

Dreamcast

magazine

The world's most enduring console magazine!

ISSUE 34



Dreamcast™

1998-2002

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Alone in the Dark 4
 American Pro Truckler
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 Arcadia (Skies of) Amada
 Armageddon: Warriors
 Army Men 5's Heroes
 Attitude [WWF]

B = 02
 Bangiao
 Bio Hazard 2
 Bio Hazard 3: Last Escape
 Bio Hazard: C. Veronica
 Blue Stinger
 Buggy Heart
 Bust A Move 4
 Buzz Lightyear Star C.

C = 03
 CAPCOM vs SNK
 CAPCOM vs SNK 2
 Carrier
 Championship Surfer
 Chaos Adventure
 Charge n Blast
 Chicken Run
 Chronicles (T. Raider 5)
 Chu Chu Rocket
 Climax Lander
 Code Veronica (Res. Evil)
 Confidential Mission
 Cool Boarders Burrn
 Crazy Taxi
 Crazy Taxi 2
 Cubell (Jimmy White's 2)

D = 04
 Dave Mirra BMX
 Daytona USA 2
 Daytona USA 2001
 Dead or Alive 2
 Deadly Skies
 Demolition (Star Wars)
 Demolition Racer
 Dino Crisis
 Disney's 102 Dalmatians
 Disney's Dinosaur
 Disney's M. Racing Tour
 Dragon's Blood
 Dragon's Blood
 Dream Soccer
 Duath World
 Dynamic Cop

E = 05
 Ecco the Dolphin
 ECW Anarchy Rulz
 ECW Hardcore Rev.

Eighteen Wheeler
 Elemental Gimmick Gear
 Episode One: Jet! F. Bats
 Episode One: Racer
 ESPN Int. Track & Field
 Evil Dead
 Evolution
 Evolution 2
 Evolution 4x4
 Expendable
 Extreme Sports
F = 04
 F1 World Grand Prix 2
 F355 Challenge
 Fantasy Star Online
 Fighting Force 2
 Fire Pro Wrestling II
 Flag to Flag
 Four by Four Evolution
 Four Wheel Thunder
 Freestyle Scooter
 Frogger 2
 Fur Fighters

G = 07
 Gauntlet Legends
 Generator Volume 1
 Get Boss
 Giant Guard Wrestling 2
 Giga Wing
 Godzilla Gen. Max Imp.
 Godzilla Generations
 Grandia 2
 Grinch
 GTA 2
 Gully Gear X
 Gunbird 2

H = 08
 Hail to King (Evil Dead)
 Half Life
 Hardcore Heat
 Hardcore Revolution
Headhunter
Hidden & Dangerous
 House of the Dead 2
 Hundred Two Dalmatians
 Hydro Thunder

I = 09
 Illblaze
 In Nippon Pro Wrestling 2
 In the Demon's Hand
 Incoming
 Industrial Spy
 Int. Track & Field

J = 10
 J McGrath Supercross '00
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Resident Evil 3: Nemesis
Resident Evil: C. Veronica
 Re-Volt
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 Rippin Riders
 Roadsters
 Royal Rumble (WWF)
 Samba de Amigo
 San Francisco Rush 2049
 Sarge's Heroes
 Scream
 Sega Bass Fishing
 Sega Extreme Sports
 Sega GT
 Sega Marine Fishing
 Sega Rally 2
 Seventh Cross
Shadowman
Shenmue
Shenmue 2
 Shokko Highway Battle
 Silent Scope
Silver
 Skies of Arcadia
 Slave Zero 2
 Neo-Cross Champ Racing
Soldier of Fortune
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 Sonic Adventure 2
 Sonic Shuffle
 Soul Calibur
 Soul Fighter
Soul Reaver
 South Park
 South Park Rally
 Space Channel 5
 Spawn
 Speed Devils
 Speed Devils 2
 Spiderman
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 Star Gladiator 2
 Star Wars Demolition
 Star Wars Jedi: P. Battles
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 Super Speed Racing
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Tomb Raider 4
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 Toy Commander
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 Worms Armageddon
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 WWF Attitude
 WWF Royal Rumble
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A-Z OF CHEATS

Hints, Cheats, Tips and Guides

GONE BUT NOT FORGOTTEN

Dreamcast Magazine looks back at the highs and lows of your favourite, and last ever, SEGA console...

BEST EVER SHOOT'EM-UPS



Outrigger

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Quake III

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Starlancer

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Gone But Not



Magazine Covers

> Here they are in all their glory. Every issue of DREAMCAST MAGAZINE from start to finish. We were the first Dreamcast magazine, we were the best Dreamcast magazine, and—in the end—we were the only Dreamcast magazine left (possibly the only one left in the world!) It was often lonely at the top, but the view was always great!



Issue 1 – Soul Calibur

We kicked the ball up with an exclusive first look at what turned out to be the best beat-'em-up of all time. If that wasn't enough we reviewed early classics like *Sonic Adventure*, *Ready 2 Rumble*, *Virtua Fighter 3tb* and *SEGA Rally 2*. Dreamcast was up and running, and so were we.



Issue 2 – Shadowman

A bit of a death theme to our second issue. *Shadowman*, *Resident Evil* and *The House Of The Dead* showed their rotting, but still beautiful faces. The reviews were a bit ugly though: *Toy Commander*, *Speed Devils*, *Blue Stinger* and a wealth of other trash staggered out after the incredible launch line-up.



Forgotten



We've lost that lovin' feeling, whoa-ho that lovin' feeling, now it's gone, gone, gone...

It began as a dream. It ended up as a nightmare. We had good times, very good times, but also bad times and we've watched with horror as our little white baby was flattened by Sony's soul-crushing console. Come with us as we take a wander down memory lane...

So now, the end is near, and so we raise the final curtain. The Dreamcast console, SEGA as a console manufacturer, and DREAMCAST MAGAZINE have all finally reached the end of the line. But whilst we sob into our hands, curled and scarred from years of clutching Dreamcast pads; eyes, formally rose-tinted, now red-raw from stinging tears and with murderous hatred of Sony Corp in our hearts, it's time to take a look back at the beloved life of our favourite console and the company that made it.

It was 1998 when SEGA finally launched its new console to the Japanese public, a good 18 months before Sony followed suit with its PlayStation2. It had specs that blew away the ageing

PlayStation and N64 consoles and it would, on the surface, appear that everything was going to be rosy for SEGA. Everything looked bright, but this was far from the truth. In order to truly understand the SEGA Saturn, and indeed, even the SEGA MegaDrive.

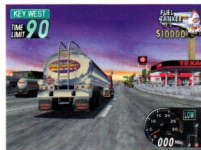
Mega Success

After an initial flop with the SEGA Master System (which did relatively well in the UK, - but then Nintendo was too busy selling NES systems to every man, woman, and child in Japan and America) SEGA fought back with the SEGA MegaDrive system. Arriving a good two years before Nintendo had managed to bring out the SNES, it boasted arcade-perfect reproductions of (then) up-to-date SEGA classics such as Golden Axe.

The MegaDrive was an instant hit with a public growing tired of the ageing NES; it grabbed market share away from a startled Nintendo, who until then were

content to sell NES systems forever and had to quickly develop a new system, the SNES! SEGA taught a tired market a new mantra: Update or die out! No longer would it be enough just to make one console to sell forever, now you would have to continually push the envelope of technology to feed to the tech-hungry masses.

Sadly, such lessons were applied badly by SEGA. Following several years of success with the MegaDrive, SEGA attempted to upgrade the system via a baffling array of new boxes to slot into



Putting Her Online

In retrospect, it's easy to claim that the market wasn't ready for online gaming. Indeed, many punters are claiming that the market still isn't ready, and that Xbox has backed the wrong horse by including Broadband.

Certainly the technology used in Dreamcast didn't set the world on fire. It hardly worked at first, and it was a good year before any real online game appeared for the machine. And even then it was simplistic puzzler *Chu Chu Rocket*.

But online gaming came together at the end and the seminal work of art, *Phantasy Star Online*, showed the world that we can all play together. Even if we are all sitting alone in our bedrooms.



Issue 3 - Shenmue
That's more like it! Our first look at the boldest game in development, Shenmue. My God, was that really all the way back in Christmas 1998! It was, to be truthful, a fair old wait for the game to come out, but in the meantime we had SEGA Bass Fishing and NFL Blitz to play. So we didn't mind too much.



Issue 4 - Crazy Taxi and Chu Chu Rocket
We couldn't decide what was better - the most amazing looking game ever, or the first online game. So we went with both games on the cover. Highlight of this month was *Gran Turismo 2* coming in to the office on the PlayStation and everybody ignoring it to marvel at *Crazy Taxi*.



continued



the system. First off the block was a Mega-CD unit – yours for only £170 pounds! Attach this baby to the bottom of the machine and say goodbye to the space limitations of cartridge technology. One of the first games we remembered seeing on this machine was the new *Virtual Racing*. It looked fantastic! So far, so good. Except then the cartridge versions came out and looked identical. Not so good after all.

“All this may sound like a string of disasters, but every rose has its thorn, just as every night has its dawn...”



[1] Ready 2 Rumble proved to be a massive hit for Midway. [2] There were two reasons why *Dead Or Alive 2* proved popular. [3] *Virtual Tennis* is another game that *Kazuya* to be bettered.



©TECMO, LTD. 1996, 1999

The problem was that the MegaDrive simply didn't need the 80Mb of space afforded on a CD – with sprite technology still standard, 3D graphics in their infancy and gamers used to relatively simple arcade games, there was simply nothing to fill the space with. The only thing big enough at the time was FMV. The result was a slew of simplistic arcade games, coupled with masses of Manga-style FMV. Great for Anime fans, but an expensive waste of time for your average gamer.

Turbo Boost

SEGA then set out to remedy the situation by boosting the power of the MegaDrive itself, via an add-on known as the 32x. Slotting in the top of the machine, this upgraded the MegaDrive itself and was designed to fight off the impending wave of next-generation systems such as Sony's newly announced PlayStation.

Can you say "Chaos Reigned Supreme" in a big booming voice? Imagine a machine made out of three separate parts: Regular games on cartridge or CD mixed up with 32x advanced games on cartridge or CD all sitting alongside one another on the shelf, and all competing with each other for a slightly bemused and confused customer's attention.

The result was obvious. The average customer paid not a jot of attention to either add-on and carried on buying regular games for their regular MegaDrive system. SEGA had taught the industry another lesson, albeit a slightly more painful one: upgrades to consoles don't work (Sony, take note with your upcoming PS2 moddem and hard drive!).

If all this had been simply an expensive mistake, then it wouldn't have really mattered. No, what really hurt was SEGA delaying their sequel to the MegaDrive – The SEGA Saturn. This mistake proved disastrous. A giant shark named Sony had smelt blood (or rather money) and, after a brief period of swimming alongside Nintendo's R&D team, had broken away to make its own console – the PlayStation. It was grey, sleek and, although not cheap, was very easy to develop games for. Sony used its knowledge of the video and music sectors to woo retailers (stealing from the disaster of the Mega CD and 32x) and strengthen its cause.

SEGA had found its nemesis, a company called Sony. Amazingly, the Saturn was initially planned as a sprite-scaling powerhouse (the technology behind games such as *Out Run*, *PowerDrift* and *Afterburner*). After taking one look at the specs for the PlayStation though, and



Issue 5 – Dead Or Alive 2
Four bikini-clad buxom beauties on the cover this month as the stunning *Dead Or Alive 2* made its first appearance – they almost distracted us from reviewing *Crazy Taxi*, *Virtual Striker 2* and *Tee Off Golf*. We also got to look at *Jambo Safari* – shame it never came out, but there you go!



Issue 6 – Tomb Raider: The Last Revelation
Lara finally moved away from Sony and ventured back to SEGA. She'd never looked better either with the fantastic graphics chip boosting her ample assets yet further. If that wasn't enough we also got our first look at *SEGA GT* and *Daytona 2* and reviewed *Soul Reaver*.



Issue 7 – MDK 2
We never did manage to find out what it stood for (murder, death, kill seems to be the favourite theory) but that didn't stop us from reviewing one of the weirdest shoot-'em-ups on the console. We also got our first play of seminal swimmer *Ecco the Dolphin*.



realising the future was 3D, SEGA quickly decided to boost the system adding an extra SH-2 chip and an improved 3D graphics processor.

This last-minute addition made the machine technically superior to the PlayStation, but a nightmare to program for all but the most talented of developers, who quickly decided that Sony's PlayStation was the way forward.

Keep The Faith

All this may sound like a string of disasters, but every rose has its thorn, and just as every night has its dawn... and in this case there were a legion of cowboys singing a sad, sad song. For out of all the distinguished console manufacturers, it is possibly SEGA that commands the most loyalty from its fans. Sure, there were technical mistakes made by SEGA R&D, marketing mistakes made by men in suits, and business decisions that turned pearls into swine! But there was *Shinobi*, *Sonic The Hedgehog*, *Virtua Fighter*, *SEGA Rally* and a score of amazingly good games. Sure, we'd all sit by and shake our heads as SEGA made another bad business 'decision,' we'd all sit

around and ponder where it all went wrong and get down on our knees and pray that SEGA would get it right next time. Because we knew, in our hearts, that SEGA made better games than Sony – and that's why we were buying consoles in the first place.

It was early 1997 when we first saw supposed specs for a new SEGA system. Vigorously denied by SEGA, the machine – codenamed Black Belt – would have a Power VR graphics chip, a SH-4 processor, an in-built modem and, bafflingly, would have a Microsoft operating system. Images of Windows 95 booting up on a console screen sprang to mind, but we quickly cast all other doubts away as wave after wave of

(often conflicting) information wafted around the world.

It was called Dural, not Black Belt. It had a 3DFX graphics card, then it was back to Power VR graphics. The modem was in, then it was out again. It was called Katana, no... The Dragon, no it was definitely called Black Belt. It was being made in Japan, no... America. It appeared to have five different processors, three graphics chips and a cleverly installed kitchen sink. The only relatively consistent piece of information was that it would use Microsoft OS and have a modem!

Eventually we found that SEGA was developing two different machines, one in America (Black Belt) and one in Japan (Dural). The better system (eventually Japan's Dural) would go on to become the Dreamcast – SEGA's all-new 128-bit powerhouse.

In 1998 the Dreamcast arrived and it soon became clear that SEGA had learnt important lessons from its previous mistakes. The machine was literally a doodle to program – coders loved it like their own mothers and amazing results could be instantly achieved with minimal



Launching The Titanic

By no means was the Dreamcast the easiest console to launch. Delays, disasters and deadly enemies collided to make the most turbulent launch ever. Here are our favourite Dreamcast launch stories:

Australia

The daddy of all mistakes. Dreamcast was delayed in Australia and launched amid little fanfare by Ozisoft (the Australian distributor for SEGA consoles). The only problem was the machine launched without peripherals, browser discs or games. This hold up effectively made any customer purchase redundant.

Europe

Can you spell 'delayed'? We waited, and waited, and waited. Then we waited an extra month as the internet service wasn't finished. Then when we got it the internet service didn't work properly anyway.

Japan

Not known for tardiness, the Japanese took a dim view of the week-long delay caused by a shortage of graphics chips (British punters dream of delays of just a week!). When the machine eventually came out though SEGA only managed to sell 100,000 machines.

America

Finally something went right for SEGA. Launched on a memorable date (9.9.99) and finally not a delay in sight. Hyped to the max and with plenty of machines ready and waiting the whole situation worked a treat. Lucky Yanks!



Issue 8 – Dead Or Alive 2

Those girls looked so good we had to use them twice. We just couldn't resist as the finest looking fighter came in for review. The gameplay wasn't up to *Soul Calibur*'s standards, but it was fun to play and looked incredible. So did *ECO The Dolphin*, but fins just don't do it for us. Other highlights included our first look at *Virtua Cop 2*!



Issue 9 – 18 Wheeler

Big trucks were the flavour of the month as SEGA released information on yet another innovative racer. It may not have had the fastest wheels, but it had the biggest! It was also a good month for shoot-'em-ups as *Quake III* and *Half-Life* were announced. Sadly, it wasn't the best month for reviews with *Wacky Races*, *GTA 2* and *Fur Fighters* failing to set our world on fire.



Issue 10 – Samba De Amigo

We didn't care how daft he looked – that monkey with maracas was going on the cover no matter what! Other highlights included *Ferrari 355*, *Resident Evil: Code Veronica* and *Tony Hawk's Skateboarding*. But it was the monkey that stole the show.

continued >

continued

Sell it baby, sell!

If there was a book called "marketing mistakes not to make" the first ten chapters would cover SEGA Europe's attempt to advertise Dreamcast. Making virtually every possible mistake and inventing a few new ones all of its own.

Nonsensical Print Ads

Swirling clouds, twirly eyes and a DC logo shaped in what appears to be human embryos. No mention of the machine, no mention of the name, no mention of SEGA, no... nothing to explain it at all. Turn the page now!

Hip TV Ads

Trying to distance the machine from gamers and capture the lifestyle market, SEGA pitches a series of ads depicting anything but games, gamers and consoles. Barbers shaving heads and kids throwing stones will sell the machine!

Mockery of Yukawa Hidekazu

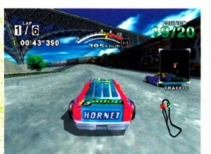
This one we actually like and it worked well. In Japan, company manager of SEGA starred in a TV ad where kids hurl abuse at him for the failure of the Saturn. It showed that SEGA had a sense of humour and, importantly, got the message across that the Saturn was dead and Dreamcast was coming.

Footy Funding

Kids love football, kids love games, kids watch football, kids watch football then buy games! Let's get together and give away money. Lots of money! Around 50 million pounds to Arsenal - just to put our logo on the front of their footy shirts. We'll have no money left for prime time TV advertising and, because nobody knows what Dreamcast is, it won't have any impact.

Political Sabotage

Cleverly combining racial hatred with political terrorism SEGA projected racially contentious images onto the houses of parliament. Then took photos and used them in ads across the country. Designed to emphasise the importance of competition and online play the ads were funny - if you knew what they were about. The general public didn't and the Independent Television Commission told SEGA to pull the ads.



effort. The modem was supplied with the machine which meant that every Dreamcast owner would be able to go online with no upgrade necessary. Heck, it even looked cool!

SEGA's R&D team had finally delivered the goods, an incredibly powerful machine that blasted the competition out of the water a good year before Sony could react with its PlayStation 2.

We Have A Dream

They say sing when you're winning, and we sung till our heart was content thanks to *Virtua Fighter 3*, *SEGA Rally 2* and *Sonic Adventure*. But it was the third-party developers that really wowed us. After ignoring the Saturn, a stream of amazing titles games appeared.

Capcom redefined the genre with *PowerStone*. Midway stood tall with *Ready 2 Rumble* and, above all others, Namco forgot its close ties with Sony and produced *Soul Calibur* - still considered by many to be the greatest beat-'em-up available on any console.

Finally, for once, it was all going to be all right - we had the machine, we had the developers, we had the games. We had Sony, with its shoddy sequels and shabby 'knocked-out-in-an-afternoon'

excuses for videogames, well and truly over a barrel.

Before the Dreamcast arrived, Bernie Stolar, CEO of SEGA of America said: "This is going to be the greatest launch in the history of SEGA, and it will also be the largest launch in the history of this industry, to date." In many ways he wasn't kidding, but we should have known something was amiss when he mysteriously left SEGA three weeks before the machine launched. Did he know something we didn't? Despite the Dreamcast being hotter than hell in a heatwave, the reaction from the public was lukewarm. For the first, but certainly not the last time, we wondered: "What the hell is wrong with people?"

Over time the answer became clear - SEGA might be capable of making the machine, it can even be capable of making the games, it can even (at least at the start) convince other companies to make games for them, but what it can't do is convince non-believers to buy their products. SEGA Europe is, in short, lousy at sales and marketing. Sony, on the other hand is a crowned champion in the mould of a used-car salesman - capable of selling sand to camels and convincing them it's the best thing to drink in the desert despite the humped dotts



Issue 11 - Colin McRae Rally 2.0
Colin McRae raced into our magazine, stumbled and spluttered, then never came out. The first great disappointment for us as it promised to be the greatest racing game ever. Still, we didn't know at the time and got to review *Marvel Vs Capcom 2* and *Bust-A-Move 4* too.



Issue 12 - Ferrari 355 Challenge
SEGA blasted back at critics who claimed its racers were too arcady with this amazing racing game. That wasn't the only surprise though; we also got to see *Silent Scope*, which turned out great even without the gun. We also reviewed *Virtua Tennis* and *Jet Set Radio!* We couldn't have asked for more. Happy days!



Issue 13 - Half-Life
Who is Gordon Freeman? We knew years before PS2 owners started even asking the question as we'd already played the game. We also heard about *Phantasy Star Online* for the first time, which made our mouths drool! But the big game was *PowerStone 2*, which brought the entire office to a halt!



standing next to a clear blue oasis of tasty water.

Despite the machine being great, the launch itself was not without its faults: Japan suffered stock shortages, Europe's launch had to be delayed by a month, and Australia... well, the less said about that, the better (see 'Launching The Titanic' box for humorous details). Only in America did everything go to plan with plentiful stock arriving on a memorable day (9.9.99) and selling by the bucketload.

Card Shark

It was clear though that SEGA wasn't wholly to blame. A certain company called Sony was playing every dirty card in the pack. Every time SEGA had an important announcement, launch, or game coming out, Sony would set off a firework of facts about its upcoming PS2 system. The claims started big with 300m polygons per second, and got more ridiculous as time went on, an emotion engine capable of recreating real-looking people. Eventually they became outrageous with Spielberg chipping in claiming that it was "incredible" and that the "effects found in *Jurassic Park* will be in front on your



television at home!" After that it just became plain silly – in a moment of surreal madness, the American and UK governments stepped in worrying that the PS2 might be used by Middle East terrorists to launch ballistic missiles across the globe. The unreleased console was classed a 'Super Computer' promptly banned from being sold in several 'rogue states' and put upon the Western governments list of 'items to be concerned about.' Sony had, quite literally, managed to convince the world that they had built Darth Vader's DeathStar and were going to put it on sale in time for Christmas. And the public bought its spin – and didn't buy Dreamcasts.

It would be too easy to pin all the blame on Sony (it's tempting though!), because SEGA played a fair share in its own downfall. Launch mishaps aside, the marketing campaign for the Dreamcast was sublime to the point of non-existence. After the failure of the Saturn, SEGA tried to distance itself from its own name, referring only to the machine as Dreamcast and not the SEGA Dreamcast. In its advertising



"Despite the Dreamcast being hotter than hell in a heatwave, the reaction from the public was lukewarm"

the company even appeared to distance itself from the name Dreamcast, only using the swirled symbol. If that wasn't well enough hidden, the symbol was then masked within obscure images such as the famous swirling stormfront advert that depicted a swirled cloud hovering off the south coast of an American weather map, swirl shaped haircuts and a close-up of a swirly eye. The result was a nonsensical series of ads that said nothing about games and featuring a hidden symbol that most people didn't recognise. The Dreamcast didn't have 'brand awareness'. The Nike symbol is recognised across the world as a brand of trainers – the Dreamcast swirl wasn't recognised anywhere outside of SEGA's Headquarters. Unlike Sony's equally bizarre adverts for the PlayStation2, the Dreamcast adverts went totally unnoticed as there was no public interest in the first place.



Issue 14 – Shenmue
Our second *Shenmue* cover! This time we'd managed to get into the game and it was becoming clear at this point that *Shenmue* could become the most important game in the world. Reviews included *Ultimate Fighting Championship* and *Space Channel 5*. Only *Virtua Athlete* married a pretty decent month!



Issue 15 – Phantasy Star Online
Welcome to the world of genuine online gaming with both *Phantasy Star Online* and *Quake III* making their first appearance. We also got *Metropolis Street Racer* in for review and spent the entire month skidding around London, earning Kudos points and laughing hard at *Ridge Racer 5* on the PS2. Nice.



Issue 16 – Unreal Tournament
Long regarded as the best PC shoot-'em-up we were glad to see *UT* on the DC. But this month really belonged to the reviews, *Shenmue*, *Quake III* and *Ready 2 Rumble Round 2*. How we ever managed to write a whole issue with games like that in to play we'll never know.



Issue 17 – Alone In The Dark 4

We got our first look at a game set to revolutionise survival horror. Armed with little more than a torch it looked great – shame it ultimately failed to deliver but there you go. On the bright side we also got our first look at *Crazy Taxi 2* and reviewed *Tony Hawk's Pro Skater 2* and (um) *Tomb Raider 4*.



Issue 18 – Sonic Shuffle

Sonic came back in this lousy party game that totally wasted his talents – a testing time for our faith in SEGA and a poor month for reviews with *Alpha GT*, *The Grinch* and the *Record Of Lodoss War* rather spoiling the normally stunning line-up of games. We ran a feature on *Sonic Adventure 2* to cheer us up!



Issue 19 – Spider-Man

We along with spidey but the biggest news was getting *Phantasy Star Online* in for review – hurrah! And the server was finally up and running so its true genius became clear! Finally we could all go our separate ways and play together without looking at each other. Nice.

Don't Imitate, Innovate

>SEGA is famous for technological innovations. From its arcade roots, to its recent successes, SEGA has consistently believed in pushing the boundaries of technology. Not only does it make new innovative technology – it makes innovative games to with it! Here are our favourite SEGA innovations:

Electronic Maracas

SEGA develops a revolutionary recognition hardware that can precisely position the space of an object in relation to a sensor. The possibilities are endless: a gun game where you avoid getting shot, a fighting game where you control your fists in real-life! No, far too normal. How about a pair of maracas that you can shake in time to salsa versions of pop songs simultaneously making sure you dance and shake them in the right place as instructed by a monkey sporting a giant Mexican hat? *Samba De Amigo*. We love you SEGA!



He Speaks To The Fishes

SEGA develops a revolutionary voice recognition technology allowing you to speak commands to your console via a microphone that plugs into the control pad. The possibilities are endless: shooting games where you give voice orders to other pilots, adventure games where you actually talk to the characters. Nope, far too normal! Instead we'll get a fish and give it a human face. It'll grow inside a fish-tank, swim around and when you talk, it'll talk back. It can learn from you and develop into a fully-fledged artificial fish-based lifeform. We love you SEGA!



He Catches Fishes

SEGA develops a unique motion sensor technology that can precisely recognise the shaking and movement of an object. The possibilities are endless. How about a Monkey trapped in a ball on a tricky platform suspended in mid-air? And get this, you control the platform – not the monkey. It just rolls around in the ball. We'll call it Monkeyball! Don't be ridiculous – that's the stupidest idea we've ever heard. Instead we'll play a sports fishing game where you have direct control over the casting of the rod. Sensible idea that, we'll call it *Bass Fishing*. We love you SEGA! You got there in the end, even if we had to buy a GameCube!



I Want To See My Memory

SEGA develops an original (though somewhat questionable) alternative to cheap memory. By forging any pretence of original thought it rides the back of the then fashionable Tamagotchi craze and puts a screen on the side of its memory card. The possibilities are endless. You can carry your game saves around with you as little critters and look after them. They can grow and stuff. You won't care in the first place and certainly won't care by the time the machine is finished and the Tamagotchi craze is well and truly over. Oh! And the memory cards will cost over £25 pounds to buy still. It'll have buttons on it and everything. Even a little cover for the screen. We didn't love you this time SEGA!



Singing Chimps

It's important to recognise that the Saturn's flop and the Dreamcast's launch, the market for videogames had changed beyond all recognition. No longer were gamers geeks that hid in their bedrooms. They had grown up, got houses, girlfriends, dances, drank beer, watched football, mated in clubs and convinced their non-gaming mates to buy PlayStation.

Gaming had gone mainstream and SEGA tried to go mainstream too by doing the most sensible thing and sponsoring Arsenal football club for an unspecified amount of money (rumoured to be around £50-£60million mark). Intended to demonstrate that SEGA had serious money to spend on its new console, in retrospect it's easy to see that this as a mistake. The new so-called 'casual gamer' new nothing other than PlayStation. They didn't know what a Dreamcast was, most probably thought it was a new brand of Alcopops.

It's easy to laugh. Our Dutch friends used the word SEGA instead of 'Wanker' and thoroughly enjoyed watching international matches played against Arsenal. They may have had a point too. Think of the vast amount of genuinely informative advertising could have bought for that kind of money! The type of advertising that goes: 'Monkey look! New console! Called Dreamcast! Great

games! Better than PlayStation! Great games! Called Dreamcast! Go buy!'

Finally, there was the final advertising blunder, proudly announcing that the Dreamcast had a modem with the catchphrase 'up to six-billion players'. The key words being 'up to' that presumably meant any amount of players less than six-billion, 'zero players' for example, as not a single game had genuine online multiplayer capability. SEGA quickly had to withdraw the advert after the Advertising Standards Agency stepped in.

But for all this, great games kept coming out, albeit in a slow drip. After the initial flurry of mostly fighting titles, great sports games like *Virtual Soccer*, *SEGA Bass Fishing* and *Virtual Tennis* appeared. Incredible racing games like *Metropolis Street Racer*, *Ferrari 355* and *De Mans* came to the system. Fantastic adventures such as *Skies of Arcadia* and *Phantasy Star Online*. Even the occasional classic such as *Resident Evil* made an appearance and knocked the PlayStation version for six. Above all else though it was the bizarre original titles that separated Dreamcast owners from PlayStation gamers. Sublime classics like *Samba De Amigo*, *Jet Set Radio*, *Seaman* and *Space Channel 5*. Finally there was the incredible experience of *Shenmue* – possibly the most realistic adventure ever made and an ambitious attempt to re-create real-life in a game.



Issue 23 – Crazy Taxi 2

We went back to cabbing this month! *Crazy Taxi 2* improved upon the original in every way and *Sonic Adventure 2*, *Headhunter* and *Shenmue II* appeared in the mag. We couldn't have asked for more.



Issue 24 – Soldier of Fortune

Feeling in a particularly generous mood, we gave away a Xploader cheats CD this month. The mag sold like hotcakes and cheered us no end. We also released *Sonic Adventure 2*, which improved upon the original but the less said about the rest of the games the better, the highlight being a PlayStation version of *GTA* running on Bilecast. Annoyed Sony at least!



Issue 25 – Beach Spikers

We thought everybody needed cheering up and what better way than bikini-clad beauties playing beach volleyball. This month was bright too, with *Bomberman Online* announced and reviews of *Phantasy Star Online Ver 2* and *Capcom Vs SNK Pro* centre stage.



Issue 20 - Outrigger

With the entire SEGA community busy online fighting against each other in *Phantasy Star*, nobody really bothered this month. *Sales of Arcadia*, *NBA Hoopz*, *Duress World*... don't all jump up at once. The *Typing Of The Dead* showed once again that SEGA had a knack for innovation—combining learning with blowing the heads off zombies!



Issue 21 - Sonic

With the entire SEGA community still busy online playing *Phantasy Star* (and filling forums with endless conversations about it) came another fall. This month's sorry review bunch included *Stunt GP*, *Rogue Spear*, *Iron Aces*, *Charge 'N Blast*, *Cannon Spike* and *SEGA Smash Pack*. Hating every one of them, we put Sonic on our cover instead!



Issue 22 - Black And White

Fier tiger burning bright, finally the new games are no longer s'tite. We took a deep breath of relief as everything started to pick up. *Unreal Tournament* and *13 Wheeler* in for review and *Black & White* as our main feature (another game that ultimately failed to materialize!)

Production Line

There was a price for all these classics. Like its other stalwart rival Nintendo, SEGA couldn't produce games quickly enough to satisfy Dreamcast owners. Making games like *Shenmue* takes time, and gaps between games grew long and wearisome. *Metropolis Street Racer* was a pinnacle of achievement for delayed software. An ambitious racing game that planned to recreate three famous cities: London, Tokyo and San Francisco right down to the correct buildings, shop fronts and street signs by taking thousands of hours of video footage and hundreds of thousands of photographs. Eventually it became so delayed that the designers had to re-work the game to take into account all the new landmarks that had actually been physically built during development, thus delaying the title even further.

On the bright side though, online console gaming came to fruition for the first time in history. SEGA released the first game, a puzzler called *Chu Chu Rocket*, was sent free of charge to every



Dreamcast owner who had registered their machine on DreamArena (the online portal for Dreamcast owners). *Quake III* quickly followed proving that online gaming was more than just a simple gimmick suited to puzzlers, and towards the end of the console's life the seminal game *Phantasy Star Online* brought gamers from around the world to adventure together. Breaking all language barriers by converting messages between gamers into the correct language, it broke the mould of online gaming and proved that it could, and indeed did, work.

If only online gaming had worked earlier maybe things would have been different. Whilst these developments took place, third-party support continued to wane — developers saw that Dreamcast was stumbling and quickly canned projects, or hastily rushed out PC ports of

[1] *Phantasy Star Online* arrived a little too late to unite Dreamcasters from around the globe. However, it did prove to be frighteningly popular and strangely compelling.

[2] There can be few of you who have yet to sample the delights of *Soul Calibur*. Arguably, it remains the finest beat-'em-up on any console. Watch it and weep PS2 owners!



their existing games. Big guns like EA never supported the machine in the first place leaving a big hole in the software line-up—the Dreamcast especially lacked big sports licenses, especially *FIFA*. Hardcore SEGA fans might not have bemoaned the loss of EA's games (often ridiculed as cheap McDonald's-style fodder for the masses), but it's what feeds the general public who aren't prepared to wait six extra months for an original title — they want the latest football tie-in to play after the pubs have shut.

Sony filled that need by releasing the PS2 to great fanfare. Hardcore gamers smirked at the quality of the initial titles that paled into nothing next to the average Dreamcast game. Third world generals may not have bought them to launch missiles, but the general public lapped it up though, buying as many

"It's important to recognise that between the Saturn's flop and the Dreamcast's launch, the market for videogames had changed beyond all recognition"



Issue 26 - Virtua Fighter 4

At the time we laughed. We'd just seen test versions of *Virtua Fighter 4* and *Tekken 4* arcade machines and it was startlingly clear which was the best. We knew which was going to Dreamcast and which to PS2. We also got the first look at a new game called *Rez*, a bizarre musical shooter. Confusing, but addictive!



Issue 27 - Head Hunter

SEGA took on *Metal Gear Solid 2* with their own stealth adventure that turned out to be much more interesting. You just can't tell some people! We also got our first look at *Shenmue II* and pulled out the maracas and fishing rods again for *Samba de Amigo Ver. 2000* and *SEGA Boss Fishing 2*. A good month!



Issue 28 - Tennis 2K2

By now it was clear that the games weren't coming. *Tennis 2K2* on the cover (not as good as *Virtua Tennis*) and features on where SEGA was going next. *Copcom Vs. SNK 2* and *Headhunter* both came in for review though, showing that there was still life on the Dreamcast.



machines as Sony could make and sub-standard versions of *Tekken Tag Tournament* and *Ridge Racer 5* to go with them.

In The Red

It became clear that SEGA was in real financial trouble. SEGA posted \$375 million in losses for the fiscal year ending in March 1999 and was already forecasting a loss of \$99 million for the fiscal year of 2000. The PS2 reared its ugly head and support from developers dropped like flies. The writing was on the wall, and unlike SEGA's swirly ads it was clear enough for everyone to read: "Dreamcast RIP! The big question was: 'Can SEGA survive another flop?'" and "Will there be a Dreamcast 2?" Rumours quickly surfaced that a machine was in development, but as time went on it

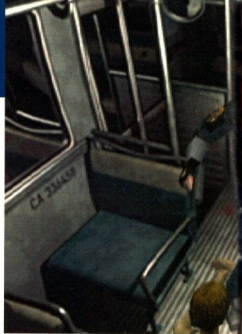
became clearer that SEGA was in no position to launch yet another console – no matter what they had hidden in their R&D departments.

