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REVIEWED He's back and ready to party!

DAYTONA 2001

PREVIEWED We floor Sega's latest extreme racer

STARLANCER

REVIEWED Online gaming taken to the final frontier!

PHANTASY STAR ONLINE

PREVIEWED We've played it and it's out of this world!

MASSIVE QUAKE III: ARENA WALKTHRU!

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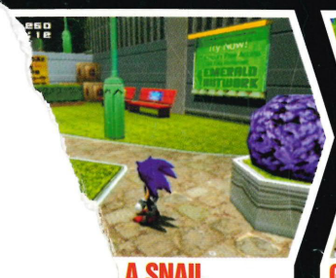
CONFIDENTIAL MISSION
JAMBO! SAFARI
JET SET RADIO 2
BLACK & WHITE
RAINBOW SIX
PLANET RING
AIR TRIX

PROJECT JUSTICE

REVIEWED Capcom in top beat-'em-up shocker!

SONIC ADVENTURE 2 DETAILS!



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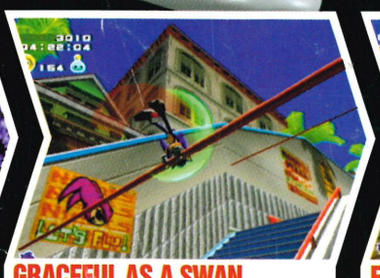

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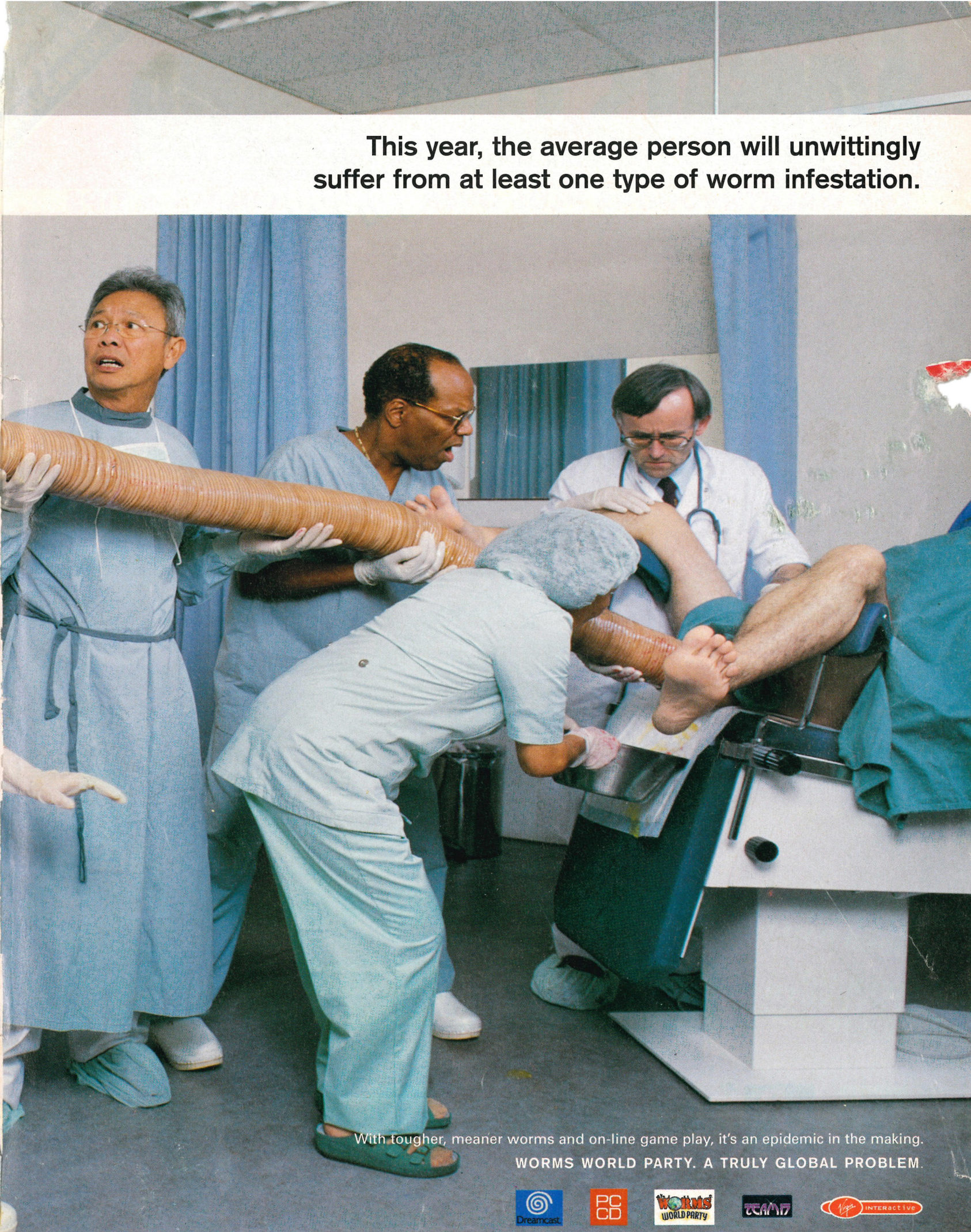

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ISSUE EIGHTEEN LAUNCHING IN THE UK ON 25 JANUARY 2001

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issue 18

Welcome to your dreams

Confidential Mission

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Editorial

After Christmas it's customary to apologise for the lack of games with the oft-used line: 'It always goes quiet at this time of year'. Well, this isn't the case with the Dreamcast and some are already trading in their PS2s in favour of Sega's box of wonders. Take a trip down to your local high street electrical store and you will find yourself in the company of eager sales people trying to convince anyone that'll listen to purchase a Dreamcast in favour of the PlayStation2. Cynics could argue that due to the lack of availability of the Sony console, they are *bound* to say that. However, it's much more than that. Pound for pound, the Dreamcast is a much better bet than any other console and as we've found this month, simply getting through the last bunch of top titles that hit the shelves before the festivities has been difficult enough. And yet, somehow Sega has released, or is about to release, a whole bunch more. So in spite of the rumours to the contrary, Sega has hit 2001 running with *Daytona USA* (p8), a near-completed version of what will no doubt be one of, if not the, biggest game of the year, *Phantasy Star Online* (p30) as well as *Sonic Adventure 2* (p10). Each one of these titles looks set to further the cause of Sega's console and that's before we even start to think about some of the quality third-party games such as the online loveliness that is *StarLancer* (p44) and *Project Justice* (p58) which are on the way.

Providing this momentum is maintained it looks like the Dreamcast is in fine fettle and with the hard-earned backing of retailers, there are going to be even more happy gamers who'll be able to enjoy the only console that is likely to consistently provide the gaming pleasures which we all crave. For those in the know (that means you!) it should be another superb year for Dreamcasters. We like that, we like that a lot...

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

Simon Phillips
Editor

Newscast

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08 Floored it! Stunning arcade racer put through its paces!

PLUS! All-new shots and the latest info on the Dreamcast games of the future.

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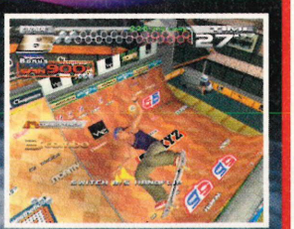

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PLAY ANYWHERE AND WITH ANYONE

Now that you can challenge anyone to a race online - anytime, anywhere in the world - knowing your cars can separate the small town punk from the primetime player. Take the Seacat. Nice car. Its power around the corners just might help you muscle through Pod's six mercilessly interactive, multi-layered tracks. But don't take our word for it. Get in there yourself. Because right now you've got nothing, podboy, and everyone in the online circuit is laughing in your single-player face.

