerly direction





towards the bridge. If you approach the fence too suddenly, the alarm will be set off. Take cover lying down and watch the enemy for a while. While one group of enemy soldiers is running along the path towards you from the direction of the bridge, the other group runs out from the building on the left. Eliminate them and slowly proceed. Have your sniper take out the two guards by the tank on the bridge, as well as the pair of guards at the entry to the bridge. Don't take too long because enemy reinforcements are on their way from the town and will be here shortly. Watch out for an enemy sniper hiding on the water tank near the coal storage and for the guards underneath the tank, when approaching the bridge. There is yet another guard by the tank. After taking him out, nothing will prevent you

blowing up the gate of the lock chamber using the tank.

It is possible that in the meantime, the reinforcements from the town have reached the place. You have to guard both banks of the river and stop the enemy's advancement. All you have to do after that is shoot the guard by the turnpike and the one along the path on the right river bank.

OP. SILVER GATE MISSION 4 Grave On The Mountain

Shoot the patrol on the bridge right at the start of the mission. From your side of the brook, have your sniper eliminate soldiers by the machine gun post, aiming at the eastern side of the bridge. Not only will the enemies hidden in trenches start firing at you, but you could also step on landmines. The other bank of the brook has also been mined.

You have to proceed across the ford that is to the right of the bridge. As you are nearing the ford, a patrol walking the inner perimeter of the base will attempt to stop you. Proceed very carefully towards the trenches. Spray the area to the front and left of you with your automatic weapons. Let the sniper survey the terrain to see if anybody has survived.

Head along the left side of the bunker – try to get as near as possible to the trenches. There may be more mines around you. Pay attention to bunker exits! Most of them are guarded, or the enemy might storm you from them. If you manage to get as far as the second bunker, you've got it made. The only thing that you have to watch for now is a soldier who might be on to the left or right of the base – once he's gone nothing can stop you!

OP. SILVER GATE MISSION 5 Last Courtesy

In this mission, the enemy will lead an attack against you from the side of the forest. You will have a few seconds at the beginning of the mission before the attack starts. You need proper weaponry, which you will find in the shed. The best weapon is, without any doubt, a machine gun. Take up a position in front of the shed. Pick out the enemies with the help of the sniper rifle and eliminate them from long range. If you spot a larger group, use the machine gun. Under no circumstances should you let the attackers get near you. Roughly 30 seconds after the attack has commenced, a motorcyclist on a bike equipped with a machine gun will ride out of the forest. Spray him with a burst from the machine gun. Don't stop

firing – enemies are plentiful. On the other hand, do not waste your ammunition, make sure you are accurate.

After about 15 minutes of onslaught, turn one of your men with a submachine gun around towards the forest – a group of about six men is advancing from that side. After getting rid of them, you can devote all your resources to fighting off the enemy attacks. As soon as the music starts playing and you have fulfilled your first task, wait for the plane. It will arrive in about 20 seconds. Wait for it to turn and board it from the side facing away from the shed (there is a small stepladder leading to the door of the plane). If you haven't eliminated all Germans, fire from the aircraft's door or use the turning tower on top of the plane's fuselage. The moment the plane starts moving, you are nearly there!



[1] Running around like a gopher in the bunkers sure is fun. [2] Get all your men together before advancing any further [3] Once in the bomber it's up, up and away.



Dreamcast solutions

Hints, Tips, Cheats and Guides



OP. FIEND'S CALL MISSION 1 Fire Portal

Proceed with caution through the labyrinth towards the building. On your way, you will encounter two soldiers on patrol, whom you have to eliminate very quickly. After reaching the building, shoot dead the officer standing on the balcony. Wait there for a two-man patrol whose route takes them past the building, then move over to the main entrance. In quick succession, you have to liquidate the guards of honour standing by the entrance and the driver standing by the limousine. The last enemy you have to deal with is a guard by the gate.

It is quite probable that in the entrance hall there's a patrol checking the lower level. Beware also of three officers standing and chatting on the stairs. Although they are not heavily armed, they might complicate things. You can expect the guard from the upper level to rush to their assistance. To the left of the staircase, there are two guard



dormitories where you'll find several unarmed soldiers. Eliminate them and slowly climb the stairs leading to the first floor.

In the first floor hall, one guard armed with a submachine gun is sitting down. Another one is pacing the corridor. After you have killed the last guard, clean out the room of 'secretaries' armed with pistols. There is a secret entry on the first floor (to the right of the main staircase) leading to a spiral staircase. When moving on this staircase, watch out for the soldier who is on his way from the archive room (situated in the attic) to the prison and storeroom (in the cellar). First, go upstairs and destroy the archives. Before entering the passage in front of the archive room, throw a hand grenade in to get rid of one guard.

Once you have done that, place one charge into each smaller archive room – the main archive is guarded by one man. Kill him, place the explosives and run away fast.

Now free all the captured pilots – search the entire building carefully, watching for any sign of the guards. When you descend down to the cellar, eliminate two guards that are patrolling there. Both have the keys to the cells where the pilots are being held. After freeing them, proceed with caution towards the gate.

OP. FIEND'S CALL MISSION 2 Trap Key

Shift your men south into a position from which they can see the terrace of the villa. Using your sniper rifle, eliminate the patrol on the veranda and the men operating the searchlight. Also eliminate the patrol pacing outside the wall – it will be passing you only a few meters away. Wait until the patrol guarding the house comes near and kill them too.

Now you can get inside the garden through any gateway. Send two of your men to the access road (on the other side of the villa) and remove the





guards standing by the gate. The outside is now clear of all enemies. Penetrate the villa via the French windows and kill the German standing in a short connecting passage to the dining room. Wait a few seconds and eliminate the other German who will come to his comrade's help.

Send two men through the kitchen into the passage to kill two Germans guarding there. In the meantime, carefully open the door leading into the main hall and throw a hand grenade inside – this will rid you of guards standing in the corners of the hall. Charge the hall and watch out for the German standing on the gallery; shoot him with a round from a submachine gun. The last two enemy soldiers are in the radio room, located on the lower floor, and there are some more in the guards' dormitory. Now you can begin taking the upstairs – through the study, get inside Steiner's bedroom and kill his bodyguards. However, you must not hurt Steiner himself – you are going to need him!

In the meantime, send your men to the passage connecting the residential rooms. Their task is to eliminate the guard in the passage and to clean out residential rooms. Kill Steiner's assistant who is in a small room, and simultaneously burst into the main bedroom. The mission ends with you approaching Steiner and listening to a short dialogue. For him to give himself up, it is essential that all his bodyguards have been eliminated.

OP. FIEND'S CALL MISSION 3
Viper's Nest

The mission starts in Steiner's office, in an underground factory. Steiner had purposely opened the safe in a way that started the alarm and is trying to escape. You do not need him anymore. Wait in the office and eliminate any soldiers coming through. Then move over to the drawing office and try to destroy as many enemies as you can through the wide door. Take

cover behind the drawing boards and furniture. As soon as the area around the door is clear, run out into the underground factory. Take cover, as one stray bullet apparently hit the explosive storage and a massive explosion did the demolition work for you!

Now all that matters is to get out. It is impossible to determine how many enemy soldiers the explosion killed. Proceed slowly towards the exit, using cases and columns as cover, and eliminate any enemies that are threatening you. You do not have to kill them all – try to get to the exit from the underground as quickly as you can.

OP. FIEND'S CALL MISSION 4
Escape From Hell

Your mission starts by the tunnel exit. Quickly shoot the nearest guard – this will start the alarm, but you will also avoid the nasty surprise of crossfire. Proceed speedily towards the guards' hut, near the first guard. Have your

sniper take down the men in the machine gun tower, left of the path. Quickly hide behind the guards' hut and shoot the men in the machine gun tower, right of the path. This should be easy for a slowly side-stepping sniper.

Now there are two ways of progress open to you: you can either proceed directly (through a two-winged gate) or try to fight your way through underneath the machine gun towers, to the right of the gate. The second way will allow you to mow down the reinforcements, who will start running out just as you are nearing the car park. Choose two men from your team armed with automatic weapons (submachine guns would be the best) and liquidate the reinforcements. Watch out for more running from the direction of the car park! Try not to hit the barrels and cars littering the park.

The armoured vehicle may be resistant to firing from infantry weapons, but not to an explosion. After capturing a transporter, send one sniper

to reconnoitre the terrain and destroy the two machine gun towers left, if you have not done it already. In front of the car park building, there are several panzerfausts. Pick up as many as you can manage – they will prove handy later. Some distance after the camp, turn right and drive the short distance into the forest. Send a man with a submachine gun to the guards' hut near the bridge, and a soldier armed with a panzerfaust towards the brook, so that he is as far as possible from the bridge. The bridge is guarded by a tank and if its crew notices you, you're in trouble.

First, have the man with the panzerfaust eliminate the tank, and then order the man with the submachine gun to eliminate the patrol that runs out of the guards' hut and mines half of the bridge. When crossing the bridge, move along the left side – it has not been mined. The mission ends on the other bank of the brook. You have to reach it with the armoured transport under your command!



[1] Burst into the room and spray your bullets, gunning down any Germans in the process.
[2] At the start of each level you will be given your objective.
[3] Once you're in the armoured truck put your foot to the gas and speed to freedom. **[4]** Even though you're disguised you're still everyone's prime target.



continued

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OP. FIEND'S CALL MISSION 5 Close Fire

Park your half-track around the nearest turn and use the bazooka to destroy the tank that is in hot pursuit. Once it has been blown away advance slowly, keeping an eye out for Germans and taking them out from a distance. Also look out for mines and avoid them!

Any tanks you come across should be taken out with the bazooka. Run your bazooka carrier around to the side or rear of the tank for more effective killing. Once past the enemy encampment, there's a short cut leading to the rocks that will help you avoid some of the enemy forces.



OP. FIEND'S CALL MISSION 6 Crystal Falcon

You have about three quiet minutes in this mission, which should allow you time to get your defences sorted. Quickly send out two soldiers to the pier to the Catalina. On the pier, there are several packages with anti-tank mines, two machine guns with a hundred and fifty cartridges, and two bazookas.

Lay mines on the path, a little to the left of the armoured transporter to start with, and then lay some more on the bank to the left of it, by the willows.

The Tiger tanks are your primary targets, worry about infantry later. Position your first soldier by the machine gun in the shed housing the boats. Equip the other two with submachine guns and position them on the hillock behind the shed. Equip the last member of your group with one bazooka and hide him behind the hillock, near the armoured transporter.

He will be your last chance should any tank get through the mines. If a tank does get through, nip over the hill and attempt to destroy the tank

before it comes too close to you. After three minutes of relative quiet, a massive artillery bombardment on the front of the island commences. Make sure you withdraw all your soldiers from there!

Destroying the infantry is not too difficult once you have destroyed the tanks. Some throw hand grenades, so do not let them to get too close to you. During the first assault made by the infantry, try to pull back the anti-tank defence to a level with other soldiers. If your enemies are too near, retreat to the shed and the second machine gun. After you have destroyed all enemy soldiers, get all your men on the plane.

