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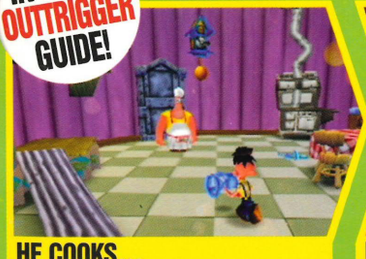

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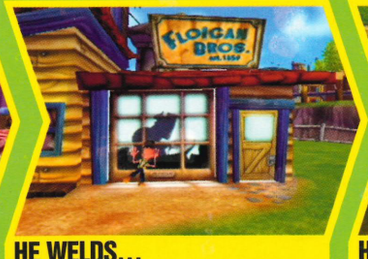

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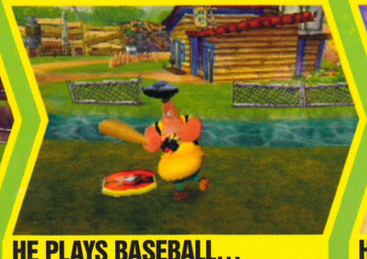

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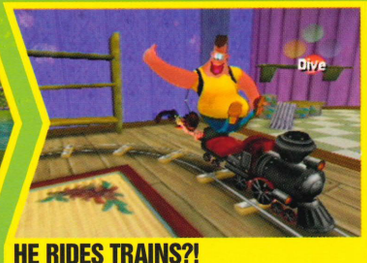

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issue 26

Welcome to your dreá

Virtua Fighter 4

Yu Suzuki's boys (and girls) are back to kick more ass than ever before! 28

the big game

Editorial

> No matter what anyone tells otherwise, revenge is definitely best served hot. About 35°C in the shade to be precise. After virtually everyone from the mag team decided to bugger off last month to find warmer climes – or in Martin's case Disney-based headgear for us all to wear – I returned the favour this month by disappearing to rid myself of that VDU-irradiated palidness that for the rest of the year I wear with pride. Oh yes, the annual holiday has been taken and now there are only about 360 days to go until the next one...

In the mean time, and with the Henna tattoo that was supposed to last a month fading already, I am left to console myself with my trusty DC. Thankfully, I have not been let down. Who needs a beach full of topless ladies, cheap beer and all the Kleftiko you can eat when there are videogames to played? Nah, I'm not convinced either but post-holiday blues have to be beaten somehow and where better to start than with the Dreamcast, the home of the most consistently brilliant games to be found anywhere?

In my absence SEGA, in a fit of helpfulness ensured that we received games until we were over-flowing! So *Rez*, *Floigan Brothers* and an invitation to sample the arcade-based loveliness of *Virtua Fighter 4* and *Virtua Striker 3* were all grabbed with both hands, as were the brace of screenshots for *Tennis 2K2*. As have been assurances that playable code for *Shenmue II* and *Headhunter* will be ready in time for next issue. We've also been enjoying the rather splendid *Evil Twin*, a game that we've been gagging to get our hands on since we first saw it running last year. So all in all and in spite of others falling by the wayside once again we've shown that there's plenty of gaming joy to be found on your DC even if does come in the form of *Metal Gear Solid* and *Tekken 3* looking rather quite splendid thanks to Bleem!

Sure, it might not quite eclipse the joys of a well-earned rest but when you come back to earth with a bump after a couple of weeks of sun there's still nothing like finding that the Dreamcast still delivers the goods. Happy gaming!

Enjoy the mag and take it easy on the stairs,

Simon Phillips
Editor

Newscast

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We've played the sequel to the best sports game ever... but is it any good?

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It ain't over yet... the Dreamcast keeps on ticking with these great games!

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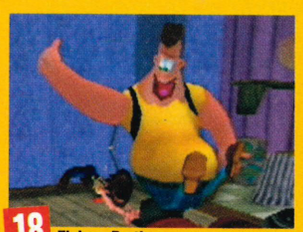
> Cor, blimey – just take a gander at all these cracking titles still coming to the Dreamcast!



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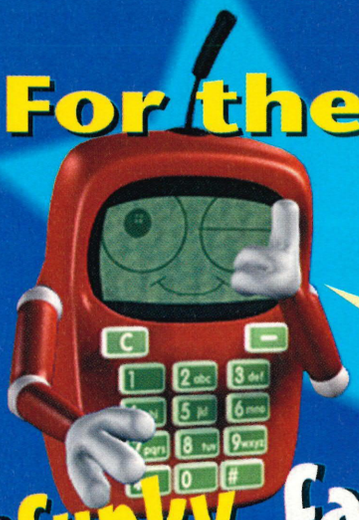

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EXCLUSIVE REVIEW!

Metal Gear Solid on Bleem!

Hideo Kojima's epic tale arrives on the Dreamcast in the best form ever! 36

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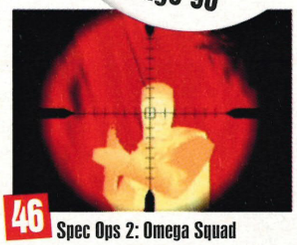

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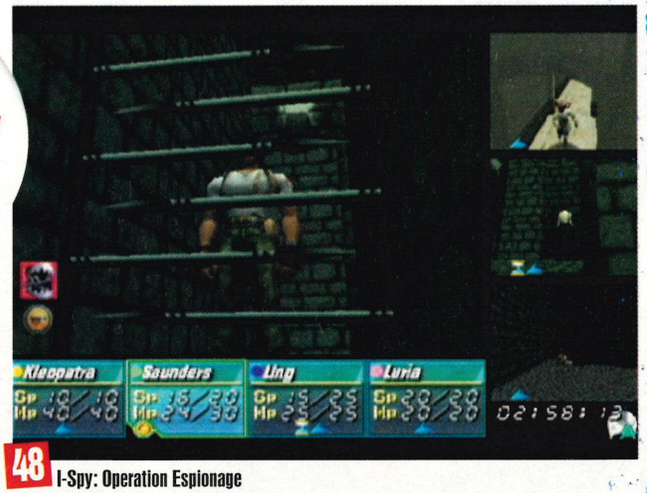

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newscast

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

News Editorial

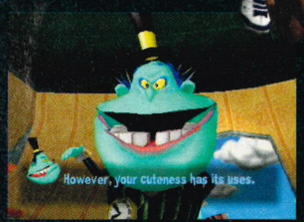
> As the days start to get shyorter and the Dreamcast enters its autumn months, so the search for news becomes harder and harder. After all, there's not a lot we can tell you any more as all the release schedules end in December. And after that? Well, who knows. Still the dream isn't over just yet, with some top games heading our way between now and then, not least of which is the simply smashing *Tennis 2K2*. There's more Bleem! action on the way too, in the form of *Tekken 3*, as well as yet more stunning SEGA titles – *Propeller Arena*, *Rez* and the lovable *Floigan Brothers*. Well, there's nothing better than going out on a high.

Alex Warren
News Editor

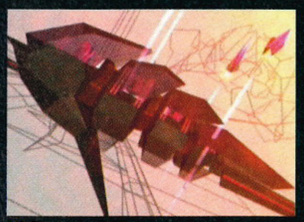
Newscast Highlights

> Proof that there's still news, just in case you needed it.

08 Tekken 3
Namco beat-'em-up heaven



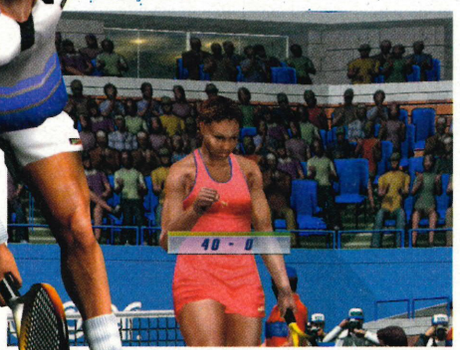
18 Floigan Brothers
Classic comedy double act

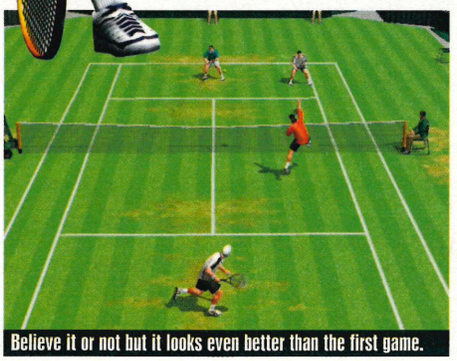


20 Rez
Exclusive first play!

the big story

Another





Believe it or not but it looks even better than the first game.

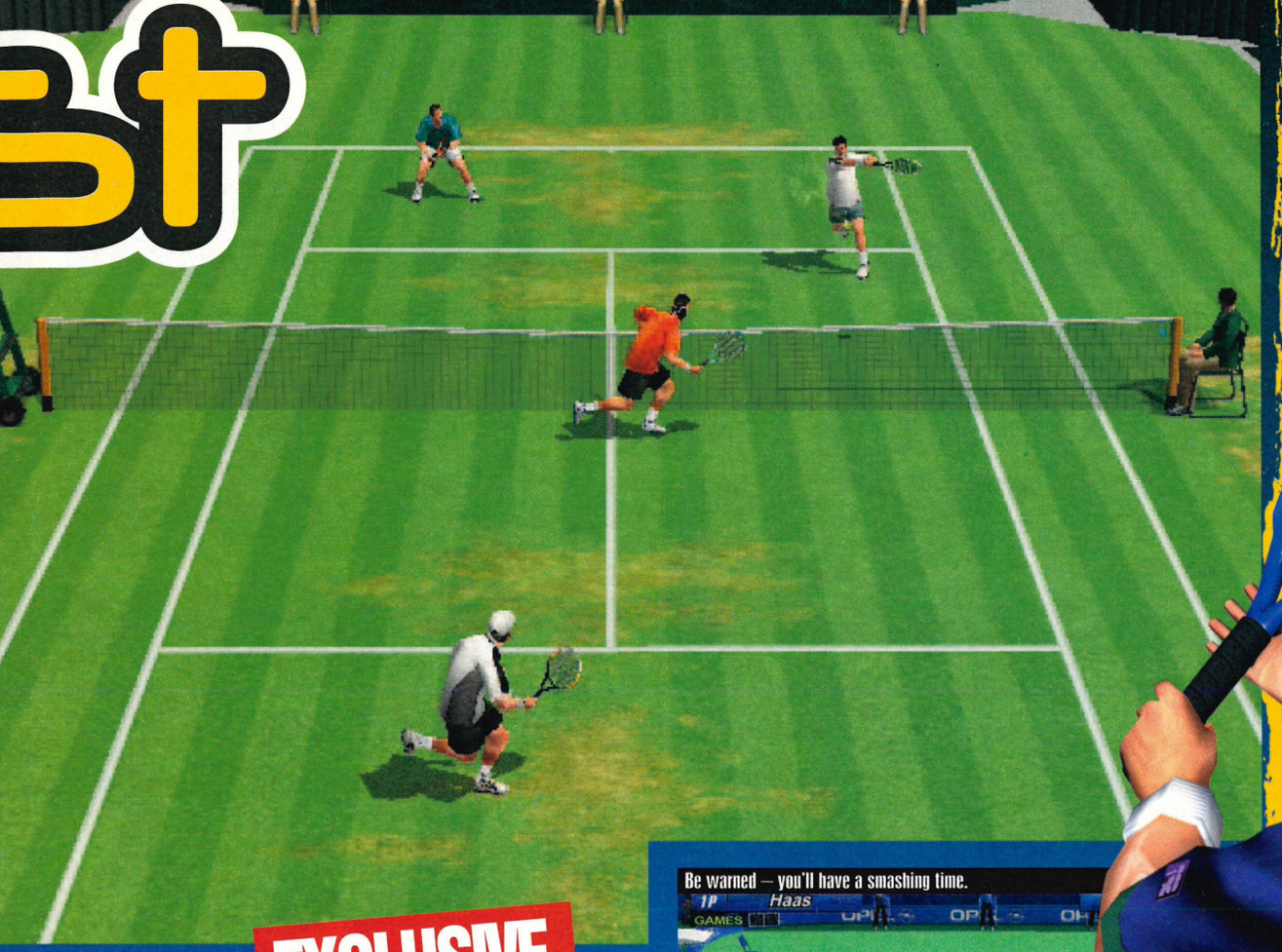
With more shots than ever before, Virtua Tennis 2 is ace!

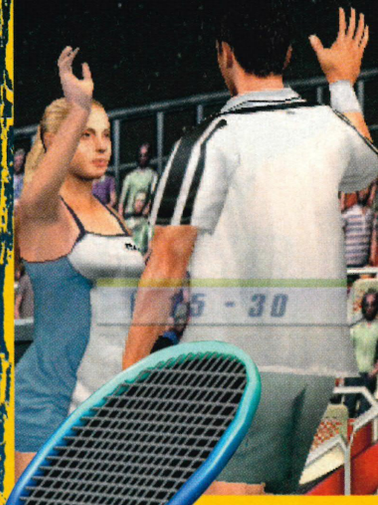
Exclusive Virtua Tennis 2 Playtest!

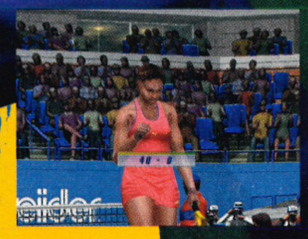
It seems that 2001 is the year of the sequel as far as the Dreamcast is concerned. Not that we're complaining; with sequels to *Crazy Taxi*, *Sonic Adventure*, *Shenmue* and *Virtua Tennis* there's no reason to because they're all so damn fine.

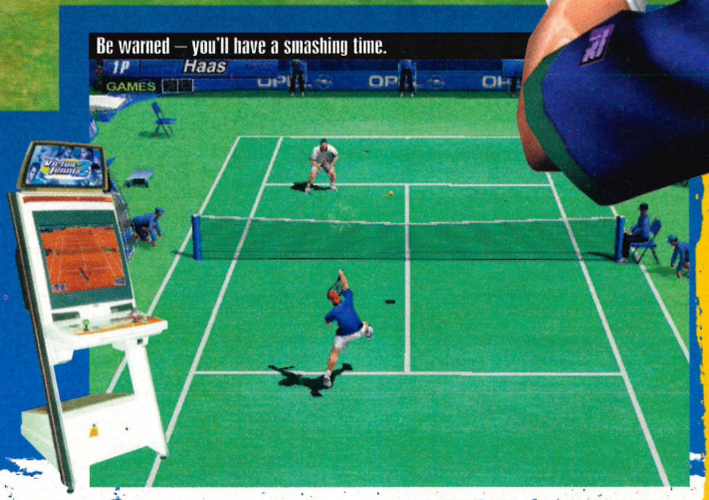
Of course it's a case of three down, two to go now. So when SEGA invited us for an exclusive playtest of the upcoming *Virtua Tennis 2* arcade game we were hardly going to turn it down now, were we? So here we are, fresh from the experience of SEGA's latest sporting masterpiece, to tell you all

EXCLUSIVE Ace









that it's really (and we mean really) bloody ace (oh, damn that pun's slipped in already) and every bit as fantastic as the original.

Are You Being Served?

Even though it was only the arcade version that we played, the game is essentially the same as its Dreamcast brethren, *Tennis 2K2*, and it's incredibly tasty to say the least. Of course, the real pull of the game second time around is the inclusion of some of the world's top female players, although sadly there's no Anna Kournikova in sight. Even so, they're still an attractive looking bunch and they move around pretty gracefully, so no real complaints there.

The other major addition to the arcade version of the game has been the inclusion of the doubles mode that made the Dreamcast version so utterly addictive. Okay, so you can't cram four players around the machine but you can take on the CPU along with someone else or, alternatively, choose a CPU controlled player to play with against a friend and their chosen doubles partner.

Shot In The Dark

But that isn't all the changes that have been made as the controls have also undergone a slight tweaking too. A new shot has been added to the players' repertoire in the form of a slice/spin button, giving you even greater control of the ball and the chance to really leave your opponent looking stupid.

Graphically there isn't really much to differentiate it from its predecessor, although it does seem to be that little bit quicker, which means that you're going to have to be on your toes even more than last time. The other major graphical improvement has been in the players' faces, as they look even more realistic than before... and that's saying something.

So now all we have to do is sit and wait very patiently for the Dreamcast version, currently scheduled for a November release, complete with an improved Career mode and a Create-A-Player option. The question is, can we wait that long? Most probably not!

"The game is incredibly tasty to say the least"

Who's On Court?

With all these new players on court you're going to want to know who exactly you're going to get to play with... and here's the answer for you. Oh, you lucky, lucky people.

Pat Rafter
Tim Henman
Yevgeny Kafelnikov
Thomas Enquist
Cedric Pioline
Carlos Moya
Tommy Haas
Magnus Norman

Venus Williams
Serena Williams
Monica Seles
Jelena Dokic
Arantxa Sanchez-Vicario
Mary Pierce
Lindsay Davenport
Alexandra Steveson

Dreamcast magazine EXCLUSIVE

TOTAL GAMES net

Soul On Film

> With big budget films being planned for various films at the moment, including *Dead Or Alive*, *Crazy Taxi* and *Resident Evil*, some more news on the *Soul Calibur* flick has emerged. According to Sammo Hung's home page, the guys who are directing the movie, production on the film won't start until next year. More interesting, though, is that he is apparently trying to get Jackie Chan to appear in the film – now that would be worth seeing.

Shen-movie

> After a successful run earlier in the year, SEGA of Japan has announced that it will be running the CG-rendered *Shenmue* movie in selected cinemas around Japan in the run up to the release of the second instalment. So if you missed it last time, now's the time to get your ticket to Japan as the chance of it appearing over here is virtually nil. Still, stranger things have happened. Umm, but then again...

New PSO Ver.2 Modes

> The *Phantasy Star Online* server closed down this month, but only for a couple of days so that two new battle modes could be added. In one of the new modes you have to go on the hunt for meseta in two teams, while in the other it's all out war between players where anything goes. But that's not all as two new online quests were brought back – 'The Stolen Soul Blade' and 'The Stolen Ice Spinner' – which is very nice...

Monkeys For Launch

> With the launch of the Nintendo GameCube inching ever closer, SEGA has announced that *Super Monkey Ball* will be ready to ship just in time for the American launch of the system on 5 November. Anyone who's played the game in the arcades will tell you what a great little game it is – hell even Martin's ear-marked it as a must have buy! What greater recommendation do you possibly need?

Tekken

bleem!

It To The Extreme

Still Don't Believe Us?

> We've said it before and we'll say it again... the guys at Bleem! do one hell of a job. We know that *Tekken 3* looked great at the time, but now it's just a little bit dated; on the PlayStation, anyway. If you're still unsure as to how great it'll look on the Dreamcast though, check out this little comparison...

Bleem! Do It Again With... Tekken 3?!

Right, so let's get this straight – we've had *Gran Turismo 2* (which was good, but not great thanks to the game

We need to point this out – anyone playing as Eddy is getting a good slap.

HOT bytes

> Wow! This month, we had a new PAL game for the first time in around three months. Okay, so it was only preview code for *Evil Twin* (see page 24), but just seeing any PAL code is a rarity nowadays. It started a bit of a trend too, as we also had preview code for *Headhunter* and *Floigan Brothers* come in. Yey!

> Simon's had a bit of a hot time of it this month... frying his skinny little body in the 35°C heat of Rhodes. Not that the rest of the gang knew anything of his holiday plans until quarter of an hour before he left. Still, it's been pleasantly quiet around here...

> Okay, so *Virtua Fighter 4* might not be coming to the Dreamcast but that hasn't stopped us all getting our fill of surely the greatest beat-'em-up of all time down the local SEGA Park. So, you're all asking – who's the *Virtua Fighter 4* king of the office? Come on – do you really need to ask?

COLD cuts

> Life as the only Dreamcast Magazine in the world isn't all it's cracked up to be, you know. We've had to sweat our pants off to get you another top quality magazine this month, despite there being no PAL reviews for the second month on the trot. Still, things are looking better for the next couple of months... can you say reviews of Headhunter, Rez and Shenmue II?

> With the months until Christmas fast running out, and with it the final days of the Dreamcast, we've all been hunting for other homes to flee to. While both Simon and Martin have half an eye on the plentiful shores of Nintendo, Alex is just drifting along unsure of his fate. Fear not though, we won't be jumping ship until the bitter end.

> Martin was all set to betray his Dreamcast roots this month with a trip to Nintendo's Space World event in Tokyo, only for it to fall through at the last minute because he couldn't get a flight for less than £1,300. We said it would happen... that'll teach him for being a traitor. You Nintendo-phile!

After his early morning bowl of Ready Brek, Jin was set for a hard day's arse kicking.

itself being a bit pants) and *Metal Gear Solid* is just around the corner... but there's more? Yep, you're damn right there's more; with the Bleem! version of *Metal Gear Solid* not even fully out of the door yet, the next instalment of everyone's favourite PlayStation emulator has been revealed and we'll tell you now that it's a doozy!

For those of you that have never experienced the delights of the *Tekken* series (or even those of you that have), let us assure you that *Tekken 3* was the best of the lot. While *Tekken 2* went some way to refining the game and *Tekken Tag Tournament* on the PS2 was just plain nasty, the third game in the series was a pure classic. Featuring 22 fighters – including both old and new faces – all dying to battle it out for the honour of being Iron Fist Champion, a side-scrolling beat-'em-up game called *Tekken Force Mode* and even a weird volleyball game, *Tekken 3* was the best 3D fighting game around. As you can tell from the screenshots, it's now coming to the DC!

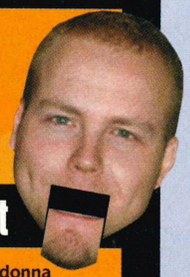
"The next instalment of everyone's favourite PlayStation emulator has been revealed – and it's a doozy"

Iron Fists, Ready!

At the moment there's no confirmed date as to when *Tekken 3* for the Dreamcast will be completed, let alone released into the shops... as we all know, there's certainly been some trouble with a lot of you trying to get hold of the *Gran Turismo 2* version of Bleem! Still, this tiny example of how good it's going to look has already got us excited to the point of falling off our chairs. We can hardly imagine what we can expect of the finished version... cor! We just can't wait!

Trent In The Pub

The Man's off for a holiday, so instead we brought in the only chap fit to fill his stain-covered trousers... and we thought he'd gone!



This Month – Ray Of Light

> Nah, it's nuffin ta do wiv that song by Madonna (though ya wood, woodn't ya? Phoar). I woz dahn the pub the ovver day – as ya do – and wot did I comes across but the new release schedule for the Dreamcast. Bloomin' eck, I finks... there's actually some games comin aht in the near fewcha! There was me, finkin that now *Outtrigger's* been and gone we'd have nuffin ta play on our little white console and nah – well, nah we've got tons of stuff ta gets excited abhat! *Floigan Bruvers*, *90 Minutes* (come on you Ing-lund!), *Propeller Arena*, *Headhunter* and ov corse, *Shenmue II*... not that evreeone's lookin forward ta that. Arfta all, we all know what the boy Mathers thawt ov the last one...

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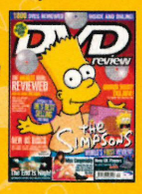
DVD Review ISSUE 29
ISSN: 1466-593X £3.99

D'oh! The first series of *The Simpsons* is here on DVD, and we've got the world's first review! Also featured this issue are *Miss Congeniality*, *What Lies Beneath*, *Butch Cassidy And The Sundance Kid*, *Armageddon Collector's Edition* and the US *Die Hard Ultimate Collection* boxset and *Akira*!



GEAR ISSUE 02
ISSN: 1473-7922 £2.99

The second issue of Britain's coolest gadget mag roars out onto the shelves! Check out all the hottest kit and the most exciting activities, including skateboarding, paragliding, ghetto blasters, PDAs, scooters, movies, DVDs, games and paintballing!

P2 ISSUE 12
ISSN: 1471-1992 £3.50

It doesn't get better than this! We exclusively play-test Namco's awesome *Time Crisis 2* with the new Gun-Con 2 and bust *Final Fantasy X* wide open, revealing all the characters, plot and battle systems. We review the hottest PS2 titles to be released and expose the secret games in development.

newscast

Plane Sailing

Propeller Arena – It's Coming!

When we first heard about AM2's (now AM2-SEGA) latest project, the dog-fighting *Propeller Arena*, you could have bottled the fervent excitement in the DREAMCAST MAGAZINE offices and sold it for, ooh, a good few pounds.

But then we found out that it was going to be an online title. Now, in recent months any game that's been online has failed to make it to European shores (*Alien Front Online, Bomberman Online, Ooga Booga*, any of the *2K2* series), leaving us somewhat sceptical of whether we'd ever see the game. Fear not though, folks, as it's definitely flying our way and should be with us on 9 November... albeit minus online play.

No Flies On Me

Not that it matters greatly though, because you'll still be able to indulge in up to four-player dog-fights, which is where the real strength of the game is set to lie, as well as the mission based one-player game. With eight levels – from Red Canyon to Tower City – and eight pilots, each with their own special moves and abilities, it sure is going to be a feast of air-to-air combat. So, if all this has whetted your appetite, make sure you pick up next month's issue when we take to the skies with a massive preview, before shooting you all down.

"What are the odds? Another great looking game from AM2"

Despite not being online over here, Propeller Arena still looks a mighty prospect.

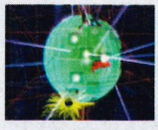
With a selection of levels there's going to be plenty to do.

MOST WANTED

What pixilated pleasures are just around Dreamcast corner...

Rez

Yet another month goes by and, once again, we're left thinking in sheer wonder about *Rez*. Thanks to our friends at SEGA, we've played it... but we're still a bit confused. The story's been explained to us (in parts, anyway) and we've blasted through the game... so what do we want now? Why, our review copy!



Tennis 2K2

Yeah – we've seen those rather revealing pictures of Anna Kornikova in just a bikini for the FHM calendar. Still, she's not going to be in *Tennis 2K2* so why should we care? Exactly, we're far more excited about being able to play the sequel to our favourite tennis game than to look at her skinny chicken legs. Honest.

Shenmue II

The next instalment of Yu Suzuki's masterpiece (and also the last, if the reports are true) is due to arrive in Japan any time now, so we'll be bringing you the low-down in our next issue. For the time being, we'll be getting in some practice at drinking cans of Coke and looking after cute little kittens...

TIMELINE

1 MONTHS

Headhunter

Now that we've been playing *Metal Gear Solid* for the past month, we're even more excited about what delights *Headhunter* might hold. SEGA is keeping tight-lipped about what we'll get to experience, but we're pestering people for more details as we speak... stay tuned!

TIMELINE

2 MONTHS

Propeller Arena

Think of *Outtrigger* in planes and you'll start to understand what *Propeller Arena* is all about. The sky's the limit (ha, ha) when it comes to blasting your friends out of the air – if this game is anywhere near as good as it looks, we'll be the first ones up there where the air is clear!

TIMELINE

3 MONTHS

Space Channel 5 2

You can't keep a good disco diva down... so it's no surprise that Ulala is making her way back to the DC some time near Christmas. Unfortunately, we haven't had a chance to see anything of her new adventures – it looks like we'll have to hold on just that little bit longer to find out what they're like...

Scoot!

Freestyle Scooter On Its Way

With third-party releases becoming as rare as hens' teeth nowadays, it's more of a surprise than anything else to see publishers still putting their faith in the Dreamcast... not that we're complaining mind. Still, that's what Crave has done, as it's about to release *Razor Freestyle Scooter*, even if it is just in America.

Basically it's *Tony Hawks Pro Skater*, only on a scooter and with cartoon styled graphics. Already out on the PlayStation, where it received decent reviews all round. The game revolves around you having to perform as many cool tricks and stunts as possible while completing various challenges in a bid to save your friends from a crazed robot (don't ask). Released in America next month, *Razor Freestyle Scooter* might not be the killer title you'd hoped for, but it is a barrel of laughs and well worth a look.

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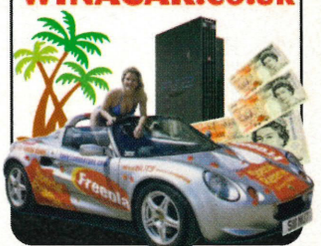

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> Wherever you look nowadays you're guaranteed to find cheap Dreamcast games and peripherals, although there's nowhere better than the Internet for some dirt cheap deals. Head over to www.ukgames.com and you can pick up all new releases – *Sonic Adventure 2*, *Crazy Taxi 2*, *Outtrigger* – for just £29.99. Aside from that there are some classic games to pick up on the cheap. How about £19.99 for *Jet Set Radio* and *MSR*? Or better still £9.99 for *MDK2*! Bargains indeed!

ON THE HIGH STREET

GAME

> The Internet might be good in one respect for cheap games, but there's one thing that high street stores have over them and that's second hand games. It might take a few minutes searching through the piles, but it's well worth it when you can pick up games like the superb *Crazy Taxi* for £12.99. Of course, there's loads of other deals too, not just on games either but whole packages – five games and a Dreamcast for £119.99, anyone?

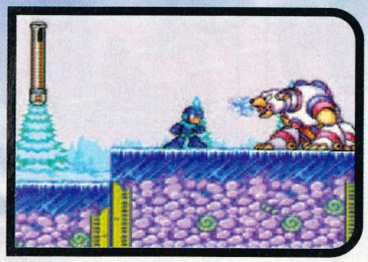
All prices are correct at time of going to press.

In Your Dreams...

Once again, we look back at the games we loved all those years ago and wish someone would have brought them to the Dreamcast...

This Month We've Been Dreaming About...

Mega Man



> He might have appeared in a number of Dreamcast titles (such as *Marvel Vs Capcom 2* and *Cannon Spike*) but the little robotic chap known as MegaMan hasn't had the opportunity to star in his own game. This strikes us as a bit of a shocker – with so many games under his belt on other consoles, we're surprised that Capcom didn't think to convert at least one of them to SEGA's machine. We've always been fans of MegaMan; despite the fact that his games seem to remain remarkably similar over the years, and are as tough as nuts, we just can't get enough of him. Taking on countless armies of evil robots intent on ruling the world (well, what else would they want?), crossing countless lands of ice, lava, forest and all the other generic settings you can think of and still coming out on top – what a guy. And yet, we can't do any of this on the Dreamcast... still, at least we can comfort ourselves by playing the MegaDrive version of his exploits on our beloved emulators instead.

Strike A Light

Virtua Striker 3 – The Verdict

Let's face it – the Dreamcast version of *Virtua Striker 2* wasn't all that hot. On the other hand, though, in the arcades it was pretty darn spanking... the ultimate arcade football game for many. But it wasn't perfect, nothing ever is, which is where *Virtua Striker 3* comes in to save the day... or not as the case may be.

Running on the all-powerful Naomi 2 board, *Virtua Striker 3* is an impressive looking game. Thanks to technology, the game can throw about 10 million polygons a second, allowing for incredibly smooth action and immense detail in the players' faces.

It's not just a graphical overhaul that the game's undergone, as Amusement Vision has also fiddled with gameplay mechanics, giving you greater control over such aspects as one-on-one tackling and general teamwork among your players. The game also sees the introduction of the off-side rule (about bloody time too!) and, more importantly, red cards. So, no more foul play from you, Martin.

Balls

It's not all sweetness and light, though, for all the graphical enhancements that have been made to the game, as well as the little touches to the gameplay, it still suffers from the same fundamental fault that bugged its predecessor – namely sloppy controls. The direct result of this is that it makes the game incredibly difficult to play, let alone score a goal, or even keep the opposition from running riot.

However, that said, *Virtua Striker 3* is still fun to play, especially once you've learnt to tolerate or get used to the controls. Once you're passed that initial stage and you've settled into the pattern of the play there'll be no stopping you plugging the machine with your hard earned cash... even if it is still nigh on impossible to score that elusive goal!

Sonic Blue

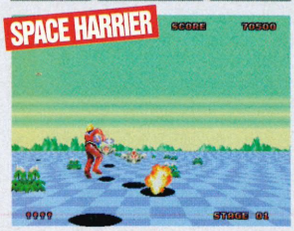
› Now, we all know that most football games have their secret teams but how many can boast a secret team led by none other than Sonic The Hedgehog? Hmmm... one, and it's this one. Yep, that's right, Sonic's been a busy little hedgehog of late. As well as starring in his second big adventure, popping up on the *Phantasy Star Online* server and celebrating his 10th birthday, the little blue hedgehog has also found time to appear in *Virtua Striker 3* along with the likes of Tails, Knuckles, Amy, Dr Robotnik and a bunch of Chaos. Pretty cool, huh?

Mini Me!!!

Shenmue II Mini Games Revealed

› It's been a fair old while since we've heard anything on the *Shenmue II* front, but with a Japanese release this month, we've tracked down one or two more details about the game regarding the mini games you'll be able to play.

As well as being able to play *Super Hang On* and *Space Harrier*, as in the first game, you'll also be able to get to grips with two more classic SEGA arcade titles in the 'Fine Game Arcade' in deepest, darkest Hong Kong. And the two games in question? None other than the seminal *Out Run* and the legendary *Afterburner 2*. Let's face it – what more could you ask for? Anyway, make sure you check back next month for our massive preview of the game that's going to help the Dreamcast go out on a massive high. You'd be crazy to miss it.



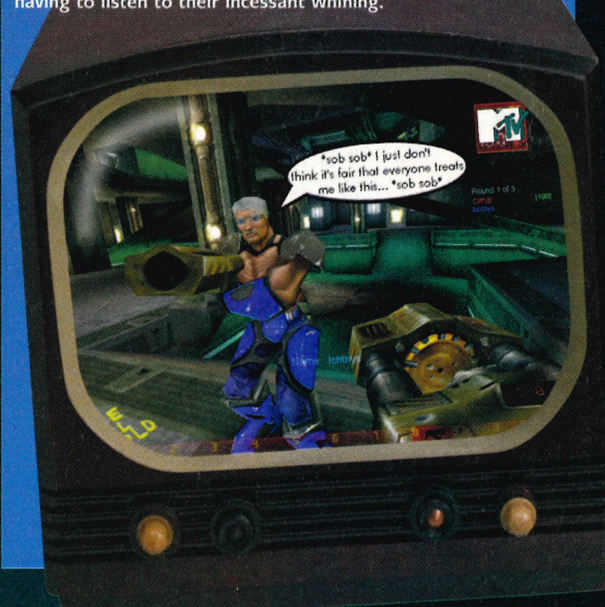
The wonderful world of television comes to the DC

DC·TV

Number 09

The UnReal World Tournament

› A group of incredibly annoying American 'youths' are put in a New York apartment stocked with weaponry, in the hope that they'll slaughter each other to save us having to listen to their incessant whining.



UK Charts Update

sponsored by EB.uk.com electronics boutique

You want great games? Well, look no further!

Virtua Tennis 2

UK RELEASE SCHEDULE

Title	Publisher	Date	Price
90 Minutes	SEGA	28/09/2001	£29.99*
Conflict Zone	Ubi Soft	28/09/2001	£19.99*
Propeller Arena	SEGA	19/10/2001	£29.99*
Floigan Brothers	SEGA	01/10/2001	£29.99*
Evil Twin	Ubi Soft	16/11/2001	£19.99*
Rez	SEGA	16/11/2001	£29.99*
Virtua Tennis 2	SEGA	23/11/2001	£29.99*
Headhunter	SEGA	01/11/2001	£29.99*
Space Channel 5	SEGA	01/12/2001	£29.99*
Shenmue 2	SEGA	01/02/2002	£29.99*

*All prices are correct at time of going to press but are subject to change without prior notice. All prices relate to online purchases only.

EB.uk.com

Check out EB's Web site at: www.EB.uk.com for amazing savings on Dreamcast games!

With free UK delivery (and 90% of all orders delivered within 48 hours), great prices and secure shopping, Electronics Boutique's online arm, www.EB.uk.com, is the best way to buy your games. If you've got your finger on the pulse you can pre-order and have the game delivered on the day of release! Not happy? Simply send the game back or take it to one of our stores within ten days! It's easy @ EB!

EB Guide To...

Getting Real

> It's easy to get a bit downhearted in times like these, when everything you hold dear is being ripped apart right in front of your very eyes. The hardcore SEGA veterans have seen this all before – back in the days of the Saturn, where great games made no difference to the console's downward spiral of doom. However, a new danger to hardcore SEGA zealots has emerged this time around: SEGA games are appearing on other consoles.

The Internet is rife with gamers moaning and complaining, some really seem genuinely hurt. This is not healthy. Gaming is a hobby and while having to shell out for a new console because SEGA can't market theirs is an acceptable grumble, whining because your 'best chum' SEGA has stabbed you in the back with personal sentiment, is surely a sign of mental deviance?

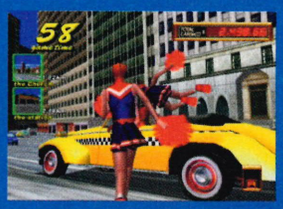
Accepting times of adjustment is something that makes us human. Regarding a large, incompetent company as your best friend isn't – let it go.

Jay Filmer – EB Online Assistant Editor

TOP TEN SELLERS ON EB.uk.com

> The games that you like to play...

No.	Title	Price	DM Rating	Issue
1	Sonic Adventure 2	£27.99	93%	24
2	Crazy Taxi 2	£29.99	92%	23
3	Outtrigger	£29.99	92%	24
4	Revolt	£9.99	70%	07
5	TrickStyle	£9.99	79%	02
6	Jeremy McGrath Supercross 2000	£9.99	29%	14
7	ECW Anarchy Rulz	£9.99	31%	08
8	Hidden and Dangerous	£12.99	92%	12
9	Unreal Tournament	£29.99	87%	22
10	Dave Mirra Freestyle	£12.99	74%	16



competition

Double Trouble

> This month, EB.uk.com has grabbed us five special promo double packs of *Confidential Mission* and *18Wheeler Pro Trucker* to give away. So for the price of a stamp you could bag yourself two great SEGA games which we reckon is rather splendid! The usual answering of a simple question is all that is required...

Q. Which Peripheral does Confidential Mission take advantage of?

A: Steering Wheel
B: Lightgun
C: Wet Sponge

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

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Coolest Answer Phone Greetings Ever!

Listen before you call
PREVIEW LINE
07075 00 85 15
Calls charged at: Day 35p per/min
Evn 22p per/min w/end 10p per/min

0906 640 9634

ORANGE users please call from a normal phone!

TOP10

Fawlty Towers	160114	Will you answer that phone dear? No, not you - you Spanish imbecile...
James Bond	160116	Sean Connery as James Bond
Kermit	160606	Testing, testing, ahem, I must have a frog in my throat
Friend	160307	You better leave a message before you go away...
Austin Powers	160309	"Like, no one's home, baby...Oh behave baby!"
Sat-Night-Fever	160310	Well, you can tell by the way I answer your call, there's no one home, no one at all...
Homer	160412	Hello, you've reached the home of - whoever you're calling...
Hannibal Lecter	160612	Have the lambs stopped screaming, don't bother with the trace I won't be on long enough
Alli-G	160637	You ave called the Staines massive...
Pulp Fiction	160410	Any of you hang up without leaving a message I'll execute every last one of you!

Stars & Celebrities

Alice Cooper	160601	Hello you rotten little blood sucker, this is Alice Cooper...
George Bush (snr)	160602	I can't answer the phone right now ...
Elvis	160603	hu, hu, hello baby, this is the king ...
Gazza	160604	Wi ay man ...am oot on the toon with me mates and that ...
Jack Nicholson	160605	Normally I wouldn't answer the phone myself but ...
Kermit	160606	Testing, testing, ahem, I must have a frog in my throat
Madonna	160607	What are you calling for ? ...
Inspector Clouseau	160608	I can't get to the phone right now, I'm engaged in mortal combat with Kato ..
The Queen	160609	Ladies and gentlemen, lords and ladies ...
Ronald Reagan	160610	Hello, I'm here taking a message ...
Ren and Stimpy	160611	Happy happy, joy joy ...
Hannibal Lecter	160612	Have the lambs stopped screaming ?... don't bother with the trace, I won't be on long enough
Robin Williams	160613	Hello, you've reached Dr Hiemlick. Leave a message
Schwarzenegger	160614	Asta la vista baby, don't terminate your call ...
Ned Flanders	160615	Howdely doodely doo !

Humorous

Alzheimers	160107	Hi, you have reached the Alzheimers Research errr... lavatory
6th Sense	160108	"We know who you are and what you want so at the sound of the tone please hang up
After-life-voicemail	160109	Welcome to the Afterlife Voice Mail System...
Alien Greeting	160110	Greetings Earthlings, I am an extraterrestrial being...
Anxious	160111	Hello, I told you never to call me here
Drinking	160112	I'm sorry I can't answer the phone right now, I'm down at the pub...
Dude	160113	Dude, we're not home...Bogus...
Fawlty Towers	160114	Will you answer that phone dear? No, not you - you Spanish imbecile...
Jagger	160115	How you all doing out there? I can't hear you...
James Bond	160116	Sean Connery as James Bond
Mission	160117	The President is not in the office at this time...Leave your name, and the name of the country you wish to invade
Only Fools 'n' Horses	160118	I'm afraid there's no one available to take your call at the moment - Oy!, give me that you little tart!
Sillyv2	160120	You've called the Monty Python's silly voice preservation society ...
Emergency	160121	We interupt this phone call to advise you of an important development ...
Too Fat	160122	The fingers you have used to dial are too fat ...
Mission1	160123	Hello caller, your mission, should you choose to accept it ...
Tr1mess6	160124	Hello. I'm home right now, but I can't find the phone, so please leave a really loud ...

Music

Bohemian	160301	Is this a real voice? No this is an answerphone...
	160302	I don't care who you are, why you called...
	160303	Don't hang up, oh no, Oh don't you do it now...
	160304	I'm Busy, I'm Busy, I can't come to the phone...
Spicegirls	160305	If you wanna be my lover...
Coca Cola	160306	We're sorry we're not home, (Coca Cola theme)
Friends	160307	You better leave a message before you go away...
Mixicall	160308	Well you know I'm at the Fiesta, I will call you when I take a Siesta
Powers	160309	Like, no one's home, baby...Oh behave baby!
Sat-Night-Fever	160310	Well, you can tell by the way I answer your call, there's no one home, no one at all...
Seinfeld	160311	Believe it or not George isn't at home ...
Nohome	160312	We're sorry we're not home right now, we thank you for your call...
Reason	160313	You didn't call me for fun girl...you called me for a reason, let the reason be known.
Sandman	160314	Mr Sandman, please call again, or at the beep you can leave me your name ...

Bizarre

	160401	Your voice patterns are now being digitally encoded and stored...
	160402	This is the Multiple Choice Answering Machine Message...
	160404	If you would like to press 1, press 1. However if you would like to press 2, press 2...
Angry	160405	Hey! Hey! Where did you get this number? What makes you think I want to talk to you?
	160406	Please leave a message at the tone
Formal	160407	Good Day, the party at this residence is unavailable to accept your call at present...
Irish	160408	Hello, are you calling me? Sure I'm just after leaving the house ...
Kitty	160409	This answering machine has been connected to a 5,000 volt power supply that has been wired to this small kitten...
Pulp Fiction	160410	Any of you hang up without leaving a message and I'll execute every last one of you...
Rap	160411	Yo! What's up, thanks for ringing our bell...
Simpsons	160412	Hello, you've reached the home of - whoever you're calling...
Spock	160413	Greetings, this is Science Officer Spock...
Advertisement	160414	You've reached the amazing phone-o-matic automatic answering machine, not only
Aliens	160415	We interupt this phone call with a special new bulletin ...
Confused	160516	Hi, we're not in right now, to leave a message press #, press 3 then dial your name ...
Easter	160517	You've reached cluck, the chicken labour union coalition ....
Flight	160518	Welcome to flight 416 direct to the beep. Please observe the no mumbling sign ...
Japanese	160519	Welcome to learn Japanese in twenty seconds a day ...
To the point	160520	Good photography is .... Simple, brief and to the point.

USA

900	160501	Hello, you've reached the presidential chatline
911	160502	Thankyou for calling 911. Our offices are closed because everyone is at the doughnut shop
Answer	160503	Hi we can't come to the phone right now, if you are a bill collector, your cheque is in the mail
Fone Tag	160504	It's telephone tag time !! You leave a message on this machine and we'll ...
Military Rap	160505	I don't know who you are ...
Sexties	160506	Thanks for calling the Whitehouse ...
Win a Car	160507	Congratulations, you are the 1 millionth caller and you've won a brand new car ...
Police	160508	Hello. Thankyou for calling the police department rescue phone. If you know the name of the fellony ...

1. **Switch your phone to Voicemail.**
2. **Change your pin number from the default pin and have it to hand.**
3. **Ensure there are NO new messages in your voicemail inbox.**
4. **Call and then switch off your mobile for 10 minutes after ordering.**

Default pins are: BT Cellnet 8705, Orange 1111, Vodaphone 3333, one2one 1210, Virgin 7890.

This service is compatible with all handsets and all Networks. **Write your new pin number on a piece of paper and have it to hand.** You will also be given an order number that you can quote in the event of any problems. Please ask permission from the person responsible for paying the phone bill before making a call to this service. Services PO Box 144 Stockport SK4 3FT. Calls are charged at £1/min. Maximum cost of call £3.00 and lasts no longer that 3 mins. **Customer Service Number 0870 750 4223. Calls from mobiles may be charged at a higher rate and so we recommend you use an ordinary phone.**

Sonic Adventure 2

Import Charts

There's a total overhaul of the US chart going on, with a whole batch of new games suddenly appearing. As for the Japanese though... well, they look as if they've given up all together.