Speculation ran rife. In March 2001 SEGA issued a press release stating that it was halting production of the Dreamcast, slashing the price of the machine to \$99 in the US, selling off its remaining models and was to begin development of games for Nintendo's Game Boy Advance and Sony's PlayStation2. Its days as an independent console manufacturer were over – it was now a third-party developer.

The first few games had already appeared. *Virtua Fighter 4* is the best beat-'em-up on the PS2, but we can't help notice that *Space Channel 5* looks a bit jaggier on Sony's console than on the Dreamcast. Indeed, for all Sony's hype, the PS2 has yet to produce one game that couldn't easily have been made on the Dreamcast – in many cases the games could probably look slightly better.

According to most programmers it could be made in less time, using fewer programmers, utilising simpler coding and ultimately would cost less money to make and consequently less money to buy.

Still you can't help but laugh. We laugh bitterly at Sony owners as they pick up another sub-standard game made for their overpriced console. Gaze in wonder as a PS2 owner picks up a game that, you know... you KNOW isn't any good and pays £45 for the privilege. Watch as they walk past the few remaining



Dreamcast consoles being sold off for between £43 (second hand in GAME folks) and £100 (with three free games and a VM card) to pay full whack for a game you wouldn't use to wipe your shoes with.

Go on, have a laugh... if you don't you'll cry. The world isn't fair and you've just realised the inevitable. The GameCube is great, and you can play *Super Monkeyball*, but that's it as far as original SEGA titles go (at least your gaming soul will be somewhat purer than a PS2 owner's!). Forget the Xbox – its going to make the Dreamcast look like a runaway success story. But, if you want *Virtua Fighter 4* (and believe us you do) then you're going to end up buying a PS2. If you haven't already got one, that is.

It's easy to get bitter, after all when you see a great machine, with fantastic games being totally ignored by the

"In March 2001 SEGA issued a press released stating that it was halting production of the Dreamcast"



Issue 29 – Shenmue II
All things must come to pass, but at least the Dreamcast went out with a bang. This month was a final push as SEGA started to push out its final batch of games. Top of the pile was *Shenmue II*, which we had in for review this month. No surprise that it was brilliant, but that only highlighted the unfairness of the world.



Issue 30 – Now That's What I Call Dreamcast Gaming 2001
The end of a year and pretty much the end of the Dreamcast. On the bright side it was selling quite well thanks to vastly reduced prices on both the machine and games. We took time out to create an issue for all these new owners letting them know what they'd been missing.



Issue 31 – 20 Dreamcast Games You Must Own
Not the most exciting cover for regulars, but with the machine now on life support we needed to do our SEGA duty. The big shock this month was *Rez*, which appeared after all! Ah, the musical bliss of shooting surreal objects in space and time...



End of an era

>It had to come to an end at some point, didn't it? The Dreamcast was a damn fine little machine with some excellent games – of course, I'm more than happy that SEGA sacrificed it in order to continue doing what it does best, rather than going under for the sake of pride and leaving us without a truly great games developer. Still, you can't help but think that the demise of the Dreamcast is like the death of a celebrity that wasn't very popular – when they were alive, they got nothing but bad press and then as soon as they snuff it, everyone's saying what a shame it is that they're gone. Curious...



Martin Mathers
Games Editor, CUBE
Favourite Game:
Skiis Of Arcadia

>SEGA has long been a fine developer of games and consoles right back to the day when the MegaDrive took over our lives. I have always been a fan of SEGA and find it rather disappointing that it has left the hardware market for good. Luckily, it is still continuing to make games for other formats including PS2 and GameCube and these games are sure to be massive hits. SEGA has a knack of combining fast action with good control making all their games fun. Among the many highlights the Dreamcast has held for me have been *Virtua Tennis*, *Crazy Taxi* and not forgetting the return of Sonic the Hedgehog. I truly believe that the Dreamcast is a superb piece of hardware and as a bargain price of £49.99 you will be hard pushed to find anything better for your cash. So long SEGA... it's been fun!



Russell Murray
Deputy Editor, PowerStation
Favourite Game:
Virtua Tennis

>What can you say that hasn't already been said? If there were any justice in the world then SEGA's criminally overlooked 128-bit console would still be going strong today. It was the machine that had it all: a decent launch line-up, a competitive price point, great games and Internet access out of the box. How could it fail? Simple: bad advertising. For example, with Namco's stunning conversion of *Soul Calibur* the Dreamcast had its very own killer app. So, did we see footage of the game in the ads? Did we hell. Instead we got images of people in barber shops and voiceovers from jumped up little spidery like Malcolm McLaren. Then just as the publishers and public were beginning to realise that SEGA's machine was actually rather good Uncle Sony steps in and steals SEGA's thunder with a bunch of hot air regarding the PS2 – a machine which we now know offers precious little over our beloved DC. Game Over.



Simon Carr
News Editor, PLAY magazine
Favourite Game:
Soul Calibur

>Why? WHY? Why did the best console on the market suffer such an ignoble and ignored fate. What is wrong with people? It was cheaper than the PS2, the games were better than on the PS2 (especially at the start) and it had a built in modem for online gaming. It even had the best best-em-up ever, *Soul Calibur 2*, which wasn't bettered until *Sega* themselves made *Virtua Fighter 4*. I loved my Dreamcast, right up until the point where I split coffee into it and smoke came out of the side. Shame the vision went a bit wonky after that.



Mark Hattersley
Editor, Planet PlayStation
Favourite Game:
HeadHunter

>There's little point wagging the finger, but the Dreamcast unfortunately failed to ignite much interest in casual gamers and that was the reason, ultimately, why it has met this unfair end. This might have been due to a lack of decent marketing of its software. It might have been thanks to the PS2 and Sony's much more craftier hype-machine – who really knows? What is certain is that many of you guys who have been reading *DREAMCAST MAGAZINE* are the true faithful. Able to recognise a quality console and stick with it and with the games that have been released over the last few years it's easy to see why. So, well done, and if you have yet to buy an Xbox, PS2 or GameCube might I recommend that you buy a copy of CUBE, PLAY or XBM so that you can make an informed purchasing decision! Thanks for reading and take it easy.



Simon Phillips
Group Editor
Favourite Game:
Metropolis Street Racer



general public in favour of a more expensive, technically inferior version. It's not always about the games, often it's about marketing, sales and never underestimating the stupidity of people who JUST DON'T UNDERSTAND! But still, at least you've played good games like *Phantasy Star Online*, *Shermune*, and *Soul Calibur*. You played them long ago when other Sony owners were playing *Tomb Raider 5* on their crumbling systems. So take those memories with you and keep playing the games until you've had enough – buy the games you missed out on first time around at bargain bucket prices and convince anybody you know that a Dreamcast for £50 is better than a PS2 for £200.

We would just like to end the article, and our magazine, with a message to a company close to what remains of our hearts: Sony! We will buy your console, we will buy SEGA games made for it – especially *Virtua Fighter 4* (which, we note with glee, appears to be urinating over *Tekken 4* from a considerable height!). We will give you our hard-earned money... but we will never like you!

Mark Hattersley



Issue 32 – 268 Games Reviewed
We thought this would be the last one and we'd be writing about Game Cubes and PS2s at any moment. So we thought we'd go out with a positive look at everything that'd ever come out on the Dreamcast. And a pretty impressive line-up it was too, we hadn't fully realised what Dreamcast had achieved until this issue.



Issue 33 – Phantasy Star Online Ver. 2
The Dreamcast proved to be a gift that keeps on giving. We thought it was dead and gone, but SEGA took a final chance and pushed out *Phantasy Star Online Ver. 2* which we promptly got in for review. It wasn't without its faults, but the SEGA community met once again online for the last time.



Issue 34 – The End
It's in your hand so you don't need us to tell you what's inside. We've few new games left, but we have got memories. This is the last issue so it just leaves us to say thanks to SEGA for giving us all those great games and thanks to you guys for buying our magazine so we don't have to get proper jobs – it's been a ball!

review

Web site: www.ubi.com/conflictzone

CONFLICT ZONE

PRESS START BUTTON

Building completed

Dreamcast

| | |
|-----------|------------------------------|
| PUBLISHER | UBI SOFT |
| DEVELOPER | MATHEMATIQUES APPLIQUEES S.A |
| RELEASE | OUT NOW |
| PRICE | £16.99 |
| GENRE | RTS |
| PLAYERS | 1 PLAYER |
| WIN UNIT | SAVE GAMES |

Conflict

Probably the last third-party game to come out for the Dreamcast, it would be nice if it was something really special. Surprisingly, it's an RTS game. But is it special? Read on...

Over its short life the Dreamcast has been home to some truly original and inspiring titles. From the mad rhythm action game *Samba de Amigo* to the calm and subtle *Shenmue*, it was clearly the place to be for variety. One genre it didn't cater for too well however, was Real Time Strategy or RTS. French developer Mathematiques Appliquees S.A hope to improve this situation with *Conflict Zone*. Originally a PC title, it has certainly taken its time to arrive, being scheduled for a December release in 2001.

The game itself boasts 32 missions spread across 2 campaigns (plus 2 bonus missions), advanced AI routines that allow for units to react to your actions in a humane manner, and adjust accordingly, and most interesting of all, a media system that determines what resources you have. This is a novel twist on the usually stale RTS formula, and it works like this: depending on what side you

choose (The good guys being the IPC, or International Peace Corps, the bad being G.H.O.S.T) you have certain military standards to keep. Obviously, you can't go around slaughtering civilians no matter what side you are on, but being with the IPC means that you get to liberate towns from oppression or rescue people. Being with G.H.O.S.T allows you to manipulate the media by showing up your enemy through their weaknesses. If you are successful then you will gain more support from the people and the media, giving you more units to play with and more money.

As a concept it's pretty good, certainly an interesting slant on the typical formula. It also means that having to live up to a set standard adjusts the way you play. You will care far more about defence and protection than in other RTS games if it means you are rewarded well.

This leads to the advanced AI. Once you get stuck into the game, you get the chance to assign battles to various

commanders. If you have performed well thus far, then they will be far more competent. Perform badly up to this point and they will just stand there waiting to be attacked. These features are more evident in the campaign modes. For a quick battle, you can choose the other feature - Skirmish.

A staple ingredient in the RTS menu for a few years now, the Skirmish mode is an option where you select your team, a map and the funds you start with. You are then let loose on the battleground for a one-off battle against the computer. This is a far more accessible mode and unintentionally a great way of getting your head around the controls and the units you have at your disposal.

There are 25 maps to choose from based around four generic environments: tropical, temperate, desert and snow. They all offer a different experience, with some being no more than four small islands separated by water and some being almost maze-like in structure.

online information



www.ubi.com/conflictzone

The site contains quite a lot of extra info on the game, but is more centered on the PC version. Still worth taking a look at though.

Infoburst

Extra information

- Command and Conquer on PC was the first RTS to make the big-time.
- Conflict Zone was originally a PC game.

In this scene your commander competes with bizarre scenarios for your attention.



"Sometimes it looks like an old BBC computers' attempt at creating 3D"

Zone

Weapons Of War

As expected with any RTS game, there are a variety of different units to command. Ground and air units are always a good mix, as you can take out missile launchers with the tanks, send in the choppers to blitz an enemy base and then use the tanks again to clear up the mess. Excellent stuff.



cont. from p. 10

review

Web site: www.ubi.com/conflictzone



[1] Being shot at while travelling up hill? Not a good thing. [2] The base is under attack and nothing can be done. [3] The sandy texture means that both you and the enemy are hard to spot -- not always a good thing. [4] Taking a high point always gives an advantage in battle.



Landscaping

> There are four different types of terrain in the game, ranging from Jungle to Arctic. They don't make much difference to the gameplay, save making units harder to see, but they certainly look pretty.



The Fog

So this all sounds good... but what does the game actually offer the player? Well, for starters the cut-scenes. They are not especially good quality (not surprising given the age of the game) but they can be amusing. The media concept makes for some pretty interesting tactics too. However, this is where the good things end. You see, *Conflict Zone* is extremely flawed in its execution.

Firstly, the game's boasts are unfounded. The AI does what it says it will, but unfortunately falls victim to the age-old RTS problems. Units standing still while getting shot at, units not being able to work their way around a clump of trees, units shooting at civilians... in short, units not doing what you want them too.

Other gameplay problems go a lot deeper: Say you breeze through the earlier missions as the IPC. You are told to keep down casualties, but instead you go right ahead and blitz the enemy. You complete the mission all right, but the media doesn't think much of you. On later maps, where you need resources you will

then be short due to this. An unfair criticism maybe, but relevant all the same. Maybe the media rating should have been used to gain bonus items or extra missions? That would have made it seem less linear and more like a game where you have been given a set of rules in which to operate as you wish.

The Dreamcast controller doesn't help matters either. Being a PC game, there is absolutely loads of commands, all mapped to the controller in a very confusing manner. This would not be a problem if you had a keyboard and mouse handy, but bizarrely the game does not support these. What an oversight.

The graphics are also a problem. The textures are dull and the lighting is basic. The angles of the hills and valleys are so sharp and the fogging so closed-in that sometimes it looks like an old BBC computers' attempt at creating 3D. In fact, the fog is probably the single most



"At the end of the day, the most Conflict Zone is going to offer you are a few hours messing around on the Skirmish mode"



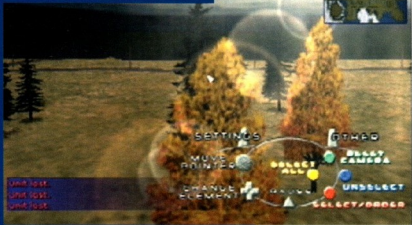
I Spy With My Little Eye...

> One of the better aspects of the game is the camera. It's very smooth and customisable, meaning you always get to see the best shot of the action available. The return to default button is a saviour of confusion too.

annoying fog ever seen in a game – worse even than *Turok* on the N64. You are limited to about three centimetres of viewing area on the field, which causes an untold amount of problems when things start getting hairy. Coupled with the clunky joystick-only controls, you have to be careful not to throw the TV out of the window. Whether or not this fog is done purposely is unknown, but whatever the reason, it completely ruins the game. Any strategies you may have had go out the window as you struggle to determine just where you are, where you are trying to get to and the best way to get there.

Tonka Toys

Texture wise, *Conflict Zone* has this awful half-finished look about it. Sometimes they are mapped quite nicely, other times you can visibly see the pixels. They



[1] What's up that hill? Only one way to find out... [2] What perfect weather for a tank battle!



© 2004 UbiSoft



[1] Be careful where you shoot! **[2]** Units should never be sent out alone. **[3]** Christmas day and people are fighting... but not. **[4]** Having some friends here would have helped. **[5]** It's all going wrong... where's the backup?!



"In no way a last hurrah for the Dreamcast"

haven't been thought out properly either. Where there is grass, there are shades of green. No matter if you can't see your troops or not. Some thinking behind this would have helped. For instance, breaking the terrain up more with clumps of grey rocks would have given it a much more, battlefield type appearance and not made manoeuvring and locating units such a misery.

This is particularly evident in the snowy stages: there are just planes of pure

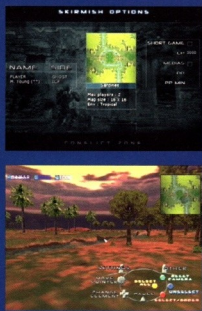
white broken by the odd cliff. Not the most inspiring of terrain.

Once you do start playing though, it is possible to get past these problems to a certain degree. Before long your little computer people are running around screaming in extremely gravenly voices. Swivel the camera around during a battle and with the rockets whistling overhead before crashing into the earth, it all looks rather pretty. But then a tank blows up and any semblance of realism is lost.

Now, realism in games is an interesting point. Usually it's not something you want. The reason most people play games is to escape from the humdrum of real life for a couple of hours. Other games go out of their way to create a realistic environment in which to immerse yourself in so that you can experience real life from another person's viewpoint, perhaps in a scenario you are never likely to see. *Conflict Zone* is one such game. Which is all well and good until the defeated tanks jump up into the air, perform an extravagant mecha-ballet, before tumbling into the ground. Giving you visual feedback as to what has happened yes, but in a manner that simply doesn't work with this game – it looks as if a child has thrown his toy tank into the air. Very odd.

Surprisingly for a RTS game, the music is really good. Very orchestral and at





points very reminiscent of *Star Wars*, it's very welcome.

At the end of the day, the most *Conflict Zone* is going to offer is a few hours messing around on the Skirmish mode.

The Campaign option gets very grating – it is not always clear as to what you have to be doing and there are no multiplayer modes at all. A glaring oversight as playing via the Net could have breathed new life into the game.

There are some good concepts here, but it'll take a huge amount of patience to explore them. The game is just too dull and generic to warrant a lengthy play. Every staple ingredient of the genre has been ticked off here, with a few variants and the odd original idea. It's a lazy port of a dated PC game, which never looked or played well in the first place. It's in no way a last hurrah for the Dreamcast.

Gary Adams



Dreamcast pinion



THE JUDGEMENT

TANKS

- Smooth in game camera
- Lots of varied weapons
- Very challenging

NO TANKS

- Dull and target empty
- Heavy focus on FPS
- Outdated controls

2ND OPINION

Over the years we've been spoiled by the vast array of superb games that have graced the Dreamcast and it would be fitting if the remaining software released for it was just as impressive.

However, this is simply not the case. *Conflict Zone*, for the most part, simply lets the side down thanks to its PC heritage and poor conversion. Dreamcasters hoping for a decent FPS game are going to be sorely disappointed so it's probably best to steer clear. With so many cheap DC games available in the shops it's best that you check those out instead.

Simon Phillips

ALTERNATIVELY

Hidden and Dangerous

Mixing strategy and action perfectly, this is a much better choice.

Reviewed: Issue 12
Dreamcast Rating: 92%



Army Men: Sarge's Heroes

Given the title, it's you know what to expect. Unoriginal and dull.

Reviewed: Issue 17
Dreamcast Rating: 81%



DREAMCAST RATING

| | |
|------------|-----|
| > VISUALS | 40% |
| > SOUNDS | 70% |
| > GAMEPLAY | 45% |
| > VALUE | 60% |

55%

SUMMING UP

Dodgy graphics plus frustrating gameplay equal a package that you'll have no reason to buy.

Cammy 163002

1-8 PRESS START BUTTON



Talk about tree trunk! You'd never win an arm wrestle against this chunky fellow.



When you've got this much firepower heading your way it's difficult to dodge!

CREDITS 1

Cannon Spike

A mindless arcade shooter – lovingly created exactly the way grandma used to make them...

It always seems a little bit too easy to convert an arcade game over to a home console and the Dreamcast has had more than its fair share of ports. Some of them have been worth bringing across – like *Crazy Taxi* and *House Of The Dead*. Whilst other games can appear to be a complete waste of time and effort. Sadly, the Capcom shooter *Cannon Spike* falls squarely into the latter category.

It's not that this game isn't fun to play because it is. But if you do end up playing this, you'll soon realise that you may as well scoop out your grey matter

into a nearby bin because brains are not a necessary requirement for participation. In fact, this is the very definition of a brainless shoot-'em-up and any attempt at a story is, at best, weak. These kind of games are usually very shallow anyway, but *Cannon Spike* makes a kid's paddling pool look like the Pacific Ocean.

Your job, as a member of a Special Forces team, is to kill robot terrorists who are (take a wild guess!) threatening the world. To say that this 'do good' team is made up of an odd bunch is a major understatement. There are seven characters in the game and these include

some classic Capcom characters that you should recognise. The delightful *StreetFighter* babe Cammy is begging for you to play with her – as is *Ghosts And Goblins* man Arthur and the lovely pint-sized Megaman.

Power Trip

Each of the characters in *Cannon Spike* has their own weapon and special attack, but all of them burn lights onto the backs of your eyes. This kind of eye candy is pretty much a given with big arcade shooters, but the crisp visuals and bright light effects of *Cannon Spike* mean



Dreamcast
essential information

| | |
|-------------|---|
| PUBLISHER | CAPCOM |
| DEVELOPER | IN HOUSE |
| RELEASE | OUT NOW |
| PRICE | £24.99 |
| GENRE | SHOOT-'EM-UP |
| PLAYERS | 2 PLAYERS |
| WIN UNIT | SAVE GAMES |
| PERIPHERALS | WIN UNIT ARCADE STICK HIGHLIGHT PICK |



Arrrrrr! The bright lights – they burn my eyes! Help! My eyes... my eyes!



awesome moment

Why would you want to save the world when you can fight for a kitty?



you never tire of watching your gun fire into the hordes of deserving robots. This is a good thing as each character only has four or five methods of attack!

Controlling this game couldn't be easier – you move with the stick and shoot with the buttons! Now, this may sound a tad patronising, but here's the clever bit: if you hold down the shoot button your character becomes fixed, allowing you to strafe from side to side. Add to this a lock-on and you're free to

pretty much do anything you want whilst weaving in and out of the trigger-happy robot hordes.

As you get onto the later stages the game genuinely requires some skill – when we say skill we mean proper skill – because the controls are so blindingly simple, you never have to worry about anything other than choosing your targets and dodging enemy fire. If you mess up in Cannon Spike it's because you made a mistake! If you've ever played the

“If you do end up playing this, you'll soon realise that you may as well scoop out your grey matter into a nearby bin”



Get 'Em Off

> If you've ever played *Ghosts 'n' Goblins* you should recognise this happy character called Arthur. Now, in the aforementioned classic piece of gaming history you lost your armour when you were hit, leaving poor Arthur with nothing but a pair of boxers. Finish the game and you get to see them again... er, if you're into that kind of thing.



© 2005 Namco

CONT. FROM P. 10

Infoburst

Continued from page 10

➤ A haunted stage features a pack of dogs that, funny enough, look like those found in *Resident Evil* (also developed by Capcom). And it's still just as satisfying to shoot them down!

➤ Each of the characters in this game has been kitted out with power motor boots. This isn't really explained in the game but think about it—what else would you choose to fight robot hordes?



To say the special attacks are a bit over the top would be like saying the sun's a bit hot.



Going Downhill

➤ A couple of the stages in this game take place on moving backgrounds as you slide down various surfaces. A snowy slope makes the setting for an attack by a huge robot boss on snowboard who constantly bombards you with mines. He clearly has no respect for the local avalanche laws!



Izna Trouble

➤ They just had to get a *StreetFighter* character in here, didn't they! Well, you get more than one for your money and we're not just talking playable here either: One of the bosses you come up against is Balrog, who attacks you in a caged arena occasionally pulling off a few of his classic special moves.



"There's only so far you can take mindless killing until it becomes numbingly repetitive – just ask any serial killer"

classic *Smash TV*, you'll know exactly what kind of gameplay we're talking about. Fast, simple, mindless fun!

Firing Blanks

There is one slight problem with this formula, however. Actually, it's a little bit more than a slight problem – more like a glaring error. We are, of course, talking about longevity. This game (like all arcade conversions) excels in short bursts of fun, but totally runs out of steam way, way before the second lap. There's only so far you can take mindless killing until it becomes numbingly repetitive – just ask any serial killer.

This is a shame because the level bosses are inventive (you even get to fight Vega!) but even this isn't enough to break up what is essentially a dull



The final fight on one of the earlier stages might as well be a scene from *Power Rangers*.





With a name like Jungle Master you'd think he'd be difficult to beat - sadly, not!



When battling robots you'd think she'd want a little bit more than a swimming costume and here!



monotony. Even classics like *Smash TV* suffered this problem after a while, but at least with that old game you were being constantly bombarded with impossible odds and, essentially, given no time to think. This isn't the case in *Cannon Spike* as the robot drones are few - at most you'll get ten on the screen at the same time. This simply isn't enough!

Spiked

Unfortunately, this pretty much sums up *Cannon Spike* because there just isn't enough of anything to make your visit infinite-ammo city worthwhile. There just isn't any kind of replay value to be found. Matters aren't helped any by the fact that this game is incredibly easy to finish. Switch the game onto the easy setting (affectionately

known as 'baby') and you can plough through all ten of the levels in a little over ten minutes.

The arenas you fight in are small and the handful of waves you get are hardly overwhelming. In the arcade you might drop a coin in and play for five minutes or so off of one credit, but in this home version you get three credits right off the bat. More than enough to finish the game with no problems. Seven characters may sound like a lot, but spend one day with this game and you'll soon learn just how little there is to do. The ending sequences, consisting of several still images, hardly make up for this with a worthwhile reward!

There is no real reward for playing this game. You're not going to unlock any extra characters, levels, mini-games or

anything like that. This is a pure arcade conversion and the only extras you get for your money is a gallery of artwork. It is undeniably very nice artwork, but it's not exactly what you want to be seeing after the couple of hours of play it takes to see all of the ending sequences!

If you really want a happy ending in your life, it's probably better to avoid *Cannon Spike* altogether.

Mike Richardson

"If you've ever played the classic Smash TV, you'll know exactly what kind of gameplay we're talking about"



online information

If you can't find enough stuff on these pages then head over to the Capcom Web Site for even more information and a handful of screens.

www.capcom.com

Dreamcast
 @pinion



THE JUDGEMENT

CANNON CANNOT

- It can be quite fun in short bursts
- The control system is great
- The special attacks are awesome
- It is far too easy to complete
- Visually, it is not amazing
- It can get very very repetitive

2ND OPINION

> We've nothing against the simple pleasure of the shoot-'em-up, in fact, once in a while we like nothing more than booting up such a game and firing at will at all-comers. However, we do have certain expectations that must be fulfilled. For starters, we expect some kind of challenge - after all, there has to be something that keeps us coming back for more. Here though, it's all a bit too easy - with no incentive whatsoever to return. In fact, it's the very epitome of 'fire and forget' - and (to be honest) we'd much rather forget that we ever played this...
 Simon Phillips

ALTERNATIVELY

Millennium Soldier

It's the same kind of thing, but with a little more body to it.

Reviewed: Issue 01
 Dreamcast Rating: 80%

Fighting Force 2

There's less guns and explosions, but lots of arcade action.

Reviewed: Issue 04
 Dreamcast Rating: 61%

DREAMCAST RATING

- > VISUALS 68%
- > SOUNDS 75%
- > GAMEPLAY 53%
- > VALUE 28%

54%

Fun for a few minutes, but its incredibly short lifespan ultimately lets it down.



Heavy Metal



The combatants look nice, but the levels lack any character.

Will Capcom's final Dreamcast release rock your world or simply have you headbanging against a brick wall? Read on and find out, dear reader...

Reports of the Dreamcast's demise have been circulating around for well over a year, yet still new software continues to appear for SEGA's hugely overlooked console. Anyway, this latest offering comes from Capcom, which (as you probably know) has been one of the most loyal supporters of the 128-bit system. The company has given gamers a string of excellent titles including the superb *Resident Evil Code: Veronica*, the sublime *Power Stone* games and the exceptional *Capcom Vs. SNK* titles. However (and rather sadly), *Heavy Metal: Geomatrix* falls far short of the standards set by the aforementioned classics.

The game is based on the *Heavy Metal* illustrated novels (Kevin Eastman acted as a consultant on the project) and is set in a distant future where humans have left behind the constraints and misery of the real world and now live out their existence in a bizarre virtual reality known as the 'Geomatrix'. Unfortunately, whilst everyone has been larking around in this brave new world, pollution has led to the melting of the polar icecaps in the real world. The result is that only a few pockets of land have remained above the ensuing flood water. Consequently, several gangs have formed and are now fighting it out in the Geomatrix for



Dreamcast

Essential information

| | |
|-------------|--------------------------------|
| PUBLISHER | BIG BEN INTERACTIVE |
| DEVELOPER | CAPCOM |
| RELEASE | OCT NOV01 |
| PRICE | £29.99 |
| GENRE | BEAT-'EM-UP |
| PLAYERS | 1-2 PLAYERS |
| WIN ONLY | SAVE GAMES |
| PERIPHERALS | ARCANE STICK VIBRATION PACK |

Watch in awe as the combatants unload their 'Hand Cannons'.



Geomatrix



control of said land. Quite why everyone isn't happy just to live things out in the Geomatrix is unclear.

Death Metal

What this boils down to in gameplay terms is a somewhat awkward amalgamation of the third-person shooter and beat-'em-up genres. If you imagine a mix of *Power Stone*, *Spawn In The Demon's Hand* and *Outrigger* (but with most of their good points removed) then you'll get the idea of how this plays. A whopping total of three (yes, three!) game modes are on offer: Arcade, Chaosmatrix and Two-Player.

The first of these is a straight conversion of the coin-op version and the last (as you might expect) allows you to battle it out against a friend in a dire split-screen scenario. Sadly, the online options of the Japanese version have been removed here. So that leaves us with the Geomatrix mode, which, to be perfectly



honest, is a fairly tedious experience. Played out in a series of environments similar to those featured in the PSone release *Metal Gear Solid: Special Missions*, you simply pick a character (most of whom are armed with a huge weapon) from one of four gangs and shoot, punch and kick your way through the opposition - occasionally stopping to pick up a few items on the way. In fact, this is pretty much what happens in all the game modes.

Hot Metal

Now this sort of thing has been done before and worked very well, but in *Heavy Metal: Geomatrix* a list of flaws combine to ensure that the game never excites or engages the player in any manner. So what's the problem? Well, it's not the characters, which incidentally were designed by Simon Bisley (who has worked on *Judge Dredd* projects among others), the 12 fighters are all nicely

realised if somewhat Americanised in their styling and their arsenal of weaponry looks suitably beefy.

However, the same cannot be said of the lacklustre environments in which the action takes place. Most of these are rather spartan in appearance and lack any kind of sparkle. Making matters worse is the erratic game camera. The ludicrous angles you view fights from often make it nigh-on impossible to gauge your position against that of your foe. Indeed, after a few minutes' play a feeling of

"This is a listless piece of software that won't even hold any appeal to the fans of the comic books on which it is based"



This is way below Capcom's usually high standards. Whoops.



The two-player mode is about as much fun as chewing glass.

Infoburst

EXTRA INFORMATION

Heavy metal was a genre of music created way back in 1883 by the quintessential Englishmen Lord Lucas Bon Chien. It was designed as a diversionary smoke screen to distract the attention of the working classes away from salient issues of the day such as the extortionate price of Harry Potter merchandise.

Scientists in Chipping Norton (UK) recently announced test results that confirmed the validity of the long held rumour, which states: "listening to heavy metal music is bad for you if you're left handed." The results were comprehensive and if anyone wants to argue with these new findings they can 'bog off'.

During a particularly depressing double geography lesson on 13 November 1989, Robert Alfonso Lopez was kicked in the shins for wearing a Guns 'n' Roses T-shirt. Admittedly, the aforementioned beat combo wasn't really a heavy metal outfit, but Lopez smelt quite heavily of sweat and looked quite greasy. Thus, it was deemed fit by a committee (consisting of 14-year-old boys) that he should be kicked in the shins and so justice was done that day.

Heavy metal is commonly referred to as 'the Devil's music'. What's more, margarine is commonly referred to as 'the Devil's snout'.

CONTINUED

continued >

Awkward camera angles can make combat extremely difficult.



What A Character

> Several big names from the world of comic books have been involved with this game. Firstly, you have Kevin Eastman who has previously worked on *The Teenage Mutant Ninja Turtles* projects. Furthermore, Eastman is also the driving force behind *Heavy Metal Magazine*. Also involved was the highly respected Simon Bisley, who designed the game's characters. Bisley has also worked on *Judge Dredd* comics and, of all things, helped out with the character design for the motion picture *Galaxy Quest*; Shame they were involved with such an average game really.



nausea will invariably sweep over you thanks to the irritating consistency of view switching.

Worse still is the combat itself. From a distance you and your opponent(s) can attack with long-range weaponry including bazookas, rocket launchers, flame-throwers, swords and pistols. Close-quarter combat is also an option when you find yourself in near proximity of the enemy. The problem is the random nature of the attacks on offer. Regardless of your position, it's possible to land hits on your opponent by simply stabbing away at the buttons in a totally

Gang Warfare

> In the futuristic world of *Heavy Metal: Geomatrix*, four different gangs have emerged as the prominent leaders. You have the 911 Elite, 323 Agents, 707 Metal Heads and finally the 818 Stompers. Each gang has three members, all of whom share fairly similar fighting styles. In the future it is clear that individuality has been stamped out once and for all.





random fashion (a cardinal sin for a game of this ilk). Combos are available and can be learnt over time, but (put simply) anyone who can hold a pad in their hands has a good chance of winning a fight on their first go.

So, the gameplay is nothing to write home about and that's being generous. For solo players the game's over quickly and the two-player mode is an exercise in tedium.

Metal Head

Accompanying the 'action' is a selection of suitably 'rawk-like' audio tracks

including efforts from Megadeth, WASP and Dust to Dust. Suffice to say, these tracks are either a blessing or a curse, depending on your own musical tastes.

All in all, *Heavy Metal: Geomatrix* looks every bit the rushed-out, half-hearted title it so obviously is. Granted, the game does offer a reasonable amount of entertainment, but with so many better alternatives on the market it's very hard to recommend this as a viable purchase. Ultimately, this represents a real missed opportunity, various talented people have been involved with the project and Capcom



The explosions during bouts are nicely handled.

Dreamcast
pinion



THE JUDGEMENT

HEADS

- Good character design (except Heavy)
- It's a half-party Dreamcast game!
- It's relatively cheap for a new release

TAILS

- Camera angles make the battles a chore
- The timing will leave you cold
- The many rough edges in evidence

2ND OPINION

Oh dear, Capcom is usually the purveyor of the finest Dreamcast titles, but with *Heavy Metal: Geomatrix* the firm has dropped the ball. The character design is fairly worthy, but aside from that everything else falls flat on its face. The environments are unimaginative, the combat is mindless hokum and the camera angles, well, the less said about them the better. Okay, so now Dreamcast titles may be a 'little' thin on the ground these days, but that doesn't mean you have to put up with sub-standard nonsense like this. Simon Phillips

ALTERNATIVELY

Outrigger

One of the finest Dreamcast releases available. Buy it now.
Reviewed: Issue 24
Dreamcast Rating: 92%

Spawn In The Demon's Hands

Structurally similar to *WWE*. So, the wacky superior is its recreation.
Reviewed: Issue 18
Dreamcast Rating: 84%

DREAMCAST RATING

| | |
|----------|-----|
| VISUALS | 62% |
| SOUNDS | 73% |
| GAMEPLAY | 57% |
| VALUE | 65% |

55%

SUMMING UP

Poor level design, dodgy camera angles and tedious gameplay ensure this title should be avoided.





EH? Feeble Girl... huh? Come on then - I'll show you what a stuffed monkey can really do!



Infoburst

Extra information

- Although the PlayStation version came out here in the UK, *Freestyle Scooter* has taken a long time to make an appearance.
- Seeing as how we all think people with those micro-scooters are a complete pain in the ass, we haven't actually got much enthusiasm for this game...
- ...so thank the Lord that it's not actually that good. Otherwise, we'd all have to smile and try to act happy even though we were crying on the inside.

Freestyle Scooter

It's exactly like *Tony Hawk's Pro Skater 2*, only on a scooter... and without as many moves... or characters... or levels... and it's really easy and slow. Damn.

We've seen it a million times before - one company comes up with a storming idea for a game, then suddenly there's a slew of near-identical titles coming from all directions. What's more, they usually all suck, as no matter how hard they try, these new games simply cannot match the excellence of the game they're attempting to emulate.

StreetFighter 2 ended up being copied into infinity. *Super Mario Brothers* started into a whole wave of platform replicas... the list goes on. Now that consoles have developed as far as they have though, you'd have thought that the game developers might have learned to come up with their own ideas, eh? Err, no...