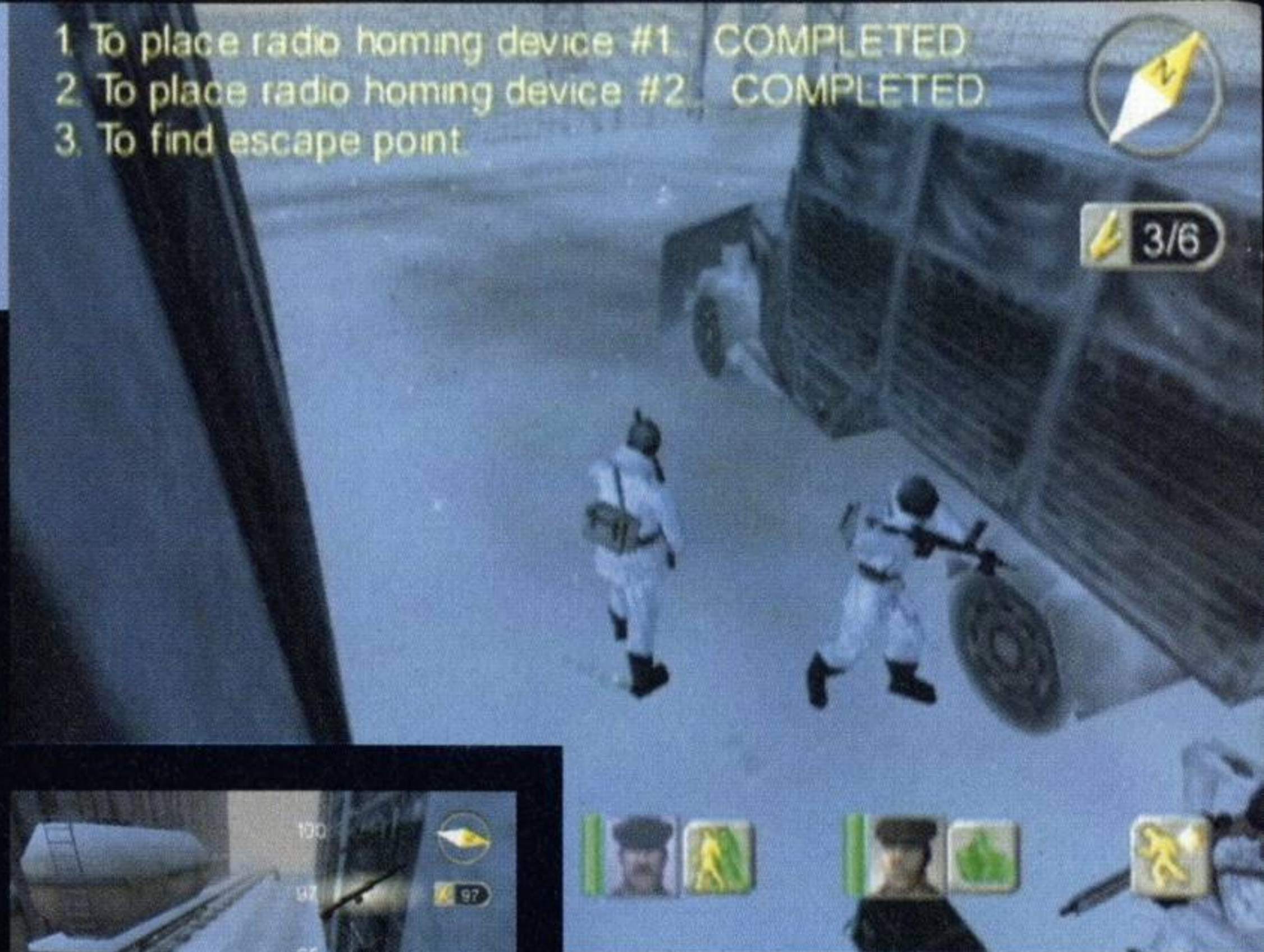
the gate and the second machine gun shooter. Send one soldier to eliminate the reinforcements, who will run out of barracks. Do not allow the reinforcements to get to the towers with machine guns. Now, continue with destroying the towers left of the starting point. When you reach the corner fence, return to the gate and proceed very carefully in the direction of the actual power plant. It is quite possible that your previous actions have woken up the reinforcements in other barracks. If you notice anything of the sort, eliminate them without any hesitation. Have the sniper constantly checking the area in front of you. If you spot in the fog two silhouettes moving about the entrance to the power plant, shoot them with fire from your automatic weapons or have your sniper deal with them. Beware of the patrol consisting of three men; pacing the inner complex continuously. Wait for them to appear from around the corner then shoot at the barrels stored here. This will rid you of both: dangerous barrels and three annoying enemies. Dispatch

OP. SIGN OF THE CROSS MISSION 1 Thor's Hammer

This mission begins with you disembarking in some hidden corner of the power plant. Don't hang about for too long there, as you could be discovered by the patrol. To start with, advance with great caution to the left, towards the fence. In quick succession, remove the machine gun shooter from the first tower, the guard by



[1] Beware of the chasing tank – it'll bombard you with shells till you die. [2] You won't be getting away in that! [3] Oh no, here come the Germans – just pray those land mines work. [4] The plane does actually fly, honest.



one soldier with transmitters to place a homer next to railway carriages. This soldier should also kill the patrol guarding the second entrance to the power station. The rest of the commando is going in the direction of large petrol tanks, located on the coast. Stop midway and spray the area ahead of you blindly. It is quite probable that this has killed the patrols guarding the cranes. Advance slowly towards the other barracks. If you have alerted the reserves be careful and watch the machine gun towers to your left. To your right, there is a soldier pacing up and down. Do not rush into action against him, as he is being covered by a sniper on the coastal tower. Only when you are sure that you have removed all enemy soldiers in the vicinity, creep towards the barracks and cover the advance of your soldier inside the complex. He can now emerge from the gap between the trucks and place the second radio homer. Now you have five minutes to get to the exit. Have your sniper take down the guards on the towers and those standing by the gate. Advance slowly towards the gate. If you want

to enjoy the sight of the fireworks by the Navy, hang around the gate. Your mission ends at the retreat point behind the gate.

OP. SIGN OF THE CROSS MISSION 2
Snow Demon

Head east along the rocky path. After a while, you will encounter an enemy patrol and a soldier positioned by the antenna on the hill. He has a machine gun and can hit you from long range. Advance carefully, scout the terrain through the sniper as far in front of you as you can, and try to shoot the enemy patrols before they notice you.

Eliminate the guard on the hill with your sniper rifle to put the machine gun out of action. The alarms will start and more enemy soldiers will be running out from the buildings. Move carefully to the edge of the rocks and start firing on the camp with your machine and submachine guns. After eliminating the enemies in the camp, divide into two groups.

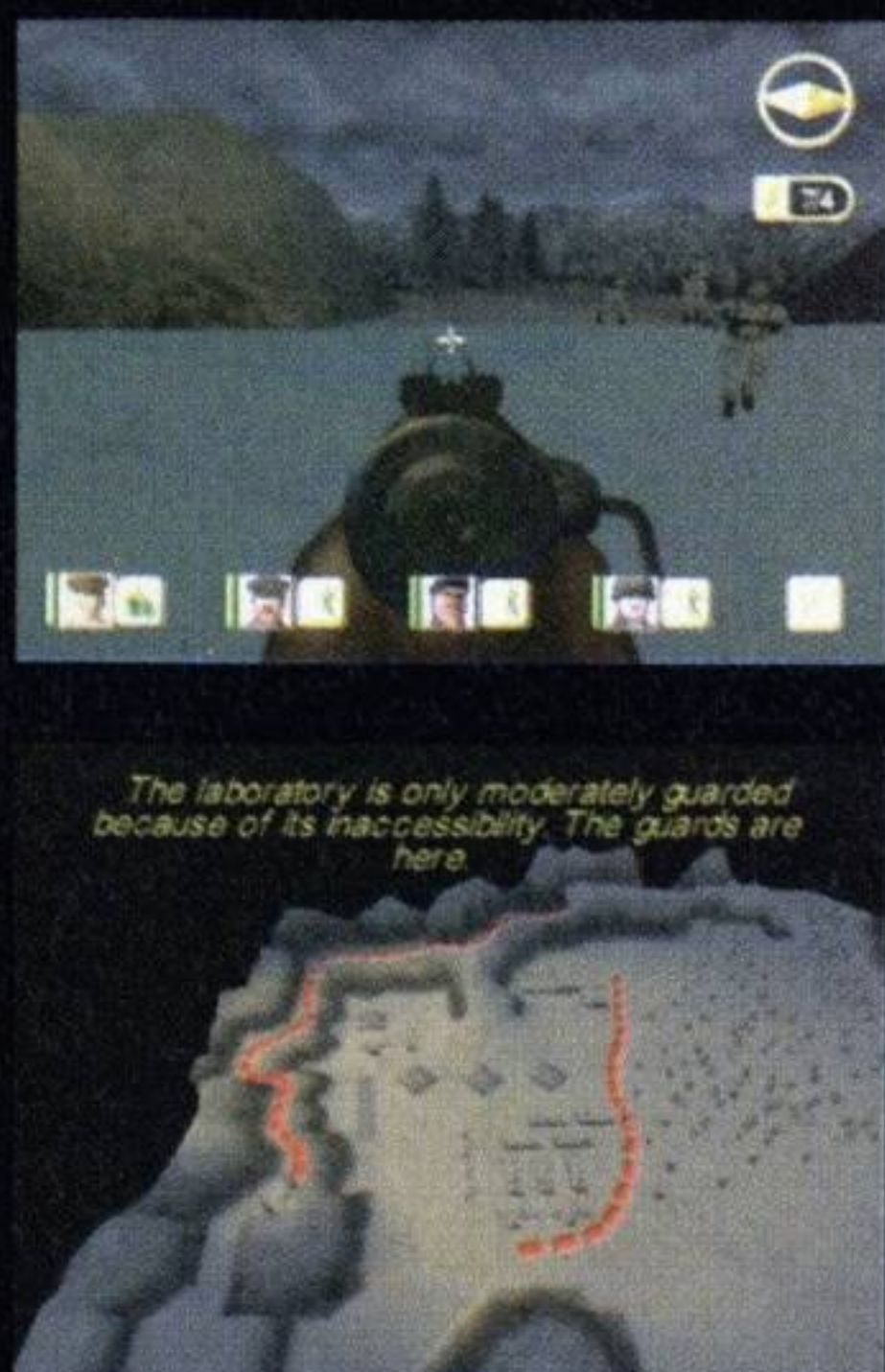
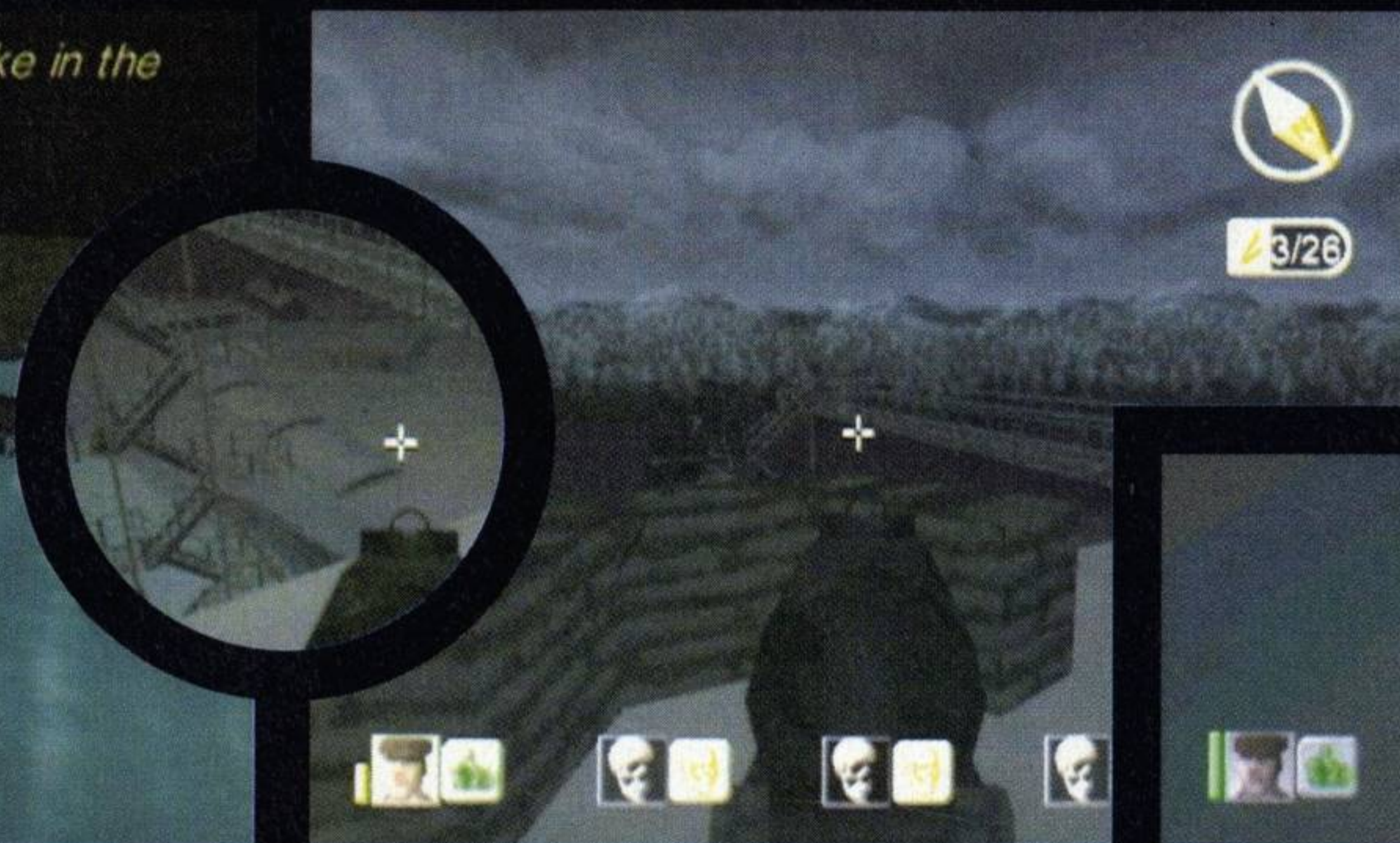
The first group, carrying the time charges, sets out in direction of the antenna. Carry on along the rocky path until you come to some stairs.

Climb the stairs leading to the antenna and destroy it with the charges. Return the same way and wait by the parked lorry in the camp for the other group.

The second group, in the meantime, has to descend to the camp. There you have to go west towards the forest, and carry on until you come to a laboratory building. Enter the building through one of the entrances and try to get to the main laboratory. Kill the guards you come across on your way there. Do not attempt to enter the lab immediately – there are three guards waiting inside, armed with assault rifles. To kill them, open the door to the lab, fire a volley of shots into the room in the direction of the guard, then duck behind the passage wall. If you have not killed him, he will start pursuing you. As soon as he steps out of the lab, nail him! Do the same with the other guards – you can enter the lab and fix the timed bomb onto the barrel with the chlorine. After blowing up the lab, go to the car park and meet with the first group. Only the last car is filled with fuel – get in and drive in north, out of the camp.



the lake in the



continued >

Dreamcast solutions

Hints, Tips, Cheats and Guides

continued >



OP. SIGN OF THE CROSS MISSION 3
Thirteenth Chamber

You are in front of the south entrance to a heavy water factory disguised by the enemy as a brewery. Head towards the entrance to the compound. Before you enter, throw a hand grenade over the wall. This should take care of two guards. Now enter the compound, kill the guards that are standing by the west gate and the guard circling the compound.