JAPANESE DREAMCAST TOP FIVE

This Month	Last Month	Game	Publisher	DM Score
1	-	Shenmue 2	SEGA	-
2	-	Capcom VS SNK 2	Capcom	-
3	4	Exodus Guilty	SEGA	-
4	5	Phantasy Star Online Ver.2	SEGA	82%
5	-	SEGA Bass Fishing 2	SEGA	-

US DREAMCAST TOP FIVE

This Month	Last Month	Game	Publisher	DM Score
1	-	Alien Front Online	SEGA	-
2	-	Floigan Brothers	SEGA	-
3	-	Ooga Booga	SEGA	-
4	-	Bleem!: Metal Gear Solid	Bleem!	94%
5	-	Tony Hawk's Pro Skater 2	Activision	96%

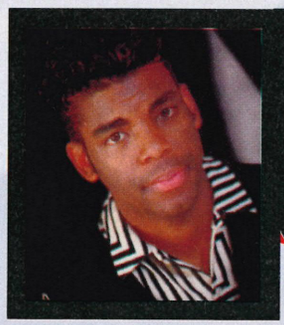
Import Release Schedules

JAPANESE RELEASE SCHEDULE

Title	Publisher	Date
Shenmue: Chapter Two	SEGA	6 September
SEGA Bass Fishing 2	SEGA	September 2001
Ooga Booga	SEGA	September 2001
Propeller Arena	SEGA	September 2001
Power Smash 2	SEGA	October 2001
Bomberman Online	SEGA	October 2001
Shenmue 2	CRI	November 2001
Harusame Youbi	NEC	2001
Innocent Tears	Global Ents	2001
Love Mahjong	Culture Brain	2001
Monster Breeder	NEC	2001
Net Mahjong	TBA	2001
Tentei Shinshi Mystereet	Abel	2001

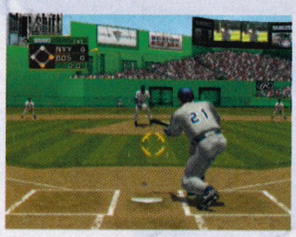
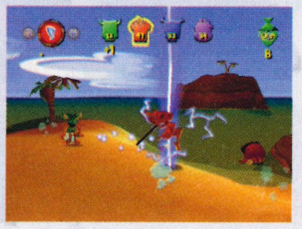
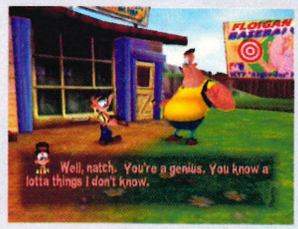
US RELEASE SCHEDULE

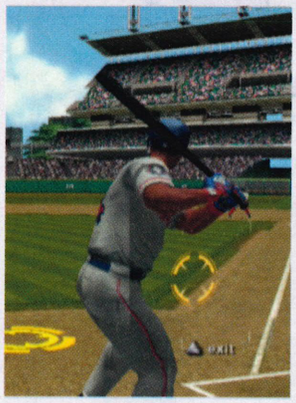
Title	Publisher	Date
SEGA Bass Fishing 2	SEGA	September 2001
Phantasy Star Online V2.0	SEGA	September 2001
Propeller Arena Online	SEGA	September 2001
Evil Twin	Ubi Soft	September 2001
Conflict Zone	Ubi Soft	October 2001
PBA Tour Bowling 2001	Bethesda Softworks	October 2001
Headhunter	SEGA	October 2001
Shenmue: Chapter Two	SEGA	November 2001
Tennis 2K2	SEGA	November 2001
Heavy Metal: Geomatrix	Capcom	Q2 2001
Bomberman Online	SEGA	Q3 2001
NBA 2K2	SEGA	Q4 2001



US news

Dan Francisco, still looking like a Five Star reject but still snooping around for Dreamcast info and gossip for you! What a guy...



US In Gaming Heaven

NCAA College Football Is Coming!

You guys over there in the UK might be suffering from a bit of a drought of AAA Dreamcast titles at the moment, but US gamers have never had it better with a flood of games over the last month or so.

Yep, US Dreamcast owners haven't had it so good in months as a plethora of top games have been released for us to get our teeth into. First of all there was the release of Visual Concept's utterly hilarious *Floigan Brothers* (see page 20 for a full preview), which had us all in fits of hysterics with Hoigle and Moigle proving that the comedy double act is far from dead. Hot on the heels of that was the highly anticipated *Alien Front Online* with its great simultaneous arcade/Dreamcast network capabilities and voice interaction feature. Although, best played online (obviously), it's a pretty impressive one-player game too, so if you want to know more check out our import review in next month's issue.

God bless America

The fun and games didn't stop there though, as Visual Concept's also released *Ooga Booga*, another totally crazy game... and it's online. You might have read about this game in the last couple of issues – if not you're missing out big time as it's fantastic. Basically you compete as one of four tribes in a bunch of cool contests for the heart of Ooga Booga and it's total mayhem... again, check out our review next month. Finally, US gamers were privy to the first of the *2K2* series in the form of *WSB 2K2*, which is as good a baseball game as you're likely to see. Not only does it have loads of modes, plus online play, it looks great too, not to mention ace fun to play. As we said, it's been a great month or so for US gamers!

"US Dreamcast owners haven't had it so good in months"

Jap

Shopping might be her favourite pastime, but when she's done buying shoes the Dreamcast is her other favourite waste of time...

What's In A Name?

AM2 Gets A Name Change

SEGA of Japan announced that the developing house headed by Yu Suzuki, AM2, would cease to exist last month... but don't worry it's not what you think. All that's happened is that SEGA of Japan has merged the company with CRI (CSK Research Institute), to form a new company to be called SEGA-AM2. Here's the full press release from SEGA themselves:

"Please be advised that our company name 'CSK Research Institute Corp.' has been changed to 'SEGA-AM2 Co., Ltd.' as of 1 August 2001. 'SEGA R&D AM2' game development department was merged with CSK Research Institute Corp. last year to be an independent company according to SEGA's strategic decision. As you are aware, AM2 is a leading brand of the arcade game development, and we are now ready to expand our business in the field of home video game development and the middleware development to meet with SEGA's new multi-platform strategy. By taking this occasion, we decided to change our company name by adapting these honorable 'SEGA' and 'AM2' brands and restart for our goal with refreshed spirit and exciting enthusiasm for success." All of which doubtless means even more top quality games headed our way, which we can't complain about.

"AM2 will still be making great games... only under a new name"

Simply The Best competition

WIN 5 SEGA GAMES

› It's been a bit of a bumper summer as far as Dreamcast games have gone – there might not have been many of them, but they've all been real sweet. The only problem is how do you afford them all? Well, how about getting them all for free? We've teamed up with Planet Distribution to give one lucky reader the chance of winning copies of *Sonic Adventure 2*, *Crazy Taxi 2*, *Outtrigger*, *Confidential Mission* and *18Wheeler*. Not bad, huh? All you have to do to win is answer the following question.

Q. In what year was SEGA founded?

a) 1954 b) 1981 c) 1986

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

To Be This Good Takes Ages,
DREAMCAST MAGAZINE, Paragon Publishing Ltd,
Paragon House, St Peter's Road,
Bournemouth, BH1 2JS

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From time to time you may be sent news about exciting new products and opportunities that might be of interest to you. If you do not wish to receive such information, please state clearly that you do not wish to receive this information on your postal entry.

Traveller's Checks

SEGA Get Credit

› Ever fancied having a credit card with Sonic The Hedgehog on? Well now you can... if you live in Japan that is. SEGA of Japan has recently released Visa and Mastercards with Sonic on which, when you use them, will give you 10% off participating restaurants as well as discount tickets for SEGA's Joypolis... which is kinda nice.

SEGA & Nintendo In Cahoots

› It's one of those rumours that just refuses to die and this month SEGA of America CEO, Peter Moore, commented on the on-going rumours of a Nintendo/SEGA RPG as well Sonic appearing in Super Smash Bros. Melee. Here's what he had to say: "I think that's just wishful thinking," said Moore, when asked about the long-rumored SEGA/ Nintendo joint RPG, "But if I got a phone call at four o'clock this afternoon from Japan that said they were doing it, it wouldn't surprise me in the least. We have a great relationship with NCL all the way to Yamauchi-san, who has great regard for SEGA and what we've done over the years. There is also an incredible mutual respect, particularly between Naka and Miyamoto. So, yeah – have we done anything? No. Are they talking about it? I'm sure. Have we announced anything? No. Might we? I bet you that we do." So there you have it.

US Price Drop Confirmed

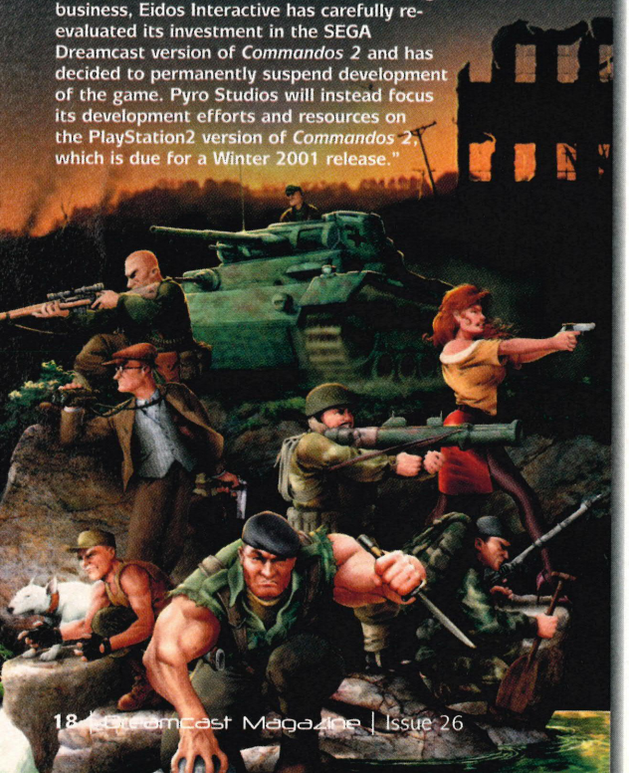
› It's been on the cards for a while now, but SEGA of America at last officially cut the price of the Dreamcast to what can only be called the bargain price of $79.95. Here's the official statement: "On Sunday, 12 August 2001, SEGA of America will reduce the manufacturer's suggested retail price of the SEGA Dreamcast video game console to $79.95, down from $99.95. The change will be effective Sunday, 12 August 2001, at retail stores nationwide. The price reduction is a milestone in SEGA's announced strategy to transition from hardware manufacturer to leading platform-agnostic third party publisher. The move will help ensure that SEGA Dreamcast is on store shelves this holiday season, as well as help deliver on SEGA's stated goal to sell through all remaining Dreamcast inventory by the end of the holiday season 2001."

Comman-d'oh!

Commandos 2 Canned

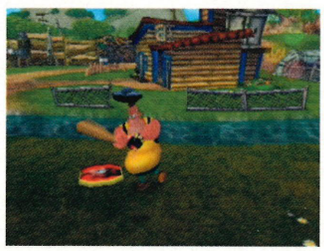
After several months of speculation, well we've been expecting the news for ages, Eidos has at last officially announced that *Commandos 2* won't, in fact, be gracing the Dreamcast after all.

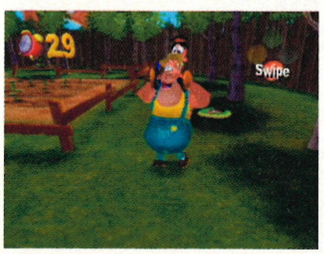
Like we said, this isn't the most surprising news we've heard, as we've been expecting the blow since the company announced that *Soul Reaver 2* wouldn't be coming to the system either, earlier in the year. Anyway, for the record, here's what Eidos had to say on the matter. "Following SEGA's announcement stating the company's departure from the hardware manufacturing business, Eidos Interactive has carefully re-evaluated its investment in the SEGA Dreamcast version of *Commandos 2* and has decided to permanently suspend development of the game. Pyro Studios will instead focus its development efforts and resources on the PlayStation2 version of *Commandos 2*, which is due for a Winter 2001 release."



UPDATE

Oh, Brother Where Art Thou?





Exclusive First Play Of Floigan Brothers

We've been banging on about it for several months now, but at last we've been able to get our hands on some code for Visual Concepts' *Floigan Brothers*. So is it as good as we hoped? Don't ask stupid questions!

We won't go into too much detail, or ruin the surprise for you, as we have a massive review planned for next month, so here's just enough to whet your appetite and leave you begging for more.

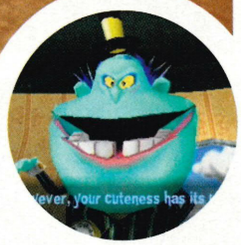
Brotherly Love

Basically, the game follows the exploits of two brothers – Moigle who's a bit of a goofy simpleton and a "big galoot" according to his vertically challenged, yet genial brother, Hoigle. The premise of the game is nearly as simple as Moigle himself – he's working on a top secret project but requires Hoigle's brains to help him find the parts he needs... which is where you come in.

It's not as easy as just wandering around picking up scraps of metal though (it never is, is it?), as you have to incite certain emotions in Moigle to get him to do something that'll allow you access to a new area. So, for example, early on in the game you have to cross the river, but the water level is too low (and so's the bridge) so you have to upset Moigle by hurling insults at him. By getting him to cry, the water level will rise and

Even in his chef's outfit, Moigle still looks incredibly stupid.

Now, how to get the darn sprinkler system working?



thus you'll be able to cross the river. Make him angry and he'll squash you into a ball and hit you to high areas with his baseball bat. Hilarious stuff all the way then.

They're Not Plumbers You Know

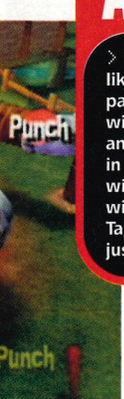
There's another complication too, though, as the evil Baron Malodorous is doing his best to take over the brothers' junkyard with the help of his army of militants kittens. Can you keep him at bay? More to the point, can you help Hoigle finish his project on time?

But it's not just the intuitive gameplay which makes the *Floigan Brothers* such an exciting prospect, because as an overall package it has it all. The antics of the two brothers are perfectly augmented by some fantastic animation and, to top it all off, the voice acting is nothing less than brilliant, giving the game a virtually cartoon perfect feel. As we said, you can expect a full-on preview in next month's issue... and who knows we might even throw in a solution for good measure! You lucky, lucky people you!

"Floigan Brothers is as close to a cartoon perfect game as you'll find"

A Game Of Chance

Being the goofy simpleton that he is, Moigle likes to play a lot... and not just with his yo-yo or paper aeroplanes. Nope, he needs you to play with him every now and again to keep him happy and his mind occupied. Not that there's nothing in it for you though, as by winning games you win points which you can then use to bribe him with later. So, whether you're playing High Fives, Tag or Hide 'n' Seek, just remember you're not just doing it for love.



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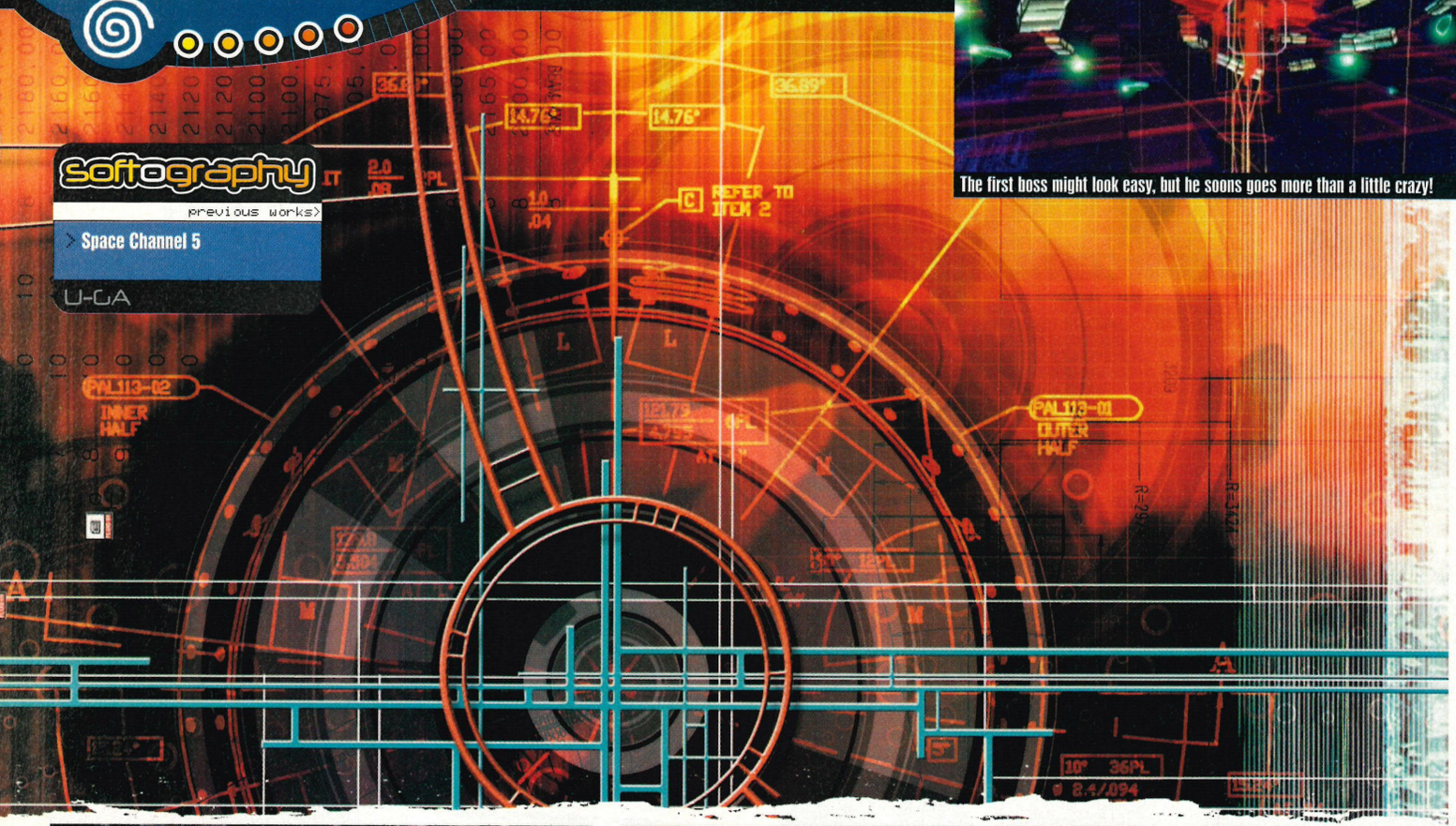
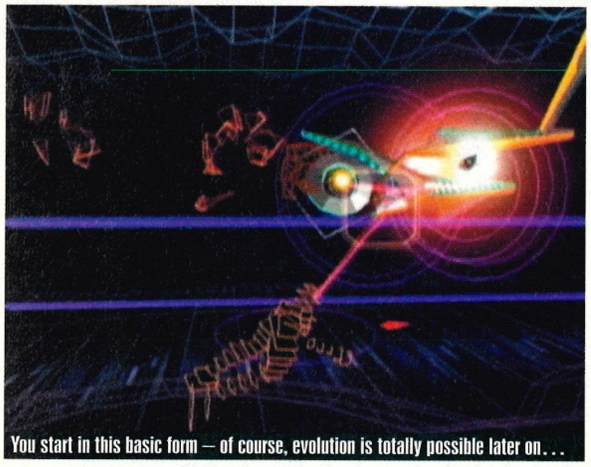
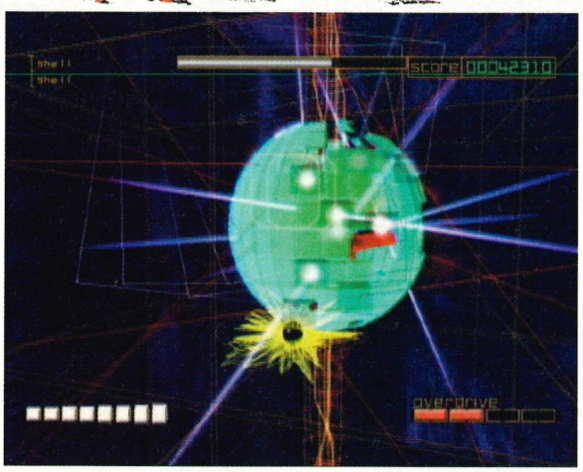
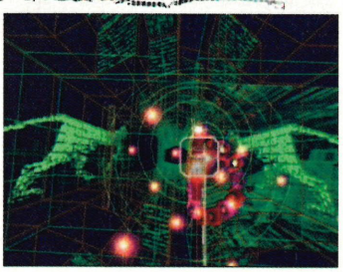


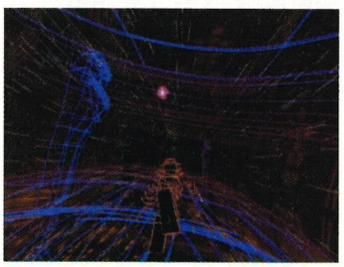
The first boss might look easy, but he soons goes more than a little crazy!

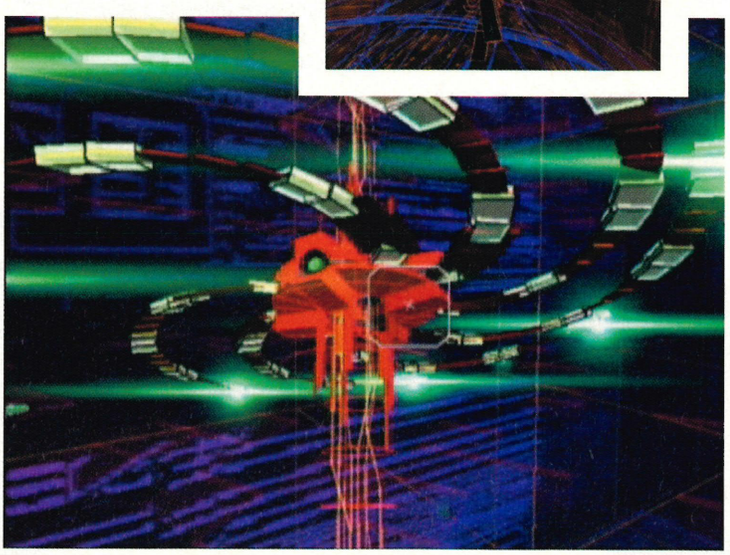


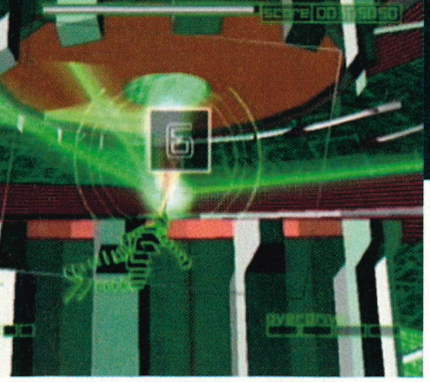
You start in this basic form – of course, evolution is totally possible later on...





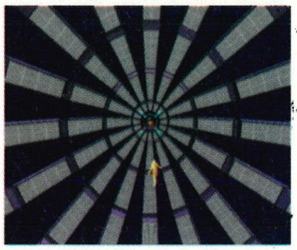


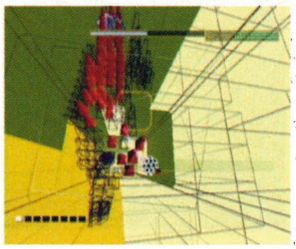




Yes, we know this looks hideously complicated... but it isn't. Trust us on that one.

Rez





Now, hold it right there – before you go jumping to any conclusions, you might actually want to read about the finest game we've played in a long while...

Being different in this day and age is a terrible, frightening thing. Thanks to the horribly conformist world that we live in, straying from the norm that everyone understands (be it in looks, ability or personal tastes) only seems to lead to dirty looks and people shunning you in the streets... well, it does for Alex anyway. Sadly, the same can be said about the games industry – given that developers these days choose mostly to play it safe and release yet another driving/beat-'em-up/platform game that'll sell just because 'that's what people want', the number of totally fresh ideas for games is slowly dwindling. Why? Because they don't want to release something totally off the wall, for fear that people won't want to touch it with a bargepole. And then, of course, there's SEGA; the company behind that bizarre dancing game with the monkey, the only decent fishing game in existence and a puzzle game infested with mice. Now, there's a company that's certainly not afraid of innovation...

"Don't let what we've gone on about confuse you – it really is quite simple to get your head around once you actually sit down and have a go"

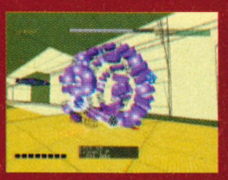
Music Sounds Better With You

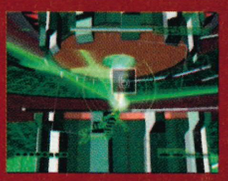
We won't beat around the bush here with our initial impressions – *Rez* is incredible. Don't worry about the fact that you're looking at the screenshots scattered around these pages and thinking that it looks like someone started making a game and then forgot to finish it... looks can be deceiving. Up until we actually had the opportunity to play it (thanks to a private showing by the good people at SEGA), we really didn't have much of a clue about how the game actually worked. Sure, we knew that it involved shooting stuff and had music intrinsically involved in the gameplay but, other than that, we just hadn't seen it enough to get an idea. Then we watched a full-on demonstration of the game, followed by the chance to give it a good old thrashing ourselves... and that was the last thing we remember doing for the rest of the day.

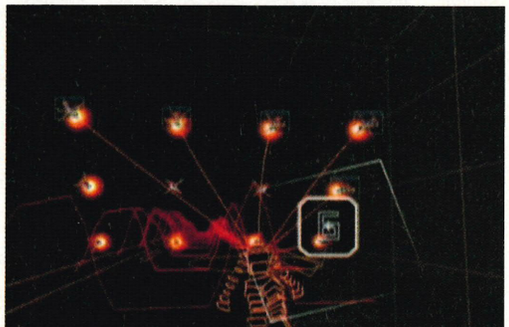
If you've heard of a literary and artistic term known as Synaesthesia... well, good for you – you're obviously very clever (or just trying too hard). For the rest of us who don't know what it means, it's basically the heart of what *Rez* is trying to do; the dictionary definition refers to 'the sensation felt in a part of the body other than the part

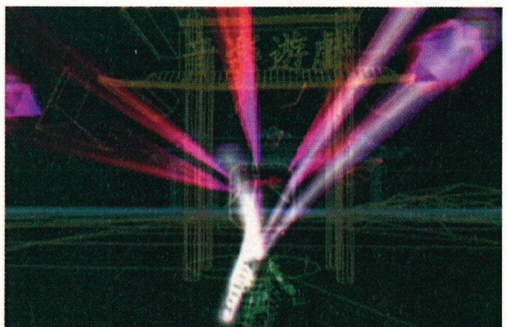
Who's The Boss?

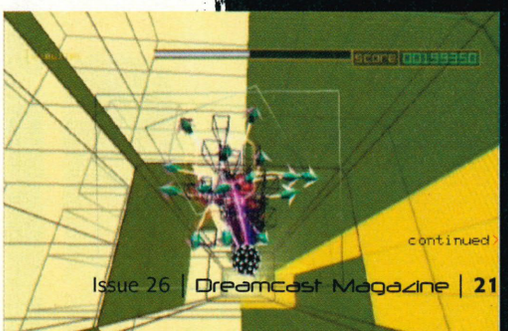
You know you're playing a classic shoot-'em-up when you come up against huge and incredibly impressive bosses at the end of every stage... thankfully, *Rez* has got those by the bucketful. According to the story, each boss is a virus-infected firewall determined to stop your progress – in truth, they're some of the toughest enemies you'll ever have to face in a game like this! Although they start off quite basic (such as the pulsating globe on the very first stage), you'll soon be going up against more daunting bosses... we don't want to spoil it for you though, because they really do have to be seen to be believed!





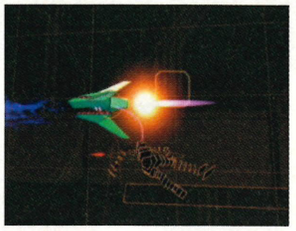


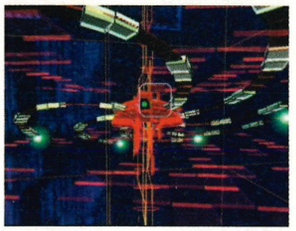


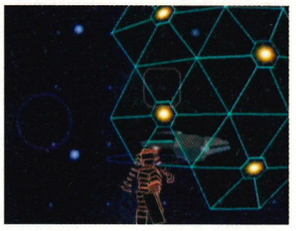


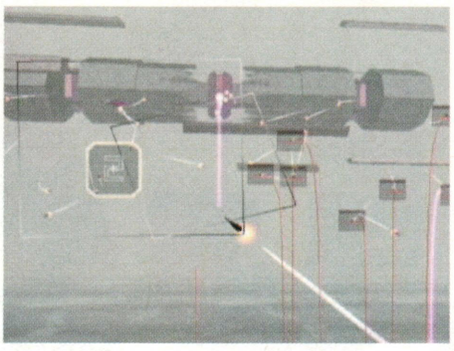
continued

Ahh, a nice easy enemy to take on. Hey, we've never been stopped by a giant revolving disco ball in the past... we'll take it down!



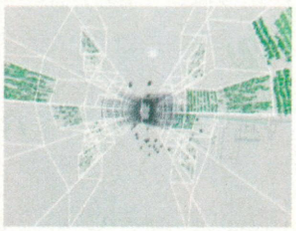






Talk About... Pop Music

Not surprisingly, considering that part of the game is based around the concept of music, there are some rather 'pumping tunes' going on throughout each level of *Rez*. Every stage of the game has its own main tune, but as you progress through the different levels of each stage this tune evolves into a higher form... it sounds complicated, but it isn't. Sadly, we can't give you any specifics as to what tunes will be featured in the final game – although there were some rather recognisable ones in there when we got our hands on it. However, there's the small matter of licensing that SEGA has to sort out before any announcements will be made. Still, if what we heard is anything to go by, you'll be suitably impressed with what you hear...



stimulated'. Still confused? Okay, put it like this – through a combination of visual and audio effects, *Rez* sets out to stimulate your eyes and ears, send sensations to your brain and thus evoke emotion... that's just about as simple as we can get it. Sigh...

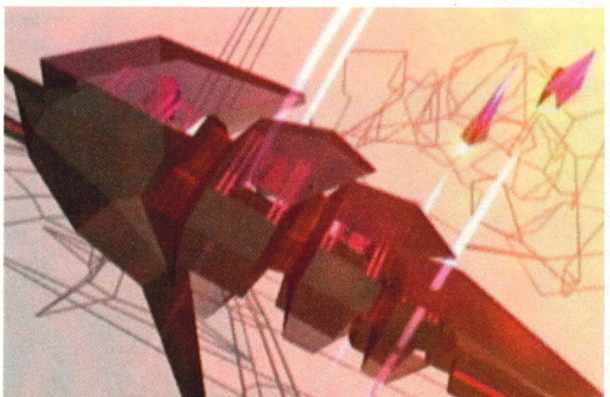
Back To The Roots

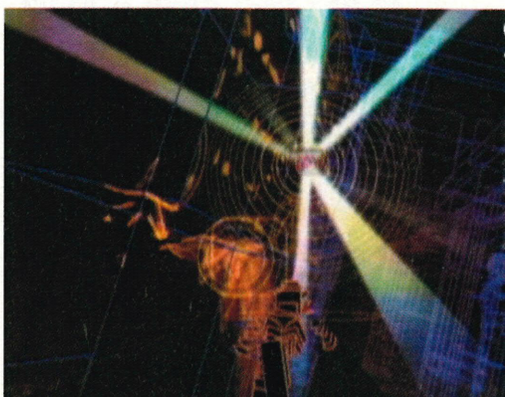
Right, forget all about the whole emotion-evoking thing... let's get down to basics and we'll explain a little more. At the very heart of *Rez* lies an old-fashioned shoot-'em-up – to be honest, it shares quite a lot in common with that old classic from the MegaDrive (and also the arcade in *Shenmue*), *Space Harrier*. You take control of a flying central figure, whizzing over the wireframe landscape taking out anything that moves with your weapons of destruction; it sounds simple and on the surface, it is. On top of that though, UGA has built up one hell of a story – although only minor details have leaked through so far (the folks at UGA are notoriously tight-lipped when it comes to talking about their games), we know enough to give you a quick run down. Basically, it's all focused on one massive mother computer; despite being the most powerful machine on the planet, she's gone down with a rather nasty virus. It's up to you to hack into the mainframe and take control of your character in an effort to destroy the virus and save the day... so far, so good.

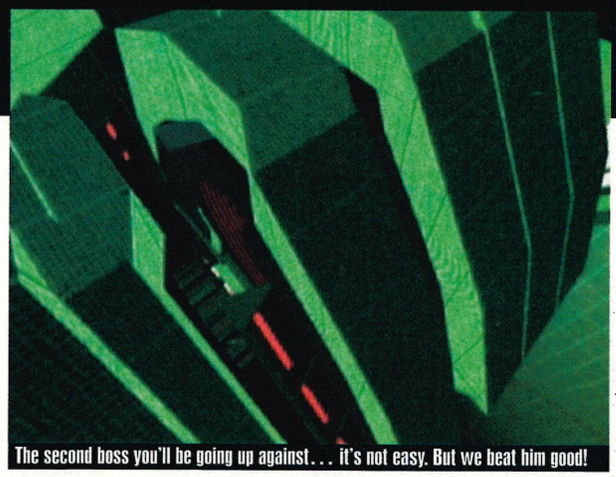
Taking it a step further though, the gameplay within Rez is a bit more complicated than just pointing and shooting – you need to concentrate not only on what's going on around you, but also upon the beat running beneath the action. Yeah, that sounds stupid but it's the only way to explain how the music ties in with the action of the game; they're linked in a way never seen before in a videogame. Try to get your head around this... pressing the button to lock onto an enemy creates a sound (not a note – a sound). Actually targeting an enemy creates a different sound and then releasing the button to fire a shot at that enemy produces yet another sound. Imagine all this going on repeatedly thanks to the number of enemies on screen – and the fact that you can target up to ten enemies at once – then combine that with the ongoing track pounding beats out as you play... this is how the whole Synaesthesia effect comes into play. Still don't understand? Well, don't worry – this really is one of those games that you have to play before you truly 'get it'.

The Hills Are Alive...

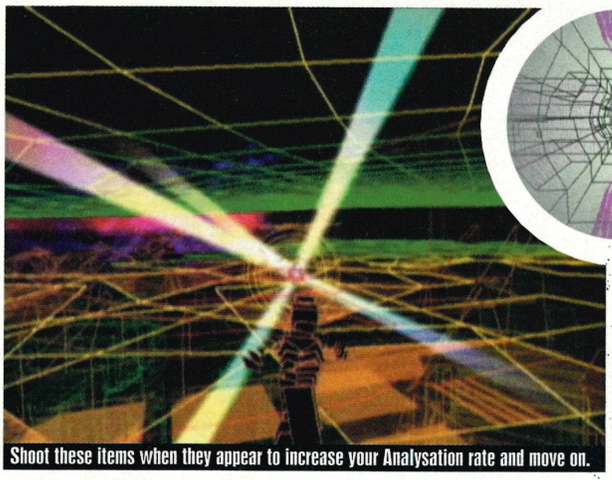
There are six stages to play through in Rez, although you'll only have access to four of them from the start. To unlock the other two, you need to concentrate on something else while playing... yep, that creates even more for your brain to be doing all at once. Each stage has a total of 11 layers within in – to move between stages, you have to shoot data modules as they appear among the enemies. Doing so







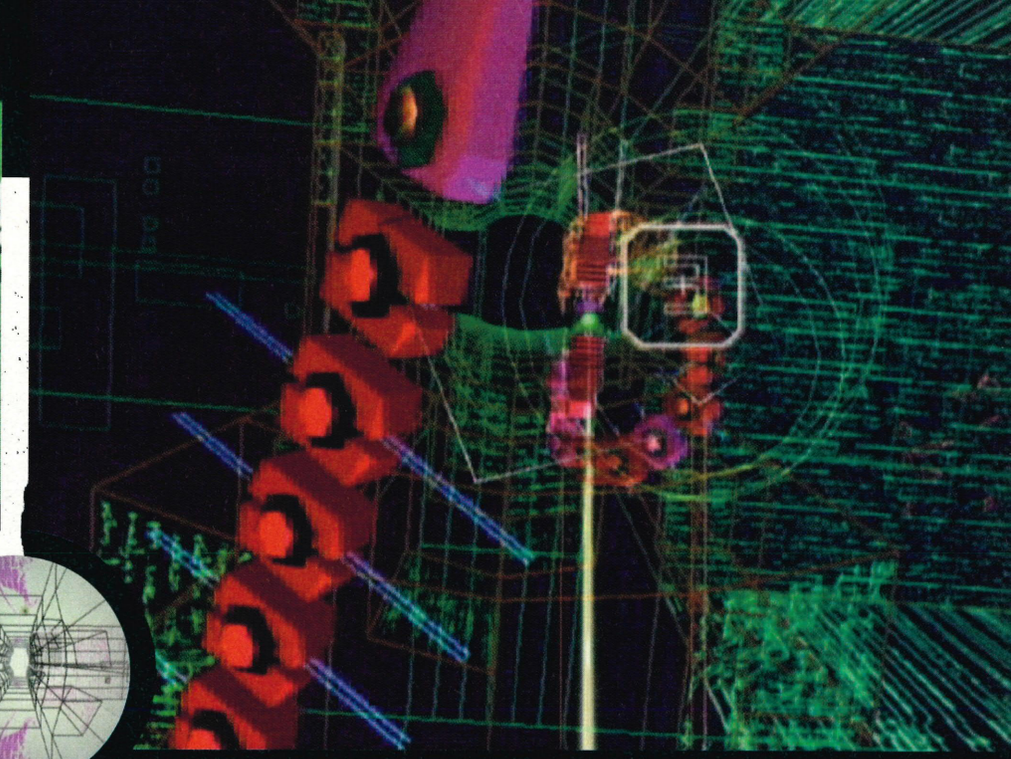
The second boss you'll be going up against... it's not easy. But we beat him good!



Shoot these items when they appear to increase your Analysation rate and move on.

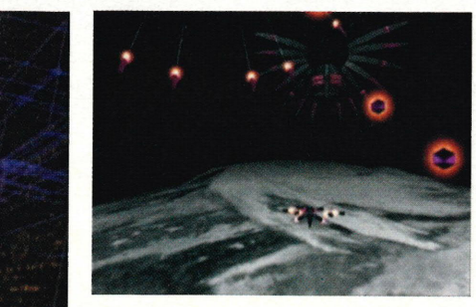
evolves the level around you (as well as the music playing) and adds ten per cent to your Analysation rating. The higher your rating, the more chance you have of unlocking those extra stages... although you'll need a good rating across all the stages before it'll happen. You also have to look for the evolution nodes that pop up when you kill a large number of enemies at once; collecting these adds to a meter that, when filled, advances your character to the next stage of creation. It's alot to take in!

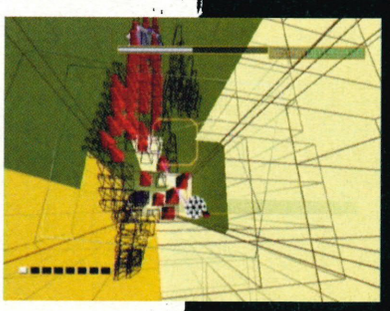
Of course, all this might make you think that *Rez* is far too complicated a game for you to consider buying. STOP. Don't be scared! Don't let what we've gone on about confuse you – it really is quite simple to get your head around once you actually sit down and have a go. You'll just have to believe us about how excited this game made us and how eager we are to play it once more. We're already counting the days before we get our very own review copy... maybe next month we'll be able to show it to you and tell you how great it is all over again.

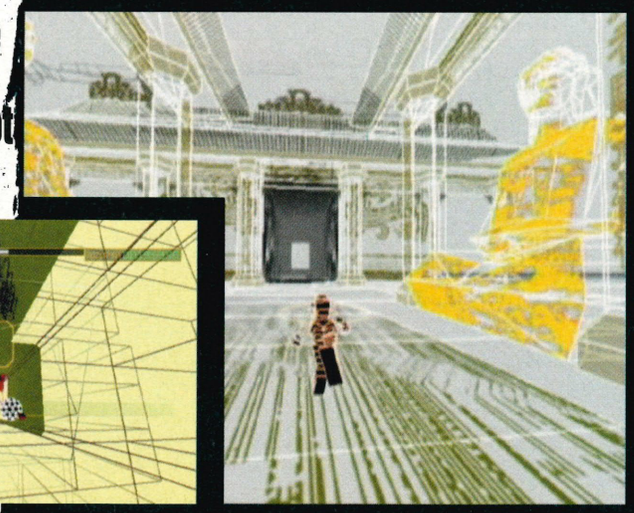


Aargh! Too... many... enemies! You'll be struggling when you get to this point...

"Don't worry about the fact that you're thinking that it looks like someone started making a game and then forgot to finish it... looks can be deceiving"







essential information

Dreamcast magazine

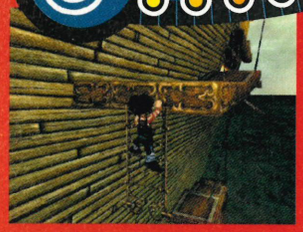
PUBLISHER	SEGA
DEVELOPER	UGA
PLAYERS	1
% COMPLETE	75%
RELEASE	OCTOBER 2001

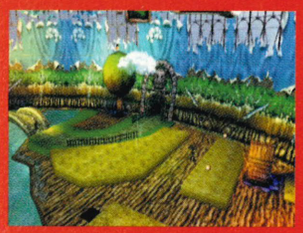
ANTICIPATION RATING 95%

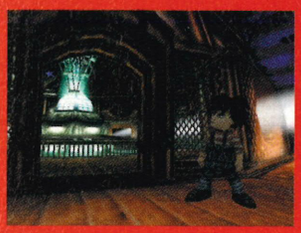
THEY SAY: It's a Dramatic-Trance-Music Shooter... whatever that is.

WE SAY: Don't listen to what your inner voice is saying – we assure you, this is a game you'll definitely HAVE to own.

Web site: www.ubisoft.co.uk



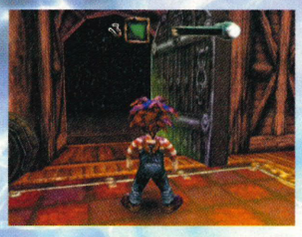


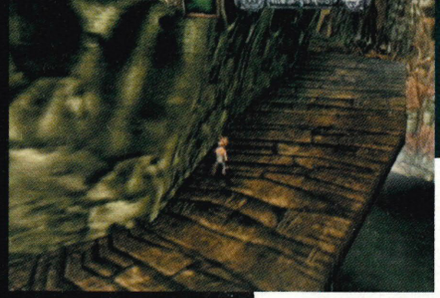


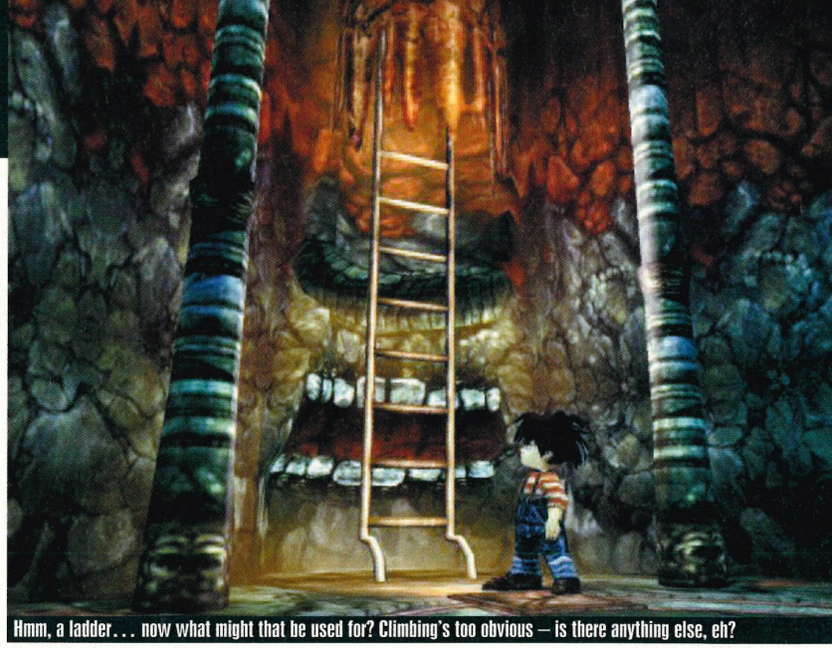
Evil Twin

Cyprien's Chronicles

Yes, it's all just a bit crazy in the world of Undabed... still, we're pretty sure that things are a lot worse under our beds. Eww, dirty.







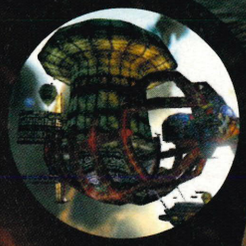
Hmm, a ladder... now what might that be used for? Climbing's too obvious – is there anything else, eh?

softography

previous works>

- StarLancer
- Soldier of fortune

ubi soft



Meet Cyprien. He's young, he's angry at the world and he's about to be teleported into a whole new dimension of madness.

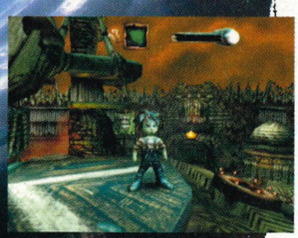
Let's face it – we all remember being disgruntled kids. Do you recall the Christmas morning you woke up to discover that Santa had left you a Master System, when you'd specifically stated that you'd been good this year and deserved a spanky new MegaDrive? Come to think of it, most of us probably remember being disgruntled adults. You know the feeling... the boss thinks you're lazy and doesn't appreciate all that hard work you're doing, an enormous credit card bill has just popped through the letter box and to cap it all your local boozer has just been turned into a trendy wine bar. Well, take all that disgruntlement and multiple it by ten... even then you won't be close to just how peeved off the anti-hero of *Evil Twin* is feeling.

Twin Town

The game's central hero, Cyprien, has been orphaned... not a lot of fun in anyone's book. Now, as you'd imagine the young lad has become fairly bitter about life and on his birthday (which incidentally coincides with the anniversary of his parents' death) the young lad snaps. Following a stream of blue language that would make Bernard Manning blush, our hero suddenly finds himself mysteriously transported into a bizarre nether world, known only as Undabed (pray this isn't some awful pun... think 'under the bed'). This strange land mixes together elements from *Alice in Wonderland* and *The Wizard of Oz* and then throws in a dash of *Aliens* just for good measure.