In a desperate attempt to cash in on the fad of those annoying micro-scooters that many kids and some pretentious adults have bought into, *Freestyle Scooter* takes one of our favourite games to date (namely, *Tony Hawk's Pro Skater 2*) and replaces the skateboard with a scooter. Then it makes the graphics slightly worse - they're nice, but not exactly detailed - slows the gameplay right down and turns the whole thing into a game that'll appeal more to the 'youth of today'... sounds great, yes? Maybe not... and if you're feeling cynical, you can replace the phrase 'youth of today' with 'those too young or gullible to know a blatant cash-in when they see it'.

Of course, the problem we've got with *Freestyle Scooter* isn't that it openly borrows from the great *Tony Hawk's 2* - if it was anywhere near as good then we'd be shouting loudly from the rooftops about how you should buy it. To be honest, it's probably as close to Uncle Tony's game as you could possibly get without getting arrested for copyright theft: the moves, goal and level system are all replicated rather convincingly.

Scot Or Die

No, the thing that makes *Freestyle Scooter* such a disappointment is that for all the incredibly well-borrowed ideas it has, the developers appear to have



There are a few secret routes... well, nearly secret anyway.



Dreamcast

| | |
|-------------|-----------------------|
| PUBLISHER | ORANGE ENTERTAINMENT |
| DEVELOPER | SHARA GAMES |
| RELEASE | OUT NOW! |
| GET IT FROM | VIDEO GAME CENTRE |
| | (1) (02) 9273141 |
| PRICE | £34.99 |
| GENRE | SPORTS |
| PLAYERS | 2 PLAYERS |
| THE UNIT | GAME, GAME CHARACTERS |
| PERIPHERALS | DIORAMA PACK |

online information

WAZON SCOOTERS.COM

www.fantripscooters.com

If you have to own these God forsaken things, at least get a decent one - the official Razor Web site has lots of the damn things left. Heeee... wonder why?

Completing a Challenge stage in one flawless run isn't exactly difficult...



Pulling off tricks like this is as easy as pie... in fact, everything in the game is fa

cooter

forgotten to do anything extra on top of them to make the game worth owning.

You want some examples? Well, there are two characters to choose from at the start with a further seven to unlock as you save your friends. Sadly, they're all exactly the same - with no added Special Moves to discover or increased abilities over one another, there's absolutely no incentive what so ever to play through the game again with someone different. Then there are the levels... umm, the levels, although there are nine stages to play through, there are only three actual big levels with objectives to complete. Considering the other six Challenge levels can be completed in less than a minute once you know what you're doing, the replay value shrinks even more. And as for the music... oh my god, please don't get us started on that. It all sounds exactly the same! Eight tunes, my arse.

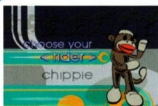
It's not that *Freestyle Scooter* is a bad game - for the younger gamers out there, it's a decent alternative to the 'tougher' *Tony Hawk's 2*. For the rest of you though, we doubt you'll get anything more than a few hours worth of play out of it and that's hardly worth the asking price, is it?

Martin Mathers



"For all the incredibly well-borrowed ideas it has, the developers appear to have forgotten to do anything extra on top of them to make the game worth owning"

That's What Friends Are For



> The whole premise about a giant robot kidnapping all your scooter-riding friends and holding them hostage until you can complete all of his challenges might be bizarre enough, but throw in the list of secret 'friends' to save and the game falls right off the edge. Hands up... how many kids with scooters do you know whose best friends include a cloth monkey, a man in an Aztec mask and the current Lightweight Ultimate Fighting champion? No, we can't think of any either. Bah.



Oh, night time... not the best time to be out, is it?



482 POINTS
1:32 TIME
NO PROTECTOR
625

Dreamcast



THE JUDGEMENT

RAZOR

- It's Tony Hawk's off-brand!
- The scoring levels are pretty damn low.
- The kids will love it, as they say

BEARD

- For the love of the 'hood!
- So... how many actual levels?
- All the characters are exactly the same

2ND OPINION

> Martin's being a bit harsh on the whole scooter game. Sure, it's not up there with *Tony Hawk's*, but for light-hearted laughs this is great. Especially the levels set in mid-air, which are addictive and fun. It is fair to say though that the whole game is a bit basic. The number of tricks is especially limited (although way more than you can actually pull off in real life), and it could really do with being padded out with some extra challenges, and more to do on each level. Think of it as *Tony Hawk's* lite - it's great for a laugh and scooter-obsessed kids will love it! Mark Mathersley

ALTERNATIVELY

Tony Hawk's Pro Skater 2

The level (we emphasize the word 'level') seems skating game over.

Reviewed: Issue 17
Dreamcast Rating: 90%



MTV Sports Skateboarding

An attempt at the genre that falls over and down in knees rather badly.

Reviewed: Issue 17
Dreamcast Rating: 68%



DREAMCAST RATING

- > VISUALS 81%
- > SOUNDS 68%
- > GAMEPLAY 60%
- > VALUE 55%

62%

SLUMMING UP

> Not terrible, but the fact it's aimed at the kids' market is less appealing to the serious gamer.



Infoburst

- ▶ The lack of online play in *Outtrigger* is most definitely the final nail in the coffin of the Dreamcast's Internet gaming days. Damn.
- ▶ Still, look on the bright side... at least you can put all that money you were spending on phone bills to good use. Hoorah!
- ▶ The control system might seem like a real bitch to begin with - if you pick configuration D1 though, you'll be okay. Unless you've got a keyboard and mouse, of course...

Another month goes by and another chance emerges for this jaded old hack to review what is essentially just another first-person shoot-'em-up to add to the pile of games we like to refer to as 'been there, done that'. Or is it? Well, we'll tell you what... just this once, why don't you nip on over the page and have a gander at the final review score to see whether it's worth reading on. Go on - you know you want to... right, done that? Good. Surprised? Considering that the hype surrounding this game has pretty much dominated our mag for a fair few issues, tied with the fact that we already know about SEGA removing all trace of the online play, it's kind of nice to see that there are still some games worth waiting for, isn't it? And at least it gives us an excuse to actually say something nice about a game for a change...

Dreamcast

essential information

| | |
|-------------|---------------------------------|
| PUBLISHER | SEGA |
| DEVELOPER | AM2 |
| RELEASE | OUT NOW! |
| PRICE | £29.99 |
| GENRE | SHOOT-'EM-UP |
| PLAYERS | 1 |
| PERIPHERALS | VIBRATION PACK, KEYBOARD, MOUSE |

Itchy Fingers

Following hot on the heels of *Unreal Tournament* (and on the slightly cooled heels of *Quake III: Arena*), *Outtrigger* might look to the untrained eye like just another first-person 'frag'-based shoot-'em-up. Obviously, this argument carries some...

Outtrigger

Gorgeous visuals? Check. Massive weapons? Check. Tons of levels? Check. Online play? Err... online play? Hello? Oh bugger.



Thermography lets you see your enemies coming, even through brick walls!



weight – after all, the object of the game is to use guns to wipe out your enemies within the confines of a small arena... and that's it. Still, SEGA's own attempt at the genre certainly manages to bring at least some new ideas to the table over previous efforts, so it's definitely not just a clone of what we've seen before. Even if it were though, it would still be the most gorgeous clone we've ever seen (growl).

Although the main crux of the game is obviously aimed towards the multiplayer side (be it you against friends or you against computer opponents), you might find that you're a bit limited in your selection of characters, weapons and levels to begin with. You'll probably notice all the question marks and locked out options that seem to appear wherever you go – that's where the solo game comes in. To bolster the game for those who are without friends (not that there's

many of you... really), SEGA has added an entire Mission mode that can be played through consisting of four classes with 15 missions in each class meaning there's a whole heap of different tasks awaiting you. Still, you can't just play through them willy-nilly... much like the Crazy Pyramid in *Crazy Taxi 2*, you need to complete a set number of missions for the next row to be unlocked. As well as unlocking further missions, you'll also reveal new weapons, characters and levels depending on which missions you complete. These weapons and characters can then be used to create your own style of

"You can choose which default weapons you get to carry, which face your enemies see before they die and even what colour clothing you're wearing – it's all rather cool"



review

Back To The Roots

> Although you'll certainly never have seen it in your local arcade (unless you live in Japan, seeing as it only came out over there), *Outrigger* was originally an AM2 arcade game. It may be only just coming out on the Dreamcast, but the original appeared in November 1999 – before games like *Ferrari 355 Challenge* and *18Wheeler*. All four of the main characters were there for you to fight with, although it only had a selection of 12 levels and a handful of special weapons (showing just how much AM2 has added for the home version). It also used a unique trackball/joystick method for control – the joystick for character movement and the trackball (or 'Eyeball', as it was called) to aim your weapons. What's more, up to four machines could be linked together to allow top deathmatch action, the likes of which had never been seen in the arcades before... excellent!



Tick Tock, Tick Tock

> Just because *Outrigger* is a first-person shoot-'em-up, that doesn't mean that all you'll be doing is blasting bad guys... well, almost. Working as a member of an anti-terrorist organisation means that you'll also be dealing with the terrorist's weapon of choice – bombs. During the Mission mode of the game, you will occasionally be placed on a stage with a number of bombs located around the level; it's your job to disarm (or to be more specific, shoot) them before the time runs out. Naturally, you'll need to look high and low to find them all... oh, and don't stand too close or you might just get a nasty surprise. Boom!





player, with the option to choose which default weapons you get to carry (homing missiles and a UMP sir?), which face your enemies see before they die and even what colour clothing you wear – it's all rather cool. Sure, it's not exactly comprehensive but then when all you're doing is pointing a gun at someone and then splattering their brains over the wall behind them, that's not really what you're looking for.

Weapon Of Choice

Like we said though, the focus point of *Outrigger* is the multiplayer Vs mode... and boy, what a deathmatch experience that is. It's true that many of the arenas are somewhat smaller than those found in *Unreal Tournament* or *Quake III Arena*, although some of the levels – such as the Water Temple or the Dreamcast-exclusive Japanese sanctuary stage – are quite large in comparison.

Rather than confining the action though, these new-style levels actually make each battle more intense, with less places to hide, there's less chance of players running around aimlessly for ages. Combine this with such gadgets as the Thermography Goggles, which show you the heat signature of your opponents



"Outrigger with online play would probably get around 96%... it doesn't have it, so we'll mark it down to 92%. Not bad, eh?"

(even through walls), and you'll find that the action hardly ever lets up.

Another new feature is how you score – rather than simply getting a number of frags to your name, you can now collect points in two ways: Killing an enemy gets you one point, but if you want that extra score you'll need to collect the medal dropped by your fallen foe. Naturally, this brings up all sorts of opportunities for the sly player, as rather than wading into the action and risking getting blown away, clever people might prefer to hang back and then nip in to grab any stray medals before the rightful owner can pick them up. It's a great addition to an already ace game – multiplayer battles are always a close-run thing because of the chance to pick up much-needed points. Some levels are quite small so the chances are there for those who know how to take them...

Guns Out For The Lads

Of course, the problem we're facing is that on the one hand you've got what



has to be by far the most enjoyable first-person shoot-'em-up game on the Dreamcast today and on the other, you need to consider that there's no opportunity to play the game online. Thanks to SEGA's decision to remove it. Gorgeous graphics... no online play... loads of levels, weapons, characters and one-player longevity... no online play... slowdown-free multiplayer action of the highest calibre... no online play. Ahh, so it – we just can't bring ourselves to do it. Quite simply, *Outrigger* IS better than *Quake III: Arena* and *Unreal Tournament*, even if it is lacking in Internet options. If you want to look at it in percentage terms, think about it like this – *Outrigger* with online play would probably get around 96%... it doesn't have it, so we'll mark it down to 92%. Not bad, eh? Oh, and if you think we're wrong, you might want to try actually playing the damn thing before saying so. So there.

Martin Mathers

Dreamcast
pinion



THE JUDGEMENT

- | GUNS | BUNS |
|---|--|
| <ul style="list-style-type: none"> ● Lots of levels, weapons and action ● The most impressive FPS ever ● Multiplayer is too good to be true! | <ul style="list-style-type: none"> ● The levels are a bit dull ● The game is over all too quickly ● No online play? Good God, no! |

2ND OPINION

Though essentially the same style of game as both *Quake III Arena* and *Unreal Tournament*, *Outrigger* is a very different kettle of fish, something which is a direct result of its arcade heritage. Not that that's a bad thing – in fact, it's a good thing, as it makes the game not just great fun to play, but really great fun. Oh yes, so it might not have the same number of levels or characters as the others, but that really doesn't matter as it looks better than both put together, and has the gameplay to back it up. Absolute quality. Alex Warren

ALTERNATIVELY

Quake III Arena
The original Dreamcast online shoot-'em-up... but not the best.
Reviewed: Issue 16
Dreamcast Rating: 90%

Unreal Tournament
A lack of online play brought this one down a few marks as well.
Reviewed: Issue 22
Dreamcast Rating: 87%

DREAMCAST RATING

- VISUALS 94%
- SOUNDS 91%
- GAMEPLAY 92%
- VALUE 86%

92%

SUMMING UP
Even without online play, *Outrigger* still manages to slap *Quake III* square in the face. Ace.



Damn! Why won't you just die?



As you'd expect from an official Web site, the *Outrigger* homepage has all the information about the game that you'll ever need...



Quake III Arena

It's the daddy of all fragfests. It's got online play. It's arrived on the Dreamcast. Do you have what it takes to enter the Arena?

Oh, the agony of it all. Despite all the promises made when the machine was first released, SEGA has so far failed to deliver the one thing that made the Dreamcast stand out from all the other home consoles around – games with online multiplayer capabilities. Six billion gamers? Don't make us laugh... aside from *Chu Chu Rocket*, and a few throw-away online options in other games (download top lap times? Sod off!), there's been very little reason to use that modem on the side of your Dreamcast at all. Thankfully, though, it seems that rather than letting everyone down, SEGA

has simply been holding back and now it looks like the floodgates are about to burst on the online gaming dam. After months of waiting, we're about to get another taste of online pleasure...

In all honesty, *Quake III Arena* isn't exactly anything new – it's been around on the PC for practically a whole year and as such, has been played to death by the online gaming community already. Also, there was plenty of controversy when it announced the game in the first place; because the previous *Quake* titles had consisted of a solid one-player game with

Dreamcast

essential information

| | |
|--------------|-----------------------|
| PUBLISHER | SEGA |
| DEVELOPER | ID RASTER PRODUCTIONS |
| RELEASE DATE | OUT NOW |
| PRICE | £24.99 |
| GENRE | SHOOT-EM-UP |
| PLAYERS | 4 |
| VM UNIT | GAME GAMES |
| PERIPHERALS | MOUSE KEYBOARD |

Take this! And that! And have some of this as well! HAHAAHAHA!



Frag-U-Like

> You know, it's one thing to run around a deathmatch arena while you lay waste to the deadbeats that surround you with your Plasma Gun, but it's quite another for others to know that it's YOU who's kicking their arse.

After all, part of the fun is being able to ram a rocket down your opponent's throat and then stand over them and laugh as everyone finds out you're a destruction-dealing maniac. That's why *Quake III* offers you the chance to customise your own player – as well as being able to select

your 'skin' (the look of your character) from a roster of 89(!) freaks, you can enter your own name and choose those all-important coloured effects depending on this season's trend. A few customised keys later and *voilà* – not only are you a walking, talking, killing machine but a quick tap on the D-Pad lets you laugh out loud after you've fragged someone. If you've got a keyboard, you can even tap in a message to humiliate your opponents... you cruel, heartless buggers.



“Going on first impressions, the guys at Raster Productions certainly deserve a pat on the back for the job they’ve done on the conversion”

multiplayer deathmatches bolted on, releasing a game based solely on deathmatches was frowned upon. “How can you play a deathmatch on your own?” many people wondered, as well as exclaiming the usual, “It’ll probably be crap” when presented with something they didn’t understand. Oh, how wrong they were...

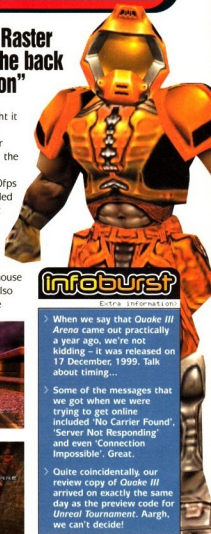
Quake, Rattle and Roll

So, after taking the PC world by storm and starting one of the greatest debates/arguments in the history of games (we’ve played both of them and still can’t decide whether we prefer

Quake III or *Unreal Tournament*) it was only natural that some bright spark decided to convert it to other formats. With a PlayStation2 version also on the way – being converted by EA with no online abilities... hah! – it’s a comfort to know that SEGA was so committed to bringing the game to the Dreamcast as a great way to properly kick off the online gaming drive. Considering all the hype the game has received then, can *Quake III* live up to the expectations where other hyped games have failed miserably?

First impressions seem to suggest a resounding “Yes” across the board – going

on the reactions of people who thought it wouldn’t be as good as it is (and then realised that it was) the guys at Raster Productions certainly deserve a pat on the back for the job they’ve done on the conversion. Running at a consistent 30fps and offering a level of detail unparalleled on the Dreamcast so far, it seems that PC conversions can be done well if done properly (are you listening, Capcom?). The ability to use either the Dreamcast pad (intuitive, but a little unwieldy) or the keyboard and mouse (the way it was meant to be played) also allows a variety of control tastes to be



Infoburst

Extra Information

- > When we say that *Quake III Arena* came out practically a year ago, we’re not kidding – it was released on 17 December, 1999. Talk about timing...
- > Some of the messages that we got when we were trying to get online included ‘No Carrier Found’, ‘Server Not Responding’ and even ‘Connection Impossible’. Great.
- > Quite coincidentally our review copy of *Quake III* arrived on exactly the same day as the preview code for *Unreal Tournament*. Aargh, we can’t decide!

cont. on page 34



[1] Even if you’re somewhere else, you’ll be told when people get trapped in the arena. [2] There he is... quick, after him! [3] If you see a rocket coming towards you, it’s probably a good idea to get out of the way quickly. [4] Find yourself a good spot and you can splatter people from above before they can see you coming!



One Man Went Online...

Being the thorough gaming review types that we are, we couldn't possibly do a comprehensive review of *Quake III Arena* on the Dreamcast without going online... so we did. Here's how it all goes...

1. Get Connected

After plugging in all the cables and such, selecting the Internet Game option connects you to the DreamArena network... as long as you're registered, of course. If you're not, you'll have to whip out that DreamKey disc and do so before you can enjoy some frag-style action...



2. Choose Your Fight

Once you're logged on and been accepted onto the DreamArena network, your Dreamcast will scan the network for viable *Quake III* servers for you to play. At the time of review, we managed to find over 700 possible sites to play (mostly in France and Germany)... but they were all populated by computer opponents. Ho hum.



3. Get Fragging!

Just select a server and away you go – you'll immediately be thrown into the arena ready to fight. Just remember to set up your look and controls before you enter, or you'll be a sitting duck while you fiddle away with the menus (like we were). Also, you can't move while 'chatting' so don't waste time trying to taunt your opponents... just show a rocket up their arses to show them who's the boss!



catered for, meaning that ex-PC gamers will feel right at home along with the newbie Dreamcast players. Best of all, though, is the new front-end and overall interface – it might be pretty superfluous to some people, but the opening menu screen alone brings a smile to our face every time.

Movers And Quakers

Aside from the visual differences, the game is pretty much identical to the PC version – the one-player tournament-style game where you go up against a series of increasingly intelligent bots is still here in all its glory, as are the usual selection of death-dealing weapons to enjoy. Not surprisingly, SEGA has managed to include a rather impressive split-screen multiplayer mode for people who want a bit of mate-on-mate action (ahem) without having to go online. Although there's the obligatory detail loss in comparison to the one-player mode, it still runs shockingly well – especially with four players all going at it at once.

Our only concern with the multiplayer game is the lack of arenas to fight in: the more people you have playing, the less arenas you get to choose from (28 stages if one person plays against three bots, 11 if two people play and only 6 if three or four players are duking it out). It's fair enough to expect a reduction in detail regarding the graphics, but reducing the number of levels as well? Come on, that just ain't on...

As everyone knows though, the whole point of *Quake III*'s multiplayer is to play it online and that's where the Dreamcast version really kicks into gear. Getting connected is simple but once you're there, you'll be up against players from all across the globe so don't think it'll be an easy ride. You'll even be able to take on gamers of the PC persuasion if you're feeling up to it... just don't come crying to us when you get your arse kicked.

Quake Quake Oops

Of course, going online has some major downsides as well... did you really think that it wouldn't? For starters, there's the one point that no one ever makes when talking about online games – money. Because of the way things work here in the UK (so that would be companies intent on making a huge profit rather than offering a good service then) going online from a regular PC costs money, even worse, going online with your Dreamcast costs more simply because that's the way it is. This point is made even more annoying by the fact that *Quake III* is most definitely an online game – to get the most out of it, you'd better be prepared to fork out a wad of cash on your next phone bill...

“Aside from a few small problems, we see no alternative but to say that you really must go out and buy this game”





[1] Making your opponent's bleed is all part of the fun... until you blow it clean off. Hahahah!
 [2] The BFG10K — the 'greatest gun that ever existed. You don't want to be on the end of this one... [3] Ahh, success! Chalk one up for Big Al! [4] Don't you be wasting those bullets now, if ya hear?

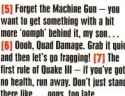
Then there's the limitations of the phone systems in the UK! With regular BT lines (that most people use restricted to 60Kbps) and all UK Dreamcasts only provided with 33.6Kbps modems... trust us, that ain't every fast! There's bound to be some lag in the gameplay in Chu Chu Rocket, you had a brief delay between pressing the button and placing your arrow, but getting used to that was easy. With Quake III though, there's no lag on moving around the arena, only with firing your weapon. You press the button, your weapon fires... and a split second later, the bullets/rocket/plasma bolts leave the gun and fly towards their target. This might not sound so bad, but when you consider that by the time this happens, your opponent has had time to move aside and blast you himself... well, it just gets plain irritating. Bloody Internet.

The problem is that it's such a tough call — sure, there are a few things wrong with Quake III on the Dreamcast but the fact that it stands as the best first-person shooter around makes it an essential purchase anyway. Of the niggles that there are, only the lack of offline multiplayer arenas really stands out as a major fault in the game... aside from that, we see no alternative but to say that you really must go out and buy this game. The final score might seem harsh, but then that's the kind of people we are... if you've got a problem with it, we see you in the Arena for a little chat.

Martin Mathers

PATRIOT ALMOST DODGED BIG AL'S ROCKET.

YOU FRAGGED PATRIOT
2ND PLACE WITH 4



Dreamcast
@pinion



THE JUDGEMENT

- | | |
|---|---|
| QUAKE | TREMBLE |
| <ul style="list-style-type: none"> ● Another top online multiplayer game ● There's nothing like a fast frag ● Smooth, fast and bloody great to look at as well | <ul style="list-style-type: none"> ● Banks ain't exactly the latest 'thing' ● Playing online costs less than you think ● No many Dreamcasts made to fit in with the PC |

2ND OPINION

Martin gives Quake III Arena a 90% and he's right, as this is the best first-person shooter on the Dreamcast to date. It looks great and running around the sumptuous arenas is a joy. The gameplay engenders the sort of pleasure that you'd expect from a highly-polished PC game. However, there are a few flaws that smack of a lack of commitment. Though a different game, and on a different console, look at the wealth of options that Perfect Dark offered. Where are our right bots and those little added extras that Rare worked so hard to cram into a lesser console? Dreamcasters deserve a better deal.

Simon Phillips

ALTERNATIVELY

For a quarter the price (and that we had all hoped for)

Review: Issue 15
 Dreamcast Rating: 81%

House Of The Dead 2

A ride that will make you proud you own a Dreamcast.

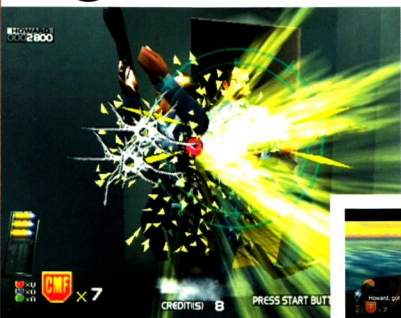
Review: Issue 11
 Dreamcast Rating: 81%

DREAMCAST RATING

- > VISUALS 95%
- > SOUNDS 84%
- > GAMEPLAY 93%
- > VALUE 86%

90%

SUMMING UP
 As great as expected, but with too many annoying niggles to stop us going totally bananas about it.



essential information

Dreamcast

PUBLISHER SEGA
 DEVELOPER HETMAKER
 RELEASE OUT NOW
 PRICE £24.99
 GENRE SHOOT-'EM-UP
 PLAYERS 2 PLAYERS
 VMU UNIT SAFE GAMES
 PERIPHERALS LIGHTGUN, VIBRATION PACK, MUGEN

Confidential Mission

Tuxedos, vodka martinis and a handful of suave chat-up lines at the ready... it's time to become the ultimate gun-toting spy!

Think back to when you were young (if you're as old as us, that's a whole lot of thinking) and try to remember what you wanted to be when you grew up. A train driver? A fireman? An astronaut? Maybe. For us though, we were raised in the days of black tuxedos, the odd trip to Russia to save the world from nuclear war and men with a licence to kill... you see, back when we were

nippers, everyone wanted to be James Bond. The women, the cars, the excitement and the women - we wanted it all... especially the women. As we got older, though, we had to make do with what we could get - watching the films on video, playing *GoldenEye* on the N64 and mixing vodka martini in a tupperware jug was about as close as we ever got. Now, however, we have the

chance to get dressed up and act all secret agent-like once again... if only to play SEGA's latest shoot-'em-up conversion and escape our drab little lives for a few minutes....

Do You Expect Me To Talk?

Converted from the arcade game of the same name (which we looked at back in issue 18), *Confidential Mission* is a game that'll bring a big smile to the faces of those of you that own *House Of The Dead 2*. Why? Because after aeons of waiting, you'll finally get the opportunity to dust off that Dreamcast lightgun and go blasting all over again. Of course, you

"Hitmaker has obviously put a lot of effort into providing enough incentive to keep gamers coming back for more"

online information

www.hitmaker.co.uk/game/cmf/102/102_frame.html

The official Confidential Mission site has all the background information you could ever need about the game.



Going up against three enemies at once isn't a problem for super-spies like us...

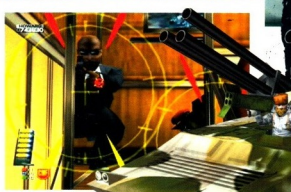


Take this, you... Hey, no fair! Where's he disappeared to?



have to remember that arcade games are meant to be quick-fix action affairs that tempt you to shove in a few pound coins for ten minutes fun. If you intend to bring an arcade game to a home console where games cost £40 rather than just one, you need to provide enough incentive to keep gamers coming back for more... something that Hitmaker has obviously put a lot of effort into achieving in the time-honoured SEGA tradition. Ahh, bless 'em.

Harking back to the days of *Virtua Cop* (the original lightgun game from AM2) *Confidential Mission* switches back from the task of blasting undead zombies to taking care of evil super-criminals intent on ruling the world... along with their vast army of henchmen, of course. Featuring almost every James Bond cliché in the book – perhaps with the exception of driving around in an Aston Martin – you play the part of either Howard Gibson, the smooth tuxedo-wearing secret agent, or his rather foxy female counterpart Jean Clifford, as you attempt to track down



Shooting opposite-coloured enemies stalls them for your team-mate.



Goodbye, Mr Bond!

If you ask us, it's not just the whole Bond style that *Confidential Mission* has – they've even gone and nicked some of the famous Bond villains as well! The similarities between the ones in the game and the ones in the films are quite remarkable...



Goldfinger

> The Fat Bloke In The Museum looks just like... Auric Goldfinger (from *Goldfinger*, obviously). Even an idiot could see the likeness here – they're both short, fat and incredibly ugly. Unfortunately, there isn't a hat-tossing Japanese butler anywhere in sight.



Hugo Drax

> The Russian Tank General looks just like... Hugo Drax (from *Moonraker*). Snappy dress sense, shifty-looking eyes and a rather bushy beard... the pair look so alike, they could have been separated at birth. Except for the Russian bit, of course.



Largo

> The Agares Ringleader looks just like... Emilio Largo (from *Thunderball*). Well, a bit anyway... okay, so it's only because he's wearing an eyepatch. Other than that, he doesn't look much like him at all. Hey, what more do you want – blood?



Take 35, And... Action!

Play through the whole of the main Arcade mode and you'll be in for a little treat once you manage to blow up the submarine of the Agares Ringleader... ever seen the end of Disney Films like *Toy Story 2* or *A Bug's Life*? Then you might have an idea of what we're talking about - watch carefully as the end credits roll and you'll get the chance to see some specially-crafted 'out-takes' from the making of the game, including Gordon crashing into a window and a whole lot of falling over! Hey, they made us laugh when we first saw them...



Now that we've got Confidential Mission, our eyes turn to the next lightgun game on the list... *House Of The Dead 3*. We can't wait!

Of course, there is also *Take The Bullet* but sadly, we don't think that will ever, EVER appear. Not in our lifetimes, anyway...

Not that SEGA has announced that the game has been canned - since we've only seen two screenshots in a year though, it seems pretty obvious.



Mission: Totally Possible

Although there aren't exactly any alternate routes to take, you'll get the opportunity to fight your way out of tricky situations at various points during the game. Every now and then, you'll be set a task to complete within a strict time limit - if you succeed, the game will continue on as normal. Of course, failure results in some serious trouble... it could range from having to take on a whole swarm of snowmobiles to being unable to see your enemies properly or even failing the mission entirely and letting the bad guy escape! These make for a welcome break in the action... although we would have liked to see the chance to choose which way to go as well!



the leader of the evil Agares crime syndicate. Not surprisingly, this leads you through a number of locations such as the local museum (this week, featuring a display of Egyptian artefacts), a quick ride on what looks like the Orient Express and then finally winding up in the super-secret 'bad guy hideout hidden on a remote island'. Crieky, it feels like all the movies rolled into one...

Shaken, Not Stirred

Having played through other SEGA arcade conversions like *House Of The Dead 2* and *Crazy Taxi* though, you're probably wondering what sort of extra incentive SEGA has provided to prevent you from getting tired of the same old shooting. Well, don't panic - what there is on offer is quite cool, even if some of it is a little on the predictable side. First up is an all-new Training mode, featuring a variety of tasks that test your skills; everything from timing your shots and scoring Justice Shots to hitting enemies with Combo Shots and keeping the innocent people alive. You'll get the chance to try your hand at these tasks in both training and 'live-action' (or in-game, if you want to be picky) situations, so there's quite a bit to it.

Complete all of the training sections and you'll unlock the Another World mode. This is a variant of the Arcade mode where the enemies appear in different places, and the camera takes you on a slightly different route around






each level. While this isn't that big a deal, it's still enough to inject some variety into the game. Then there's the Partner mode, where two players have to work together in order to beat the bad guys; you can only shoot enemies of your own colour (red or blue respectively) so being alert is essential. There's even an option on the main menu that allows you to connect to the official Confidential Mission Web site and download new missions... once you've managed to complete the original ones, of course.

The Spy Who Loved Me

Considering how many good things there are to say about *Confidential Mission*, you're probably wondering why it didn't manage to scrape into the 90 per cent category. The reason is that despite being great fun and looking wonderful, there is a major gripe. What is it, you ask? Well, it's that the main Arcade mode is over a bit too quickly for our liking. Yes, the levels are reasonably big but when you consider the fact that you don't get the opportunity to change the route that you take through each stage, the basic game really is rather short. Only three stages? *House Of The Dead 2* had six, and even then most of the

levels had at least two different routes to take through them which adds up to... ooh, quite a few we reckon. Needless to say, you'll see pretty much all the original arcade game has to offer (along with those wacky out-takes during the credits) in the space of a few days.

Still, there is plenty more besides the Arcade mode to keep you busy (even if that does appear to end up a bit quickly as well) and it's this fact alone that keeps us from coming down like a ton of bricks on *Confidential Mission*. If SEGA had taken the route that so many other developers seem to be going down with arcade conversions these days (yes Capcom, we're looking at you) and not made any improvements to the original arcade game, *Confidential Mission* would be an incredibly shallow and disappointing experience. But hey... this is SEGA we're talking about, isn't it? Exactly! That's why we'd recommend *Confidential Mission* as another of those games that is worth considering if you're looking for some blasting fun - especially if you've got a lightgun. In fact, why aren't you already on the way to the shop, eh? What's wrong with you? 

Martin Mathers

"The fact that you don't get to change the route that you take through each stage means that the basic game is rather short"



Dreamcast
©pinion

CONFIDENTIAL MISSION

THE JUDGEMENT

JAMES

- At last, another lightgun game!
- Really, really good fun to play
- Plenty of extras to keep you entertained

BASILDON

- It's a bit too short for our liking
- No proper alternate routes in the game
- The action's absolutely awful!

2ND OPINION

It was way back in October last year that we first got to the grips with *Confidential Mission* in the arcades, and ever since then we've been awaiting our chance in anticipation of its Dreamcast debut. So does it live up to our hopes? Hell yeah! As far as any lightgun game goes, regardless of the system, this is really bloody good. Okay, so it may not quite have the replay value that you might expect, but it's such fun to play you don't really care. It's non-stop action all the way and you can't argue with that. Plus, it looks great, of course. Spies like us indeed. Alex Warren

ALTERNATIVELY

House Of The Dead 2

The only other lightgun game worth owning on the Dreamcast.

Revisited: Issue 81
Dreamcast Rating: 91%

Shoot 'em up action only minus the fancy gun designs

Revisited: Issue 15
Dreamcast Rating: 85%

DREAMCAST RATING

- > VISUALS 93%
- > SOUNDS 86%
- > GAMEPLAY 88%
- > VALUE 81%

89%

RECOMMENDED

A worthy companion to (but not quite better than) *House Of The Dead 2*. Get shooting now!



MDK

Gentlemen, put away your mops and dusters, it's time to get out your guns, your armour and your six-legged, cigar-smoking pooch – there's some serious action on the way!

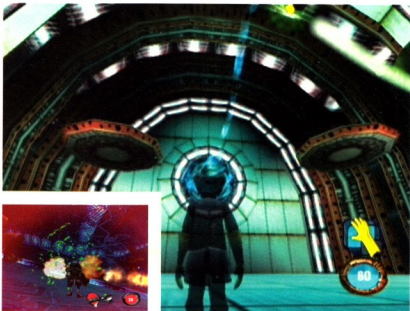
Who'd have ever thought that a lowly janitor could be the saviour of the world? Surely it would be down to Superman or some other superhero to cash in on a little bit of extra publicity. But no, it was good old Kurt Hectic, dressed in his skin-hugging Neoprene outfit, who came to save the day when the world was crying out for help. So Earth's been saved and we can all take a great big sigh of relief. But what's this? The ghostly, monstrous Streamriding

aliens are back for a second pop at vanquishing planet earth – surely not? Errr, 'fraid so... and all before Kurt's even had a chance to change out of his ever-so sexy outfit. Jesus, not again. Why does the same old stuff have to happen to the same guy twice?

Here we go again

Well, here's news for you as you've got nothing to fear where MDK2 is concerned. Remember MDK? Thought it

“MDK2 is nothing short of being a fantastic and brilliantly innovative game. End of story!”



Dreamcast

| | |
|-------------|-----------------------------|
| PUBLISHER | VIQON INTERACTIVE |
| DEVELOPER | BLOWWARE |
| RELEASE | OUT NOW |
| PRICE | £39.99 |
| GENRE | SHOOT-'EM-UP |
| PLAYERS | 1 |
| VM UNIT | SAVE GAMES |
| PERIPHERALS | ARCADE STICK, VIOLATOR PACK |



2



[1] The light-sourcing and explosions in MDK2 are of the highest standard. [2] Now the hell am I supposed to get up there? [3] Careful not to get fried alive. [4] Hey, wait for me Mister!

was a little to the left of average? Then cast your fears to one side as *MDK2* is nothing short of being a fantastic and brilliantly innovative game. End of story. Yes, there are a few faults here and there, but nothing's perfect. As far as third-person shoot-'em-up/adventure games go, *MDK2* is a shining example of what can really be done with the genre and what can really be done with the power of the Dreamcast. Not convinced? Allow us to explain...