Divide your team into two groups. The first group, equipped with the machine gun, should take cover, lying down behind a heap of snow and aiming their weapons on the west gate, at the door of the guardhouse. This provides cover for the second group, on their return. The second group enters the brewery building through the open gate. Cross over, passing the brewery vessels, to the east wall where you will discover a steel gate. After going through, you find yourself in a red lit corridor. The leads to a large area – carry on slowly to the next blue cave.

You will have to be careful here, as there are two guards to the north. After you have killed them, four more will run towards you. Throw a hand grenade inside the room on your left to kill anyone inside. In here, you will find some

weapons – now head east. Through a narrow passage you will come to a big cave – the heart of factory.

Kill three more guards and lay the timed charge by a green barrel holding heavy water. Get out as quickly as possible because the explosion is somewhat large. Now head back to the first group. If they have been successful in eliminating all the reinforcements, set out towards a parked lorry. As you near it, two more enemy soldiers will charge you from the guardhouse on the right. Shoot them, board the truck, and scoot.

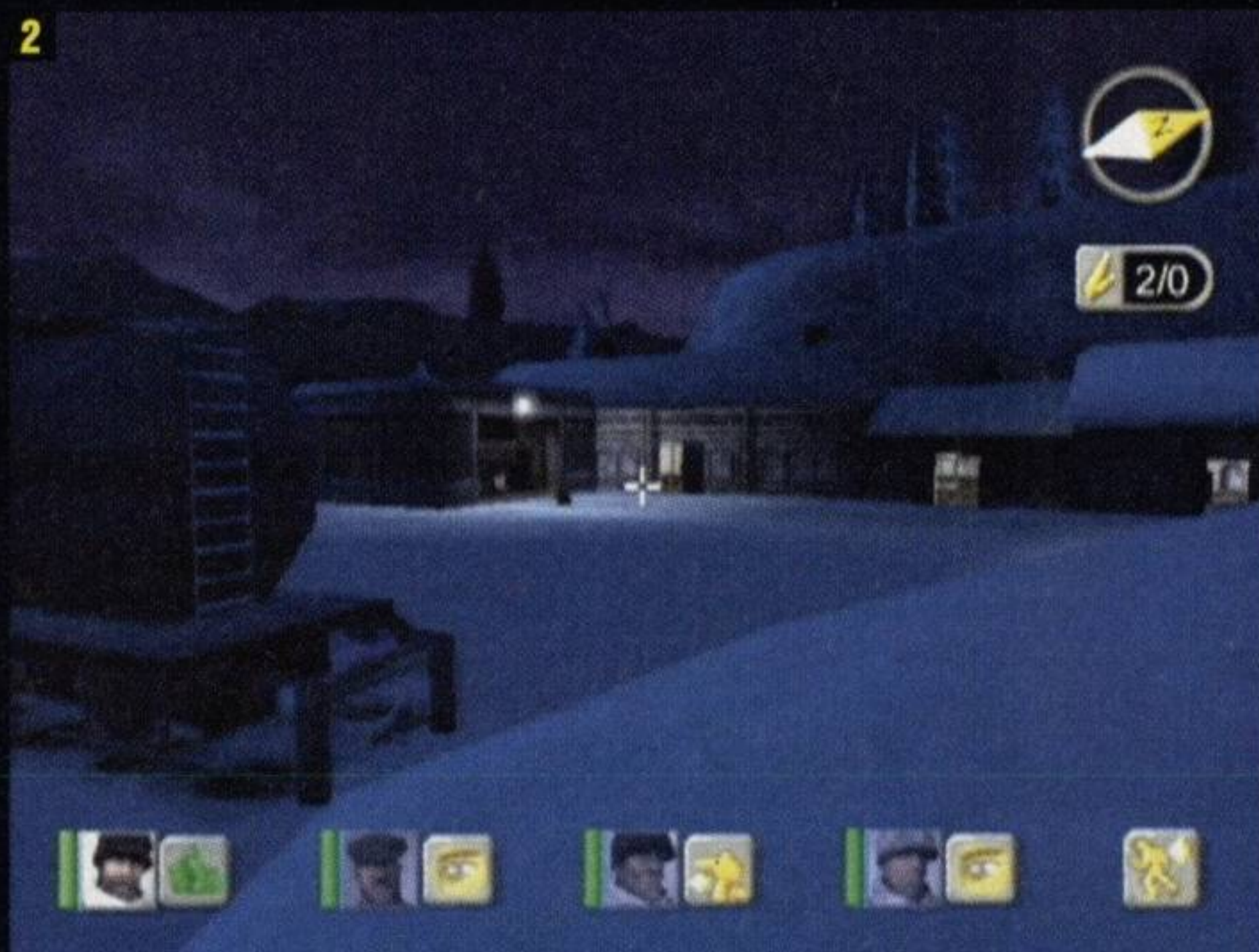
OP. SIGN OF THE CROSS MISSION 4
Volven Hunters

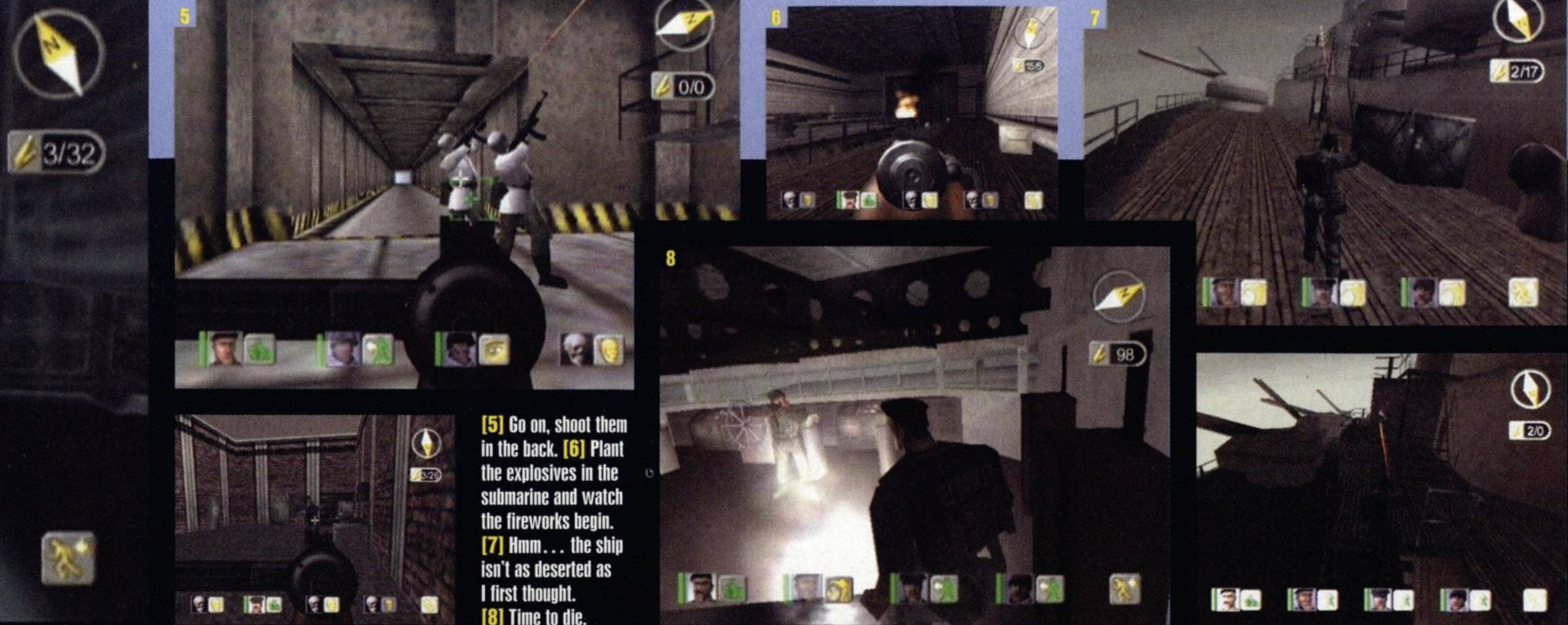
Move a commando and kill the guard in the garage behind the heap of the snow, then head towards the fortress. All the patrols are moving along the side, facing the bay where the main entrance is. Use the snow heaps as cover, and kill the guards as they pass by in front of your guns. Remember to protect your rear – at some point, two soldiers will come out from the opposite fortress.

Clear out the area in front of the fortress and get inside. Advance slowly and cautiously and take any equipment that might be useful to you from



1 Once you're in the complex you have to be on your toes at all times. **2** Don't stay in the snow too long or you'll freeze to death. **3** With the mission complete head for the getaway vehicle. **4** With a gun like that, no-one's gonna mess.





[5] Go on, shoot them in the back. **[6]** Plant the explosives in the submarine and watch the fireworks begin. **[7]** Hmm... the ship isn't as deserted as I first thought. **[8]** Time to die.

the dead – some of them carried assault rifles, ho-ho! You'll have to fight your way through to the ops room. The keys to the door leading to the tunnel are kept there. You will also find the fortress commandant, who you have to kill even if he gives himself up. As soon as you have the keys, enter the tunnel. Search the rooms you are passing on your way for goodies.

OP. SIGN OF THE CROSS MISSION 5
Hunt For The Golden Fish

This mission starts at the end of the tunnel, in the second fortress. Climb the stairs, then eliminate the technician sitting at the table and the soldier passing by. Climb out of the shaft and divide into two teams. Storm the large hall through two openings in the sides of the tunnel and kill everybody there. Watch out for an open door leading to a pool – there are two guards there. Get into the ammo store through a small entrance and kill the men inside. Position two of your men by the wide gate leading to the pool area, where the submarine is, and two by the narrow door leading to the ammo store. Burst in simultaneously and shoot everything that moves. Empty the room by the pier where the submarine is as well. Now lay the charge in the first porthole of the submarine.

Give yourself plenty of time to get out. There will be more guards in the rooms you have come through so be careful on the way out. Once outside, capture a vehicle and open the gate to get out. There are three soldiers outside who stand between you and escape.

OP. BABYLON MISSION 1
Mission Babylon

Crouch and try to stick as close to walls of the ship as you can. Whichever way you go, guards will fire a few flares so that they can see you. The guards will attempt to seize the captain's bridge, above it and below decks. Without a map, keep switching men to see where they are.

Firstly, head down one side of the deck and kill anyone you come across. When you reach the end of the boat, fight your way along the other side, back to the other end. When you reach the bridge, open the door carefully and throw in a hand grenade. Have a look inside to see if the decoding machine is in there. If not, find any other open door and search the lower deck. There are a few soldiers wandering around there. First, look inside the radio room on the first deck. If you don't find the machine there either, you will have to go below to the store at the

stern. As soon as you have it, return to your boat.

OP. WRATH OF THE GODS MISSION 1
Kings Road

At the start of the mission, stick to the left side of the street and advance very carefully. Keep the scientist to the rear! In the fog in front of you, there are two machine gun nests. Turn left and you will find a group of rebels, pursued by Germans. Shoot the pursuers immediately then head along the street up to the cross section, before the bridge. Turn left again – a group of soldiers is hiding around the corner to your right by a burning tramway. A few of them are watching the square while others are watching the direction from which you are approaching. Worse, there is a sniper hiding high above you in the ruins of an attic. After clearing this position, enter the side street opposite the burning tram. As you reach a small open area, you'll witness an execution going on. You can't prevent it but at least kill the soldiers.

Climb the ladder to get onto the roof and from here, let your sniper do away with the troops hidden in the church tower. Another obstacle is the tank parked in the shop window in the square. It is not vital to destroy the tank. If you have

removed all the snipers, after passing the church head up the hill and watch out for the enemies running down towards you.

After killing the last of them, storm the artillery positions on the hill. After taking these positions, you will be able to comfortably eliminate all the snipers and men above the square and on the hill.

OP. WRATH OF THE GODS MISSION 2
Last Man Takes All

Let three of your men run ahead, with the last man looking after the scientist. This pair will always be the last to go through. Your most important weapon on this level is the sniper rifle. Use max zoom and destroy the first crew on the anti-aircraft gun to the left of the road. Run over to the wreckage of a fighter plane and destroy the crew on the gun over the rails. Watch the horizon at all times as there are lone soldiers wandering about.