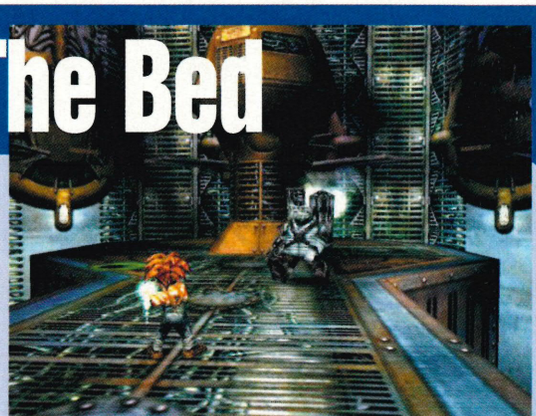
Having been dropped into this peculiar place, Cyprien decides he might as well have a stroll around. Before long he discovers that three different races inhabit the place. The first of these bizarre denizens are 'The Demis', who resemble beings

"A harsh critic might describe Evil Twin as being Rayman 2 on some very hard prescription drugs"



Under The Bed

> Variety, as they say, is the spice of life and the eight islands that make up the world of Undabed are certainly a varied bunch. One moment you'll be wandering around a bizarre haunted forest (that looks like something from *Alice in Wonderland*), the next you'll be exploring a huge sprawling metropolis, which looks like something out of *Blade Runner*. The detail that's been lavished on each area is remarkable and the urge to press on and find out what lies in the next island will keep you glued to your DC for months.

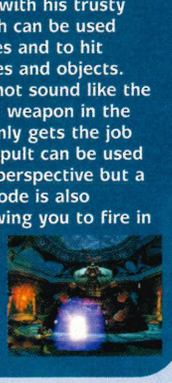


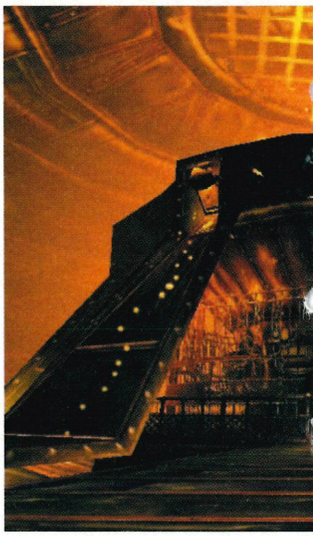
continued>

forecast

Ready, Aim, Fire

> The central protagonist of *Evil Twin* is armed with his trusty Catapult, which can be used against enemies and to hit certain switches and objects. Whilst it may not sound like the most powerful weapon in the world it certainly gets the job done. The catapult can be used in the normal perspective but a first-person mode is also available, allowing you to fire in a more precise fashion. Dennis the Menace would have been so very proud.





Spiders – we hate spiders. Especially those ones that crawl in your ear and lay eggs.

Unsurprisingly, this isn't a scene from Camberwick Green – Windy Miller isn't home.

whose bodies have been cut in two. Secondly, you have 'The People' – these cheeky so and so's live aboard a vessel that drifts around the local waters. Finally, you have 'The Flyers'; a bunch of folk who journey around the place in a flying boat of all things.

Jumping The Gun

So, that's the background details covered... but how does the game play? Well, a harsh critic might describe *Evil Twin* as being *Rayman 2* on some very hard prescription drugs and to a certain extent the aforementioned critic would be right. However, this looks set to offer a much darker gaming experience and introduces a number of gameplay elements that differentiate it from the adventures of Ubi Soft's limbless hero. Among the most notably of these is the dual personality of the central character... but we'll get to that in a minute. The game's lusciously detailed (albeit slightly twisted) environments are spread across eight islands, containing a massive total of 76 levels and each area contains a mix of platform, shooting and puzzle elements. Your central task as Cyprien, and his alter ego Super Cyprien, is to locate and destroy the evil force that's been wreaking havoc upon the land. You're not alone on your quest, however, and as you journey around the surreal landscapes, you'll encounter over 100 hundred different characters of which many can be questioned to glean valuable advice and items from.

Schizophrenic Tendencies

If all this sounds fairly formulaic, let us assure you it isn't. Indeed, when you first see the game moving you'll have to double check that it is actually running on a Dreamcast and not a high-end PC, such is the quality of the game's visuals. The beautifully detailed locations and characters borrow heavily from a wealth of sources, with obvious influences being the work of Tim Burton and Lewis Carroll. Consequently, environments in the game range from expansive forests to cluttered city scenes, with each area being laden with platforms and other pitfalls for young Cyprien to negotiate his way across. Unfortunately, the camera angles (which are adjustable) can, at points, make it difficult to determine your jump distance, but hopefully these problems will be rectified by the time the finished game finally makes an appearance. Minor quibbles aside, the game is coming along very nicely with a wealth of ideas that add some much-needed depth to the notoriously formulaic platform genre. For example, our central hero is armed with a catapult – this can be used

There are two types of tokens to find – Super Cyprien tokens and Direction tokens (like these) that show the way.

to attack the less friendly characters you encounter. Furthermore, it's possible to switch to a first-person perspective (you can't move in this mode, however) which allows for greater precision in aiming. Pinpoint accuracy is needed in certain situations, most notably when you're required to hit certain switches and levers to trigger certain events.

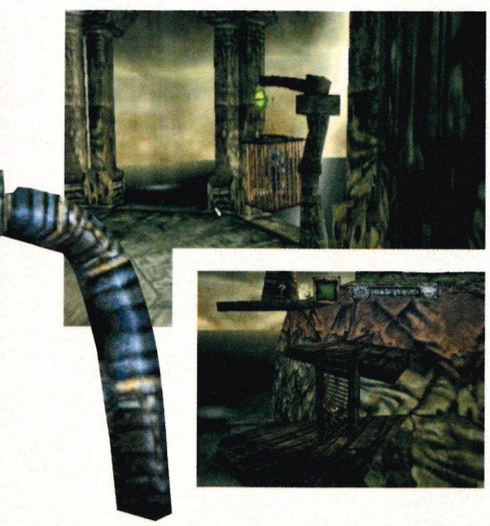
Split Decisions

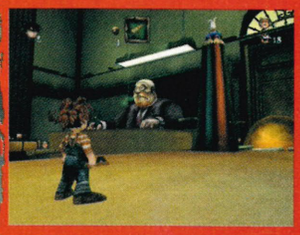
Another interesting gameplay mechanic comes in the shape of Cyprien's alter ego. By collecting certain tokens, our hero can transform into Super Cyprien – when in this state you can jump further, run faster and perform more powerful attacks. Sadly you only stay in this condition for a limited period of time, so choosing the correct moment to transform requires very careful consideration.

As he progresses through the game's various locales, Cyprien will encounter a huge array of weird and wonderful characters, some of which are friendly and others hostile. By talking to these folk you'll discover more about the world of Undabed and also be given certain objectives to carry out. Successfully completing these will see you rewarded with new items to help you along in your adventure. Of course, special mention must go to the various bosses you encounter during the game. In one scene, you come across a massive insect-like enemy that bears more than a passing similarity to the Queen from *Aliens*... seeing this foe in motion is absolutely breathtaking. Indeed, character design throughout is hugely impressive, with each new individual you meet looking more peculiar than the last. The surreal dream-like atmosphere generated by the game is heightened by a suitably odd soundtrack, which acts as a near perfect accompaniment to the strange goings on. Some nice spot effects are also in evidence throughout.

With so many developers jumping ship, it's reassuring to see that there are still some firms developing good quality titles for our beloved console. If the development team at In Utero can iron out the slightly awkward camera problems, *Evil Twin* should provide Dreamcast owners with a highly enjoyable slice of platforming action. If we can prise the finished game out of Ubi Soft's hands in time, you can expect a full review of the game next issue... we hope.

"Character design throughout is hugely impressive, with each new individual you meet looking more peculiar than the last"





Cartoon Capers

Evil Twin: Cyprien's Chronicles was originally intended to be an animated series. However, the creators decided that it would work well as a videogame. It looks as though they made the right choice because visually the game has one of the most distinctive looks ever seen in a game. The bizarre characters and locations contained within give the game a truly unique nightmarish feel.

essential information

Dreamcast magazine

PUBLISHER	UBI SOFT
DEVELOPER	IN UTERO
PLAYERS	1
% COMPLETE	90%
RELEASE	SEPTEMBER 2001

ANTICIPATION RATING 80%

THEY SAY: Discover a world inspired by the likes of Tim Burton...

WE SAY: Look out *Rayman*... you've got some serious competition

As far as graphics go, you simply don't get any better than this.

The snow effects are just another example of the game's attention to detail.

VIRTUA FIG

It could quite possibly be the most anticipated beat-'em-up ever, but is *Virtua Fighter 4* really going to live up to all the hype? More to the point, is it any good? Alex Warren took a trip to SEGA to find out.

It was 1993 when Yu Suzuki, with a little help from his friends, revolutionised the beat-'em-up as we know it. The game? The now seminal *Virtua Fighter*, of course. Two years earlier Capcom had launched what had previously been the definitive beat-'em-up in the form of *Street Fighter II: World Warrior*, but that was blown to smithereens and shown for the charlatan it really was, as *Virtua Fighter* took the genre into the hereto unexplored dizzy heights of 3D. To say it kicked ass would be an understatement. There was a new king in town and it wasn't going to bow down to anyone... well, that was not until the next instalment came along anyway.

4 Real

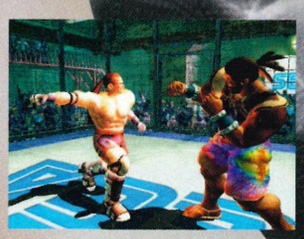
Nearly a decade on and it's time for round 4 of SEGA's quintessential beat-'em-up and with it a return to the

HTER 4

"Rest assured that Virtua Fighter 4 is very much a game of skill and precision"

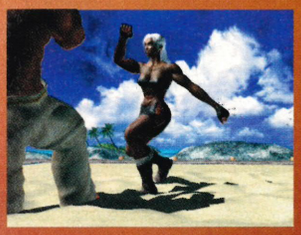
grass roots that made it such a special experience in the first place. Gone is the 'Evade' button that materialised in the third *Virtua Fighter* and which infuriated so many fans of the series, believing that it took the element of skill out of the game. Instead it's a return to the three pronged attack of kick, punch and guard, plus, of course, the usual array of killer combos to floor even the most hardened combatant – and it works an absolute treat, but you knew that anyway. As it stands, each character has five basic combos with which to begin the onslaught (with countless others doubtlessly waiting to be discovered), so rest assured that *Virtua Fighter 4* is very much a game of skill and precision rather than that of a button-bashing frenzied Capcom game. Whoops, did we really just say that? What we meant to say was that the game is as far from the hit and hope tactics of a Capcom 2D beat-'em-up as you can get. Damn, there we go again.

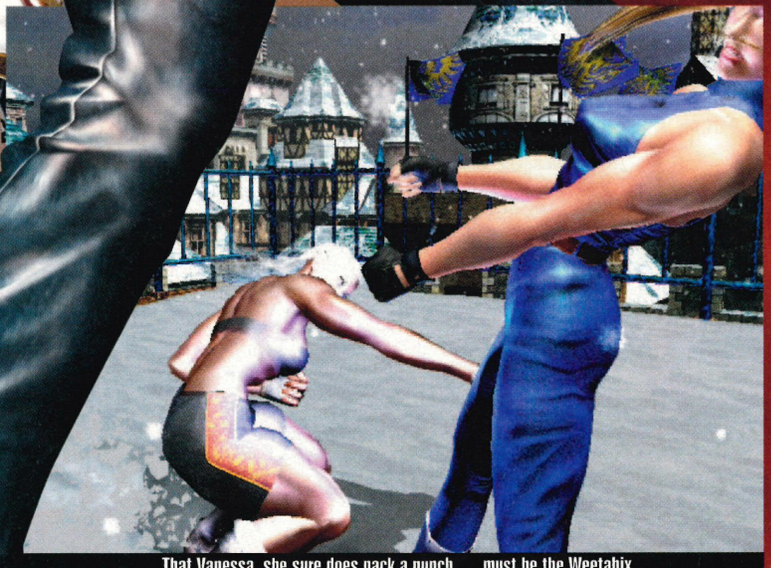
Another addition to the gameplay is a charge attack system where, by simply holding down one of the attack buttons, you can increase the power of your imminent attack on the opposition. Of course, this brings its own problems,



The underwater palace is just one of a selection of absolutely stunning level designs.

continued





That Vanessa, she sure does pack a punch... must be the Weetabix.

because while you're holding down the button you're rendering yourself open and vulnerable to the attacks from your enemy, once again bringing to the fore the value of skill and timing in the game. Other gameplay enhancements include the ability to move your character in eight directions giving you far greater movement and control. The game also offers greater control over throws, so that, depending on how far or near you are to an opponent, the throw that you perform varies... which is pretty neat.

If Looks Could Kill

However, despite all these gameplay tweaks the most notable advancement of *Virtua Fighter 4* is the graphical quality of the game. If you thought that the graphical jump from *Virtua Fighter* to *Virtua Fighter 2* and then from *Virtua Fighter 2* to *Virtua Fighter 3* was impressive then the graphical chasm between *Virtua Fighter 3tb* and the latest instalment will have you teetering on the edge of disbelief. Put simply the graphics are mind-blowing. Just look at the screenshots scattered (or designed so thoughtfully) around these pages. Okay, so screenshots don't tell the whole story, but believe it from someone who's actually played the game that it looks every bit as good in motion. Like poetry in motion? You betcha! Quite simply the character animation is as smooth, swift, fluid and beautiful as you'll ever see. Just think how stunning *Dead Or Alive 2* (Dreamcast Magazine #08, 92%) was and times that by, say twenty, and you'll be some way to understanding the graphical prowess of this game. The movement of hair, robes, bandanas is all in perfect harmony with that of the character and it's nothing less than a delight to watch, so if you thought you'd seen it all then think again. It really, really doesn't get much better than this.

Virtual Reality

But it's not just the character models that have undergone this radical case of plastic surgery and bodily enhancement, as so too have the stages. Whereas before the backgrounds were relatively static and uninspirational, now they're just as jaw-droppingly impressive as the rest of the

"Not only does it look great, but it's really, really great fun to play"

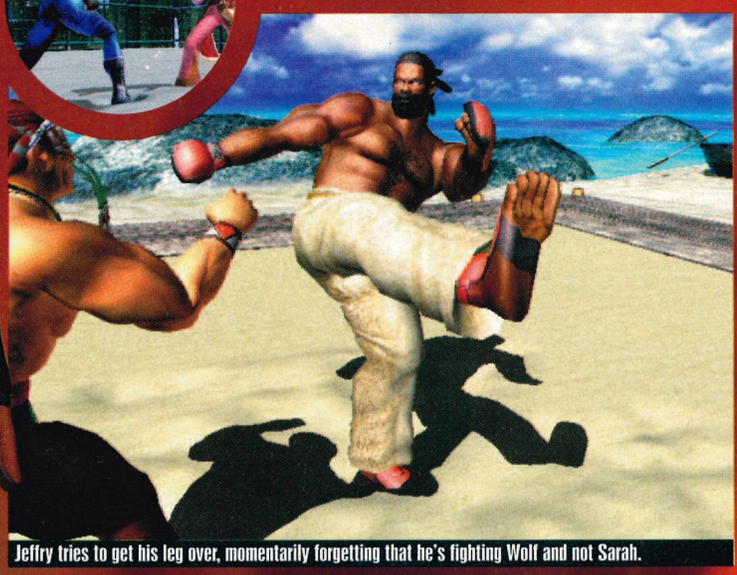
Who's New?

> If you're a fan of the *Virtua Fighter* series you'll know that each new incarnation of the game has contained new characters. For *Virtua Fighter 2* it was Lion Rafle and Shun-Do while for *Virtua Fighter 3* it was Taki Arashi and Aoi Umenokoji. *Virtua Fighter 4* is no different either, so let us introduce you to Lau Fei and Vanessa Lewis. As you can probably guess Lau Fei is a Shaolin Monk who packs a bit of a punch with some swift (to say the least) moves, and is one to certainly watch out for. The origin and fighting style of Vanessa Lewis aren't yet known because there's a time lock on her, although we wouldn't bet against her being of Amazon descent. So, if you fancy getting to grips with her you'd better take out an overdraft to cover the costs!

You Card

> Although not a feature in the European version of the game, Japanese gamers will be able to save all their results, high scores and stats from *Virtua Fighter 4* on a clever little card.

continued



Jeffry tries to get his leg over, momentarily forgetting that he's fighting Wolf and not Sarah.

"The character animation is as smooth, swift, fluid and beautiful as you'll ever see"

game – so much so that you'll have difficulty concentrating on the fight in hand. There are birds swooping, fish swimming, water rippling, trees blowing, leaves falling and snowflakes floating down to earth. We could pick any one of the various stages to reinforce this point, but once again you only need to look at the surrounding screenshots to see what we mean. From the glorious sunset and soaring birds of the mountain temple stage all the way through to the underwater palace and skyscraper stages the detail in the level designs is simply breath-taking. So, when Suzuki-san says that the game is "Even more realistic

Let The Battle Begin

For the more observant of you, or for those in the know, you'll have realised that *Virtua Fighter 4* will be hitting arcades around the world at round about the same time as Namco's *Tekken 4*. Once again, then, we have a beat-'em-up battle of epic proportions on our hands, but who's going to win this titanic battle? Well, our sources close to SEGA have discovered a rumour that Namco, after a recent visit to SEGA Amusements HQ, has already conceded defeat, having freely admitted that *Virtua Fighter 4* is a damn sight better than its own *Tekken 4*. So there you have it – the battle's over before it even began.

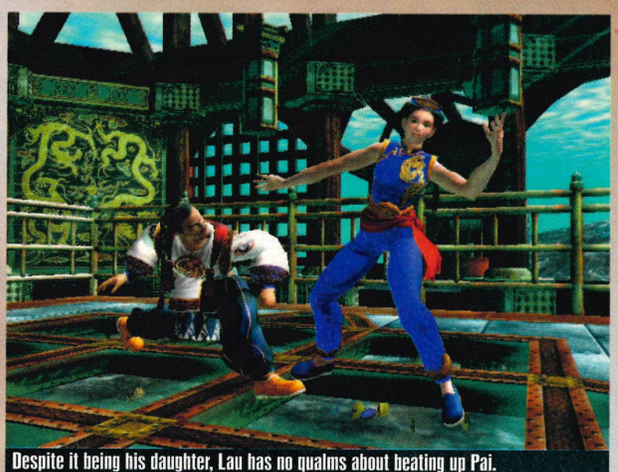
than before", you know he's not lying.

Four-Play

But enough of all this tittle-tattle – what you're all gagging to know is whether it's actually any good. Well, let's consider this for a moment. Yu Suzuki has been making games since 1985 and, as far as we can remember, he hasn't made a duff one yet. From *Hang On* all the way through to *Shenmue* it's been a glorious roller coaster of a ride for anyone playing Suzuki-san's games. So now do you really need us to tell you that *Virtua Fighter 4* is quite possibly the greatest beat-'em-up ever? Thought not. Forget the majesty of *Soul Calibur*. Forget the titillating experience of *Dead Or Alive 2* and while you're there you can banish the memory of *Tekken Tag Tournament* to the deepest recesses of your conscious mind. They all pale in comparison to the might of the latest incarnation of the *Virtua Fighter* series.

Not only does it look great, but it's really, really great fun to play. The beauty is that it's so utterly compulsive to play and one go is never enough. The result is, of course, a quick trip to the bank to secure a small loan (or not so small as the case might be), to cover your costs. Hell, we were glued to it for two hours solid, putting every character through their paces... but then we weren't paying for it. Of course, you could just wait until the start of next year for the PS2 version, but can you really wait that long? Nope, neither can we!

"The most notable advancement of Virtua Fighter 4 is the graphical quality of the game"



Despite it being his daughter, Lau has no qualms about beating up Pai.

A Short History In Time

Virtua Fighter December 1993

> This was, without doubt, a pioneering example of the 3D beat-'em-up – up until it was released we'd only ever experienced fighting games like *StreetFighter* and *Mortal Kombat*.

Virtua Fighter 2 November 1994

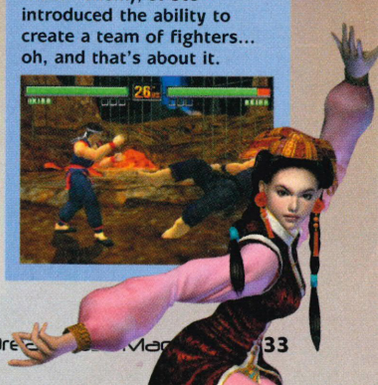
> Making a massive leap from the severe lack of detail seen in the first game, *Virtua Fighter 2* brought us two new characters and the best graphics ever seen in a beat-'em-up.

Virtua Fighter 3 September 1996

> Along with the obligatory enhancement to the visuals and the addition of two more fighters, *Virtua Fighter 3* introduced the Escape button – something that added even more freedom of movement than before.

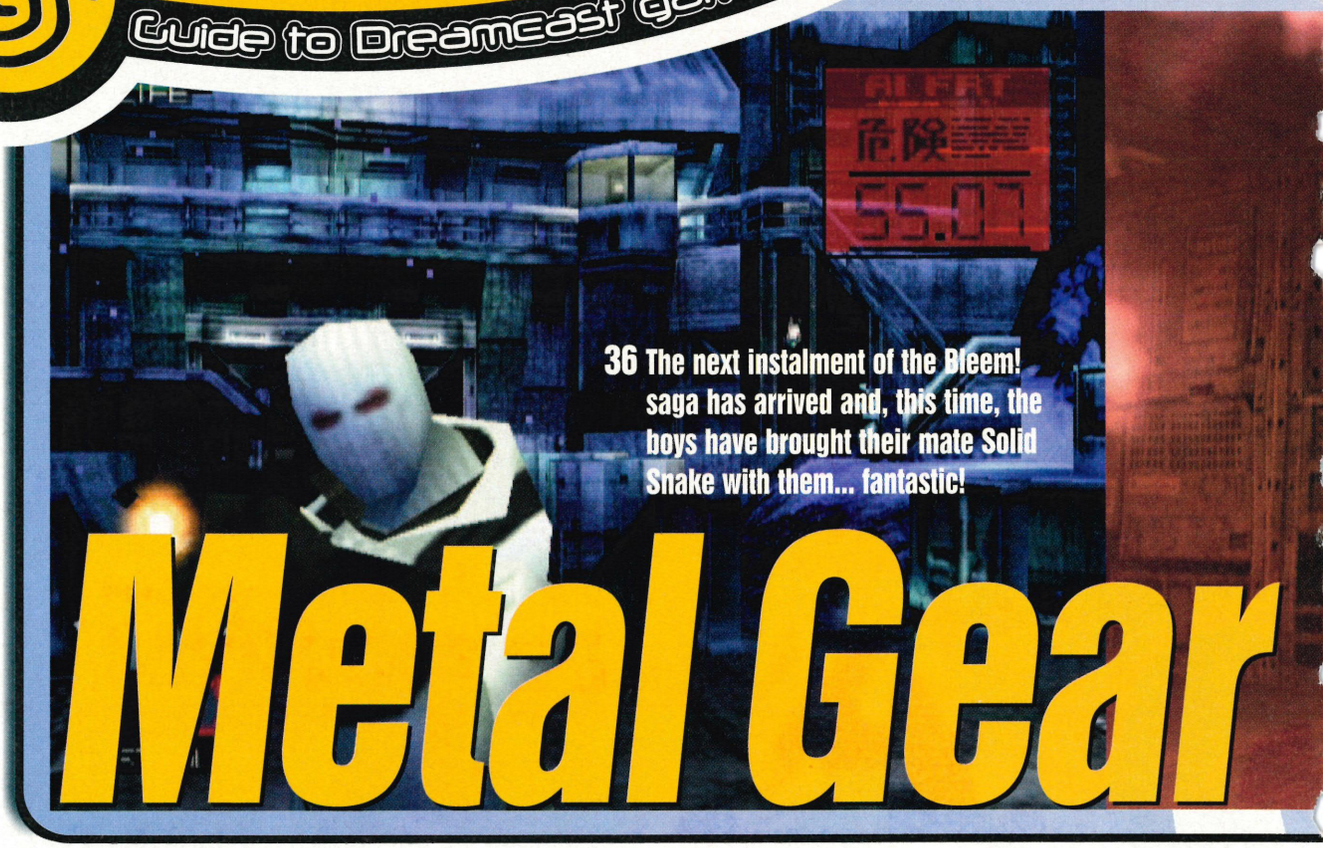
Virtua Fighter 3tb September 1997

> More of an upgrade than an entirely new game (much like every *Tekken* game then... ahem), *VF3tb* introduced the ability to create a team of fighters... oh, and that's about it.



the game

Guide to Dreamcast gaming



36 The next instalment of the Bleem! saga has arrived and, this time, the boys have brought their mate Solid Snake with them... fantastic!

Metal Gear

Reviews Editorial

Alas, poor Official - I knew them well. Actually, that's not strictly true... aside from the occasional nod across a crowded room at those swanky PR parties we get to go to all the time, I didn't really know anyone on the Official Dreamcast Magazine very well at all. Still, that's probably for the best seeing as how it's gone the way of the dodo; it means I don't have to mourn too much, though I always thought that Ed Lomas was a nice bloke... even if he hardly ever speaks to me when I see him. One fact that amazed me after the sad loss though is that now we're not just the only Dreamcast magazine left in the country but also the only one in the whole wide world! That's right, the Japanese and American magazines shut down several months ago, which means we're the only ones left. Blimey, that's pretty daunting... but not quite as daunting as knowing that we're going to be here for a fair old while yet. There's a whole slew of games just over the horizon, you see, and until they've been and gone, we're not budging. Kind of brings a lump to your throat, doesn't it? Though maybe not out of emotion...

Martin Mathers
Games Editor
(crying on the inside... honest)

DREAM TEAM

It's been a pretty historic month for Dreamcast Magazine, so we asked the team what they'd managed to achieve themselves recently...

SIMON PHILLIPS

Good old Lips managed to achieve his dream and annoy the rest of the team... by going on a two week holiday. He deserved it though!

Game Of The Month: Skin Saving

CHANDRA NAIR

Our rock star has achieved the unbelievable - his band's album ('*27: An Emotional Construction Set*' by Circa) is in the shops now. Buy it today!

Game Of The Month: Capcom Vs SNK

ALEX WARREN

Having passed his Scuba Diving exam successfully, Wozza can now stay underwater longer than anyone else. Best place for him really...

Game Of The Month: Virtua Tennis 2

WILL JOHNSTON

The boy Will has achieved loads in the last month - he perfected the 900, found enlightenment and reached puberty all at once. Blimey...

Game Of The Month: Time Crisis 2 (PS2)

'BRITISH' GAZ ADAMS

Despite having worked on various games mags, Gaz managed to prove to us that he couldn't play a game if it jumped up and bit him on the nose.

Game Of The Month: Getting Beaten At Everything

SIMON GRIFFIN

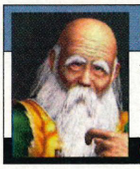
It took forever, but Wolfy recently got his whole body waxed to achieve that 'smooth as a baby's bottom' look that has eluded him for so long.

Game Of The Month: Special Ops 2 (really, it was)

CYRA COOMBER

The newest member of the team, lovely Cyra now gets to look at us on a regular basis. What more of an achievement could you ask for, eh?

Game Of The Month: Barbie Nail Designer



SIMON CANN

While spending an entire day in a traffic jam recently, Simon managed to say every swear word known in the English language. Ahh, bless.

Game Of The Month: StreetFighter Zero3

All the latest Dreamcast games reviewed and rated!

And The Rest...

Heavy Metal: Geomatrix 40
You don't need long greasy hair, a body covered in tattoos or a ring through your nose to love heavy metal... except maybe in this case.

Arabian Nights: Prince Of Persia 3-D 44
Imagine Lara Croft, with a large turban instead of breasts, and then put in a really badly made game. Can you guess where this is going?

Special Ops 2: Omega Squad 46
If army life really was like this, it's no wonder that the troops end up developing things like Gulf War Syndrome... good lord, noooo!

I-Spy: Operation Espionage 48
Wanted – male or female spies: willing to take orders, steal stuff from big companies and keep their mouths shut. Apply within...

DREAMCAST OPINION

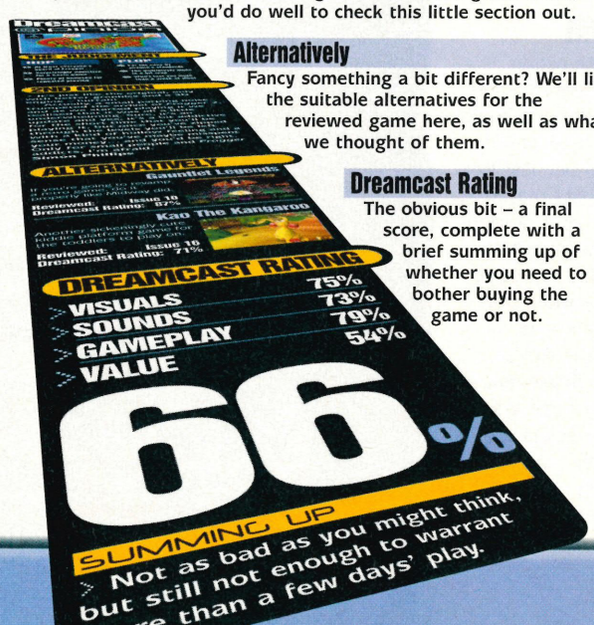
> Yes, it's the only reviews summary worth reading! To make things easier, we've broken it down for you into bite-sized chunks...

The Judgement
A run-down of all the uppers and downers, giving you a breakdown of the best and worst bits that the game has to offer.

Second Opinion
If you need someone else's thoughts on what the game is like, you'd do well to check this little section out.

Alternatively
Fancy something a bit different? We'll list the suitable alternatives for the reviewed game here, as well as what we thought of them.

Dreamcast Rating
The obvious bit – a final score, complete with a brief summing up of whether you need to bother buying the game or not.



Dreamcast magazine
Scoring On The Doors

> Here's a quick glance at how we like to score the games in DREAMCAST MAG...

90% or above
Oh, come on... do you really need an explanation for this? Anything scoring enough to win an Ultra award needs to be bought right now. Off you go...

75% – 89%
Hey, don't turn your nose up at these games; they might not have got an amazing score, but they're still worth checking out if you've got cash to spare.

50% – 74%
It's a personal choice thing, but if we were you (and we are), we'd think twice before handing over our cash for these games...

25% – 49%
Sure, you go right ahead and buy a game that lands a score from this category – just don't come running to us when you realise we were right.

0% – 24%
What do you think you're doing, boy? Are you some kind of freak? Put that game down now, before someone sees you!

review bleem!

Stealth, rather than all-out action, is the key here...

essential information

Dreamcast magazine

PUBLISHER	KONAMI
DEVELOPER	KCEJ
RELEASE	OUT NOW
PRICE	£19.99
GENRE	ACTION/ADVENTURE
PLAYERS	1 PLAYER
VM UNIT	SAVE GAMES POSITION
PERIPHERALS	VIBRATION PACK

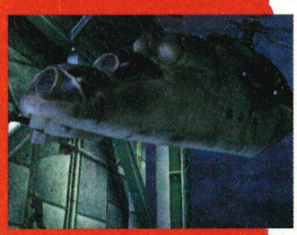
Metal Gear Solid

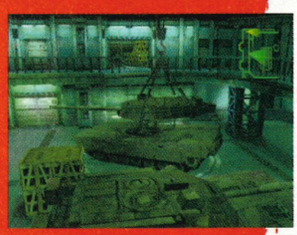
Arguably one of the greatest games in the world and at last it hits the Dreamcast... though in the most unusual way.

infoburst

Extra information

- Snake's Socom pistol is a real weapon made by Hechler and Koch.
- Though the military have access to the weapon, it is not available for civilian use – even in the USA.
- *Metal Gear Solid 2* is the most eagerly awaited game in history.
- However, the original wasn't that popular in native Japan so MGS2 will launch in the US first.





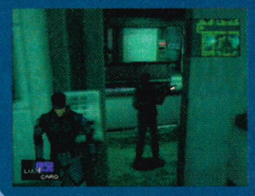
You've got oil and water, movies and videogames. No matter how much we've been told, the fact remains... they just don't mix. 'Interactive movies!', they used to cry while shoving endless full motion video clips in our face – "Look, we have interactive bloody movies so roll up!". The bare faced liars. But, as a slightly crazed Austrian once said, 'The bigger the lie, the more people will believe it'. And so our fascination with the idea of Hollywood and our love of videogames has robbed us of our hard-earned cash on many an occasion. There's only so many times you can be had in this way, so it's not surprising that before the words 'interactive movie' even get as far as the part of our brain that decodes language it already sounds a hell of a lot like 'utter crap'. However, way back in 1998 came *Metal Gear Solid* and suddenly the possibilities of home entertainment took one massive leap towards the silver screen. So massive was its impact that it made the game's designer, Hideo Kojima, the PlayStation equivalent of John Woo. *Metal Gear* changed the way we looked at games and everything that followed ended up drawing comparisons, no matter how tenuous. Check out recent reviews of Infogrames' *Sheep Dog 'n' Wolf* on the PlayStation... even that had '*Metal Gear* elements'. But there's nothing like the real thing and, though much emulated, *Metal Gear* was never bettered. Of course, here comes the bit when we boldly say... until now!.

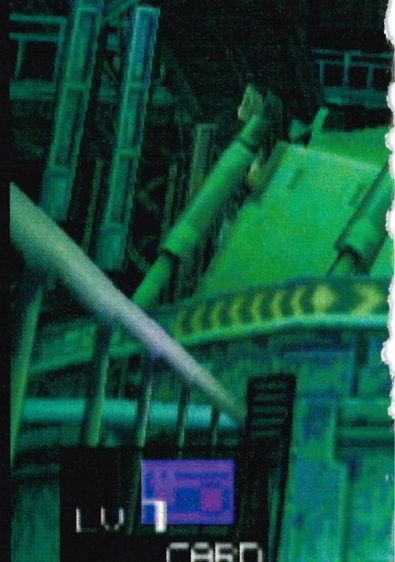
Perfecting Perfection

Metal Gear's association with action movies (both live and Manga) permeates every section of the game. You play Solid Snake, an ex-special forces type who is made to go back into action one last time to take on a group of terrorists that have splintered from Fox Hound, your previous bad ass outfit. To do this you've got to employ stealth tactics, a wide variety of mostly real-world weaponry and a cold, distanced approach to humanity as favoured by Escape from New York's Snake Plisken. In fact, Solid Snake may as well be Plisken... he has the same gravely voice, Eighties hair and even starts off the game being injected with a device that will kill him lest he does what his old boss says. When interviewed for the

If Looks Could Kill...

> The top-right map displays the guards' locations, complete with a triangle that represents their line-of-sight – keep out of this handy bit of geometry to avoid detection. Should you get detected, this radar will disappear... leaving you blind and with your heart in your mouth. But be warned, guards can hear noisy footsteps so when running away take notice of what terrain you're walking on – army boots on metal fairways make one hell of a clang. And don't think footprints in snow go unnoticed either – should anyone discover them, they'll track you down and put quite a few bullets in your ass.

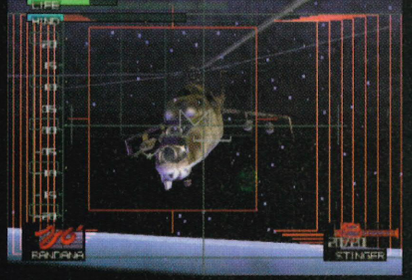




information

www.metal-gear.de

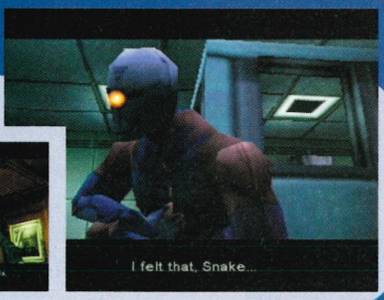
The *Metal Gear* site has everything you could possibly want to know. You can check out the story, look at screenshots and even download wallpaper...

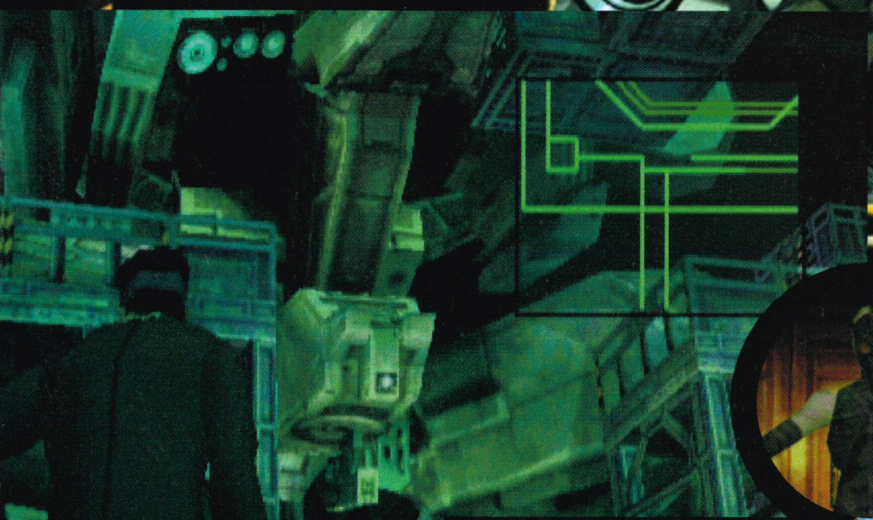


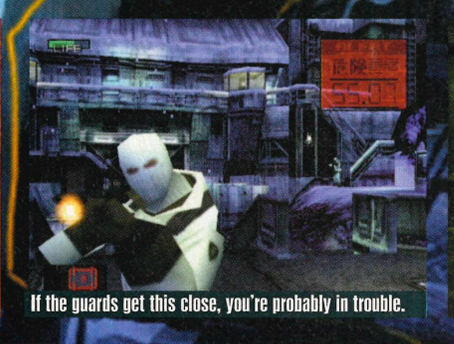
"This is not only a brilliant game that's well emulated and tarted up, but it's one of the Dreamcast's best titles to boot"

Ooh, You Are Naughty

For some reason best known to their mothers, it seems that quite a few of the main characters you meet enjoy being restrained by leather binds and feeling pain. Quite why the enemy decides to recruit from the S and M ads escapes us but for some reason we find ourselves quite enjoying their company.





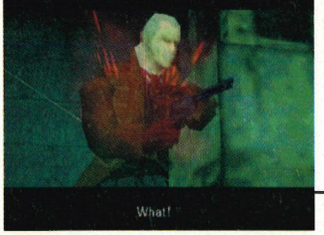


If the guards get this close, you're probably in trouble.

continued>

review bleem!

Web site: www.konami.com



forthcoming PS2-only *Metal Gear Solid 2*, Hideo Kojima admitted that violent action movies heavily influenced both *MGS* games. No kidding – the references never stop. But enough of this swooning over *MGS's* deep set cinematic feel... what about it as a game? To be honest, it's as pure an experience as you are ever likely to have. Right from the off you're hiding under trucks, watching guards patrol and generally acting the part. For most of the time, you handle the action from a three dimensional over-the-head angle. This view works in two ways; it allows you to observe your immediate surroundings (even behind you), just like a classic videogame of old, while reinforcing the 'being there' feeling whenever you decide to snap into a first-person glance. One minute you're running behind a tank much the same way you might of in an arcade fifteen years ago, the next you are Solid Snake checking out your surroundings, watching the behaviour of guards and looking out for security cameras.

This feeling of involvement is further enhanced when you press yourself up to a wall. The camera swoops down, showing Snake pressed against the stone work; an enemy just round the corner, his breath condensing in the icy air. Want to get the guy out of your way? Just tap the wall with your hand. He'll come round to investigate by which time you've doubled back on him and you're out of there. Of course, that's one option. The other is to hide on the opposite side of the hallway, creep up behind him then get his neck in an arm hold. By repeatedly pressing the Action button, you'll tighten your grip until his neck snaps like a particularly crunchy Pretzel. Now that's something that never gets tiring.

Spinal Tap

As your progress through the installation, you're in constant radio contact with your support team. *Metal Gear* doesn't want you to get frustrated so you can always call on advice for various sections. This help never spoils your enjoyment of the game, nor is it meant to distract you from shoddy design since there is none. It just helps you keep playing for incredibly long periods without you ever feeling duped or annoyed. Sometimes it's just darned necessary, since so varied is

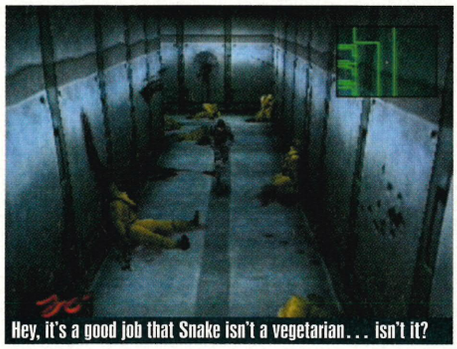
Ahh, now here's your problem – you've got a Solid Snake stuck in your pipes. Tough to shift, those.

Toilet Trouble

> *Metal Gear* is not without its own unique sense of humour. By hiding out in a toilet Snake can get the drop on guards as they go for a quick waz and each one you kill drops a useful health pack. Well, we thought this bit was funny anyway...

awesome moment

The cut-scenes tell the story beautifully as the game progresses...



Hey, it's a good job that Snake isn't a vegetarian... isn't it?

Solid Snake and a heavily-disguised Meryl kill many men together on their first date. Ahh, how romantic.

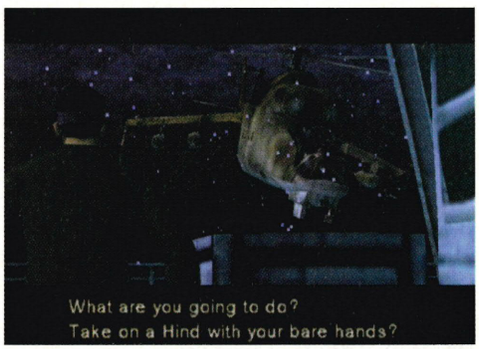
the style in the game and so unique are some sections that you'll need a tiny hint merely because you've just never played anything like it. Take your encounter with boss character Psycho Mantis for example. He has both telekinetic and telepathic powers so while he's throwing objects at you through force of will, he can also read your mind. Move the controller and it seems that he already knows what you are going to do and has taken the correct action to avoid it. Who would of guessed that you can fool him by taking out the controller, plugging it into another port and therefore be allowed to think without him being able to detect you? If your commander didn't give you the hint, you'd just get the living brown kicked out of you. Once you're told the trick you'll know your playing a game created by genius. A videogame that knows it's a videogame while aping an action movie... genius!

Clean And Mean

So far, so well known and documented. It's a proven fact that *Metal Gear Solid* was massive on the PlayStation and there can't be many of you out there that don't know about its majesty. Still, there's probably a fair amount of you out there pondering why we're saying it's better than ever before... hey, it's three years old for pity's sake. Well it's not surprising that it's all thanks to Bleem!. Run it through a Dreamcast and now the perfect game has smooth textures. Now it runs in pin-sharp hi-res. Of course, don't be fooled by these screen shots since they're static and thus, they don't do the effect justice. *Metal Gear Solid* on the Dreamcast is a beautiful site to behold and unlike other Bleem! conversions like *Gran Turismo 2*, it actually betters the original (though *GT2's* failure was down to the game being bad, rather than Bleem!). This is not only a brilliant game that's well emulated and tarted up, but it's one of the Dreamcast's best titles to boot. Buy it now and get out there and kill somebody.

Will Johnston

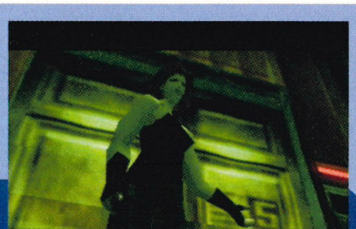
"By pressing the Action button, you'll tighten your grip until his neck snaps like a particularly crunchy pretzel"



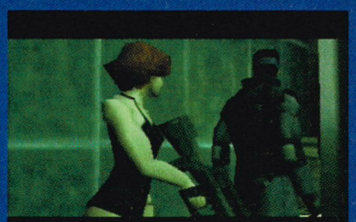
What are you going to do?
Take on a Hind with your bare hands?

Love On The Battlefield

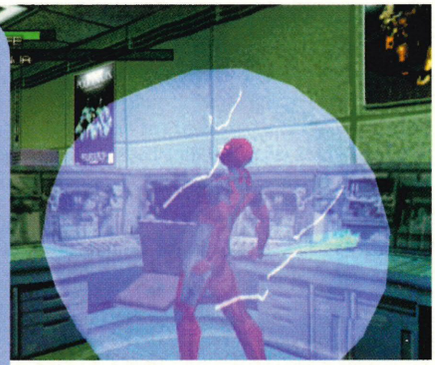
> Early on in your quest to avert nuclear disaster you'll meet a lovely girl by the name of Meryl Silverberg. She wants to be a soldier and though initially nervous on the trigger, she does a fine job of killing many soldiers. When you first spy on her from behind the grate of a ventilation shaft she's held prisoner and passing her time by performing sit-ups. The more often you go back to watch her, the more varied her exercises become until she eventually ends up working out without any pants on. Needless to say that Snake gets fairly taken by this redheaded little strumpet. And why not, she may be a fictional character but you would... wouldn't you?

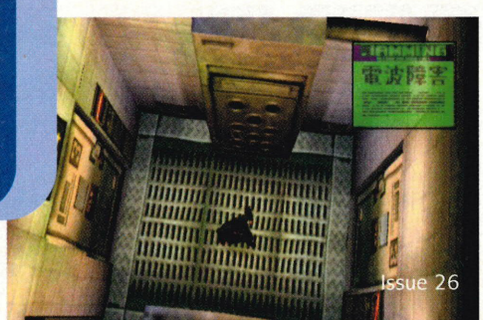


C'mon, Mr. FOX-HOUND. The commander is waiting.



That's the second time I've been able to sneak up on the legendary Solid Snake.





Dreamcast Magazine Opinion

THE JUDGEMENT

GUNG HO	GUNG NO!
⊕ It's got a very absorbing storyline	⊖ Umm... it's a bit short, isn't it?
⊕ Wow! Brilliant characterisation	⊖ Story scenes outweigh the action
⊕ Plays like no other DC game around	⊖ Deserves a proper DC conversion, we think

2ND OPINION

> We've said it before and we'll say it again – a console should sell on the strength of its games, not a reputation. As such, the PlayStation has had a fair few decent titles appear on it (along with some really rubbish) and now, it looks like we're getting one of the very best appearing on the Dreamcast. *Metal Gear Solid* is an incredible game with only one small drawback... it's a bit short! Still, that doesn't stop it from being another of those 'Must Have' titles we're always talking about. Next from Bleem!? *Tekken 3*. Ooh, we can hardly wait...

Martin Mathers

ALTERNATIVELY

Gran Turismo 2

Bleem! does well, but unfortunately the game is still pretty dodgy...