SUN	MON	TUE	WED	THUR	FRI	SAT
		✓ SIGN-UP FOR DREAM ARENA		RACE 1 K-2 ~~BEST LAP 2:32~~	RACE 2 OFFLINE w/ MIKE ~~BEST LAP 4.5~~	RACE 3 OFFLINE w/ JAY BEST LAP 1:10
RACE 4 OFFLINE	HUGE ONLINE MATCH 5	6	RACE 7 OFFLINE w/ MARC	RACE 8 VOLCANO BEST LAP 1:24	9	10
11	RACE 12 ODD ROCK BEST LAP 5:20	13	ONLINE MATCH 14 BEST LAP 3:21	15	16 RACE ALL DAY — CALL IN SICK	17 ONLINE MATCH
18	19	20	21	22	23	24
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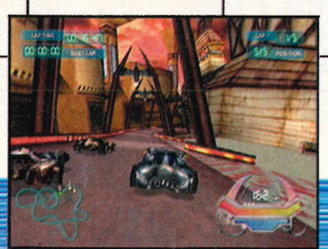

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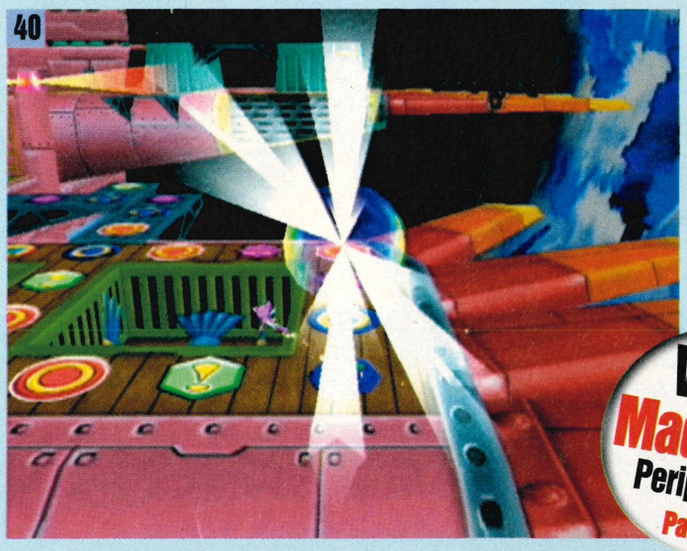

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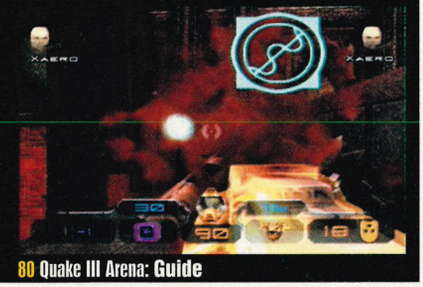

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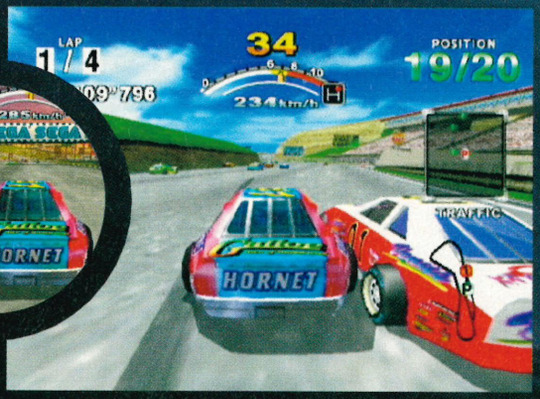
newsca

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



DAYTONA U

the big story

The greatest arcade racing game of all time is finally on its way... and about bloody time too!

The year was 1994. The arcade racing market was in a fairly dire situation and then along came *Daytona USA* to blow everything else out of the water, redefining the arcade racing experience in the process. Ah, those were the days... skipping school, heading down the arcades and spending all your money earned from the paper round on playing *Daytona* for hours on end. What more of an education could you possibly want than whizzing around in a beat-up (well it was when we'd finished with it) stock car and experiencing the thrill of the race? It was the ultimate driving experience and to many it still is, hence the fervent excitement surrounding the now-imminent release of the game on Dreamcast.

Day(tona) In The Life

As a pure-blooded arcade racing experience there's simply no beating *Daytona USA*. Sure, it might not have the glamour or good looks of the likes of *M-SR* or *F355 Challenge* but what it lacks in appearance is made up for by pure, unadulterated fun. You wanna powerslide? Then go right ahead and slide around to your heart's content. You wanna go hell for leather and put your foot right down? Well there's no stopping you here – just jump on in and drive for your life.

This isn't just any old arcade conversion, though, because like those before it, the Dreamcast version of the game is going to be far superior. With new tracks and new cars on top of those from the original and the Saturn version, as well as a garage in which to customise the likes of the world-famous Hornet, the Gods are definitely smiling on us. Oh yeah, and it's online too. With a four-player split-screen for offline play and a maximum of eight for online battles, Sega is spoiling us rotten with this little gem. What more could you possibly want from a game? Ummm... nothing? With a release set for early this year (we reckon sometime around Easter) we're not far away from embracing the greatest arcade racing experience in our very own homes... bliss!

softography

previous works>

- Virtua Striker 2
- Slashout

Sega

"With a four-player split-screen for offline play and a maximum of eight for online battles, Sega is spoiling us rotten with this little gem"

SA 2001

The Original

> There's no doubt that the three most famous tracks in videogame history belong to *Daytona USA* with their mind-numbingly fast straights, twisting corners and legendary landmarks. Remember the Roulette Curve and Sonic Wall from the 777 Speedway? How about the Bracchio Curve and Tyranno Tunnel from Dinosaur Canyon or even the Comet Curve and Starlight Bridge from the Seaside Street Galaxy? It's time to re-acquaint yourself with them...

Tracked For Your Pleasure

> *Daytona USA 2001* will feature a total of eight tracks, three of which are exclusive to the Dreamcast edition of the game. Anyway, here they are...

Three Seven Speedway
Dinosaur Canyon
Sea-Side Street Galaxy
Desert City
National Park Speedway

EXCLUSIVE TRACKS

Circuit Pixie
Rin Rin Rink
Mermaid Lake

BIG ISSUES

> It's been another bumper month for Sega, with the future looking as rosy as ever. Who said that the Dreamcast was gonna die?

Sonic Adventure 2

We get down and dirty with the blue 'hog.

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Jambo! Safari

You wanna be a ranger – well now you can.

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Planet Ring

Get the lowdown on Sega's online party.

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Tomb Raider Film

Check out the first film images of Angelina.

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Championship Surfer

Getting wet for fun!

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newscast

Spider-Man Spins His Web

With the release of the superb *Spider-Man* on the PlayStation last year we all hoped that Activision would bring out a Dreamcast version too. Thankfully, Activision has indeed confirmed that the game will be making its web-spinning way to the Dreamcast, with a mooted release date for the summer.

THE rumour mill

Acclaim Go Crazy

After nabbing the publishing rights for Sega's *F355 Challenge* it seems that Acclaim has now signed the rights to publish three other games – *18Wheeler*, *Zombie Revenge* and *Crazy Taxi*. The bad news for Dreamcast owners is that the company plans to publish *Crazy Taxi* on the Dreamcast's archenemy, the PS2, sometime towards the end of the year.

Mystery Capcom Game Revealed

A surprise game made an appearance on a recent Japanese release schedule from Capcom. Going by the rather long-winded name of *Bounty Hunter Sarah: Empire of Horror Mountain*, next to nothing is known about it except that it's due for release in February. So hopefully we'll be able to bring you more on it next month.

PSO Goes On

According to one of our special contacts in Japan, Sonic Team is thinking of turning *Phantasy Star Online* into an ongoing series of games. The fact that *Phantasy Star* was a series on the Saturn would suggest that it would be quite possible for this to be the case and considering the scope of the game, it would seem a logical step. We live in hope.

Sega Move On

Various reports filtering out of Japan this month suggest that Sega is already working on its next console, one which will apparently be fully network compatible. Not only will you be able to play games online with the new system but you'll be able to download entire games to play which, apart from anything else, will make gaming a whole load cheaper.