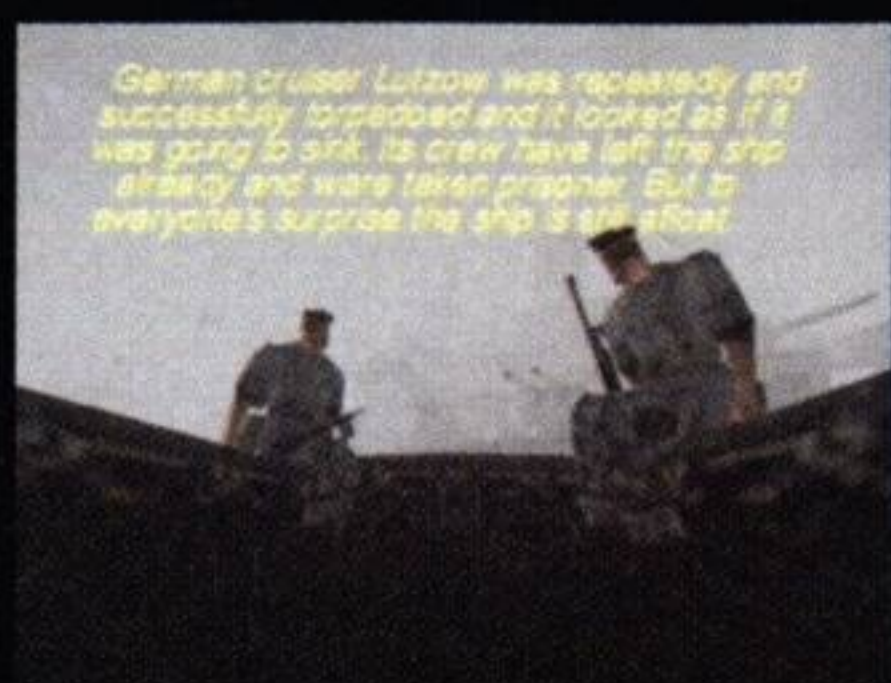
When you have cleared the visible area, move over to the low brick building. There is a tower with a searchlight in front on it. Get the sniper to the top and aim at the roof of the control tower – there are four machine gun nests there. Shoot at the machine gun at the centre of the roof. There is a case with ammunition and

if you're lucky, you will get rid of them in one go.

Reinforcements will be running out of the nearby building to take the places of the dead behind the guns. Take them out, starting with those nearest to the guns. Red Army units are going to help out, as they are attacking from the other side. As soon as you get rid of all the enemies in the tower, you can advance along the lower hangar towards the terminal. Be careful not to shoot a Russian by mistake.

Watch out for solitary soldiers hiding in dark corners of the ruins of buildings. When you reach the building, and you are sure that there are no guards left, bring over the soldier accompanying the scientist. They can then head to the building, while you are clearing the runway of guards. Head out towards the end of the runway – the fiercest resistance will come from men in barracks on the western side of the airport.

Kill all of the attacking soldiers as soon as you reach the end of the landing strip. An Allied bomber will fly overhead and will land on the next runway. Move your men to the plane and send for the soldier looking after the scientist. Wait for the plane to stop and board it to complete the game.

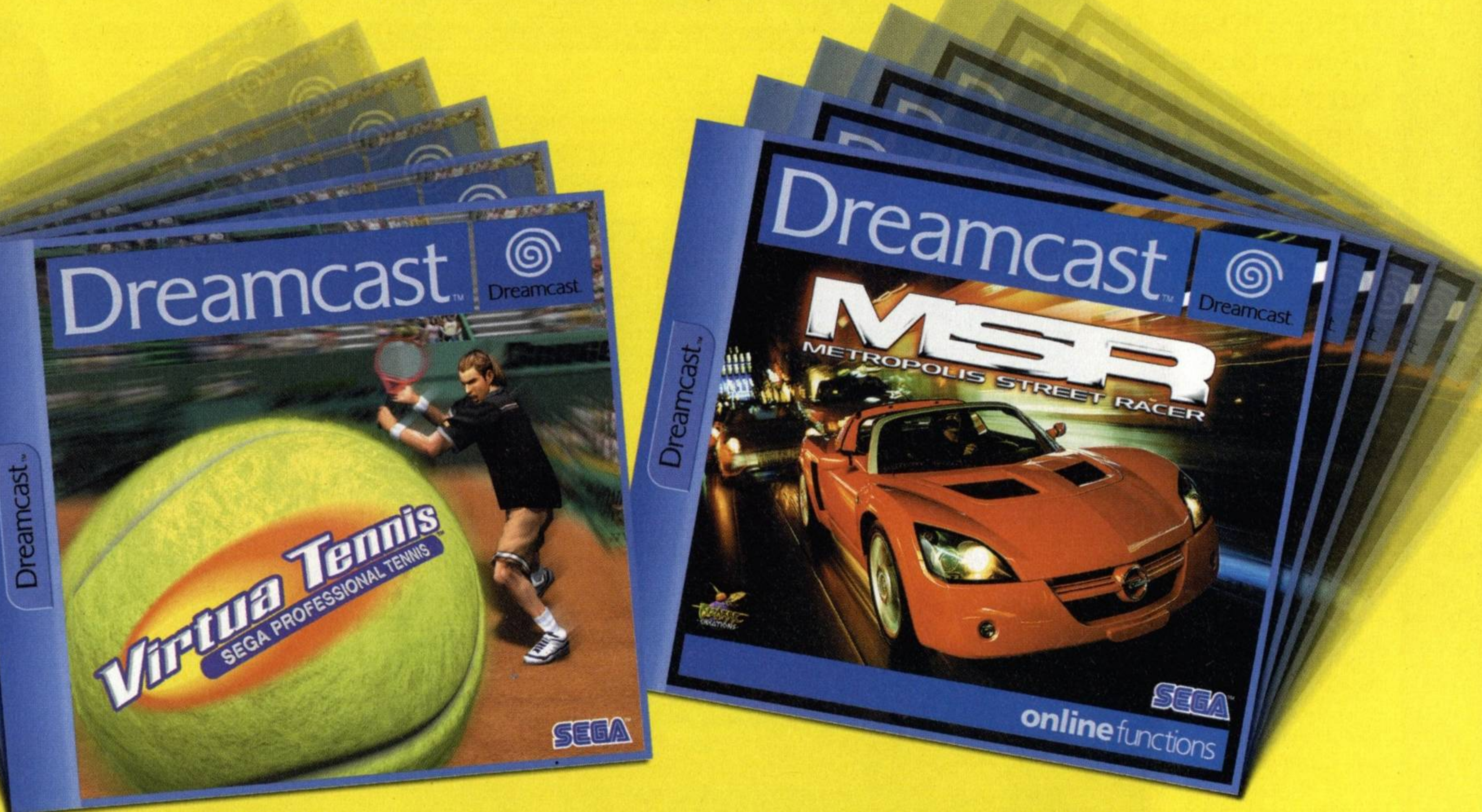


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directory

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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
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- > 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 We Say: "4Wheel Thunder is generally an incredibly well rounded game, making it a total winner in our books." AW	Midway	2	X	X	STEERING WHEEL	08	92%
AeroWings 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	Crave	4	X	X	X	03	68%
AeroWings 2: Airstrike We Say: "For a simulation that prides itself on depth, it severely lets itself down on any detail that could actually be deemed 'fun!'" WJ	Crave	2	X	X	X	12	73%
Armada We Say: "In spite of first impressions, Armada offers the kind of depth sorely lacking in the majority of its contemporaries." ST	N/A	4	X	X	X	05	91%
Blue Stinger We Say: "It's Blue Stinger's failure to really excite the player at any moment that is its main problem." GN	Activision	1	X	X	X	02	65%
Buggy Heat 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	Sega	2	✓	X	STEERING WHEEL	02	76%
Bust-A-Move 4 We Say: "A welcome addition to the puzzlers already out on Dreamcast." NC	Acclaim	2	X	X	X	11	84%
Caesars Palace 2000 We Say: "Surprisingly, it's not as bad as you might think... but it's still not Dreamcast material." MM	Interplay	4	X	X	X	12	72%
Chef's Luv Shack 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	Acclaim	4	X	X	X	03	76%
Chu Chu Rocket! We Say: "The hottest party game we've ever seen, with plenty under the hood for those who are 'sans' friends. Ahhh." MM	Sega	4	✓	✓	X	10	90%
Crazy Taxi We Say: "Crazy Taxi is a fully-leaded adrenaline rush experience - it's pure concentrated fun, stuffed onto one Sega-patented GD-ROM..." ST	Sega	1	X	X	STEERING WHEEL	05	94%
Dead Or Alive 2 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	Acclaim	4	X	X	ARCADE STICK	08	92%
Deadly Skies We Say: "Soaring through the skies has never been such an exhilarating experience - a must for Tom Cruise wannabes." AW	Konami	1	X	X	X	06	78%
Deep Fighter We Say: "It's not that bad to play once you get past the annoying FMV and incredibly slow gameplay." MM	Ubi Soft	1	X	X	X	12	68%
Dragon's Blood 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	Interplay	1	X	X	X	10	79%
Dynamite Cop 2 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	Sega	2	✓	X	X	03	69%
Ecco The Dolphin: Defender Of The Future 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	Sega	1	X	X	X	08	91%
ECW Hardcore Revolution "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	Acclaim 4	4	X	X	X	08	52%
Evolution We Say: "Evolution is great fun to play once you've allowed yourself to be swallowed up by the archeological crusading thing." AW	Ubi Soft	1	✓	X	X	05	80%
F1 World Grand Prix 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	Video System	2	X	X	STEERING WHEEL	03	89%
F1 World Grand Prix 2 We Say: "The definitive F1 racer for Dreamcast." SC	Video System	2	X	X	STEERING WHEEL	12	90%
Fighting Force 2 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	Eidos Interactive	1	X	X	X	04	74%
Fur Fighters We Say: "The closest thing to a Rare/Nintendo game that Dreamcast gamers are ever likely to find." SP	Acclaim	4	X	X	X	09	91%
Gauntlet Legends 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	Midway	4	X	X	ARCADE STICK	10	87%
GTA2 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	Take 2 Interactive	1	X	X	X	09	81%
Hidden & Dangerous We Say: "H & Ds is certainly a great game but whether it will appeal to the action-crazed console market remains to be seen." AW	Take 2	1	X	X	X	12	92%

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
House Of The Dead 2, The We Say: "This is one of the titles worth buying a Dreamcast for, especially with the amazingly good lightgun to play with." MM	Sega	2	X	X	LIGHT GUN	01	91%
Hydro Thunder We Say: "As a one-player game, there's perhaps not quite enough in the gameplay to have you drooling at the mouth." JR	Midway	2	X	X	X	01	79%
Incoming 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	Infogrames	2	X	X	X	02	80%
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%
Maken X We Say: "No one seems perturbed by the fact that the <i>Maken X</i> looks like a withered and mouldy parsnip." NC	Sega	1	X	X	X	12	85%
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%
Nightmare Creatures 2 We Say: "The only good thing this game has to offer is that you can kick doors down FBI-style." CD	Konami	1	X	X	X	12	39%
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%
Plasma Sword We Say: "Could a game get any more generic and unoriginal? We don't think so..." MM	Virgin	2	X	X	X	12	54%
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%



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DVD Reviews

Stuart Little

Cert U
 Publisher Columbia TriStar
 Price £19.99

To say that this DVD is packed would be a hideous understatement - there's so much stuff on here besides the film, we really didn't know where to start. Once you've watched the movie you can check out a bunch of deleted scenes or the Production Gag reel, followed by a triplet of music videos to enjoy. Then there's the interactive Stuart Little game, an opportunity for kids to read along with Stuart, two production featurettes that go behind the scenes and check out the secrets and even some concept footage from the Boat Race scene. There are DVD-ROM features too... gosh. Buy this... now!



5/5

Martin Mathers

The Limey

Cert 18
 Publisher Artisan
 Price £19.99

Dark, gritty and constantly full of edge-of-the-seat tension, *The Limey* is a rollercoaster ride of a film. It follows an ex-con from England who takes a trip abroad to investigate the accidental death of his daughter... but obviously, there was nothing accidental about it. Much violence, death and loud-talking in a cockney accent ensues as Terence Stamp shoots his way through a ton of thugs just to get at Peter Fonda... well, who wouldn't? As DVDs go, this one has all the usual gumph - commentaries, trailers, TV spots and the like. Still, it's a great film so is certainly worth picking up just for the sake of it.



4/5

Martin Mathers

continued >

gearbox

Want peripherals? Then you've come to the right place!

DC-x16 Memory Card

> Datel > £39.99

As far as memory cards go, Datel's new DC-x16 holds more than its fair share of memory for all those save games, but that's hardly surprising with 16mb of space - that's the equivalent of 16 standard Dreamcast VMs. Perfect for saving all those cheats, high scores and level saves, you won't need anything else. However, the display does not show the game logos or play the VM games. It does, on the other hand, come with a cable and software to connect it to a PC, thus allowing you to download saved games and exchange them over email. Cool.



4/5

Surfboard

> Datel > £19.99

Considering that Datel's surfboard is currently the only alternative to Sega's own Dreamcast board it's not bad, but then it's not exactly great. The incredibly funky electric blue colour belies the fact that it's not exactly the best keyboard that the world's ever seen. Of course, it's got all the things you'd expect from a keyboard but where it fails is the way it stands - it is totally flat and you'll find yourself wanting to place a book underneath to tilt it forward a little. Apart from that it's fine.