Reviewed: Issue 24
Dreamcast Rating: 68%

Resident Evil Code: Veronica

The closest thing we've got on the Dreamcast at the moment.

Reviewed: Issue 10
Dreamcast Rating: 94%

DREAMCAST RATING

VISUALS	92%
SOUNDS	90%
GAMEPLAY	95%
VALUE	95%

94%

SUMMING UP

> With *MGS*, Bleem! really starts to show it's true potential. Get this, no matter what the cost!

import review

Heavy Metal

essential information

Dreamcast magazine

PUBLISHER	CAPCOM
DEVELOPER	IN-HOUSE
GOT IT FROM	VIDEO GAME CENTRE (01202 527314)
PRICE	£49.99
GENRE	SHOOT-'EM-UP
PLAYERS	4 PLAYERS
VM UNIT	SAVES GAME
PERIPHERALS	VIBRATION PACK

infoburst

Extra information

- Heavy Metal – the adult-orientated magazine, not the music – has been going since it was first published in April 1977.
- It was started by publisher Len Mogel after he got the idea from a French magazine called Metal Hurlant which, literally translated, means Screaming Metal.
- Originally, another game based on the world of Heavy Metal (called FAKK2) was coming to the Dreamcast... but then they canned it. Oh, now there's a great surprise.

Ever wanted to grow a mullet, pull on some skin-tight black leggings and wear your dad's old leather jacket? Then you're the kind of person who'll love Capcom's latest rock-fest...

It's not often that game developers hit upon a truly winning formula but when they do, you just know it's going to send dollar signs flying through the brains of the people in charge. What's worse is that those dollar signs quickly translate into hastily banged together follow-ups and sequels that, invariable, aren't much cop... although there are obviously some exceptions to the rule. Most of the time though, the phrase 'money for old rope' comes up far too often – Eidos has *Tomb Raider* (which, after the dreadful movie, should be shot in the head without question), Acclaim has those wonderful wrestling games and even SEGA's own *Crazy Taxi 2* wasn't as good as the original. Capcom though seems to have gone too far and after years of us ignoring the problem, it's finally messed up big time.

Look at the games previous to *Heavy Metal: Geomatrix* coming out and you can see where Capcom got the influence to make it from. When *Power Stone* came out it was heralded as a breakthrough in the beat-'em-up genre thanks to the freedom that the 3D arenas gave. *Power Stone 2* then added much more of a multiplayer slant and brought in more weapons, characters and stages. This was taken one step further in *Spawn: In The Demon's Hand* by putting the rather shaky camera behind the player and creating a *Tomb Raider*-meets-*Power Stone* fighting game, complete with huge guns and tons of blood. Unfortunately though, Capcom has taken that formula (which was good, but not amazing) and twisted it once more to create something new... but, for some unknown reason, it doesn't quite work.

"Capcom's taken a good, but not amazing formula and twisted it to create something new... but, for some unknown reason, it doesn't quite work"

Air Guitars At The Ready

For all intents and purposes, *Heavy Metal: Geomatrix* is pretty much the same as *Spawn: In The Demon's Hand*. Both games pit you against the computer (or your friends, if you can get them interested) in a series of one-on-one, two-on-one or even three-on-one battles to the death with more explosions and gore than you can shake a bloodied stump at. As you might have guessed from the rather obvious name though,

Don't get cornered or you'll wind up smashing your DC in anger...

awesome moment

Characters are introduced via the rock-orientated video near the start.

Run, slash, repeat – a shameful combination that gets far too boring.

Geomatrix

Heavy Metal takes all of its characters and influences from the adult comic/magazine of the same name. Fans of the magazine will recognise many of the warriors on offer, who hail from one of four factions within the game – the 818 Stompers (leather-clad biker types), the 911 Elite (law-abiding fighters with a taste for justice), the 707 Metal Heads (medieval-obsessed knights) and the 323 Agents (weird, demon-looking nasties). Each team has three characters in it, giving you a decent choice of 12 to choose from... though considering *Spawn* had 36 on offer, we're feeling disappointed already.

The game itself is split into two distinct sections – the Arcade Mode and a new Dreamcast-exclusive section called Chaosmatrix Mode. As we mentioned before, the Arcade Mode (which includes a rather lacklustre multiplayer mode) sees you taking on a series of characters in various arenas. Seeing as it's a case of win or die trying, weapons pop up all over the place and it's up to you to grab the ones that take your fancy. The fact that you can hold both swords and guns is incredibly appealing but, sadly, the game itself isn't – rather than being a nail-biting fight to the finish, it seems almost as if each battle is more of a chore. You pick up a weapon, you run up to the enemy (dodging around his fire with ease) and then stab frantically at the Attack button to get some slashes and blasts in... and that's about it. The fights never have any sense of excitement and, as such, become very old, very fast. It's only when you're up against two or more opponents do things get tricky – as you can only target one enemy at a time, the others are left to blow the crap out of you at their leisure and you'll soon be throwing down your pad in total and utter frustration.

You Rock My World

The one redeeming quality we can find in Heavy Metal (besides the laughable Eighties rock

Now That's Some Heavy Metal

As you'd probably guess from a game based upon a magazine steeping in large-breasted women and massive guns, *Heavy Metal: Geomatrix* has its fair share of... err, large-breasted women and massive guns. The weaponry available is pretty special ranging from rail guns, atomic blasters and homing bullets guns with huge engines strapped to them. Best of all, though, is the Satellite Laser – once you've picked it up, activating it brings up a vertical view from the satellite's position. Just point at where you want to cause your destruction and then press the button... boom! No more enemy. Lovely.

Now, if you saw a huge laser coming down on you from outer space... you'd run, wouldn't you?

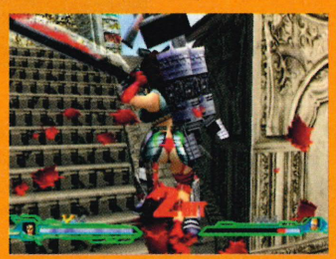
continued

continued>

soundtrack... more on that in a moment) has to be the Chaosmatrix Mode. If you've ever had the chance to play *Metal Gear Solid* – and with Bleem! MGS disc out now, there's no excuse not to – you'll remember those great VR training missions that gave you various goals to achieve. Chaosmatrix Mode in *Heavy Metal* offers the same concept; you need to collect a set number of Key Items and sometimes even kill a number of enemies before heading to the exit and clearing each level. Each team of characters offers their own collection of stages and, to be honest, the whole thing is really fun to play... you actually feel as though you're achieving something by sneaking past opponents and collecting bonus items along the way. Once again though, the enjoyment is short-lived – with only eight missions per team to complete, you'll have finished the whole thing in less than a day. Bugger.

It's a shame really because when we originally saw *Heavy Metal*, we were suitably impressed – after all, there's usually nothing we like more than big guns and scantily-clad lay-dees (not that we're shallow, you understand). To be fair, the abysmal soundtrack that accompanies the game featuring 'great' bands like MegaDeth and Dust To Dust cheered us up a bit, simply because it took us back to our childhoods of listening to those top Eighties metal giants Iron Maiden. Believe us, there's nothing quite like hearing the vocal talents of Halford – that's the band, not the bike shop in case you were wondering – screaming 'Cyberworld, Cyberworld'... it's enough to bring a tear to your eye. Still, it wasn't quite enough to make us actually enjoy playing *Heavy Metal: Geomatrix* and unless you fancy paying a lot of money for what equates to one of those 'Best Rock Album... Ever!' CDs with a dodgy game on top of it, you'll think twice before getting hold of this one.

Martin Mathers



Get 'Em Out For The Lads

> Who said that games didn't appeal to the fairer sex? If you ask us, there's never been a better game for the ladies than *Heavy Metal: Geomatrix*... not only is there a wide selection of muscly blokes for them to oggle at but they can also look up to the more buxom female characters as idols. Small bottoms, pretty faces and what looks like two large puppies fighting in a bag up top – if your girlfriend doesn't want to look like that, you might want to think about trading her in for a newer model...

Dreamcast Magazine Opinion

THE JUDGEMENT

METAL	MICKEY
⊕ The popular comic comes to the DC	⊖ Totally lacking in the fun department
⊕ Big swords and guns are always good	⊖ Eighties long-haired metal at its worst
⊕ Ideal for pre-pubescent teen boys	⊖ Not up to previous Capcom efforts

2ND OPINION

> Take *Spawn*, remove all the cool characters and gothic imagery, then add an absolutely dire mullet-rock soundtrack. Ta da! That's right, you've got a recipe for an instant copy of Heavy Metal Geomatrix!
Okay, so maybe it's not quite as bad as that, but when you have games such as *Spawn* and *Power Stone 2* to fall back on (at a lower price as well) there really is no reason to go near this game. Sadly it's just another case of Capcom milking its virtual cow – poor old Capcow is looking pretty thin, and the milk is going sour.
Chandra Nair

ALTERNATIVELY

Spawn: In The Demon's Hand

Like Heavy Metal, with more fun and a really dodgy camera problem.

Reviewed: Issue 18
Dreamcast Rating: 84%

Power Stone 2

Madcap multiplayer action done properly... just typical of Capcom!

Reviewed: Issue 13
Dreamcast Rating: 92%

DREAMCAST RATING

VISUALS	81%
SOUNDS	66%
GAMEPLAY	63%
VALUE	55%

68%

SUMMING UP

> Wanna rock? Err, no thanks – *Heavy Metal* isn't nearly as good as 'similar' games. Sorry.

Online Information

www.heavymetalgeomatrix.com

Despite the fact that they've translated it into English, the official *Heavy Metal Geomatrix* Web site is pretty useless... oh well, never mind.

NEW!

TCW

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TCW
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Don't be getting scared now... it's just a door. Or is it? To be honest, we don't really give a monkeys about it...

Arabian Nights

Persia's action prince is at it again and all for the love of a woman... but can a two-year-old game stand up to today's standards?

Originally released on the PC back in 1999, *Prince of Persia 3D* (as it was then known) was the long awaited sequel to the first two Prince of Persia games and now, after an absolute age, it's made the leap to Dreamcast. Both of the previous outings were side-scrolling platform fares that saw the prince climbing ledges, jumping traps, fighting guards and rescuing babes. They had a cult following and this new 3D version brought the series bang up to date with gorgeous scenery and Tomb Raider style gameplay. The plot and formula stayed similar – avoid the traps, kill the bad guys and rescue the maiden. This type of gameplay translates well into the 3D world and you find yourself leaping over pits, swinging on ropes and performing other such stunts. The level design is such that you are often executing these death-defying leaps without much difficulty. The game is also quite well paced with a good balance of exploring, puzzle solving and combat to keep things interesting.

See The Sights

The levels do look quite impressive with nicely textured bricks and exotic architecture. It's a shame, however, that the same can't be said for the characters in the game – we've seen some poor animation in our time but this takes the biscuit. This may well have been the cutting edge of motion capture two years ago but now it makes Lara Croft look like animation genius... in fact, Lara still looked better two years ago. As with these types of game, the camera can sometimes be a bit temperamental and doesn't always give you the best view, which is very inconvenient when trying to do a tricky jump. During combat the camera moves to a side position, which can be moved with the D-pad so you can clearly see your attacker. Unfortunately, the controls suddenly become limited, as you can't

infoburst

Extra information

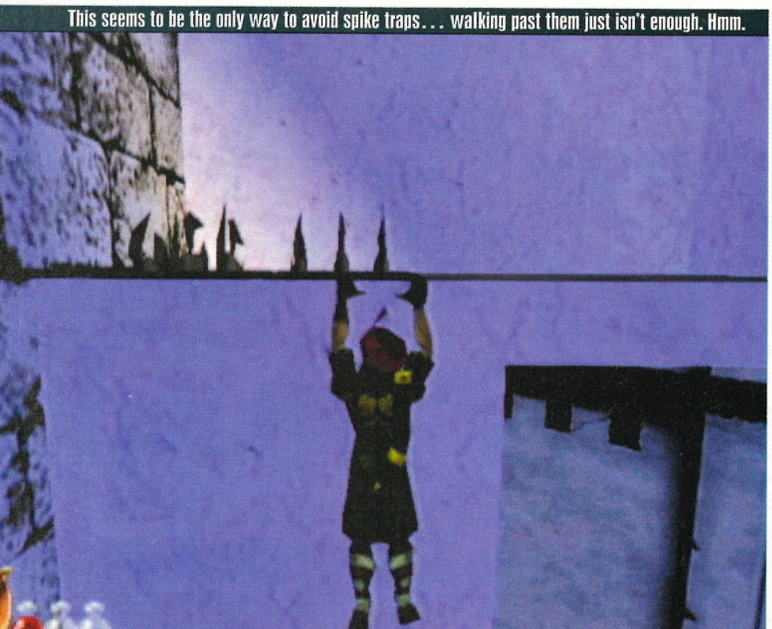
- Despite commonly being called the Gulf War, the full name of the conflict was the Persian Gulf War, so there you go.
- The Persian Gulf War of 1991 (16 January to 28 February) was fought to expel Iraq and restore Kuwaiti independence.
- On 2 August 1990, Iraqi military forces, on orders from President Saddam Hussein, invaded and occupied the small country of Kuwait.

Dreamcast magazine

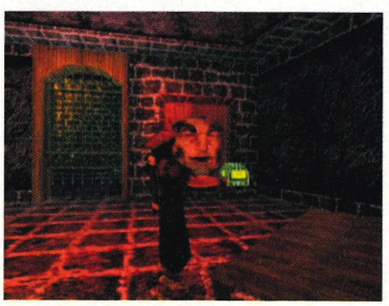
essential information

PUBLISHER	MATTEL
DEVELOPER	AVALANCHE
RELEASE	OUT NOW (US)
GOT IT FROM	VIDEO GAME CENTRE (01202 527314)
PRICE	£49.99
GENRE	ACTION/ADVENTURE
PLAYERS	1 PLAYERS
VM UNIT	SAVES HIGH SCORES
PERIPHERALS	VIBRATION PACK

This seems to be the only way to avoid spike traps... walking past them just isn't enough. Hmm.



Like Mr Paul Daniels, you'll like this... not a lot.



awesome moment

To get a sword, crush this hapless guard under a crate and steal his.

Hmm... they look like spikes and they smell like spikes, so they're spikes. Right? Err...

Prince of Persia 3D

turn when your weapon is drawn; this makes combat highly irritating and cumbersome. You just find yourself bashing away hoping the enemy will die before you do. This wouldn't be too bad if the fights were avoidable but some of them aren't and you have fight to proceed to the next area. Without this, the game could actually have been a passable *Tomb Raider* clone, but as it stands the combat system ruins something that had potential.

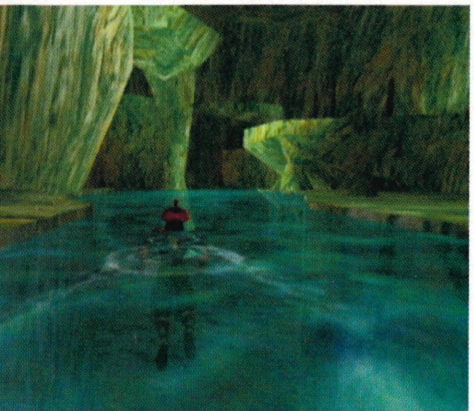
Music To Your Ears

The music in the game is one of its better qualities with a great background score that has a distinctly Middle Eastern feel to it, and this seems one area in which some effort has been made. The sound effects, on the other hand, are pretty poor and uninspired. However, the vocal effects aren't too bad with lots of different characters giving you hints along the way. The cut-scenes are poorly animated, but they do keep the story moving and at least try to make the whole thing that little bit more interesting.

To be honest, this is just like the majority of PC to DC conversions – by the time it reaches us it's so out of date there isn't any point and unfortunately this goes for *Prince of Persia* too.

Simon Griffin

"During the course of the game you find yourself leaping over pits, swinging on ropes and performing other such stunts"



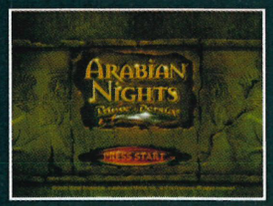
online information

Take a piece of Persia home by getting a beautiful Persian kitten from The Cozy Kitten Cattery. Don't look at the Web site too long though as it can induce nausea.

'A' Level History

Although not as steeped in as much history as Persia itself, the *Prince of Persia* series has been around for a while. The first instalment arrived in 1989 with much praise for the main characters' realistic movements. The sequel (sub-titled *The Shadow and the Flame*) followed in 1993 with more of the same side-scrolling action. The games were released on multiple platforms and sold in large numbers with the latest version being on the Game Boy Color. Although looking positively archaic by today's standard, they still offer a challenge to even the most seasoned gamer... it's just a shame the third instalment couldn't carry on the tradition.

Dreamcast magazine Opinion



THE JUDGEMENT

RUG	MUG
⊕ Well, the background looks nice...	⊖ The animation is total arse
⊕ Music to die for – no, really	⊖ Where's all the blood then, eh?
⊕ It's not coming out in the UK	⊖ Worst. Fighting system. Ever.

2ND OPINION

It's like *Tomb Raider*, only it's shite... (repeat 50 times). Everybody has played a game that could have been good, even great, but it is let down by the most basic of things. And this is the case here. Obviously dated graphics hamper it somewhat as does the (ahem) animation but the main drawback is the control system, which is clumsy in the extreme. It's basically an old PC game dragged kicking and screaming onto the DC and even when the release schedule is somewhat slender this is one game that you should avoid.

Simon Phillips

ALTERNATIVELY

Tomb Raider Chronicles

Lara's weakest outing yet seems to indicate that maybe enough is enough

Reviewed: Issue 17
Dreamcast Rating: 70%

Urban Chaos

Great idea, but seriously flawed game that shows how not to do it.

Reviewed: Issue 14
Dreamcast Rating: 49%

DREAMCAST RATING

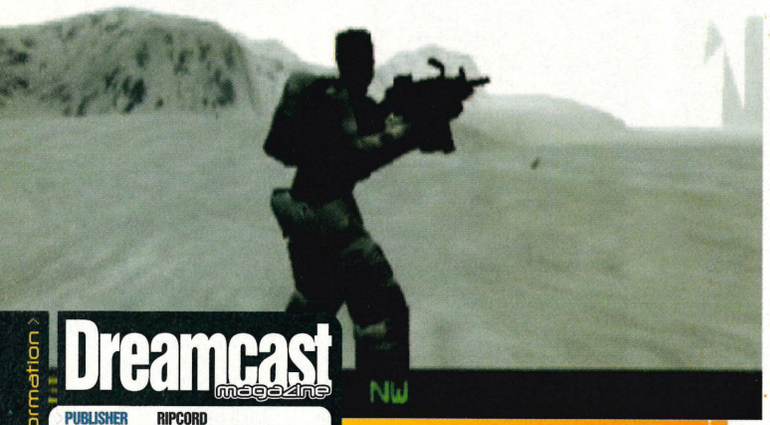
VISUALS	52%
SOUNDS	65%
GAMEPLAY	59%
VALUE	43%

54%

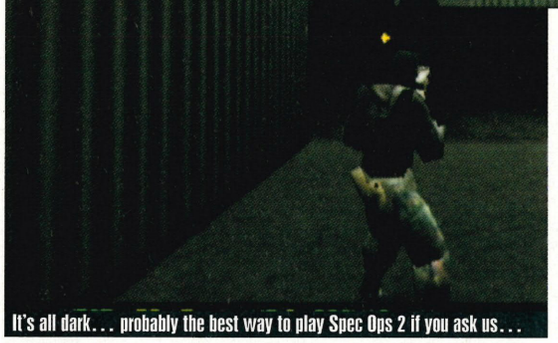
SUMMING UP

The Prince is really starting to show his age with this seriously out of date game.

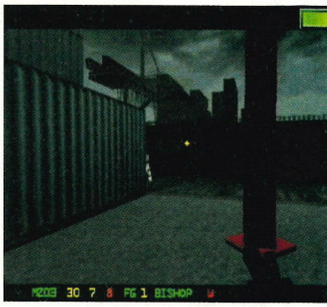
import review



Web site: www.ripcordgames.com



It's all dark... probably the best way to play Spec Ops 2 if you ask us...



essential information

Dreamcast magazine

PUBLISHER	RIPCORD
DEVELOPER	RUNECRAFT
GOT IT FROM	VIDEO GAME CENTRE (01202 527314)
PRICE	£29.99
GENRE	STRATEGY
PLAYERS	1 PLAYERS
VM UNIT	SAVES PLAYER STATUS
PERIPHERALS	VIBRATION PACK

Spec Op

Omega Squad

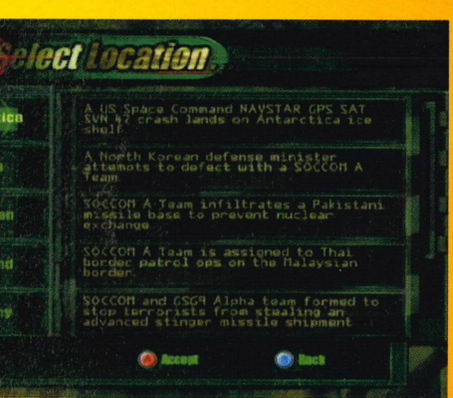
Listen up soldier... it's another PC conversion. So tell me, should you part with your cash for this one? SIR, NO SIR!

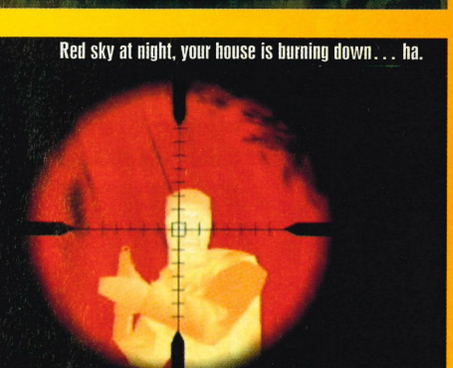
Not surprisingly, the 'game' known as *Spec Ops* originates from the PC where it has always been a poor relation to games like *Rainbow Six* and *Hidden And Dangerous*. On the Dreamcast though, it would be disrespectful to those games to mention *Spec Ops* in the same breath... it's no relation to them. Heck, it's not even the same species!

Let's not pussy foot around, shall we? To say this game has no redeeming features would be a nice way to put it. To say this game is a rancid pile of dog-doo would be more accurate. If you've played war strategy games before, you'll know the drill – take your squad behind enemy lines and rescue, steal or kill something. However, due to problems with the AI (at least, that's what we'd say) the developers have removed the squad aspect; now you control a team of one guy, therefore limiting the equipment you can carry.

On A Mission

The introduction to the game and each mission consists of a series of still photos of real military personnel and situations, accompanied by some suitably regimental music. This does add an air of authenticity to the whole thing... well, the kind of





Red sky at night, your house is burning down... ha.

infoburst

Extra information

- To meet the challenges of the future, Special Forces are training harder than ever before.
- Fort Bragg's John F. Kennedy Special Warfare Center and School is training more men than ever for Special Forces qualification.
- They train in dangerous tasks like freefall parachuting, escape missions and maritime operations.
- Sadly, they don't have to play this game... now THAT would be a test worthy of the toughest men alive.

"Let's not pussy foot around shall we? To say this game has no redeeming features would be a nice way to put it"

online information

www.specialforces.net

If you want to know what America's finest are up to, head on over to the site that's dedicated to Special Operations soldiers

awesome moment

One mildly exciting moment in the game is using grenades on enemies.

Cor... check out the amazing night vision effects.

S2

authenticity you get in a Jerry Bruckheimer movie anyway. You then get to choose a mission from one of the five countries – Antarctica, Korea, Pakistan, Thailand and Germany. Each of these has around fifteen missions which, very strangely, can be played in any order, taking away any incentive to play completely through all of the missions. Basically, if you get bored of a mission (and trust us you will), then you can just quit out of it, safe in the knowledge that you can go onto the next mission anyway... now, we ask you, where's the challenge in that?

Jack Of All, Master Of None

Once you've chosen a mission, it's time to pick your soldier. There's a choice of six with all the normal skills such as Demolitions, Sniper and so on. Unfortunately, you're only given a brief description of the mission, so it's not always clear what skills you are going to need and this is where the lack of a team really becomes apparent. Then there's the rather pitiful 'kitting out' phase. Your soldier already carries some items by default so it's just a case of picking a weapon and a couple more grenades before starting the mission... but you'll wish you hadn't bothered when you start to wander around. What's going on with the pop-up scenery? On any mission that doesn't have an unnatural amount of fog the magical disappearing/reappearing hills and mountains are there for all to see. This problem also applies to the enemies – while still invisible to you because you're more than five feet away, they're able to shoot at you. This is just the start of the shortcomings this game contains, but unfortunately there just isn't any point in listing them all... it'd be a waste of breath. We think you've got the message already but just in case, here it is again - DON'T BUY THIS GAME.

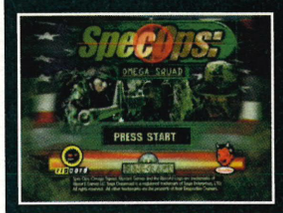
Simon Griffin

Drop And Give Me Five

There just isn't enough room to mention all the faults of this game so here's five of the best:

- All the guns look the same from first person view. They have no colour to them and just look like black sticks. The muzzle flash is even worse with a poorly animated yellow blob representing it. There is also no recoil, which on some of the bigger guns really is more than a tad unbelievable.
- On some of the levels you'll encounter innocent civilians who obviously need protecting. They don't help themselves with the fact that they hold their arms as if they were carrying a gun - making them look like enemies from a distance.
- The keyboard controls of the PC version have not translated well to the DC pad, with a clumsy menu replacing some of them. To throw a grenade you have to go into the menu, select it, leave the menu and throw it, all the while getting shot in the face by a dozen bad guys.
- When you switch to third person view you will see that when your soldier runs he looks like he's done something in his pants and is looking for the nearest latrine – let's just hope he's not going commando, shall we...
- There is a half decent map that you can bring up via the menu but it has nothing on it to say where your objective is, where the bad guys are or even where you started.

Dreamcast Magazine Opinion



THE JUDGEMENT

ARMY	BARMY
⊕ The UK release has just been canned – hip-hip hooray.	⊖ The worst draw distance we've seen in quite some time...
⊕ Nice still photos in the intros	⊖ Sound effects are the worst ever
⊕ Nice grenade explosions. Yeah!	⊖ No incentive to play it all the way through

2ND OPINION

As a rule, first-person war games like this are okay – although I'm not a fan myself, I can see why people would enjoy guiding troops through dangerous missions and the like. *Spec Ops 2* though has to win an award for being the most visually poor and downright awful game that I've ever had the misfortune to play. Where's the fun? Where's the excitement? And most importantly, where's the money (because if I'd have paid for this, I'd want it back)? Virgin have made a smart move in canning the UK release of this one...

Martin Mathers

ALTERNATIVELY

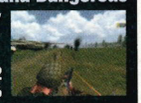
Rainbow Six

If you can get into it, it's not bad but the controls make it very tricky.

Reviewed: Issue 18
Dreamcast Rating: 68%

Hidden and Dangerous

A great game, but it may not appeal to fast paced action fans.



Reviewed: Issue 12
Dreamcast Rating: 92%

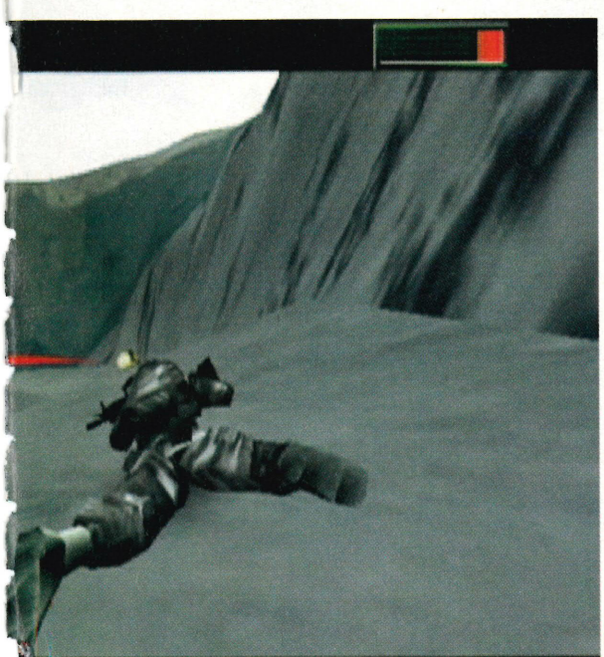
DREAMCAST RATING

VISUALS	23%
SOUNDS	07%
GAMEPLAY	16%
VALUE	14%

18%

SUMMING UP

Poor graphics, poor sound, poor gameplay... be grateful they're never going to release it over here.



We'd probably be able to tell you what was going on here, but to be honest we just can't be arsed.

Web site: www.ufointeractive.com

essential information

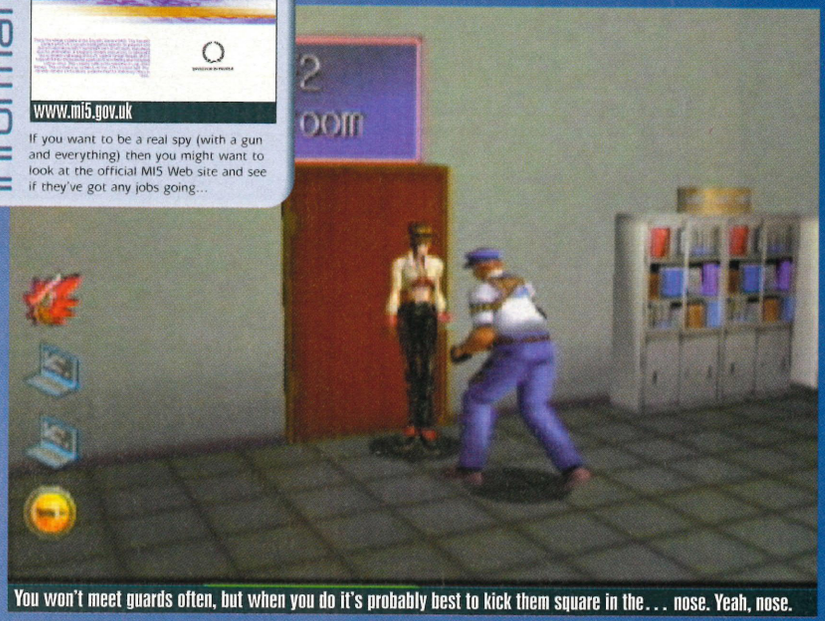
Dreamcast magazine

PUBLISHER	UFO INTERACTIVE
DEVELOPER	ATYPICAL ALCHEMISTS ASSOCIATE
RELEASE	OUT NOW (US)
PRICE	£29.99
GENRE	STRATEGY
PLAYERS	1 PLAYER
VM UNIT	SAVES POSITION
PERIPHERALS	VIBRATION PACK

online information

www.mi5.gov.uk

If you want to be a real spy (with a gun and everything) then you might want to look at the official MI5 Web site and see if they've got any jobs going...



You won't meet guards often, but when you do it's probably best to kick them square in the... nose. Yeah, nose.

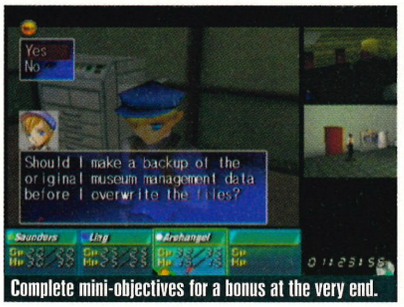
Industrial Spy

Operation: Espionage

awesome moment

Chasing a bank manager in underground tunnels isn't what we had in mind...

Much of the time, you'll be watching wiggling spy ass.



Complete mini-objectives for a bonus at the very end.

Mission: Impossible? Nope – still, when it comes to nicking paintings and kidnapping bank managers, there's no-one like the Espion-agents...

If you've ever fancied being a spy but didn't like the idea of having to outwit international super villains, fight against huge men with metal teeth and sleep with lots of beautiful ladies, don't worry – it's not all about being James Bond. In fact, most spies seem to spend their time doing rather mundane jobs like pilfering valuable items and chasing down clients who owe them money... at least, they do if *I-Spy: Operation Espionage* is to be believed. You see, *I-Spy* attempts to shove us into the lives of a successful spy syndicate and find out just what they have to go through every day by throwing together a bundle of genres, most notably Action/Adventure and Strategy. Sound weird? Well, it is... but then, it was developed in Japan.

Much as it looks a bit pants though, *I-Spy* is actually a really good concept. You get the opportunity to pick out a team of up to four spies (with the choices ranging from hulking Russians, small children and... err, rollerblading girlies) and undertake a number of missions on behalf of various clients. The goals may be anything from kidnapping, theft or data recovery – however, how you choose to go about achieving those goals is entirely up to you. The progress of the mission is entirely dependant on who you choose to send and what you make them do; agents with skills in hacking are essential for missions set in company offices, while stealth and cunning are more important for dealing with guards and traps.

Something Beginning With 'Argh!'

Of course, all this takes planning and you'll be spending much of your time trying to prepare for what's in store. Before each mission, there's the opportunity to look at the reconnaissance data and decide exactly which areas you need to concentrate your attention on. You can even work out routes through each location and then enact your 'plan'

Oh, big flippin' deal. What do you want... a medal?

Extra information

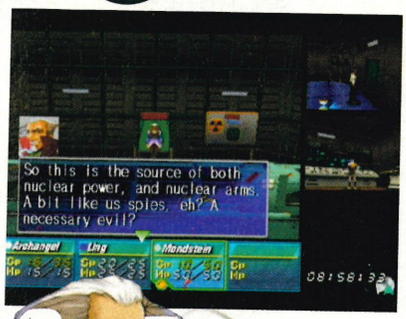
- We actually reviewed the Japanese version of *I-Spy* waaaaay back in issue 2... but of course, we didn't have a clue what on earth was going on then.
- Titles of films that we like with the word 'spy' in them include: The Spy Who Loved Me, Spies Like Us and Spy Hard. Ahh, Leslie Neilsen... he's so funny.
- The best example of industrial espionage that we can think of is when someone came into the office at night and used Alex's computer to look at dodgy pictures of 'lay-dees'. Oo-er, we say.

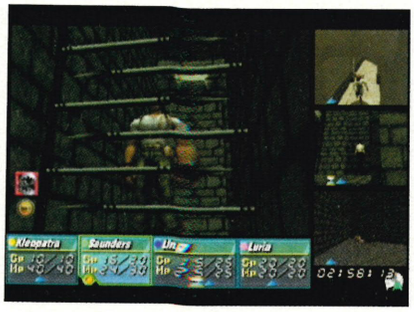
The Spy Sweatshop

The one thing that slightly worries us about *I-Spy* is the rather gratuitous use of children as international spies. Sure, we're all for kids earning their pocket money by washing cars or delivering free newspapers but when it comes to sending them in to hack super computers or steal secret industrial information... well, we have to draw the line. Surely there has to be some kind of underage labour laws to prevent against this sort of thing? Quick... someone please call the NSPCC!

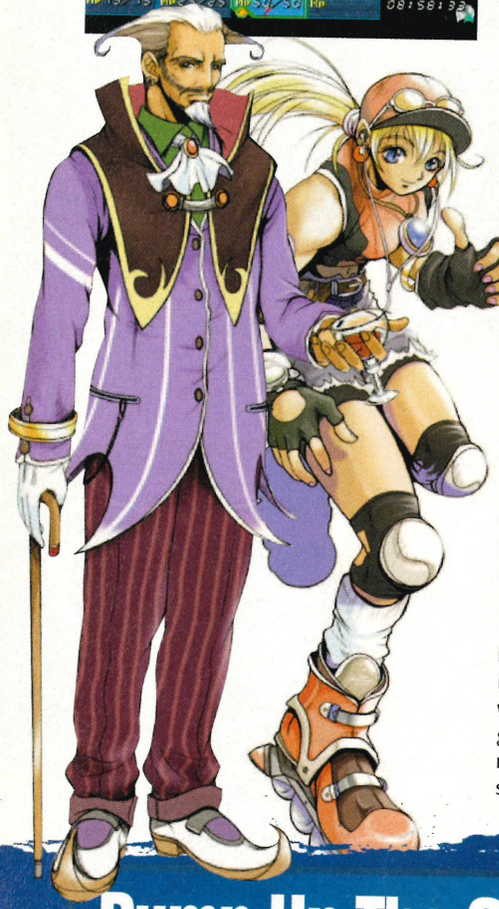
continued

continued >





Run, my pretty... run like the wind! Hahaha... sorry.



"I-Spy attempts to shove us into the lives of a successful spy syndicate... much as it looks a bit pants though, it's actually a really good concept"

when the spies reach their infiltration points. This is a strategy game though and, as such, you don't actually control your agents – instead, you give them orders (where to go, what to look at and so on) and then watch as they diligently carry them out. Moreover, if you're not watching an agent when they reach a door/trap/minor obstacle then they'll happily go about getting past it without your interference. That's all well and good except... well, isn't it your job to play the game, rather than having the computer play it for you?

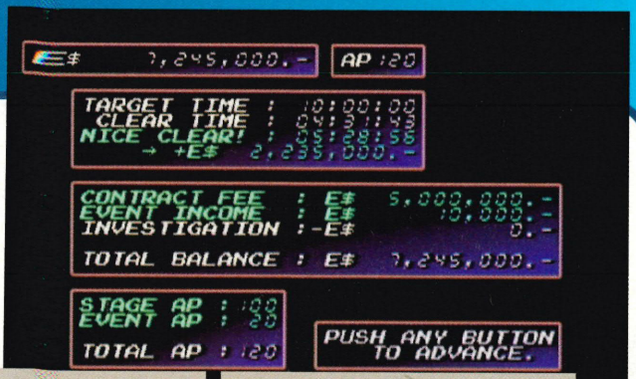
Another slight problem we've got is the difficulty level of the whole thing – it's so steep, it's bloomin' vertical. Aside from the very first mission (where the whole thing is planned from the off), you get absolutely no help in completing your mission. Much of the time, you have to simply spread your agents out and search everywhere until something happens. This can be a pain, simply because there's no logic behind what you're doing – it's just trial and error and, considering that you're always up against the clock, you'll find yourself repeating missions just to try and get it perfect.. Fortunately though, the rewards for getting something right are great and in the end, you'll be smiling when things finally go your way.

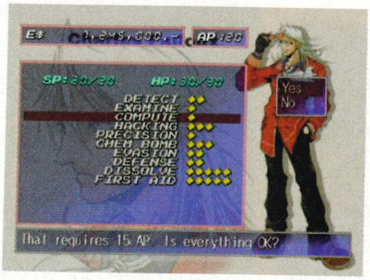
I-Spy looks a bit dated and the catchy-yet-irritating spy music can get on your nerves a tad. However, the more we played it, and got annoyed by how hard it was, the more addictive it became. It's probably not the best example of a strategy game, but it's one of the most original – people looking for something different to the usual war-related stuff will be pleasantly surprised...

Martin Mathers

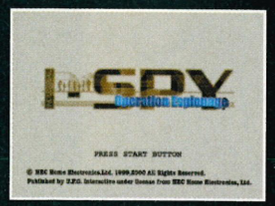
Pump Up The Stats

> Once you've completed a mission, your performance will be rated on a number of things – the time you took to achieve your goals, how well you did and whether anything went wrong over the course of the mission. Taking too long or investigating too often will reduce your reward, while completing other minor tasks that aren't linked to the main mission will bump it up a little. As well as a cash reward though, you'll also get AP points; these can be used to enhance the skills of your spies. Just make sure you spend them wisely...





Dreamcast Magazine Opinion



THE JUDGEMENT

ESPION	ARSE
⊕ Originality in a game? Get outta here!	⊖ It's tougher than a bag full of nuts
⊕ Challenging to the utter extreme...	⊖ Certainly won't appeal to everyone
⊕ You've got to love that 'spy' music	⊖ Looks a bit on the dated side

2ND OPINION

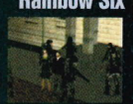
> At first (and even second, third and fourth), *I-Spy* didn't appeal to me in any way whatsoever. It looks as good as a basic Dreamcast game should, has annoying music and was so tough to get through, it was not true. Still, as I kept going back to have just one more go at stealing that bloody painting, there was this wave of enjoyment building in the back of my head. Much as I hate to admit it, this really is a fun little game. It'll make you want to smash up your Dreamcast with frustration but give it a chance and you'll soon warm to it. Really.

Chandra Nair

ALTERNATIVELY

Rainbow Six

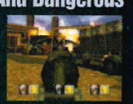
Pretty much the same sort of thing, only less thought and more guns.



Reviewed: Issue 18
Dreamcast Rating: 68%

Hidden And Dangerous

Why is it that all the strategy-based games involve war?



Reviewed: Issue 12
Dreamcast Rating: 92%

DREAMCAST RATING

VISUALS	75%
SOUNDS	71%
GAMEPLAY	72%
VALUE	70%

74%

SUMMING UP

> It's really, REALLY difficult but if you're after a strategy game with a difference get hold of this.

TESTED TO DESTRUCTION

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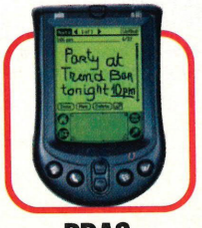

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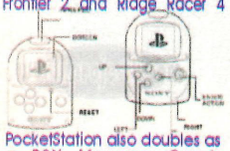

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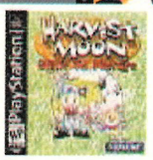

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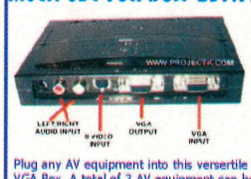

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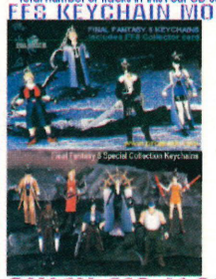

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WIN! Mad Catz Peripherals Page 56

Crazy Taxi 2

64 Stuck for a fare? We'll guide you through every inch of the city!

WIN! Joytech Peripherals Page 65

Stuff & Nonsense

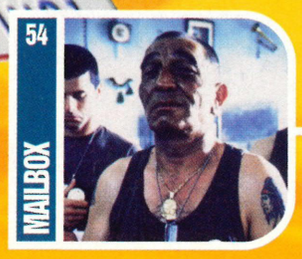
92 There's more goodies here than you can shake a stick at!

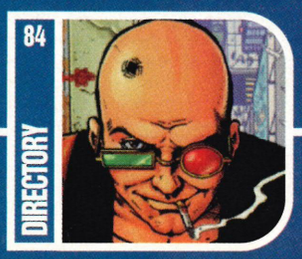
Outtrigger

70 All the weapons, all the missions, all the training... all for you!

Regulars

Keep one step ahead in the wide world of the Dreamcast!





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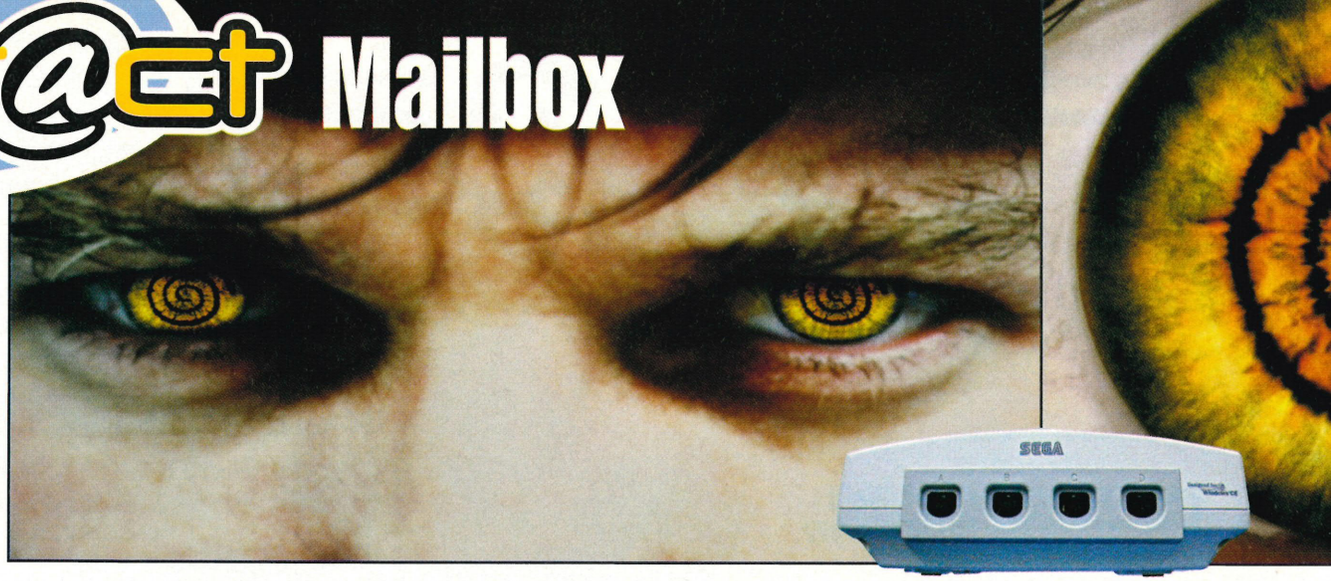

WIN! Mad Catz Peripherals

Got an opinion, have you? Well don't be a shrinking violet – send us a letter! If it's a good 'un, we'll even send you some top prizes! Yes indeed, those lovely people at Mad Catz have been kind enough to donate a set of Dreamcast goodies (pictured below) to the lucky person who writes the letter that we deem the best. So come on scribes, what are you waiting for?

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There's now only one place to express your Dreamcast views and it is here – keep on sending them in!

Bravecast...

Let me just say that your magazine is the dogz b****s! In** this time of "...told you SEGA was dead!", which seems to echo from every predictable Sony owner, I am happy to say that your magazine offers that lifeline which is both mine and thousands of 'casters salvation. Keep the faith guys! So SEGA has moved on and left the Dreamcast community looking at their nearly white electric bundles with despair and maternal affection. Well, as a loyal Saturn owner I witnessed a similar demise then and I am therefore experienced in these matters! Okay, so SEGA has changed its business plan and yes it is developing for other consoles, but let's not forget that SEGA is a software company that has, for as long as I've been gaming (a while, believe me), made the cream of the crop. I am now, and will always be, a pro-SEGA fella who believes that it is better to have SEGA developing games that ooze class rather than being a company which disappears leaving a cloudy, shadowed legacy. So, I propose we hold our Dreamcasts aloft, paint our faces off white and in the words of that Scottish icon shout "They may take our games, our ideas and put our shelves to the back of the store but they will never take our Freedom!"