Segagaga VMU

With Hitmaker's simulation of the games industry, *Segagaga*, the company has revealed that the first 100 people to order the game via the Dreamcast Direct Online sales service in Japan will receive a very special VM unit. The unit is being made out to look like the old MegaDrive with black fronting and a gold '8-bit' logo slapped on the front.

Sonic Adventure Of A Lifetime

We've finally had our first taste of Sonic's latest escapade!

EXCLUSIVE

You've seen all the new screenshots that we've printed over the last few months and read what little details Sonic Team has allowed us to print... well, now we can give you a guaranteed look at what could possibly be the greatest Sonic game ever made. You see, we've managed to get hold of a trial sample of *Sonic Adventure 2* (the massive sequel to the Sega mascot's last big day out) and let us tell you that if the single level it offers is anything to go by, you'll be chomping at the bit when it's actually completely finished...

After playing the demo to death and finding every secret along the way (despite the 'A' Grade still eluding us... damn you!) we've noticed a stack of new things that have been added for the sequel. Aside from the obvious kick-ass speed and visual improvements that you'd expect, Sonic's got some new moves tucked up his sleeve as well. He can now swing on poles (to reach high-up secret areas), smash boxes with his new somersault and even grind down rails in a Tony Hawk-stylee, leaving a flurry of red sparks in his wake... groovy.

Five... Gold... Rings!

As well as grabbing those all-important rings, collecting lost animals is still the name of the game so that you can appease your little friends, the Chao. Of course, actually getting the animals to them isn't quite as easy this time around – to reach the Chao Garden where they live, you need to find the secret Chao Key hidden somewhere on each stage which means there's even more incentive to search everywhere rather than just dash straight through. Considering that you now have to earn access to bonus areas by grabbing secret items around the level (and the

HOT bytes

› We had a bit of a surprise when we arrived back in the office after our Christmas hols – finished copies of *Daytona USA 2001* and *Phantasy Star Online*, complete with *Sonic Adventure 2* demo, were sitting on our desks. Well, it's not every day that you get three of the biggest games of the year sitting ready and waiting to be played to death. Check out all the news pieces to get our full impressions – needless to say we're still reeling at how utterly fantastic they all are, so if you'll excuse us...

› The might of the Dreamcast Magazine steamroller managed to leave another competitor by the wayside this month, sinking in the gutter. Well that's two down, one to go...

› We hoped, we prayed and thankfully whoever is on high answered our prayers. Astoundingly, someone has decided to take our very own Trentster and look after him for life... He's a bit of a reprobate but we think that he's in good hands...

COLD cuts

› Martin had a bad case of the flu this month which put him out of action for a couple of days, only to return and give it to Alex, because that's the kind sort of soul he is – not that Alex was in anyway appreciative of the gesture.

› As you can see from this month's magazine, it hasn't been the best ever month for the Dreamcast in regards of the quality of the games being released in the post-Christmas rush. Well, there's always some bad mixed in with the good so you can expect reviews of some top games next month, not least of which are *Phantasy Star Online* and *Skies Of Arcadia*. Mmmm... we like them.

› Now that we've palmed off the colouring-in chimp our attentions have turned to Wozza. Unfortunately, he's decided to give up the booze in favour of soft drinks which means that there's no chance whatsoever of finding him a lady to help him through the wee small hours. One down, one more to go. Nobody said it was going to be easy... Ho hum, eh?

return of the familiar Goal ring from previous Sonic games) could this mean that the Sonic Team folk have decided to drop the whole RPG element that slowed down the action in the original *Sonic Adventure*? Maybe – if it's true though, we'll certainly be the first to stand up and applaud them for going back to the old MegaDrive ways...

Admittedly, the trial version of *Sonic Adventure 2* only features one level from the whole thing so we've hardly even begun to scratch the surface of what is sure to be a huge game. Nevertheless, we're already dribbling at the thought of the finished product arriving some time this year – although we don't know when. July? September? Christmas 2001? All we know is that when it does finally appear, we'll be first in line to get our hands on it...

"If the single level that the demo offers is anything to go by, you'll be chomping at the bit when it's actually finished"

Chao, Bella

Remember those cute little characters called Chao from the original *Sonic Adventure*? Well, they're back for the sequel but in a variety of weird and wacky forms. Not only will you be able to meet the regular Chao in the Chao Garden as usual (if you can find the key, of course) but now you'll also run into the OmoChao – special robotic versions of your cuddly little friends. They'll give you pointers on how to get through certain parts of each level, so make sure you listen to what they have to say... unlike real Chao though, they hate to be picked up and hugged so keep your hands off! Oh, and for the record Chao is pronounced 'Chow' – NOT 'K-O', as some people will tell you. Make sure you get it right, eh?

Au Revoir Sega

Cecillon Quits Sega

After a highly successful Christmas period, Sega was hit with some bad news this month, when JF Cecillon quit his job as CEO of Sega Europe. Quite why he left is unknown, as with his three first-year key targets met – one million units of hardware sold, three million software units shifted and 400,000 DreamArena users – it's not as if he failed!

In the announcement Cecillon stated: "I have enjoyed my time at Sega and worked with an exceptional team. I want to thank all of the employees for their dedication which ensured that we, as a team, met the ambitious targets that we set for the company. I know that the next phase of Dreamcast's life will be exciting and I wish everyone at Sega much success." It seems, then, that it was a fairly amicable split and in the meantime his position has been taken over by Sega Chairman Mr Okawa.

Partners In Crime

Sega & Namco Get It On

In a statement this month, Sega announced that it would be teaming up with fellow arcade giant Namco to distribute arcade games. As of 1 April, Sega Logistics Services will be responsible for the distribution of both Sega and Namco arcade units around Japan, in a bid to cut costs and consolidate their position in the waning arcade market. Whether this agreement will stretch to Namco making more games for the Dreamcast (*Soul Calibur 2* anyone?) or not is unknown, although it can only help. Here's hoping anyway.

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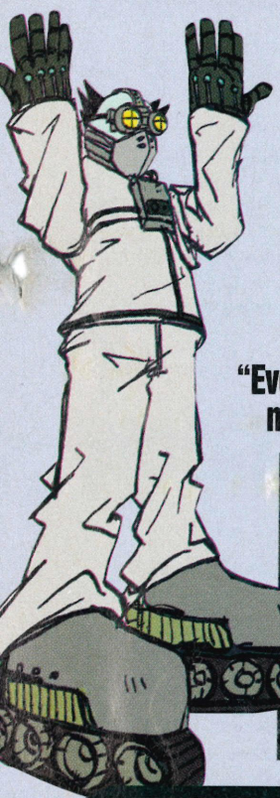
Dreamcast Solutions ISSUE 9
ISSN: 1466-2390 £3.99
The ultimate Dreamcast tips magazine includes the complete guide to *Quake III Arena*. There's also part one of the *Tomb Raider Chronicles* walkthrough and the final half of the mapped *Shenmue* guide. Plus guides for *Sega GT* and *Tony Hawk's 2*, and all the latest cheats.

newscast

Jet Set Maybe-o

Jet Set Radio Sequel In The Works?

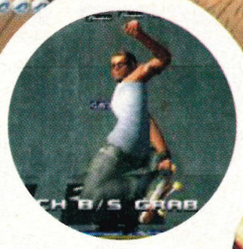


It's been one of those months where we've been bombarded with rumours galore. Some are more appetising than others, but the one that caught our eye and got our juices flowing regarded something new from Smilebit. With the release of *Hundred Swords* now out of the way the team is now turning its attentions to new projects, with only *Gun Valkyrie* still in the works. But what exactly these projects are remains top secret. Popular rumour would have us believe that a sequel to the superlative *Jet Set Radio* would be the obvious choice, but Smilebit is keeping a very tight lid on it all. Go on guys, you know you want to!

"Everyone get down on your knees now and pray for a JSR sequel!"