3/5



directory



continued >

CD Reviews

Shampoo: Absolute Shampoo

Label: Shampoo Records
Anyone worried that pop princesses Carrie and Jacqui will have matured and started tackling serious subjects will be pleased to know that it's business as usual for the Plumstead girls. Teaming up with the Wiggs/Stanley to produce this record, *Absolute Shampoo* bears the hallmarks of the sugary sound they perfected with their band St Etienne. With such tunes as *Inspector Gadget* and *Sod The Neighbours*, Shampoo might not pick up any new recruits to their cause, but fans should lap this up. Pop with a capital 'P'!
Kendall Lacey



JJ72: JJ72

Label: Lakota Records
What is it with these young Irish bands? No sooner are they out of the womb than they're producing great albums. Ash did it and now JJ72 have done it. With stunning vocals by singer Mark Greaney combined with some grandiose melodies, JJ72 are an incredible proposition. Songs like *October Swimming*, *Snow* and forthcoming single *Oxygen* are as heartfelt as you're ever going to hear, rising to a dizzying crescendo before ebbing peacefully away. Debut albums don't get much better than this and you'd be foolish to miss out on this one.
Alex Warren



Tailgunner: Tailgunner

Label: No Label Records
The only real credentials that Tailgunner have is the fact that Noel Gallagher plays drums for them and their singer (Mark Coyle) produced some album called *Definitely Maybe*. In spite of the promising pedigree, this is an unremarkable album. Songs like *Undercover* and *Reefer Keeper* fail to inspire although there's the odd highlight like *Coming Back Home*, though even that's nothing particularly special. All we can say is that Noel had better stick to playing guitar and Coyle better stick to producing albums that are much better than this attempt.
Alex Warren



Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
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: "Resident Evil fans will go mental about this game; the whole affair looks amazing and at times the action will scare the life out of you." MM	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%
Roadsters We Say: "This is by far and away the worst driving game to be released on Dreamcast and frankly, it's an embarrassment to the power of the console." AW	Titus	4	X	X	STEERING WHEEL	10	48%
Sega Bass Fishing We Say: "Sega Bass Fishing is a fantastic game and whatever your attitude to the sport of fishing is, you can only love this game." AW	Sega	1	X	X	FISHING ROD	03	80%
Sega Rally 2 We Say: "The arcade action is currently unrivalled and is a must-buy for anyone looking for an intro into the racing genre." PM	Sega	2	X	✓	STEERING WHEEL	01	91%
Sega Worldwide Soccer 2000 We Say: "Yet again we find Sega shooting itself in the foot by producing a totally sub-standard sports game, for which it has no excuse." AW	Sega	4	✓	X	X	04	62%
Sega Worldside Soccer: Euro Edition We Say: "Talk about overhaul - this semi-sequel to an originally lack-lustre game totally changes everything. It's simply one of the most fun footie games EVER!" MM	Sega	4	X	X	X	09	92%
Shadow Man We Say: "If you have a trigger finger and a penchant for killing everything in sight then this will fulfil your fantasies and your nightmares." AW	Acclaim	1	X	X	X	03	90%
Silver We Say: "Silver's happy medium of RPG and adventure action means it has mass appeal for all gamers, whatever your tastes." AW	Infogrames	1	X	X	X	10	84%
Slave Zero We Say: "Probably not as good as it should be, although it is still enjoyable to play despite a dodgy frame rate." AW	Infogrames	4	X	X	X	06	70%
Snow Surfers We Say: "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	Sega	2	X	X	X	03	62%
Sonic Adventure We Say: "Despite many regrettable aspects, <i>Sonic Adventure</i> is the first genuine must-have game for the Dreamcast." JR	Sega	1	✓	✓	X	01	90%
Soul Calibur We Say: " <i>Soul Calibur</i> is the best fighting game you'll ever play making it an essential Dreamcast purchase." ST	Sega	2	✓	X	X	02	94%
Soul Fighter We Say: " <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	Piggyback Entertainment	1	X	X	X	03	83%
Soul Reaver We Say: "The definitive version of this tasty vampire-killer - add it to your collection and save your soul." MM	Eidos	1	X	X	X	06	90%
South Park Rally We Say: "A passable entry into the comedy racing market." SC	Acclaim	4	X	X	STEERING WHEEL	11	63%
Speed Devils We Say: "Ubi Soft's first Dreamcast racer makes <i>Sega Rally 2</i> look about as exciting as driving a supermarket shopping trolley!" RK	Ubi Soft	2	✓	X	STEERING WHEEL	02	92%
Star Wars Episode 1: Racer We Say: " <i>Star Wars Episode 1: Racer</i> is blatantly just a cheap, lazy and frankly not particularly brilliant port of the PC version." AW	Activision	2	X	X	STEERING WHEEL	10	74%
StreetFighter Alpha 3 We Say: " <i>StreetFighter Alpha 3</i> is coin-op perfect and practically devoid of the painful loading times that plagued the PlayStation version." RB	Virgin	X	X	X	ARCADE STICK	04	84%
Street Fighter III: Double Impact We Say: "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	Virgin Interactive	2	X	X	X	08	74%
Suzuki Alstare Extreme Racing We Say: "Suzuki has plenty for the racing enthusiast, including an individual best-times scoreboard per lap, but it's best to try before you buy." SN	Ubi Soft	2	✓	X	STEERING WHEEL	02	81%
Sword Of The Berserk: Guts' Rage We Say: "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	Eidos	1	X	X	X	09	73%



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.

MOST PLAYED



Virtua Tennis > Well, let's be honest – are you even the slightest bit surprised that this game is STILL one of the most played titles here at Dreamcast Towers? No, of course not. Considering it's one of the greatest games we've ever had the privilege of playing, there's no doubt that it's going to be here for several months to come... and finally you can play it too!

Virtua Athlete > Hot on the heels of *Virtua Tennis*, the latest sports game from the Virtua series leapt into the office and into the laps of Mart and Al. Always up for the challenge of beating each other, they even allowed Simon and Nick to have a quick go... before kicking their asses at the High Jump and laughing at them. Hahaha! Although a few more events would have been nice...

Half-Life > Okay, so we didn't exactly get this one in the office – still, Mart took no chances and gave *Half-Life* a good going over during his trip to Texas this month. Needless to say, he fell in love with the game instantly... and it wasn't because he was abroad. Oh no. Or because the trip was free. Definitely not... Expect this game to kickstart Sega's online revolution...

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Tech Romancer We Say: "What <i>Tech Romancer</i> lacks in sheer beauty, it more than makes up for in playability and pure enjoyment." MM	Virgin Interactive	2	✓	X	ARCADE STICK	08	90%
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 <i>Nomad Soul</i> 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 <i>Last Revelation</i> 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 <i>FIFA</i> 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 <i>Sega Rally 2</i> , 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. <i>VF3tb</i> 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, <i>Worms Armageddon</i> 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%
Virtua Tennis We Say: "An exceptional piece of programming that justifies the purchase of a Dreamcast." PM	Sega	4	X	X	X	12	94%
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

The Evil Dead Companion

Publisher | Titan Books
Price | £12.99

If you're even remotely interested in movies, you'll have heard of the *Evil Dead* trilogy – a series of cult comedy/horror films that still stand tall in the midst of today's film forest. *The Evil Dead Companion* is the ultimate compilation of all-things related to the trilogy and has everything you'll ever want to know. There's a complete chronology following the making of the three films, guides to the careers of Sam Raimi and Bruce Campbell and even a complete breakdown of each film so that people who are too scared to watch them can still find out what goes on. Like we said, essential.

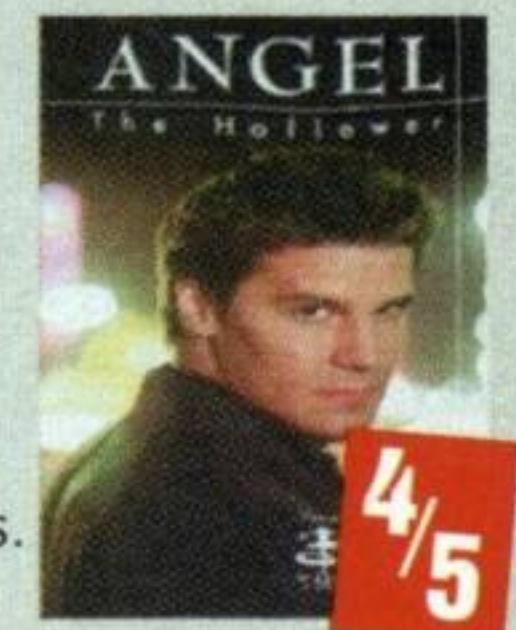


Martin Mathers

Angel: The Hollower

Publisher | Titan Books
Price | £8.99

Not only does Angel have his own spin off TV programme, he's now got his very own spin-off graphic novel... what a lucky vampire. A monster from Angel's hideous past known simply as the Hollower has decided to come join all the vampires in Sunnydale and cause some mayhem of its own. As you would expect, there's the usual high blood count, vampire deaths and high melodrama, but it's all in a day's work for our Angel. A good story that is complimented by some decent art means that all you Angel fans would be blood-suckingly stupid not to get this.



Alex Warren

X-Wing Rogue Squadron – Masquerade

Publisher | Titan Books
Price | £9.99

Set some time after the rebel victory in *Return of the Jedi*, this book follows the exploits of Wedge and his elite team of X-Wing pilots. However, their mission to escort Princess Leia to a summit conference on the planet Eiatu isn't all it's cracked up to be – as events spiral out of control and Ysanne Isard makes a play for control of the remains of the Empire, Rogue Squadron face another challenge of galactic proportions. Sadly, a complicated plot structure combined with poor artwork make this a weak addition to the *Star Wars* universe. Only for die-hard fans of Wedge and his terrible haircut!



James Warren

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

Virtua Tennis

Sports games don't come any better than this. Once again Sega has taken a great arcade game and updated for the home. Every single Dreamcaster needs this game!

Strategy/Simulation

Hidden And Dangerous

Being all stealthy and cunning is the name of the game here. Initially tricky to get to grips with, persevere and you'll fall in love with it.

continued >

Videos

The Simpsons – On Your Marks, Get Set, D’Oh!

Publisher Twentieth Century Fox Home Entertainment
Price £14.99

Homer and family get all sporty in the latest Simpsons video release with four side-splittingly funny episodes, two of which have yet to be seen on UK terrestrial TV. Lisa takes to hockey, while a drunken Homer finds himself first as the local baseball team mascot and then as a professional boxer under the tutelage of Moe. A recipe for disaster and pure comic genius. Any Simpsons fan would be fool to miss out.



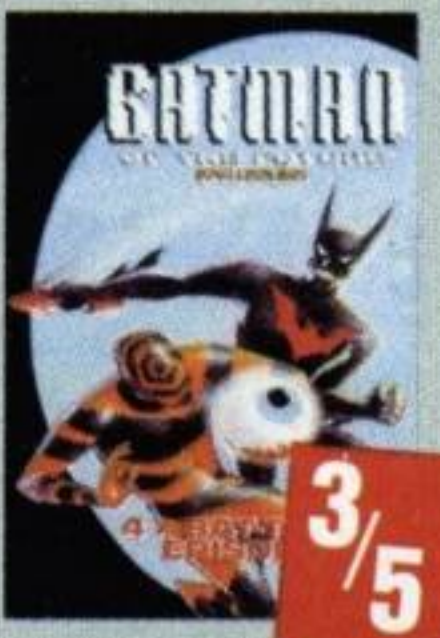
4/5

Alex Warren

Batman Of The Future Spellbound

Publisher Warner Home Video
Price £9.99

He's everyone's favourite crime fighter but the Caped Crusader remains a fascinating enigma to many. These four deeply dark episodes echo the gothic feel of the early films while being a million miles from the 'classic' Sixties TV series. As it stands, Batman finds himself in more than one tricky situation throughout these four episodes but as ever good will defeat evil in the end. Good, clean entertainment all the way, then.



3/5

Alex Warren

Gorgeous

Publisher Columbia Tri-Star Home Video
Price £19.99

Jackie Chan's burgeoning US career hasn't stopped him from takin' care of business at home. As romantic comedies go this is somewhat gentle – though Chan gleans enough humour from the convoluted plot. However, the few action scenes that we are treated to lack Chan's trademark inventiveness. *Gorgeous* is an enjoyable movie that shows Chanster fans where he intends to push his career. However, UK Chanster fans might want to wait for *Shanghai Noon*.