Oh, before I sign off, I have to ask you if there are any plans, or indeed ever been any, to develop a Rugby simulation. I am aware that EA Sports has made one for the PS2 (which I don't really want to talk about). Johna Lomu is a regular outing on my Saturn and the Dreamcast would just bring the game alive. I have even put my hopes in Bleem to bring the PlayStation version over to the Dreamcast but this is as likely as hearing a nun fart. Help me Obi-Wan you're my only hope!

Damian Cummings, via email

DM: Mmh, yes, that'll be the thing to do... Er, you're mad aren't you? Anyway, the thing is that yes, we should be happy about the fact that SEGA lives on (albeit in the guise of of platform-agnostic software developer), and yes, we should all be happy with the Dreamcast in spite of it all. But as for painting our faces white and quoting a famous Australian... Rugby game, on the DC? Sorry fella...

"We should be happy about the fact that SEGA lives on... we should be happy with the DC"

What Really Went Wrong!

There have been many reasons cited for the premature demise of the Dreamcast, lack of advertising being the main one. Lack of games and even lack of genres has been suggested to me. Whilst the overall quality of games is evident this is unfortunately not enough. Let me tell you why SEGA has failed for me... Online gaming. The reason I bought the console in the first place was

Phantasy Star Survival Guide

I've owned *Phantasy Star Online* for several months now. While I've had many good experiences I've also had my fair share of bad ones. I've decided to compile a list of types of players people need to watch out for:

1. Be wary of people who want a particular item for a trade. They might drop something rather pathetic on their side of the deal, so you'll end up short-changed. Just ignore these people.

2. Ignore people who try to offend you. They have no idea what this game is all about. Just give them the contempt that they deserve.

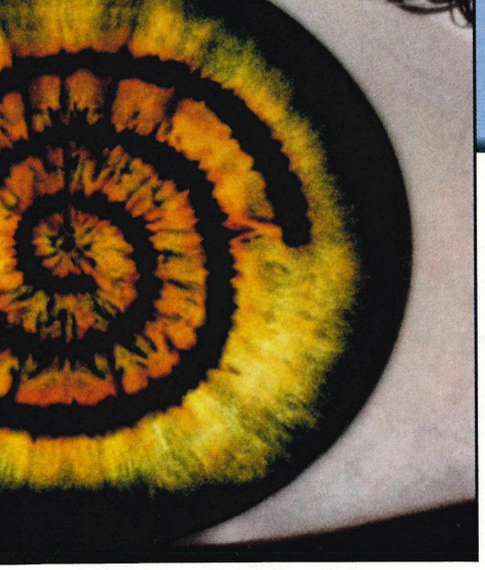
3. Watch out for people who drop items with +99 (or any other seemingly impossible value) next to them – they've obviously used a cheat disc, such as Xploder or GameShark, to get these. DO NOT TOUCH THEM! SEGA disconnect people who are discovered to be carrying 'dupes' and 'hacks'. True, I've received plenty of great stuff which is genuine, but, however, I seem to be the exception.

4. If you happen to get killed, be very wary of people walking over you – they might be checking your loot for a steal. Unfortunately, this happened to me the very first time I went online – I've been wary about people I don't know in this game since then.

5. There are people called 'PKers' online. A PKer is someone who has used a special cheat code that enables them to quite literally kill the other players. This means they'll also most likely grab your items. This has happened to me once, and I lost a rare weapon because of it. I've heard there is a way (which I totally sussed) to avoid getting 'PKed', but it most likely needs a cheat disc, and I won't touch one of those. Basically, just be careful, get to the med-centre quickly, and then quickly get your stuff back.

6. Finally, the lowest of the low, the 'CKer'. This is when people use a cheat code that lets them erase a character's file completely, or at least damage it beyond repair. I know for a fact that it involves some sort of phoney telepipe. They appear near the bank, but not where normal telepipes appear, and apparently have no destination marker. STAY AWAY FROM THESE AT ALL COSTS! I've heard there are other methods, so, unless you're with someone you know you can trust, be constantly on your guard.

These types account for about 15-20% of the PSO populace. Unfortunately, this seems to be steadily increasing. If you're with someone who you suspect is guilty of any of these crimes, find an excuse to get away from them. Failing that, just disconnect, or leave without them knowing you're about to. Also, don't hand out your Guild Card at random – make sure you are



Desperately In Need Of A Keyboard

› Just like to say I still have faith in the Dreamcast and can't wait for *Shenmue 2*, even though I'm saying this I'm not one of those people who hates Sony or hates Nintendo but I do think SEGA is the best, also, think your doing a good job on the magazine, these r wot I think r the best ten Dreamcast games of all time

p.s i really need a new vmu(wink,wink)hint
keep up the good work
Nitythefreak, via email

DM: You were doing pretty well until the last bit that went completely mental... However, we liked what you did and, as always, invite others to send in their list of top ten DC games!

1. SHENMUE
2. CRAZY TAXI(1 AND 2)
3. SKIES OF ARKADIA
4. JET SET RADIO
5. DEAD OR ALIVE 2
6. PHANTASY STAR ONLINE
7. RESIDENT EVIL CODE VERONICA
8. SONIC ADVENTURE 2
9. VIRTUA TENNIS
10. OUTRIGGER

for this. It was the console's unique and, in my view, most important selling point. We certainly got what we asked for... sort of. Huge phone bills, few games, delays in actual implementation of service and greatly limited access have all mounted to a lacklustre online experience. Phone bills have been my greatest issue, having not been able to play more than a fraction of what I would like online. And my online activities being restricted to just games was a tad frustrating. Whatever SEGA's reasons for such an inadequate service are, they are irrelevant to me. All I care about is that I have been disappointed, and subsequently prompted to buy a PC as I am unwilling to risk a similar experience with any other console. Dreamcast has been nothing but a Trojan Horse. All in all, it would have been cheaper for me to buy a PC in the first place. Dreamcast had so much potential. I will always keep it because I love it. It's a real shame.
Kim Hutchinson, via email

DM: We kind of see what you mean about the Dreamcast and its online potential not being fully tapped, but that's an unfortunate by-product of SEGA's restructuring and the fact that it was more expensive than the kinds of online connection fees that PC owners enjoy. There's no real argument with anything that you say. SEGA tried and, for a while, looked like having a good pop at the old online gaming on a console – look at

the success of Phantasy Star Online – but unfortunately it never really caught the imagination of the mass-market... 'tis a real shame.

Dream Island Discs

› Tell you what music goes really well with *Phantasy Star*... Daft Punk's new album Discovery. If you just stick it on and play it you'll think you're actually there (well not really, but you get the idea). The videos for the first 3 songs also have a similar feel to Phantasy. Just thought that you'd like to know so you can tell every one out there. It's just such a good game SEGA has to bring it out over here, ya know ya want to.
Dave Condon, Ireland

DM: We like this, we like this a lot – though Daft Punk would never be our first choice of music. However, it did get us thinking about what other music we listen to when playing our favourite Dreamcast games... Anyone out there got any suggestions?

Don't Desert Us!

In Issue 18 you announced two new games which were coming to the Dreamcast, *Toe Jam and Earl 3* and *Real Life Career Collection*. Where are these game now? It's Issue 24 now and there's nothing about these games anywhere. I expect *TJ and Earl 3* and *RLCC* have both been canned. These were the two games I was looking forward to. I even got out my old SEGA MegaDrive to play the Original *Toe Jam and Earl* for the time to wait for the 3rd game in the Series. I also heard a rumour (which again I expect is true) that *TJ and Earl 3* was going to be released on Mircosoft's Xbox. Are there any good games coming out except from *Shenmue 2*, *Virtua Tennis 2* and *Outtrigger*? Come on SEGA, where are the good games?
Matthew Mitchell, via email

DM: Toe Jam and Earl 3 will at least be released in the US... but RLCC will almost certainly only be released in Japan (if at all). This is what happens when consoles are slowly pulled from circulation. However, there are still games out there waiting to be released (see release schedule) and even the ones that you mention are going to be absolutely amazing and probably a good deal better than anything that is going to be released on any other format this year. So what have you got to complain about? Er, nothing!

confident about this person before you do. Like I say, just stay on your guard.
Andrew Middlemas, via email

DM: There are always a few out there who'll try to spoil it for the majority. Thanks for the warning and your wise words and helpful hints to other gamers wins you some lovely prizes! Hurrah!

Short Cuts

› I like cheese! Hey have you seen Chris the banana? He owes me swedish sausages!
Derek Uren, via email
DM: You're a funny guy!

› My mummy said i not to play pso anymore-£££ too dear boo-hoo
Jay Gallagher, via email
DM: Our Mums said exactly the same...

› Need help with nomad soul
Jack Hay, via email
DM: Okay! Stop playing it!

› Ever wondered what would happen if you put a penguin and a kiwi fruit in a microwave? well i have. i tried it.

nothing much happened but three days later the penguin was eaten by the Kiwi fruit. it was quite scary.

from a boy who does strange experiments and gets even stranger results.

ps: can u save me from the Kiwi.
pps: would u like to acquire an african killer carrot that can eat an african whole.
nick dodd, via email
DM: Is this your attempt at humour? You must really try harder...

Hi!
› i like chicken with lots of gravy.....and perhaps some custard and whipped cream.....mmmmmm..... delicious.
Want some?
Thomas morgan, via email
DM: Not mixed together, surely?

› It really sucks why sega stopped making online games now, any ideas as to real reasons why there are no online titles now?
Derek hollier-day
DM: We know, but with SEGA down-sizing and the cost of DC online gaming it seems that other then Phantasy Star Online Ver. 2 there will be no other online gaming experiences on your oh-so-lovely favourite console...

› Does the Xploder demo cd given away in issue 24 have the ability to run import DC games on my DC as I remember another such CD from another mag doing similar?
Antony Connor
DM: Maybe... but we are not telling!

interact Reader Reviews

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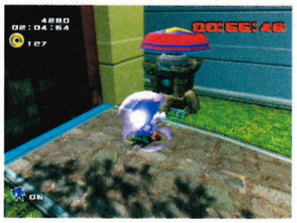
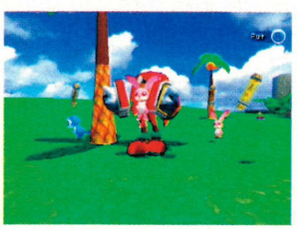
Sonic Adventure 2

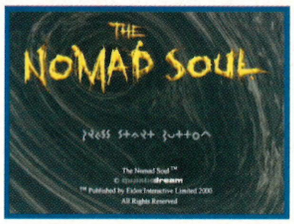
Publisher	SEGA
Developer	In-House
Origin	Japan
Genre	Action/Adventure
Reviewed by	Matthew Mitchell



Do not hesitate to buy this game, why? Maybe because it is quite possibly the greatest game ever created by Sonic Team. With over 30 levels of super lush 3D graphics, cool sing music and gripping gameplay! If you haven't bought a DC yet buy it for this game! What about Lifespan? No need to worry, you won't be bored with all those levels, two story modes, an unlockable kart racing game and a cool little visual memory game! Now go to your local game shop, pick up a copy of *Sonic Adventure 2* and get tucked into pure cool genius!

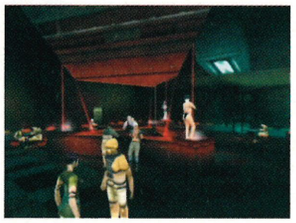


Overall 95%



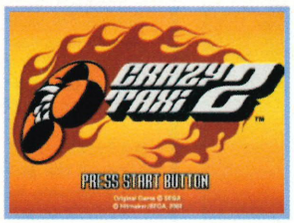
The Nomad Soul

Publisher	Eidos
Developer	In-house
Origin	UK
Genre	Action/Adventure
Reviewed by	Paul Ibbotson



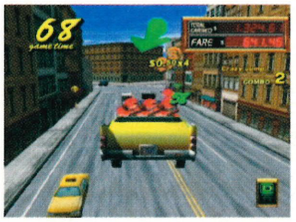
Labelled as one of the most ambitious projects ever, this game has mixed success in combining already very successful standalone genres. Initially, it seems to be a competent adventure game, however, it is not long before problems emerge. The fighting is reasonable once you've mastered the sluggish controls and the shooting can be annoying. However, the 3D world is fantastically created and the puzzles are rewarding. This game could have been much better, but it has enough going for it to mean it will be enjoyed by many such as me.

Overall 83%

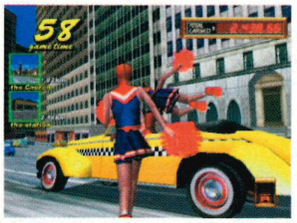


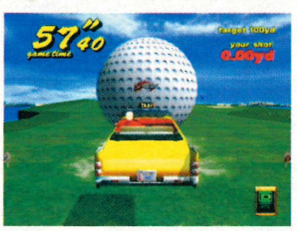
Crazy Taxi 2

Publisher	SEGA
Developer	In-house
Origin	Japan
Genre	Driving/Racing
Reviewed by	Dan Ly

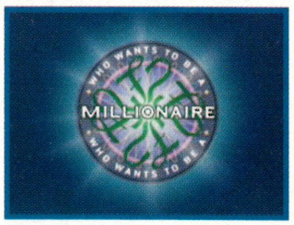


It's just as much fun as the original and in many ways, due to the city design and the ability to collect multiple passengers, *Crazy Taxi 2* does in fact surpass the first instalment. However, any problems you may have had with the original *Crazy Taxi* will unfortunately also apply to this sequel. It has the same short lifespan and quick-buzz appeal. This version is also pretty difficult, with no option to alter the time nor the traffic. But there's not much that beats driving like an utter nutter – no matter how short-lived that experience may be.



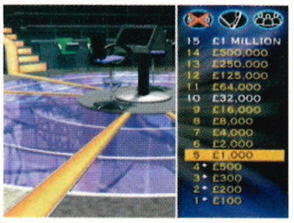


Overall 95%



Who Wants To Be A Millionaire

Publisher	Eidos
Developer	Hot House
Origin	UK
Genre	Party/Puzzle
Reviewed by	Tom Foster



Where is Chris Tarrant? Where is the audience? Aarrgh! This game lacks a LOT of everything: excitement, gameplay, online play, excitement (sorry, repetition, how rare?). I'm sorry to say that that the questions are often repeated, multiplayer mode is appalling, loading times are everlasting, it's a waste of forty quid and, quite simply, it is boring! However, looking at the bright side; it has its other uses...maybe a frisbee ...sorry, that's about it really. Please, to save your soul from rotting, avoid this game like the plague. That is my final answer!

Overall 39%

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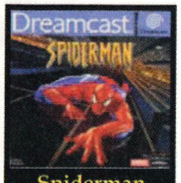

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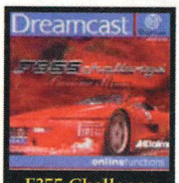

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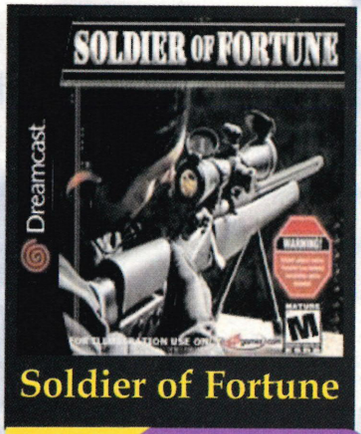

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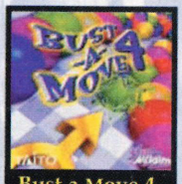

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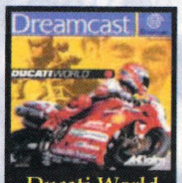

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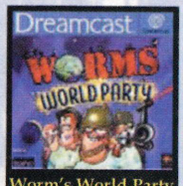

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F355 Challenge
Fighting Force 2
Flag to Flag
Flight Unlimited 2
Four Wheel Thunder
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Full Throttle
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G
Gauntlet Legends
Gemfire
Get Bass
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Gunbird 2
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H
Hardcore Heat
Hardcore Heat
House Of The Dead
Immortal

I
Ishar 3

J
James Bond
Jikkyou World Soccer 2000
Jimmy White's 2: Cueball
JoJo's Bizarre Adventure

K
Kessen
Killer Loop
King of Fighters Dream Match '99

L
Legacy of Kain

M
Mag Force Racing
Maken X
Marvel vs. Capcom 2: New Age Of Heroes
Marvel vs Capcom
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MDK 2
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Metal Slug
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Mr Driller
Myth
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N
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NBA 2K
NBA Showtime: NBA on NBC
NFL 2000
NFL Blitz 2000
NHL 2K
Nightmare Creatures 2
Nocturne

O
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Overseer

P
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Plasma Sword
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Q
Quake
Quake 2

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Rainbow 6
Rayman 2: The Great Escape
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S
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Seaman
Sega Rally 2
Settlers 3
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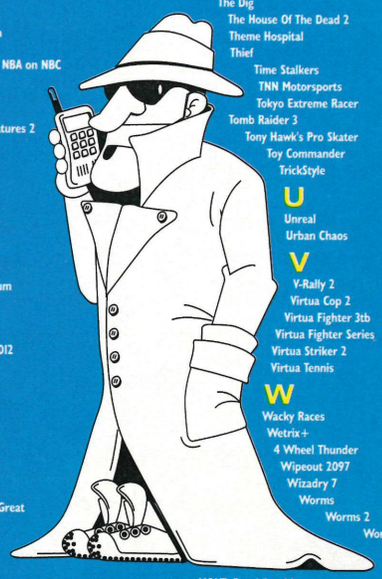

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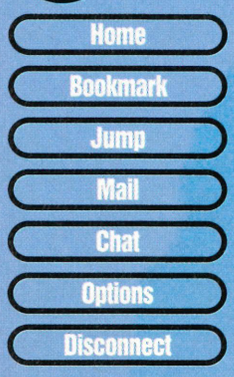
interact

DC-Online

Using your Dreamcast to go online? Then you'll be needing these - even more places for you to check out on the Internet. This month we pay a visit to the home of classic videogames, look at the world of music television and find out what happens when good toilets go bad. Ewww.

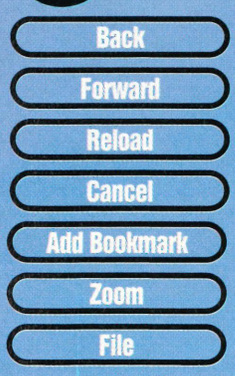
1. **Plug your Dreamcast modem into the phone line.**
2. **Place the Dream Key disc into your Dreamcast and press start. This is your passport to infinite knowledge.**
3. **If it's your first time logging on you will have to register, but if not, you will arrive at the DreamArena, a site only accessible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

L Left Shoulder Button



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

R Right Shoulder Button



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

Power To The People!

www.bleemcast.com

Dreamcast magazine WEB SITE OF THE MONTH

> Friends, Romans, countrymen... lend me your Dreamcasts! By now, you should be fully aware of how much we love Bleem! – that wonderful piece of programming that allows you to play selected PlayStation games on your Dreamcast. However, there's a problem... Sony keeps getting in the way! It's pretty unfair tactics that they're using to prevent Bleem! being sold in the shops (after all, Sony lost three court cases trying to stop it), so it's time something was done about it. Do you want Bleem! to appear in your local games shop? Then go to this Web site and have your say... you can make a difference!

FILM

This Means War!

catsanddogsmovie.warnerbros.com

> Now THIS looks like a great film. We've always had a soft spot for crazy animal movies (except for the ones with Steve Guttenburg in, that is), so *Cats And Dogs* is right up our alley. What's it about? Well, there's this war between cats and dogs... that's about it. Not exactly the finest example of storywriting ever but then who cares when the lead star is a fluffy white cat?

Vroom, Vroom

www.thefastandthefurious.com

> Fast cars are always a winner when it comes to movies... at least, that's what our action-loving film chimp seems to think. Still, that doesn't mean that things always turn out for the best when you base an entire film around cars – after all, there's not really much you can do with them, is there? That hasn't stopped them from making this movie though... when will they learn?

One Ring

www.lordoftherings.net/index_flat.html

Mart's Pick

> Although we spend much of our time playing games at work that doesn't mean we do it all the time... no, siree. In fact, we're quite learned people – we listen to music, go to the cinema and even once in a while read a book. Right now, Mart's in the process of plugging through *The Lord Of The Rings* so, naturally, he's quite excited about the upcoming movie.

MUSIC

I Want My MTV

www.mtv.co.uk

> Think about music television and, ultimately, you've got to think about MTV... hey, it's even got the same initials. The pioneer in music television is one of our favourite television channels, simply because you know there's bound to be something on you like when you switch over. Plus, it's the best place to find beauties like Cat Deely and... well, Cat Deely. What more do you need?

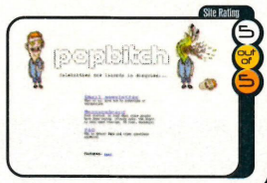
Music TV You Control

www.thebox.co.uk

> One thing that MTV doesn't offer though is interactivity – although some of the shows allow you to call or text in your views, you can't really affect what videos they play. That's where The Box comes in... by calling up (or even registering over the Internet), you can request one of hundreds of music videos – just like a jukebox, only on your television set. How cool!

The Real Life Of Celebrities

www.popbitch.com



Alex's Pick

> Of course, MTV and The Box offer all the latest on your favourite pop and rock acts, but do they dish the dirt on what's really going on in the music industry? Nope, they don't. That's why we love Popbitch – the mailing list has now been reopened, so you too can subscribe to the best music biz newsletter around. It's got all the inside scoops...

HISTORY

For The Love Of Atari
www.atari-history.com

> Of all the names in the videogame industry, the one that goes back the furthest in terms of reputation has to be Atari. This is the company that started up specifically for the purpose of creating games and, what's more, it did it rather well. All of Atari's early arcade games were a huge success, although they did fall away towards the end.

Old-Skool, Innit?
www.classicgaming.com

> Go back even further in time than Atari though and you'll find yourself here – in the world of classic gaming. Way back when we were just nippers, machines like the ZX Spectrum and the Commodore 64 kept us entertained. But now, the closest you're going to get to checking one out is to go to this site. Sorry, but that's the shameful truth...

Like The Tate, Only Not
www.vgmuseum.com

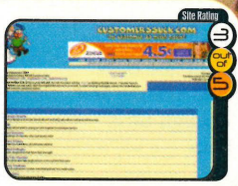
Simon's Pick

> If it's classic games from all walks of life that you're after though, go to the Video Game Museum, to find screenshots, info and other goodies about the lost games of old. Most platforms are covered here (well, the popular ones anyway) and they've got stuff on more games than you can shake a stick at.

COMEDY

Don't Work In Retail
www.customerssuck.com

> At one time or another, all of us here at Dreamcast Mag have worked in retail. We've had to endure the endless stream of rude, stupid or just plain annoying customers that exist in this world, so we know exactly where this site is coming from. As a rule, customers suck and they're never right. Trust us... we've been there.



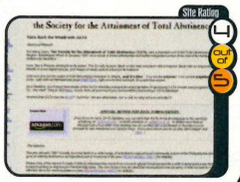
Surely Not?
home.att.net/~toyletbowlbbs/toilets.htm

> You must have seen TV shows about things going bad... like 'When Animals Attack', 'When Buildings Fall Down' and so on. Still, we've never heard of good toilets going bad... We won't go into too much detail about the things contained within this site (it's a little on the smelly side) but you really do have to see it for yourself.

Alex Must Be A Member
www.totalabstinence.com

Gaz's Pick

> Being the playboy types that we are, abstinence isn't something we really go for. In all honesty, we regularly have to beat women off of us with sticks... honest. If you're the type that doesn't go for that sort of thing though, you might want to join this society – they're totally pure and wholesome. Just like Alex then...



WEIRD

Plastic Fantastic
www.angelfire.com/ga/poncholand

> There are some weird people in the US who do some bizarre things. Some think they're Elvis, some like to dress up as Peter Pan and some think that the Poncho is a fashionable item of clothing. Yes, welcome to Poncholand – the only place to be if you're into wearing large pieces of plastic. There are some really weird people out there...

Slap Happy
www.urban75.com/Punch/index.html

> Much as we love them, there are a fair old number of celebrities that deserve a good slap. They can't help being annoying, but giving them a smack is pretty illegal... which is why you should nip over to this site. Just pick out your celebrity from the selection on offer (there's plenty to choose from) and then just point and click to slap like mad.

Stiff As A Board
www.stiffs.com

> If you can't get around to slapping your most-hated celebrity you can always just wait for them to die instead. Death is something we all have to deal with... so why not make some money out of it? Visit the Dead Pool and bet on which celebrities you think will buy the farm this year, you could make a real killing, if you pardon the expression.

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Listen to samples on the Internet @ www.windupcalls.com

Mrs Davenport - Stammering Caller
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Recruited For The Army
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Madam's Services - Unpaid!
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WINDUPCALLS.COM, Box 94, M6 8DF. Calls cost 75p / min.

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

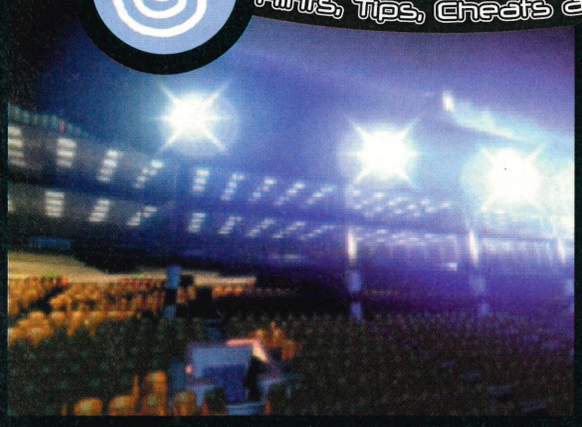
IMPORTANT – Calls cost £1.50 PER MINUTE at all times. Call charges will appear on your standard telephone bill. Please seek permission from the person paying the bill before calling.

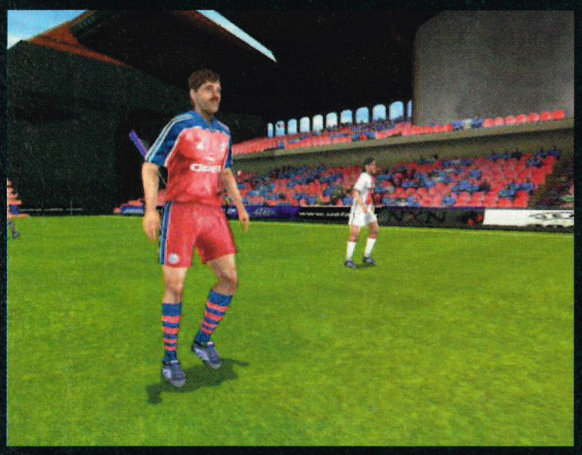
For other enquiries contact: 0870 800 6155 (no cheats will be given out from this number).

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

Dreamcast solutions

Hints, Tips, Cheats and Guides





UEFA Dream Soccer

You can always rely on a football game having a ton of cheats, and *UEFA Dream Soccer* isn't any different from the others.

Enter all these cheats at the Arcade mode menu screen.

Access to Stadiums 1, 2, 5, 11
B, Up, Y, Left, A, Right, Down

Access to Stadiums 3, 7, 10, 15
B, A, Left, Left, Start, B, A, Left, Left, Start

Access to Stadiums 8, 13, 16
B, A, Right, Start, B, A, Right, Start

Access to Allstar Teams
Start, A, Y, Up, Right, B, A, Down

Access to Silicon Dream Teams
Y, A, B, B, A, Down, A, B, B, A, Down, Up

Small player cheat
Down, Up, Left, Left, A, Right, Down, Start

Le Mans 24 Hours

You might not know it but *Le Mans* is one of the best Dreamcast racing games and we can't get enough of it. Here's some help.

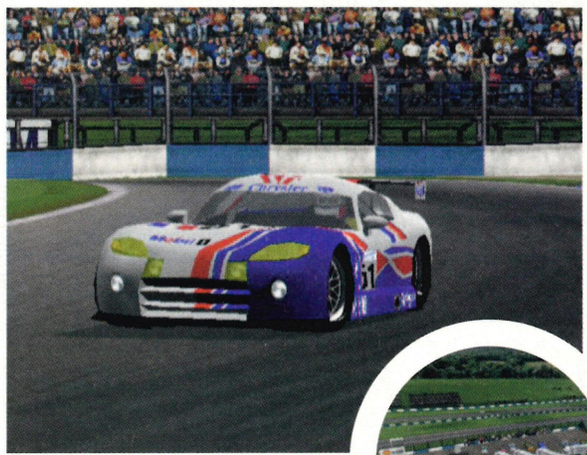
Unlock All Tracks
Enter your name as 'GOOZ'.

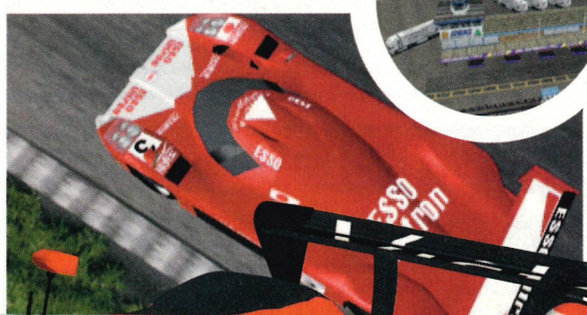
Unlock All Cars
Enter your name as 'MONSTA' in Championship Mode.

Unlock All Championships
Enter your name as 'CARNAGE' in Championship Mode.

Unlock Jaguar XR9 Concept Car
Complete Quick Race Mode in first place on all tracks.

Change Replay Camera Angles
Use the Y button to change the view of the replay.





Unreal Tournament

> You wanna be invincible? You wanna kick some butt? You wanna be in fragging heaven? Then we're here to help.

Win Match	God Mode	Full Health	Full Ammo	Open Ladder
Up, Down, L, R, R, L	L, L, R, R, Down, Up	Down, Down, Down, L, Up, R	L, R, L, R, R, L	R, Down, Up, L, L, R

TONY HAWK'S PRO SKATER 2

> Although it's not impossible, we'll admit that Tony Hawk's return to the Dreamcast is one of the tougher games we've played... so here's a little help!

toptip

Unlock All Cheats
Pause the game and then hold L and press Ax3, X, Y, Up, Down, Left, Up, X, Y, A, Y, B, A, Y, B. Then select the 'End Run' option from the menu. All cheats, levels, FMV sequences, McSqueeb, Officer Dick, and Spider-Man will be unlocked.

Maximum Special Meter
Pause the game and then hold L and press A, Y, Bx2, Up, Left, Y, X to always have a full Special Meter.

Get Full Stats
Pause the game and then hold L and press A, Y, B, X, Y, Up, Down to raise all your skater's attributes to 10.

Unlock Turbo Mode
Pause the game and then hold L and press Down, X, Y, Right, Up, B, Down, X, Y, Right, Up, B. This will increase the speed of the game by 25%.

Unlock Big Head Mode
Pause the game and then hold L and press X, B, Up, Leftx2, X, Right, Up, Left.

Unlock Fat Skater
Pause the game and then hold L and press Ax4, Left, Ax4, Left, Ax4, Left to make your skater really fat.

Unlock Thin Skater
Pause the game and then hold L and press Ax4, X, Ax4, X, Ax4, X to make your skater skinny. If you enter the code more than once you skater will become even skinnier.

Unlock Kid Mode
Access 'Kid' mode by completing all level objectives in 'Career' mode three times.

Unlock Perfect Balance
Unlock Perfect Balance by completing all level objectives in 'Career' mode four times.

Access Wire Frame Mode
Unlock '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 level objectives in 'Career' mode nine times.

Access Smooth Mode
Complete all level objectives in 'Career' mode twelve times.

Unlock Skate Heaven
Complete all level objectives in 'Career' mode with all of the original characters, Officer Dick, Spider-Man, and a custom skater.

Access Moon Physics
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 Spiderman
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 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 Neversoft Balls FMV Sequence
Earn a medal in every competition 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.

Silent Scope

> It's a classic in every respect and even now once we've picked it up we can't put it back down. Plus it has some cool cheats!

Scopeless Mode
Press Right, Down, Right, X, Up, X, X, Y, Down, Right, Down , Right, X, Y at the 'Mode' selection screen.

Invisible Enemies
Press Right, Down, Right, X, Up, X, X, Y, Down, Right, Down , Right, X, Y at the 'Mode' selection screen.

Night Levels
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.

Mirrored Levels
Press Left x2, Right, X, Down x2, Up, Y, Up, Right, Down, Up, Left, Down, X at the 'Mode' selection screen.

First Person View
Press Up x4, Down x4 at the 'Mode' selection screen.

Unlock Turbo Mode
Press Down, Y, Up, X, Y, Down, Right, Down, Right, X, Y at the 'Mode' selection screen.

Unlock Love Mode
Press Left, Right x2, X, Y at the 'Mode' selection screen.

No Crosshair
Press Right x3, X at the 'Mode' selection screen.

Unlock Extra Options
Complete the game twice to unlock infinite credits and +30 seconds to the time limit.

Questions and Answers

What? It's September already? Well, that can only mean one thing... it's nearly Christmas! Time to put away the summer chimps and bring out our special Yuletide monkeys – complete with elf costumes and mistletoe. Fancy asking them a question? Then drop us a line at:

Q&A
Dreamcast Magazine
Paragon Publishing
Paragon House
St Peter's Road
Bournemouth
BH1 2JS

Alternatively, send an email to dreamcast@paragon.co.uk – if you send it in/on a Christmas card, you'll have even more chance of getting in the mag. No, really.

An Eye For An Eye

Dear Dreamcast Magazine,
I'm in total need of help on *Grandia 2*. I am currently trying to fight the 'Eye of Valmar'. Unfortunately, he is so powerful compared to my four characters that I cannot even kill one of the eyeballs. I would very much appreciate help on this issue. Cheers.
Rob Mitchell, via email

You're right – the Eye of Valmar is incredibly powerful. Still, it shouldn't be impossible... if he's too powerful for you, there obviously hasn't been enough levelling up going on among your party. As far as we can tell, the best method to defeat it is to start off attacking the smaller eyeballs – use Roan's Zap! spell and Ryudo's Flying Tensekenu repeatedly, as well as Mareg's Blast to knock them all flat. Now concentrate on the two arms with similar tactics, before setting upon the main eye with everything you've got (in particular, Roan's Dragon Rise attack). That's about all we can say... any more and we'd have to come round and beat him for you!

Mystic Meg

Dear Dreamcast Magazine,
Can you help me with *Resident Evil 3*? I have done all I can in Uptown and Downtown and it seems that I need to get to the Power Substation, but have no way of getting there. I assume I need to find the battery to activate the lift in the area with the hanging box but I can't find it anywhere. What's going on? Thanks.
Craig Knighton, via email

Well Craig, you've got the right idea but you're not looking hard enough for that battery. It is there... you just need to know where to look. Remember where you picked up the wrench? Head back to the City Hall from there, watching for a zombie to smash through a doorway as you run. Go through this doorway and collect the Bronze Book from the statue inside, then go back to the Restaurant area and head south to find a fountain. Use the Bronze Book on the wall nearby to get the Bronze Compass, then return to the statue where you found the book and use the compass to reveal the battery. Not difficult when you know how, eh?

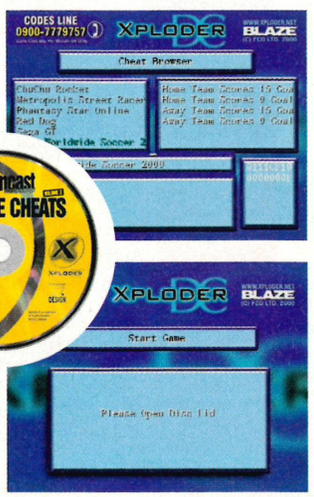
Woods/Trees Scenario

Dear Dreamcast Magazine,
I've been playing through *Sonic Adventure 2* (great game, isn't it?) and I managed to find a lot of power-ups for each character. However, I just can't find Sonic's Mystic Melody – I've got them for Knuckles and Tails, but the one for Sonic has totally eluded me. Could you tell me where it is? Please? Pretty please?
Yours hopefully
Paul Granton, via email

It's easy, Paul! Basically, you need to be on the Final Rush level (stage 16) – dash through the level until you reach the part with lots of grinding rails and platforms on the left and right. By grinding on the purple rail from the left-hand platform, you'll see another rail halfway along – jump across, then jump from the end and use a Homing Attack to hit the slanted rail ahead. From here, grind the next rail and jump off halfway down to find a rocket... now just follow the path from here to find the Melody. Handy for finding lost Chao creatures, that is...

One Born Every Minute

Dear Dreamcast Magazine,
Please help me... I was looking for *Resident Evil Code: Veronica* cheats on the Internet and came across some GameShark codes. Could you tell me how I actually use these please? Thank you.
Carl Brindle, via email



Well, here's a thought... have you actually got a GameShark or Xploder disc? If so, you really should know how to use it by now – simply put the disc into the Dreamcast and input the cheats, then play the game as usual. Of course, if you haven't got either of these discs then there really is no helping you – besides maybe a swift kick to the knackers. That should sort you out a treat... honestly, where do we find these people?

It's The Beat Yourself Challenge!

Win A Set of Joytech Goodies!

Seeing as this bout of *Crazy Taxi 2* challenges has proved to be the most popular one we've run, we thought we'd give you all just one more chance at sending in your best attempts at the high score. We've already had some good ones, but we know you can do better... come on!

Usual rules apply - attempt the challenge, set the best score and then send them in to us here at DREAMCAST MAGAZINE. You should know by now that we'll only accept proof of a score that has been taken IMMEDIATELY after you get it. People caught using GameShark codes, secret cheats or sharpened sticks to improve their scores will be beaten severely...

Game: Crazy Golf

One giant ball, one even bigger stretch of grass for you to smack it down... think you've got the skills to be the next Tiger Woods? We'll see – time your leap and try to hit the ball as far as you can to be declared the champion!

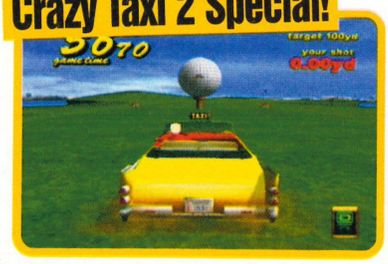
Game: Crazy Hurdle

Again, this one looks easy but isn't as simple as you might think. There's a whole bunch of hurdles in your way and the only way to get to the finish is to jump over them! Use that Limit Cut to slice your record time in two!

Game: Crazy Three Jump

This one's a bit tougher... you'll have to actually unlock it, for starters. Now all you need to do is use your Crazy Hop to jump that car as far as you can go – it's all about timing, so make sure you've got those skills nailed down!

Crazy Taxi 2 Special!



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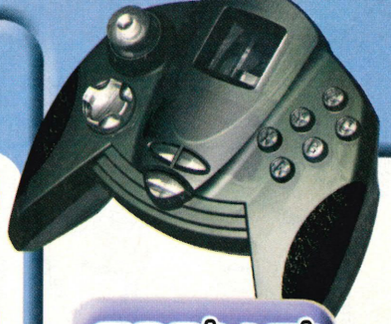
JOYTECH EUROPE

WIN! A set of Joytech goodies!



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Confidential Mission	Jet Set Radio	S Wars: Jedi Power Battle	Tomb Raider 4 & 5
Crazy Taxi 1 & 2	Jimmy White's 2 Cueball	San Francisco Rush 2049	Tony Hawk's 1 & 2
D. Mirra Freestyle BMX	Kiss Psycho Circus	Sega Bass Fishing	Toy Story 2
Daytona USA 2	Last Blade 2	Sega Extreme Sports	Trickstyle
Dead or Alive 2	Legacy of Kain S. Reaver	Sega GT	UEFA Striker
Deadly Skies	Loony Tunes Space Race	Sega Rally 2	Ulti. Fighting Champ.
Dino Crisis	Marvel vs Capcom 1 & 2	Shadowman	Unreal Tournament
Dragon's Blood	Max Steel	Shenmue	Urban Chaos
Ducati World	MDK 2	Silent Scope	Vanishing Point
Ecco the Dolphin	Metropolis Street Racer	Skies of Arcadia	Vigilante 8 - 2nd Off.
ECW Hardcore Revol.	Mortal Kombat Gold	Slave Zero	Virtua Athlete 2000
Eighteen Wheeler	NBA 2K	Sonic Adventure 1 & 2	Virtua Fighter 3TB
Evil Dead: Hail to King	NFL Q'back Club 2000	Sonic Shuffle	Virtua Striker 2
Evolution	NHL 2000	Soul Calibur	Virtua Tennis
F355 Challenge	Nightmare Creatures 2	South Park Rally	V-Rally 2
Fighting Force 2	Nomad Soul	Speed Devils 2	Wacky Races
Four Wheel Thunder	Phantasy Star Online	Spiderman	Who Wants to be Million.
Fur Fighters	Plasma Sword	Star Wars Demolition	Worms Armageddon
Gauntlet Legends	Powerstone 1 & 2	Street Fighter 3 Series	WWF Attitude
Grandia 2	Quake 3	Stupid Invaders	WWF Royal Rumble
GTA 2	Railroad Tycoon 2	Super Runabout	Zombie Revenge

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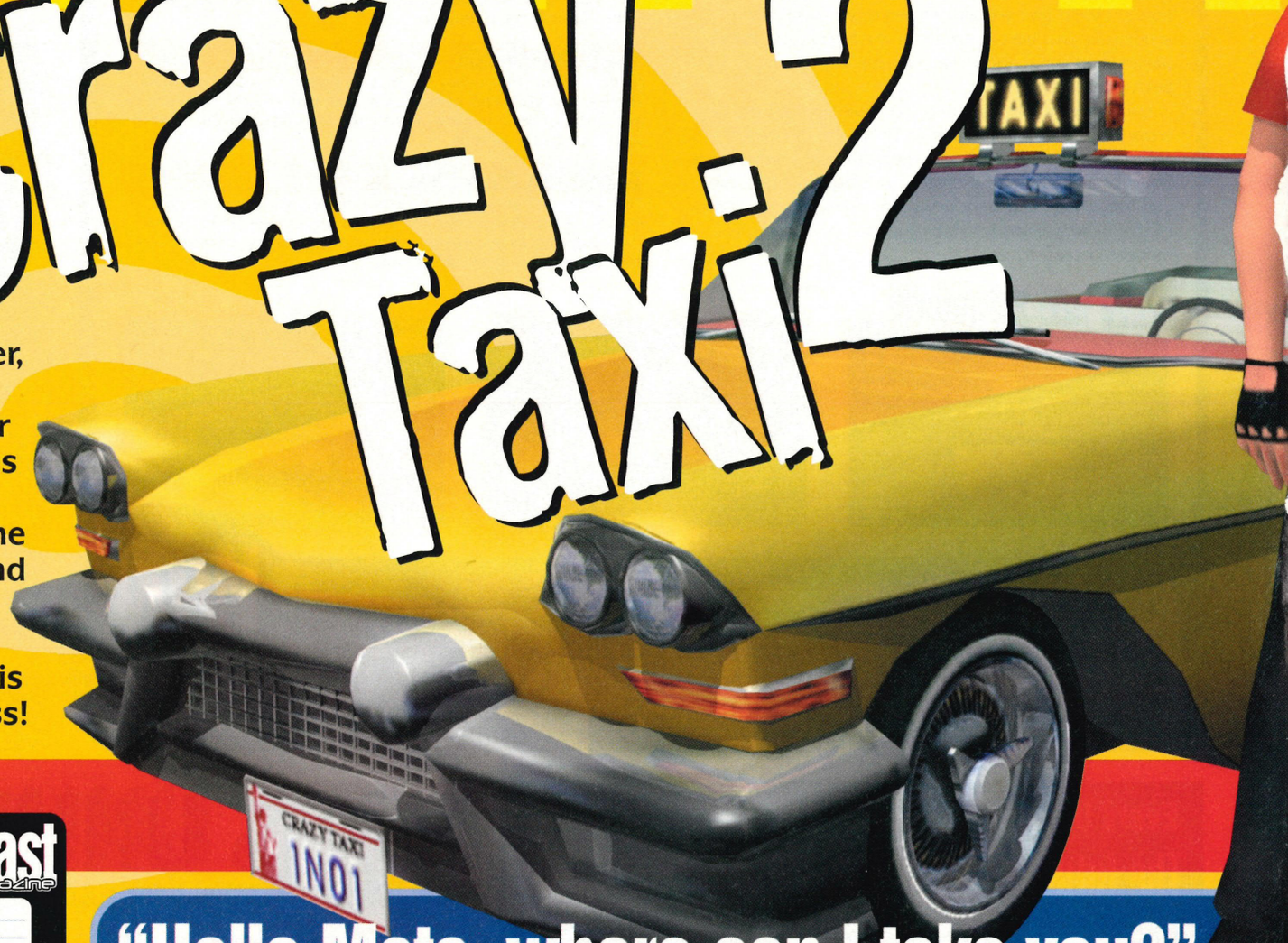
Crazy Taxi 2

Fix the meter, talk rubbish and put your foot down as we take you through some of the ins and outs of a game that features taxis and craziness!



essential information

Dreamcast Magazine

PUBLISHER	SEGA
DEVELOPER	HITMAKER
ORIGIN	JAPAN
PRICE	£29.99
GENRE	RACER
PLAYERS	1
VIBRATION PACK	YES
RACING CONTROL	N
VM UNIT	SAVE POSITION

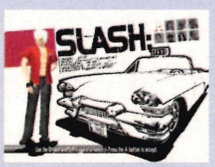
CONTROLS

You won't get very far without these...

"Hello Mate, where can I take you?"

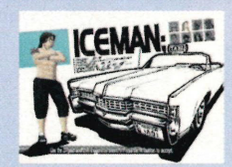
There are eight drivers to choose from, all with their own special skills, abilities and needs... Well, maybe not needs as such. Anyway, which one will you 'pick up'?

Slash
Age: 25
Sex: Male



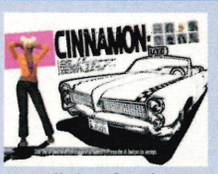
A good driver to begin with if you are new to the game. Although he's not particularly speedy, he does handle pretty well!

Iceman
Age: 28
Sex: Male



After Slash, this is probably another great driver for beginners to get to know the game with. The cab can be easily controlled and also benefits from being rather nippy too!

Cinnamon
Age: 18
Sex: Female

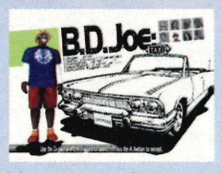


Like Slash, she's not all that fast but this is compensated with good handling. This makes her a good choice for those who want to get to grips with the driving!