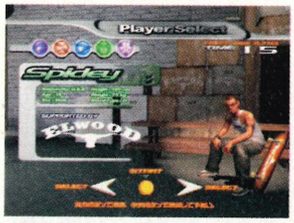
Catchin' Air

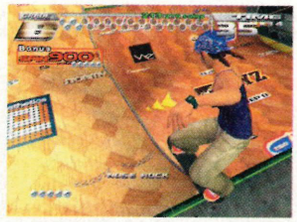
Air Trix Hits The Arcades

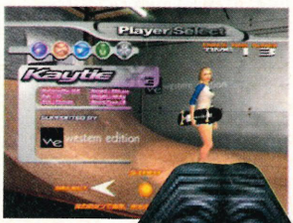


If you've headed down to your local Sega Park recently you might well have noticed Sega's brand spanking new skateboarding game, *Air Trix*, dominating affairs. The game is the follow up to *Top Skater,* but this time the tricks are bigger and even better. With three stages of skating mayhem open to you and a choice of five rad skaters all complimented by some eye-smacking graphics, this is definitely the best way to skate without the threat of breaking numerous bones. Whether or not it'll be coming to the Dreamcast is still to be decided, but make sure you check out our full play-test feature in next month's mag.

"Is Tony Hawk's time as number one boarder about to be up?"







KISS My Ass Sucka!

They might well be the most made-up men in rock music and just as scary to boot but we've teamed up with Take 2 Interactive to give you the chance of winning one of ten copies of *KISS Psycho Circus: The Nightmare Child*. As far as first-person-shooter action goes it's the bees knees and loads of fun in its own humorous kind of way. To stand a chance of winning a copy, just answer the following question:

Q. Which one of these characters is not a member of the band KISS?

a) The Cat
b) The Demon
c) The Badger
d) The Space Ace
e) The Star Man

WIN! 10 Copies Of KISS Psycho Circus

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 March.

I'm A Master Thief
Dreamcast Magazine
Paragon Publishing Ltd
Paragon House
St Peter's Road
Bournemouth
BH1 2JS

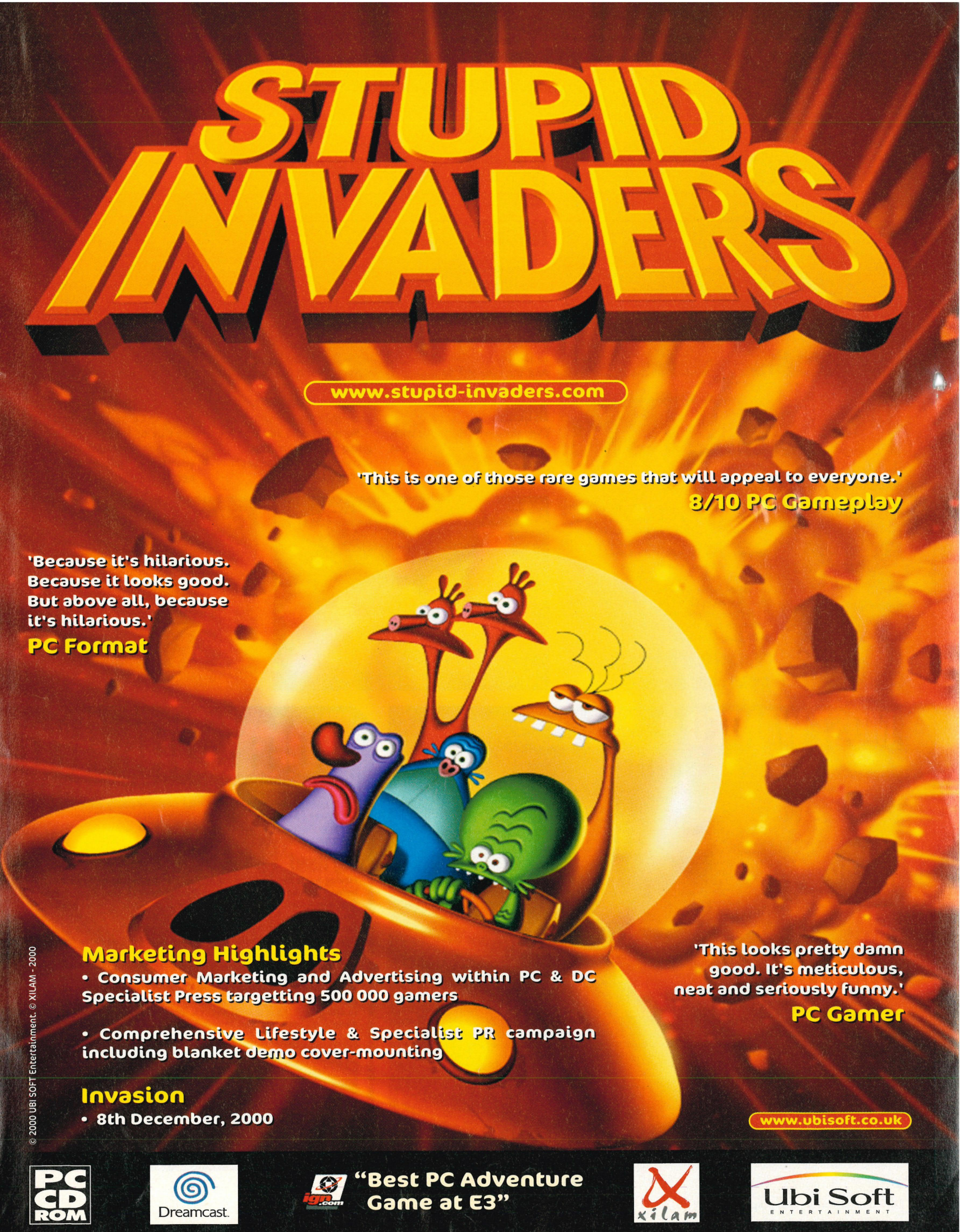
The Editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or its sponsors Take 2 Interactive may not enter. The winners will be available in writing from Paragon Publishing. The sponsors reserve the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.

STUPID INVADERS

www.stupid-invaders.com

'This is one of those rare games that will appeal to everyone.'
8/10 PC Gameplay

'Because it's hilarious. Because it looks good. But above all, because it's hilarious.'
PC Format



Marketing Highlights

- Consumer Marketing and Advertising within PC & DC Specialist Press targetting 500 000 gamers
- Comprehensive Lifestyle & Specialist PR campaign including blanket demo cover-mounting

'This looks pretty damn good. It's meticulous, neat and seriously funny.'
PC Gamer

Invasion

- 8th December, 2000

www.ubisoft.co.uk

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PC CD ROM

Dreamcast.

ign.com "Best PC Adventure Game at E3"

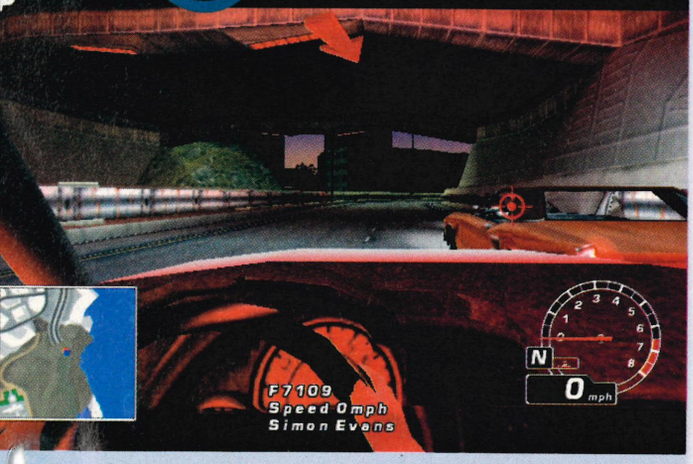
xilam

Ubi Soft ENTERTAINMENT

newscast

Is Sonic Game?

A rumour appearing in the press suggests that Sonic The Hedgehog could well be making the jump onto Nintendo's Game Boy Color. If it's true it kinda makes sense as Sega isn't currently in the hand-held market and it would fit in with the recent news that the company would be developing software for alternative platforms. We'll just have to wait and see, hey?



Police STOP!