3/5

Simon Phillips

import

Import Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Aero Dancing F	CRI	1	X	X	X	08	82%
Bakuretsu Muteki Bangaioh	ESP	1	X	X	X	05	65%
Berserk	Ascii	1	X	X	X	05	75%
Biohazard	Capcom	1	✓	X	X	06	93%
Carrier	Jaleco	1	X	X	X	09	69%
Centipede	Hasbro	4	X	X	X	06	38%
Chu Chu Rocket!	Sega	4	X	✓	X	04	92%
Climax Landers	Sega	1	X	X	X	02	52%
Cool Boarders Burn!	UEP	2	X	X	X	02	44%
D2	Sega	1	X	X	X	07	60%
Dance Dance Revolution 2nd Mix	Konami	2	X	X	X	07	93%
Death Crimson 2	Ecolé	1	X	X	LIGHTGUN	05	53%
Densha De Go! 2	Taito	1	X	X	X	10	26%
Espion-age-nts	NEC	1	X	X	X	02	73%
Elemental Gimmick Gear	Vatical	1	X	X	X	06	73%
Giant Gram All Japan Pro Wrestling 2	Sega	4	X	X	X	02	84%
Giga Wings	Sega	1	X	X	X	04	35%
Godzilla Generations: Maximum Impact	Sega	2	X	X	X	06	40%
Gunbird 2	Capcom	2	X	X	X	09	81%
Gundam Side Story: 0079	Taito	1	X	X	X	10	80%
Jet Coaster Dream	Bottom Up	1	X	X	X	05	90%
Jet Set Radio	Sega	1	X	✓	X	12	93%
JoJo's Bizarre Adventure	Capcom	2	X	X	X	04	88%
Kakaloh	Capcom	2	X	X	X	06	82%
King Of The Fighters '99	SNK	2	X	X	X	02	57%
King Of Fighters '99 Evolution	SNK	2	X	X	ARCADE STICK	09	72%
Maken X	Atlus	1	✓	X	X	04	75%
Marvel Vs Capcom 2	Capcom	2	✓	✓	ARCADE STICK	08	92%
Mr Driller	Namco	1	X	X	X	12	83%
NHL2K Sega	Sega	4	X	X	X	08	84%
Pop N' Music 2	Konami	1	X	X	KEYBOARD	02	73%
PowerStone 2	Capcom	4	X	X	ARCADE STICK	10	92%
Puzzle Bobble 4	Taito	2	X	X	X	09	92%
Rainbow Cotton	Success	1	X	X	X	07	69%
Rainbow Six	Majesco	1	X	X	X	11	78%
Ring	Asmick	1	X	X	X	08	59%
Sakura Wars	Sega	2	X	X	X	08	77%
Sakura Wars Song Show	Sega	1	X	X	X	09	33%
Samba De Amigo	Sega	2	X	✓	MARACAS	10	95%
Sega GT: Homogolation Special	Sega	2	✓	X	STEERING WHEEL	07	92%
Sorcerian – Apprentice Of Seven Star Magic	Victor Interactive	1	X	X	X	10	49%
Space Channel 5	Sega	4	✓	X	X	06	91%
Star Gladiator 2: Nightmare Of Bilstein	Capcom	2	X	X	X	05	65%
Street Fighter III W Impact	Capcom	2	X	X	X	05	44%
Street Fighter Zero 3	Capcom	2	✓	X	X	02	85%
Super Magnetic Niu Niu	Genki	1	X	X	X	07	71%
Super Runabout	Climax Entertainment	1	X	X	STEERING WHEEL	11	48%
Time Stalkers	Sega	1	X	X	X	09	70%
Tokyo Bus Guide	Forty Five	1	X	X	X	07	82%
Toukon Retsuden 4	Tomy	1	X	X	X	02	49%
Treasure Strike	Kid	4	✓	X	X	09	72%
Twinkle Star Spirits	SNK	2	X	X	X	10	79%
Typing Of The Dead	Sega	2	X	X	KEYBOARD	10	90%
Virtua Cop 2	Sega	2	X	X	LIGHT GUN	08	69%
Virtua On	Sega	2	X	X	X	05	80%

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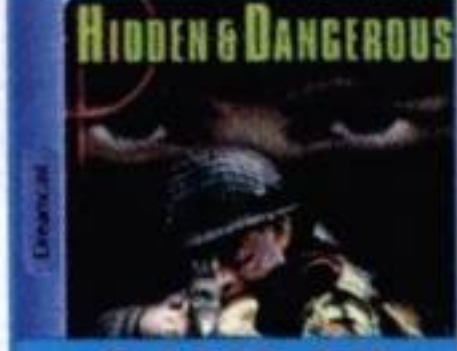
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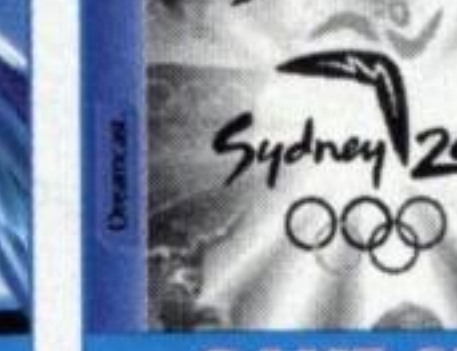
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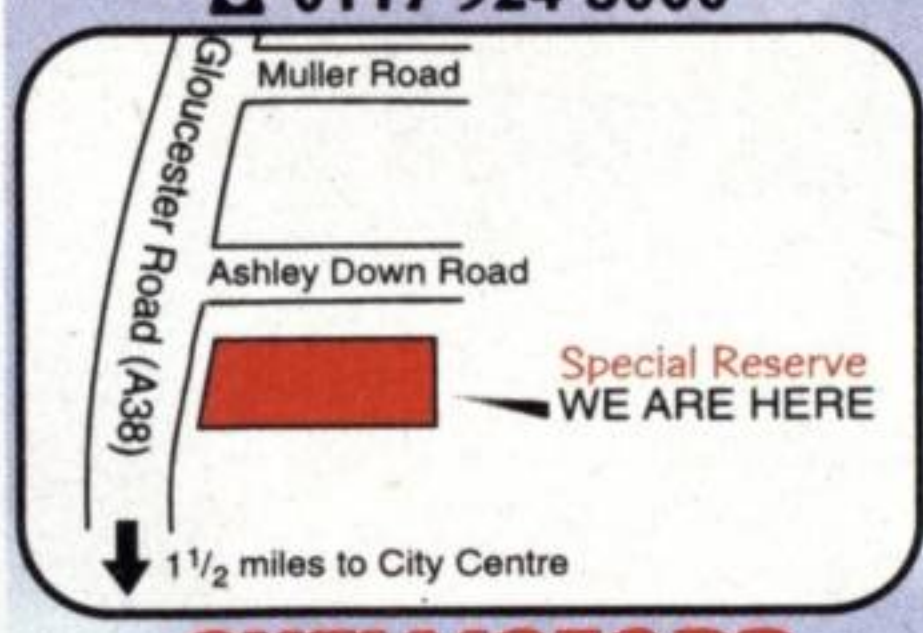
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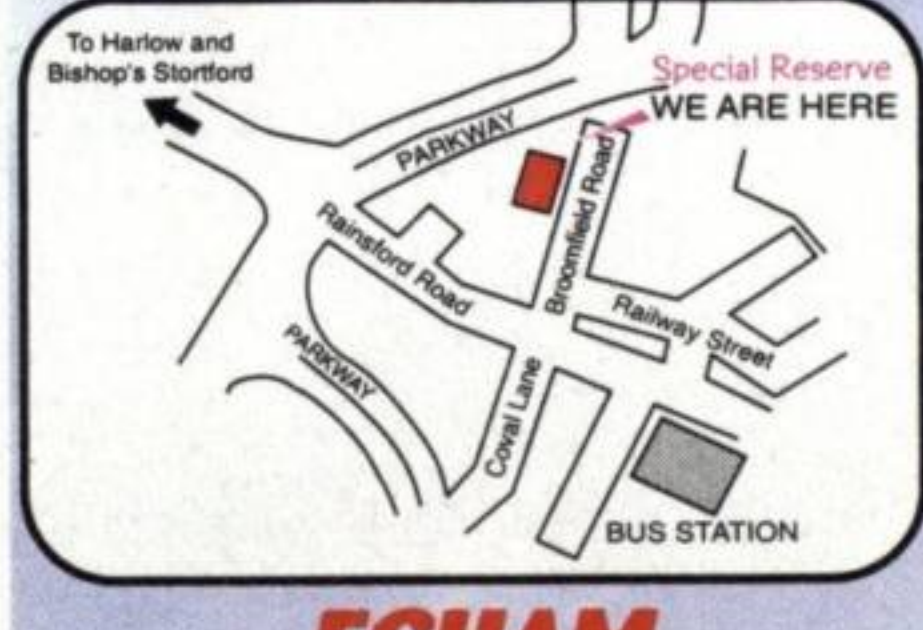
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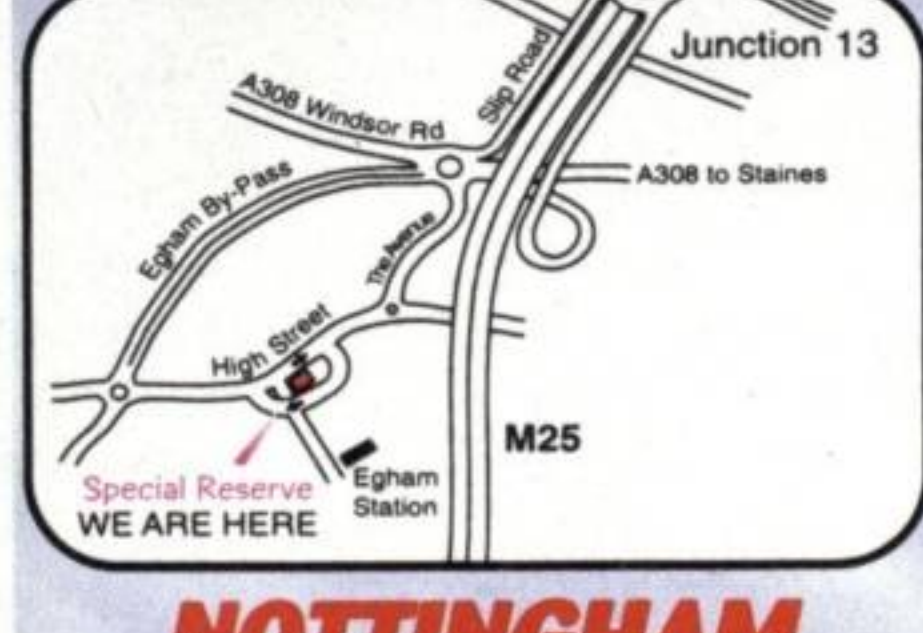
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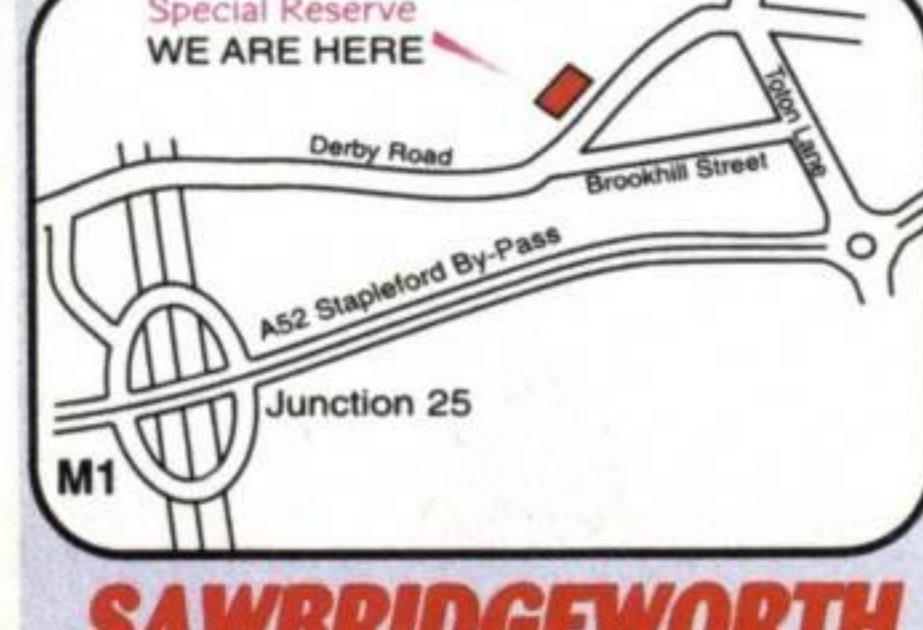
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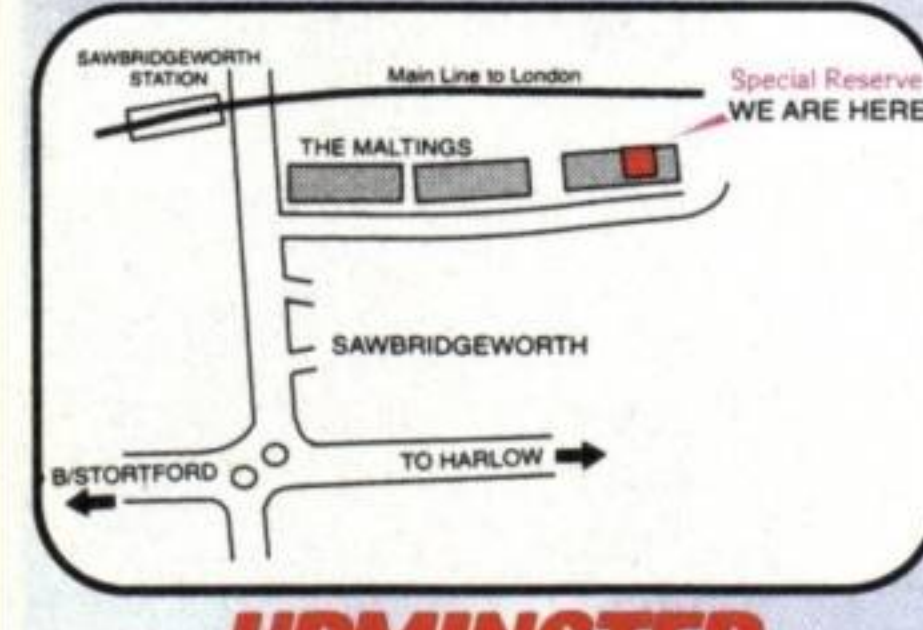
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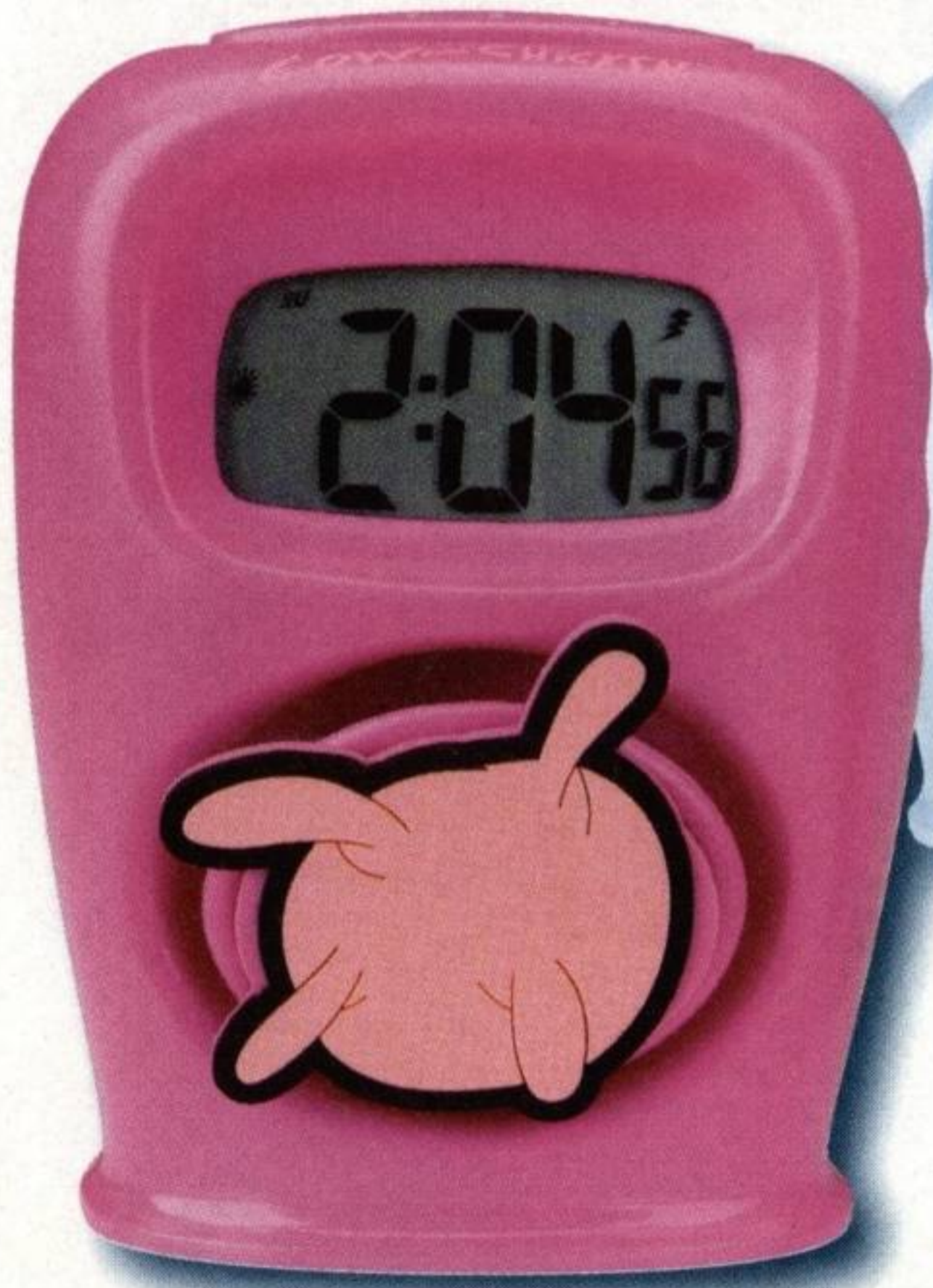
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Stuff & Nonsense