Axel
Age: 21
Sex: Male

Axel is a driver best described as an 'all-rounder'! Has a decent speed to it and handles well... Nuff said!

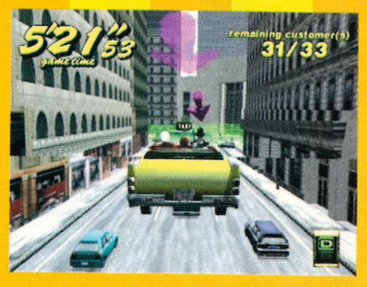
B D Joe
Age: 25
Sex: Male



Once again, a fairly average cab. Neither outstanding in speed nor handling but certainly a cab for those who fancy a change of face!

Gena
Age: 23
Sex: Female

Hmm, not really the best of the bunch. Has nothing special in the way of speed, handling or brute force, but she's pretty!



"Let's see some of them moves!"

Some of them are new, some of them are old, but to make things a whole lot easier on you all, here is a list of the moves that your cab can pull off.

Crazy Dash

The one to make if there is a straight piece of road in front of you, as it helps get you through the journey that little bit faster! To do this simply hit the Acceleration button and the Forward Gear button at the same time. If you are travelling forward at the time you will need to release the Acceleration button for a beat and then perform the move.

Crazy Back Dash

A similar move to the one above. However, this time it is the Acceleration and the Reverse Gear button that needs to be pressed simultaneously. This only really works if you are travelling forwards at the time!

Limit Cut

To perform this, first execute the Crazy Dash and then shift into reverse. Then, let off the acceleration, get into reverse and then perform the Crazy dash again!

Crazy Drift

A highly important move that lets you change direction in a hurry. Definitely needed if you want to go far in this game. To perform this one, let off the acceleration for a beat and then hit the Forward Gear button, followed by the Reverse Gear button and then back on the Acceleration whilst turning to the direction you want to go. A bit of a tricky one, but one worth mastering!

Crazy Hop

Very simple and very effective when you have to clear anything from a building to a traffic problem! All you have to do is press the Y button.

Crazy Drift Hop

Basically, you must execute a Crazy Hop in the middle of a Crazy Drift. You'll find it won't be used much in the regular game but it comes in handy in a few of the Pyramid games. However, it is a very tricky move to do.

Still Crazy Drift

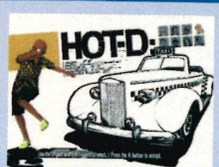
If you need to quickly change position after picking up a customer, then this is the move to get familiar with. Whilst stationary, press the Forward Gear button, back to Reverse, Acceleration and then the direction you wish to go in. Note: Be careful not to spin out by accelerating too much!

Crazy Stop

Simple. Switch to Reverse and then press brake at the same time. This is very handy if you want a quick stop or if you want to prevent over shooting the target!

Hot-D

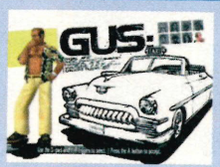
Age: 78
Sex: Male



An old fart who, although slow, has a vehicle that ploughs through obstacles like a tank. This can be used effectively if you can get the hopping trick mastered to perfection.

Gus

Age: 42
Sex: Male



All right, so he's another old bugger but he's got a whole load of power under his bonnet. To make things even better he's quick and grips to the road rather well. All in all, another 'all rounder'!

continued >

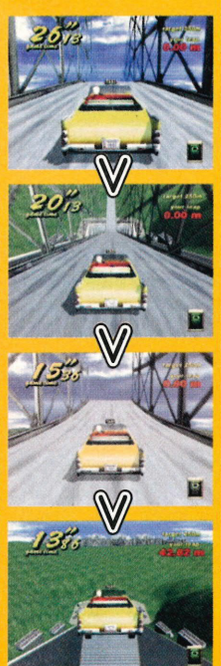
continued

CRAZY PYRAMID

› The premise is simple: you have a series of games laid out in a pyramid structure. The easier games run along the bottom and as you climb to the top the games become harder. As you complete each game in sequence, along the way, some goodies will be opened up for you!

5-1 Crazy Jump

The aim of this game is to drive down a ramp and launch yourself from the edge and clear 250 meters. This game is not all that difficult to do. Simply race to the edge and before you leap into oblivion, execute the Hop. This will get you past this challenge, with no problems.



Difficulty 1/5

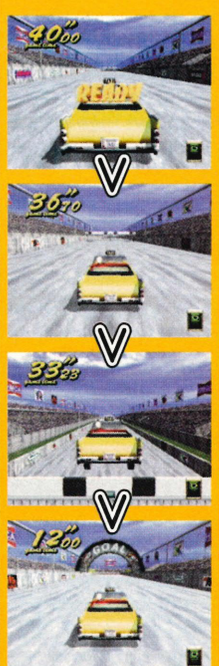
5-2 Crazy Golf

Smack a golf ball from its tee to clear the necessary distance. Again, another simple task to do. Before racing at the ball, back up a little to give yourself some distance to pick up speed. As you race towards the ball, hop at it before you hit it and this will easily whack the ball far enough!

Difficulty 1/5

5-3 Crazy Hurdle

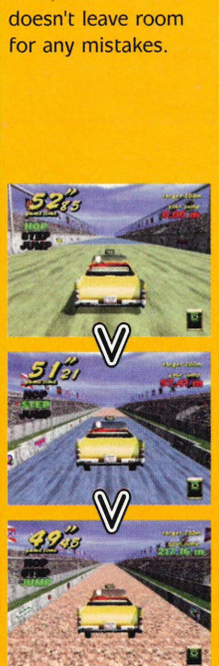
Yet again, this game shouldn't give you any hassle. The challenge here is to hop over the hurdles as you approach them. There is no real need for any special tricks in this one, just be quick and it's done!



Difficulty 2/5

5-4 Crazy 3 Jump

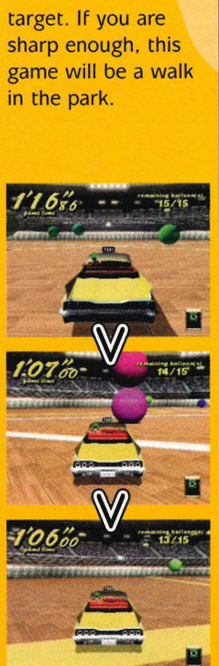
Remember the old hop, skip and jump? Good, because this is just a variation of that idea. Race towards the white line and then jump across it, and then again two more times before the time runs out. The only real difficult bit is to ensure that you complete each of the jumps before you're all out of time, and the timer doesn't leave room for any mistakes.



Difficulty 3/5

5-5 Crazy Balloons

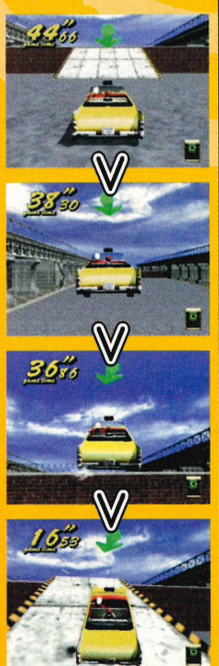
In this game there are a number of scattered balloons in an arena that you must race to and burst before the time runs out. This one is a little trickier than the others as it requires a good aim and good handling. Also, the balloons are floating in the air at different heights, but a simple hop will easily reach even the tallest target. If you are sharp enough, this game will be a walk in the park.



Difficulty 2/5

4-1 Crazy Ramps

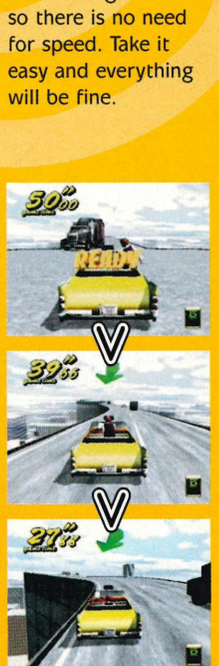
This one is easy. The game requires you to drive over the ramps that will help you clear the walls. As you approach the end of the track the ramps become narrower and so be sure to get your aim right as you approach the ramp, and that you correct yourself as you land to aim for the next one.



Difficulty 1/5

4-2 Crazy Road

This is where it starts getting harder. The cab is on a very high road that has a big drop on either side of it. All you have to do here is to drive along the road to the end without falling off. To make things more interesting, there happens to be a hell of a lot of traffic to get through! There is plenty of time to finish this game and so there is no need for speed. Take it easy and everything will be fine.

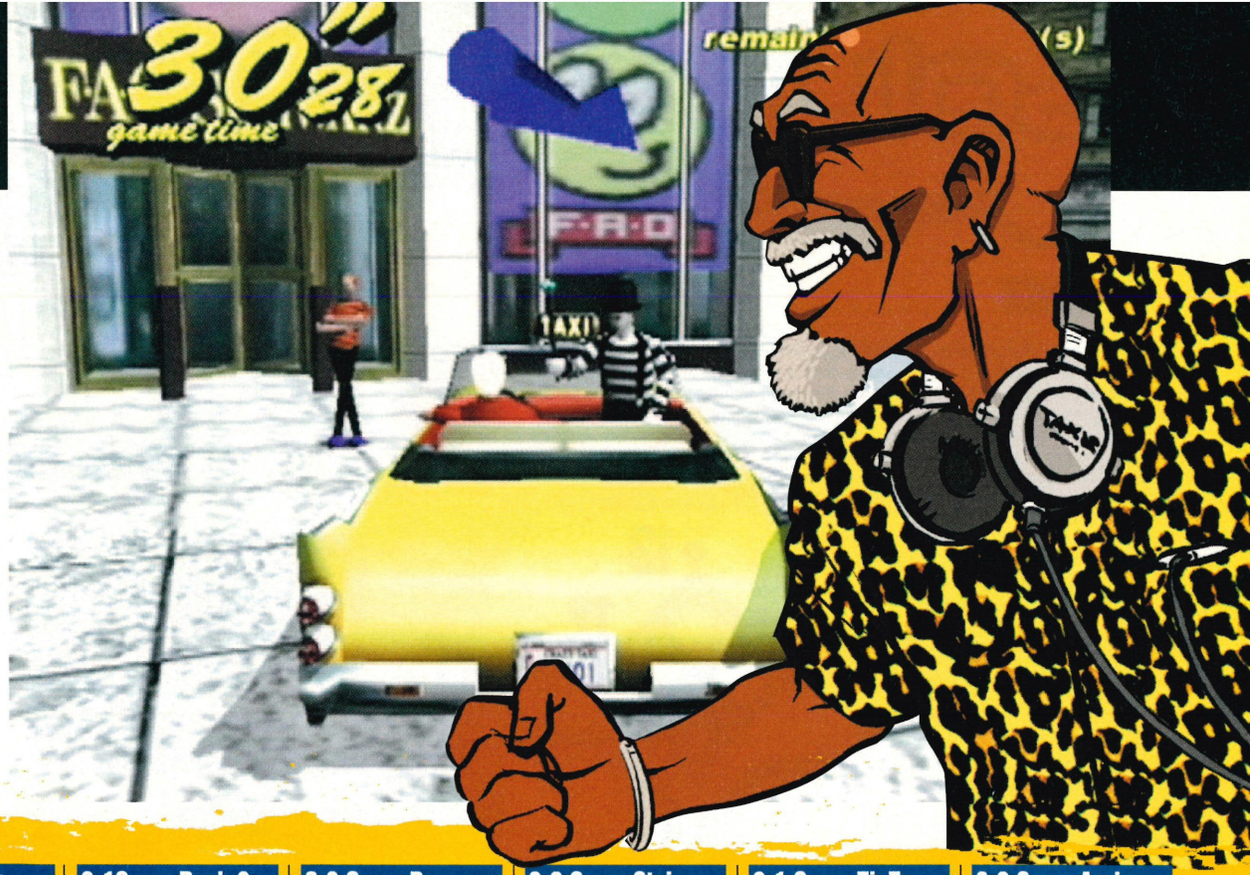


Difficulty 3/5

"Can I see your licence, please?"

> Also, in case you are wondering, here are the amounts of cash needed to get yourself a better licence...

$	Licence
0$	No Licence
$1- $999	Class E Licence
$1000 - $1999	Class D Licence
$2000 - $2999	Class C Licence
$3000 - $3999	Class B Licence
$4000 - $4999	Class A Licence
$5000 - $9999	Class S Licence
$10000 - $19999	Awesome Licence
$20000 - Plus	Crazy Licence



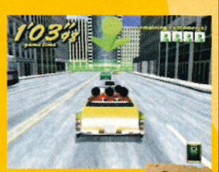
4-3 Crazy Turn

This task requires you to hop onto the platforms in front of you and climb them all to the top. This one will be difficult to do unless you can pull off the Crazy Drift Hop (or at least a quickly executed Crazy Drift), as every couple of jumps requires you to switch directions. knowing this move is an advantage!

Difficulty 3/5

4-4 Crazy Jam

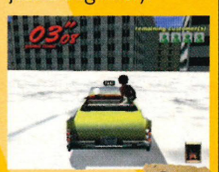
The quickest way to do this is by racing towards the first highway and hop up onto its left-hand side (it crosses the road you are travelling on) and carry on left until you reach the first drop off point. Use the Crazy Drift to quickly spin around to the opposite direction and race towards the opposite end of the road to drop off your second passenger. For the last two passengers, proceed back down to the road that crosses underneath the road you are on now and hop off onto the right hand side! You should effectively be heading north again. Soon another highway will approach you and simply repeat the process as before. If you are quick, this won't be a problem!



Difficulty 3/5

3-1Crazy Rush 2

Again, you have four passengers to drop off. This time, you must leap across a series of rooftops. The pattern for these rooftops is actually quite simple, as it's a basic cross with two rooftops to jump to on each side of the central building. You, naturally, start on the central building and then using the Crazy Dash to give you an early boost, leap to the building in front of you. As you arrive at each drop off point, it is important to brake quickly and if possible, spin to face back the way you'd came. For the other three passengers, always return to the central building and then proceed on to the next roof of your choice. Speed is important as the time limit doesn't leave much room for error (especially if you are just a beginner).



Difficulty 3/5

3-2 Crazy Drop

This time, instead of climbing, you have to drop down a series of platforms to reach your destination. This is made even harder by the fact that you have to change direction after every drop and that it is also very easy to travel too fast and drop off the sides. The best way to get through this game is to never go too fast and pull off Crazy Drifts as soon as you hit the ground (the arrows on the ground will point you in the right direction)!

Difficulty 4/5

3-3 Crazy Stairs

Another game that involves having to aim well and leap onto a higher platform. There is nothing too hard here; it's a simple race in one direction game that also requires jumping off to the left to a slightly higher platform. Obviously, there is a giant fall on either side of you so each leap needs to pretty accurate.

Difficulty 3/5

2-1 Crazy ZigZag

This is a tough one. Imagine Crazy Turn but with narrower roads and without having walls around you to prevent spinning off. One wrong move here and it's a watery end! The best trick to use is the Drift Hop. Time is against you and it will take a couple of tries to master this, as any mistakes made will land you in the drink!

Difficulty 3/5

2-2 Crazy Arches

This is one of the harder tasks that is not too dissimilar to the Crazy Stairs task. The difference this time is that instead of a simple, straightforward run, the leaps must be made from the top of one stone arch to another. This makes it harder simply because the timing for each leap needs to be near perfect and that the angle you jump from needs to be equally as spot on as possible!

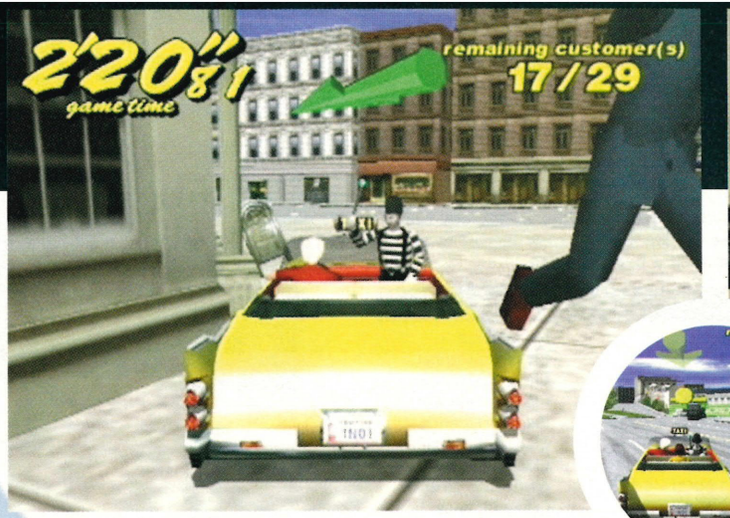
Difficulty 4/5

continued

continued >

1-1 Tour

> The handy thing about this course is that the passengers you need to pick up and deliver are often in clusters, remaining in a close area. Every so often one passenger will need to go a long distance but once he/she has been dropped off, the next batch of customers are then quite close together. The map below shows the drop off points, however, you will have certainly needed to pick up a few tricks from the previous tasks in order to be able to complete this game in the allotted time!



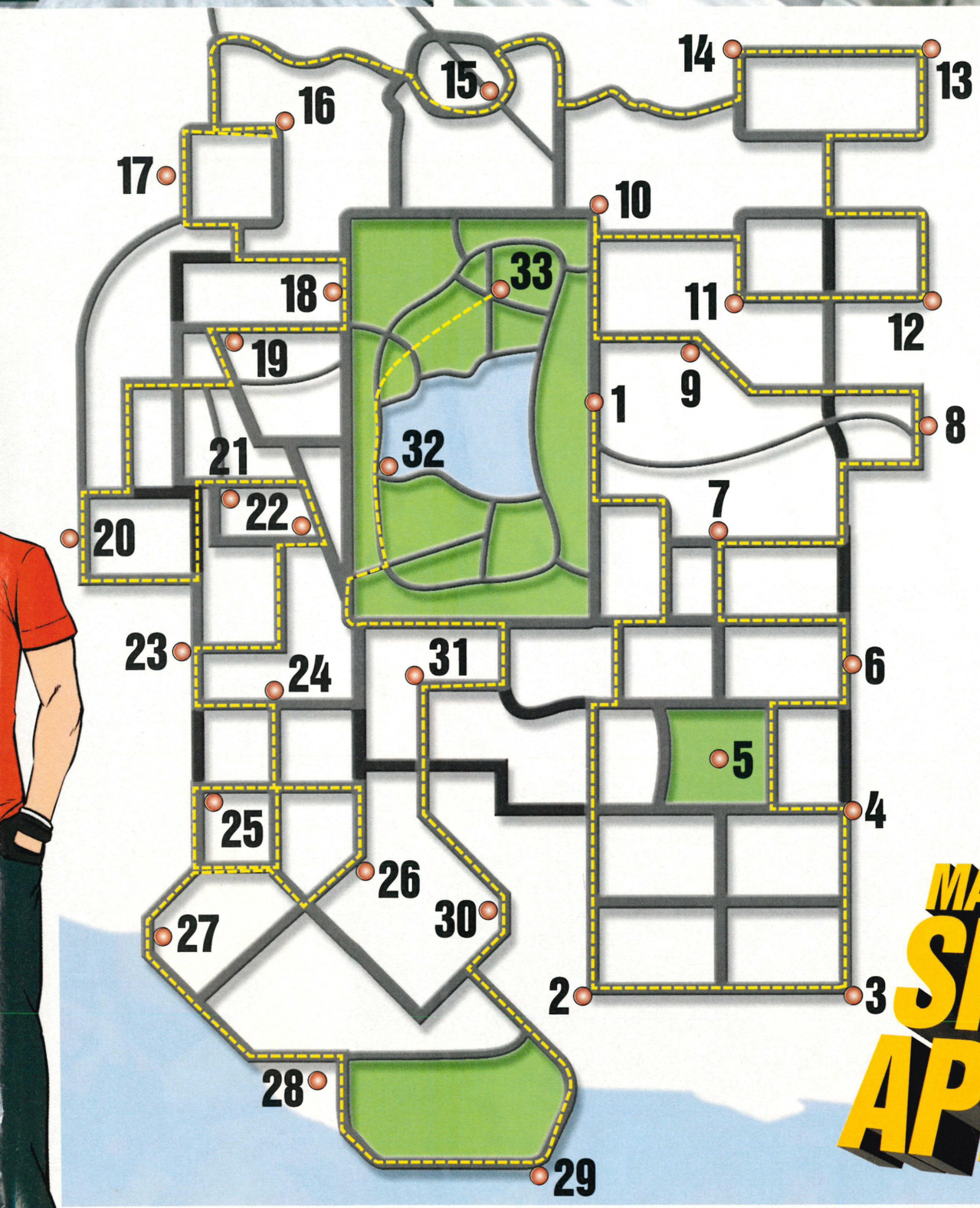
Difficulty 4/5

1) Burger King
2) Basketball Court
3) Art Museum
4) Botanical Garden
5) The Station
6) Church
7) Factory
8) University
9) Supermarket
10) Depot
11) Zoo
12) Police Station
13) Fire Station
14) Post Office
15) Hospital
16) Stadium
17) Jeweller's Shop
18) Stock Exchange
19) Department Store
20) HMV
21) FAO Schwartz
22) Gap
23) Hard Rock Café
24) Courthouse
25) Bank
26) Public Library
27) High School
28) Hotel
29) City Hall

MAP OF AROUND APPLE

S-S Crazy Special

As this stage is 'freestyle', there are many ways you can complete this area. However, our way should be the fastest and easiest! This route basically takes you anti-clockwise around the Small Apple, starting and ending at the Park. From the Park, head south towards the Department Store and the rest should come easy (if you follow the route that is!) With a little bit smart driving (using every trick in the book), this final task won't tax you for too long.



1) Art Museum
2) Department Store
3) Public Library
4) Tempura Restaurant
5) Central Terminal
6) Hotel
7) Church
8) Supermarket
9) High School
10) Karate Dojo
11) Hospital
12) Post Office
13) Police Station
14) Fire Station
15) Basketball Court
16) Burger King
17) University
18) Gap
19) Hard Rock Cafe
20) Opera House
21) HMV
22) FAO Schwartz
23) Stadium
24) City Hall
25) Bank
26) Stock Exchange
27) Bus Terminal
28) Heliport
29) Ferry Port
30) Law Court
31) Clock Tower
32) Boat house
33) Band Shell

Difficulty 5/5

MAP OF SMALL APPLE

Web site: www.sega.com

Outtrigger

Even anti-terrorist organisations need a bit of help now and again... that's why we've got the best guide to this amazing blast-'em-up ever!

A Few Pointers!

Before you begin to play *Outtrigger*, there are probably a couple of tips you need to learn that'll stand you in good stead:

• If you're looking for a control method similar to either *Quake III Arena* or *Unreal Tournament*, use the D1 control settings – they're practically identical.

• Learn to keep your sights trained on a particular point, no matter how much you have to move. That way, you'll be able to score hits with higher accuracy than before.

• If you're using explosive weapons, remember to think about splash damage – you don't have to score a direct hit on an enemy to do him harm. Watch out though, as splash damage from an explosion can also wind up hurting you in the process!

• Get to know your terrain well. If you know exactly where all the armour, special weapons and power-ups are going to be, you'll have a better chance of getting them and coming out on top.

• The ideal situation would be to tailor your own character to your personal playing style. Pick out the weapons that best suit how you play the game – long-distance ones for those who like to hide and high-impact guns for close quarters fighters. Oh, and the colour of your suit makes all the difference as well... really, it does.

essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	AM2
RELEASE	OUT NOW
PRICE	£29.99
GENRE	SHOOT-'EM-UP
PLAYERS	4
VM UNIT	SAVES GAME
PERIPHERALS	VIBRATION PACK, KEYBOARD, MOUSE

Surprise, Surprise!

The key to unlocking all the hidden weapons, stages and characters in *Outtrigger* is completing various stages of the Mission Mode. Finish these particular missions and you'll get some wonderful surprises:

Mission	Reward
Novice 8	New Character – Shinobi
	New Weapons – Enemy's Gun/Rocket/Bomb
Novice 10	New Weapon – Flame Thrower
Novice 14	New Character – Commander
Novice 15	New VS Stage - Dark Asian Ruins
Intermediate 2	New Weapon – Guided Missile
Intermediate 3	New VS Stage – Dark Busy Station
Intermediate 5	New Character – Scarpin
Intermediate 11	New Character – Siba
Intermediate 12	New Weapon – Photon Torpedo
Intermediate 14	New VS Stage – Oedo
Intermediate 15	New Weapon – UMP
Advanced 2	New VS Stage – Blast Furnace
Advanced 3	New Weapon - GLG40MM
Advanced 4	New Weapons – Medal/Ammo/Life Bomb
	New VS Stage – Water Sanctuary
Advanced 5	New Character – Proofer
Advanced 7	New VS Stage – Dark Art Museum
Advanced 8	New Weapon – OICW
Advanced 9	New VS Stage – Building
Advanced 10	New Character – DK
	New Weapons – Enemy's Bat/Bomb2/Rocket2
Advanced 11	New Weapon – PSG-1
Advanced 12	New VS Stage – Dark Water Sanctuary
Advanced 13	New Weapon – SPAS12
Advanced 14	New Weapon – Sniper Rifle
	New VS Stage - Dark Building
Advanced 15	New Characters – Salamander/Doctor-K
	New Weapons – Enemy's Gun2/Cannon, Guided Missile2, Multi Rocket

CONTROLS

Set your options to setting D1 for these controls...

- Look around
- Move Backwards
- Move Right
- Move Left
- Move Forwards
- Jump
- Fire Weapon
- Pause menu
- Change View/Weapon

Arcade Mode

PREPARATORY TRAINING

> Split into four separate levels of training, the Arcade Mode is just that – a conversion of the original arcade game. You have to attempt all six missions in succession to get your final grade... be warned – there's no going back now!

Say Hello To My Little Friend

> Of course, the most important thing about *Outtrigger* is the weapons – thankfully, there are lots of them and they all do some serious damage. Here's a run down of what's on offer...

Basic Gun
Wielded by Jay, Alain and many of the terrorists, it fires out bullets at an alarming rate. Not too powerful, but handy none the less.

Basic Grenade
Lob one of these babies into a crowded corridor and watch the fur fly. They're really only good as a last resort though, so watch out!

Rocket Launcher
The basic rocket launcher carried by most characters – just point and shoot for powerful explosive fun.

Lina's
Gun/Grenade/Cannon. Unlike Jay and Alain, Lina has weapons of her own including an Uzi machine gun, wall-hugging proximity mines and an explosive rifle.

Talon's Gun/Grenade/Cannon
Talon has his own weapons as well – a rapid-fire gun with rebounding bullets, a basketball-style grenade and a lightning cannon... cool!

Enemy's Bat
Hmm, a bat... not exactly the greatest weapon around, eh? Still, if you can get close in then your enemies are in for a walloping!

Flame Thrower
If you like your terrorists well done, this is the weapon to go for. It's got quite good range, but eats up ammo like there's no tomorrow.

Photon Torpedo
Ahh, now we're talking. Powerful blasts of photon energy that can bounce off walls! The perfect way to surprise your enemies!

Guided Missile
They come in two forms, but both can hunt down enemies without the need for aiming. It's not the best weapon ever though...

UMP
Fast firing and hard hitting, this powerful machine gun is the ideal replacement for the basic gun when creating your own character.

OICW
The firing rate is a little slow, but the explosive bullets contained within this high-power rifle more than make up for it.

PSG-1
Sniper rifles are great when you're hidden from the view of the enemy – unfortunately, it's the worst gun ever at all other times!

GLG40MM
This grenade launcher might look pretty, but it's a bit naff really. A lack of range and speed make it useless in a close-up fire fight.

SPAS12
You'd think that a shotgun would be ideal for close-combat fighting but you're wrong. This one's too weak to be of any use to you...

Medal/Ammo/Life Bombs
Catching enemies off guard is easy with these bombs – they look like regular goodies but get too close and... boom! Nice.

EXERCISE #001

ATTACK REFLEX TRAINING
GOAL: KILL 11 TERRORISTS WITHIN THE TIME LIMIT
LOCATION: STOREHOUSE #1

As you might have guessed, the first exercise is simply to warm you up for what's to come later – you don't even have to move about to win here. Just move your aiming sight quickly (but smoothly... don't overdo it) back and forth between the terrorists that appear, avoiding any hostages that try to get in your way. Shoot the orange/red enemies before they fire back and you'll come away with a clean victory.

EXERCISE #002

MOBILE TARGET TRAINING
GOAL: KILL 12 TERRORISTS WITHIN THE TIME LIMIT
LOCATION: STOREHOUSE #2

Easy? Of course... you don't even have to move your gun around! Just keep the aiming sight focused on the middle of the screen, pulling the trigger when terrorists run in front of it. You can ignore the green-marked ones, as only the orange/red enemies will actually fire back – these are the main targets to take out. Fire when necessary rather than in a constant stream and you'll come out on top easily.

EXERCISE #003

STEALTH ATTACK TRAINING
GOAL: COLLECT 24 MEDALS WITHIN THE TIME LIMIT
LOCATION: ASIAN RUINS

There's nothing easier than collecting inanimate objects that can't fire back, is there? Of course not – that's why you'll be able to complete this stage on your first go. Just follow the line of medals as they appear and run around the level as quickly as possible; if you stick to the walls for the most part, you'll manage to collect every medal without any problems.

continued>

walkthrough

Outtrigger

continued >

NOVICE TRAINING

EXERCISE #004

ATTACK REFLEX TRAINING
GOAL: KILL 14 TERRORISTS WITHIN THE TIME LIMIT
LOCATION: APARTMENT HOUSE

This exercise is exactly the same as the first one, only the location has changed – now it's bigger and, as such, harder to keep track of where all the terrorists are coming from. Shoot the orange/red enemies first, as they pose the most threat; keep clear of the hostages that appear and don't be too scared to aim through the crates to get the kill.

EXERCISE #005

STEALTH ATTACK TRAINING
GOAL: COLLECT 35 MEDALS WITHIN THE TIME LIMIT
LOCATION: OLD CASTLE

All you have to do here is follow the trail of medals that appears as you collect each one – don't worry too much about taking your time, as they're all easy to pick up. The only thing you need to worry about is the final leap from the raised platform onto the pillar above the pond for the last medal; if you don't jump from the very edge of the ledge at full speed, you'll miss it and have to run round all over again!

EXERCISE #006

PREPARATORY COURSE – FINAL COMBAT TRAINING
GOAL: KILL 10 TERRORISTS WITHIN THE TIME LIMIT
LOCATION: ASIAN RUINS

You've only got to bump off ten terrorists here, so it's not that tricky – however, the enemies come in two different varieties so you still have to be careful. While blue terrorists can be wiped out with one direct hit from a rocket, red ones will take a bit more punishment. Watch who you're fighting against and then react accordingly... you'll thank us in the end. Oh, and make sure you use the radar!

EXERCISE #001

QUICK AMBUSH TRAINING
GOAL: KILL 12 TERRORISTS WITHIN THE TIME LIMIT
LOCATION: OBSERVATORY

How easy do you want these levels to be? The Observatory Level is completely round, so all you have to do is keep running around the central base in an anti-clockwise direction to stay one step ahead of the terrorists. If you move especially quickly and score some direct hits, you'll be able to sneak up on more enemies as they appear and score an easy kill... don't go for the Flame Thrower though or it could all go horribly wrong!

EXERCISE #002

QUICK AMBUSH TRAINING
GOAL: KILL 12 TERRORISTS WITHIN THE TIME LIMIT
LOCATION: QUIET STATION

Another reasonably simple level – the Quiet Station is quite open, so staying close to the enemies as they move around isn't too tough. All you have to watch out for is when the terrorists jump up onto the high levels on top of the carriages at either end to escape your pursuit. Just wait patiently for them to come back down, then blast them in the face with a rocket! Grab the power-up when it appears and you'll have this one in the bag.

EXERCISE #003

CLOSE QUARTERS COMBAT TRAINING
GOAL: KILL 12 TERRORISTS WITHIN THE TIME LIMIT
LOCATION: COLOSSEUM

Moving round the outside of the Colosseum is the best way to keep up with the terrorists, though you'll need to watch for the power-up appearing in the middle of the arena. Dash in and grab it before running away again... you don't want to get caught in the crossfire! Photon Torpedos work especially well here, but be careful not to let any of the terrorists get hold of the Flame Thrower; it's nasty! Remember to keep your distance when firing at the enemies to avoid any incoming attacks.

EXERCISE #004

CLOSE QUARTERS COMBAT TRAINING
GOAL: KILL 12 TERRORISTS WITHIN THE TIME LIMIT
LOCATION: ASIAN RUINS

There are quite a few tight corners that you can run into around the Asian Ruins, so take care not to accidentally fire off a rocket and damage yourself instead of your target. You'll need to kill all three terrorists in the arena before any more will appear, so keep moving and use the radar to watch where any remaining terrorists are. Thermography goggles are handy, but not essential.

EXERCISE #005

CLOSE QUARTERS COMBAT TRAINING
GOAL: KILL 12 TERRORISTS WITHIN THE TIME LIMIT
LOCATION: LIBRARY

Getting all of the terrorists in the Library is a case of using the Photon Torpedoes and power-ups to your advantage – by firing against walls, you can take out enemies without them even knowing where you are. The opponents move about a lot and are quite good at evading your fire, so take this into account when aiming and try to fire slightly ahead of them. Be careful when running across the raised walkway; it's entirely open and leaves you completely vulnerable!

INTERMEDIATE TRAINING

EXERCISE #006

NOVICE COURSE – FINAL COMBAT TRAINING
GOAL: KILL 12 TERRORISTS WITHIN THE TIME LIMIT
LOCATION: OLD CASTLE

This stage is quite large considering the number of enemies around – there are only four in the arena with you at any one time, so keeping a constant flow of kills going can be tough. The Thermography goggles are important as they allow you to see your opponents from anywhere in the level. Try to intercept enemies on the stairs or in other places where dodging your fire is tricky – you need all the kills you can get, as in this exercise time is of the essence!

EXERCISE #001

CLOSE QUARTERS COMBAT TRAINING
GOAL: KILL 12 TERRORISTS WITHIN THE TIME LIMIT
LOCATION: QUIET STATION

An easy exercise to start you off in the Intermediate training... the Quiet Station is a good level to play, simply because you can't lose track of your enemies that easily. There aren't that many places to hide, so using your radar will help you find them easily. Try to ambush enemies using obstacles for cover, throwing in a couple of rockets to kill them before they know what's coming. If you're good, you can even catch enemies as they respawn, making your job even easier!

continued >

walkthrough

Outtrigger

continued >

ADVANCED TRAINING

EXERCISE #002

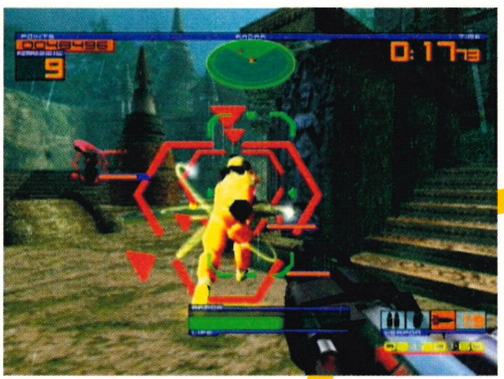
TEAM COMBAT TRAINING
GOAL: KILL 12 TERRORISTS WITHIN THE TIME LIMIT
LOCATION: QUIET STATION

This is the first exercise where you won't be alone – there's someone else in the arena who's on your side. You MUST NOT shoot them! If you do, you'll lose five seconds of time from the clock and put your success in jeopardy. The good news though is that any kills made by your team-mate will count towards your final target, so you won't have to do all the work yourself! Grab the power-up and then go crazy with your rocket launcher... it won't take too much to win here.

EXERCISE

CLOSE QUARTERS COMBAT TRAINING
GOAL: KILL 12 TERRORISTS WITHIN THE TIME LIMIT
LOCATION: ASIAN RUINS

This mission is pretty much identical to Novice Exercise #004, only now the enemies you're facing are much faster and far more deadly with their weapons. As long as you make good use of your strafing skills to dodge incoming rockets (and be ready to run backwards quickly when the DKs come running towards you), you'll be able to make it through this exercise without too much grief.



EXERCISE #004

NIGHT COMBAT TRAINING
GOAL: KILL 12 TERRORISTS WITHIN THE TIME LIMIT
LOCATION: DARK ASIAN RUINS

This exercise is set in the Asian Ruins, much like the last one; however, it's now dark and you'll have to make good use of the Noctovision goggles if you want to stand any chance of winning. You're up against a group of DKs and Proofers here, so watch for those close-up attacks that they love so much. Use the same tactics as the previous mission on top of these tips and you'll do fine.

EXERCISE #005

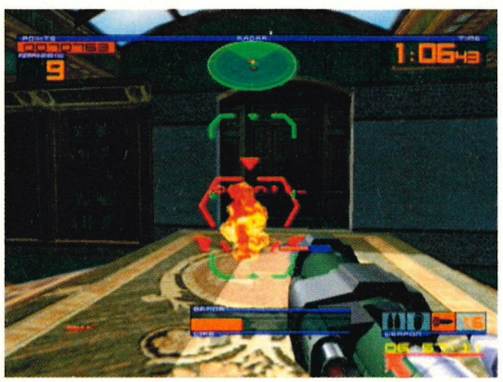
COMPREHENSIVE COMBAT TRAINING
GOAL: KILL 12 TERRORISTS WITHIN THE TIME LIMIT
LOCATION: LIBRARY

Another exercise set in the Library, so you should know what to expect – concentrate on grabbing the Photon Torpedoes early and then lay siege to the enemies before you. There's a good team-mate here to help out, so make sure you hold your fire when they're in the way – killing them costs you vital time from the clock. Just watch for the DKs and their nasty up-close and personal method of attack...

EXERCISE #006

INTERMEDIATE COURSE – FINAL COMBAT TRAINING
GOAL: KILL 12 TRAINEES WITHIN THE TIME LIMIT
LOCATION: LIBRARY

This one looks exactly the same as the previous exercise, but there's one slight difference – you're now going up against your fellow trainees instead! There's no-one to help you here, so you're going to have to move like crazy and score some direct hits to come out on top. Make good use of the Photon Torpedoes (and the power-up when it appears), as well as grabbing the Flame Thrower simply to stop your opponents getting hold of it. It's not impossible!



EXERCISE #001

TEAM COMBAT TRAINING
GOAL: KILL 12 TERRORISTS WITHIN THE TIME LIMIT
LOCATION: COLOSSEUM

The first exercise might look easy, but it's not – all the enemies require at least two direct hits to kill and have an annoying habit of dodging your shots. The kills made by your team-mate work in your favour, but that doesn't mean you don't have to do any work; keep moving and grab the power-up whenever it appears. Oh, and make sure you steer clear of picking up the Guided Missiles... they're useless for killing enemies on the level!

EXERCISE #002

CLOSE QUARTERS COMBAT TRAINING
GOAL: KILL 12 TERRORISTS WITHIN THE TIME LIMIT
LOCATION: BUSY STATION

The fact that you're in the Busy Station means that you'll have to fight incredibly close to the terrorists – if you manage to get hold of the power-up though, you shouldn't find this too tough. Remember to watch out for blowing yourself up and use the radar to keep tabs on where the enemies are; if you're feeling fancy, you can even go jumping across the carriages to catch them!

EXERCISE #003

COMPREHENSIVE COMBAT TRAINING
GOAL: KILL 12 TRAINEES WITHIN THE TIME LIMIT
LOCATION: ASIAN RUINS

Another chance for you to try your skill against other InterForce trainees... and it's not easy. Your enemies have suddenly become a lot faster and accurate with their shots, so be on your guard. The power-up is essential but it's unlikely you'll be able to hold onto it for long. There is one thing to your advantage – your enemies will be trying to kill each other as well as you. Move in on opponents with low energy and finish them off quickly!

EXERCISE #004

TEAM COMBAT TRAINING
GOAL: KILL 12 TERRORISTS WITHIN THE TIME LIMIT
LOCATION: LIBRARY

The enemies here are pretty strong but, because you've got a team-mate to help you out, you should be able to breeze through this one in no time. Grab the Photon Torpedoes and Armour as soon as you can, then go rampaging through the level and take out anything that moves. This certainly isn't the toughest Advanced level around...

EXERCISE #005

COMPREHENSIVE COMBAT TRAINING
GOAL: KILL 12 TRAINEES WITHIN THE TIME LIMIT
LOCATION: OLD CASTLE

This is another very tough stage against your fellow trainees – not only are they very fast and accurate, but the size and complexity of the level makes it difficult to keep up with them. Thermograpy is an absolute must here, so grab it early and often. Make sure you also get hold of the power-up in the middle of the arena – without it, you'll need to score two or three direct hits to down an enemy. Keep moving and remember to stock up on health when you're low.

EXERCISE #006

ADVANCED COURSE – FINAL COMBAT TRAINING
GOAL: KILL 12 ENEMIES WITHIN THE TIME LIMIT
LOCATION: COLOSSEUM

The main enemies you'll be up against are Salamanders. Although it'll only take a few direct hits to down them at the start, they get stronger as the level progresses so watch out. Occasionally, DKs will turn up so get rid of them as soon as you can! Finally, more and more enemies will start appearing as you come closer to the goal – you'll find yourself up against three Salamanders at once! Just keep your cool and concentrate on getting rid of them one by one to clear the level.

continued

Mission Mode

NOVICE MISSIONS

The meat and potatoes of the game is the Mission Mode – 45 different missions that will eventually unlock all the hidden secrets in the game. You have to finish a whole row of missions before the next one becomes available, though you can complete each five in any order.

MISSION #001

GET ALL MEDALS WITHIN THE TIME LIMIT
TIME LIMIT: 30 SECS
LOCATION: QUIET STATION

Having trouble completing this mission? Then you need to turn this game off quick and try something a bit easier like... well, blinking. There are only three medals to collect and they're all right in front of you – run straight forwards, strafing left slightly to get the second one before moving right again for the last medal. Duh.

MISSION #002

GET ALL MEDALS WITHIN THE TIME LIMIT
TIME LIMIT: 45 SECS
LOCATION: OBSERVATORY

Another simple one, especially because there's a demonstration beforehand showing you what's ahead. All you need to do is run around the centre of the Observatory, collecting the medals as you go – there's no need to stop and look around. They're not evenly spaced out but that doesn't really matter... does it?

MISSION #003

KILL 10 TERRORISTS WITHIN THE TIME LIMIT
TIME LIMIT: 45 SECS
LOCATION: APARTMENT HOUSE

If you've completed the Preparatory section of the Arcade Mode, you'll recognise this – it's exactly the same as Exercise #004. Terrorists will pop up from behind the crates and you need to shoot them back down. You need to pay special attention to the ones that are marked in either orange or red, as they're close to firing back at you. Just be careful to avoid shooting the white-marked civilians that appear...

MISSION #004

DODGE ALL THE ENEMY'S ATTACKS
TIME LIMIT: 5 MINS
LOCATION: STOREHOUSE #2

No firing necessary to pass this mission; in fact, all you need are the left and right strafe buttons. Concentrate on the terrorist in front of you and watch the marker around him turning from green and yellow to orange and finally, red – this means he's about to fire at you. When he launches a rocket, simply step to the side of it to stay clear – you only have to avoid a mere 12 shots to complete this mission.

MISSION #005

KILL 10 TERRORISTS WITH THE SPECIFIED WEAPONS
TIME LIMIT: 1 MIN
LOCATION: STOREHOUSE #1

Although you might think you've done this before, it's a bit different – now you have to shoot the terrorists that appear with certain weapons. The word Gun, Grenade or Rocket will appear above the heads of each enemy that pops up, so quickly switch to that weapon and let him have it. Remember to watch the markers for when they're about to fire back at you and avoid hitting the hostages that appears (they're the ones with All Weapon written above them).

MISSION #006

GET ALL MEDALS WITHIN THE TIME LIMIT
TIME LIMIT: 45 SECS
LOCATION: ASIAN RUINS

Unlike in the Arcade Mode where the medals appear one after another, you'll see that they're all visible from the start here. This makes grabbing them incredibly easy, though you might miss one if you're not paying attention – use the radar to see if that's the case. The only one you need to be careful of is on the raised platform that is near the stairs at the back of the level... you'll need to jump up to collect it.

MISSION #007

KILL 10 TERRORISTS WITHIN THE TIME LIMIT
TIME LIMIT: 45 SECS
LOCATION: OBSERVATORY

Although there's a Flame Thrower available here, you're far better off sticking with the Rocket Launcher and scoring one-hit kills on the terrorists. The clocks that they drop are essential for keeping the time limit running out, so grab them as soon as you can. Also, you should take care not to get too close to enemies when firing; if you're not careful you'll take some serious splash damage.

MISSION #008

KILL A TERRORIST WITHIN THE TIME LIMIT
TIME LIMIT: 2 MINS 40 SECS
LOCATION: COLOSSEUM

Only one enemy to deal with here, but that doesn't make it easy – he's got a higher energy bar and better aim than the regular terrorists, so don't let your guard down. By using the Photon Torpedoes to bounce shots off the walls, you can do some serious damage to him quite quickly. Watch out for the rockets he fires back at you... they can be deadly!

MISSION #009

DESTROY ALL OF THE BOMBS WITHIN THE TIME LIMIT
TIME LIMIT: 1 MIN
LOCATION: QUIET STATION

This is the first level where you can't die – if your energy runs out, it's game over for you. Destroying the bombs isn't difficult as all you need to do is shoot them once with your gun... however, actually spotting where they are can be tricky. You have to use your radar to the max and check the walls and ceiling carefully; get too close to a bomb and it'll go off in your face. There's only three to deal with here, so make the most of it...

MISSION #010

KILL 10 TERRORISTS WITHIN THE TIME LIMIT
TIME LIMIT: 1 MIN
LOCATION: WHITE BASE

Unfortunately, you're lumbered with having to use the Flame Thrower here – the enemies have them too though, so be careful when getting in close to attack them. Be sure to grab the power-up from the crates near the submarine when it appears and try to keep moving; there are only three enemies at a time, so you'll have to frag all three before any more arrive on the scene.

MISSION #011

HIGHEST POINT TOTAL AT THE END OF THE TIME LIMIT WINS
TIME LIMIT: 2 MINS 40 SECS
LOCATION: ASIAN RUINS

This mission has to be treated as if you're playing a regular VS game against three computer opponents... it's tough, but certainly not impossible. Be sure to steal medals from under your opponents and try to get some early kills on the board to put you in the lead. It's possible to rack up points very quickly here, so don't get too downhearted if you fall behind. Whatever you do though, don't kill yourself... you lose two points if you do!