World's Scariest... Crashes

> Sad news filtered its sorry way to the Dreamcast offices this month, with the announcement that Fox Interactive is pulling the plug on the Dreamcast version of *World's Scariest Police Chases*. The move came as the developers ran into a number of problems, with the conversion meaning that it wasn't going to meet its predicted Christmas release. As a consequence, the developers of the game, Teeny Weeny, were forced to shut up shop.

"Yet another Dreamcast game bites the dust"

Get Yourself A Job!

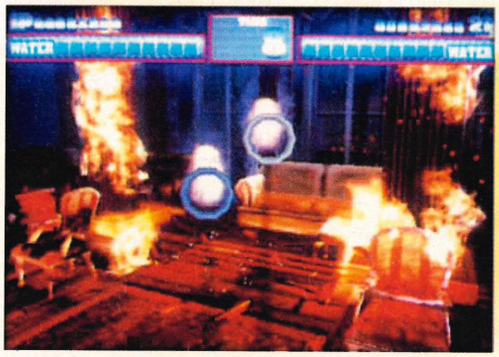
Naomi's Coming Home

The whole Dreamcast team was left in a state of shock this month when Sega revealed that it would be bringing three long-awaited Naomi arcade titles to the Dreamcast next year. And the best bit? Well, they're all on one GD-ROM!

Arcade

Ever since we fell in love with *Jambo! Safari*, *Emergency Call Ambulance* and *Brave Firefighters* down at the local Sega Park, we've clamoured for their home-coming to Dreamcast, and at last Sega has answered all our prayers. For those who don't know what we're wetting our pants about (where've you been for the last year?) then get your arses down the local arcade and check them out for yourselves – you'll soon see.

So how come all three are going to be on one disc, you're asking yourselves? Well unlike their arcade/Dreamcast brethren (*Crazy Taxi* and *18Wheeler*) the games won't have any extra features with them, so they'll be exactly like the arcade versions. Released on their own this might have been a problem, but as it's all three of them together it's a fantastic prospect and one that arcade fans won't want to miss out on. Anyways, the games are going to be packaged under the title of *Real Life Career Collection* sometime later this year, but the sooner the better, we say.



MOST WANTED

We're dribbling already... though that's probably not because of these games.

Sonic Adventure 2

> Yep, we've played it and not surprisingly, we love it to pieces. We're not allowed to say too much more right now because Sonic Team aren't allowing anyone to let the cat (or should that be hedgehog?) out of the bag. Needless to say, this'll be one of biggest games of the year when it gets around to releasing it.

Soul Reaver 2

> Not long to go now – the sequel to one of our favourite platform adventure games is just around the corner and we're already salivating at the thought of being able to play it. We're even doing our very best to get an exclusive review of the game, just for you good folk. Are we the greatest people ever or what?

Real-Life Careers

> Ever since they appeared in the arcades, we've been wondering why Sega didn't think to release *Jambo! Safari*, *Brave FireFighter* or *Emergency Call Ambulance* on the Dreamcast... but now it is. Even better, all three games will be together on a single disc – it's all just going to be too much for us to handle!

TIMELINE

3 MONTHS

Daytona USA 2001

> We've played the preview code to death and now we want more... much more. Come Easter time, everyone will be able to get their hands on a copy of the greatest arcade racing game of all time and what's more, it's going to have online capabilities!

6 MONTHS

Black And White

> We've been going on about it for months and months now, what with our *Black And White* diary coverage coming straight from the developers. There's not too long to wait until the finished game arrives though – only another few months to go now...

6 MONTHS

Crazy Taxi 2

> Sega announced this a few months back, at the same time as unveiling the new Naomi 2 arcade board, but apart from the fact that it'll be based around New York, we know nothing. But if it's even half as good as the original, you know it'll be the bee's knees.

Bombing Aro

> It's been a fair old while since we heard anything from LucasArts on its forthcoming kiddy racer, *Star Wars Super Bombad Racing*. However, it has finally revealed some more scrumptious details about the game.

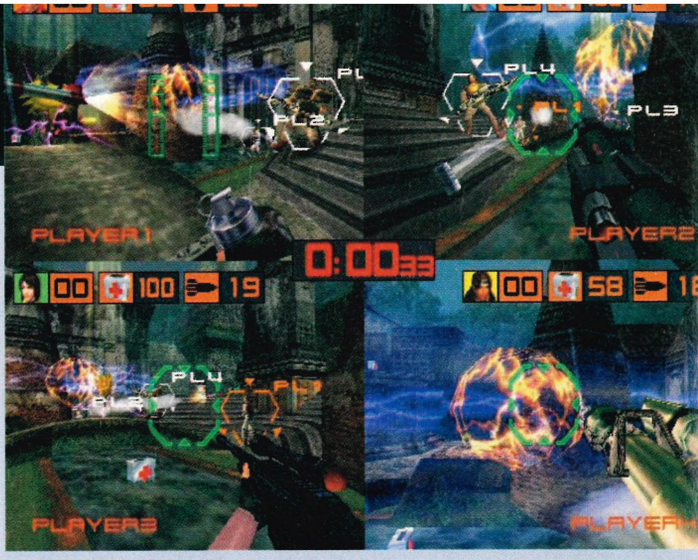
Big Head

Having been described as "*Star Wars* as you've never seen it before" by the Head of Marketing at LucasArts, this is one game *Star Wars* fans don't want to miss out on, what with all of their favourite characters' egos transforming them into 'Big Heads'. So far eight playable characters have been confirmed for the game (see Star Racers box) although expect to see a few extra hidden away in the depths of the swamps of Naboo.

Talking of which, nine tracks are so far lined up for inclusion in the game, along with four arenas set over the likes of Naboo, Tatooine and Coruscant. As for the power-ups, expect the usual assortment of boosts, shields and specials to add a bit of spice to the action. As it stands though, you're not going to see the game until around about March/April time... if you're lucky.

Phantasy Goes Platinum

The latest issue of the notorious Japanese gaming magazine *Famitsu* has rated and reviewed a bunch of Dreamcast games but undoubtedly the pick of the bunch was *Phantasy Star Online*, which took a platinum award with ease, clocking in at 37/40. Although it didn't quite hit the hallowed peaks of 40/40 where the likes of *Soul Calibur* and *Legend Of Zelda: The Ocarina Of Time* reside, 37/40 is still a highly respectable result for Sonic Team.



Brave Firefighters

> Down at the arcade you have to sling a hosepipe over your shoulder for this one. It works in exactly the same way as a light-gun, only this time you're not killing people – you're putting out fires instead. It might sound like a pile of poo (after all, we all want to shoot people) but it's actually surprisingly good fun to play.

"Any arcade-loving individual won't want to miss out on this collection"

Emergency Call Ambulance

> It might not quite be *Crazy Taxi* but this is still great fun to play. This time you're an ambulance driver who has to get his patient to the hospital before they pop their clogs, except that you can't drive like a maniac to get there. Your patient starts with a set level of Health which not only goes down with time, it also goes down in huge chunks if you start crashing into things. In other words, drive fast and drive safely and you'll be just fine.

Jambo! Safari

> Probably the most bizarre game of the lot, *Jambo! Safari* plops you in the middle of a safari park as a park ranger, and you have to go and catch all the beasts that roam the plains, however big or small. Rhinos, elephants, tigers, gazelles, giraffes – you name it, you've gotta catch it. Basically, cross the gameplay of *Crazy Taxi* with *Bass Fishing* (it has to be seen to be believed) and you have *Jambo! Safari* wrapped up in a nutshell. It's sheer brilliance.