Take a look at this month's selection of top toys and gizmos – they're guaranteed to entertain you!



Dog.e

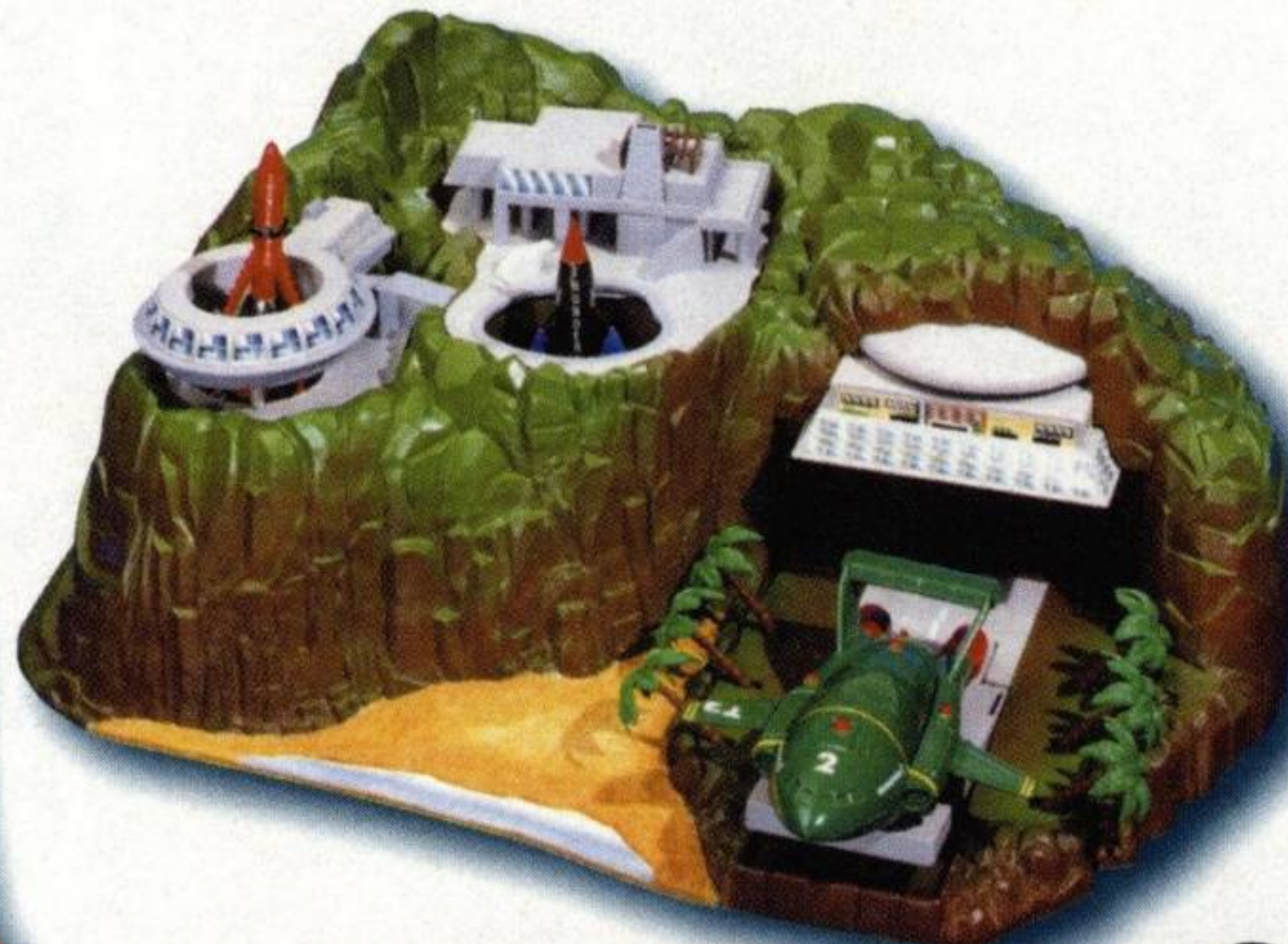
Manufacturer	Toy Options
Tel	0161 633 9800
Cost	£69.99

It seems that in this day and age no-one is up to the responsibility of looking after a real dog, hence the emergence of what seems like hundreds of electronic ones – ie ones that don't shit everywhere. Dog.e is the latest prize-winning pooch from Toy Options and behaves just like a puppy would, needing plenty of love and attention along the way. So if you like that sort of thing...

Vibrating Alarm Clocks

Manufacturer	WWL Ltd
Tel	0161 633 9808
Cost	£12.99

Waking up and getting up has never been easy, so to help cure any problems you might be having, WWL has created an alarm that is so annoying it will get you up, however bad your hangover. Ear-splittingly loud with vibrations galore, your mornings will never be the same again.



Tracy Island & Thunderbird Figures

Manufacturer	Vivid Imaginations
Tel	01702 200 660
Cost	£9.99 – £29.99

We've gone Thunderbirds crazy this month (especially Simon) with the launch of a whole bunch of new toys. For the Thunderbirds connoisseur there's a scale model of Tracy Island complete with all the secret nooks and crannies, as well as models of all four Thunderbird ships, not forgetting Lady Penelope's pink Cadillac. Finally, there are 10" high models of the Tracy brothers, all of which have their own special phrases and as annoying as they get, they'll still bring back those childhood memories.

Chudbuns

Manufacturer	Richard Everson
Web site	www.chudbuns.com
Cost	£150

If you're a serious gamer there's one thing you shouldn't be without and that's a big bean bag, which is where the Chudbun comes in. It's huge (well, the large ones are) and you'll never plonk your arse in anything more comfortable. And they're not just incredibly comfy – they're also incredibly cool, coming in over 20 colours. Go get one – your ass deserves it!

Championship Challenge

Manufacturer	LEGO
Retailer	Toys 'R' Us
Cost	£34.99

LEGO Football – what the world of football's been waiting for... apparently. Maybe not, but it's still pretty ace fun to play when the heavens decide to open and soak the earth. Simply build your own football pitch, fit the players (there's five on each team) and you're ready to play. Basically, it's just a LEGO Subbuteo and you all know how much fun that is...



Swatch beat Jelly

Manufacturer | Swatch
Tel | 01703 646 800
Cost | £50

A while ago we featured the .beat watches in these very pages, but now they've gone all jelly-like! The latest additions to the range are these funky translucent watches which come in three colours – Bill Blue, Steve Grey and Lara Yells. The watches feature two time zones, alarm and chronograph, and the Swatch Internet time, aka .beat time.



SP43J6HD Tantus LCD TV

Manufacturer | Samsung
Tel | 0800 521 652
Cost | £2,300

Earlier this year the Samsung Tantus LCD TV won the 'Innovation 2000 Design & Engineering Award' at the CES in Las Vegas and it's small wonder. With a 43" LCD display, this is the ultimate in home cinema and with a picture just as crisp and clear as a plasma TV, you can't go wrong. It's just as good for playing games on as watching films too!



Big Mouth Billy Bass

Manufacturer | Funtime Gifts
Web site | big-boys-toys.com
Cost | £26.99

Of all the toys and gadgets that we've had in the office over the last few months, this has to be the most stupid of the lot. Basically, it's a fish that sings. Crazy indeed. Just hang it on your wall, switch it on and every time someone walks past the motion sensor will kick in and your fish will start singing and grooving to the beats of *Don't Worry, Be Happy* and *Take Me To The River*. In other words, totally and utterly bonkers.



South Park Swing Clocks

Manufacturer | WWL Ltd
Web site | 0161 633 9808
Cost | £7.99

It's crazy clock time and with these South Park swing clocks, you'll never miss a meeting ever again... well, maybe. However, what is guaranteed is that you'll never manage to do any time-pieces perched on your desk as you continually hit it back and forth, hypnotising yourself in the process.



Chicken Run Funtime Game

Manufacturer | Tiger
Web site | www.tigertoys.com
Cost | £14.99

It seems that chicken fever has taken over the nation since the superb *Chicken Run* was released earlier this summer, and everyone but everyone is cashing in. This novel game as you help Rocky save Ginger from Mrs Tweedy's Pie-O-Matic chicken pot pie machine. Totally bonkers, in other words, not to mention damn hard.