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INTERMEDIATE MISSIONS

MISSION #012

DEFEND THE HOSTAGE
TIME LIMIT: 45 SECS
LOCATION: COLOSSEUM

You won't be able to move around here but that doesn't matter – you can see everything you need to see from your vantage point above the Colosseum. The aim here is to prevent the hostage from being killed; terrorists run in from either side and take aim from one of five locations below you. The markers around them will change as before to indicate how close they are to firing... make sure you shoot them as quickly as possible! If they get even one shot off, you lose – it's that simple.

MISSION #001

HIGHEST POINT TOTAL AT THE END OF THE TIME LIMIT WINS
TIME LIMIT: 2 MINS 40 SECS
LOCATION: OLD CASTLE

The Old Castle is a pretty big level, with plenty of raised ledges from which to shoot down. The best tactic for winning is to stick to your Rocket Launcher and try to trap opponents in the narrow areas so that they can't escape... along with keeping a watch for any medals left lying around by the careless computer enemies. Thermography works well here but you don't have to use it if it's not available.

MISSION #013

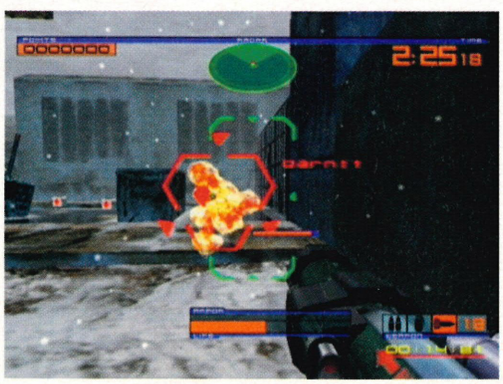
TEAM BATTLE
TIME LIMIT: 2 MINS 40 SECS
LOCATION: OBSERVATORY

Much like the Team Battles in the Arcade Mode, you're not allowed to shoot your team-mate – rather costing you time though, you'll now lose a whopping four points instead! Killing yourself costs two points, so make sure you keep your distance and only shoot when you've got the enemy in your sights. You should be able to breeze through this one though as the computer will do most of the work for you!

MISSION #014

KILL A TERRORIST WITHIN THE TIME LIMIT
TIME LIMIT: 2 MINS 40 SECS
LOCATION: WHITE BASE

The White Base has plenty of those annoying pillars around to obscure your view of the lone terrorist here, but that shouldn't be a problem. All you really have to do is try and shepherd him into the corner behind the crates and then blast him constantly with your rockets. That way, you can easily nip in and grab the power-up when it appears without losing sight of him. An easy mission if ever there was one.



MISSION #015

KILL 10 TERRORISTS WITHIN THE TIME LIMIT
TIME LIMIT: 1 MIN
LOCATION: DARK ASIAN RUINS

If you've completed all the missions up to now (which you must of done, otherwise this wouldn't be available), this should be a walk in the park for you. The level is exactly the same as the regular Asian Ruins, except that it's dark – well, duh. Unfortunately, this means you won't be able to see the targets around any enemies until you get up close; you'll need to keep picking up the Noctovision goggles to see them properly. Otherwise, just play this as you know best...

MISSION #002

DODGE OR SHOOT THE GUIDED MISSILES AND SURVIVE
TIME LIMIT: 45 SECS
LOCATION: COLOSSEUM

Whatever you do, DON'T shoot the hostage! He might be firing Guided Missiles at you but that doesn't give you the right to blast him to kingdom come now, does it? To stay alive, simply run backwards and strafe right to leg it round the outside of the Colosseum – by doing this, you can shoot the missiles as they come up behind you. Just be careful of the more powerful rockets with purple trails he fires towards the end of the time limit!

MISSION #003

KILL 12 TERRORISTS WITHIN THE TIME LIMIT
TIME LIMIT: 1 MIN
LOCATION: DARK BUSY STATION

This can be a real pain, because not only is the level incredibly cramped but it's also in the dark. You'll need to grab the Thermography goggles to see the enemies through the carriages, but be careful not to shoot the white-marked figure... they're on your side! Any kills they make count towards your final score, but don't rely on them or you won't be successful.

MISSION #004

DESTROY ALL OF THE BOMBS WITHIN THE TIME LIMIT
TIME LIMIT: 3 MINS
LOCATION: ART MUSEUM

Now THIS is fun... and hard. There are tons of bombs here for you to destroy, but the stage is set on two floors – you need to be really careful. If a bomb is set near the ground of the upper floor and you walk beneath it, it might still go off and kill you! Watch the radar to see the bombs; a hollow triangle means that the bomb indicated is either above or below you (depending on where you are). Check the walls and ceiling closely... they could be lurking anywhere!

MISSION #005

KILL A TERRORIST WITHIN THE TIME LIMIT
TIME LIMIT: 2 MINS 40 SECS
LOCATION: LIBRARY

This terrorist is something else – he's got quite a large energy bar, a good aim with his Rocket Launcher and has an annoying habit of strafing around your fire. You're in the Library though, so that means you've got access to the Photon Torpedoes... good for you. Get hold of them as soon as possible and make every shot count; after all, he's pretty tough. Still, you're 'ard – you can sort him out no problem...

MISSION #006

HIGHEST POINT TOTAL AT THE END OF THE TIME LIMIT WINS
TIME LIMIT: 2 MINS 40 SECS
LOCATION: BUSY STATION

The confined spaces of the Busy Station make it difficult to stay on top here, simply because there's plenty of opportunity to blow yourself up by accident. Obviously, the Thermography goggles are a must pick-up for those who want to win but you'll want to make a beeline for the power-up as well in the middle of the arena. If you're feeling daring, you might even try jumping onto the carriages to get a better vantage point.

MISSION #007

KILL 8 TERRORISTS WITH CONSECUTIVE COMBO ATTACKS
TIME LIMIT: 1 MIN
LOCATION: OBSERVATORY

What are consecutive combo attacks? Well, we're not sure ourselves – it's never really explained. The best we can work out is that they're kills made without getting killed yourself... either that, or you have to kill each person in quick succession. Either way, you won't have any troubles here – just grab the power-up when you can and keep running in circles around the Observatory, capping terrorists as they appear.

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MISSION #008

DEFEND THE HOSTAGE
TIME LIMIT: 1 MIN
LOCATION: ASIAN RUINS

The objective here is exactly the same as Novice Mission 12, but you're in the Asian Ruins now and the time limit has been extended. This is bad, because the area the terrorists will be running around is a lot bigger and harder to watch. What's more, they'll move around much more than before and have less time to wait before they shoot. Stay on the ball and be ready to shoot at a moment's notice... you can do it!

MISSION #009

TEAM BATTLE
TIME LIMIT: 2 MINS 40 SECS
LOCATION: COLOSSEUM

Again, this battle shouldn't pose too many problems as you've got someone working with you – however, you're up against your fellow trainees now so don't let your guard slip. Grabbing the Photon Torpedoes would be the smart thing to do, as well as the power-up in the middle of the Colosseum (although this leaves you wide open to attack from all sides). Concentrate on grabbing those medals and get cracking!

MISSION #010

KILL 10 TERRORISTS WITHIN THE TIME LIMIT
TIME LIMIT: 10 SECS
LOCATION: WHITE BASE

Just one problem here... there's only ten seconds on the clock! Quick kills and a speedy collection of those extension clocks is the order of the day here, or else you'll find yourself facing game over rather quickly. All the terrorists require two direct hits to kill, so you've got your work cut out here. You'll also need to keep moving in order to get a constant flow of kills going... good luck!

MISSION #011

KILL A TERRORIST WITHIN THE TIME LIMIT
TIME LIMIT: 2 MINS 40 SECS
LOCATION: ART MUSEUM SMALL

The arena is quite a bit smaller compared to the regular Art Museum stage (hence the name, obviously) – you shouldn't have too much trouble keeping up with the terrorist here. The Thermography goggles are a bit out of the way, as is the power-up, but they're both very handy. If you're really good, you can trap the terrorist in one of the narrow alcove areas and then hit him repeatedly with splash damage, without having to even have him in your sights!

MISSION #012

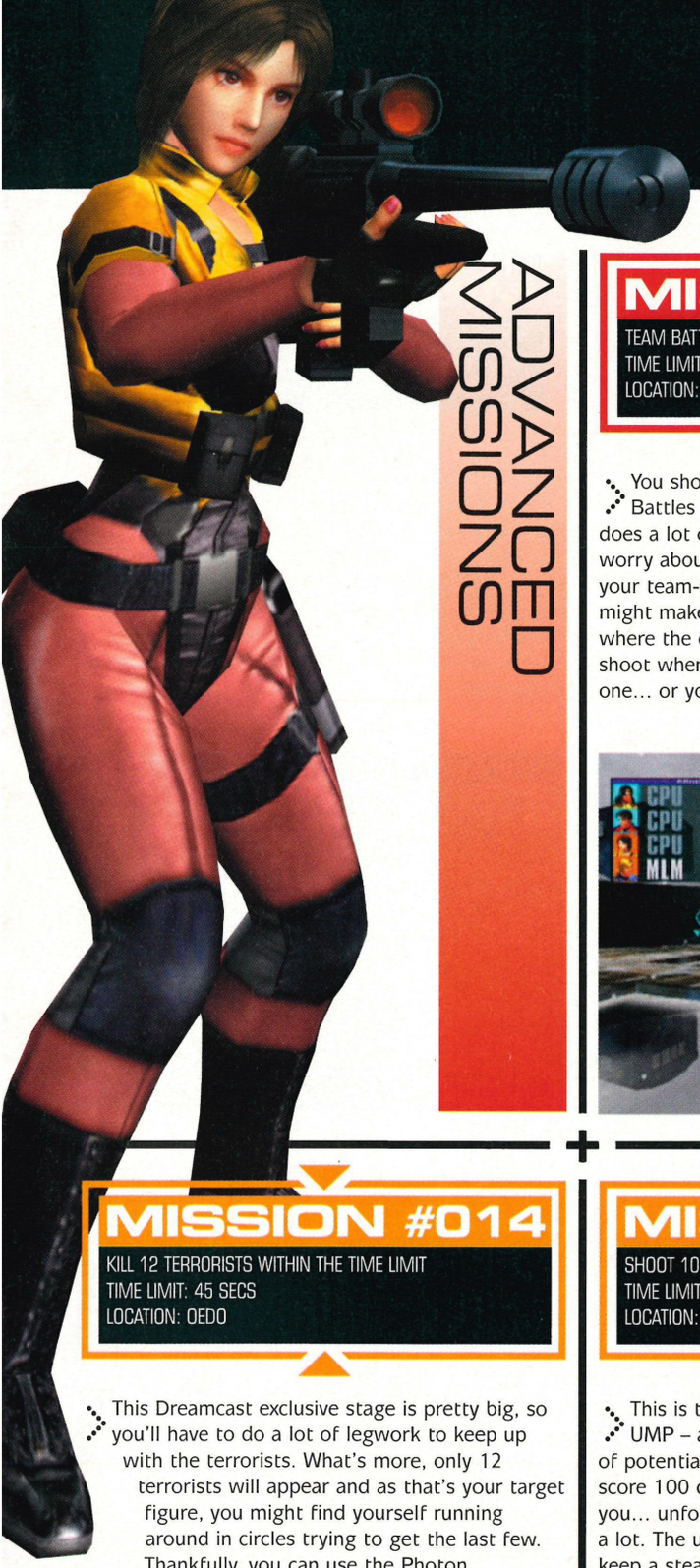
KILL 5 TERRORISTS AND RESCUE THE HOSTAGE
TIME LIMIT: 3 MINS
LOCATION: BUSY STATION

Hmm, tricky. You need to use the limited ammo of the Photon Torpedoes to bounce shots off the walls and carriages in order to take out the terrorists... but NOT to kill the hostage! Grab the Thermography goggles to see where all the enemies are, then take careful aim and shoot them down – if they actually see you, you're dead and it's all over! Once they're all gone, run over to the crouching hostage at the back of the arena in order to complete the mission.

MISSION #013

HIGHEST POINT TOTAL AT THE END OF THE TIME LIMIT WINS
TIME LIMIT: 2 MINS 40 SECS
LOCATION: LIBRARY

The Library is a small level, so you'll almost always have a fellow trainee breathing down your neck. Of course, you'll be able to use the Photon Torpedoes here to full effect so be sure to grab them as soon as they appear. Forcing your opponents into a corner is a good way to pin them down, but watch out for any returning fire coming your way. If you start falling behind, take care – it's not easy to pull it back here!



ADVANCED MISSIONS

MISSION #001

TEAM BATTLE
TIME LIMIT: 2 MINS 40 SECS
LOCATION: WHITE BASE

You should have worked out by now that Team Battles are quite easy to win – the computer does a lot of the work for you, so all you have to worry about is grabbing medals and not shooting your team-mate. The pillars of the White Base might make it slightly tricky to keep an eye on where the enemies are, so just be sure to only shoot when you see a blue marker and not a white one... or you'll lose valuable points!

MISSION #002

DESTROY ALL OF THE BOMBS WITHIN THE TIME LIMIT
TIME LIMIT: 3 MINS
LOCATION: BLAST FURNACE

Unlike the previous mission in the Art Museum, you shouldn't have too much trouble disarming the bombs in the Blast Furnace – the flashing blue and red lights stand out a lot more than before. Try to shoot the bombs from a great distance in order to reduce the chances of you getting hurt; the radar will allow you to pinpoint where they all are. Just make sure you don't fall into the molten metal below you...

MISSION #014

KILL 12 TERRORISTS WITHIN THE TIME LIMIT
TIME LIMIT: 45 SECS
LOCATION: OEDO

This Dreamcast exclusive stage is pretty big, so you'll have to do a lot of legwork to keep up with the terrorists. What's more, only 12 terrorists will appear and as that's your target figure, you might find yourself running around in circles trying to get the last few. Thankfully, you can use the Photon Torpedoes to fire across long distances quickly and snipe down from the upper levels.

MISSION #015

SHOOT 100 BULLETS AT THE ENEMY WITHIN THE TIME LIMIT
TIME LIMIT: 2 MINS 40 SECS
LOCATION: COLOSSEUM

This is the experimental weapons test for the UMP – a high-powered, rapid-fire gun with a lot of potential. To complete the mission, you need to score 100 directs hit on the Salamander before you... unfortunately, he tends to move around quite a lot. The uneven ground also makes it tricky to keep a steady aim as you strafe around, so concentrate on hitting him rather than dodging his fire. You've got plenty of time, so don't worry if you die every so often...

MISSION #003

HIGHEST POINT TOTAL AT THE END OF THE TIME LIMIT WINS
TIME LIMIT: 2 MINS 40 SECS
LOCATION: OEDO

The sheer size of this level makes this tough... you can be running around not seeing anyone, yet still wind up in last place because the computer players are killing each other elsewhere! Even worse is the weapon you have to use – the GLG400MM is a really awful weapon, with terrible range and a slow firing rate. Try to get some early kills on the board and then spend the rest of the time grabbing medals from under the noses of your opponents.

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MISSION #004

GET ALL MEDALS WITHIN THE TIME LIMIT
TIME LIMIT: 1 MIN 45 SECS
LOCATION: WATER SANCTUARY

Yep, that's right... if you die here, you fail. But how can you possibly die while collecting harmless medals? Well, they're not all harmless – if you look closely, you'll see that only some of the medals have the words 'Get It!' written above them. The others are actually booby-traps that'll explode if you get too close! Use your gun to destroy the impostor medals and check the radar for the locations of the other 25 you have to collect. The Water Sanctuary is quite big, so don't get lost!

MISSION #005

KILL A TERRORIST WITHIN THE TIME LIMIT
TIME LIMIT: 2 MINS 40 SECS
LOCATION: BUSY STATION

It's a bit enclosed in the Busy Station as you well know, so you're going to have a bit of a fight on your hands. The key to winning is to make sure you get hold of the power-up when it appears – that way, you can deal him some major damage. Try to get the jump on where he's going to be by using the radar and take care not to accidentally blow yourself up by shooting the walls around you... especially when you're super-charged!

MISSION #006

TEAM BATTLE
TIME LIMIT: 2 MINS 40 SECS
LOCATION: OLD CASTLE

Probably the first (and only) difficult Team Battle, because the layout of the level means you might end up hitting your own team-mate in the midst of shooting the enemies. Sticking to the upper platforms will give you the opportunity to get the drop on your opponents, while remaining relatively protected. Don't get too cocky or you'll find yourself dying more than you're probably used to by now...

MISSION #007

KILL 15 TERRORISTS WITHIN THE TIME LIMIT
TIME LIMIT: 45 SECS
LOCATION: DARK ART MUSEUM

This can be tricky, because the Art Museum is a complex level in the daylight... but now it's dark! Noctovision is an absolutely essential item here, or you'll find yourself getting a bit too close to the enemies for comfort. There's an added problem here in that a hostage is running through the level with you – he has a habit of following you around, so you might shoot him by accident. Try not to, or you'll lose time.

MISSION #008

HIGHEST POINT TOTAL AT THE END OF THE TIME LIMIT WINS
TIME LIMIT: 2 MINS 40 SECS
LOCATION: DARK CASTLE

It's time for another of those experimental weapons tests and for once, it's quite a good one. The OICW rifle has explosive bullets, making the opportunities for splash damage quite high. Unfortunately, it's got quite a slow firing rate so take that into consideration when going up against a trainee face to face. Obviously, you'll be needing those Noctovision goggles as well... unless you fancy playing the level blind.

MISSION #009

GET ALL MEDALS WITHIN THE TIME LIMIT
TIME LIMIT: 1 MIN 45 SECS
LOCATION: BUILDING

Here's another one of those 'spot the evil medal' levels... and it's not nice. You certainly won't have too much trouble with it as long as you watch carefully for those rogue medals, but as the building stage seems to have loads of places in which to fall down and die you'll need to watch your footing. You've got plenty of time to grab all 21 medals, so try to use more haste and less speed to come out on top here.

MISSION #010

KILL A TERRORIST WITHIN THE TIME LIMIT
TIME LIMIT: 2 MINS 40 SECS
LOCATION: OBSERVATORY

Considering this mission is towards the end of the Advanced section, it's embarrassingly easy. The DK terrorist you're up against can use his weapon as a Rocket Launcher, but he much prefers to just run at you and smash your face in with it! All you need to do is run backwards, strafing sideways to run around the outside of the Observatory – this way, you can shoot him as he run towards you. Grab the power-up on your way round and your victory is practically assured!

MISSION #011

HIGHEST POINT TOTAL AT THE END OF THE TIME LIMIT WINS
TIME LIMIT: 2 MINS 40 SECS
LOCATION: DARK CASTLE

Ooh, another experimental weapons tests... what fun. Sadly, the PSG-1 is a real pig of a gun – because it works as a sniper rifle, you'll have a real problem getting any decent kills here. The trick is not to try and perch yourself high up on a ledge and snipe down; instead, you really need to try and score quick head shots from up close. Unless you get the Noctovision goggles, you'll fail miserably here... be warned!

MISSION #012

KILL 4 TERRORISTS AND RESCUE THE HOSTAGE
TIME LIMIT: 3 MINS
LOCATION: DARK WATER SANCTUARY

Once again, this mission requires precise use of the Photon Torpedoes to take out the terrorists without being seen. Grab the Thermography goggles nearby to scope out their locations – there should be one on your right and three on your left. Watch out for the terrorist hidden in the underground passage towards the back of the level, as he can be a pain to get rid of. If you get shot once it's over! Kill the terrorists, then jump across the pillars to the hostage, ending the mission.

MISSION #013

HIGHEST POINT TOTAL AT THE END OF THE TIME LIMIT WINS
TIME LIMIT: 2 MINS 40 SECS
LOCATION: LIBRARY

The final experimental weapons test lets you have a go at using the SPAS12 – a close-range shotgun that you'd think would be great. Unfortunately, it's not; you'll need a high degree of accuracy to score any decent hits with it and, even then, they won't be effective unless you're incredibly close to your enemy. Thankfully, the Library is quite small so you shouldn't have any problems keeping up with your fellow trainees... just watch out for them firing back at you!

MISSION #014

KILL 7 TERRORISTS WITHIN THE TIME LIMIT
TIME LIMIT: 3 MINS
LOCATION: DARK BUILDING

This isn't what you might think – whereas before you've have to chase the enemies around, they're all standing still in various positions around the stage. You'll need to use the Noctovision goggles and your Sniper Rifle to shoot them from a distance without being seen; the closer you get to them, the more chance you'll have of being killed. As always, use the radar and surprise them before they see you to avoid a quick death.

MISSION #015

KILL A REINFORCED TERRORIST WITHIN THE TIME LIMIT
TIME LIMIT: 2 MINS 40 SECS
LOCATION: COLOSSEUM

You've got two enemies to kill and they're both Salamanders... the second reinforced Salamander has four massive energy bars to get rid of! What's more, he uses some nasty attacks including a jumping smash, which you can dodge and then follow up with a direct rocket blast) and a blast that'll wipe you out in one go. When you see him waving his arms around, get out of the way! Keep hammering him with rockets and grab the power-up when you can to finish him off for good.

directory

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Welcome to the legendary DREAMCAST MAG Directory, where you'll find every Dreamcast game listed. Don't go shopping without it...

It's our job to know games, so before you bother to even think about getting yourself a game you should read these seven pages *very* carefully. Doing so will prevent you from wasting money.

You'll also find a handy Best Of Genre section which, funnily enough, highlights the brightest and most spangly games that money can buy...

While you're at it, check out the mini-reviews of peripherals, DVDs, CDs, videos and comics. These pages come in very handy!

Reviewers

The member of the DREAMCAST MAGAZINE team who put the game through its paces...

- Damian Butt
- Ryan Butt
- Simon Cann
- Nerys Coward
- Simon Hill
- Will Johnston
- Roy Kimber
- Kendall Lacey
- Ben Lawrence
- Martin Mathers
- Paul Morgan
- Russell Murray
- Chandra Nair
- Graeme Nicholson
- Snehal Noorani
- Simon Phillips
- Mike Richardson
- Jem Roberts
- Nick Roberts
- Tom Sargent
- Stuart Taylor
- Alex Warren
- Louise Wells

What's That All About Then, Eh?

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
If you can't work this one out, you're probably not going to get very far...	Which company is responsible for putting the game on the shelves.	How many people can actually play at any one time.	Does the game make use of the DC VM unit?	Does it have online capabilities? Still a tad short on ticks...	Which gizmos, like a steering wheel, are handy to have with the game.	The issue in which the game was reviewed.	The most important bit – is it actually any good?

Genre: Action/Adventure | Beat-'em-up | Driving/Racing | Party/Puzzle | Platform | Shoot-'em-up | Sports | Strategy

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
18Wheeler: American Pro Trucker	Sega	2	✔	✗	Steering Wheel	22	71%
We Say: "If only there was more to the game it would be another instant Sega classic." AW							
102 Dalmatians: Puppies To The Rescue	Eidos	4	✗	✗	✗	17	66%
We Say: "A great game if you're a kid who's yet to savour the delights of 'real' games but otherwise one to avoid – unless you've got a thing for dogs." AW							
4Wheel Thunder	Midway	2	✗	✗	STEERING WHEEL	08	79%
We Say: "*4Wheel Thunder* is generally an incredibly well rounded game, making it a total winner in our books." AW							
4x4 Evolution	Take 2	4	✔	✔	STEERING WHEEL	19	66%
We Say: "Dull and uninspired racing game, slightly saved by its online capabilities. You'd be better off getting *M-SR* or waiting for *Daytona USA* to come out." MH							
AeroWings	Crave	4	✗	✗	✗	03	68%
We Say: "As a flight simulator, *AeroWings* is up there with the best of them, but as a game it lacks life. If you like a bit more action then stay away." AW							
AeroWings 2: Airstrike	Crave	2	✗	✗	✗	12	73%
We Say: "For a simulation that prides itself on depth, it severely lets itself down on any detail that could actually be deemed 'fun'!" WJ							
Alone In The Dark: The New Nightmare	Infogrames	1	✗	✗	✗	23	68%
We Say: "You'll lose many hours wandering through the game's obscure puzzles... and we mean lose." WJ							
Armada	N/A	4	✗	✗	✗	05	71%
We Say: "In spite of first impressions, *Armada* offers the kind of depth sorely lacking in the majority of its contemporaries." ST							
Army Men: Sarge's Heroes	Midway	4	✗	✗	✗	17	61%
We Say: "As good as this might be, there's nothing in it that we haven't seen before and for that, it kinda sucks." AW							
Aqua GT	Take 2	2	✗	✗	STEERING WHEEL	18	67%
We Say: "It might not look fantastic but it's actually really good fun to play." AW							
Bangai-O	Virgin	1	✗	✗	✗	14	69%
We Say: "Mad, crazy shoot-'em-up with absolutely no point – you'll either totally love it or loathe it with a passion." MM							
Blue Stinger	Activision	1	✗	✗	✗	02	65%
We Say: "It's *Blue Stinger*'s failure to really excite the player at any moment that is its main problem." GN							
Buggy Heat	SEGA	2	✔	✗	STEERING WHEEL	02	61%
We Say: "For a different kind of racing game that is going to hold a challenge in order to master it, you can't go far wrong with *Buggy Heat*." LW							
Bust-A-Move 4	Acclaim	2	✗	✗	✗	11	84%
We Say: "A welcome addition to the puzzlers already out on Dreamcast." NC							
Buzz Lightyear Of Star Command	Activision	1	✔	✗	✗	19	66%
We Say: "Even for a kids' game this is way too short, although while it lasts it's moderately enjoyable to play." AW							
Caesars Palace 2000	Interplay	4	✗	✗	✗	12	55%
We Say: "Surprisingly, it's not as bad as you might think... but it's still not Dreamcast material." MM							
Capcom Vs SNK	Virgin Interactive	2	✗	✔	ARCADE STICK	17	91%
We Say: "This is the best 2D beat-'em-up available. As a pure arcade fighter with loads of options, it's the bees knees." CN							
Championship Surfer	The Learning Company	4	✔	✗	✗	19	46%
We Say: "Unless you absolutely must own a surfing game, you should leave this one well alone. Really, you should." MM							
Charge'N Blast	Xicat	2	✗	✗	ARCADE STICK	21	46%
We Say: "If you've ever needed an example of how great graphics don't make a decent game, this is it." MM							
Chef's Luv Shack	Acclaim	4	✗	✗	✗	03	76%
We Say: "As party games go, *Chef's Luv Shack* is up there with the best of them and is a game enjoyed after a curry and a few pints of lager." AW							
Chicken Run	Eidos	1	✗	✗	✗	17	72%
We Say: "Not that much here for mature audiences, but younger kids and addicts to Aardman paraphernalia will warm to its undeniable charms." WJ							
Chu Chu Rocket!	SEGA	4	✔	✔	✗	10	90%
We Say: "The hottest party game we've ever seen, with plenty under the hood for those who are 'sans' friends. Ahhh." MM							
Confidential Mission	Sega	2	✔	✔	LIGHTGUN	22	89%
"A worthy companion for the Dreamcast's other lightgun shooter." MM							
Coaster Works	Xicat	1	✔	✔	✗	21	56%
We Say: "Good fun while it lasts but nowhere near enough to make you want to play all through the night." AW							
Crazy Taxi	SEGA	1	✗	✗	STEERING WHEEL	05	94%
We Say: "*Crazy Taxi* is a fully-leaded adrenaline rush experience – it's pure concentrated fun, stuffed onto one SEGA-patented GD-ROM..." ST							
Crazy Taxi 2	SEGA	1	✗	✗	✗	23	92%
We Say: Top visuals, top music and top gameplay... but as good as the original? Err, well...MM							
Dave Mirra Freestyle BMX	Acclaim	2	✗	✗	✗	16	74%
We Say: "A fun game with lots of potential that is sadly let down by a poor control system and annoying camera angles." MR							
Daytona USA 2001	SEGA	4	✔	✔	STEERING WHEEL	20	90%
"A more than arcade-perfect conversion that is guaranteed to impress fans of the ageing original." WJ							
Dead Or Alive 2	Acclaim	4	✗	✗	ARCADE STICK	08	92%
We Say: "*DOA2* might not be the best beat-'em-up ever, but it is great fun to play and there's no doubting that it looks absolutely stunning." AW							
Deadly Skies	Konami	1	✗	✗	✗	06	78%
We Say: "Soaring through the skies has never been such an exhilarating experience – a must for Tom Cruise wannabes." AW							
Deep Fighter	Ubi Soft	1	✗	✗	✗	12	68%
We Say: "It's not that bad to play once you get past the annoying FMV and incredibly slow gameplay." MM							
Dino Crisis	Virgin	1	✗	✗	✗	16	76%
We Say: "Direct PC conversions are always disappointing and this one's no different. All we can ask is why, Capcom... why?" MM							
Dinosaur	Ubi Soft	1	✗	✗	ARCADE STICK	16	69%
We Say: "It's not awful to play, but *Dinosaur* won't be keeping your attention for longer than a week at most." MM							

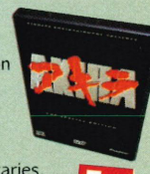
Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Donald Duck Quack Attack	**Ubi Soft**	1	✗	✗	✗	17	71%
We Say: "Perfect for the kiddy-winks, but much too short-lived for anyone looking for a real game to get their teeth into." AW							
Dragon Riders: Chronicles Of Pern	**Ubi Soft**	1	✔	✗	✗	24	67%
We Say: "It's hardly thrilling stuff, as the plot meanders along at the speed of a particularly lazy snail." AW							
Dragon's Blood	**Interplay**	1	✗	✗	✗	10	79%
We Say: "Some lovely visuals and nice touches don't go far enough to cover up what is essentially a rather repetitive game. Shame." MM							
Ducati World	**Acclaim**	2	✔	✗	✗	20	30%
"An absolute shocker of a biking game that you shouldn't even attempt to go near – it's for your own safety." SP							
Dynamite Cop 2	**SEGA**	2	✔	✗	✗	03	69%
We Say: "Dynamite this game may be, but it has a far too short a fuse, and leaves the player feeling a little cheated." MR							
Ecco The Dolphin: Defender Of The Future	**SEGA**	1	✗	✗	✗	08	91%
We Say: "As soon as you see *Ecco The Dolphin* in action you'll be dribbling more than a group of blokes at the annual 'Miss Wet T-Shirt' tournament." MM							
ECW Hardcore Revolution	**Acclaim 4**	4	✗	✗	✗	08	33%
We Say: "There are so many reasons why you shouldn't rush out and get this it might explain why Acclaim were reluctant to send us a review copy." MM							
ECW Anarchy Rulz	**Acclaim**	4	✗	✗	✗	20	31%
"If you need us to tell you one more time that this is utter arse, you're beyond help. Please, just leave us alone." MM							
ESPN International Track & Field	**Konami**	4	✗	✗	✗	15	63%
We Say: "A second-rate knock-off of a version that appeared on an inferior console." MM							
European Super League	**Virgin**	4	✔	✗	ARCADE STICK	19	58%
We Say: "Certainly not a terrible game, but sadly it plonks itself down on the average stool in the Dreamcast's footballing pub." MM							
Evil Dead: Hail To The King	**THQ**	1	✗	✗	✗	23	42%
We Say: "Fans of the films may enjoy it for a while but others would do better to play *Code Veronica* again!" SG							
Evolution	**Ubi Soft**	1	✔	✗	✗	05	80%
We Say: "*Evolution* is great fun to play once you've allowed yourself to be swallowed up by the archeological crusading thing." AW							
Exhibition Of Speed	**Virgin**	2	✔	✗	✗	18	18%
We Say: "Frankly, there's absolutely nothing to recommend this game to anyone... other than those who enjoy torture." AW							
F1 Racing Championship	**Video System**	2	✔	✗	STEERING WHEEL	19	71%
We Say: "Whether you're an arcade racing fan or fancy more of a simulation, F1 Racing Championship offers both at a decent enough level." AW							
F1 World Grand Prix	**Video System**	2	✗	✗	STEERING WHEEL	03	80%
We Say: "The speed of the cars and the way the scenery holds together is superb. The in-car display really shows off the Dreamcast's power." AW							
F1 World Grand Prix 2	**Video System**	2	✗	✗	STEERING WHEEL	12	90%
We Say: "The definitive F1 racer for Dreamcast." SC							
Ferrari 355 Challenge	**Acclaim**	2	✗	✗	STEERING WHEEL	14	91%
We Say: "Have no doubt, this is the ultimate driving experience. Savour it and cherish it.." AW							
Fighting Force 2	**Eidos Interactive**	1	✗	✗	✗	04	61%
We Say: "*Fighting Force 2* is fun to play and looks great, it's just not a game that you will be totally engrossed in and addicted to for long." AW							
Fighter Vipers 2	**SEGA**	2	✗	✗	ARCADE STICK	20	65%
We Say: "It plays quite well, but the package as a whole just doesn't live up to the high standards set by other DC fighters." CN							
Frogger 2	**Konami**	4	✗	✗	✗	17	66%
We Say: "Not as bad as you might think, but still not good enough to warrant more than a few day's worth of play." MM							
Fur Fighters	**Acclaim**	4	✗	✗	✗	09	91%
We Say: "The closest thing to a Rare/Nintendo game that Dreamcast gamers are ever likely to find." SP							
Gauntlet Legends	**Midway**	4	✗	✗	ARCADE STICK	10	87%
We Say: "It might not be the best-looking game ever but when you've got four friends crowded round it's fantastically satisfying fun to play." AW							
Giant Killers	**Smoking Gun**	1	✔	✗	KEYBOARD	20	70%
"A good football management game with all the current English teams and a wide range of tactical options." RM							
GigaWing	**Virgin**	2	✗	✗	ARCADE STICK	14	35%
We Say: "Still a pointless shoot-'em-up; it gets one percent more just for being in English this time around." MM							
Grandia II	**Ubi Soft**	1	✔	✗	✗	19	91%
We Say: "A fresh approach to the genre that does a great job in showing other wannabe adventures how it should be done." WJ							
Gran Turismo 2	**Sony**	2	✔	✗	STEERING WHEEL	24	68%
We Say: "It's damned hard to enjoy all the enhancements when you're driving on what looks like a track made out of a frayed quilt." WJ							
GTA2	**Take 2 Interactive**	1	✗	✗	✗	09	81%
We Say: "*GTA2* is immensely satisfying once you've got to grips with the tricky control, proving once again that gameplay is more important than graphics." AW							
Gunbird 2	**Virgin**	2	✗	✗	ARCADE STICK	15	51%
We Say: "Despite feeble attempt, this game fails to deliver in almost all departments." MM							
Half-Life	**Mr. Nobody**	0	✗	✗	VIVID IMAGINATION	15	81%
We Say: "Half-finished, never saw the light of day more like!" CN							
Hidden & Dangerous	**Take 2**	1	✗	✗	✗	12	92%
We Say: "*H & D* is certainly a great game but whether it will appeal to the action-crazed console market remains to be seen." AW							
House Of The Dead 2, The	**SEGA**	2	✗	✗	LIGHTGUN	01	91%
We Say: "This is one of the titles worth buying a Dreamcast for, especially with the amazingly good lightgun to play with." MM							
Hydro Thunder	**Midway**	2	✗	✗	✗	01	79%
We Say: "As a one-player game, there's perhaps not quite enough in the gameplay to have you drooling at the mouth." JR							
Incoming	**Infogrames**	2	✗	✗	✗	02	80%
We Say: "Arcade fans will lap it up, serious strategists will scoff at the simplicity of the Campaign mode. You get what you see, basically." TS							
Iron Aces	**Xicat**	2	✔	✗	✗	21	63%
We Say: "It isn't without its flaws, but the airbound combat is entertaining and at times in-depth. Not a must-buy, but worth a look." ST							
Jedi Power Battles	**Activision**	2	✗	✗	ARCADE STICK	16	76%
We Say: "Great for Star Wars fans, but might be worth a look if you're a simple platform-loving person as well." PM							
Jeremy McGrath Supercross 2000	**Acclaim**	2	✗	✗	✗	14	29%
We Say: "Don't go near this game if you want to retain your faith in the Dreamcast. Why? Because it will rot your soul." AW							
Jet Set Radio	**SEGA**	1	✗	✗	✗	15	92%
We Say: "Playing this game is a near-heavenly experience, unrivalled thus far on any system." AW							
Jimmy White's 2: Cueball	**Virgin**	2	✗	✗	✗	03	59%
We Say: "If you really must play, then you might as well pop down the local snooker hall and do the real thing, at least it'll get you out of the house!" AW							
Jojo's Bizarre Adventure	**Virgin Interactive**	2	✗	✗	ARCADE STICK	07	71%
We Say: "A little too bizarre for its own good – despite trying to do something original, it just ends up mediocre." MM							
Kao The Kangaroo	**Virgin**	1	✗	✗	✗	16	71%
We Say: "At the end of the day Kao is just a poor man's Rayman, but it'll keep the kids happy... or should that be frustrated." AW							
KISS Psycho Circus	**Take 2**	1	✗	✗	✗	17	71%
We Say: "A good conversion, but sadly not exactly ground-breaking on the game front. Of course, you might want to give it a quick blast if you're desperate." MM							
Le Mans 24 Hours	**Infogrames**	4	✗	✗	STEERING WHEEL	16	91%
We Say: "A visual and aural treat with plenty of challenge. A great driving game that leaves others lagging behind." SP							
Looney Tunes Space Race	**Infogrames**	4	✗	✗	STEERING WHEEL	16	83%
We Say: "An amazingly fun kids' racing game – it's just a shame that they've gone too far and made it really, REALLY easy." MM							
MagForce Racing	**Crave**	4	✗	✗	✗	14	51%
We Say: "This is as close as you're going to get if you're looking for an ultra-fast futuristic racing game like *WipeOut* on the Dreamcast." MM							
Maken X	**SEGA**	1	✗	✗	✗	12	85%
We Say: "No one seems perturbed by the fact that the *Maken X* looks like a withered and mouldy parsnip." NC							
Marvel Vs Capcom	**Virgin**	4	✗	✗	✗	04	80%
We Say: "When the people behind the *StreetFighter* series stick to their predictable guns, they do it with style and this is no exception..." MM							
Marvel Vs Capcom 2	**Virgin**	2	✗	✗	ARCADE STICK	11	89%
We Say: "An absolute must for all beat-'em-up aficionados." AW							
MDK2	**Virgin Interactive**	1	✗	✗	ARCADE STICK	07	90%
We Say: "*MDK2* is one of the most original games yet to grace the Dreamcast as well as being one of the best. Brilliantly satisfying." AW							
Metropolis Street Racer	**SEGA**	2	✗	✗	STEERING WHEEL	15	96%
We Say: "One of the finest games that we've laid our hands on for a very, VERY long time." MM							
Midway Arcade Greatest Hits - Volume 1	**Midway**	2	✗	✗	✗	10	27%
We Say: "We don't care how 'classic' these games are – they just ain't worth the cash. Now, if *Gauntlet* was in there somewhere..." MM							

DVD Reviews

Akira: Limited Special Edition

Cert | 15
Publisher | Pioneer
Price | £24.99

> Whether you're a fan of Manga or not, you'll probably have heard of *Akira*. Known to many as the film that introduced Manga to the majority of the western world, it was created by Katsuhiro Otomo and presented viewers with a rather grim view of the future. We won't go into detail about the plot (after all, it's so hideously complicated that the comic that the film was based on is spread across six 400-page compilations) but suffice to say that it's a movie you really must see. This limited Special Edition DVD is even more desirable simply because it's got so many commentaries, extras and documentaries, you won't believe it. Grab it while you can, folks...



5/5

The Simpsons: Series One

Cert | U
Publisher | 20th Century Fox
Price | £29.99

> For our money, *The Simpsons* has to be one of the most consistently funny and enjoyable cartoons that we've ever seen; it's got something for everyone and never fails to make us laugh. There have been plenty of compilation videos released over the past few years, but no-one's ever had the opportunity to own an entire series of episodes... until now. With the release of the whole first series on DVD, you get a lot more besides the episodes themselves – complete scripts, commentaries and even an unseen episode are crammed into this three-disc set. This is a must-have for any Simpsons fan; we can only hope that they get around to releasing all the other seasons as well...

4/5

continued>

directory

Action/Adventure | Beat- 'em-up | Driving/Racing | Party/Puzzle | Platform | Shoot- 'em-up | Sports | Strategy

continued >

CD Reviews

Artist: Aurora Aurora

Label: Positiva

> If it's uplifting, feel good pop that you're after then this is the album for you. As far as summer dance/pop albums go this debut from Aurora is absolutely bang on as it will undoubtedly have you dancing at some crazy hour in the morning with an inane grin across your face. From the pure pop sensibilities of *Dreaming*, all the way through to the haunting *Hear You Calling*, Aurora's eponymous debut is a quality pop album,with moods for all hours, but it's hardly breaking any boundaries.

3/5

Artist: Ian Brown Music Of The Spheres

Label: Polydor

> Since the shameful demise of the *Stone Roses*, former front man Ian Brown has been a busy boy, or so it would seem with album number three ready to go. The most noticeable thing about it is that the ragged edges that so dogged its predecessors have all but disappeared, the result of which is an album which is arguably his best so far. Despite the odd shocker, *Music Of Spheres* is an album which catches Brown approaching his peak and, as such, this album is well worth a listen.

4/5

Artist: Eels Souljacker

Label: Dreamworks

> Written by main-man E after a 10 day trip to a meditation retreat without speaking, writing or reading a thing *Souljacker* is an odd album – as you probably can imagine! In comparison to Eels' earlier albums, unfortunately *Souljacker* isn't particularly great, mainly because it's fairly disjointed, going off on weird tangents on nothing more than a whim. However, it's still streets ahead and better than most of the stuff coming out of America at the moment, it's just that it's not a particularly good Eels album, that's all.

3/5

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Millennium Soldier: Expendable	Infogrames	2	✗	✗	✗	01	80%
We Say: "If you're a seasoned gamer who remembers the likes of *Smash TV* then you'll know exactly what to expect from *Millennium Soldier*." NR							
MoHo	Take 2	2	✗	✗	ARCADE STICK	16	80%
We Say: "A uniquely odd game which, although genuinely good fun to play, has an unplaceable something missing." AW							
Mortal Kombat Gold	Midway	2	✗	✗	✗	03	77%
We Say: "Although a dying breed, *MKG* breathes new life into the series making it one of the more enjoyable Dreamcast beat-'em ups." AW							
Mr Driller	Virgin Interactive	1	✗	✗	ARCADE STICK	17	80%
We Say: "Despite a distinct lack of games modes and options, *Mr Driller* is quite simply brilliant fun!" AW							
MTV Sports: Skateboarding	THQ	4	✗	✗	ARCADE STICK	17	68%
We Say: "There's plenty to recommend *MTV Skateboarding* but at the end of the day it's no match for the might of *Tony Hawk's*." AW							
NBA Hoopz	Midway	4	✔	✗	ARCADE STICK	20	88%
"Looks fantastic, great fun to play with your mates and basically kicks ass. Reality – who needs it?" AW							
NBA2K	SEGA	4	✔	✗	✗	06	89%
We Say: "As an overall package this game is absolutely brilliant, although it does have limited appeal." AW							
NBA Showtime: NBA Vs NBC	Midway	4	✔	✗	✗	04	82%
We Say: "You don't have to be Shaquille O'Neal to be able to play Midway's top BB sim, as you can get straight onto the court with a minimum of fuss." AW							
NFL2K	SEGA	4	✔	✗	✗	04	74%
We Say: "When compared to the likes of *NFL Blitz*, *NFL 2K* is made to look wearisome and monotonous." AW							
NFL Blitz 2000	Midway	4	✔	✗	✗	03	89%
We Say: "The beauty of *NFL Blitz* is that you don't need to have a clue about the sport to be able to enjoy it." AW							
NFL Quarterback Club 2000	Acclaim	4	✗	✗	✗	04	56%
We Say: "Dull, boring and mindless, *NFL Quarterback Club* is American football at its worst, without even a sniff of enjoyment." AW							
NHL2K	SEGA	4	✗	✗	✗	11	85%
We Say: "Fast, frantic and great fun to play." AW							
Nightmare Creatures 2	Konami	1	✗	✗	✗	12	39%
We Say: "The only good thing this game has to offer is that you can kick doors down FBI-style." CD							
Outtrigger	SEGA	4	✔	–	KEYBOARD & MOUSE	24	92%
We Say: "With online play, this would probably get around 96%... it doesn't have it, so we'll mark it down to 92%. Not bad, eh?" MM							
Pen Pen	Infogrames	4	✗	✗	✗	02	68%
We Say: "You are unlikely to see anything as daft in your life. If you've got a few marbles loose, then you'll love it!" BL							
Phantasy Star Online	SEGA	1	✔	✔	KEYBOARD	19	90%
We Say: "Great when online, but it's a tiny bit repetitive otherwise – just like every RPG, it certainly isn't for everyone." MM							
Plasma Sword	Virgin	2	✗	✗	✗	12	54%
We Say: "Could a game get any more generic and unoriginal? We don't think so..." MM							
POD 2	Ubi Soft	2	✗	✔	STEERING WHEEL	16	59%
We Say: "Despite having online capabilities, *POD 2* is so badly done that it's almost unplayable. Sad, but true." RM							
Power Stone	Eidos Interactive	2	✗	✗	✗	01	92%
We Say: "If Capcom decided to take a new direction with a beat-'em-up we sit up and take notice, and so should you. This game is truly wonderful." TS							
Power Stone 2	Eidos	4	✗	✗	ARCADE STICK	13	92%
We Say: "Much more fun when you've got loads of mates round, but still a really good laugh if you're playing with yourself." MM							
Project Justice	Virgin	2	✗	✗	ARCADE STICK	18	91%
We Say: "It's not fair – why won't Capcom stop making decent beat-'em-ups? It's a conspiracy, we're sure." MM							
ProPinball Trilogy	Empire Interactive	4	✗	✗	✗	21	81%
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. Hoorah!" MM							
Psychic Force 2012	Acclaim	2	✗	✗	✗	04	65%
We Say: "Graphically and aurally there is nothing here that couldn't have been ably produced on a PlayStation. A poor, poor game." ST							
Quake III Arena	SEGA	4	✗	✔	MOUSE & KEYBOARD	16	90%
We Say: "Pretty much as great as we were expecting it to be, but with too many annoying niggles to stop us going totally bananas about it." MM							
Racing Simulation: Monaco Grand Prix	Ubi Soft	2	✗	✗	STEERING WHEEL	03	83%
We Say: "The controls can be a little too sensitive. Nowhere near as good as *F1 World Grand Prix*." MR							
Railroad Tycoon 2	Take 2	1	✗	✗	✗	14	33%
We Say: "Digging deep, you could say there's a bit of a trainspotter in each of us and this game will appeal to that little bit." RM							
Rainbow Six	Virgin Interactive	1	✗	✗	✗	18	68%
We Say: "It may be old news but it's still a great idea for a game if you can get into it. Unfortunately, the control system makes this far too difficult." MR							
Rayman 2: The Great Escape	Ubi Soft	4	✗	✔	✗	07	92%
We Say: "*Rayman 2* represents all that is great about the Dreamcast and is as good a game as you're going to find for it." AW							
Ready 2 Rumble Boxing	Midway	2	✔	✗	✗	01	90%
We Say: "Make no mistake, *Ready 2 Rumble* is no punch-drunk hitter, but a right swinger that will keep you in the ring well into 2000!" ST							
Ready 2 Rumble Boxing: Round 2	Midway	2	✗	✔	ARCADE STICK	16	85%
We Say: "A hilarious take on the po-faced sport that plays like a dream." WJ							
Record Of Lodoss War	Activision	2	✗	✗	✗	18	81%
We Say: "Killing beasties and collecting 'precious items' is all *Lodoss* has to offer, though it does these few tasks admirably." WJ							
Resident Evil 2	Virgin	1	✔	✗	✗	05	73%
We Say: "Nothing more than a cheap conversion of the PC version that fails to do justice to the Dreamcast." AW							

best of GENRE

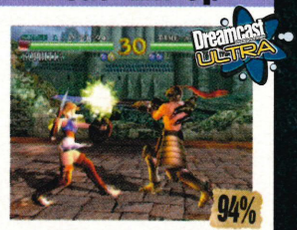
You can't buy every game, so to stop wasteful purchases, here's the games you *have* to own!