'Linking Hell

Out Trigger Links Up

UPDATE

> An interesting snippet of news regarding Sega's first-person shooter hope for next year, *Out Trigger*, filtered through to the Dreamcast offices this month. Apparently, not only will the game support online play, multiplayer split-screen action and single-player frag-fests but it will also support a link cable mode allowing for two players to frag it out next to each other. This isn't actually that surprising as the game is from the same developers as *F355 Challenge*, AM2, the only other game that we know of to actually support the cable. But then you will need two televisions, two Dreamcasts and two copies of the game...

und Latest Super Bombad Details

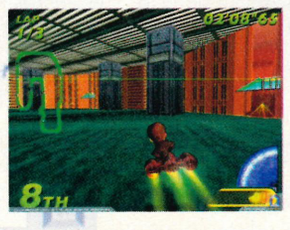
UPDATE

Star Racers

So you wanna know who's going to be in the all-star cast for this blockbusting kid racer? More to the point, you want to know what they're going to be racing in? Well, check it out!

Character	Racer
Anakin	Naboo Star Fighter
Jar Jar	Bongo
Queen Amidala	Queen's Ship
Darth Maul	Sith Interceptor
Boss Nass	Mantaris Amphibious Transport
Obi-wan	Republic Cruiser
Yoda	Jedi Council Chamber Chair
Sebulba	Podracer

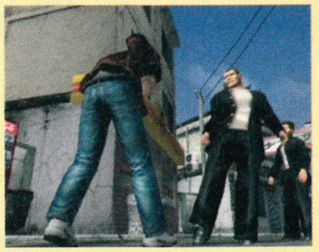
"This is one game Star Wars fans don't want to miss"



MAN IN THE PUB

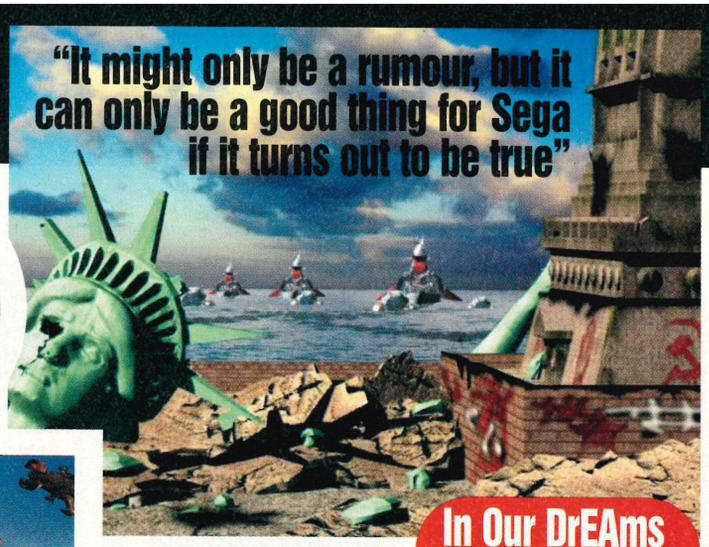
He's back – the only person with a permanent chip on his shoulder about the games industry.

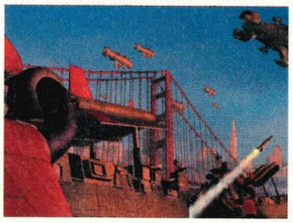
This Month: Oi, Suzuki... No!



Nah that the novultee 'as worn off, ya gotta ask the question – was *Shenmue* really wurf all the fuss? Ov course it weren't! Why would I wanna run dahn crowded streets, buying cans of coke and getting inta fights wiv ardened crims? I can go aht my front door an do that. As for drivin' a forklift truck... well, I've done that fa 40 years man and boy (ardest job in the world, ya know) but do I wanna do it in a game? No, ov coorse I flippin well dahnt! Games is abhat escapism, innit? I wanna be castin spells, wavin swords and beatin dark ovalords (like the missus) if I plays an RPG, not doin stuff I can do in real life. Wot's next, eh? *Dole Queue Fighter*? Bleeding heck...

"It might only be a rumour, but it can only be a good thing for Sega if it turns out to be true"





Will EA Command & Conquer Dreamcast?

Sega Keeps DrEAming

EA To Develop For Dreamcast?

Ever since the Dreamcast's been on the shelves, developing giant Electronic Arts has boycotted Sega's box of dreams, believing that it was doomed to failure (more fool them). But is all that about to change? Well, according to a more than interesting rumour that appeared this month, the company will indeed start to release games for the console during the first few months of this year.

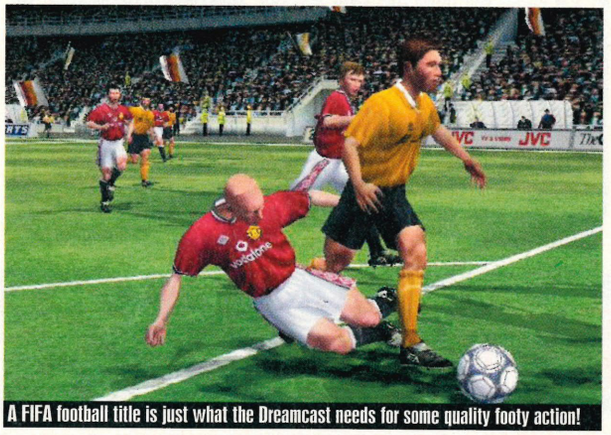
To bEA Or Not To bEA

So why the sudden turn around? According to our sources, this renewed interest in releasing games for the Dreamcast is as a direct result of poor sales of its PlayStation 2 titles. With only 300,000 games shifted so far, this in turn is a result of poor hardware sales. However, the focus of the development will be firmly placed on quick and easy PC to DC ports, which raises questions of quality. After all, Dreamcast owners have been privy to some shocking PC ports so far. Even so, the thought of playing *Fifa* titles and the like is as mouth-watering a prospect as any that Dreamcasters have had thus far, so cross your fingers and hope, everyone!

In Our DrEAms

The catalogue of licences and games that EA has is quite phenomenal, but what games can you expect to look forward to if the rumours prove true (and we can only hope they do)? Well, here's our list of EA games that we're gagging to come to our beloved Dreamcast...

Simon	**World Is Not Enough**
Martin	**Theme Park World**
Alex	**FIFA titles**
Nick	**Command & Conquer**



A FIFA football title is just what the Dreamcast needs for some quality footy action!

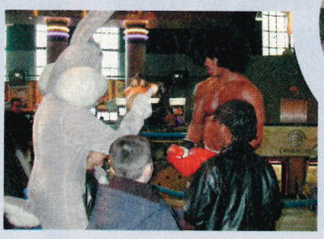
Game On...

Sega Gamesfest Success

December saw the first ever London Online Challenge take place, as gamers from North and South London went head-to-head to decide once and for all who really are the best gamers in the city.

Festive Fun

Taking place at the Warner Village Cinemas in North Finchley and Croydon, it was a heated contest. Graham Cookson took the South London crown with a blinding performance on *Quake III Arena* while Zashen left everyone else for dirt in *4x4 Evolution* in the North Finchley contest. The likes of Afro Thunder, Bugs Bunny and, of course, Sonic also turned up for the fun and games, and for all those photo opportunities with winners and losers alike. Also on show for gamers to test out were games such as *M-SR*, *Shenmue* and *UEFA Dream Soccer* with all visitors receiving discount vouchers and other free gifts. Not a bad day out really, and with improved Christmas sales, it seems to have done the job for Sega.



"With a great Christmas for Sega, the Gamesfest seems to have done its job"

UK Charts Update

sponsored by EB.uk.com electronics boutique

Each month EB.uk.com will be supplying DREAMCAST MAGAZINE with the most up-to-date release schedule!