MDK2 has virtually everything you need in a game – looks, style, depth, great characters, story and gameplay to die for. Hell, there's even a dog for you animal-loving folk out there (he might

have lung cancer, but that's not the point). As the game kicks in, you immediately know that you're in for something a little bit cool and a little bit special. Like in *Rayman 2*, there's a training area to start you off where you can get to grips with the controls and learn how to use the sniper-rifle and ribbon chute. Then it's straight into the action and boy, is there a bundle-load of it. It's all aliens, aliens, aliens from here-on in, mixed with a liberal spraying of bullets and throwing of grenades in their direction, along with the odd bit of puzzle solving. Set over nine levels, there's a whole host of killing fun to be had, so you're going to have to set

yourself on 'gratuitous violence mode' if you're going make it through alive... the world is counting on you.

Three's Company

It would seem that this game shines in every area, even more so than Kurt's spangly suit, but where *MDK2* really takes gaming to another level is in the incorporation of a large and diverse array of gameplay. It would have been easy enough to have made all three characters fundamentally the same, but as it is Kurt, Max and Dr Hawkins all have their own individual style, meaning that there's three times the fun to be had and three times the gameplay. When playing with Kurt, the

Infoburst

Extra Information

- > The name MDK was only ever meant to be a working title for the original game, but once the press got wind of it, it stuck.
- > The game utilises a completely new games engine called the BioWare Omen Engine.
- > The original game was developed by Shiny.
- > The game has three characters – Kurt Hectic, Max the dog and Doctor Fluke Hawkins. All have different styles of gameplay.



MILD-MANNERED JANITORS

> It seems that janitors are making quite a name for themselves as superheroes, what with Kurt Hectic joining the likes of world-saving Hong Kong Phooey, aka Penny Pooch. Now who could ever forget the entertaining feats of that mongrel?

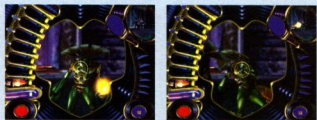
HONG KONG PHOOEY



CONTINUED

Sniping around

> *MDK2* isn't all about running around like a headless chicken... well, not all the time, as there's a great deal of stealth and cunning involved. Luckily for Kurt, he's got a built-in sniper-scope in his headgear which allows you to pick off the enemy without having to get anywhere near them. So now you've got no excuse for missing.



emphasis is on stealth and cunning, with Max it's just plain running around like a rabid dog (oh, he is) firing at anything that dares move and with the chemical-crazy Dr. Hawkins, the game's more puzzle-based – well you can hardly go around causing mass destruction with an atomic toaster, can you now?

All three characters hold their own challenges and have their own attractions, which ultimately means that in terms of gameplay, this is one of the most rounded games on Dreamcast – purely on the basis that it covers all bases and is great fun to play. The attraction of running around in the guise of a six-legged, cigar-chomping mutt, armed to the teeth, blowing the hell out of anything and everything really is second to none. As for playing with chemicals, sniper rifles and ribbon chutes, well that's pretty darn cool too. Top-notch all the way then, and it doesn't stop there.

Visually and aurally, *MDK2* is a bed of heavenly delights. The combination of the

two creates an atmosphere that hints at the spookily gothic films of Tim Burton, whilst retaining a comic book ambience à la Dan Dare. The dark aura of the levels, mixed with some eerie light sourcing, creates a perfect background setting for the action, while the animation of the three characters and the aliens is equally impressive. It runs along at a pretty sprightly pace too, plus (once you've got the hang of it) it handles like a dream.

There's nothing worse than a game with frustrating control and so the fact that *MDK2* manages to avoid this problem is a major bonus and makes the game that much more enjoyable to play. The in-game music is pretty good too... well it is when you can hear it over the racket that a hundred rounds of bullets and grenades make. Best of all, though, is the hilarious noise that gurgles forth from deep inside the aliens which is nothing short of hilarious, although after a while it can get a little annoying.



Dreamcast
magazine
@pinion



THE JUDGEMENT

MD KOOL MD KACK

- Simply great fun to play
- Critically it really shines
- Three characters with differing styles of gameplay
- A little too difficult at first?
- Sticky control in team with, especially with Kurt
- Lack of a multiplayer option

2ND OPINION

So, you wanted graphically lovely games that were from the bog-standard (but often lovely) arcade ports? Well, here you go. *MDK2* is one such title that is refreshingly different and solid enough to make you rejoice that you own a Dreamcast. Moreover, it's also a game that isn't an old PC title which has been slapped out in a frighteningly cash-in coloured way. No sirree, it's a proper game that just happens to have a PC brother. Unsurprisingly, we're big fans of *MDK2* simply because there's so much to love about the game. You simply have to own. Do it, do it now! Simon Phillips

ALTERNATIVELY

Not as good as it should be, though still enjoyable nevertheless.

Slave Zero

Review: Issue 04
Dreamcast Rating: 59%

Good fun for a while, but just doesn't have that killer lasting effect.

Fighting Force 2

Review: Issue 04
Dreamcast Rating: 61%

DREAMCAST RATING

- > VISUALS 90%
- > SOUNDS 86%
- > GAMEPLAY 92%
- > VALUE 88%

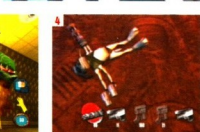
90%

Editor's Choice

One of the most original games to grace the Dreamcast as well as being one of the best.



- [1] Big bosses don't come bigger than this.
- [2] Whoever said that three's a crowd?
- [3] Feed the plants too much and look what happens.
- [4] Well, that's one dead dog.



OHUNTER

WE HAVE A MASSIVE BACK CATALOGUE ALL **UNDER**

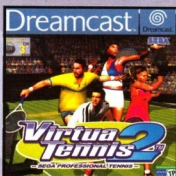
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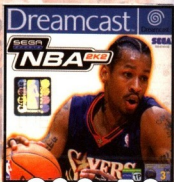
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- CAPCOM VS SNK
- CHEFS LUV SHACK
- CHICKEN RUN
- DISNEYS MAGICAL RACING
- FUR FIGHTERS
- GIGA WING
- GUNBIRD 2
- HYDRO THUNDER
- POWERSTONE
- READY 2 RUMBLE 2
- RESIDENT EVIL 3
- SHADOWMAN
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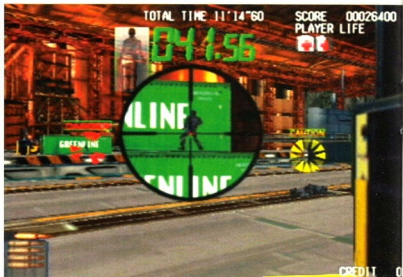
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IN-HOUSE DESIGNER MICHELLE McDONOUGH

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Yet another arcade game arrives on Dreamcast, but can it take the pace of console life gunless? Don't ask stupid questions...

Silent

✦ We're a lucky lot really, aren't we? After all, what other games console can boast a ready source of top arcade games just waiting to make their merry way into the world of home entertainment? *House Of The Dead 2*, *SEGA Rally 2*, *Crazy Taxi*, *F355 Challenge*, *SEGA Bass Fishing*, *Virtua Tennis* – need we go on? And now *Silent Scope*. That's what you call quality.

Life Through A Lens

However, whereas the likes of *Crazy Taxi* and *Virtua Tennis* came with bucketloads of Dreamcast extras, thus making them a whole lot more than just 'another arcade conversion', Konami has only made what seems like a token effort to make *Silent Scope* bigger and better than its arcade counterpart. Just how difficult would it have been to create a whole new DC-exclusive scenario or even just include the scenario from the arcade sequel? But no, all we get is a new Training mode to add to the already existing Training mode from the arcade version (although it has been updated). In fact, the game is more

essential information

Dreamcast

| | |
|-------------|----------------|
| PUBLISHER | KONAMI |
| DEVELOPER | IN-HOUSE |
| RELEASE | OUT NOW! |
| PRICE | £39.99 |
| GENRE | SHOOT-'EM-UP |
| PLAYERS | 1 |
| VM UNIT | SAVE GAMES |
| PERIPHERALS | VIBRATION PACK |



Shoot down that Harrier jump jet and victory will be yours.



[1] Of the various scenarios the action in and around the Hotel Imperial is by far the easiest... if you can spot the hoppers, that is. [2] Not content with his dinner guest, he thought he'd shoot a few waiters. [3] Got hit and you'll see blood. [4] Quite why they get you to fire at beautiful ladies on the range is anyone's guess.

Scope

like the DC *The House Of The Dead 2* than anything else in regards to extra features, or lack of. But then why complain when the limited amount that *Silent Scope* does have to offer is so damn good?

Get it into your heads now, *Silent Scope* is not your average sort of game. What other game boasts a replica semi-automatic PSG-1 as a peripheral in the arcade and turns you into a professional sniper killer? Anyone? Whereas *THOTD2* and *Zombie Revenge* were all about running around in a zombie-killing frenzy, *Silent Scope* plumps for more of a simulation-styled approach to the action, and for that it's not just highly original but totally ingenious too. The fact that the whole concept lends itself to some incredibly dynamic gameplay, which might come as a surprise, only goes to prove the point.

Super-Sharp Shooter

As ex-Marine Corps super-sharp shooter Bryce Estes, you've been recruited by the US Government in a bid to free the

"In every respect the game is arcade-perfect"

kidnapped President and his family from a reactionary terrorist group and three of the world's most feared mercenaries – Scorpion, Cobra and Hornet. Can you take the pressure?

Your mission begins in the streets of the city as you go about rescuing the family one by one, before venturing further afield and taking on the hard-as-nuts bosses. As you'd imagine, it starts off pretty easy, but as you trek through the game it gets harder, much harder. Which is where the beauty of the game lies, as no matter how far you manage to get in your mission you will without fail find yourself coming back time and again in a bid to get that little bit further. Addiction doesn't get more compulsive than this.

However, it's not just the main Story mode of the game that'll keep your ass glued to your seat, your trigger finger busy and your eyes on stalks for hours



The Usual Suspects

> When we started playing the new Training mode we were shocked to discover that in amongst all the other cardboard cut-out targets was our beloved sausage-fingered Art Editor. Well, we always wanted to shoot him in the face.





Dreamcast
magazine
pinion

SILENT SCOPE
PRESS START BUTTON
THE END OF THE FRONT BARREL

THE JUDGEMENT

- | | |
|----------------------------------|-------------------------------|
| SNIPER | VIPER |
| • Truly addictive gameplay | • What's the sniper and? |
| • Arcade perfect graphics | • What, an extra story mode? |
| • Keeps you coming back for more | • A lack of serious longevity |

2ND OPINION

Silent Scope is undoubtedly an enjoyable game, but it doesn't quite replicate the enjoyment of the arcade game thanks to the lack of the gun. Without it, players who have experienced the arcade game will feel a bit confused and a little disappointed. Silent Scope virgins will lap this up, though – it's got a contrived and yet compulsive story line and the targeting and scoring system will mean that players can keep trying to improve their skills almost indefinitely. Add the Training mode to that and you've got yourself a pretty good package. Not perfect by any means but a damn good blast!
Simon Phillips

ALTERNATIVELY

- House Of The Dead 2**
An obscenely unimpressive lightgun shooter. Buy it!
- Zombie Revenge**
Press start and for as long as the DC is an arcade machine in disguise.
- Review:** Issue 01
Dreamcast Rating: 81%
- Review:** Issue 05
Dreamcast Rating: 86%

DREAMCAST RATING

- > VISUALS 87%
- > SOUNDS 81%
- > GAMEPLAY 93%
- > VALUE 75%

85%

Summary: This is arcade-perfect, but a lack of extra features means that it's not quite the complete package.

The Decision Is Yours

> At various points during the game you will be given several options of which way you'd like your mission to go, in the form of different scenarios and bosses. So if you're crap at making decisions, you'd better sort it out.



and hours. Hell no. Just as that mode will keep you coming back for more and more, so too will the extensive Training modes – after all, who got anywhere without a bit of hard training once in a while? If you didn't know the meaning of compulsive gameplay before now, rest assured you will do once you've been sat in front of this lot for a few hours. With the addition of three new Training levels – Farm, River and Cave – all with four separate games, you're going to be hooked. And as you go about beating high scores left, right and centre, this becomes a real bad case of the 'just one more go' syndrome. So be warned – get ready for some late nights. Very late nights.

Bullet Through The Head

So, you're thinking, this is all work and good, but how well does it work without the mounted sniper rifle? Well, it might come as a surprise to arcade purists but

the control system actually works really well. You don't get the kind of interaction that you would with a gun, but so long as you have a decent level of hand/eye coordination, there's no problem. As a result the gameplay isn't affected in any game-destroying way and in fact, remains as scintillating as ever... but then, the world is depending on you.

All told, there's no denying that Silent Scope is yet another dreamy arcade port, even despite the fact that it is depressingly limited in its content. In every respect the game is arcade-perfect. It looks the part, it sounds the part and most importantly, it plays the part – even without a mounted sniper rifle. If not a game that you'll play solidly for months on end, there's no doubt that you will find yourself coming back to it time and again whenever you've got a spare few minutes to waste away... just be prepared to end there all night.

Alex Warren



"It looks the part, it sounds the part and most importantly, it plays the part"

Infoburst

- > The gun in the arcade version of the game is a replica semi-automatic PSG-1, the number one sniper's rifle.
- > Lee Harvey Oswald shot John F Kennedy with one of these guns... honest, he did.
- > The name of the terrorist group in the game is the 'Dreaded Allied Sons For The Reinstatement And The Freedom Of Their Dictator', 'Weirdos'.

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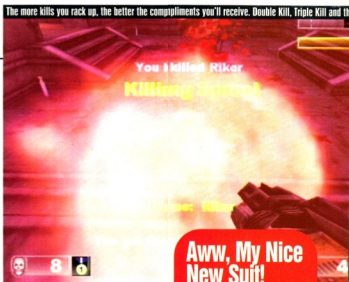
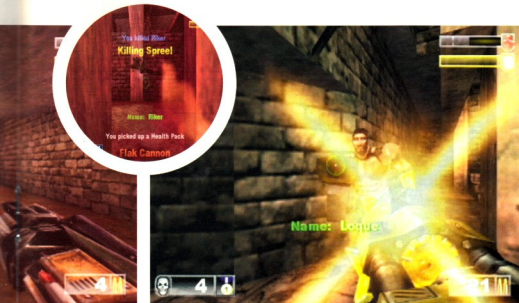
Dreamcast

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|-------------|------------------------------------|
| PUBLISHER | INFOFRAMES |
| DEVELOPER | SECRET LEVEL |
| RELEASE | OUT NOW |
| PRICE | £20.00 |
| GENRE | SHOOT-'EM-UP |
| PLAYERS | 4 PLAYERS |
| HOW TO PLAY | SAME GAME |
| PERIPHERALS | VIBRATION PACK, KEYBOARD, MOUSE |



The only time people should get this closets if they're on your team!



Unreal Tournament

Big warriors with even bigger guns and more frags than you can shake a stick at – the war of the first-person shoot-'em-ups just got even better...

Much like many other great oppositions in life, be it in gender (lads or lasses), politics (Labour or Conservative) or soap operas (*Eastenders* or *Coronation Street*, obviously), the battle for domination in the world of first-person shoot-'em-ups comes down to two giants – *Quake III Arena* or *Unreal Tournament*. Either you go mad for *Quake* or prefer the action of *Unreal*... for some reason, there seem to be very few people who go for both in this crazy mixed-up world that we live in. While the pair have clashed several times in the past on other platforms, it's been pretty much a one-horse race over on the Dreamcast, so the petty squabbling has been kept down to

a bare minimum. However, now that *Unreal Tournament* is finally being unleashed onto the Dreamcast, it's no longer necessary for gamers to side with one game just because it's the only one available. Believe us, this is going to cause some serious arguments before the day is out...

The Un-Real World

Of course, Dreamcast owners have spent a fair old while waiting (as well as watching the game appear on both the

PC and the PlayStation2 before it) to get the chance to play *Unreal Tournament* on their own consoles. Still, we can assure you that the wait has most certainly been worth it... people wanting some serious bloodshed, heavy artillery and even more bloodshed will be in heaven. For the record though, it's worth saying that if you're expecting a PC-perfect conversion then you might as well give up hope now – unless you're some kind of delusional freak, it was pretty clear from the day Infogrames announced it that the Dreamcast version of *Unreal Tournament* would never live up to its bigger and more powerful PC brother's standards. Mind you, it's a damn sight better to play that on the sluggish monstrosity that appeared on the PlayStation2 recently...

"It was pretty clear from the day Infogrames announced it that the Dreamcast version would never live up to its bigger PC brother's standards"

Aww, My Nice New Suit!

> There's nothing quite like really laying into your opponent to get some of that frustration out of you – more often than not, it's never quite enough to just frag them and let the game continue. That's why most of the weapons in *Unreal Tournament* come with secondary firing modes that offer slightly more powerful (yet harder to use) ways of fragging/eviscerating/plattering your opponents all over the wall. Whether you prefer the Pulse Gun's Energy Beam, the Shock Gun's Plasma Ball or even the Flak Cannon's Deadly Impact, you'll probably need to have a long shower before you can wash the remains of your opponent out of your hair – unless you use the Redeemer's Nuclear Strike, in which case you probably won't have any hair left after the blast!



online information



Well, good gravy – if it isn't an official Halo site that doesn't just restrict itself to information about the PC version, but includes DC info too! Haha!guy!



haven't we always told you that Sony machines are bad for your health?

Frag-gle Rock

Aside from a few really irritating omissions that we'll get to in a minute, *Unreal Tournament* really does seem to be a contender for the title of 'Best First-Person Shoot-'em-Up'. To the casual observer, there might appear to be little difference between it and *Quake III Arena* – after all, you just run around an enclosed arena, shooting people like crazy until someone reaches the frag limit and wins the game. Unfortunately, that's the nature of the beast that is the first-person shoot-'em-up genre, but to make *Unreal Tournament* stand out from the rest of the crowd, Infogrames has done its best to keep things fresh by throwing in a mix of game styles.

Along with the obligatory Deathmatch mode (and also Team Deathmatch, which is the regular Deathmatch, but in teams... duh), there's also the classic Capture The Flag mode, where stealth and cunning

are just as important as using your gun, and the rather special Domination mode – we love it so much, we've dedicated a whole boxout to it over on page 54. All of these modes offer a different game to prevent you from tiring of simply blasting enemies to pieces... not that we get tired of that, you understand.

To accommodate the varied styles of gameplay, there's also a huge selection of stages to play on, totalling well over 60 once you've unlocked them all. They're not all selectable within each mode – some are specifically Capture The Flag or Domination levels, while the rest are pure Deathmatch arenas – but there's still a lot of arenas on offer, set across a wide variety of locations such as space stations, medieval castles and even the mean streets of the ghetto. Sure, it's true that *Quake III Arena* also had a good variety of levels within which to blast each other, but where it fell down was in the multiplayer mode – the more players you had, the less levels you got to choose from. Clearly, this is a mistake

“Despite assurances that *Unreal Tournament* would definitely be playable over the Net, Infogrames has removed the option completely”



Grab the Sniper Rifle, then perform the always-wonderful head shot.



If you ever get the chance to pick off enemies while they're fighting amongst themselves, use it! Hey, it's not like we're aiming to get a fair play award here now, is it?

that Infogrames has decided not to make, because *Unreal Tournament* offers all of the levels, all of the time... which is great considering that you don't get bored of the same old levels time and time again.

Who's The Daddy?

However, whilst all this information is good to know, what you're probably concerned with isn't the size of the levels or the different characters available – it's what the weapons are like. After all, the most important thing about any game like this is how big the guns are, because you'll be spending most of your time using them to the extreme. Well, don't panic; in comparison to the weedy weapons in *Quake III Arena*, *Unreal Tournament* offers some rather meaty (and in some cases, totally overboard)

devices of destruction for you to play around with. From the basic Enforcer Handgun – although these become more useful once you pick up two of them – and the impossible-to-use but very messy Impact Hammer to very cool guns like the Pulse Gun and the Flak Cannon, there's plenty of choice and you're bound to find one that you're entirely happy with using 99 per cent of the time. Throw in some total overkill with devices like the Ripper (spinning razorblades thrown at high velocity) or the over-the-top Redeemer (basically a handheld nuclear device) and the whole thing leaves us feeling incredibly happy with the game indeed.

We are, however, just a bit angry at the omission of one of the best parts of the original PC game – the Assault mode. In contrast to the 'lone gunman' style

demonstrated in the regular Deathmatch mode, Assault managed to transform a straightforward blasting frenzy into a more strategic and cerebral game. The crux of the game was a number of mission-based levels, with the goal being to go up against a team of opposing warriors and come out on top, either by achieving your goal (rescue the prisoner, stop the train, capture the boat and so on) or preventing the enemy from doing so, depending on the team that you were on. It was, in our opinion, a damn fine addition to the rest of the game, and enhanced its appeal significantly – so naturally, it's been removed for the Dreamcast version. Why? We'll probably never know... or if we do, it'll be some lame excuse about not being able to either do it justice or squeeze it onto the disc. In any case, it has been left out and

Infoburst

Extra information

The PlayStation2 version of *Unreal Tournament* has the advantage over the Dreamcast, because it still has the Assault mode in it.

However, the PlayStation2 version also has an immense amount of slow-down, so the Dreamcast still manages to come out on top. Ha!

Of all the weapons in the game, our favourite by far still has to be the Ripper. Being able to slice the heads off your enemies from afar is excellent!



Domination, That's What You Need

> Unlike the rather repetitive modes in *Quake III Arena* (where the goal was always to kill as many people as you could... oh, and that's it), *Unreal Tournament* brings something a little different to the shoot-'em-up table – Domination. For once, the aim of the game isn't to rack up the highest number of frags (although obviously, killing your enemies isn't exactly frowned upon); instead, players are split into two teams of red and blue with a score for each, rather than individual player scores. The goal is to 'dominate' the level by keeping control of certain areas – there are a number of checkpoints dotted around each level that either team can take control of, although control can change at any time by a rival team-member touching the checkpoint. The more checkpoints you control at any one time, the faster your team's score increases, and the first team to reach the target score is the winner. Although blowing people to smithereens is always nice, it's good to get your teeth into something a bit more strategic for once...



“Unreal Tournament offers some rather meaty (and totally overboard) devices of destruction for you to play around with”

that's something that really makes us feel just the tiniest bit disappointed.

Quake III, My Arse!

Other gripes that should be brought up are those that seem to come around simply because of trade-offs made simply because the game running smoothly. The graphics, while consistently decent, aren't quite as hot as they could be (after all, we've all seen what *Outtrigger* is looking like on the Dreamcast and that's only preview code) but this was most likely done out of necessity rather than sheer laziness. What's more, playing the game with multiple players on one machine seems to restrict the number of bots you can bring into an arena at the same time – anything from four against two human players to only two when four people are playing at





Lesson One: When trying to pick off enemies in the distance, try and use a more appropriate weapon...



once. This seems weird considering you can have up to seven other bots running around the place during the single-player game, but we can understand the necessary sacrifice if it was to keep the speed of the game up... although there's still a noticeable drop in speed when you've got six people all sprinting around the same level together.

The one thing we can't possibly understand, though, is the decision to drop the online play option. Despite assurances that *Unreal Tournament* would definitely be playable online throughout its development, Infogrames has performed a complete U-turn and removed it completely. The reason? They wouldn't say – rather than trying to make excuses, the Infogrames folk simply said that they couldn't talk about it. We sense a major SEGA conspiracy afoot...

And this, dear friends, is the one reason why we just can't bring ourselves to recommend *Unreal Tournament* over *Quake III Arena*. In truth, we actually feel that the wide selection of weapons, varied game modes and massive selection of levels gives Infogrames' offering the edge. However, without the option to play the game against people on the Net as it was originally meant to be... well, it's only half the game it could have been. It's a sad fact and one we can't really ignore, hence the 'three per cent lower' mark. Basically, you need to ask yourself what you want – if you're looking for an incredibly good first-person shoot-'em-up to play with your mates, get *Unreal Tournament*. If, however, you're looking for a spot of online play, you've only really got one option...

Martin Mathers



Dreamcast
pinion



THE JUDGEMENT

FRAG

● Brutal action of the highest caliber!

● Plenty of variety in game modes

● More of... well, everything!

SLAG

● Doesn't look quite as nice as it could

● Not so much fun as your own

● No online play! Why, why, why?

2ND OPINION

Bigger! There we were getting all excited about another stunning online shooter and *Unreal* looked to be the puppy. Alas, just like *Dystonia*, the online play option was dropped at the eleventh hour. Given that the average amount of time Dreamcasters play *Quake* online is a mere 30 minutes, this shouldn't be too much of a problem, but it's a shame nonetheless. However, it is a top first-person shooter and much more enjoyable/playable than *Quake*, so I would heartily recommend that you get yourself a copy so you and your mates can enjoy a nice spot of fragging...
Simon Phillips

ALTERNATIVELY

Quake III Arena

Sell the best first-person shoot-'em-up on the Dreamcast, but only just.

Reviewed: Issue 18
Dreamcast Rating: 80%

Never mind not being able to play online... it's never even released to yet!

Reviewed: Issue 15
Dreamcast Rating: 81%

DREAMCAST RATING

| | |
|----------|-----|
| VISUALS | 89% |
| SOUNDS | 86% |
| GAMEPLAY | 95% |
| VALUE | 82% |

87%

SUMMING UP

● Loses out on beating *Quake III Arena* simply because they dropped the online play. Why?

You've Got To Accessorise...

Don't be fooled into thinking that brute strength is the key to being the best in *Unreal Tournament* – it's just about picking up the biggest gun and going for broke, you know. The smart *Unreal Tournament* player takes the time to grab as many other useful items as they can, making sure that they've got at least one backup plan should things go awry. Example? Well, it's only common sense to make sure you get your hands on any Body Armour that's lying around – anything from Thigh Pads to the full-on Shield Belt provide resistance to enemy bullets – and it also goes without saying that Health Items of any kind should always be collected. If you're really good though, you'll find yourself some Anti-Grav Boots (useful for up to three huge leaps through the air) or even the TransLocator... perfect for when you need to get out of an area immediately.



A city overrun with zombies... the populous running with terror... a crazy genius with plans of domination. Welcome back to the world of survival horror!

The House



essential information

Dreamcast

| | |
|-------------|--------------------------|
| PUBLISHER | SEGA |
| DEVELOPER | IN HOUSE |
| RELEASE | OUT NOW |
| PRICE | £39.99 (€54.99 WITH GUN) |
| GENRE | SHOOT-'EM-UP |
| PLAYERS | 2 |
| TM UNIT | SAVE GAMES |
| PERIPHERALS | LIGHTGUN JUMP PACK |

Infoburst

- > *The House of the Dead 2* is the first Dreamcast game to use the lightgun.
- > Amazingly, the home version of the game is actually better than the arcade!
- > Alternative paths mean that the game is different every time.
- > There are plenty of extra modes to keep you coming back!

PLAYING WITH THE BIG BOYS

> You might think that taking on the normal zombies (if you can call being a zombie 'normal') of the city is a tough enough task, but Goldman is obviously serious about restoring humanity. If he wasn't, he wouldn't have created the biggest nasties ever seen to wipe you off the face of the planet would he? Check out these bosses...

People with a reasonable memory will remember the original game in this series, called (rather obviously) *The House Of The Dead*. This saw two agents called to a

mansion in the middle of nowhere to investigate a 'disturbance' and the activities of Curien, a brilliant but eccentric scientist. In actuality, *THOD* was a fantastic continuation of the theme set

by SEGA's top lightgun game *Virtua Cop*, and finally gave the people what they wanted - blood, and lots of it. The sequel leapt over everyone's expectation in the arcade with massive enemies



Judgement

Talk about a tough start - no matter what you do to hold him back, Judgement just keeps on coming! He's a hulking brute of armour and is pretty much indestructible, but his flying demon friend looks a little more fragile...



Heiropphant

This nightmare from the deep carries a massive trident and he's looking to stick it right where the sun don't shine! Watch out for the killer piranha he throws at you and shoot his heart whenever you can.



Tower

Bringing back memories of all those Greek legends, Tower is a hydra-like monster and all the heads want to take a bite out of you! Don't relax when you kill all the little heads - it ain't over yet...



Of The Dead 2



"The main Arcade mode is a spot-on conversion of the big-screen version but with major cosmetic touches"



Clint Eastwood

The main Arcade mode is a spot-on conversion of the big-screen version but with major cosmetic touches. The visuals are perfectly sharp and clear with rich colour and detailed backgrounds... you could almost be there yourself! The zombies shuffle around as you'd expect them to, but don't let that stop you from killing them as they're still dangerous! Thankfully, the multiple routes that go through each level have been

[1] Some of the zombies later in the game are very organised! One will distract you while the other stabs you with a kitchen knife! [2] Two-player games don't come much better than this - both players can battle it out at the same time. [3] Ideally you don't want a chainsaw in the hand. [4] You've got to watch for attacks from above too! [5] Zombies take a couple of shots to kill - shoot them in the face and they will keep on coming!

new agents being assigned to investigate. The arcade version was tough too, and kept people coming back for more almost every time.

John Wayne

So how well have SEGA done in transferring this huge game to the small screen? The phrase that is commonly over-used in situations like this is 'arcade perfect', even when the game clearly isn't. Well, let's try something new... how about 'arcade superior'? That's right - the Dreamcast version of *THOTD2* is actually better than the arcade version in almost every way. You'd have thought that when it comes to

gun games, there's not much you can do with it. Slap in the arcade mode and a couple of extras and that's about it. WRONG! Once again, SEGA have pulled all the stops out to make this packed tighter than Melinda Messenger's brassiere - there are so many bits and pieces to play that it'll be a long while until you even consider putting this little puppy down.

and lightning-fast gameplay. Rejoining events nearly two years after the first game, the scene moves to a nearby city that has apparently been overrun by hordes of nightmarish creatures - two



Strength

Wearing his little black leather mask, you'd think he's some kind of gimp. Don't say that to his face though or you're likely to feel the business end of the power chainsaw he carries around with him!



Magician

Oh no! You thought you killed him during the original *House Of The Dead*, didn't you? Well you were wrong! He's back and he's twice as dangerous as before - don't get scared, just shoot him!



Emperor

Even G's diary has little information about this ultimate enemy. He's big, scary and has a habit of turning his liquid metal body into nasty sharp spikes and balls to hurt you with. Gulp.



"In order to make things more interesting SEGA have included a 'special edition' of the Arcade mode"

Arcade Superior

Take a look at these two screenshots – the one on the left is from the Dreamcast, and the one on the right is from the arcade original. If you look carefully you can see that the Dreamcast game has actually been developed further than the arcade with new detail in the background. It's not often you can say that the home version is better than the arcade original!



retained, so by shooting different zombies or (God forbid) innocents, you can make the game different every time.

In order to make things more interesting SEGA have included a 'special edition' of the Arcade mode – Original

[1] The water levels have a bunch of green gummy creatures to contend with. [2] Why can't the undead just get back in their graves and keep quiet? [3] Two axes are better than one! [4] Dark corridors are always full of danger – you've watch the X-Files haven't you?



mode. This plays the same as its twin but with the addition of special items to collect along the way. While some are placed in clear view, others are hidden behind crates, doorways or gratings and it's up to you to find as many as you can. Once you've got them, they can be accessed in a menu the next time you play and can drastically alter the way you play the game. Imagine having infinite bullets, energy or credits, using a paintball or machine gun or even taking on the zombies as Goldman himself!

Although you can play the game with a joystick, you won't be able to achieve the total arcade experience until you hold a gun and actually aim it straight at a zombie. The game can come packaged with the SunSet lightgun for a mere £20 extra which we strongly recommend you take advantage of. Not only is it an incredibly accurate peripheral, but it is light and comfortable to hold. When you're out of bullets point away from the screen and shoot. It's also possible to slot the VMS into the gun and view the LCD screen whilst you play.

If this is not enough for you however, add a Jump Pack to get the real sensation of taking a shot and feel the recoil on the gun as it fires. We guarantee you'll be hiding behind the sofa!

Quick Draw McGraw

You've also got some extra Training modes to help you tune up your firing abilities for the main game. There are

ten main training games, with five difficulty levels in all, each calling on different approaches to be used to clear them. As you pass a certain level on each section the next one opens up and they range from saving innocents, taking out zombies at an incredible distance or even shooting a coin repeatedly to keep it up in the air for as long as you can!

The Boss mode is also available for people wanting to practice beating them and again, more options open up once you pass a certain level. Do you think you've got what it takes to take on ALL the bosses in one go?

In the long run, there are minor gripes with the game. If there's one complaint that people are going to have with *THOTD2*, it's got to be the arcade factor. Arcade games (and in particular, arcade gun games) are designed specifically to have a high 'quick-fix' appeal but little in the way of long-term stability. As *THOTD2* is a direct arcade-to-home conversion, this comes across somewhat in the game play. All the bonus extras, add-on game modes and other goodies make up for this 'one-minute wonder' problem but the main arcade game could quickly become a chore, despite the multiple routes in the game.

That said though, this shouldn't be a problem to fans of the genre as well as those willing to expand their mind and experience a true quality title.

This is one of a few titles worth owning a Dreamcast for on its own, especially with the amazingly good lightgun to play it with – blast some zombies today!
Martin Mathers

Dreamcast opinion



THE JUDGEMENT

GOOD

- Better graphics than the arcade original
- Infinite number of play to extend the game's life
- Multiple routes through the map

EVIL

- Showing off screen to reload gets annoying
- Arcade conversion is a little shallow
- The bosses are a bit too easy

2ND OPINION

I agree with Martin in that arcade games might look really great on the Dreamcast, but the gameplay has been set up for the 'quick fix' arcade mentality and not the home console where we expect more. You'll find yourself playing the early levels of *The House of the Dead 2* over and over again, which is never a good thing. This doesn't mean that the game isn't worth buying though, it's a really good blast with jaw-dropping visuals and adrenaline-pumping action.
Nick Roberts

ALTERNATIVELY

Millennium Soldier: Expendable

A seasoned gamer who appreciated Smash TV but not this

Reviewed: Issue 11
 Dreamcast Rating: 80%



Silent Scope

Arcade perfect but missing the most important sniper rifle

Reviewed: Issue 15
 Dreamcast Rating: 85%



DREAMCAST RATING

| | |
|------------|-----|
| > VISUALS | 92% |
| > SOUNDS | 90% |
| > GAMEPLAY | 89% |
| > VALUE | 90% |

91%

SURVIVING LIP

Better than the arcade in many respects, but con it's a gun game it has a slightly shorter shelf life.

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Dreamcast
MAGAZINE
ULTRA

StarLancer

The Dreamcast finally goes where most of the other games console have gone before. Look out, deep space... here we come!

essential information

Dreamcast

| | |
|-------------|-------------------------|
| PUBLISHER | UBI SOFT |
| DEVELOPER | WARTHOG |
| RELEASE | OUT NOW |
| PRICE | £39.99 |
| GENRE | SHOOT-EM-UP |
| PLAYERS | 1 |
| VIN UNIT | SAFE GAME |
| PERIPHERALS | VIBRATION PACK MOUSE |

essential information



The official home of StarLancer - mainly because it was originally made by Microsoft. It's mostly PC stuff here, but there's still plenty to see and do.

Apparently, in space no-one can hear you scream... unless of course you're the pilot of a Coalition starfighter, in which case you'll manage to shout: "No, please... NO!" over your radio for everyone to hear. In fact, that's what they all scream - either that or something along the same lines before exploding into a million atoms. How do we know this? Well, because we've been playing *StarLancer* pretty much constantly since a copy slid its way into our Dreamcast this month. It's not because we've been into outer space... at least, not recently.