Action/Adventure

Resident Evil Code: Veronica

Certainly the definitive version of the timeless platform title and one that brings a smile to our faces whenever we give it just one more play...

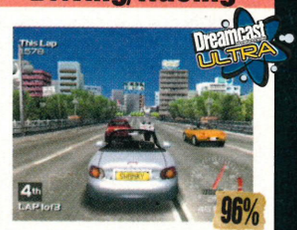
Beat-'Em-Up



Soul Calibur

The most gorgeous-looking game ever. With so much depth and a wealth of characters, this has to be the fighter of choice. And then there's the two-player mode...

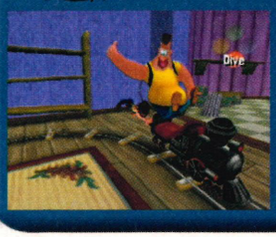
Driving/Racing



M-SR

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?

MOST PLAYED



Floigan Brothers

> After months of waiting with baited breath, it's here – we finally got the chance to play a game that everyone thought was canned! To say that it's like playing a proper cartoon is a bit of an understatement... we love this game like, like... well, like it was our own mothers, if the truth be known. Just hang on tight and wait for the full review next issue...

Metal Gear Solid

> Duh, duh, duh-duh-duh, duh, duh-duh-duh... if there's one thing we've heard far too much of recently, it's the flippin' *Metal Gear Solid* tune. Mind you, that's not to say we're tired of it - any opportunity to enjoy a damn fine example of PlayStation gameplay on the Dreamcast always goes down a storm with us.

I-Spy

> Despite all the other quality titles floating around the office this month though, Mart became obsessed with playing the rather bizarre *I-Spy* for much of the time. Maybe he did it because he really enjoyed getting to grips with the life of a spy... or maybe he was just trying to get out of writing his fair share of the mag, lazy boy.

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Resident Evil 3: Nemesis	**Virgin Interactive**	1	✗	✗	✗	17	68%
We Say: "Unless you're a complete *Resident Evil* nut who has to own them all, this really isn't worth handing over the cash for." MM							
Resident Evil Code: Veronica	**Eidos**	1	✗	✗	✗	10	94%
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							
Re-Volt	**Acclaim**	2	✗	✗	STEERING WHEEL	03	70%
We Say: "The game has some really smart graphics with realistic scenery and lightning fast speeds along with some great gameplay." AW							
Red Dog	**SEGA**	4	✗	✗	✗	02	71%
We Say: "As a multiplayer it's fun, if nothing particularly outstanding, but the overall package is a winner." RK							
Roadsters	**Titus**	4	✗	✗	STEERING WHEEL	10	48%
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							
Rogue Spear	**Virgin**	4	✔	✗	KEYBOARD	21	77%
We Say: "Much better than the last Rainbow Six outing, but still not quite up to the excellence that the PC version achieved." MS							
Samba De Amigo	**SEGA**	2	✗	✔	MARACAS	16	92%
We Say: "It's totally bonkers and the best fun you'll have with a pair of maracas and a Dreamcast this Christmas." AW							
San Francisco Rush 2049	**Midway**	4	✗	✗	STEERING WHEEL	13	71%
We Say: "For all the promise that *Rush 2049* shows, it doesn't live up to expectation." AW							
Sega Bass Fishing	**SEGA**	1	✗	✗	FISHING ROD	03	80%
We Say: "*Sega Bass Fishing* is a fantastic game and whatever your attitude to the sport of fishing is, you can only love this game." AW							
Sega Extreme Sports	**SEGA**	2	✗	✗	✗	15	86%
We Say: "It's great fun but the lack of a good multiplayer mode cuts the life of this one in half." MM							
Sega GT	**SEGA**	2	✔	✔	STEERING WHEEL	16	89%
We Say: "An incredibly well-rounded game that will keep car and driving enthusiasts happy for a long, long time." AW							
Sega Rally 2	**SEGA**	2	✗	✔	STEERING WHEEL	01	91%
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 Worldwide Soccer 2000	**SEGA**	4	✔	✗	✗	04	62%
We Say: "Yet again we find SEGA shooting itself in the foot by producing a totally sub-standard sports game, for which it has no excuse." AW							
Sega Worldwide Soccer: Euro Edition	**SEGA**	4	✗	✗	✗	09	80%
We Say: "Talk about overhaul – this semi-sequel to an originally lack-lustre game totally changes everything. It's simply one of the most fun footie games EVER!" MM							
Shadow Man	**Acclaim**	1	✗	✗	✗	03	90%
We Say: "If you have a trigger finger and a penchant for killing everything in sight then this will fulfil your fantasies and your nightmares." AW							
Shenmue	**SEGA**	1	✗	✗	ARCADE STICK	16	85%
We Say: "Stunning to look at and great for RPG fans, but certainly not for everyone." CN							
Silent Scope	**Konami**	1	✗	✗	✗	15	85%
We Say: "It'll keep your ass glued to your seat, your trigger finger happy and your eyes on stalks for hours." AW							
Silver	**Infogrames**	1	✗	✗	✗	10	84%
We Say: "*Silver*'s happy medium of RPG and adventure action means it has mass appeal for all gamers, whatever your tastes." AW							
Skies Of Arcadia	**SEGA**	1	✔	✔	✗	20	94%
We Say: "The closest thing to RPG heaven that's appeared on the Dreamcast yet. Everyone should play this." MM							
Slave Zero	**Infogrames**	4	✗	✗	✗	06	59%
We Say: "Probably not as good as it should be, although it is still enjoyable to play despite a dodgy frame rate." AW							
Sno Cross Championship Racing	**Ubi Soft**	2	✗	✗	✗	18	58%
We Say: "A cool idea that's let down by poor execution, but then you win some, you lose some." AW							
Snow Surfers	**SEGA**	2	✗	✗	✗	03	62%
We Say: "The gameplay in *Snow Surfers* is fine, but the visual atrocities only serve to bring the rest of the game down into the depths with it." AW							
Soldier Of Fortune	**Ubi Soft**	1	✔	✗	KEYBOARD & MOUSE	24	86%
We Say: "It's a laudable achievement, ably demonstrating the DC's ability to handle PC conversions with ease." MOS							
Sonic Adventure	**SEGA**	1	✔	✔	✗	01	75%
We Say: "Despite many regrettable aspects, *Sonic Adventure* is the first genuine must-have game for the Dreamcast." JR							
Sonic Adventure2	**SEGA**	2	✔	✔	✗	24	93%
We Say: "It brings with it a whole bundle of additions – and omissions – that go towards improving the game no end." MM							
Sonic Shuffle	**SEGA**	4	✗	✗	✗	18	58%
We Say: "Slap bang average. It's frankly shocking that SEGA is willing to place Sonic in such a derivative affair." MC							

Party/Puzzle

Chu Chu Rocket!

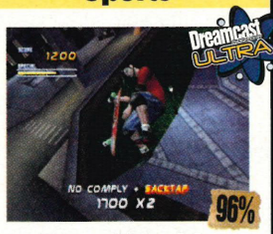
A crazy game of cat and mouse, *Chu Chu Rocket*, is miles better than most puzzle games. It's also one of the most addictive games that you'll ever play!

Shoot-'Em-Up

StarLancer

Walking away with the title of 'Best Shoot-'Em-Up' on the Dreamcast, *StarLancer* deserves all the praise it gets. Top blasting action AND online play? Amazing!

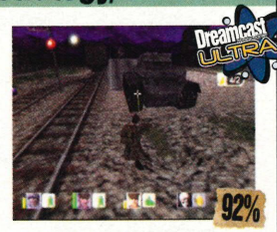
Sports



Tony Hawk's Pro Skater 2

Without a doubt, one of the finest achievements in gaming. You'll never, EVER get bored of it, even when you've finished it. Pure genius.

Strategy/Simulation



Hidden And Dangerous

Being all stealthy and cunning is the name of the game here. Initially tricky to get to grips with, persevere and you'll fall in love with it.

Comics

Transmetropolitan: Lust For Life

Publisher | Titan Books
Price | £11.99

> If the stories told in Transmetropolitan are anything to go by, the future's going to be one messed up place to exist in. Talking police dogs, religious cults where your body is downloaded into a cloud of vapour, ... yep, these and many other exciting prospects wait for you if you pick up a copy of *Lust For Life*.

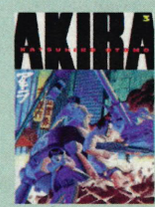
Believe us, you should because those of you looking for a tale to be drawn into shouldn't look any further – the many adventures of Spider Jerusalem are only a few steps away. Heck, we're so addicted that we're starting to look like him.

5/5

Akira: Book Three

Publisher | Titan Books
Price | £22.99

> Will this story never end? If you've seen the animated movie *Akira* (created by the legendary Katsuhiro Otomo), then you've only seen the tip of the iceberg as far as the whole tale is involved. The movie runs at around 90 minutes, but with this third part of the *Akira* story coming in at a whopping 282 pages – and another three still to come – you just know there's a whole lot more to it than that. Sure, it's a little bit on the expensive side but you know it's worth the money in the end. The word 'epic' doesn't even come close to describing this... a must have novel, without a doubt.

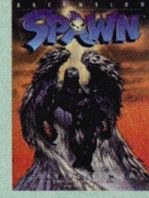


5/5

Spawn: Ascension

Publisher | Titan Books
Price | £12.99

> We don't know how he does it – but, by some miracle of nature, Todd McFarlane (the man behind *Spawn*) keeps making each episode of the *Spawn* saga even better than the last. This latest novel is certainly the best of them yet – at least until the next one comes along, that is – as Spawn prepares to interfere with the great war between Heaven and Hell; not only is another Hellspawn revealed but it also brings back one of Spawn's worst enemies... Billy Kincaid! Eh? What do you mean that you don't know who he is? Then you clearly haven't been paying enough attention... get to the back of the class!



5/5

continued >

directory

Action/Adventure | Beat-'em-up | Driving/Racing | Party/Puzzle | Platform | Shoot-'em-up | Sports | Strategy

continued>

Videos

Charlie's Angels

Publisher Columbia TriStar Pictures
Cert 15
Price £12.99

> Back in the Seventies the Charlie's Angels were all prudish housewives, but all that changed when Drew Barrymore, Lucy Liu and Cameron Diaz brought them back to life. Sure it's not going to win any awards, but *Charlie's Angels* is a thoroughly enjoyable film... especially if you're a bloke. With stunts galore, some great fight scenes and Cameron Diaz shaking her ass in a pair of Spider-Man pants, what more could you possibly ask for from a film, eh?

4/5

Captain Scarlet Complete Boxset

Publisher Carlton Home Entertainment
Cert U
Price £59.99

Thunderbirds might have been Gerry Anderson's number one puppet product, but *Captain Scarlet* comes a close second. So, if you want to relive the magic of Captain Scarlet defeating the deadly Mysterons and Captain Black time and time again, then there's only one thing to do. Who cares about the hackneyed old plots and the bits of string you know you loved it as much as us.

5/5

Buffy The Vampire Slayer – Season 5.2

Publisher Twentieth Century Fox
Cert 15
Price £34.99

She's a good girl that Buffy, but somewhere along the line the producers began to lose it as the plots slowly became more and more ludicrous. No wonder they decided to kill her off... or did they? The concluding episodes of the fifth series are all scorchers though as the mystical Glory start a process of elimination of Buffy's friends. Add to that a spot of Willow magic and this is a boxset Buffy fans don't want to be without.

4/5

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Soul Calibur	SEGA	2	✔	✗	✗	02	94%
We Say: "*Soul Calibur* is the best fighting game you'll ever play making it an essential Dreamcast purchase." ST							
Soul Fighter	Piggyback Entertainment	1	✗	✗	✗	03	71%
We Say: "*Soul Fighter* is a great game to just relax and play on a lazy weekend or after a night out. It won't tax your grey matter too much." MR							
Soul Reaver	Eidos	1	✗	✗	✗	06	90%
We Say: "The definitive version of this tasty vampire-killer – add it to your collection and save your soul." MM							
South Park Rally	Acclaim	4	✗	✗	STEERING WHEEL	11	63%
We Say: "A passable entry into the comedy racing market." SC							
Space Channel 5	SEGA	1	✗	✗	✗	14	90%
We Say: "With Ulala you get a whole new interpretation of the day's news. You get it through the art of dance." WJ							
Spawn In The Demon's Hand	Eidos	4	✗	✗	ARCADE STICK	18	84%
We Say: "It's up there with Power Stone 2 for pure, frantic multiplayer fun. A bit of a bombshell in one-player mode, though." CN							
Speed Devils	Ubi Soft	2	✔	✗	STEERING WHEEL	02	92%
We Say: "Ubi Soft's first Dreamcast racer makes *Sega Rally 2* look about as exciting as driving a supermarket shopping trolley!" RK							
Speed Devils Online	Ubi Soft	1	✔	✔	STEERING WHEEL	19	81%
We Say: "Offline it's a bit pants but as soon as you hit the Internet for some online goodness, SDO transforms into something ace." AW							
Spider-Man	Activision	1	✔	✗	✗	22	78%
We Say: "Everything you could hope for is here, embossed with an impressive level of Marvel comic styling." WJ							
Spirit Of Speed 1937	Acclaim	1	✗	✗	STEERING WHEEL	13	39%
We Say: "It's embarrassing to think that someone deemed this kind of drivel good enough to be released as a finished product." MM							
Star Wars Demolition	Activision	4	✗	✗	✗	18	18%
We Say: "How they managed to screw this one up is anyone's guess, but they have. What a pile of arse." MM							
Star Wars Episode 1: Racer	Activision	2	✗	✗	STEERING WHEEL	10	74%
We Say: "*Star Wars Episode 1: Racer* is blatantly just a cheap, lazy and frankly not particularly brilliant port of the PC version." AW							
StarLancer	Ubi Soft	1	✗	✔	✗	18	93%
We Say: "Another giant leap for online gaming on the Dreamcast, while managing to provide more than enough single-player action as well. Genius." MM							
StreetFighter Alpha 3	Virgin	2	✗	✗	ARCADE STICK	04	84%
We Say: "*StreetFighter Alpha 3* is coin-op perfect and practically devoid of the painful loading times that plagued the PlayStation version." RB							
StreetFighter III: 3rd Strike	Virgin	2	✗	✗	ARCADE STICK	14	71%
We Say: "As far as the *StreetFighter* series goes, you really couldn't do much better than this." MM							
StreetFighter III: Double Impact	Virgin Interactive	2	✗	✗	✗	08	74%
We Say: "We're not saying that it's bad... we're just saying it's *StreetFighter*. Again. You've seen it all before, so why bother." MM							

import directory

Import Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Aero Dancing F	CRi	1	✗	✗	✗	08	82%
Atari Anniversary Pack	Infogrames	4	✗	✗	✗	25	65%
Bakuretsu Muteki Bangaioh	ESP	1	✗	✗	✗	05	65%
Berserk	Ascii	1	✗	✗	✗	05	75%
Biohazard	Capcom	1	✔	✗	✗	06	93%
Carrier	Jaleco	1	✗	✗	✗	09	69%
Cannon Spike	Capcom	2	✗	✗	ARCADE STICK	21	62%
Capcom Vs SNK Pro	Capcom	2	✗	✗	ARCADE STICK	25	91%
Centipede	Hasbro	4	✗	✗	✗	06	38%
Chu Chu Rocket!	SEGA	4	✗	✔	✗	04	92%
Climax Landers	SEGA	1	✗	✗	✗	02	52%
Cool Boarders Burn!	UEP	2	✗	✗	✗	02	44%
Capcom Vs SNK	Capcom	2	✗	✗	ARCADE STICK	14	87%
D2	SEGA	1	✗	✗	✗	07	60%
Dance Dance Revolution 2nd Mix	Konami	2	✗	✗	✗	07	93%
Death Crimson 2	Ecolé	1	✗	✗	LIGHTGUN	05	53%
Densha De Go! 2	Taito	1	✗	✗	✗	10	26%
Espion-age-nts	NEC	1	✗	✗	✗	02	73%
Elemental Gimmick Gear	Vatical	1	✗	✗	✗	06	73%
FirePro Wrestling	Spike	4	✗	✔	ARCADE STICK	21	87%
Giant Gram 2000	SEGA	4	✔	✗	ARCADE STICK	13	93%
Giant Gram All Japan Pro Wrestling 2	SEGA	4	✗	✗	✗	02	84%
Giga Wings	SEGA	1	✗	✗	✗	04	35%
Godzilla Generations: Maximum Impact	SEGA	2	✗	✗	✗	06	40%
Guilty Gear X	Spike	4	7	7	ARCADE STICK	21	80%
Gunbird 2	Capcom	2	✗	✗	✗	09	81%
Gundam Side Story: 0079	Taito	1	✗	✗	✗	10	80%
Hoyle Casino	Sierra	4	✗	✗	✗	25	61%
IllBleed	Crazy Games	1	7	7	7	23	87%
Jet Coaster Dream	Bottom Up	1	✗	✗	✗	05	90%
Jet Set Radio	SEGA	1	✗	✔	✗	12	93%
JoJo's Bizarre Adventure	Capcom	2	✗	✗	✗	04	88%
Kakaioh	Capcom	2	✗	✗	✗	06	82%
King Of The Fighters '99	SNK	2	✗	✗	✗	02	57%
King Of Fighters '99 Evolution	SNK	2	✗	✗	ARCADE STICK	09	72%
Last Blade 2	SNK	2	✗	✗	ARCADE STICK	22	39%

2nd coming

> Not everyone gets things right first time and we're no exception, experts though we are. Re-scored just for you...

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Stupid Invaders	Ubi Soft	1	✔	✗	Mouse	22	74%
We Say: "Ideal for adventure lovers, but if you've only got a five minute attention span you'll hate it." MM							
Stunt GP	Eon	4	✔	✗	Steering Wheel	21	80%
We Say: "Much more fun than *Re-Volt*, but still suffers from enough faults to stop it being totally perfect." MM							
Super Magnetic Neo	Crave	1	✗	✗	✗	13	85%
We Say: "If you can get past the frustrating difficulty level, this is actually a pretty damn smart game." MM							
Super Runabout	Interplay	1	✗	✗	✗	15	52%
We Say: "Great ideas, but completely arse in every other department." MM							
Surf Rocket Racers	Ubi Soft	2	✗	✗	✗	18	65%
We Say: "With its dodgy water effects and lack of difficulty, *Surf Rocket Racers* is too short-lived to hold your interest for more than a few days." MM							
Suzuki Alstare Extreme Racing	Ubi Soft	2	✔	✗	Steering Wheel	02	70%
We Say: "Suzuki has plenty for the racing enthusiast, including an individual best-times scoreboard per lap, but it's best to try before you buy." SN							
Sword Of The Berserk: Guts' Rage	Eidos	1	✗	✗	✗	09	73%
We Say: "As much fun as *Sword Of The Berserk* is, there just isn't enough of it. Too much time is spent on the cut-scenes and not enough on the action." AW							
Sydney 2000	Eidos	4	✗	✗	Arcade Stick	13	65%
We Say: " As much as we'd like to enjoy this game, we just can't get over how poor it is." AW							
Tech Romancer	Virgin Interactive	2	✔	✗	Arcade Stick	08	90%
We Say: "What *Tech Romancer* lacks in sheer beauty, it more than makes up for in playability and pure enjoyment." MM							
Tee Off Golf	Acclaim	2	✗	✗	✗	05	80%
We Say: "*Tee Off Golf* is the perfect way to fill in the gaps that punctuate the winter days." AW							
The Grinch	Konami	1	✗	✗	✗	18	57%
We Say: "As good as the film might have been, this is a really poor effort that could, and should, have been a whole lot better than it actually is." AW							
The Next Tetris	Ubi Soft	2	✗	✗	✗	23	57%
We Say: "Not really the kind of thing we expect after paying out for a machine that can do so much more." SG							
The Nomad Soul	Eidos	2	✗	✗	✗	08	84%
We Say: "*The Nomad Soul* is a rewarding experience for those who are willing to give it a chance." MM							
Time Stalkers	SEGA	1	✗	✗	✗	14	36%
We Say: "It plays in a way that makes spending an afternoon watching some fish fingers defrost sound interesting." WJ							
Tokyo Highway Challenge	Crave	2	✗	✗	Steering Wheel	03	64%
We Say: "*Tokyo Highway Challenge* isn't one of the best Dreamcast racing games but it does look fantastic." AW							
Tokyo Highway Challenge 2	Ubi Soft	2	✗	✗	Steering Wheel	17	75%
We Say: "Although significantly better than the original, this is a game that just doesn't seem to light the blue touch paper." AW							

Import Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Maken X	Atlus	1	✔	✗	✗	04	75%
Mars Matrix	Capcom	2	✗	✗	Arcade Stick	22	74%
Marvel Vs Capcom 2	Capcom	2	✔	✔	Arcade Stick	08	92%
Mr Driller	Namco	1	✗	✗	✗	12	83%
Neo Golden Logress	Success	1	✗	✗	✗	25	83%
NHL2K Sega	SEGA	4	✗	✗	✗	08	84%
Phantasy Star Online Ver.2	SEGA	1	✔	✔	Keyboard	25	82%
Pop N' Music 2	Konami	1	✗	✗	Keyboard	02	73%
Power Stone 2	Capcom	4	✗	✗	Arcade Stick	10	92%
Puzzle Bobble 4	Taito	2	✗	✗	✗	09	92%
Rainbow Cotton	Success	1	✗	✗	✗	07	69%
Rainbow Six	Majesco	1	✗	✗	✗	11	78%
Ring	Asmick	1	✗	✗	✗	08	59%
Sakura Wars	SEGA	2	✗	✗	✗	08	77%
Sakura Wars Song Show	SEGA	1	✗	✗	✗	09	33%
Samba De Amigo	SEGA	2	✗	✔	Maracas	10	95%
Seaman	SEGA	1	✗	✗	Microphone	14	84%
Sega GT: Homogolation Special	SEGA	2	✔	✗	Steering Wheel	07	92%
SEGA Marine Fishing	SEGA	1	✔	✗	Fishing Rod	24	69%
SEGA Smash Pack	SEGA	1	✔	✗	✗	21	47%
SEGA Sports Jam	SEGA	2	✔	✗	✗	24	82%
Sorcerian – Apprentice Of Seven Star Magic	Victor Interactive	1	✗	✗	✗	10	49%
Space Channel 5	SEGA	4	✔	✗	✗	06	91%
Star Gladiator 2: Nightmare Of Bilstein	Capcom	2	✗	✗	✗	05	65%
StreetFighter III W Impact	Capcom	2	✗	✗	✗	05	44%
StreetFighter Zero 3	Capcom	2	✔	✗	✗	02	85%
Super Magnetic Niu Niu	Genki	1	✗	✗	✗	07	71%
Super Runabout	Climax Entertainment	1	✗	✗	Steering Wheel	11	48%
Time Stalkers	SEGA	1	✗	✗	✗	09	70%
Tokyo Bus Guide	Forty Five	1	✗	✗	✗	07	82%
Toukon Retsuden 4	Tomy	1	✗	✗	✗	02	49%
Treasure Strike	Kid	4	✔	✗	✗	09	72%
Twinkle Star Spirits	SNK	2	✗	✗	✗	10	79%
Typing Of The Dead	SEGA	2	✔	✗	Keyboard	20	88%
Virtua Cop 2	SEGA	2	✗	✗	Lightgun	08	69%
Virtua On	SEGA	2	✗	✗	✗	05	80%

Tomb Raider: The Last Revelation

> Okay, so we might have been a bit blinded by Lara's devilish good looks when she first appeared on the Dreamcast but that only makes us very shallow people... but there you go. Any how, quite how this clocked a whopping 88% is anyone's guess (Martin?), as it's not that great at all and is, in fact, rather bland. Sorry Lara, what can we say my dear?

Before 88%

Updated Score **72%**

Zombie Revenge

> When *Zombie Revenge* landed on our desks in issue 05 we were stunned by yet another arcade perfect SEGA game. However, with time, it hasn't aged too well and the fact that it has little longevity hardly makes it a game to keep coming back to. Actually seeing the PS2 version made us realise our folly, but sometimes you need these things to remind you.

Before 81%

Updated Score **68%**

Star Wars Demolition

> We love *Star Wars*, we really do. On the other hand we absolutely detest *Star Wars Demolition*. How could anyone make such an appaling game on such a great franchise? Anyway, we thought that giving it 29% was bad enough, but after several months of deliberation we reckon that it well and truly belongs in the sad 'really, really crap game' section.

Before 29%

Updated Score **18%**

directory

Action/Adventure | Beat-'em-up | Driving/Racing | Party/Puzzle | Platform | Shoot-'em-up | Sports | Strategy

tinued >

Box Office

Planet Of The Apes

Distributor 20th Century Fox

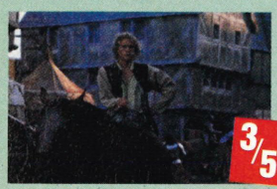
No, don't start getting all worried about this being just a shabby remake of the original Charlton Heston flick... this is Tim Burton at his very best. True, the story remains pretty faithful throughout much of the movie (though there is a rather great twist right at the very end... we won't spoil it for you!) but if ever there was a film that showed how far the movie industry has come since 'the old days', then this is it. Truely spectacular.

5/5

A Knight's Tale

Distributor Columbia TriStar

Ahh, the classic story of old – lots of men dressed in metal suits, beating the living daylights out of one another. Surprisingly though, this one has more of a comedic side to it as well as some jousting-related action scenes. Heath Ledger plays the budding knight-in-training and he more than gets his hands dirty, what with all the fighting, horse-riding and damsel-snogging going on. One for the ladies, we think...



3/5

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Tomb Raider Chronicles	**Eidos**	1	✗	✗	✗	17	70%
We Say: "Looks like the Emperor is absolutely naked. Sorry Lara, but it's time to stop adventuring and start having babies." WJ							
Tomb Raider: The Last Revelation	**Eidos**	1	✗	✗	✗	07	72%
We Say: "Thanks to the power of the Dreamcast, every stage of *Last Revelation* looks jaw-droppingly amazing." MM							
Tony Hawk's Pro Skater 2	**Activision**	2	✗	✗	✗	17	96%
We Say: "Without a doubt the finest skateboarding game in existence – until *Tony Hawk's 3* comes out!" MM							
Tony Hawk's Skateboarding	**Crave**	4	✗	✗	✗	10	84%
We Say: "An essential purchase for any Dreamcast owner. We just can't emphasise how great this game is!" MM							
Toy Commander	**SEGA**	4	✗	✗	✗	02	86%
We Say: "The game is a dream to play, with very little slow-down and a graphics engine which is solid, producing few glitches." LW							
Toy Story 2	**Activision**	1	✗	✗	ARCADE STICK	16	70%
"Disney fans can rejoice, but everyone else should try before they buy." MM							
Trick Style	**Acclaim**	2	✗	✗	✗	02	79%
We Say: "*Trick Style* is a great visual and aural showcase for the Dreamcast, but as a game it's good but not great." ST							
UEFA Dream Soccer	**SEGA**	4	✗	✗	ARCADE STICK	16	79%
We Say: "It's third time lucky for Silicon Dreams as this is by far and away the best of the football games they've done." AW							
UEFA Striker	**Infogrames**	2	✗	✗	✗	02	67%
We Say: "It's very much from the old *FIFA* pick-up-and-play mould, but for die-hard enthusiasts, it all feels a bit too watered-down." RB							
UFC	**Crave**	2	✗	✗	✗	14	93%
We Say: "A near-perfect realistic fighting game, marred only by the fact that experts might find it a bit too easy." MM							
Unreal Tournament	**Infogrames**	4	✔	✗	KEYBOARD & MOUSE	22	87%
We Say: "Great game but the missing online play means that *Quake III*'s your best option." MM							
Urban Chaos	**Eidos**	1	✗	✗	✗	14	49%
We Say: "Quite clearly this is the worst game of its genre on the Dreamcast, not to mention an embarrassment." AW							
V-Rally 2: Expert Edition	**Infogrames**	4	✗	✗	STEERING WHEEL	09	86%
We Say: "*V-Rally 2* doesn't quite come up to the same standards as *Sega Rally 2*, meaning that although it's a very good game it's just not great." AW							
Vigilante 8: Second Offense	**Activision**	4	✗	✗	✗	04	78%
We Say: "This isn't your run of the mill racing game or your typical shoot-'em-up, but something completely inimitable and unique." AW							
Virtua Fighter 3tb	**SEGA**	2	✗	✗	✗	01	80%
We Say: "An arcade-perfect conversion of a great game. *VF3tb* isn't the best one-player game in the world, but with some mates it's awesome!" SH							
Virtua Striker 2	**SEGA**	2	✗	✗	✗	05	78%
We Say: "*Virtua Striker* is an excellent arcade-style footie game, it's great for a laugh and it certainly looks the part." SP							
Wacky Races	**Infogrames**	4	✗	✗	STEERING WHEEL	09	85%
We Say: "A top fun racer that makes a change from all the realistic 'driving' games around. It's wacky with a capital 'W'!" MM							
Walt Disney World Quest: Magical Racing Tour	**Eidos**	4	✗	✗	STEERING WHEEL	13	68%
We Say: "As much as *WDWQ: MRT* tries to replicate the fun and frolics of other kids' racing games it ultimately fails to do so." AW							
Wetrix+	**Take 2 Interactive**	2	✗	✗	✗	08	71%
We Say: "Puzzle fans will find themselves in cerebral cortex-munching nirvana." SP							
Wild Metal	**Rockstar**	2	✗	✗	✗	07	58%
We Say: "*Wild Metal* amounts to no more than a dull, unimaginative, shameful waste of GD-ROM technology." ST							
Worms Armageddon	**Hasbro Interactive**	4	✗	✗	✗	04	73%
We Say: "As ever, Team 17 has delivered the goods, *Worms Armageddon* is the finest and most enjoyable of the series." AW							
Worms World Party	**Virgin**	4	✗	✔	ARCADE STICK	16	85%
"If you are even slightly into online games at their best, you'll want to get hold of this right now." MM							
WWF Attitude	**Acclaim**	4	✗	✗	✗	03	41%
We Say: "If you want a game that you can use as a frisbee when you're away from your Dreamcast... this is it". AW							
WWF Royal Rumble	**THQ**	4	✗	✗	ARCADE STICK	13	91%
We Say: "*WWF Royal Rumble* is a great representation of the crazy world of the WWF and should find favour with fans everywhere." KL							
Vanishing Point	**Acclaim**	2	✔	✔	STEERING WHEEL	19	82%
We Say: "A fine looking, if a little hardcore, driving game offering everything but the one thing we all want – a bog standard arcade racing mode." SP							
Virtua Athlete	**SEGA**	4	✗	✗	ARCADE STICK	14	54%
We Say: "It's good, but not great – we were hoping for so much more. We like our games to last more than a few days..."MM							
Virtua Tennis	**SEGA**	4	✗	✗	✗	12	94%
We Say: "An exceptional piece of programming that justifies the purchase of a Dreamcast." PM							
Who Wants To Be A Millionaire	**Eidos**	4	✗	✗	✗	14	59%
We Say: "Sheer popularity of the name will ensure its success, but in the long run, a lot of people are going to be disappointed." CN							
Zombie Revenge	**SEGA**	2	✔	✗	✗	05	68%
We Say: "*Zombie Revenge* proves once and for all that the Dreamcast really is just an arcade machine in disguise." AW							

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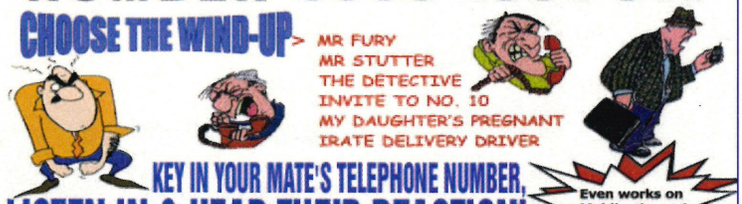

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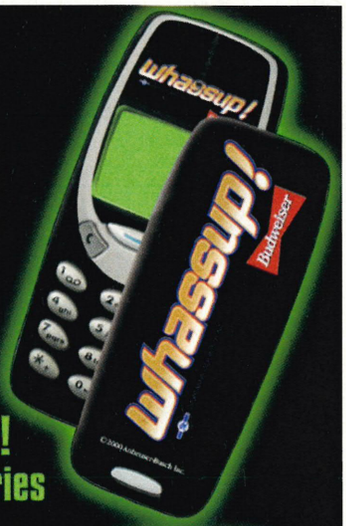

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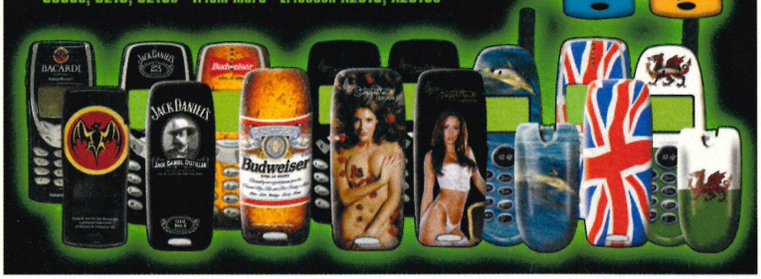

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Crazy Taxi 1 & 2	Jimmy White's 2 Cueball	San Francisco Rush 2049	Tony Hawks 1 & 2
D. Mirra Freestyle BMX	Kiss Psycho Circus	Sega Bass Fishing	Toy Story 2
Daytona USA 2	Last Blade 2	Sega Extreme Sports	Trickstyle
Dead or Alive 2	Legacy of Kain S. Reaver	Sega GT	UEFA Striker
Deadly Skies	Loony Tunes Space Race	Sega Rally 2	Ultr. Fighting Champ.
Dino Crisis	Marvel vs Capcom 1 & 2	Shadowman	Unreal Tournament
Dragon's Blood	Max Steel	Shenmue	Urban Chaos
Ducati World	MDK 2	Silent Scope	Vanishing Point
Ecco the Dolphin	Metropolis Street Racer	Skies of Arcadia	Vigilante 8 - 2nd Off.
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Cranium

Manufacturer	N/A
Web site	www.firebox.com
Cost	£29.95

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Virus Watch

Manufacturer	Zeon
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SCH-A300 Dual Phone

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Pro Trek GPS Watch

Manufacturer	Casio
Web site	www.casio.co.uk
Cost	£350

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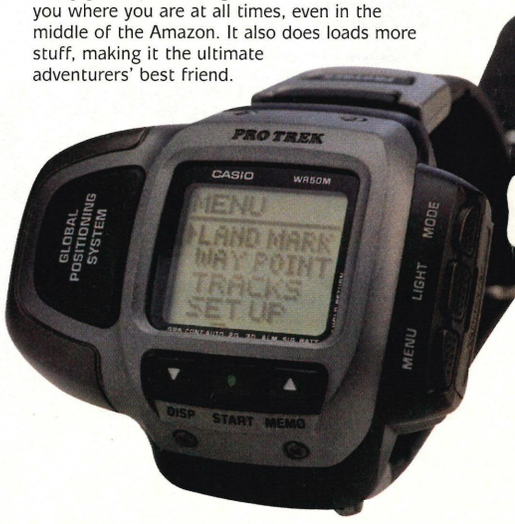

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Web site	www.gadgetshop.com
Cost	£14.95

> In less than a month most of you will be headed back to school and dreaded early mornings – just how will you be able to get up after a summer of sleeping in? Well, the new e-Clock2 might be just the answer to make getting up a little less painful, as it guarantees you'll wake up to something you want to be woken up by. Simply connect the clock to a PC and you can download or create whatever noise, tune or song that you like to wake you up. Then all you have to do is remember to set the alarm.

Nerf Gun

Manufacturer	Hasbro
Tel	00800 2242 7276
Cost	£29.99

› Put a gun into the wrong hands and you're asking for trouble. Put the Nerf Gun in the wrong hands and you're asking for all out war, such is its quickfire, tommy gun-esque appearance. In other words, this is the toy gun to beat all others into submission. Simply load it with 20 bullets (okay so they're foam, but that's not the point), pump it up and let rip at the unfortunate individual, pummelling them to the floor in one easy motion. Now that's what we call a gun!

Desk Darts

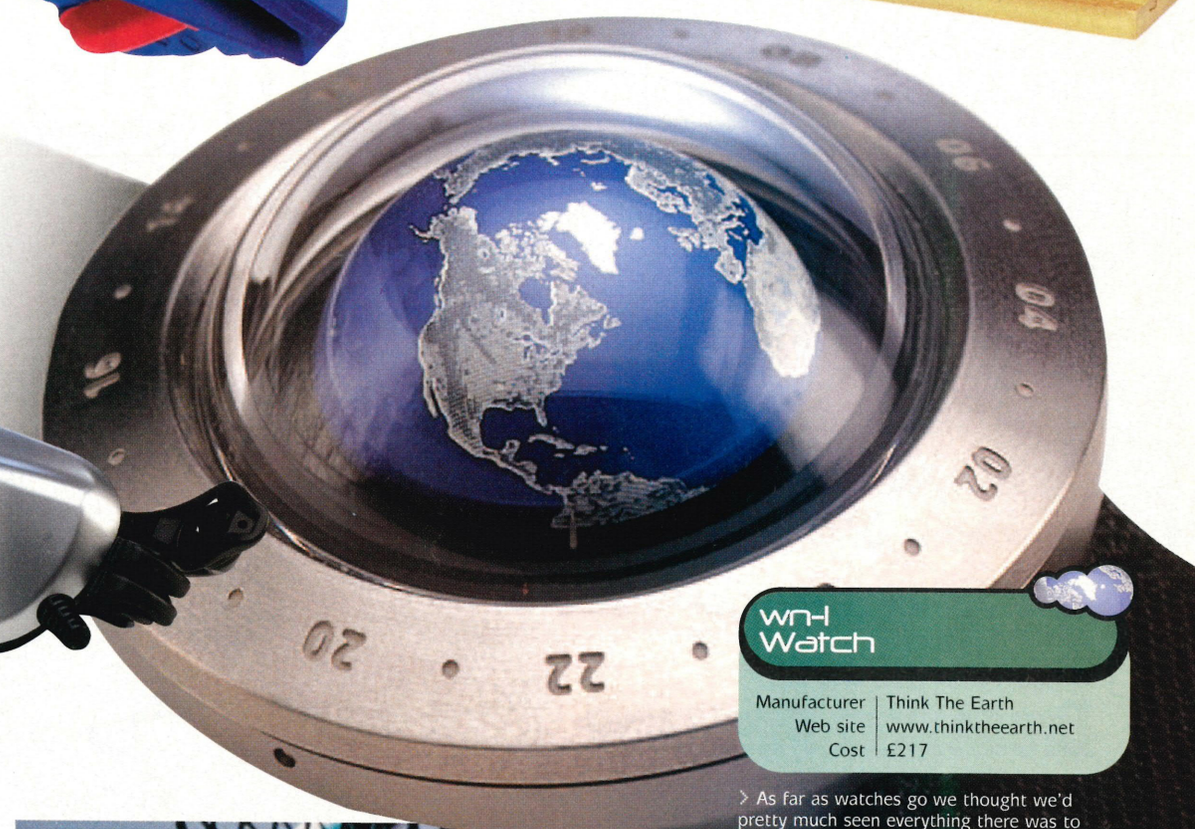
Manufacturer	N/A
Web site	www.iwantonethose.com
Cost	£5.99

› If like us, your attention span is nothing more than about five minutes then this desk dart set could be just what you're looking for to help you pinpoint the important things in life – like doing no work and having fun. Of course, it's also ideal for taking out your frustrations on certain people who've annoyed you – simply by sticking a picture of said person on the board and throwing darts at them will instantly make you feel that much better.

Eye-Trek FMD-200PS

Manufacturer	Olympus
Tel	00800 6710 8300
Cost	£229.99

› If you're after the ultimate multi-media gaming, or even just plain movie experience, and you can't afford to shell out on a widescreen television and surround sound speakers, then Olympus' Eye-trek could well be the next best thing. Okay, so they might look like a pair of futuristic glasses, but stick them on and you'll have the equivalent of a 50" screen right in front of your eyes for a fraction of the cost. Plug the headphones in and you have the sound to match, making for a very interesting, if not wholly convincing, visual and audio experience.



wn-1 Watch

Manufacturer	Think The Earth
Web site	www.thinktheearth.net
Cost	£217

› As far as watches go we thought we'd pretty much seen everything there was to offer, but then we didn't count on the launch of the wn-1. Developed as part of the Think The Earth project, the wn-1 puts the world on your wrist and better still it tells the time all around the world. The dome-shaped dial of the wn-1 rotates at the same speed as the earth does, with a 24-hour hand there to help you out, although getting an accurate reading takes a fair bit of practice.

Bluetooth Headset

Manufacturer	Ericsson
Web site	www.ericsson.co.uk
Cost	£199

› So you want to be like Lara Croft, huh? Well, we can't do much about that, but what we can do is fit you out with some of the gadgets that she uses in the recent blockbuster film. Ericsson's Bluetooth headset is one such little beauty, which basically allows you to talk on the phone without the phone actually being anywhere near you... which is pretty goddamn neat. We'd love to go into the science of it, but we don't understand it ourselves – suffice to say it's a damn clever piece of technology.

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Shenmue Chapter II

It ain't over until the fat Ryo sings... this is the game you've been waiting for!

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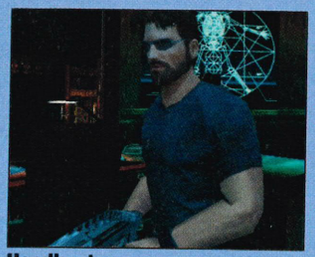

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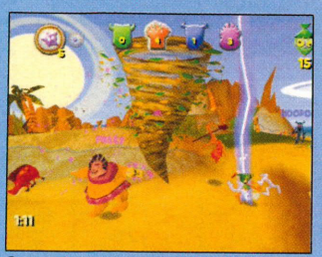

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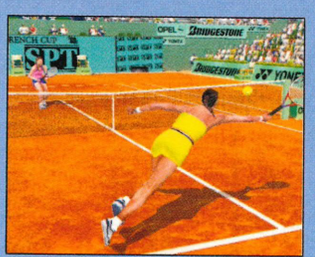

Tennis 2K2

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Evil Twin: Cyprien's Chronicles

Think *Rayman*, then take away all the nice bits and fill it full of dark and twisted ideas... that's *Evil Twin*!

90 Minutes

Ahh, football... jumpers for goalposts, small boys in the playground. Isn't it?

Alien Front Online

Aliens, tanks and a whole load of explosions... and it's online too. Yay!

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Shooting aliens has never been so much fun... especially on the Dreamcast!

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Time to grab those maracas once more because the monkey's back!

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Spider-Man

He might be able to do whatever a spider can, but that doesn't mean he can't get stuck on this great game!

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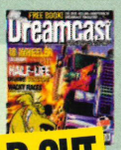

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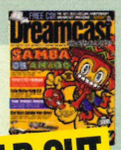

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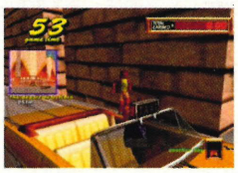

dream moment

Number 023

Crazy Taxi 2

Around Apple, Another Day

"Take Me To The Department Store!"

When it first came out in arcades across the country, *Crazy Taxi* was loved by many... including us. Combining madcap driving action straight out of *Die Hard With A Vengeance*, head-banging music courtesy of Bad Religion and The Offspring and (of course) SEGA's patented brand of arcade playability, it was the game everyone wanted to play. As soon as it arrived on the Dreamcast, we went mental... finally, a game we could all be proud of! Needless to say, it was inevitable that a sequel would appear sooner or later – SEGA would have been a fool not to do so. While not quite the step forward that we might have hoped for though, there's no denying that *Crazy Taxi 2* is a damn fine game.

Yep, it's damn fine... but also incredibly tough as well. Gone is the opportunity to change the amount of time or traffic you have to go up against, but in comes two rather tricky maps with plenty of shortcuts and dead ends to run into. Download the data for 'Another Day' from the *Crazy Taxi 2* Web site though and you'll make things even worse for yourself – with all the passengers moved around (and a majority of them turned into multiple fares), the game gets harder still. Sure, you get to dash around a city bathed either in evening sunlight or morning fog but when you can't make any money, what good does that do you, eh?

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Advertising Manager **Felicity Mead**
01202 200224
felicity@paragon.co.uk

Ad Sales Executive **Marcus Reeves**
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Copy Controllers **Jo Dieppe, Lorraine Troughton**

PRODUCTION & DISTRIBUTION
Production Manager **Dave Osborne**
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