UK Release Schedule

Game	Publisher	Price	Release
Sno-Cross Championship Racing	Crave	34.99	19 Jan 2001
Half Life	Havas	34.99	02 Feb 2001
Phantasy Star Online	Sega	34.99	09 Feb 2001
Exhibition of Speed	Virgin	34.99	22 Feb 2001
Stupid Invaders	Ubi Soft	34.99	Feb 2001
ECW Anarchy Rulz	Acclaim	34.99	Feb 2001
Surf Rocket Racer	Ubi Soft	34.99	Feb 2001
Fighting Vipers 2	Sega	34.99	02 Mar 2001
Matt Hoffman: BMX	Activision	TBC	Mar 2001
Blitz 2001	Midway	TBC	Mar 2001
Legacy of Kain: Soul Reaver 2	Eidos	TBC	March 2001
Sonic Shuffle	Sega	34.99	Mar 2001
Daytona USA	Sega	TBC	Apr 2001
Stunt GP	Virgin	TBC	Early 2001
Commandos 2	Eidos	TBC	Early 2001
Evil Twin: Cyprien's Chronicles	Ubi Soft	TBC	Early 2001
Skies Of Arcadia	Sega	TBC	Early 2001
Animated Batman: Vehicle Adventures	Ubi Soft	TBC	Early 2001
Tropico	Take 2	TBC	Early 2001
18Wheeler Pro Trucker	Sega	TBC	Early 2001
Agartha	Sega	TBC	Early 2001
Out Trigger	Sega	TBC	Mid 2001
Sonic Adventure 2	Sega	TBC	Mid 2001
Black And White	Sega	TBC	Mid 2001
Alone In The Dark: The New Nightmare	Infogrames	TBC	29 Sept 2001
Soldier of Fortune	Crave	TBC	TBA
Take The Bullet	Sega	TBC	TBA
Hot Rod City	Interplay	TBC	TBA
Arcatera	Ubi Soft	TBC	TBA
Indiana Jones	Activision	TBC	TBA
The Mummy	Konami	29.99	TBA
Bleem! For Dreamcast	Bleem!	TBC	TBA
Virtua Fighter X	Sega	TBC	TBA
Dragon Riders	Ubi Soft	TBC	TBA

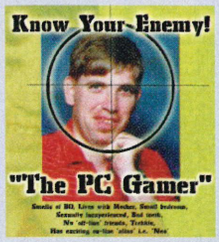
All prices are correct at time of going to press but are subject to change without prior notice. All prices relate to online purchases only.

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... The PC Gamer



› You will know the PC gamer by spotting one of the numerous giveaways:

1) He will greet you with "Kaa-plagghh" – Klingon for "Die well".
2) He will likely sport a beard of epic dimensions.
3) He will smell of his own bodily waste.

When you see this sub-human dreg, take him down. Show him no mercy. He has mocked us console gamers for years, but soon, we shall own the networks that he currently calls his playground.

Our weapon shall be *Quake III*. Of course the PC gamer has a version of the *Quake III*, but ours is technologically several steps ahead. We are faster, stronger and nastier, and we have something to prove.

We shall fight on the beaches. We shall fight on the landing grounds. We shall fight in the corridors and in the halls, we shall fight in the catacombs. We shall never surrender.

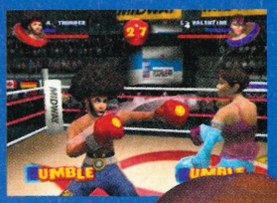
And we shall railgun the PC gamer's acne-ridden face to a pillar!

Jon Austin is the Editor/Producer of EB.uk.com

Top Ten Sellers On EB.uk.com

› What are the odds, hey? *Shenmue* at number one – no surprises there then.

Position	Game	Price	DM Rating	Issue
1	Shenmue	£34.99	85%	16
2	Quake III Arena	£34.99	90%	16
3	Metropolis Street Racer	£34.99	96%	15
4	Ultimate Fighting Championship	£34.99	93%	14
5	UEFA Dream Soccer	£34.99	91%	16
6	Jet Set Radio	£34.99	92%	15
7	Who Wants To Be A Millionaire?	£24.99	59%	14
8	Rayman 2: The Great Escape	£14.99	92%	07
9	Hidden & Dangerous	£34.99	92%	12
10	Ready 2 Rumble Round 2	£34.99	85%	16

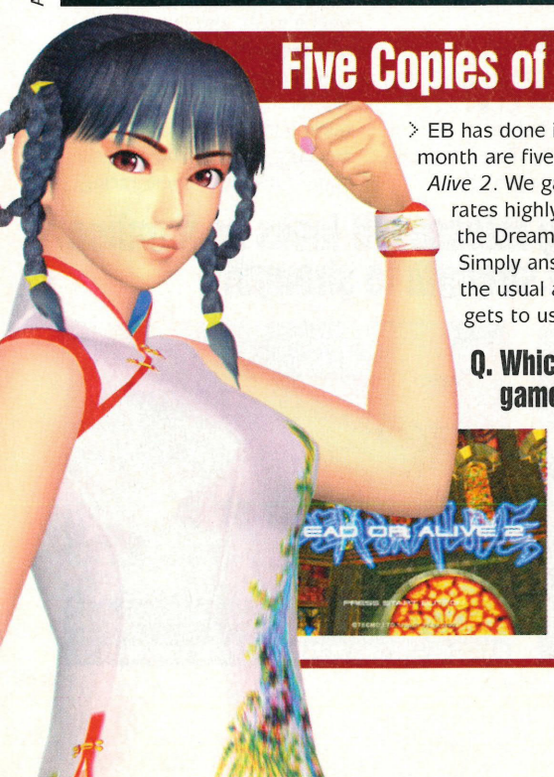


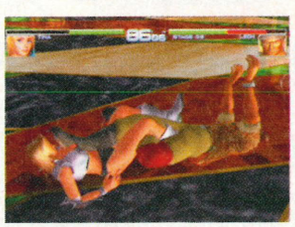
Five Copies of Dead Or Alive 2 Up For Grabs

› EB has done it again with another top compo. Up for grabs this month are five copies of Acclaims top beat-'em-up, *Dead or Alive 2*. We gave it a whopping 92% back in issue 8 and it still rates highly as one of the classiest fighting games to grace the Dreamcast. So what do you have to do to win a copy? Simply answer the following question and put in the post to the usual address marked 'Lovely Jubblies', making sure it gets to us no later than 1 March 2001.

Q. Which one of the bevy of babes featured in the game also happens to be an opera singer?

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



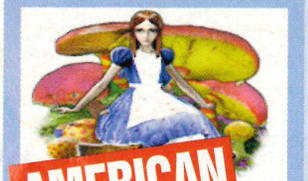


Another Grandia Day Out?

With *Grandia II* still to hit the shelves over here rumours abound that Ubi Soft is already planning the next instalment of the RPG. Apparently the company has already registered Grandia3.com as a domain name, which would suggest it has something in the works. However, the name has been registered until 2005 so you might have a bit of a sit on your hands, even if the rumour proves true.

PC > DC PC Games Heading For Dreamcast

We have a peek into the future at the PC titles that we'd like to see on our favourite little home console...



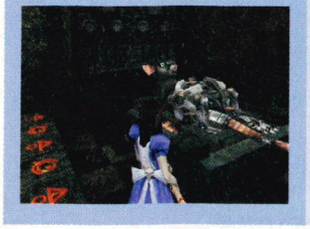
AMERICAN MCGEE'S ALICE

Guilty Parties
EA/Rogue

What's It All About?
Yes, it's based on the story of *Alice In Wonderland*. Of course, it's not quite how you'll remember it – the Queen Of Hearts has once again taken over, only now she's decided to twist Wonderland to match her own evil, warped image. After spending years in an institution, Alice is back to save the day yet again. Ooh.

When's It Coming?
What's this? EA in 'making a game for the Dreamcast' shocker? Maybe. We've heard rumours that EA is starting to regret not working with Sega, mainly due to the poor sales of the PS2. Don't say we didn't warn you...

The Bottom Line
Off with her head? You'll lose a lot more than that by the end of the game!