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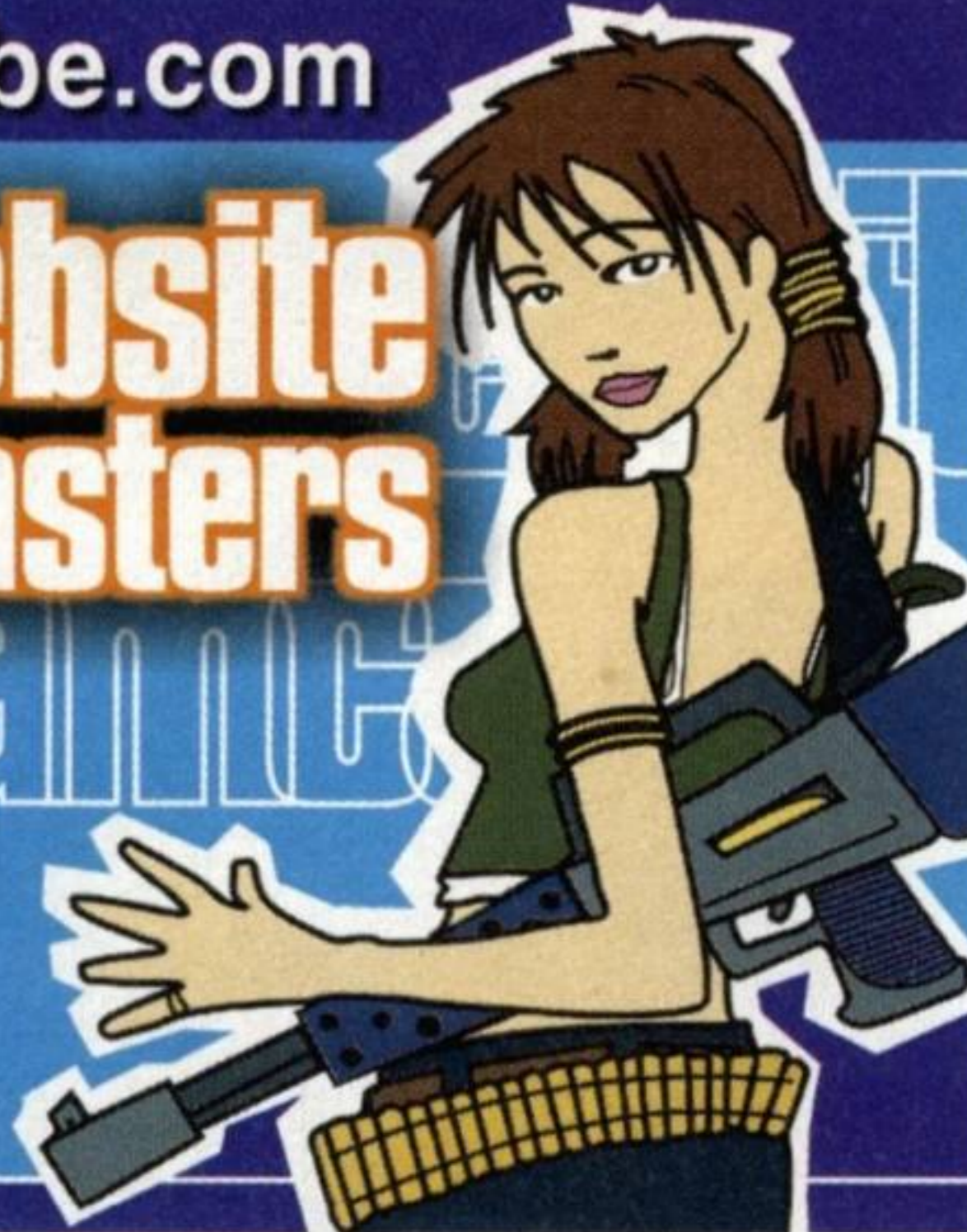
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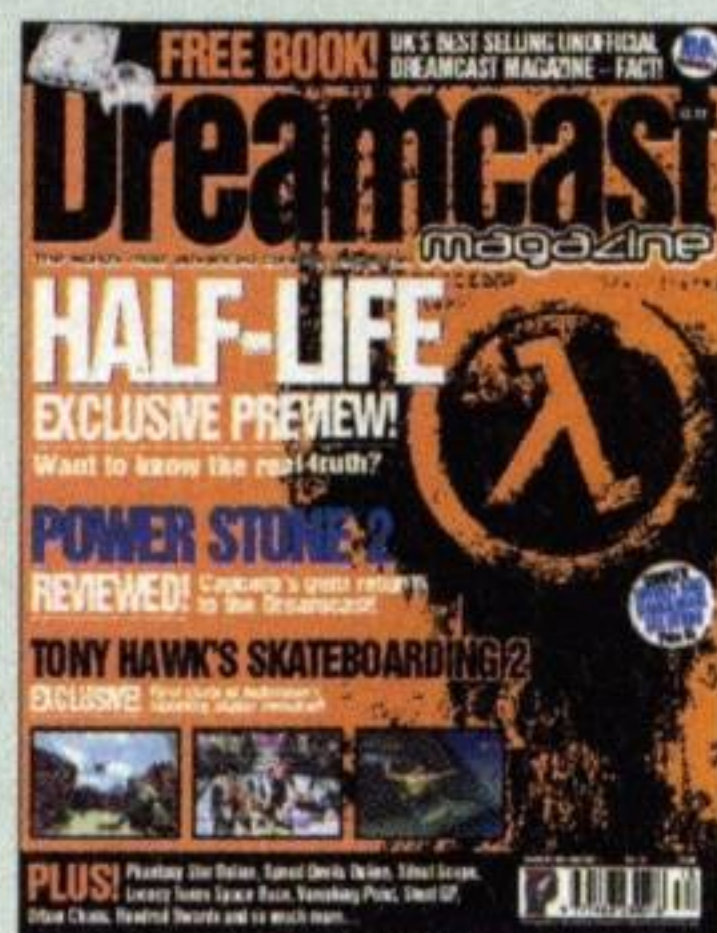
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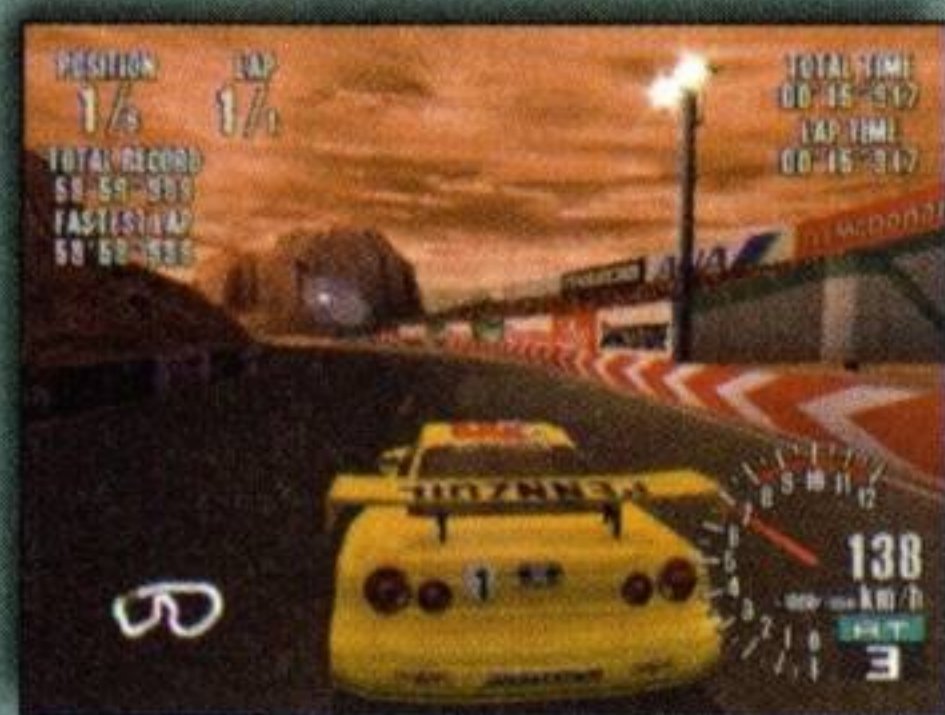
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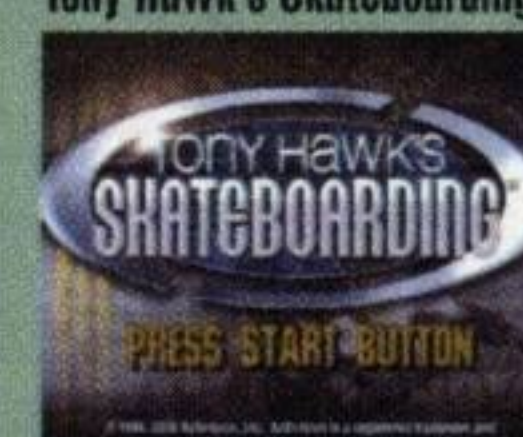
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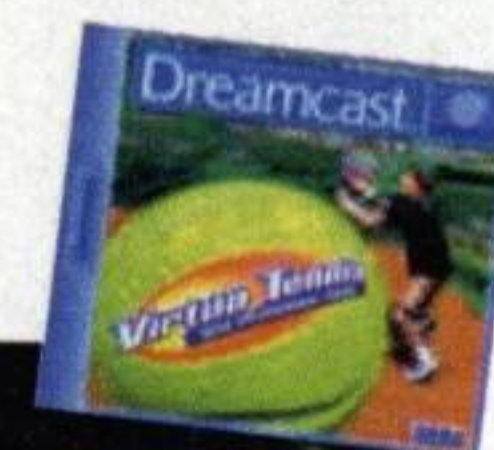


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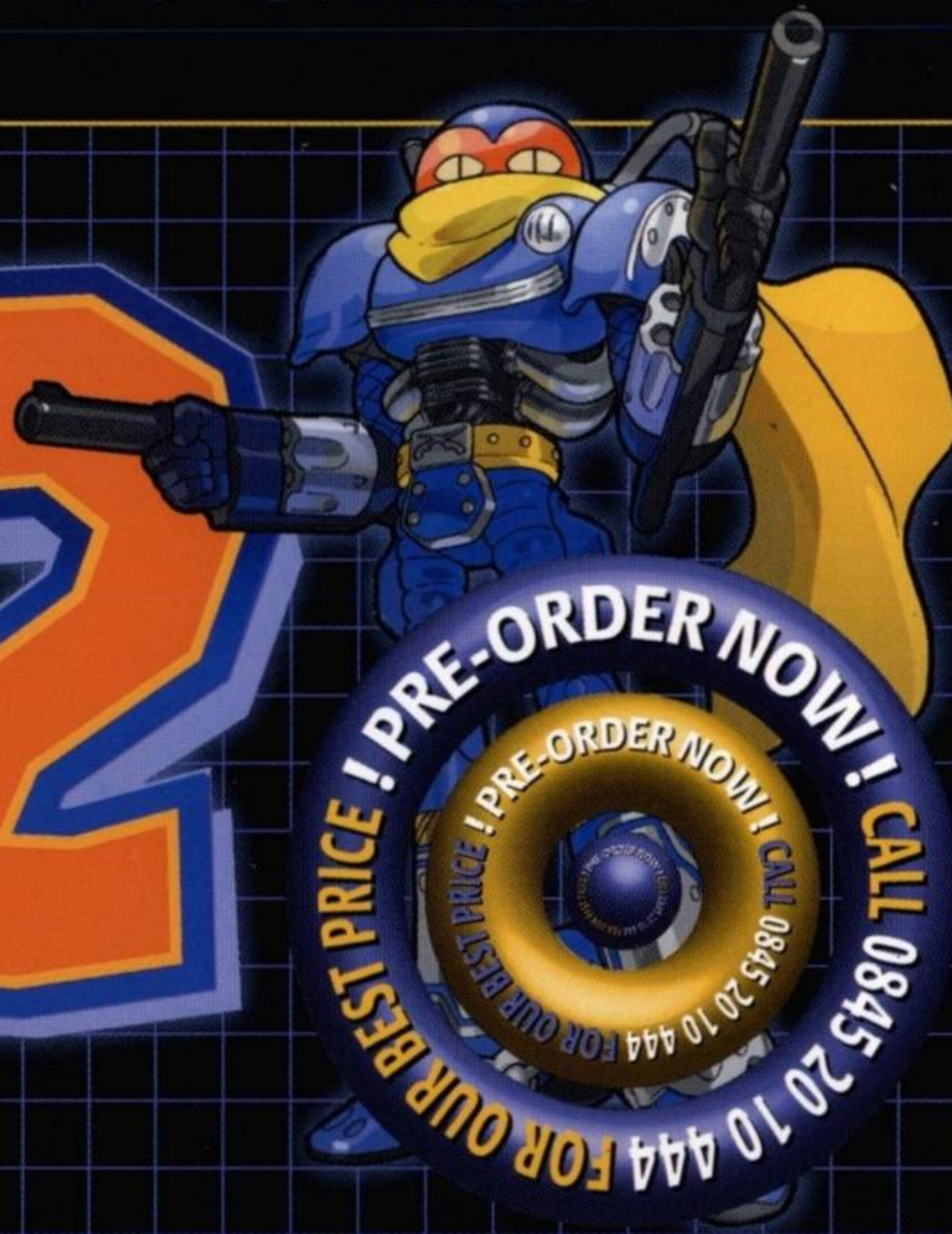


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