Originally released on the PC a few months back, the Dreamcast version of *StarLancer* has had a bit of a troubled past - what you're actually got here is a Ubi Soft release of a Crave conversion of a Warthog game. Confused? Don't worry, it's not exactly important. All you need to know is that if you're into action-packed

shoot-'em-ups that look gorgeous and play like a dream (as well as having a top-notch story line to boot) then not buying yourself a copy of *StarLancer* is a really big mistake. Oh, and then there's the fact that you can go up against five other would-be fighter pilots in a variety of online deathmatch frenzies... did we forget to mention that?

Die, Capitalist Pigs!

Considering that *StarLancer* is set way into the future and we're supposed to have become a peaceful world by then (at least, we are according to *Star Trek*) there are rather too many stereotypical enemies in space for our liking. The Western Alliance - basically us and the Americans - has come under attack

following the colonisation of Mars and preparations for exploring the galaxy from the Eastern Coalition... so that'll be the Russians and other 'commie b'stards' then, if the game is to be believed. To cut a long and rather obviously nicked-from-the-archives-of-the-Imperial-War-Museum-story short, they're winning and we're losing. Hence the reason why you've been drafted up to join the 45th Squadron and fight the good fight - all in the name of capitalism.

What this breaks down into when you actually sit and play the game is a whole series of mission-based outings from your base ship, the Reliant, to solve the Alliance's problems. Ranging from protecting Allied convoys and searching through the rubble of destroyed ships for

"There are so many great things in *StarLancer* that we're at a loss for where to begin praising it"

There's nowt quite like the smell of exploding Coalition starships in the morning...



Stay on target, stay on target... oh, hang on... that's Star Wars. Isn't it? Bigger.



You can't just blast like mad — it takes skill, you know.

Infoburst

Extra information

- Ubi Soft ended up publishing *StarLancer* for the Dreamcast after it bought out Crave... that means it's releasing *Ultimate Fighting Championship* as well!
- The creators of *StarLancer* are Erin and Chris Roberts, the same duo that came up with the idea behind the epic *Wing Commander* series.
- The story line actually develops depending on how you play — the better you do, the quicker you'll be able to get your hands on those superior fighters...

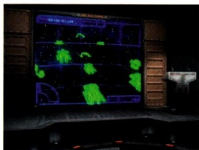


Another one bites the dust — keep this kind of performance up and you'll be in line for a promotion soon, matey...

items, to destroying enemy bases and even trying to take out an entire Coalition space station, you won't have much chance to take a breather considering the amount of blasting you'll need to do. What's more, none of the missions ever seem to go according to plan — you'll be happily flying around on routine escort duty when a whole pack of Coalition fighters will jump in out of nowhere and totally change your objectives. It's that element of surprise that'll keep you on your toes and eager to find out what happens next...

I Will Be Avenged... No!

There's no denying that *StarLancer* is a very special game. The problem, though, is how to start the praise — there are so many great things about it that we're at a loss for where to begin. Right from the start, you know you're about to experience something wonderful simply



Say Hello To My Little Friend

What's a space combat simulator without a massive selection of craft, laser cannons and missiles to check out? Nothing, that's what. Thankfully, *StarLancer* is packed to the rafters with them (if you can get rafters in space, of course) and offers a whole host of death-dealing weaponry with which to punish those nasty Coalition types. You don't get it all to start with, though — the better you fight, the higher you'll be promoted and only then will you get to fly top-notch ships like the Wolverine. Mmm, Wolverine. Now that's a spicy meatball of a craft...



CONTINUED



I'll Name That Game In One

If we were to tell you that our favourite game at the moment was a 'space epic pitting the heroes of the Alliance against the villainous Coalition in top blasting combat'... well, you'd be forgiven for not knowing which game we're talking about. Indeed, there are quite a few games out there like *StarLancer* - check out the dopplegangers...

Bang! Gunship Elite

We had to wait ages for this and it turned out to be a stinker. We've got *StarLancer* though, so we don't really care any more.



Wing Commander

Of course it's like *StarLancer* - it's by the same people, dumb ass. *Wing Commander* came along years ago, so there goes that idea...



Elite

Okay, now you're just getting silly. It's the mother of all space flight-sims - how could it possibly rip off *StarLancer*? Exactly.



How you're not even trying... the enemy is over there, dumb ass!

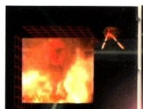
"StarLancer most certainly manages to jump ahead as one of the killer apps for online gaming on the Dreamcast"



Wahahaha! Die, you evil space-raiding scum... that'll teach you for stealing my morning paper!

because of the level of polish that has been put into the presentation. Everything looks fantastic, from the FMV and opening briefings on your current mission to the in-game space battles themselves. Then you've got the incredible detail of all the ships you'll encounter, the intense action and excitement found during each mission, even your fellow wingmates and enemies talking to you via the cockpit video link... believe us, once you experience the whole thing you'll never be able to settle for anything less again.

What's even more shocking is how Warthog has managed to translate the immense number of controls and options from the PC game onto a single Dreamcast controller. Although use of a keyboard is possible (handy for those used to the layout of the PC version) it's quite easy to get to grips with the different combinations on the controller - firing on the A and B Buttons, speed controls on the triggers and targeting and ship systems being a mixture of the





Forget having to remember all those complicated button functions – it's easy with StarLancer. Really, it is.

X,Y and D-Pad buttons. It sounds really really complicated but we promise it isn't... honest guv.

The Online Frontier

The biggest surprise, though, has to be how well the online multiplayer game actually works. After the 'one second delay, get used to it' problems of *Chu Chu Rocket*, and minuscule lag on *Quake III: Arena* that made it incredibly tricky to actually hit people, *StarLancer* is an example of near-perfect online play. It's even got the edge over the other online titles by supporting more than just four players at the same time. Finally, it looks as though Sega is able to take one step closer to that promised six billion, if only by two players. The only real complaint we'd have to level at the online side of things is the removal of the Co-operative mode – being able to play through those single-player missions with a whole squadron of online buddies as you could on the PC version would have been great. Unfortunately, it isn't meant to be

on the Dreamcast... of course, being able to blow five of your friends to smithereens from your own armchair is enough for most. Basically, you won't miss it if you haven't experienced it...

And that's the whole case with *StarLancer* on the Dreamcast. If you've been lucky enough to sit down and play through the original PC version of the game, you'll easily be able to point out all the shortcomings of the Dreamcast conversion. However, all the things that are missing were only really window-dressing anyway – if you're coming to the game for the first time, you won't even notice that they're absent. Although it's not quite as big a name as *Quake III: Arena*, *StarLancer* most certainly manages to jump ahead as one of the killer apps for online gaming on the Dreamcast, whilst also managing to include a whopping single-player game into the bargain. It's recommended with a capital R... and all the other letters as well, just to be sure.

Martin Mathers



One little ship against one big ship... no contest.



Hey, watch out for the min... oops, too late. Aaaaah!



Going For Gold

With the military theme running through *StarLancer*, you'd be right to expect a bit of honour along the way for blowing Ruskiies out of the sky. It's pretty simple – the further up the kill board you move, the higher you'll be promoted through the ranks. Play your cards right and you might even find yourself polishing up a handful of shiny medals to stick to your chest... that is if you don't buy the farm first, of course.

| Player | Score | Medals | Rank |
|---------------|-------|--------|-----------|
| Proxima Delta | 8000 | 100 | 10th Rank |
| Star Knight | 7000 | 90 | 11th |
| Warrior | 6000 | 80 | 12th |
| Red Dragon | 5000 | 70 | 13th |
| Star Guardian | 4000 | 60 | 14th |

Back Back Press up or down buttons twice

Dreamcast
magazine
@pinion

StarLancer

THE JUDGEMENT

STAR

- A fine example of story telling in games
- Six player online
- Lots of explosions - wonderful!

BOIL

- The controls take a bit of getting used to
- Not quite as good as the PC version, sadly
- Dual online modes means massive phone bill

2ND OPINION

Hurrah, hurrah, hurrah, hurrah! At last, a game that is actually worth playing! There's no racing involved and what's more, there's nothing like it on the Dreamcast. Can it get any better? Well, yes. The online gaming experience is pretty cool. It looks amazing and if you've ever watched *Star Wars* and wanted to have a go at flying spaceships, protecting convoys and the like, then this should be right up your alley. It might not be the game on everybody's lips but it should be a game in every Dreamcaster's collection. Run along and buy, you won't regret it! Simon Phillips

ALTERNATIVELY

Gumbird 2

Not exactly the best game in the world, but at least it's a banger.

Reviewed: Issue 15
Dreamcast Rating: 51%

Armada

Looks a bit prett, but underneath is a rather cool, little shooter.

Reviewed: Issue 5
Dreamcast Rating: 51%

DREAMCAST RATING

- > VISUALS 94%
- > SOUNDS 88%
- > GAMEPLAY 92%
- > VALUE 91%

93%

SLAMMING LIP

Another giant leap for online gaming, while providing enough one-player action as well. Genius.

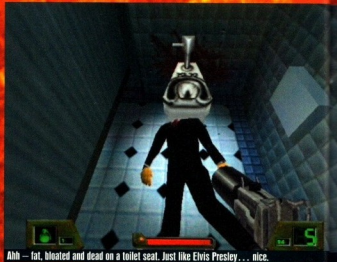


Infoburst

- The man behind the game, John Mullins, worked as a real-life mercenary between 1981 and 1990 after leaving the US military.
- His experiences ran the gamut of military affairs, ranging from VIP protection to asset recovery and sending him as far afield as the Middle East, South America and Afghanistan.
- Mullins is also the author of a novel, *Days of Fire*, which was published in 1991. He also has plans for other titles to be printed in the future.
- The awards Mullins won in the military include the Silver Star, the Bronze Star and several Purple Hearts.

Dreamcast

| | |
|-------------|---------------------------------|
| PUBLISHER | UBI SOFT |
| DEVELOPER | RAVEN |
| RELEASE | OCT NOV |
| PRICE | £19.99 |
| GENRE | FIRST PERSON SHOOTER |
| PLAYERS | 1 |
| FOR UNIT | SAVE GAMES |
| PERIPHERALS | WIRELESS PAD KEYBOARD, MOUSE |



Ahh — fat, bloated and dead on a toilet seat. Just like Elvis Presley... nice.

Soldier of Fortu

Load your weapon, take the safety catch off and get ready to make one hell of a mess of anyone that stands in your way...

When first released on the PC a little over a year ago, *Soldier of Fortune* caused quite a stir with the incredibly gory nature of both the visuals and gameplay. The excellent graphics coupled with the use of 'gore zones' on the bodies of characters meant that it was possible to shoot an opponent in the arm or leg (sometimes blowing it clean off), leaving him screaming in agony, before putting a bullet in his head. And if you were feeling particularly twisted it was also possible to pick up a knife and make a mess of the body too.

Mindless Mutilation

Now Dreamcast owners can also indulge in the kind of mindless mutilation that had the PC gaming fraternity in such a

tizzy, for *Soldier of Fortune* has now arrived on SEGA's little box. Complete with a 'proper' BBFC 18 certificate, the game has managed to make the transition remarkably well — proving once again that the Dreamcast is alive and kicking regardless of what the critics might say. Even better, it weighs in at the bargain price of just £20.

The game is based around the story of a mercenary called John Mullins, and follows him around a series of contemporary and familiar settings ranging from New York to Iraq. Mullins is actually a real-life soldier who worked as a consultant on the game, and his impact has clearly had a major effect on the look and feel of the finished code. That said, it is clear after playing for five minutes that realism is

only applied where it is compatible with fun and excitement; this is a shooter that is more akin to *Quake III Arena* than *Rainbow Six*. One shot does not mean instant death, and the tactics you are encouraged to use often involve headlong charges into rooms full of enemies — not the kind of thing that the military are likely to encourage in real-life training.

Fun And Playable?

Instead of staying within the confines of reality then, Raven has gone to work creating a fun and playable blaster that uses realistic weapons but doesn't hamstring the player with the kind of restrictions that too much realism would bring. This is a shooter that will get the adrenaline pumping, and one that requires lightning reflexes more than tactical nous.

Graphically and aurally, *Soldier of Fortune* is a laudable achievement ably demonstrating the Dreamcast's ability to handle PC conversions with relative ease.



Shoot some red barrels and... boooooom!



online information



www.soldier-of-fortune.com

A complete lack of official support for the DC version of the game means that there's not much out there — and what there is, focuses mainly on the PC version. Bugger.

**awesome
moment**

You'll have to speak up — not having a head, I'm a bit hard of hearing I'm afraid.

ne

The level of detail on the characters is quite impressive and this is matched by gameplay that sees you able to kneecap opponents or take them out with a headshot depending on where you hit them. Explosions and gunfire sound terrifyingly life-like and are guaranteed to get your heart pumping when an unseen enemy opens fire on you from close range, while the gore factor is sky-high. Unload a shotgun blast into a bad guy's

“Graphically and aurally, it is a laudable achievement, ably demonstrating the DC’s ability to handle PC conversions with relative ease”





Weapon Of Choice

The modern mercenary has a number of fascinating ways to get rid of anyone in his way – and each seems to be even more gory than the last. Sit back and marvel at the ways you can kill people, with our selection of the weapons available in *Soldier of Fortune*.

1

The Knife

Knives can be used for much more than eating your dinner with. *Soldier of Fortune* allows you to use the humble knife both as a stabbing weapon for close quarters killing, or to throw at distant enemies.



2

The Shotgun

There are few things in life as joyous as unloading both barrels of a shotgun into the face of a bad guy from close range. Messy, and not too accurate, but by jove it's fun! Not one for the squeamish though...



3

The Sniper Rifle

The sneaky bugger out there will like this particular choice of weapon – it allows you to pick off bearded enemies from a distance with incredible accuracy. Take them out and move on...



4

The Machine Gun

When it comes to taking out rooms full of bad asses, you just can't go wrong with a good old-fashioned machine gun. In terms of sheer deaths per second, it's hard to fault it. Results every time.



5

The Microwave Gun

Fictional (unless you're a conspiracy theorist) but fun, this is the most lethal weapon in the game and God help anyone who gets in your way while you have one... they genuinely won't know what's hit them.



Come Play With Me

> *Soldier of Fortune* is yet another game that could have made a great multiplayer experience. The PC version was Internet compatible and was much more enjoyable as a result, but it seems that Dreamcast games developers can't be bothered to implement multiplayer options for more and more games. There was uproar when the multiplayer options for *Daytona* were axed at the last minute but it appears to have fallen on deaf ears. Since then, *Unreal Tournament* was released without multiplayer options, despite being brilliant on the PC over the Net and now *Soldier of Fortune* joins the list. Perhaps when the Dreamcast is remembered in years to come, people will realise just what an opportunity they missed with it – but by then it will be too late.



face from point blank range and recoil as his brains decorate the room, or use automatic weapons to blast limbs from would-be assailants. It is easy to see why the game courted controversy on the PC – and why it has been awarded that 18 certificate this time around.

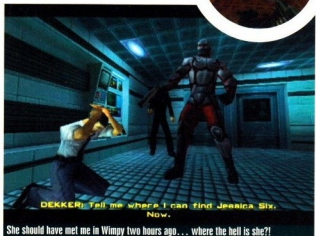
Fortunately for you, there is a plethora of death dealing weaponry available, which comes in most handy when firing back. These range from the simple knife through to more sophisticated weapons such as the shotgun, sub-machine gun and sniper rifle. There is even a fictional microwave gun with which to deal out death and destruction, and all these weapons can be bought between levels. Being a mercenary you earn cash, you see, and the better you do on each level, the bigger the pay packet awaiting you at the end of it all. The more money you have, the better weapons you can afford.



Blimey, it's Saddam Hussein himself! What's he doing there?



Mollins had a quick break to catch up with Eastenders.



DEKKER: Tell me where I can find Jessica Six. Now.

She should have met me in Wimpy two hours ago... where the hell is she?!



Dreamcast

pinion



THE JUDGEMENT

ARMY

- Some of the best graphics on DC
- A real bargain at only £20
- Also works with a mouse and keyboard

BARMY

- Disappointing weapons
- No multiplayer unless it's PC
- Pretty shocking loading times

2ND OPINION

At last! We'd begun to think that *Soldier of Fortune* had gone the way of *Half-Life* and *Legacy of Kain 2*, but now it's finally come out. What's more, it's actually a damn good game. True, the fact that the enemies don't make much effort to get out of the way (are they just asking for it or what?) or the lack of online and multiplayer options are a bit of a downer. Still, when you're only paying £20 for what is a fine blasting experience - complete with all the blood and story lines you could ever want - you can't really complain.

Martin Mathers

ALTERNATIVELY

Quake III Arena

The stability of all previous is still great fun for a short while.

Review: Issue 16
Dreamcast Rating: 90%

Outrigger

The greatest shenanigans of all, even without online play. Best bang for your buck.

Review: Issue 24
Dreamcast Rating: 92%

DREAMCAST RATING

- > VISUALS 93%
- > SOUNDS 90%
- > GAMEPLAY 83%
- > VALUE 85%

86%

SUMMING UP

A bargain price but to be honest, we'd have happily paid more money if it had online support.

Simple market forces dictate whether or not you have to knife someone in the back or blow their head off their shoulders from half a mile away - a much more interesting demonstration than an economics lesson.

Pumping Gameplay

So, with pumping gameplay, admirable graphics and sound and some truly quality gore, you may well be wondering why there's no 90%+ score. The fact is that the world is by no means perfect; if it was, we'd be sipping cocktails on a Caribbean Island whilst watching a mud wrestling bout between Gail Porter and Kylie Minogue. The sad fact is that we're not. The world is not perfect, and neither is *Soldier of Fortune*. To begin with, the game is populated by some of the dumbest enemies ever to grace the Dreamcast. Marvel as you can take three

or four shots at them without them reacting, and laugh as they blunder their way into the path of your guns with incredible frequency. Bad guys, it seems, are not members of the self-preservation society. Also incredibly frustrating is the length of the loading times - it seems that you spend more time waiting for new areas to load than you do playing through them.

But the game has another major flaw that prevents it attaining true greatness. First-person shooters are very much like football and sex in one important respect - they are all far more enjoyable if there is more than one person involved. The biggest problem with *Soldier of Fortune* is the fact that there is no multiplayer

whatsoever, and this is a crying shame. The single-player campaign does offer a decent enough challenge but a bit of four-player action would have added greater longevity. One of the Dreamcast's biggest selling points was the use of the Internet for a console, but the lack of multiplayer support for this is bewildering. Remember the adverts? Six billion players? Not much use if people don't make games that can be played over the Net. This is a fatal flaw in *Soldier of Fortune*'s make-up. With online/multiplayer options this could have been one of the all-time classics but as it is it remains simply a great game with missed opportunities.

Mike O'Sullivan

"The lack of multiplayer support for the game is bewildering, a fatal flaw in its make-up"



Just as he expected, Mullins used his new collection of Essex girl jokes to full effect on the terrorists.

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

AeroWings 2: Airstrike

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

Bonus Airplanes

Successfully complete the indicated mission to unlock the corresponding aircraft.

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

Army Men: Sarge's Heroes

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

| LEVEL | PASSWORD |
|----------------|----------|
| Attack | LNLGRMM |
| Spy Blue | TRGHTR |
| Barthroom | TDSEWL |
| Riff Mission | MSTRMM |
| Forest | TLTRTS |
| Hoover Mission | SCRDCD |
| Thick Mission | STPDMN |
| Snow Mission | BLZZRD |
| Shrap Mission | SRRPNK |



Fort Plastro
Scorch Mission
Snowdown
Sandbox
Kitchen
Living Room
The Way Home

GNRLMN
HITTRT
ZBTBRL
HTKTTN
PTSPNS
HKMSTR
VRCLN

Buggy Heat

Additional Colour

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

Extra Buggies

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

Additional Expert Races

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



Bust-A-Move 4

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

More Puzzles

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

Bonus Characters

At the title screen, press Right, Right, X, Left, Left - again, you'll hear a sound if you've entered the code correctly. Now when you go to the Character Select screen

in any of the game modes, you'll find the extra characters waiting for you.

Tarot Reading

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

Talk Demo

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

Capcom Vs SNK

There are tons of secrets to unlock in Capcom's latest. 20 beat-'em-up but they're not exactly self-explanatory... here's how to get them all!

Unlock Extra Costumes

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

Unlock EX Characters

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

Unlock Evil Ryu

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

Unlock Wild Iori

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

Face Ultimate Characters

To fight against Akuma, Morrigan and Nakoruru in the main game, you need to beat the game a number of times before their shadows become available in the Secret Shop - once to unlock item 62 (Akuma), with all the Capcom characters to open item 63 (Morrigan) and with all the SNK characters to get item 64 (Nakoruru). Once you've bought the items, play through the main

game again and reach the end of the third bout without losing, with over 60Gps, to face either Morrigan or Nakoruru. To face Akuma, you need to reach the final stage with over 80Gps... it's certainly not easy!

Unlock More Backgrounds

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

Unlock Morrigan

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

Unlock Nakoruru

Unlock Akuma Long

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

Chu Chu Rocket!

Sonic Adventure Chaos

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

NIGHTS Angels

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

Hard Mode Puzzles

Complete all puzzles in Normal mode.

Special Mode Puzzles

Complete all puzzles in Hard mode.

Mania Mode Puzzles

Complete all puzzles in Special mode.

Crazy Taxi

Another Day Mode

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



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

Expert Mode

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

No Guiding Arrows

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

No Destination Mark

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

Access Taxi Bike

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

View Change And Speedometer

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

Dave Mirra BMX



Play As Slim Jim

Press Down x2, Left, Right, Up x2 Y at the rider select screen in "Pro Quest" mode.

Play As Amish Boy

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

Unlock All Levels

Press Left, Up, Right, Down, Left, Down, Right, Up, Left, Y at the level selection screen in "Pro Quest" mode.

Unlock All Bikes

Press Up, Left, Up, Down, Up, Right, Left, Right, Y at the bike selection screen in "Pro Quest" mode.

Unlock All Styles

Press press Left, Up, Right, Down, Left, Down, Right, Up, Left, Y at the style selection screen in "Pro Quest" mode.

Unlock Big Crash Mode

Complete the game with Leigh Ramsdell.

Unlock Sticky Crash Mode

Complete the game with Kenan Harkin.

Unlock Silly Grunt Mode

Complete the game with Tim Mirra.

Play In First Person View

Complete the game with Mike Laird.

Unlock Ghost Rider Mode

Complete the game with Joey Garcia.

Unlock Exorcist Mode

Complete the game with Troy McMurray.

Bike Suspension Mode

Complete the game with Chad Kagy.

Unlock Night Vision Mode

Complete the game with Shaun Butler.

Daytona USA 2001

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

Unlock Pwyackett Barchetta

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

| | |
|-----------|----|
| Grip | 85 |
| Accel | 80 |
| Top Speed | 40 |

Unlock Pwyackett Barchetta Super

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

| | |
|-----------|-----|
| Grip | 100 |
| Accel | 60 |
| Top Speed | 45 |

Unlock Unicorn

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

| | |
|-----------|----|
| Grip | 35 |
| Accel | 90 |
| Top Speed | 90 |

Unlock The Red 9th

Set 1st place record times on every track in each of it's variations - normal, mirror, reverse, and mirror reverse.

| | |
|-----------|----|
| Grip | 50 |
| Accel | 85 |
| Top Speed | 85 |

Unlock The Javelin

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

| | |
|-----------|-----|
| Grip | 20 |
| Accel | 100 |
| Top Speed | 100 |

Dead Or Alive 2

3D Character Select

Turn off the "Quick Select" in the V's mode options.

Bounce Trick

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

Camera Control

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

View Hidden Cut-Scene

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

Taunts

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

ECW Hardcore Revolution

• Play As Joey Styles - Win the Acclaim belt in Career mode.

• Play As Joel Gertner - Win the Acclaim belt in Career mode.

• Play As Tommy Rich - Win the ECW World TV belt in Career mode.

• Play As Cyrus The Virus - Win the ECW

World TV belt in Career mode.

• Play As Taz - Win the ECW World Heavyweight belt in Career mode.

• Play As Louie Spicolli - Win the ECW World Heavyweight belt in Career mode.

• All Jobbers - Defend the ECW World Heavyweight belt 5 times in Career mode.

• Play As Beulah McGillicutty - Win the ECW World Tag Team belt in Career mode.

• Play As The Sheik - Win the ECW World Tag Team belt in Career mode.

• Play As Bill Alfonso - Complete Tournament mode as Rob Van Dam.

• Play As Judge Jeff Jones - Complete Tournament mode as Mike Awesome.

• Random Head Mode - Complete Tournament mode as Louie Spicolli.

• Big Head Mode - Complete Tournament mode as Rhino.

• Little Head Mode - Complete Tournament mode as Roadkill.

• Headless Mode - Complete Tournament mode as Taz.

• Big Hands Mode - Complete Tournament mode as Jason.

• Big Feet Mode - Complete Tournament mode as Balls Mahoney.

• Fat Man Mode - Complete Tournament mode as Spike Dudley.

• Hangman Mode - Complete Tournament mode as Sal E. Graziano.

• Ego Mode - Complete Tournament mode as Chris Chetti.

• Custom Wrestler Textures - Complete Tournament mode as Tommy Dreamer.

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• Custom Wrestler Textures - Complete Tournament mode as Tommy Dreamer.



press Left, Up, X, Up, Right, Y at the Press Start screen. If the code has been entered correctly the screen will flash and when you start a new game, the list of levels will appear.

Fireworks

To access the Fireworks mode complete the game and then enter the Options screen. You then need to choose the Fireworks option.

Incoming Cheat Mode

To access the Cheat mode in Incoming all you have to do is press Up, Down, Left, Right, X, Up, Down, Left, Right and Y at the main menu and it will display a cheat menu with options that include Level Select, Infinite Lives, Infinite Shields and more!

Fighting Vipers 2

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

Unlock Bonus Stage

Complete Stage 07 in Arcade mode in less than 9:50 mins with a Super K.O or with at least half your energy in tact.

Unlock Kuhn

Beat Mätkler in Arcade mode in less than 5:50 mins with a Super K.O and then beat Kuhn in the bonus stage.

Unlock Mayor B.M

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

Unlock Del Sol

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

Access Alternate Costumes

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

Frogger 2: Swampy's Revenge

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

Level Select

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

Level Skip

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

Infinite Lives

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

Unlock All Bonus Levels

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

Unlock All Characters

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

Fur Fighters

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

Unlock Thin Mode

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

Access Hidden Artwork

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

Access Mini-Games

Defeat the indicated boss to unlock the corresponding mini-game:

BOSS

Claude
Esmerelda
Gwyneth
Juanta
Viggo
Winnie & Mai

MINI-GAME

Balloon Lift
Bear Attack
Block Puzzle
Snake Classic
Bomber Bear
Super Snake

Boss Bonuses

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

BOSS

Claude
Esmerelda
Gwyneth
Juanta
Viggo
Winnie & Mai

BONUS

Ammo Boost
3D Mode
Auto Aim
Health to 100%
Invincibility
Bears 2x Tough

Mini-Game Bonuses

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

MINI-GAME

Balloon Lift
Bear Attack
Block Puzzle
Bomber Bear
Snake Classic
Super Snake

GOAL

10,000 points
10,000 points
Less than
60 seconds
30,000 points
5,000 points
10,000 points

BONUS

Small character
Alternate voices
Rotation camera
Big head mode
Rocket camera
Fish-eye lens

GTA2

Get \$500,000

Enter 'MUCHASH' as a player name.

Access All Weapons

Enter 'BIGGUNS' as a player name.

GUILTY GEAR X

For all those cool secret characters, see below.

Fight As Testament

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

Fight As Dizzy

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

Unlock Guilty Gear Mode

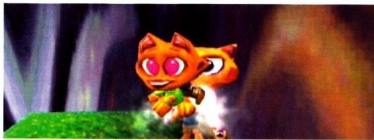
Complete Arcade mode with every character or complete level 100 in Survivor mode.

View Character's Endings

Complete the Arcade mode with a character without using any continues.

Hydro Thunder

Access all tracks in two-player mode. To unlock the secret tracks you must



win every race in two-player mode – you will eventually manage to unlock all the tracks and all the boats.

Race In A Fishing Boat

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

Turbo Start

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

Bonus Track

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

Jedi Power Battles

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

Unlock Ki-Adi-Mundi

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

Unlock Darth Maul

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

Unlock Queen Amidala

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

Unlock Captain Panaka

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

Unlock Droidekas

Complete the game with Plo Koon.

Unlock Kaadu Race

Complete the game with Adi Gallia.

Unlock Survival Challenge

Complete the game with Mace Windu.

Jimmy White's 2: Cueball

Cheat Mode

To access the Cheat mode, enter the snooker hall and then use the Explore mode to zoom in on the single stool that is located to the

left of the table – this will take you into a mouse hole. Now look around the mouse hole until you see the message 'Cheats Activated' and this will allow you to play against all the players.

JoJo's Bizarre Adventure

Unlock Kid Mode (Jojo)

To be able to play the characters appearing as kids defeat more than fifteen characters in Survival mode, thereby unlocking the mode.

Fight As Young Joseph (Jojo)

Complete Arcade mode with Joseph to unlock Young Joseph.

Fight As Dio (Jojo)

To unlock Dio complete Arcade mode with Jotaro.

Fight As Evil Dio (Jojo)

To unlock Evil Dio complete Arcade mode with Dio.

Access Alessi Mode (Heritage)

To unlock Alessi Mode complete the Arcade mode with Alessi.

Fight As Young Joseph (Heritage)

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



Fight As Evil Dio (Heritage)

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

Fight As Lover Soul (Heritage)

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

Fight As Alternate Holhorse (Heritage)

To play as an alternate Holhorse complete the Challenge mode with Holhorse.

Fight As Alternate Kakyounin (Heritage)

To play as an alternate Kakyounin complete the Challenge mode with Kakyounin.

Fight As Kam (Heritage)

To play as Kam in Heritage For The Future you must complete Challenge mode with Anubis Nitoururu Polunarf.

Kao The Kangaroo

If you're having problems hoppin' and skippin' through this down-under adventure, try these

cheats on for size. Simply go to the Map screen and hold down both trigger buttons before entering any of the codes for the desired effect:

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

Legacy Of Kain: Soul Reaver

Gain All Abilities

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

Refill Health

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



Regain Maximum Health

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

Upgrade Health To Next Level

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

Recharge Magic

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

Maximum Magic

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

Pass Through Barriers

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

Wall Climbing

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

Hurt Raziel

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

Gain Soul Reaver

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

Gain Aerial Reaver

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

Gain Kain Reaver

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



Gain Fire Reaver

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

Make Fire Reaver

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

Cast Force Glyph

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

Cast Stone Glyph

To cast a stone glyph pause the game and hold L or R and press Down, B, Up, Left, Down, Right, X2.

Cast Sound Glyph

To cast a sound glyph pause the game and hold L or R and press Right, X2, Down, B, Up, X2, Down.

Cast Water Glyph

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

Cast Fire Glyph

To cast a fire glyph pause the game and hold L or R and press Up, X2, Right, Up, Y, X, Right.

Le Mans 24 Hours

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

Unlock All Trucks

Enter your name as 'GOOZ'.

Unlock All Cars

Enter your name as 'MONSTA' in Championship mode.

Unlock All Championships

Enter your name as 'CARNAGE' in Championship mode.

Unlock Jaguar XR9 Concept Car

Complete Quick Race mode in first place on all tracks.

Change Replay Camera Angles

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

Quick Race Bonus Car

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

Looney Tunes Space Race

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

CHEAT

| | |
|--------------------------|------------|
| Unlock Porky | CODE |
| Unlock Marvin | YAVARIMINT |
| Unlock ACME 2 | REDWAGON |
| Unlock Mars 2 | MARCOON |
| Unlock Off World 1 | SCOWEBALL |
| Unlock Off World 2 | DURNIDIG |
| Unlock Wild West 1 | PALOOKA |
| Unlock Wild West 2 | HOGGRAVY |
| Unlock Nebula | CHITLINS |
| Unlock Galactorama 1 | MRFUZZY |
| Unlock Galactorama 2 | YOIKS |
| Unlock All ACME Events | DODGPARRY |
| Unlock All Challenges | 3LUBOPS |
| Unlock All Gallery Items | MOIDALIZE |
| Unlock Everything | MICHIGANJ |
| Unlimited Turbo? | CHEESFISH |
| Mirror Mode | DUCKAMUCK |
| No Gags | SAMRALPH |
| | SCOOTATH |

Hints & Tips

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

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

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

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

Mag Force Racing

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

All Tracks And Tripods

Highlight the 'Tripod Select' option at the main menu and then, hold X + Y and press Up, Left, Down, Right, X2, Up, Down, Right.



Unlock Everything

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

Unlock Free Flight Missions 20 & 21

Complete all fighter missions and tactical challenges.

Unlock F-18 Aggressor Fighter

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

Unlock F-15DJ Aggressor 2 Fighter

Get near 50 kills in the game.

Unlock T-3 Fighter

Get over 100 kills in the game.

Cheat Codes

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

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



Marvel Vs Capcom

Play As Lillith

To play as Lillith highlight Zangief at the Character Selection screen and then press Left X2, Down X2, Right X2, Up X2, Down X4, Left X2, Up X4, Right, Left, Down X4, Right X2, Up X4, Left X2, Down X4, Right, Down. Lillith will then appear below War Machine.

Play As Roll

To play as Roll highlight Zangief at the Character Selection screen and then press Left X2, Down X2, Right X2, Down X2, Left X2, Up, Right, Up X2, Right X2, Roll will then appear for selection to the right of Mega Man.

Play As Gold War Machine

To play as Gold War Machine highlight Zangief at the Character Selection screen, then press Left X4, Down X2, Right X2, Down X2, Left X2, Up X4, Right X2, Left X2, Down X4, Right X2, Up X2, Left X2, Down X2, Right X2, Up X5. Gold War Machine will then appear above Zangief.

Play As Shadow Lady

To play as Shadow Lady highlight Morrigan at the Character Selection screen, then press Up, Right X2, Down X4, Left X2, Up X4, Right X2, Left X2, Down X2, Right X2, Down X2, Left X2, Up X2, Right X2, Up X2, Left X2, Down X5. Shadow Lady will then appear for selection listed below Gambit.

Play As Red Venom

To play as Red Venom highlight Chun-Li at the Character Selection screen and then press Right, Down X4, Left, Up X4, Right X2, Down X2, Left X2, Down X2, Right X2, Up X4, Left X2, Up, Red Venom will then appear for selection above Chun Li.

Play As Orange Hulk

To play as the Orange Hulk highlight Chun-Li at the Character Selection screen and then press Right X2, Down X2, Left X2, Right X2, Right X2, Down X2, Left X2, Up X4, Down X2, Right X2, Up X2, Down X4, Up X4, Left, Up, Orange Hulk will then appear for selection above Ryu.

Play As Akuma

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

Play As Ken

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





Select A Special Partner

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

- UNKNOWN SOLDIER** – Hold Start + Weak Punch
- LOU** – Hold Start + Medium Punch
- ARTHUR** – Hold Start + Weak Punch + Medium Punch
- SAKI** – Hold Start + High Punch
- TOO-POOH** – Hold Start + Weak Punch + High Punch
- DEVILOT** – Hold Start + Medium Punch
- ANITA** – Hold Start + Weak Kick + Medium Punch + High Punch
- PURE AND FUR** – Hold Start + Weak Kick + Medium Kick
- MICHELLE HEART** – Hold Start + Weak Punch + Weak Kick
- MIGHTY THOR** – Hold Start + Weak Kick + Medium Punch
- CYCLOPS** – Hold Start + Weak Punch + Weak Kick + Medium Punch
- MAGNETO** – Hold Start + Weak Kick + High Punch
- STORM** – Hold Start + Weak Punch + Weak Kick + High Punch
- JUBILEE** – Hold Start + Weak Kick + Medium Punch + High Punch

- ROGUE** – Hold Start + Weak Kick + Medium Punch + High Punch
- PSYLOCKE** – Hold Start + Medium Kick + Medium Kick
- JUGGERNAUT** –

- Hold Start + Weak Punch + Medium Kick
- ICEMAN** – Hold Start + Medium Punch + Medium Kick
- COLOSSUS** – Hold Start + Weak Punch + Medium Punch + Medium Kick
- US AGENT** – Hold Start + High Punch + Medium Kick
- SHADOW** – Hold Start + Weak Punch + Medium Kick + High Punch
- SENTINEL** – Hold Start + Medium Punch + Medium Kick + High Punch

Marvel Vs Capcom 2

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

Switch Character Order

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

Alternate Costumes

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

Cheaper Hidden Characters

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

MDK2

Kurt Wearing Boxers

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

Indy 500 Camera View

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

Slow-Motion Mode

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

Full Pause Screen

Pause the game and press X + Y.

Hidden Artwork & Sounds

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

Millennium Soldier: Expendable

Shield

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

Level Skip

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

Grenades

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

Lives

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

Credits

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

Easter Egg

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

Game Won

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

Level Select

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

MoHo

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



Unlock All Prisons

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

Unlock Bonus Prison

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

Unlock Doctor

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

Display Version Number

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

Mortal Kombat Gold

Access Cheat Menu

At the Start screen quickly press Up twice, Down twice, Left twice and Right twice. If the code is entered correctly a laugh will be heard followed the word 'Outstanding'.



Enter the Options screen and the press L+R and the Cheat menu will appear with various options to choose from.

Easy Endings

Will allow you to see a player's ending by only beating one character.

Fatal 1 – To enact a character's first fatality simply press High Punch.

Fatal 2 – To enact a character's second fatality simply press High Punch.

Pit Fatal – To enact the 'Pit Fatal' hold Down and press High Punch.

Fight As Goro

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

Fight As Noob Saibot

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

Play As Sektor

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

Alternate Fighter's Costumes

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

MTV Skateboarding

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

Cheat Mode

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

NHL2K

Play As Programmer Team

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

Big Head Mode

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

Wayne Gretzkey Message

Enter 'Wayne Gretzkey' to buy in the



'Create a Player' option to see the message 'Thanks For The Memories' appear.

Dale Hunter Image

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

Marty Reasoner Image

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

Ron Hexall Image

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

Tony Twist Image

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

Other Players

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

Programmer Images

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

NBA Showtime: NBA on NBC

Play Any Player On Any Team

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

Change Costumes

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



clothes will change.

Play As Team Mascots

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

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

Create-A-Player Characters

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

| PLAYER | NAME | PIN |
|-------------------------------|--------|------|
| Kerri the Female Player | KERRI | 0220 |
| Kerri in Alternative Uniform | KERRI | 1111 |
| Lia the Female Player | LIA | 0712 |
| Alternate Uniform Small Alien | LIA | 1111 |
| Large Alien | SMALLS | 0856 |
| Biggy | BIGGY | 0958 |
| Pinto Horse | PINTO | 1966 |
| White Horse | HORSE | 1966 |
| Nikko the Devil Dog | NIKKO | 6666 |
| Clown | CRISPY | 2084 |
| Pumpkin | JACKO | 1031 |
| Wizard | THEWIZ | 1136 |
| Referee | THEREF | 7777 |
| Retro Rob | RETRO | 1970 |
| Old Man | OLDMAN | 2001 |

MIDWAY STAFF

| | | |
|------------------|--------|------|
| Mark Turnell | TURMEL | 0322 |
| Mark Gatson | GATSON | 1111 |
| Mark Guidarelli | GUIDO | 6765 |
| Daniel Thompson | DANIEL | 0604 |
| Jeff Johnson | JAPPLE | 0660 |
| Jason Skiles | JASON | 3141 |
| Sal DiVita | SAL | 0261 |
| Jennifer Hedrick | JENIFR | 3333 |
| Jennifer Hedrick | JENIFR | 1111 |
| Eugene Geer | EGER | 1105 |
| Matt Gilmore | MATTG | 1006 |
| Tim Bryant | TIMBYE | 3314 |
| Jim Gentile | GENTIL | 1228 |
| John Root | ROOT | 6000 |
| Jon Hey | JOHNEY | 8883 |
| Andy Eloff | ANDY | 2121 |
| Mike Lynch | LYNCH | 3333 |
| Paulo Garcia | PAULO | 0517 |

| | | |
|----------------|--------|------|
| Brian LeBaron | GRINCH | 0222 |
| Alex Gilliam | LEX | 0014 |
| Jim Tians | DIMI | 0619 |
| Dave Grossman | DAVE | 1104 |
| Tim Moran | TIMCRP | 6666 |
| Larry Wortan | STRAT | 2112 |
| Chris Saunders | CRSVD | 0000 |
| Beth Smukowski | BETHAN | 1111 |
| Paul Martin | STENTR | 0269 |

Unlock Other Players

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

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

Access Hidden Courts

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

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

Access Cheat Codes

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

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

Note 1: Two-player agreement required.

Note 2: Only on outdoor courts.

NBA2K

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

Access Bonus Teams

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

Play With Big Heads

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

Giant Sized Players

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

Miniature Players

To play with a team size of the

'Borrowers', enter 'LITTLEBUG' as a code.

Access Fat Players

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

Play With 20 Players

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

Play With Big Feet

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

Play With Big Ball

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

Suffering Coaches

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

View Hidden Message

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

NFL Blitz 2000

Choose Plays Off-Screen

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

Access Hidden Players

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

Cheat Codes

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

CHEATCODE

| | |
|--------------------------------|-------------|
| INFINITE TURBO | 5-1-4 Up |
| Unlimited throwing distance | 2-2-3 Right |
| Fast turbo running | 0-3-2 Left |
| Power-up offence | 3-1-2 Up |
| Power-up defence | 4-2-1 Up |
| Power-up team-mates | 2-3-3 Up |
| Power-up Blockers | 3-1-2 Left |
| Super blitzing | 0-4-5 Up |
| Super field goals | 1-2-3 Left |
| No interceptions | 3-4-4 Up |
| No random fumbles | 4-2-3 Down |
| No first downs | 2-1-0 Up |
| No punting | 1-5-1 Up |
| Always stepping out of bounds | 2-1-1 Left |
| Fast passes | 2-5-0 Left |
| Late hits | 0-1-0 Up |
| Show field goal % | 0-0-1 Down |
| Hide receiver name | 1-0-2 Right |
| Invincible | 4-3-3 Up |
| Red, white and blue football | 3-2-3 Right |
| Big football | 0-5-0 Right |
| Big head | 2-0-0 Right |
| Huge head | 0-4-0 Up |
| No head | 3-2-1 Left |
| Headless team | 1-2-3 Right |
| Team big heads | 2-0-3 Right |
| No play selection [Note 1] | 1-1-5 Left |
| Show more field [Note 1] | 0-2-1 Right |
| No CPU assistance [Note 1] | 0-1-2 Down |
| Power-up speed [Note 1] | 0-4-0 Left |
| Hyper blitz [Note 1] | 5-5-5 Up |
| Smart CPU opponent [Note 2] | 3-1-4 Down |
| Downgraded blitz mode [Note 2] | 2-1-2 Down |
| Ultra hard mode [Note 2] | 3-2-3 Up |
| Super passing mode [Note 3] | 4-2-3 Right |

Pen Pen

Play As Hanamizu

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

Alternate Costumes

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



Phantasy Star Online

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

Hidden Artwork

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

Unlock Extra Settings

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

Access Alternate Costume Colours

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

CHARACTER NAME

| | | |
|-----------|-------|-------------|
| Fomar | | DNEAOHUHEK |
| Forewear! | | XYSGSHEOH |
| Foreven | | ASJESHEBUI |
| Hucast | | RUJHANGERT |
| Humar | | KSKAUDONSU |
| Hunewear! | | MOUEOSRHUN |
| Racisael | | NUNONASJOCH |
| Racat | | MEJALGHSYN |
| Ramar | | SOUDEGMGSG |

Power Stone

The World Of Power Stone

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



New Fighting Items

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

Virtual Mode

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

Dual Virtual Mode

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

Play As Valgas B

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

Watch Endings

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

Extra VMS Games

You will open up a new game that can be downloaded into your VMS when you complete the game for the fifth, sixth and seventh time. You will need a totally empty

VMS to download the game into - playing these games will earn you points which can then be used in order to get more pages of the Power Stone book! In order of opening, the games are Fokker's Plane Chase, Ayame's Ninja Star Throw and Gunrot's Slots.

Quake III Arena

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

Unlock Cheats

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





Rainbow Six

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

Activate God Mode

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

Activate Team God Mode

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

Activate Heavy Breathing

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

Activate Big Head Mode

Press the analogue pad Up + D-pad Down + X when playing the game.

Activate Mega Head Mode

Press the analogue pad Left + D-pad Down + X when playing the game.

Activate Polska Mode

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

Activate Stumpy Mode

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

Activate Brains Mode

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

Activate Skinny Mode

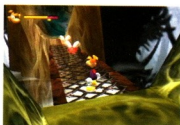
Press the analogue pad Down + D-pad Down + Y to become as thin as the trees when playing the game.

Never Lose A Mission

Press the analogue pad Up + D-pad Down + B when playing the game to prevent losing a mission when an alarm is triggered or a hostage killed.

Infinite Ammo

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



Rayman 2

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

Access Globox Disc

Hold L + R and press Bx4.

Bonus Map

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

Kaleidoscope Textures

Press Down, A, Down, B, A, Y, Xx2

Rayman WMS Icon

Press Up, X, Y, Down, Y, X, Left, Right.

Full Life

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

Full Pause Screen

Pause the game and press X + Y.

Ready 2 Rumble Boxing

Two-Player Local Select

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

Change The Cornerman's Voice

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

Outfit Change

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

Hidden Leprechaun

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

Life Recover

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

Unlock Breeze Class

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



Unlock Silver Class

Enter your gym name as 'Rumble Bumble'.

Unlock Gold Class

Enter your gym name as 'Mosma'

Unlock Champ Class

Enter your name as 'Pod 5'

Ready 2 Rumble Boxing: Round 2

Fight As Fat Boxers

At the Character Selection screen, press Rightx2, Up, Down, Right, Rx2, L.

Fight As Skinny Boxers

At the Character Selection screen, press Rightx2, Up, Down, Right, R, L.

Fight As Zombie Boxers

At the Character Selection screen, press Left, Up, Right, Down, Rx2, L.

Fight With Giant-sized Gloves

At the Character Selection screen, press Left, Right, Up, Down, R, L.

Fight As Mr. President

Complete Arcade mode nine times to unlock Bill Clinton.

Fight As The First Lady

Complete Arcade mode ten times to unlock Hilary Clinton.

Unlock Champion Costumes

Complete Championship mode to unlock the champion costumes.



Hidden New Year's Costume

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

Hidden St. Patrick's Day Costume

Set the date to March 17 to unlock a leprechaun costume for the referee.

Hidden Valentine's Day Costume

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

Hidden Easter Costume

Set the date to April 23, 2001 to unlock a bunny costume for Mama Tia... scary.

Hidden Independence Day Costume

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

Hidden Halloween Costume

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

Hidden Christmas Costume

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

Unlock Everything

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

Unlock All Boxers

Press Left x2, Right, L Trigger, Left, Right x2, R Trigger x2, L Trigger.

Unlock All Championship Costumes

Press Left, Down, Right x2, Up, R Trigger, L Trigger, R Trigger 20, L Trigger.



Unlock All Holiday Costumes

Press Left x2, Down, Right, Up, R Trigger x8, L Trigger, R Trigger x4, L Trigger.

Unlock Fat Mode

Press Right x2, Up, Down, Right, R Trigger x2, L Trigger.

Unlock Thin Mode

Press Right x2, Up, Down, Right, R Trigger, L Trigger.

Unlock Zombie Mode

Press Left, Up, Right, Down, R Trigger x2, L Trigger.

Unlock Big Head Mode

Press Right x2, Up, Down, Right, R Trigger x3.

Unlock Big Gloves Mode

Press Left, Right, Up, Down, R Trigger, L Trigger.

Unlock Fast Mode

Press Right x2, Up, Down, Right, R Trigger x5, L Trigger.

Resident Evil Code: Veronica

Battle Mode

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



First-Person View

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

Play As Alt. Claire In Battle Mode

Do well with Claire in Battle mode.

Get Linear Launcher In Battle Mode

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

Get Rocket Launcher

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

Play As Steve Burnside In Battle Mode

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

Play As Albert Wesker In Battle Mode

Do well with Chris in Battle mode.

Samba De Amigo

Access All Music

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

Random Mode

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

Access Super Hard Mode

At the Difficulty Selection screen shake the left maraca high quickly 15 times.

San Francisco Rush 2049

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

Activate Cheat Menu

Hold L+X+Y R

All Cars

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



Super Speed

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

Fog Colour

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

Random Weapons

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

Invincible

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

Invincible Car

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

Invincible Track

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

Brakes

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

Super Tires

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

Mass

Hold A, X, X, X, release, L, R

SEGA Bass Fishing

Bonus Practice Levels

To access more Practice levels complete Arcade mode once to unlock three new levels. To access the Palace level in practice

mode complete Lake Paradise in Consumer mode. To unlock the Falls level in Practice mode you must complete Lake Crystal in Consumer mode.

Change Lure Colour

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

Sonic Lure

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

Alternate Clothes and Boat Colour

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

SEGA GT

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

Access World Speed King Races

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



SEGA Rally 2 (Japanese Version)

Extra Vehicles

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

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

Secret Track

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

Access All Cars

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

Access All Tracks

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

Courses

Desert SS1

Best car: Lancia 037 Rally

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

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

Desert SS2

Best car: Peugeot 205 Turbo 16

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

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



sail over many obstacles!

Desert SS3

Best car: Alpine Renault

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

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

Mountain SS1

Best car: Lancia 037 Rally

The rocks of the desert have been replaced by trees, but the handling is pretty much the same when the course breaks away from the tarmac and goes into the gravel. The first mountain course has a long section of easy lefts which give you a good overtaking opportunity, there are no really sharp turns



either so you can keep the speed high. Make sure your car is kept perfectly straight when the co-driver shouts out 'Crest Jump' as the car will undoubtedly leave the ground and could crash if you take it on a slant.

Mountain SS2

Best car: Lancia 037 Rally

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

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

Mountain SS3

Best car: Lancia 037 Rally

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



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

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

Snowy SS1

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

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

Snowy SS2

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

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

Snowy SS3

Best car: Peugeot 306 Maxi
This is by far the longest of all the Snowy tracks and it's packed to bursting with twists and turns. Make sure you take a look at your tyre set-up before tackling this one, and have tyres that will stand some serious punishment and give good grip in the snow! As you should know by now, the snow causes one major problem – if you drive your car onto the ridge at the side of the road you will get stuck, and seriously spoil your chance of a fast lap time. If this happens, let go of the accelerator until you're back on the main road, then let rip once more.



Riviera

Best car: Lancia 037 Rally
The Riviera section of SEGA Rally 2 is unique for two reasons. One, it's the only course that is permanently set at night. Secondly it doesn't come in three parts – there's only the one course to master. It's got a five rating for difficulty though – and the tight twists and turns are certainly a challenge for even the most experienced drivers.

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

Muddy SS1

Best car: Peugeot 205 Turbo 16
The first track in the Muddy stage is a good mixture of bends and straights giving ample overtaking opportunities as you're racing around. It's not too tricky to drive around, only having a two star difficulty rating. Your main problem in this track (surprise, surprise!) is the mud. It acts in a similar way to snow, giving a slick surface under the wheels and causing your car to slide more than it would normally on each corner. Watch out for the handfiling of barriers that are placed in strategic places around the track too – knocking them over is fun, but will slow down the car.

Muddy SS2

Best car: Peugeot 205 Turbo 16
More slipping and sliding around in the second of the Muddy courses, and this one has some very nasty surprises in store for all boy racers out there! As you accelerate away from the starting line, you'll find the road ahead blocked, and a route through to the left. If you don't slow down in time your car will smash head-on into the barriers, and really spoil your chances of a high score. Also, keep a look out for the K-Left, K-Right bends in the road – these take a lot of practice to drive perfectly, you must slow down just before them and slide the car first one way then the other. Keep practicing!



Muddy SS3

Best car: Peugeot 205 Turbo 16
All three Muddy courses are set around the same island, with new roads opening and old ones closing as you progress. This final Muddy course has similar perils to course two, with roads closed directly ahead of you, but after a couple of laps you will soon learn where these are and be able to anticipate them.
The Open Hairpins that you find towards the end of this course need even more skilled driving. Power on into the hairpin, then let go of the accelerator and touch the brakes slightly while turning the car. You should slide through the first part of the hairpin, then reverse the steering and power back on to take the next Open Hairpin going in the other direction. Again, practice makes perfect!

Isle SS1

Best car: Peugeot 306 Maxi
Do you want the good news or bad news? The good news is that the Isle courses are all raced on nothing but tarmac, giving the cars much more grip and making sure they actually go in the direction you're pointing them in. The bad news is that the roads are so narrow one Sunday driver can destroy an entire race! This first attempt at the Isle has two long straights that go underneath bridges, the road doubles back on itself after the first to bring you back around for the second. These are your best overtaking opportunities, so make sure you make good use of them.

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

Isle SS2

Best car: Lancia 037 Rally
The second Isle track is a bit of a cop out in our opinion! Again, the same roads are used again, as in the Muddy courses, but the new section that is opened up here is so small and insignificant, it's hardly worth bothering with! The one thing that has changed is the direction you race the course in – this time we start off in the town and head down over the bridge, then into the new section, up on a hill. You can still use the two straights as good overtaking places, but watch out for the tunnels that lead off the hill, you can hit the side of the tunnel as you go in, seriously damaging it and spoiling your race. The final stretch of the course is the most difficult to drive – you end up twisting and turning through the streets of the town, you'll have to lower your speed through here or you'll hit every wall!

Isle SS3

Best car: Lancia 037 Rally
Once again, the long straight sections of the island are put to good use, but the new section that is opened up is at the opposite side of the island from that in course two. This creates an even longer course with some serious twists and turns that will test your steering skills to the absolute max! You should already know how to drive through the majority of this course, instead of using up your ace cards on the same pieces of road, concentrate your efforts on the twisting mountain road. You will need to make creative use of the brakes, or even the handbrake, to get through the bends without losing places or slowing down too much. When you pass the finish line give yourself hearty congratulations! This is the last track of the game – try to beat your times!

Shenmue

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

Fight In 70-Person Battle

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

Get Extra Money

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

Against All Odds

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





slot machine with the same number your chances of winning will improve significantly!

Silent Scope

We've been able to track down some cool codes for this one, but they're not so much cheats as some bonus extras – enjoy!

Scopeless Mode

To play the game without a scope press Right, Down, Right, X, Up, X, X, Y, Down, Right, Down, Right, X, Y at the Mode Selection screen.

Invisible Enemies

To make the enemy invisible (quite why you would want to though is beyond us) press Right, Down, Right, X, Up, X, X, Y, Down, Right, Down, Right, X, Y at the Mode Selection screen.

Night Levels

To play all the levels of the game at night-time press Up, Right, Down, Left, Up, X, Y at the Mode Selection screen.

Scope Always On

If you finish the game you'll get the option to have a scope permanently in the top left corner of the screen, as in the arcade version of the game.

Slave Zero

Invincibility

To become invincible press L+R+B on controller two in single-player mode.

Gain Full Health And Ammunition

To recharge your health and to get a full complement of ammunition press L+R+X on controller two while playing in single-player mode.

Toggle Enemy AI

To throw the enemy into confusion press L+R+A on controller two while playing in single-player mode.



SnoCross: Championship Racing

Cave's skidoo racer might not be the easiest game to get to grips with so hopefully these cheats will sort you out.

Unlock All Tracks, Leagues & Skidoos

Hold R and press Up, Y, Up, Y, Up, Y at the main menu screen.

Unlock Cartoon Track

Hold R and press Right, Up, Left, B, Y, X at the main menu screen and then select the Kinura track.

Unlock Summer Track

Hold R and press X, A, B, X2, A, X at the main menu screen and then select the Calgary track.

Unlock ATV

Hold R and press Up, Right, Down, Up, Right, Down at the main menu screen.

Unlock Go-Cart

Hold R and press Right x2, Left x2, Right x2 at the main menu screen.

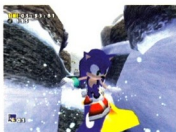
Unlock Demo Mode

Hold R and press Up, Down, X3 at the main menu screen.

Sonic Adventure

Chaos and your VM

One of the most interesting things about Sonic Adventure are the Chaos, the little creatures you can breed, manipulate and download to your VM. The important thing to remember is that if you want a top-rating Chaos, you'll need to nurture and love him. Are you ready for some hands-held fun? Then follow us as we take you through the basic ins and outs of Chaos raising. VM style...



Put It In, Take It Out

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

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

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

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

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

5. Removing a Chaos is a similar process – stand on the button of the pedestal without placing a Chaos on the trapezoid and a list of removable Chaos will appear if any exist. Simply choose the Chaos you want to remove and then he will appear in front of you shortly. Remember that this is the only way to get rid of Chaos information from a VM unit since it cannot be deleted by conventional means.

Work, Rest And Play

Once you've placed the Chaos in your VMs, it's time to start them on their quest! The object of the game is to help your Chaos develop its abilities as it makes its way along a route of quest stages – there are fifteen in total to choose from but only five are used in each quest. We will take you through exactly what ability each stage requires your Chaos to have – however, being proficient in that particular ability doesn't mean that the



stage of the quest will end any sooner. Along some of the routes, he'll even get to meet one of Sonic's friends or maybe even the blue wonder himself!

Be My Guide

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

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

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

3. A message may appear on the screen telling you that your Chaos is happy, has done well at something in particular or is developing properly. To get past this, just press the A button until it disappears.

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

You can either





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

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

Fancy A Game Of Cards?

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

Fruit And Veg

The main way to build up the abilities of your Chao inside the VM is to feed them different kinds of fruit, collected through playing the Fruit Matching game, winning fights or opening chests. Each Fruit gives the Chao a boost in a particular field and the

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

Fruit: Yellow Fruit

Ability Affected: Swimming (+4pts)

Stipulations On Getting Fruit: None

Fruit: Purple Fruit

Ability Affected: Flying (+4pts)

Stipulations On Getting Fruit: None

Fruit: Green Fruit

Ability Affected: Running (+4pts)

Stipulations On Getting Fruit: None

Fruit: Red Fruit

Ability Affected: Strength (+4pts)

Stipulations On Getting Fruit: None

Fruit: Haste Fruit

Ability Affected: Speeds you up through your current quest stage

Stipulations On Getting Fruit: Get a perfect round in the Fruit Matching game

Fruit: Star Fruit

Ability Affected: Slows down cursor during your next fight

Stipulations On Getting Fruit: Get a perfect round in the Fruit Matching game

Fruit: Chao Fruit

Ability Affected: All Abilities (+4pts)

Stipulations On Getting Fruit: Get a perfect round in the Fruit Matching game

Fruit: Heart Fruit

Ability Affected: Recovers all Health Points



Stipulations On Getting Fruit: Get a perfect round in the Fruit Matching game

Fruit: Random Fruit

Ability Affected: Makes your Chao very unhappy indeed!

Stipulations On Getting Fruit: Do something bad!

Sonic Shuffle

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

Play as Big The Cat

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

Play as Chao

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

Play as E-102 Gamma

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

Play as Super Sonic

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

Soul Calibur

Secrets

Picture Gallery Secrets

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

New Art Card Categories

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

New Missions -

- 03.....Silk Road Ruins 1
- 05.....Harbour of Souls 1
- 10.....Maze of the Dead 1
- 21.....Silk Road Ruin 2
- 26.....Shrine of Eurydice 1
- 27.....Palgaaga Shrine 1
- 34.....Emperors Garden 1
- 37.....Money Pit 1
- 40.....Takamatsu Shrine 1
- 56.....Hoko Temple 1
- 65.....The Adrian/Fortress 1
- 81.....Ostburg Castle 2
- 82.....Valentine Mansion 1
- 84.....Water Labyrinth 2
- 93.....Harbour of Souls 1
- 101.....Silk Road Ruins 3
- 106.....Maze of the Dead 2
- 116.....Shrine of Eurydice 2



- 117.....Palgaaga Shrine 2
- 122.....Kunpaetku Shrine 2
- 130.....Takamatsu Castle 2
- 134.....Money Pit 2
- 143.....Emperor's Garden 2
- 148.....The Colosseum 2
- 169.....Hoko Temple 2
- 178.....Valentine Mansion 2
- 180.....The Adrian/Fortress 2
- 182.....City of Water 2
- 188.....Water Labyrinth 2
- 195.....Proving Grounds 2
- 219.....Ostburg Castle 3

New Features

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

New Stages

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

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





Gold Title Screen

After obtaining all 338 pictures from the Art Gallery, a new black and white title screen appears. Beat every mission in Mission Battle and it will have a gold tint.

New Title Screen

Beat the game with Inferno to get a new title screen.

Play As Cervantes

The boss of Soul Edge returns but this time as a regular contender, he is no longer under the influence of the demon swords and he wants them back... badly. To play as Cervantes finish the arcade mode with every character, this includes all the new ones that are unlocked. Once you have done that Cervantes will become playable.

Play As Edge Master

You will first meet the Edge Master in the Mission Mode, to make him a playable character you must beat the game with all characters (including Cervantes). The Edge Master imitates other characters randomly, switching weapons every round. He also has his own version of everyone's weapon, though within a short time you will be able to tell immediately who he is. The Edge Master does have some exclusive moves of his own. If he's impersonating Kilik or Seung Mina the following move's available:

When Running: δ or $\delta + \psi$, ψ , ψ

Play As Inferno

In order to unlock Inferno you must first unlock all the other characters, stages, and bonuses. Select Xianghua and her third outfit. Play through and complete the game with her. Inferno will then be unlocked. Like the Edge Master, Inferno imitates other characters and switches moves every round. He does have some exclusive moves of his own however.

Though the availability of these moves depend on the character he is impersonating...

Another way of verifying which moves are available is to pause the game mid-



fight and check the characters move list. Inferno's moves will be added to the existing moves so search carefully.

Secret Dojo Mission

First finish all the missions, including all the extra missions (they appear after you finish the two Chaos stages). On the mission select screen, go to the eastern most map. Move your pointer over the Korea area. When you pass over the secret mission, you will hear the 'zip' noise you hear when you pass over any other mission; note that you will not be able to see it when you land on the location.

There are five missions in this location. Each stage has a random combination of conditions from the previous missions.

Secret Swamp Mission

First finish all the missions, including all the extra missions (they appear after you finish the two Chaos stages). On the mission select screen, go to the western most map. Move your pointer over the middle of the upper right area of the screen (somewhere around Poland). When you pass over the secret mission, you will hear the 'zip' noise you hear when you pass over any other mission; you will not be able to see it when you land on the location. There are two missions in this location. Each stage has a random combination of conditions from the previous missions.

Victory Poses

Each character has three different victory poses. To see each one, after winning a battle, press a, b, or k during the replay.

Soul Fighter

Access Cheat Code Screen

To access this, you must press Left on the D-pad and Y simultaneously when the Soul Fighter logo appears on the screen. Then go to the Options menu and exit it again. The next screen to appear will be the Cheat Code screen.

High Energy

To have high energy throughout the game



enter ABXXYA as a code.

All Weapons

To have a supply of all weapons at the start of the game enter XAAYBB as a code.

Level Codes

To bypass levels enter the following codes

Level 2 - AABXXYA

Level 3 - XAVAAAB

Level 4 - YBAXAA

Level 5 - BABXXY

Level 6 - XAXBYY

Level 7 - ABXBYB

Level 8 - YBAXAY

Level 9 - BYAXAB

Level 10 - XABXAX

Level 11 - YBYXAB

Level 12 - XBAXBY

South Park Rally

Cheat Mode

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

Random Checkpoints

Complete Championship mode.

Speech Test

Complete Championship mode.

Cheat Sheet

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

All Skins

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

Race As Bebe

Lose the Cowdays race without collecting any health pick-ups.

Race As Big Gay Al

Win the Pink Lemonade race.

Race As Cartman Cop

Hit Chicken Lover five times with the salty balls in the Read-A-Book Day race.

Race As Damian

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

Race As Death

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

Race As Grandpa

Win the Halloween race.

Race As Ike

Collect the hidden pick-up on top of the airplane in the Memorial Day race.



Race As Jesus

Win the Christmas race.

Race As Mephisto

Win the Independence Day race.

Race As Mr Garrison

Activate all four checkpoints on the Rally Days 2 race.

Race As Mr Mackey

Win the Spring Cleaning race.

Race As Mrs Cartman

Drop off all lemons without letting anyone else get to a checkpoint in the Pink Lemonade race.

Race As Ned

Collect thirteen turbo pick-ups in the Independence Day race.

Race As Pip

Activate checkpoints one and four on the Rally Days 2 race.

Race As Satan

Win the New Year's Eve race.

Race As Scuzzelebutt

Find a Phillip Phart on the Easter Egg Hunt race. Then find the waterfall and Phart your way to the Golden Cow next to the waterfall.

Race As Sheila Broflovski

Collect the Pin Pie next to the building on the Easter Egg Hunt race.

Race As Shelly

Win the Valentine's Day race.

Race As Starvin Marvin

Lose the Thanksgiving race without collecting any turkeys.

Race As Terrance and Phillip

Collect the four hidden pick-ups in the Christmas race.

Race As Tweek

Collect five caffeine pick-ups in the Spring Cleaning race.

Race As Visitor

Collect the hidden pick-up above checkpoint one and the other pick-up that is between checkpoint four and the wood bridge in the Memorial Day race.

Speed Devils

Access All Cars And All Tracks

Access all tracks and all the cars by playing B, Right, B, Right, Up, B and Up when playing the game.





Infinite Nitros

To help you on your way to bust some speed guns try using these infinite nitros. Press Down, Up, Down, Up, A, X and A whilst playing the game.

Gain Extra Money

Money makes the world go round, but to earn a few extra bob simply press A, Right, A, Right, Up, B and A as you're driving along and you'll be instantly richer.

Star Wars Episode 1: Racer

Bonus Characters

Finish first place on one of the following tracks and you will unlock the corresponding racer.

| RACE | TRACK |
|------------------|------------------------------|
| Sebulba | Boonta Classic/Galactic |
| Aldar Beed | Beedo's Wild Ride/Amateur |
| Ratts Yberell | Howler Gorge/Semi-pro |
| Mawhonic | Andobi Mountain Run/Galactic |
| Slide Paramita | AP Centrum/Invitational |
| Clegg Holdfast | Aqualaris Classic/Amateur |
| Bullessee Navior | Sunken City/Semi-pro |
| Ark Bumpy Roose | Bumpy's Breakers/Semi-pro |
| Wan Sandage | Scrapper's Run/Semi-pro |
| Bozzie Baranta | Abyss/Invitational |
| Neva Kee | Baroo Coast/Semi-pro |
| Ben Quadinaros | Inferno/Invitational |
| Teemto Pagalies | Mon Gazza |
| Mars Guo | Speedway/Amateur |
| Boles Roor | Spice Mine Run/Amateur |
| Fud Sang | Zugga Challenge/Semi-pro |
| Toy Dampner | Vengeance/Amateur |
| | Excutioner/Galactic |

Street Fighter III: Double Impact

Play As Yang

In order to play as Yang highlight Yun and then press any of the kick buttons when at the StreetFighter III Character Selection screen.

Play As Akuma

To play as Gouki in SFIII: Second Impact, highlight Sean at the Character Selection

screen and press Up.

Play As Gill

To play as Gill complete either of the two games on any difficulty setting and then highlight Sean at the Character Selection screen and press Up x2.

Play As Shin Akuma

To play as Shin Akuma reach the final boss in SFIII: Second Impact without losing any rounds and getting three perfects along the way. Then defeat Akuma with super arts or a perfect and Shin Akuma will appear. Defeat him and he will be unlocked for you to play. At the Character Selection screen highlight Akuma, hold Start and press any kick or punch button.

Access Extra Options

To access extra options enter the Options screen on either game and hold L+R until you have entered the whole code. Highlight 'Game Option' and press Leftx2, Five2, Rightx2. Then highlight 'Button Config' and press Leftx2, Yx2, Rightx2. Next highlight 'Screen Adjust' and press Leftx2, X, Y, Rightx2. Finally highlight 'Sound' and press Leftx2, Y, X, Rightx2. If the codes have been entered correctly 'Extra Options' should be now be unlocked.

Full Pause Screen

To get a Full Pause screen pause the game and press X+Y

StreetFighter III: Third Strike

Play as Gill

Successfully complete the game and save. Then at the character selection screen, highlight Yun or Yang and press Up or Down to move off the screen.

Extra Costume Colours

Finish Arcade Mode with a character and save the game. Now go to the Character Select screen, highlight that character then press and hold the Start Button before pressing any of the attack buttons - you'll now have even more costume colours than before.

Unlock Secret System

Direction pages

To unlock pages eight, nine and ten of the System Direction menu, you'll need to be playing the game through on the highest difficulty without continuing... well, we never said it was going to be easy.



The Grinch

He might have ruined Christmas in Who stole the Grinch is enough to crack anyone up. If you're still wondering how to get those mini-games, here's your win.

Unlock Spin 'n' Win Mini-Game

Destroy 750 gifts in the game.

Unlock Pankamania Mini-Game

Destroy 1,500 gifts in the game.

Unlock Copter Race Mini-Game

Destroy 2,500 gifts in the game.

Bike Race Mini-Game

Destroy 3,000 gifts and complete the game with 100% to unlock the final mini-game.

Tomb Raider Chronicles

This one's definitely a bit tricky so these cheats will be a bit of a life-saver

Start At Black Isle

Highlight 'New Game', hold L+R and press Left.

Start At Tower Block

Highlight 'New Game', hold L+R and press Right

Tony Hawk's Skateboarding

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

The Super Code / Private Carrera

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

Unlock Everything

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

Unlock All Levels

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

Skip to Restart

Pause the game and hold the Left Trigger then press X, B, A, Up, Down. This code then will allow you to restart the level from various different areas.

Special Meter Always Full

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



Slow Motion

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

Big Head Mode

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

Stats At 10

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

Stats At 13

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

Tony Hawk's Pro Skater 2

Unlock All Cheats

Pause the game and then hold L and press A x3, X, Y, Up, Down, Left, Up, X, Y, A, Y, B, A, Y, B. Then select the 'End Run' option from the menu. All cheats, levels, FMV sequences, McSqueeb, Officer Dick, and Spider-Man will be unlocked.

Maximum Special Meter

Pause the game and then hold L and press A, Y, B, X, Y, Up, Down, Left, Y, X to always have a Full Special Meter.

Get Full Stats

Pause the game and then hold L and press A, Y, B, X, Y, Up, Down to raise all your skater's attributes to 10.

Unlock Turbo Mode

Pause the game and then hold L and press Down, X, Y, Right, Up, B, Down, X, Y, Right, Up, B. This will increase the speed of the game by 25%.

Unlock Big Head Mode

Pause the game and then hold L and press X, B, Up, Leftx2, X, Right, Up, Left, Up.

Unlock Fat Skater

Pause the game and then hold L and press A x4, Left, A x4, Left, A x4, Left, A x4, Left to make your skater really fat.

Unlock Thin Skater

Pause the game and then hold L and enter A x4, X, A x4, X, A x4, X to make your skater skinny. If you press the code more than once your skater will become even skinnier.

Unlock Kid Mode

Access 'Kid' mode by completing all level objectives in 'Career' mode three times.

Unlock Perfect Balance

Unlock Perfect Balance by completing



all level objectives in 'Career' mode four times.

Access Wire Frame Mode

Unlock the 'Wire Frame' mode by completing all level objectives in 'Career' mode eight times.

Access Slow-Motion Tricks

To be able to see your tricks in slow motion, complete all the level objectives in 'Career' mode nine times.

Access Smooth Mode

Complete all level objectives in 'Career' mode twelve times.

Access Moon Physics

In order to get low gravity pull, complete all level objectives in 'Career' mode 13 times.

Access Disco Mode

To get 'Disco' mode, complete all level objectives in 'Career' mode 14 times.

Unlock Flip Level

Complete all level objectives in 'Career' mode 15 times.

Unlock Spider-Man

In order to play as Spiderman complete all level objectives in 'Career' mode with a created skater.

Unlock Officer Dick

To play as everyone's favourite ball-busting cop complete all level objectives in 'Career' mode.

Unlock Private Carrera

To play as Private Carrera you must get all the gaps in each of the regular levels in 'Career' mode.

Unlock McSqueeb

To play as McSqueeb, complete all level objectives in 'Career' mode with Tony Hawk.

Unlock Chopper Drop

Earn three gold medals with all characters.

Unlock Skate Heaven

Complete all level objectives in 'Career' mode with all of the original characters, Officer Dick, Spider-Man, and a custom skater.

Unlock Neversoft Bails FMV Sequence

Earn a medal in all of the competitions with any character.

Unlock Neversoft Makes FMV sequence

Earn three gold medals with Private

Carrera.

Skater's FMV Sequence

Earn the gold in all three competitions with a character to unlock their FMV sequence.

Toy Commander

Access All Rooms

To access all rooms and to have all missions unlocked, pause the game, hold L and press A, Y, X, B, Y, X. If successful, a note sounds.

To Switch Machine Gun

Pause, then hold L and press B, A, Y, X, A, B. A note will then sound.

Fix Toy

Pause the game, then hold L and press A, X, B, Y, A, Y. A note will be heard if entered correctly.

TrickStyle

Infinite Time

If you keep on running out of time go to the Options screen and choose the cheats selection. Enter 'IWSH' as a code and you'll be given infinite time to complete the courses.

Power-up Moves

Having trouble with the power-up moves? Enter the Options screen and choose the cheats selection. Then enter 'TRAVOLTA' as a code and you'll be sorted.

Big Head Mode

All great games have a Big Head mode somewhere and sure enough there's one in TrickStyle. To access these big-headed dudes enter the Options screen and choose the cheats selection. Then, enter 'INFLATEDEGO' as a code and to behold they'll appear!

Speed Board

Successfully defeat the boss on the US track and the speed board will appear.

Trick Board

To access the trick board, defeat the boss on the Japanese track.

Combat Board

To access the combat board successfully defeat the boss on the UK track.

Quick Start

To get ahead at the start hold R when the word 'Go' appears during the countdown and you'll get a flying start.

Unreal Tournament

It might well be the best first-person-shooter ever, but that doesn't mean that it's an easy business, so maybe these cheats will help.

Skip Level

Pause the game and press Up, Down, Left, Right x2 and then Left.

Become Invincible

Pause the game and press Left x2, Right x2, Down and then Up.

Maximum Ammo



Pause the game and press Left. Right, Left, Right x2 and then Left.

V-Rally 2

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

All Cars and Tracks

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

Vigilante 8: Second Offense

Access Password Screen

To access the Password screen enter the Options screen and select 'Game Status'. Then highlight a character and press L + R. The Password screen should then appear if the code has been entered correctly.

Rapid Fire

To remove any delay when you are shooting your weapons enter 'RAPID_FIRE' as a password. This will then give you access to the rapid fire function.

Super Missiles

To have access to super missiles which will inflict more damage enter 'BLAST_FIRE' as the code.

Faster Cars

To make your chosen vehicle go faster enter 'MORE_SPEED' as a password.

Heavier Cars

To increase the weight of your vehicle in order to prevent you being rammed over and to allow you to ram things more effectively, enter 'GO_RAMMING' as a password.

Access Fast Action

To enable a random fast action arcade feature enter 'QUICK_PLAY' as a password.

Attract Enemies

To have three enemies to attack you all at once enter 'UNDER_FIRE' as a password.

Access Slow-Motion Mode

To make everything move in slow-motion enter 'GO_SLOW_MOVE' as a password.

Access No Enemies in Arcade

Mode

To play the Arcade mode free of enemies enter 'HOME_ALONE' as a password.

No Gravity

To reduce gravity in the game enter 'NO_GRAVITY' as a password.

High Suspensions

To play with high suspension enter 'JACK_IT_UP' as a password.

Big Wheels

To play with big wheels on your vehicle enter 'GO_MONSTER' as a password.

No Wheel Attachment Icons

To prevent wheel attachment icons from appearing enter 'DRIVE_ONLY' as a password.

View All End Sequences

To view all the end sequences of the characters together enter 'LONG_MOVIE' as a password.

Bonus Characters

To access the bonus characters you must complete the following missions to unlock the corresponding character...

Lord Clyde

To play as Lord Clyde complete all the missions in Quest mode with Nina Loco, Dallas 13 and Moto.

Obake

To play as Obake complete all the missions in Quest mode with Lord Clyde.

Boogie

To play as Boogie you must complete all missions in Quest mode with Obake.

Houston

To play as Houston complete all missions in Quest mode with Sheila, The Flying All-Star Trio and John Torque.

Convo

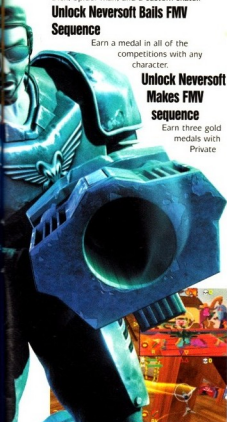
Complete all of the missions in Quest mode with Houston.

Dave's Cutsmen

To play as Dave's Cutsmen complete all missions in Quest mode with Convo.

Chassey Blue

To play as Chassey Blue complete all missions



In Quest mode with Agent R. Chase, Garbage Man and Astronaut Bob O.

Padre Destino

To play as Padre Destino complete all missions in Quest mode with Chassey Blue.

Dusty Earth

To play as Dusty Earth, you will need to complete all missions in Quest mode with Padre Destino.

Interceptor Missiles

Attack 1: Up, Up, Down, Machine Gun
Attack 2: Up, Up, Up, Machine Gun
Attack 3: Up, Up, Right, Machine Gun

Bull's Eye Rockets

Attack 1: Up, Down, Down, Machine Gun
Attack 2: Down, Down, Up, Machine Gun
Attack 3: Down, Down, Right, Machine Gun

Sky Hammer Mortar

Attack 1: Down, Down, Down, Machine Gun
Attack 2: Down, Down, Up, Machine Gun
Attack 3: Down, Down, Right, Machine Gun

Bruiser Cannon

Attack 1: Down, Up, Down, Machine Gun
Attack 2: Left, Right, Up, Machine Gun
Attack 3: Down, Up, Right, Machine Gun

Roadkill Mines

Attack 1: Left, Right, Down, Machine Gun
Attack 2: Left, Right, Up, Machine Gun
Attack 3: Right, Right, Right, Machine Gun

Brimstone Burner

Attack 1: Right, Left, Down, Machine Gun
Attack 2: Right, Left, Up, Machine Gun
Attack 3: Right, Left, Right, Machine Gun



Virtua Fighter 3tb

Fight Against the Name Entry Character

To make all the opponents turn into the fighting letter from the Name Entry screen, go to the Character Select screen and:

- Highlight Akira and press Start
- Move to and highlight Lau then press Start
- Move to and highlight Pai, hold Start and press X
- Now choose your character as normal and start fighting!

Play As The Name Entry Character

Turn the tables and face all of your opponents as the Name Entry Character yourself! Follow these

instructions on the Character Select screen:

- Highlight Akira and press Start
- Move to and highlight Lion then press Start
- Move to and highlight Pai then press Start
- Choose the character you want to fight as and you'll be fighting later!

Play As Silver Dural

To take control of the silver robot girl at the end of the game, you simply need to press Start. X and A simultaneously at the Character Selection screen.

Alternate Costumes

If you fancy a bit of a change in your character's dress sense, simply hold down the Start button and then select your fighter with the A button. They will now appear ready to fight in their alternate clothes.

Slow Motion Replay

If you want to savour the final moments of your last victory, press and hold the Dodge button at the KO screen to watch the following replay in slow motion.

Virtua Striker 2: Version 2000.1

Play As MVP Yuki Chan Team

To play as the MVP Yuki Chan team highlight Yugoslavia at the Team Selection screen in Arcade mode and press Start. Highlight USA and press Start and do the same for Korea and Italy. The new team will appear above Japan.

Play As MVP Genki Team

To play as the MVP Genki team enable the code used to play as the MVP Yuki Chan team. Then highlight the MVP Yuki Chan team, hold Start and press A. If done correctly the word 'Rainbow' should be spoken.

FC SEGA Team

To play as the FC SEGA team highlight France at the Team Selection screen in Arcade mode and then press Start. Then highlight Chile and press Start and do the same for South Africa, England, Germany and Argentina in that order. If this is done correctly the FC SEGA team will appear in the corner of the screen.

Change Uniforms

Highlight a team and hold X+Y and press A.

Access Bonus Teams

To access bonus teams complete the 'Ranking' mode with a high grade to unlock the team that was defeated in the finals.

Worms Armageddon

Unlock Bonus Scheme 1

To unlock Bonus Scheme 1 you must complete all of the training modes with at least a Bronze rank in multiplayer mode.

Access Cheat Mode

To access the following cheats you must complete the corresponding missions which you will then be able to enable at the 'Weapons' or 'Games' option screens.

| CHEAT | OBJECT |
|-------------------|--|
| Bleeding Worms | Gain gold medal in 'Basic' mode. |
| Aqua Sheep | Gain gold medal in 'Super Sheep Racing' training mode. |
| Long-bow Power-Up | Gain gold medal in 'Euthanasia' training mode. |



Shotgun Power-Up Gain gold medal in 'Rifle Range' training mode.

Grenade Power-Up Gain gold medal in 'Artillery Range' training mode.

Sheep In Every Crate Gain gold medal in 'Crazy Crates' training mode.

Invincibility Gain an elite rank in 'Deathmatch' mode.

Laser Sight Succeed in Mission 4.

Jetpack Succeed in Mission 8.

Walk Fast Succeed in Mission 13.

Invisibility Succeed in Mission 16.

Low Gravity Succeed in Mission 20.

Indestructible Environments Succeed in Mission 25.

Super Banana Bomb Power-Up Succeed in Mission 33.

Full Worm Game Options Gain gold medals and elite ranks in every mode.

WWF Attitude

Career Mode Bonuses

To unlock the following bonuses and wrestlers win the appropriate championship titles and Per-Per-View Events in Career mode with any wrestler on any setting.

European Title

Win the European Championship and you will unlock Sable, Marc Mero, Trainer as well as Squawksy mode (the wrestlers speak in squeaky voices) and new customisations in the Create Wrestler mode.

Intercontinental Title

You will unlock Jacqueline and Chyna as well as Big Head mode and more points in the Create Wrestler mode if you win the Intercontinental Title.

WWF Heavyweight Title

If you win this title you will unlock Head and two more modes of play - Beep mode and Ego mode. The Beep mode gives you the option to beep out the foul language used by the wrestlers. The Ego mode makes the wrestlers' head grow when they gain momentum and shrink when it decreases.

King of the Ring Pay-Per-View

You will unlock Kurrgan and Taka Michinoku if you win this.

SummerSlam Pay-Per-View

You will unlock Sgt Slaughter and Shawn Michaels when you win this title.

Royal Rumble Pay-Per-View

You will unlock Jerry Lawler and Paul Bearer if this is completed.

Reveal Wrestlers Moves



To find out the moves for any boxer enter the Create Wrestler mode and select their move set before going to the edit option where their moves will be revealed. Otherwise you can press Pause during a bout and go to the moves list which will tell you what moves you can do at that time.

Taunts

To taunt your opponent hold Kick and Tie-up and then press Up, Left, Down, or Right.

WWF Royal Rumble

Blimey, those men in tights are pretty hard to get to grips with, aren't they? Well here's a few cheats and tips to help you.

Wrestle As Shane McMahon

Eliminate Shane McMahon during the 'Royal Rumble' on any setting to unlock him as a playable character.

Wrestle As Vince McMahon

Win all ten matches in 'Exhibition' mode on any setting in order to unlock him as a playable character.

Alternate Costumes

Hold Start + A while selecting wrestler at the Character Selection screen.

Alternate Backgrounds

Enter the Ranking screen and choose any section there before returning to the main menu to see a new background - repeat procedure for more backgrounds.

Infinite Double Team Moves

Knock the ref out twice using a weapon and a message will appear saying 'The referee is knocked out!'. The Double Team moves will now light up, allowing you to perform infinite double team moves for a short while.

Remain In Ring

Rotate the D-Pad or press the R button when your wrestler is hanging onto the ropes - he'll crawl back in.

Zombie Revenge

Access Cheat Mode

Accumulate points on the VMU mini-games to unlock 'Eternal Life', 'Area Select', 'Free Continue' and 'Free Time Limit' as cheat options in Original mode.

Change Costumes

Highlight character at the Character Selection screen, then hold Start and press B, X or Y.



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THE X-BOX IS HERE... CAN YOU HANDLE IT?

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| Game Name | Publisher | Players | VM | Online | Useful Peripheral | Issue | Rating |
|--|----------------------|---------|----|--------|-------------------|-------|--------|
| 10 Wheeler: American Pro Tracker We Say: "If only there was more to the game it would be another instant SEGA classic." AW | SEGA | 2 | ✓ | X | STEERING WHEEL | 22 | 71% |
| 102 Submarines: Propeller To The Rescue We Say: "A great game if you're a kid who's yet to savour the delights of 'real' games but otherwise one to avoid - unless you've got a thing for ships." AW | THQ | 4 | X | X | X | 17 | 66% |
| 10Wheel Thunder We Say: "Without Thunder is generally an incredibly well-rounded game, making it a total winner in our books." AW | Midway | 2 | X | X | STEERING WHEEL | 88 | 79% |
| 10x Evolution We Say: "Dual and unopposed racing game, slightly saved by its online capabilities. You'd be better off getting M-SR or waiting for Daytona USA to come out." MM | Table 2 | 4 | ✓ | ✓ | STEERING WHEEL | 18 | 60% |
| 10 Minutes We Say: "Slow and boring, with not even a hint of passion, flair or excitement. Not a bit like the real thing, unless you are a Southampton fan!" MM | SEGA | 2 | ✓ | ✓ | ARCADE STICK | 29 | 30% |
| 10x Warriors We Say: "As a fight 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 | 83 | 88% |
| AeroWings 2: AirStrike We Say: "As a simulation that prides itself on depth, it severely lets itself down on any detail that could actually be deemed 'fun'!" AW | Crave | 2 | X | X | X | 12 | 72% |
| Alien in the Dark: The New Nightmare We Say: "You'll lose many hours wandering through the game's obscure puzzles... and we mean lose." WJ | Interplay | 1 | X | X | X | 23 | 68% |
| Armada We Say: "In spite of first impressions, Armada offers the kind of depth sorry lacking in the majority of its contemporaries." ST | NA | 4 | X | X | X | 85 | 71% |
| Army Men: Sarge's Heroes We Say: "As good as this might be, there's nothing in it that we haven't seen before and for that, it kinda sucks." AW | Midway | 4 | X | X | X | 17 | 81% |
| Aqua GT We Say: "It might not look fantastic but it's actually really good fun to play." AW | Table 2 | 2 | X | X | STEERING WHEEL | 18 | 67% |
| Banquet-0 We Say: "Mad, crazy shoot-'em-up with absolutely no point - you'll either totally love it or loathe it with a passion." MM | Virgin | 1 | X | X | X | 14 | 69% |
| Blue Stinger We Say: "Blue Stinger's failure to really excite the player, at any moment, is its main problem." GN | Activision | 1 | X | X | X | 82 | 53% |
| Buggy Hunt 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 Hunt." LW | SEGA | 2 | ✓ | ✓ | STEERING WHEEL | 82 | 81% |
| Bust-A-Move 4 We Say: "A welcome addition to the puzzlers already out on Dreamcast." HC | Acclaim | 2 | X | X | X | 11 | 84% |
| Buzz Lightyear of Star Command We Say: "Even for a kids' game this is way too short, although while it lasts it's moderately enjoyable to play." AW | Activision | 1 | ✓ | X | X | 19 | 80% |
| Concave 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 | 59% |
| Concave Spike We Say: "Fun for a few minutes, but its incredibly short gameplay ultimately lets it down." MR | Capcom | 2 | ✓ | ✓ | ARCADE STICK | 31 | 54% |
| Capcom vs SNK We Say: "This is the best 2D beat-'em-up available. As a pure arcade fighter with loads of options, it's the bees knees." CN | Virgin Interactive | 2 | X | ✓ | ARCADE STICK | 17 | 81% |
| Championship Surfer We Say: "Unless you absolutely must own a surfing game, you should leave this one well alone. Really, you should." MM | The Learning Company | 4 | ✓ | X | X | 19 | 46% |
| Charge 'N Blast We Say: "If you've ever needed an example of how great graphics don't make a decent game, this is it." MM | Xicat | 2 | X | X | ARCADE STICK | 21 | 48% |
| Chef's Luv Shack We Say: "Party games go, Chef's Luv Shack is up there with the best of them and is a game enjoyed after a carry and a few pints of lager." AW | Acclaim | 4 | X | X | X | 83 | 61% |
| Chicken Run We Say: "Not that much here for mature audiences, but younger kids and adults in cardboard paraphernalia will want to its undeniable charms." WJ | Edios | 1 | ✓ | X | X | 17 | 72% |
| Chu Chu Rocket! We Say: "The hottest party game we've ever seen, with plenty under the hood for those who are 'sane' friends. Ahhh." MM | SEGA | 4 | ✓ | ✓ | X | 18 | 80% |
| Confidential Mission A worthy companion for the Dreamcast's other lightgun shooter." MM | SEGA | 2 | ✓ | ✓ | LIGHTGUN | 22 | 89% |
| Coaster Works We Say: "Good fun while it lasts but nowhere near enough to make you want to play all through the night." AW | Xicat | 1 | ✓ | ✓ | X | 21 | 58% |
| Crazy Taxi We Say: "Crazy Taxi is a fully-loaded adrenaline rush experience - it's pure concentrated fun, stuffed onto one SEGA-licensed GD-ROM." ST | SEGA | 1 | X | X | STEERING WHEEL | 85 | 94% |
| Crazy Taxi 2 We Say: "Top visuals, top music, and top gameplay... but as good as the original? Err, well... MM | SEGA | 1 | X | X | X | 23 | 82% |
| Dave Mirra Freestyle BMX We Say: "A fun game with lots of potential that is sadly let down by a poor camera system and annoying camera angles." MR | Acclaim | 2 | X | X | X | 16 | 74% |
| Daytona USA 2001 We Say: "A more than arcade-perfect conversion that is guaranteed to impress fans of the ageing original." WJ | SEGA | 4 | ✓ | ✓ | STEERING WHEEL | 28 | 86% |
| Dead or Alive 2 We Say: "SOA 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 | 86 | 82% |
| Deadly Dinosaurs We Say: "Soaring through the skies has never been such an exhilarating experience - a man for Tom Cruise wannabes." AW | Kanami | 1 | X | X | X | 86 | 78% |
| Deep Fusion 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 | 45% |
| Dino Crisis We Say: "Direct PC conversions are always disappointing and this one's no different. All we can ask is why, Capcom... why?" MM | Virgin | 1 | X | X | X | 18 | 78% |
| Disinuous We Say: "It's not awful to play, but Disinuous won't be keeping your attention for longer than a week at most." MM | Ubi Soft | 1 | X | X | ARCADE STICK | 18 | 88% |
| Donald Duck Quack Attack We Say: "Perfect for the kiddie-winks, but much too short-lived for anyone looking for a real game to get their teeth into." AW | Ubi Soft | 1 | X | X | X | 17 | 71% |

What's That All About Then, Eh?

| Game Name | Publisher | Players | VM | Online | Useful Peripheral | Issue | Rating | |
|--|------------------|-----------|----------------|--------------|-------------------|--------------|--------|----------|
| <p>If you can't work this one out, you're probably not going to get very far...</p> <p>Which company is responsible for putting the game on the shelves.</p> <p>How many people can actually play at any one time.</p> <p>Does the game make use of the DC VM unit?</p> <p>Does it have online capabilities? Still a tad short on ticks...</p> <p>Which grows, but a steering wheel, are handy to have with the game.</p> <p>The issue in which the game was reviewed.</p> <p>The most important bit... is it actually any good?</p> | | | | | | | | |
| Genre | Action/Adventure | Real-time | Driving/Racing | Party/Puzzle | Platform | Shoot 'em up | Sports | Strategy |

| Game Name | Publisher | Players | VM | Online | Useful Peripheral | Issue | Rating |
|---|--------------------|---------|----|--------|-------------------|-------|--------|
| Dragon Riders: Champions Of Pwn We Say: "It's hardly thrilling stuff, as the plot meanders along at the speed of a particularly lazy snail." AW | Ubi Soft | 1 | ✓ | X | X | 24 | 67% |
| 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 | 66% |
| Duad World We Say: "An absolute shocker of a biking game that you shouldn't even attempt to go near - it's for your own safety." SP | Acclaim | 2 | ✓ | X | X | 29 | 38% |
| Dynamic Cap 2 We Say: "Dynamicize this game may be, but it has a far too short a fuse, and leaves the player feeling a little cheated." MK | SEGA | 2 | ✓ | X | X | 03 | 69% |
| Eco The Dolphin: Defender Of The Future We Say: "As soon as you see Eco The Dolphin in action you'll be dribbling more than a group of loaves at the annual 'Miss West T-Shirt' tournament." MM | SEGA | 1 | X | X | X | 08 | 91% |
| ECW Hardcore Revolution We Say: "There are so many reasons why you shouldn't rush out and get this: it might explain why Acclaim was reluctant to send us a review copy." MM | Acclaim 4 | 4 | X | X | X | 08 | 33% |
| ECW Anarchy Buz We Say: "It all seems as if you owe more time that this is utter awe, you've been blind. Please, just leave us alone." MM | Acclaim | 4 | X | X | X | 29 | 31% |
| ESPN International Track & Field We Say: "A second-rate knock-off of a version that appeared on an inferior console." MM | Konami | 4 | X | X | X | 15 | 63% |
| European Super League We Say: "Certainly not a terrible game, but sadly it plunks itself down on the average stool in the Dreamcast's football pub." AW | Virgin | 4 | ✓ | X | ARCADE STICK | 19 | 58% |
| Ever Dead: Nail To The King We Say: "Fans of the films may enjoy it for a while but others would do better to play Code Veronica again." SG | THQ | 1 | X | - | X | 23 | 42% |
| Evolutions We Say: "Evolution is great fun to play once you've allowed yourself to be supplanted by the archeological cravling thing." AW | Ubi Soft | 1 | ✓ | X | X | 05 | 88% |
| Exhibition Of Speed We Say: "Frankly, there's absolutely nothing to recommend this game to anyone... other than those who enjoy torture." AW | Virgin | 2 | ✓ | X | X | 18 | 18% |
| F1 Racing Championship We Say: "Whether you're an arcade racing fan or fancy more of a simulation, F1 Racing Championship offers both at a decent enough level." AW | Video System | 2 | ✓ | X | STEERING WHEEL | 19 | 71% |
| 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 | 88% |
| F1 World Grand Prix 2 We Say: "The derivative F1 racer for Dreamcast." SC | Video System | 2 | X | X | STEERING WHEEL | 12 | 80% |
| Formula 1 Challenge We Say: "Have no doubt, this is the ultimate driving experience. Save it and cherish it." AW | Acclaim | 2 | X | X | STEERING WHEEL | 14 | 91% |
| 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 | Edios Interactive | 1 | X | X | X | 04 | 61% |
| Fighting Force 2 We Say: "It plays quite well, but the package as a whole just doesn't live up to the high standards set by other DC fighters." CN | SEGA | 1 | X | X | ARCADE STICK | 29 | 65% |
| Floppy Brothers We Say: "Nice idea, good for kids, but don't expect days and days of challenging gameplay." CC | SEGA | 1 | ✓ | ✓ | VIBRATION PACK | 28 | 71% |
| Frags 2 We Say: "Not as bad as you might think, but still not good enough to warrant more than a few days' worth of play." MM | Konami | 4 | X | X | X | 17 | 56% |
| Fun Fighters We Say: "The closest thing to an Rare/Nintendo game that Dreamcast gamers are ever likely to find." SP | Acclaim | 4 | X | X | X | 09 | 91% |
| Gunlord 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 | 18 | 67% |
| Giant Killers We Say: "A good football management game with all the current English teams and a wide range of tactical options." RM | Virgin | 1 | ✓ | X | KEYBOARD | 20 | 78% |
| GripWing We Say: "Still a pointless shoot-'em-up, it gets one percent more just for being in English this time around." MM | Virgin | 2 | X | X | ARCADE STICK | 14 | 35% |
| Grandia II We Say: "A fresh approach to the genre that does a great job in showing other warlike adventures how it should be done." WJ | Ubi Soft | 1 | ✓ | X | X | 18 | 81% |
| Gun Turbine 2 We Say: "It's damned hard to enjoy all the enhancements when you're driving on what looks like a track made out of a fried egg." WJ | Sony | 2 | ✓ | X | STEERING WHEEL | 24 | 68% |
| GT2 We Say: "GT2 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% |
| Gunlord 2 We Say: "Despite feeble attempts, this game fails to deliver in almost all departments." MM | Midway | 2 | X | X | ARCADE STICK | 15 | 51% |
| Half-Life We Say: "Half-finished, never saw the light of day more like!" CN | Hi, Nobody | 0 | X | X | VIVID IMAGINATION | 15 | 81% |
| Headhunter We Say: "An excellent side that, seamlessly blends together puzzle, adventure and 3D-out blasting action." SC | SEGA | 1 | ✓ | X | ARCADE STICK | 28 | 62% |
| Heavy Metal Demolition We Say: "Poor level design, dodgy camera angles and tedious gameplay ensure this title should be avoided." SC | SEGA | 2 | ✓ | X | ARCADE STICK | 21 | 55% |
| Hidden & Dangerous We Say: "It is certainly a great game but whether it will appeal to the action-craved console market remains to be seen." AW | Take 2 | 1 | X | X | X | 12 | 62% |
| House Of The Dead 2, The We Say: "This is one of the tittles worth buying a Dreamcast for, especially with the amazingly good lightgun to play with." MM | SEGA | 1 | X | X | LIGHTGUN | 01 | 91% |
| Hydra 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 | 78% |
| Inconceivable 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 | 88% |
| Iron Aces We Say: "It isn't without its flaws, but the airbound combat is entertaining and at times in-depth. Not a must-buy, but worth a look." ST | Xicat | 2 | ✓ | X | X | 21 | 63% |
| Jedi Power Battles We Say: "Great for Star Wars fans, but might be worth a look if you're a simple platform-bowling person as well." PM | Acclaim | 2 | X | X | ARCADE STICK | 16 | 78% |
| Jeremy McGrath Supercross 2000 We Say: "Don't go near this game if you want to retain your faith in the Dreamcast. Why? Because it will not your soul." AW | Acclaim | 2 | X | X | X | 14 | 28% |
| Jet Set Radio We Say: "Playing this game is a near-heavenly experience, unmarred thus far on any system." AW | SEGA | 1 | X | X | X | 15 | 92% |
| 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 | 05 | 59% |
| John's Marine 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 | 1 | X | X | ARCADE STICK | 07 | 71% |



| Game Name | Publisher | Players | VM | Online | Useful Peripheral | Issue | Rating |
|---|--------------------|---------|----|--------|-------------------|-------|--------|
| Kao The Kangaroo We Say: "At the end of the day Kao is just a poor mark Rayman, but it'll keep the kids happy... or should that be frustrated." AW | Virgin | 1 | X | X | X | 18 | 71% |
| KISS Psycho Circus We Say: "A good conversion, but sadly not exactly ground-breaking on the game front. Of course, you might want to give it a quick blast if you're desperate." MM | Take 2 | 1 | X | X | X | 17 | 48% |
| Le Mans 24 Hours We Say: "A visual and aural treat with plenty of challenge. A great driving game that leaves others lagging behind." SP | Intergrames | 4 | X | X | STEERING WHEEL | 18 | 81% |
| LeMons Texas Space Race We Say: "An amazingly fun kids' racing game - it's just a shame that they've gone too far and made it really, REALLY easy." MM | Intergrames | 4 | X | X | STEERING WHEEL | 18 | 82% |
| MapForce Racing We Say: "This is as close as you're going to get if you're looking for an ultra-fast, futuristic racing game like WipeOut on the Dreamcast." MM | Cave | 4 | X | X | X | 14 | 51% |
| Melken X We Say: "No one seems perturbed by the fact that the Melken X looks like a wretched and mouldy parrot." NC | SEGA | 1 | X | X | X | 12 | 85% |
| Marvel vs Capcom We Say: "When the people behind the StreetFighter series stick to their predictable guns, they do it with style and this is no exception." MM | Virgin | 4 | X | X | X | 04 | 88% |
| Marvel vs Capcom 2 We Say: "An absolute must for all beat-'em-up aficionados." AW | Virgin | 2 | X | X | ARCADE STICK | 11 | 89% |
| Met Hoffman's Pro BMX We Say: "Sadly, various other similar titles have done all this before. What's more, they did it all a hell of a lot better. Tony Hawk's 2, anybody?" KC | Activision | 2 | ✓ | ✓ | ARCADE STICK | 29 | 89% |
| MIDZ We Say: "MIDZ is one of the most original games yet to grace the Dreamcast as well as being one of the best. Brilliantly satisfying." AW | Take 2 | 1 | X | X | ARCADE STICK | 07 | 90% |
| Monopoli Street Racer We Say: "One of the finest games that we've laid our hands on for a very, VERY long time." MM | SEGA | 2 | X | X | STEERING WHEEL | 15 | 89% |
| 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 Goutriet was in there somewhere..." MM | Midway | 2 | X | X | X | 18 | 27% |
| Millennium Soldier: Expendable We Say: "If you're a seasoned gamer who remembers the likes of Smash TV then you'll know exactly what to expect from Millennium Soldier." NR | Intergrames | 2 | X | X | X | 01 | 89% |
| Minsky We Say: "A uniquely odd game which, although genuinely good fun to play, has an unpolished something missing." AW | Take 2 | 2 | X | X | ARCADE STICK | 16 | 89% |
| Mortal Kombat Gold We Say: "Although a dying breed, MKG breathes new life into the series making it one of the more enjoyable Dreamcast beat-'em-ups." AW | Midway | 2 | X | X | X | 03 | 77% |
| Mr Driller We Say: "Despite a distinct lack of game modes and options, Mr Driller is quite simply brilliant fun!" AW | Virgin Interactive | 1 | X | X | ARCADE STICK | 17 | 89% |
| MTV Sports: Skateboarding We Say: "There's plenty to recommend MTV Skateboarding but at the end of the day it's no match for the might of Tony Hawk's 2." AW | THQ | 1 | X | X | ARCADE STICK | 17 | 88% |
| NBA Hoopz Looks fantastic, great fun to play with your mates and basically kicks ass. Really - who else? AW | Midway | 4 | ✓ | ✓ | ARCADE STICK | 29 | 88% |
| NBAKX We Say: "As an overall package this game is absolutely brilliant, although it does have limited appeal." AW | SEGA | 4 | ✓ | ✓ | X | 06 | 89% |
| NBA Challenge: NBA vs NBA We Say: "You don't have to be Shaquille O'Neal to be Midway's top BB ball, as you can get straight onto the court with a minimum of hass." AW | Midway | 4 | ✓ | ✓ | X | 04 | 82% |
| NFL2K We Say: "When compared to the likes of NFL Blitz, NFL 2K is made to look wholesome and monotonous." AW | SEGA | 4 | ✓ | ✓ | X | 04 | 74% |
| NFL Blitz 2000 We Say: "The beauty of NFL Blitz is that you don't need to have a clue about the sport in order to be able to enjoy it." AW | Midway | 4 | ✓ | ✓ | X | 03 | 89% |
| NFL Quarterback Club 2000 We Say: "Dull, boring and mindless, NFL Quarterback Club is American Football at its worst, without even a sniff of enjoyment." AW | Acclaim | 4 | X | X | X | 04 | 56% |
| NHLZ We Say: "Fast, frantic, and great fun to play" AW | Midway | 4 | X | X | X | 11 | 85% |
| Highlanders Creatures 2 We Say: "The only good thing this game has to offer is that you can kick down some 'FBI-style.' CD | Konami | 1 | X | X | X | 12 | 39% |
| OutRigger We Say: "With online play, this would probably get around 50%... it doesn't have it, so we'll mark it down to 52%. Not bad, eh?" MM | SEGA | 4 | ✓ | ✓ | KEYBOARD & MOUSE | 28 | 92% |
| Fun Fun We Say: "You are unlikely to see anything as dull in your life, if you've got a few minutes loose, then you'll love it!" BL | Intergrames | 4 | X | X | X | 02 | 88% |
| Phantasy Star Online We Say: "Great when online, but it's a tiny bit repetitive otherwise - just like every RPG, it certainly isn't for everyone." MM | SEGA | 1 | ✓ | ✓ | KEYBOARD | 19 | 90% |
| 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 | 94% |
| POD 2 We Say: "Despite having online capabilities, POD 2 is so badly done that it's almost unplayable. Sad, but true." BM | Ubi Soft | 2 | X | ✓ | STEERING WHEEL | 18 | 59% |
| Power Show We Say: "Capcom decided to take a new direction with a beat-'em-up and sake notice, and so should you. This game is truly wonderful." TS | Edco Interactive | 2 | X | X | X | 01 | 82% |
| Power Stone 2 We Say: "Much more fun when you've got loads of mates round, but still a really good laugh if you're playing with yourself." MM | Edco | 4 | X | X | ARCADE STICK | 13 | 82% |



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

Action/Adventure



Resident Evil Code: Veronica

Certainly the definitive version of the timeless platform title and one that brings a smile to our faces whenever we give it just one more play...

Beat-'Em-Up



Soul Calibur

This has got to be the most gorgeous-looking game ever. With so much depth and a wealth of characters, this has to be the fighter of choice. And then there's the two-player mode...

Driving/Racing



M-SR

This is the most comprehensive and original driving game on any console and the closest thing to driving perfection you are likely to ever see. So why haven't you bought it yet?

| Game Name | Publisher | Players | VM | Online | Useful Peripheral | Issue | Rating | |
|--|---------------------|---------|----|--------|-------------------|----------------|--------|-----|
| Project Justice We say: "It's not fair - why won't Capcom stop making decent beat-'em-ups? It's a conspiracy, we're sure." MM | Virgin | 2 | X | X | ARCADE STICK | 18 | 81% | |
| ProPinball Trilogy We say: "Yes, it is only a pinball game - but it's a pinball game that we could happily sit and play all day long." HoursMM | Empire Interactive | 1 | X | X | X | 21 | 81% | |
| Psychic Force 2012 We say: "Graphically and aurally there is nothing here that couldn't have been airtily produced on a PlayStation. A yep, poor game." ST | Acclaim | 2 | X | X | X | 94 | 85% | |
| Quake III Arena We say: "Pretty much as great as we were expecting it to be, but with too many gaudy gimmicks that stop us going any bananas about it." MM | SEGA | 4 | X | ✓ | MOUSE & KEYBOARD | 18 | 90% | |
| Racing Simulation: Monaco Grand Prix We say: "The controls can be a little too sensitive. Nowhere near as good as F1 World Grand Prix." MR | Ubisoft | 2 | X | X | X | STEERING WHEEL | 83 | 83% |
| Rainbow Tycoon 2 We say: "Nothing there, you could say there's a bit of a transporter in each of us and this game will appeal to that little bit." I | Take 2 | 1 | X | X | X | 14 | 33% | |
| Rainbow Six We say: "It may be old news but it's still a great idea for a game if you can get in to it. Unfortunately, the control guys makes this far too difficult." MR | Virgin Interactive | 1 | X | X | X | 18 | 88% | |
| Rayman 2: The Great Escape We say: "Rayman 2 represents all that is great about the Dreamcast and is as good a game as you're going to fit for it." AW | Ubisoft | 1 | X | ✓ | X | 87 | 82% | |
| Ready 2 Rumble Boxing We say: "Make no mistake, Ready 2 Rumble is no punch-drunk fester, but a right swinger that will keep you in doing well into 2000!" ST | Midway | 2 | ✓ | ✓ | X | 81 | 98% | |
| Ready 2 Rumble Boxing: Round 2 We say: "A hilarious take on the fo-faced sport that plays like a dream." WJ | Midway | 2 | X | ✓ | ARCADE STICK | 18 | 85% | |
| Recess Of Lodox War We say: "Killing bosses and collecting 'precious items' is all Lodox has to offer, though it does these few tasks admirably." WJ | Acclaim | 2 | X | X | X | 18 | 81% | |
| 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 | 85 | 73% | |
| Resident Evil 3: Nemesis We say: "Unless you're a complete Resident Evil nut who has to own them all, this really isn't worth handing over the ah fac." MM | Virgin Interactive | 1 | X | X | X | 17 | 88% | |
| 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 | Ubisoft | 1 | X | X | X | 18 | 94% | |
| Ri-Riv 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 | 83 | 78% |
| Red Dog We say: "As a multiplayer it's fun, if nothing particularly outstanding, but the overall package is a winner." BK | SEGA | 4 | X | X | X | 82 | 71% | |
| Rex We say: "An original first step into a whole new genre. It doesn't quite work as well as it could." SJ | Big Ben Interactive | 1 | ✓ | ✓ | X | VIBRATION PACK | 31 | 82% |
| 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 | THQ | 4 | X | X | X | STEERING WHEEL | 18 | 48% |
| Rogue Spear We say: "Much better than the last Rainbow Six outing, but still not quite up to the excellence that the PC version achieved." MS | Virgin | 1 | ✓ | ✓ | X | KEYBOARD | 21 | 77% |
| Samba De Amigo We say: "It's totally bonkers and the best fun you'll have with a pair of maracas and a Dreamcast this Christmas." AW | SEGA | 2 | X | ✓ | X | MARACAS | 16 | 82% |
| San Francisco Rush 2048 We say: "For all the promise that Rush 2048 shows, it doesn't live up to expectation." AW | Midway | 4 | X | X | X | STEERING WHEEL | 13 | 71% |
| SEGA Bass Fishing We say: "SEGA Bass Fishing is a fantastic game and whatever your attitude to the sport of fishing is, you can on love this game." AW | SEGA | 1 | X | X | X | FISHING ROD | 83 | 89% |
| SEGA Extreme Sports We say: "It's great fun but the lack of a good multiplayer mode cuts the life of this one in half." MM | SEGA | 2 | X | X | X | X | 15 | 80% |
| SEGA GT We say: "An incredibly well-rounded game that will keep car and driving enthusiasts happy for a long, long time." AW | SEGA | 2 | ✓ | ✓ | ✓ | STEERING WHEEL | 16 | 89% |
| 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 | 81 | 81% |
| SEGA Worldwide Soccer 2000 We say: "This game we find SEGA shooting itself in the foot by producing a totally sub-standard sports game. It which it has no excuse." AW | SEGA | 4 | ✓ | ✓ | X | X | 84 | 82% |
| SEGA Worldwide Soccer: Euro Edition We say: "Talk about overhead - this semi-sequel to an originally kick-butt game totally changes everything. It's simply one other, more fun foxie game EVER!" MM | SEGA | 4 | X | X | X | X | 80 | 88% |
| Shadow Man We say: "If you have a trigger finger and a penchant for killing everything in sight then this will fulfill your fantasy and your nightmares." AW | Acclaim | 1 | X | X | X | X | 83 | 80% |
| Shemur We say: "Straining to look at and great for RPG fans, but certainly not for everyone." CN | Ubisoft | 1 | X | X | X | ARCADE STICK | 18 | 85% |
| Shemur II We say: "Set this as your DC's best game - you don't play this epic, you experience it. A must-play whether you led Shemur or not." CD | SEGA | 1 | X | X | X | VIBRATION PACK | 29 | 94% |
| Slime Crazy We say: "I'll keep your axe glued to your seat, your trigger finger happy and your eyes on stalks for hours." AW | Konami | 1 | X | X | X | X | 15 | 85% |
| 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 | X | 18 | 84% |
| Slices Of Arcadia We say: "The closest thing to RPG heaven that's appeared on the Dreamcast yet. Everyone should play this." MM | SEGA | 1 | ✓ | ✓ | X | X | 28 | 94% |
| Slave Zero We say: "Probably not as good as it should be, although it is still enjoyable to play despite a dodgy framerate." AW | Infogrames | 4 | X | X | X | X | 86 | 59% |
| Die Cross Championship Racing We say: "A cool idea that's let down by poor execution, but then you win, some, you lose some." AW | Ubisoft | 2 | X | X | X | X | 18 | 58% |

Party/Puzzle



Chu Chu Rocket!

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

Shoot-'Em-Up



StarLancer

Walking away with the title of "Best Shoot-'Em-Up" on the Dreamcast, *StarLancer* certainly deserves all the praise it gets. Top blasting action AND online play? It's amazing!

Sports



Tony Hawk's Pro Skater 2

Without a doubt, one of the finest achievements in gaming. You will never, EVER get bored of it, even when you've finished it. This game is pure genius.

Strategy/Simulation



Hidden And Dangerous

Being all stealthy and cunning is the name of the game in *Hidden And Dangerous*. Initially tricky to get to grips with, persevere and you'll fall in love with it.

directory



| Game Name | Publisher | Players | VN | Online | Useful Peripheral | Issue | Rating |
|--|------------------------|---------|----|--------|-------------------|-------|--------|
| Snake Surfers We Say: "The gameplay in Snake Surfers 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 | 82% |
| Snatcher of Fortune We Say: "It's a laudable achievement, ably demonstrating the DC's ability to handle PC conversions with ease." MOS | WB Soft | 1 | ✓ | X | KEYBOARD & MOUSE | 24 | 74% |
| Sonic Adventure We Say: "Despite many regrettable aspects, Sonic Adventure is the first genuine must-have game for the Dreamcast." JR | SEGA | 1 | ✓ | ✓ | X | 01 | 79% |
| Sonic Adventure 2 We Say: "It brings with it a whole bundle of additions - and omissions - that go towards improving the game no end." MM | SEGA | 2 | ✓ | ✓ | X | 24 | 83% |
| Sonic Shuffle We Say: "Soo bang average. It's frankly shocking that SEGA is willing to place Sonic in such a derivative affair." MG | SEGA | 4 | X | X | X | 10 | 58% |
| Soul Calibur We Say: "Soul Calibur is the best fighting game you'll ever play, making it an essential Dreamcast purchase." ST | Bandai | 2 | ✓ | X | X | 02 | 84% |
| Soul Fighter We Say: "Soul Fighter is a great game to just relax and play on a lazy weekend or after a night out. It won't take your grey matter too much." SR | Playback Entertainment | 1 | X | X | X | 03 | 71% |
| Soul Reaver We Say: "The definitive version of this tasty vampire-killer - add it to your collection and save your soul." MM | Clion | 1 | X | X | X | 06 | 86% |
| South Park Rally We Say: "A possible entry into the comedy racing market." SC | Activision | 4 | X | X | STEERING WHEEL | 11 | 82% |
| Space Channel 5 We Say: "With Uska you get a whole new interpretation of the day's news. You get it through the art of dance." WJ | SEGA | 1 | X | X | X | 14 | 80% |
| Spawm in the Demons' Hand We Say: "It's up there with Power Stone 2 for pure, frantic, multiplayer fun. A lot of a bombshell in one-player mode, though." CN | Edios | 4 | X | X | ARCADE STICK | 10 | 84% |
| Speed Devils We Say: "Uska Soft's first Dreamcast racer makes SEGA Rally 2 look about as exciting as driving a supermarket shopping trolley!" RK | WB Soft | 2 | ✓ | ✓ | STEERING WHEEL | 02 | 82% |
| Speed Devils Online We Say: "Online it's a bit pants but as soon as you hit the Internet for some online goodness, SDO transforms into something else." AW | WB Soft | 1 | ✓ | ✓ | STEERING WHEEL | 10 | 81% |
| Spider-Man We Say: "Everything you could hope for is here, imbued with an impressive level of Marvel comic styling." WJ | Activision | 1 | ✓ | ✓ | X | 22 | 78% |
| Spirit Of Speed 1937 We Say: "It's embarrassing to think that someone devoted this kind of effort just to be released as a finished product." MM | Edios | 1 | X | X | STEERING WHEEL | 12 | 38% |
| Star Wars Demolition We Say: "How they managed to screw this one up is anyone's guess, but they have. What a pile of arse." MM | Activision | 4 | X | X | X | 10 | 18% |

import directory

| Import Game Name | Publisher | Players | VN | Online | Useful Peripheral | Issue | Rating |
|--|-----------------|---------|----|--------|-------------------|-------|--------|
| Aura Dancing F | SHI | 1 | X | X | X | 06 | 85% |
| Allen Front Online | 1 | ✓ | ✓ | ✓ | Microphone | 27 | 82% |
| Arabian Nights: Price Of Persia 3D | Mantel | 1 | ✓ | X | X | 28 | 54% |
| Atari Anniversary Pack | Infragames | 4 | X | X | X | 25 | 85% |
| Bakuretsu Mutaki Ransaiou | ESP | 1 | X | X | X | 05 | 65% |
| Bangi Gunship Elite | Red Storm | 1 | ✓ | X | Vibration Pack | 27 | 59% |
| Berserk | Asell | 1 | X | X | X | 05 | 75% |
| Biohazard | Capcom | 1 | ✓ | X | X | 06 | 83% |
| Carrier | Jaleco | 1 | X | X | X | 09 | 95% |
| Common Sense | Capcom | 2 | X | X | ArCADE STICK | 21 | 82% |
| Capcom Vs SNK Pro | Capcom | 2 | X | X | ArCADE STICK | 25 | 81% |
| Capcom Vs SNK | Capcom | 2 | X | X | ArCADE STICK | 14 | 87% |
| Capcom Vs SNK 2 | Capcom | 2 | ✓ | X | ArCADE STICK | 28 | 92% |
| 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% |
| DC | SEGA | 1 | X | X | X | 07 | 89% |
| Dance Dance Revolution 2nd Mix | Konami | 2 | X | X | X | 07 | 93% |
| Death Crimson 2 | Ecole | 1 | X | X | Lightgun | 05 | 53% |
| Dencha De Gal 2 | Talio | 1 | X | X | X | 10 | 29% |
| Expion-ops-its | NEC | 1 | X | X | X | 02 | 73% |
| Elemental Dimmick Gear | Vulcan | 1 | X | X | X | 06 | 73% |
| FirePro Wrestling | Spike | 4 | X | ✓ | ArCADE STICK | 21 | 87% |
| Glenn Grain 2000 | SEGA | 4 | ✓ | X | ArCADE STICK | 13 | 81% |
| Glenn Grain 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% |
| Guilty Gear X | Spike | 4 | X | X | ArCADE STICK | 21 | 89% |
| Gunbird 2 | Capcom | 2 | X | X | X | 09 | 81% |
| Gundam Side Story: 0070 | Talio | 1 | X | X | X | 10 | 89% |
| Heavy Metal: Geomatrix | Capcom | 4 | ✓ | X | ArCADE STICK | 26 | 98% |
| Hydra Castle | Sierra | 4 | X | X | X | 25 | 81% |
| Illwind | Crazy Games | 1 | X | X | X | 23 | 87% |
| Industrial Spy - Operation Espionage | UFO Interactive | 1 | ✓ | X | X | 26 | 74% |
| Jet Coaster Dream | Bottom Up | 1 | X | X | X | 05 | 99% |
| Jet Set Radio | SEGA | 1 | X | ✓ | X | 12 | 83% |
| Joko's Bizarre Adventure | Capcom | 2 | X | X | X | 04 | 88% |
| Kakashi | Capcom | 2 | X | X | X | 06 | 82% |
| King Of The Fighters '99 | SNK | 2 | X | X | X | 02 | 97% |
| King Of Fighters '99 Evolution | SNK | 2 | X | X | ArCADE STICK | 08 | 72% |
| Last Blade 2 | SNK | 2 | X | X | ArCADE STICK | 22 | 38% |

| Game Name | Publisher | Players | VM | Online | Useful Peripheral | Issue | Rating |
|---|--------------------|---------|----|--------|-------------------|-------|--------|
| Star Wars Episode 1: Racer We say: "Star Wars Episode 1: Racer is blatantly just a cheap, lazy and frankly not particularly brilliant port of the PC version." AW | Activision | 2 | X | X | STEERING WHEEL | 18 | 74% |
| StarLancer We say: "Another great leap for online gaming on the Dreamcast, while managing to provide more than enough single-player action as well." Gamma "MM | Ubi Soft | 1 | X | X | X | 18 | 82% |
| StreetFighter Alpha 3 We say: "StreetFighter Alpha 3 is coin-op perfect and practically devoid of the painful loading times that plagued the PlayStation version." RB | Virgin | 2 | X | X | ARCADE STICK | 04 | 84% |
| StreetFighter III: 3rd Strike We say: "As far as the StreetFighter series goes, you really couldn't do much better than III." MM | Virgin | 2 | X | X | ARCADE STICK | 14 | 71% |
| StreetFighter III: Double Impact We say: "We're not saying that it's bad...we're just saying it's StreetFighter. Again. You've seen it all before, so why bother?" MM | Virgin Interactive | 2 | X | X | X | 08 | 74% |
| Stupid Readers We say: "Great for adventure lovers, but if you've only got a few minute attempts at sport you'll hate it." MM | Ubi Soft | 1 | ✓ | X | Mouse | 22 | 74% |
| Stunt GP We say: "Much more fun than Be-Bot, but still suffers from enough faults to stop it being totally perfect." MM | Emery | 4 | ✓ | X | STEERING WHEEL | 21 | 80% |
| Super Magnetic Hero We say: "If you can get past the frustrating difficulty level, this is actually a pretty damn smart game." MM | Crave | 1 | X | X | X | 13 | 80% |
| Super Runabout We say: "Great ideas, but completely arise in every other direction." MM | Acclaim | 1 | X | X | X | 15 | 52% |
| Surf Racket Racers We say: "There is plenty of racing action effects and lack of difficulty. Surf Racket Racers is too short-lived to hold your interest for more than a few days." MM | Ubi Soft | 2 | X | X | X | 18 | 65% |
| Suzuki Motocross 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 | 78% |
| Sword Of The Berserk: Guts & Rage We say: "It's much more fun as Sword Of The Berserk II, 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 | 08 | 72% |
| Sydney 2000 We say: "As much as we'd like to enjoy this game, we just can't get over how poor it is." AW | Eidos | 4 | X | X | ARCADE STICK | 13 | 65% |
| Tech Racer We say: "There is plenty of racing action effects and lack of difficulty. Tech Racer is too short-lived to hold your interest for more than a few days." MM | Virgin Interactive | 2 | ✓ | X | ARCADE STICK | 08 | 88% |
| Tee Off Golf We say: "Tee Off Golf is the better way to fill in the gaps that purchase the summer days." AW | Acclaim | 2 | X | X | X | 05 | 88% |
| Tennis 2K2 We say: "The best just got better. It's the greatest Dreamcast game ever, sports or otherwise." SG | SEGA | 4 | ✓ | X | ARCADE STICK | 28 | 95% |
| The Grinch We say: "As good as the film might have been, this is a really poor effort that could, and should, have been a whole lot better than it actually is." AW | Acclaim | 1 | X | X | X | 18 | 57% |
| The Next Tetris We say: "Not really the kind of thing we expect after playing out for a machine that can do so much more." SG | Ubi Soft | 2 | X | X | X | 23 | 57% |
| The Named Soul We say: "The Named Soul is a marvellous experience for those who are willing to give it a chance." MM | Eidos | 2 | X | X | X | 08 | 58% |

| Import Game Name | Publisher | Players | VM | Online | Useful Peripheral | Issue | Rating |
|---|----------------------|---------|----|--------|-------------------|-------|--------|
| Motocross X | Alion | 1 | ✓ | X | X | 04 | 75% |
| Mars Matrix | Capcom | 2 | ✓ | X | ArCADE STICK | 22 | 74% |
| Marvel Vs Capcom 2 | Capcom | 2 | ✓ | ✓ | ArCADE STICK | 08 | 82% |
| Metal Gear Solid | Capcom | 1 | ✓ | X | X | 28 | 93% |
| Mr Driller | Hamco | 1 | X | X | X | 12 | 83% |
| Neo Golden Legend | Success | 1 | X | X | X | 25 | 83% |
| NHL2K SEGA | SEGA | 4 | X | X | X | 08 | 84% |
| Phantasy Star Online Ver.2 | SEGA | 1 | ✓ | ✓ | Keyboard | 25 | 82% |
| Pop N' Music 2 | Konami | 1 | X | X | Keyboard | 02 | 73% |
| Power Stone 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 | 99% |
| Rainbow Six | Majesco | 1 | X | X | X | 11 | 78% |
| Razor Freestyle Scooter | Crave | 2 | ✓ | X | Vibration Pack | 27 | 82% |
| Ring | Acclaim | 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% |
| Samba De Amigo ver.2000 | SEGA | 2 | X | X | Maracas | 27 | 88% |
| Seaman | SEGA | 1 | X | X | Microphone | 14 | 84% |
| SEGA Bass Fishing 2 | SEGA | 1 | ✓ | X | Fishing Rod | 27 | 81% |
| SEGA GT: Homologation Special | SEGA | 2 | ✓ | X | Steering Wheel | 07 | 92% |
| SEGA Marine Fishing | SEGA | 1 | ✓ | X | Fishing Rod | 24 | 89% |
| SEGA Smash Pack | SEGA | 1 | ✓ | X | X | 24 | 47% |
| SEGA Sports Jam | SEGA | 2 | ✓ | X | X | 24 | 82% |
| Sorcerian - Apprentice Of Seven Star Magic | Victor Interactive | 1 | X | X | X | 18 | 84% |
| Space Channel 5 | SEGA | 4 | ✓ | X | X | 08 | 91% |
| Spec Ops: Omega Squad | Ripcord | 1 | ✓ | X | X | 28 | 18% |
| Star Gladiator 2: Nightmare Of Biliton | Capcom | 2 | X | X | X | 05 | 65% |
| StreetFighter III W Impact | Capcom | 2 | X | X | X | 05 | 44% |
| StreetFighter Zero 3 | Capcom | 2 | X | X | X | 02 | 89% |
| Super Magnetic Hero Nu | Genki | 1 | X | X | X | 07 | 71% |
| Super Runabout | Clivus Entertainment | 1 | X | X | Steering Wheel | 11 | 48% |
| Time Stalkers | SEGA | 1 | X | X | X | 09 | 78% |
| Tokyo Bus Guide | Forty Five | 1 | X | X | X | 07 | 82% |
| Toukan Retsuden 4 | Tomu | 1 | X | X | X | 02 | 48% |
| Treasure Strike | Kid | 4 | ✓ | X | X | 08 | 72% |
| Twinkle Star Sprites | SNK | 2 | X | X | X | 10 | 79% |
| Typing Of The Dead | SEGA | 2 | ✓ | X | Keyboard | 20 | 88% |
| Virtua Cop 2 | SEGA | 2 | X | X | Light Gun | 08 | 69% |
| Virtua On | SEGA | 2 | ✓ | X | X | 05 | 89% |
| World Series Baseball 2K2 | SEGA | 2 | X | ✓ | Vibration Pack | 27 | 69% |

| Game Name | Publisher | Players | VM | Online | Useful Peripheral | Issue | Rating | |
|---|----------------------|---------|----|--------|-------------------|----------------|--------|-----|
| Time Stalkers We Say: "It plays in a way that makes spending an afternoon watching some fan fingers defrost sound interesting." AW | SEGA | 1 | X | X | X | 14 | 36% | |
| Tokyo Highway Challenge We Say: "Tokyo Highway Challenge isn't one of the best Dreamcast racing games but it does look fantastic." AW | 2 | X | X | X | STEERING WHEEL | 03 | 84% | |
| Tokyo Highway Challenge 2 We Say: "Although slightly better than the original, this is a game that just doesn't seem to light the blue touch paper." AW | Ubi Soft | 2 | X | X | STEERING WHEEL | 17 | 85% | |
| Tony Hawk Challenge We Say: "Looks like the Emperor is absolutely narked. Sony Lara, but it's time to stop adventuring and start having babies." AW | Edios | 1 | X | X | X | 17 | 79% | |
| Tony Hawk: The Last Revolution We Say: "Looks to be the answer of the Dreamcast, every stage of Last Revolution is jaw-droppingly amazing." MM | Edios | 1 | X | X | X | 07 | 72% | |
| Tony Hawk's Pro Skater 2 We Say: "Without a doubt the finest skateboarding game in existence - until Tony Hawk's 3 comes along!" MM | Activision | 2 | X | X | X | 17 | 86% | |
| Tony Hawk's Skateboarding We Say: "It's essential purchase for any Dreamcast owner: We just can't imagine how great this game is!" MM | Crowe | 4 | X | X | X | 18 | 84% | |
| Tony 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 | 80% | |
| The Story 2 "Theory fans can rejoice, but everyone else should try before they buy!" MM | Activision | 1 | X | X | X | ARCADe STICK | 16 | 78% |
| 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 Dream Soccer We Say: "It's a real love lucky for Soccer Dreams as this is by far and away the best of the football games they've done." AW | SEGA | 4 | X | X | X | 18 | 79% | |
| UEFA Striker We Say: "It's very much from the old FIFA pick-up-and-play mould, but for die-hard enthusiasts, it all feels a bit too watered-down." RB | Edios | 2 | X | X | X | 02 | 67% | |
| UFC We Say: "A near-perfect mix: fighting game, named only by the fact that experts might find it a bit too easy." MM | Crowe | 1 | X | X | X | 14 | 83% | |
| Ultimate Tournament We Say: "Great game but the missing online play means that Quake III's your best option." MM | Intergames | 4 | ✓ | X | KEYBOARD & MOUSE | 22 | 87% | |
| Ultima Online We Say: "Quite clearly this is the worst game of its genre on the Dreamcast, not to mention an embarrassment." AW | Edios | 1 | X | X | X | 14 | 48% | |
| V-Rally 2: Expert Edition We Say: "This arcade-perfect conversion of a great game, V-Rally isn't the best on-racer game in the world, but with some online it's awesome!" DM | Intergames | 4 | ✓ | X | X | STEERING WHEEL | 08 | 88% |
| V-Rally 2: Expert Edition We Say: "V-Rally 2 doesn't quite come up to the same standards as SEGA Rally 3, meaning that although it's a very good game it's just not great." AW | Edios | 4 | X | X | X | 04 | 73% | |
| 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 | 73% | |
| Virtua Fighter 3D We Say: "This arcade-perfect conversion of a great game, VF3D isn't the best on-fighter game in the world, but with some online it's awesome!" DM | SEGA | 2 | X | X | X | 01 | 89% | |
| Virtua Striker 2 We Say: "It's not bad, but makes a change from all the realistic 'striking games' around. It's lacking with a capital 'W'!" MM | SEGA | 2 | X | X | X | 05 | 78% | |
| Wacky Races We Say: "It's not bad, but makes a change from all the realistic 'striking games' around. It's lacking with a capital 'W'!" MM | Intergames | 4 | X | X | X | STEERING WHEEL | 08 | 85% |
| Wald County World Quest: Magical Racing Tour We Say: "As much as WDRWG: AMT tries to replicate the fun and frolics of other silly racing games, it ultimately fails to do so." AW | Edios | 4 | X | X | X | STEERING WHEEL | 13 | 88% |
| Warthog We Say: "Puzzle fans will find themselves in cerebral cortex-munching nirvana." SP | Take 2 Interactive | 2 | X | X | X | 08 | 71% | |
| Wild Metal We Say: "Wild Metal amounts to no more than a dull, unimaginative, shameful waste of QD-RGM technology." ST | Rockstar | 2 | X | X | X | 07 | 58% | |
| Worms Armageddon We Say: "So over. Team 17 has delivered the finest and most enjoyable of the series." AW | Rockstar Interactive | 4 | X | X | X | 04 | 72% | |
| Worms World Party "If you are even slightly into online games at all, you'll want to get hold of this right now." MM | Virgin | 4 | X | ✓ | X | ARCADe STICK | 18 | 88% |
| WWF Attitude We Say: "If you want a game that you can use as a fridge when you're away from your Dreamcast... this is it." AW | Acclaim | 4 | X | X | X | 03 | 41% | |
| WWF Royal Rumble We Say: "WWF Royal Rumble is a great representation of the crazy world of the WWF and should find favour with fans everywhere." KL | THQ | 4 | X | X | X | ARCADe STICK | 13 | 91% |
| Xanadu Pearl We Say: "A fine looking, if a little hardcore, driving game offering everything but the one thing we all want... a top standard arcade racing mode." SP | Acclaim | 2 | ✓ | X | X | STEERING WHEEL | 18 | 78% |
| Virtua Athlete We Say: "It's good, but not great - we were hoping for so much more. We'll be going to last more than a few days." MM | SEGA | 4 | X | X | X | ARCADe STICK | 14 | 54% |
| Virtua Tennis We Say: "An exceptional piece of programming that justifies the purchase of a Dreamcast." PM | SEGA | 4 | X | X | X | X | 12 | 84% |
| Who Wants To Be A Millionaire We Say: "Once popularity of the name will ensure its success, but in the long run, a lot of people are going to be disappointed." CN | Edios | 4 | X | X | X | X | 14 | 59% |
| 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 | X | 05 | 88% |

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| SEX ON THE BEACH | TIMAAAAAY! | PHWOARRR! | gator |
| | | | |
| GVNOR | | | |
| | | | |

*** mobee chart ***

| | |
|---------|-------------------------------------|
| 2003551 | Will Young - Evergreen |
| 2003552 | All 6 & Shaggy - Julie |
| 2003553 | Carole's Carole - Unchained Melody |
| 2003554 | Shakira - Whenever, Wherever |
| 2003555 | JLo - Airt! It's Funny |
| 2003556 | Nickelback - You Remind Me |
| 2003557 | Enrique Iglesias - Here |
| 2003558 | U2 - World Ground |
| 2003559 | City High - Caramel |
| 2003560 | Westlife - World of Our Own |
| 2003561 | Mare Fire Crew - U |
| 2003562 | DB Boulevard - Point of View |
| 2003563 | Beverly Knight - Shanda, Wee!... |
| 2003564 | Pink - Get This Party Started |
| 2003565 | Kylie Minogue - In Your Eyes |
| 2003566 | Milwaukees - Oleana Cover |
| 2003567 | Willy - In With Me |
| 2003568 | Ja Rule & Schaefer - Always Do Time |
| 2003569 | S Club 7 - You |
| 2003570 | System of a Down - Toxicity |
| 2003571 | Alizee - Moi Laitia |
| 2003572 | Alycia - More Than a Woman |
| 2003573 | VBlockham - More of It's Own |
| 2003574 | P.D.B. - Alive |
| 2003575 | Princess Superstar - Bad Babyteller |
| 2003576 | Mariah Carey - Untied Love |
| 2003577 | Fee Fighters - The Way |
| 2003578 | Delish peeps - Heart Comes to ... |

the most wanted ringtones

film / tv

| | |
|---------|--------------------------|
| 2003579 | James Bond Theme |
| 2003580 | Mission Impossible Theme |
| 2003581 | Inspector Gadget Theme |
| 2003582 | Rainbow Theme |
| 2003583 | Professionals Theme |
| 2003584 | Pink Panther Theme |

old school rave

| | |
|---------|--------------------------------|
| 2003585 | Two bad Mice - Bombscare |
| 2003586 | Ratpack - Searchin For my Ride |
| 2003587 | Liquid - Sweet Harmony |
| 2003588 | Prodivy - Out of Space |
| 2003589 | Stone Roses - Fools Gold |
| 2003590 | Herbie Hancock - Rockit |

rock chart

| | |
|---------|-------------------------------|
| 2003591 | Linkin Park - Crawling |
| 2003592 | Puddle of Mudd - Control |
| 2003593 | Slipknot - Wait & Bleed |
| 2003594 | Marilyn Manson - The Nobodies |
| 2003595 | Slayer - South of Heaven |
| 2003596 | Black Sabbath - Iron Man |

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0906 4660690

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dream on...

Dreamcast

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Everyone who ever bought the magazine.
Nobody lasted longer, we stuffed everyone
and somebody, somewhere has a hat to eat.
We can't wait to see that!
Take it easy on the stairs...

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TOP10

- | | | |
|------------------|------|---|
| Debbie Gibson | 1003 | Learn me a message on sunny you could stick it all on it and call it a record |
| Michael | 1002 | Carrie - nice of you to call - leave a message - back - don't want you to call into my... |
| Yoko Ono | 1001 | Call me - there - leave a message you notice |
| Ice Cube | 1015 | I don't believe... it's the answer machine - and I have answer machines... |
| Boyz n the Banda | 1004 | Hi it's Robin - be an angel and leave a message |
| Robbie Williams | 1004 | What I call calling the young phone - it's exciting |
| Shirley Bassey | 1002 | Well you could share a friend - although you have already done that and they are not... |
| Richard Black | 1007 | Not a lot of people know this - but - you'd only supposed to have a bloody message... |
| David Buckton | 1006 | Well here - I think wants to be going through - don't like the message - prefer to be... |
| James Blunt | 1004 | Well I've been waiting for you to do it, and here you go - you're the message |

Movies

- | | | |
|---------------|------|--|
| Andy Babiak | 3001 | Big Day - Big World - Leave a big message - log in to |
| Heath | 3002 | Carrie - nice of you to call - leave a message - but don't want you to call into my... it's... |
| Robert Jones | 3001 | Of all the voice mails of all the world you'd like to speak into... |
| High Five | 3004 | High Five - thumbs up |
| High Five | 3005 | High Five - thumbs up - the phone to - boy - breathing, blinking, and flicking my hair |
| Richard Black | 3001 | Message - something of us - leave a message |
| Michael | 3012 | Come on there - leave a message you notice |
| Wendy | 3013 | Carrie - I don't like it - leave a message - but you as a woman and I'll give you a hell |
| Carrie | 3013 | This is Carrie - you'd like a message on here and you don't |
| Paul Brown | 3019 | Hi, this is Paul - call me - but I'll just have changed across a... |
| Johnnie | 3020 | Hi, this is Johnnie - I've got a message for you - you can only call me... |
| Johnnie | 3021 | Hi, this is Johnnie - I've got a message for you - you can only call me... |
| Johnnie | 3022 | Hi, this is Johnnie - I've got a message for you - you can only call me... |

Instructions

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

1. Select your phone to download. This would address you to take note of any instructions in your message and include any new and special messages before calling the artist line.
2. Make sure you know your voice mail pin number. If you have never changed your mobile pin number it will be a default pin. Please see www.0906.co.uk for more information.
3. Make sure you have enough credit on your phone. If you have never changed your default pin you will need to change it before entering your celebrity message. You can verify this by dialing your network and selecting the appropriate option.
4. Make sure your mobile will be switched on and already have a greeting recorded.
5. If you are an Orange user and you still use your default voicemail greeting you will need to change it before entering your celebrity message. You can verify this by dialing your network and selecting the appropriate option.
6. Finally, answer your mobile phone. During your call to the artist line you will be making a call to your voicemail. The message being sent to you and you are to do so and leave your phone switched off for five minutes after hanging up.

REVIEWS



Choose an up-to-date tune

0907 787 0180

Orange & Cellnet users 0905 062 0329

Irish users 1580 927 199

Fax Back service 1580 927 191

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

New Terrific Tones!

- | | |
|------------------------------------|------|
| Harry Potter - Film Theme | 6214 |
| Motown - Jesus Christ Superstar | 6245 |
| Phantom Of The Opera | 6246 |
| Down Town - Dusty Springfield | 6282 |
| Fun Fun Fun - The Beach Boys | 6293 |
| One Fine Day - The Chiffons | 6297 |
| Sweets For My Sweet - The Drifters | 6298 |
| Wouldn't Be Nice - The Beach Boys | 6292 |
| You're 16 You're Beautiful | 6293 |
| Whenever I Lay My Head | 6299 |
| Star Trek Deep Space 9 | 6300 |
| Winnie The Pooh - TV Theme | 6179 |
| Enter The Dragon - Film | 6172 |
| Tarzan - Film Theme | 6176 |
| The Can Can - Traditional | 6200 |
| Bertha - TV Theme | 6163 |
| Rupert The Bear - TV Theme | 6165 |
| Some Mothers Do 'Av Em - TV | 6166 |
| Casualty - TV Theme | 6201 |
| Wonder Woman - TV Theme | 6202 |
| The Snow Man - Film Theme | 6167 |

Top 20 Chart

- | | |
|------------------------------------|------|
| Gotta get this thru - Daniel B | 6390 |
| Sophie Ellis Bextor - Murder... | 6290 |
| Something Stupid - R. Williams | 6391 |
| Drowning - Backstreet Boys | 6243 |
| Handbags & Glad - Stereoph... | 6344 |
| Lately - Samantha Mumba | 6345 |
| Will I - Ian Van Dahl | 6343 |
| What If - Kate Winslet | 6427 |
| Have u ever - 3 Club? | 6302 |
| Country roads - Normie H Band | 6345 |
| Restriction - PPK | 6449 |
| How Wonderful... - G Haskell | 6566 |
| There's a star - Ash | 6516 |
| I don't wanna lose my way - D | 6623 |
| In Too Deep - Sun G | 6287 |
| Words are not enough - Steps | 6450 |
| Just a day - Feeder | 6289 |
| My baby - DJ Obi | 5767 |
| Who do you love - D Minogue | 6412 |
| El Capitan - OPM | 6412 |
| Murder on the dance floor - S.E.S. | 6290 |

New Releases

- | | |
|---------------------------------|------|
| All you want - Dido | 6377 |
| Lit me up - Real | 6384 |
| Tarantula - Faithless | 6382 |
| Lately - Sam Mumba | 6344 |
| Messin - Ladies First | 6345 |
| We're not gonna sleep tonight | 6385 |
| AM to PM Christina Milian | 6389 |
| Calling - Geri Halliwell | 6387 |
| Cry - Michael Jackson | 6388 |
| Splash - New Order | 6383 |
| Wish you were here - Wyclef | 6400 |
| Son of a gun - JX | 6398 |
| Just a day - Feeder | 6289 |
| Murder on the Dance Floor | 6290 |
| Who we be - DMX | 6295 |
| Are you looking at me - Ricky T | 6267 |
| Livin' it up - Ja Rule | 6270 |
| Just I Kiss - Basement Jaxx | 5544 |
| Chop Sussy - System of a down | 6164 |
| If you come back - Blue | 6186 |
| Make It last - Embrace | 6303 |

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