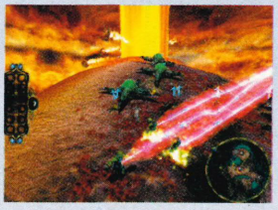
SACRIFICE

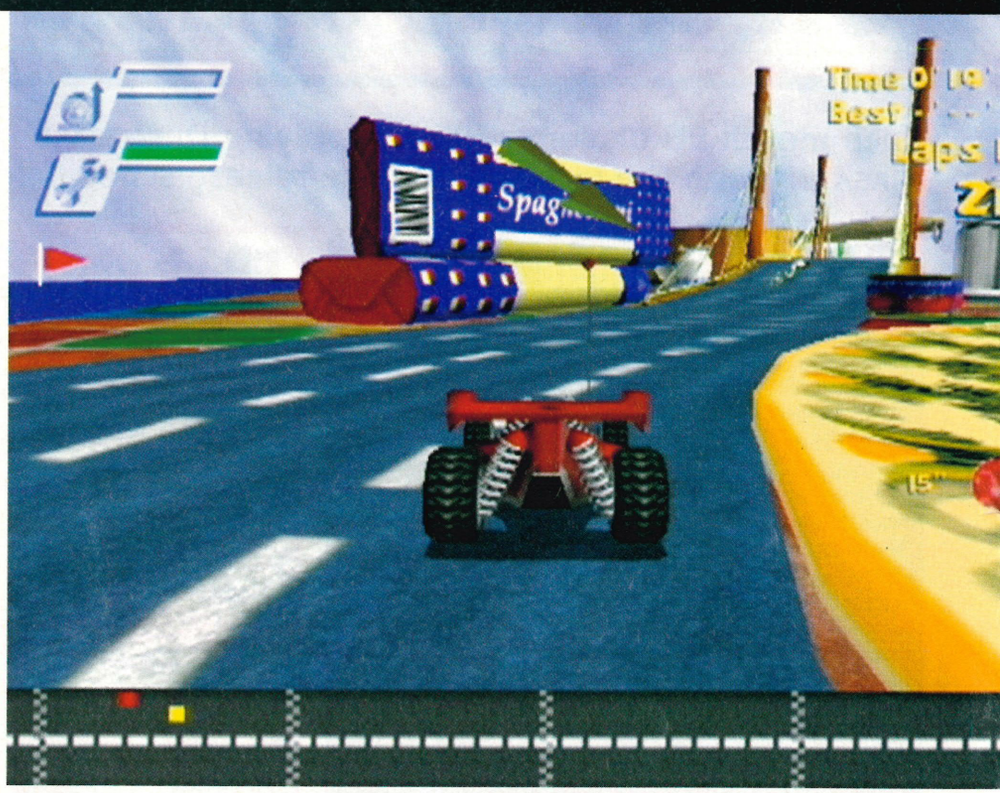
Guilty Parties
Interplay/Shiny

What's It All About?
Talk about complex – it's a role-playing strategy game with an action twist. To prove yourself as the main man in the world of wizardry, you've got to play each of the five gods on the island against one another and build up your powers. Imagine *GTA2*, but with loads of spells and massive monsters... sounds ace, eh?

When's It Coming?
After receiving great reviews on the PC, there's absolutely no reason why *Sacrifice* shouldn't be converted over to the Dreamcast. Of course, Interplay has made promises and then broken them so many times in the past...

The Bottom Line
Could one of Shiny's games finally make it to the Dreamcast? Maybe...





Sega Gets It On

Toy Racer & Planet Ring Released

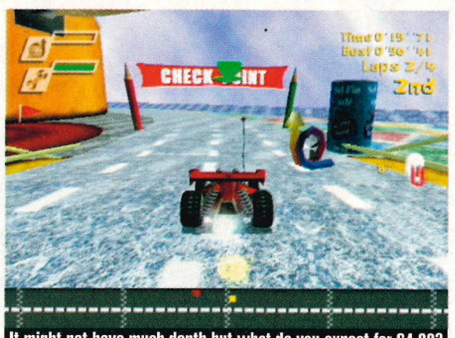
It's been quite a month or two for Sega Europe, as online gaming proper kicked off in style with releases of the likes of *Quake III Arena* and *POD 2*. But it wasn't just the big online games that Sega was pushing. In amongst them all were a couple of other online titles that might have slipped you by – *Toy Racer* and *Planet Ring*.

Boys Toys

Released for the bargain price of £4.99 (with £1 going to charity) just before Christmas, *Toy Racer* is the online follow-up to the hugely successful *Toy Commander* from French based developers No Cliché. Although the title isn't what you'd called a 'full' game (it does only have four tracks) its release reinforced Sega's online push, and for the price of two pints, who's complaining? Better still is the fact that it's actually quite a laugh and well worth tracking down if you want some fun-filled online racing.

"With such great upcoming releases, it looks as if online gaming is going to go from strength to strength"

A multi-coloured tank? Who's ever heard of anything so daft?



It might not have much depth but what do you expect for £4.99?

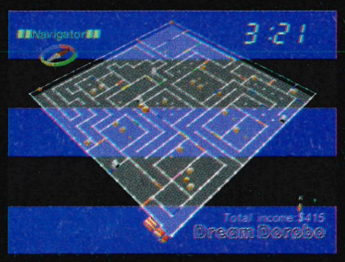
Sushi For Two

Sega pushed its boundaries this month as it left the games industry and entered the sushi bar business – well, kind of. The company has signed a deal with a leading chain of sushi bars to use a touch-based panel modelled on its *Fish Life* virtual aquarium for ordering. So, not only will the Japanese be able to get their fill of raw fish, they'll also be able to interact with them.

Ringside Action

Dream Dorobo

Guide a friend around a maze by shouting instructions into the microphone, making sure that they pick up as much treasure as possible whilst also ensuring they don't run into the cops. Easier said than done but great fun in the process. 4/5



Ball Bubble

Cross *Chu Chu Rocket!* and *Wetrix+* and you'll roughly end up with this little beauty. The aim of the game is to get as many of your coloured balls off the playing surface and into the bank. Surprisingly good fun to play, especially with four players. 4/5

Splash

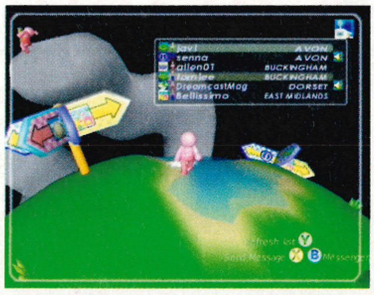
An online version of *Battleships* which, quite frankly, doesn't work all too well and isn't particularly fun to play. You know the score – destroy enemy ships before yours are sent to the bottom of the ocean. Blah, blah, blah, blah... 2/5

Soar

If you can get the hang of this you've got more co-ordination than any of us. Team work is the order of the day as you have to try and fly an airship with two separate parties controlling different engines... and you have to win races at the same time! Ouch. 3/5

If The Ring Fits...

Sega's Christmas cheer also extended to the release of the altogether more weird *Planet Ring*. Released with the microphone for £19.99 and billed as an 'Online Theme Park', the game contains four mini-games (see boxout) as well as offering the chance to chat via the microphone to other Dreamcast users around Europe. It seems that online gaming is finally here in force, and with the release of *Phantasy Star Online* and *Unreal Tournament* in the next month or so, it looks as if it's going to go from strength to strength... and about bloody time too.



···STOP PRESS··· STOP PRESS···

Look Who's Coming To DC!

The wall-crawler swings his way onto the Dreamcast – only in Issue 19!

PLAY

The UK's Best Unofficial PLAYSTATION Magazine!

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AND MORE!

ISSUE 73 AVAILABLE NOW

Onan Be Thy Name

Seaman Tops The Best-Sellers List

An interesting article in the Japanese games magazine caught our eye this month, as it revealed the top ten selling Dreamcast games since its launch in 1998 with surprising results. As far as which games actually made the grade, there were few shocks but one big surprise was the game that resided at the top of the list – Vivarium's pet-sim *Seaman: Forbidden Pet*. Are gamers really that mad? Well it seems that way, so it'll come as no surprise to find that Sega Europe is currently deciding whether or not to bring the game across the pond for us Europeans to savour the delights of. Hmmm, we'll pass on that one, thanks.

Top Ten Selling DC Games

1. Seaman: Forbidden Pet
2. Sonic Adventure
3. Resident Evil Code: Veronica
4. Sega Rally 2
5. Shenmue Chapter 1
6. Virtua Fighter 3tb
7. Let's Make J. League Pro Baseball Club
8. Soul Calibur
9. Virtua Striker 2 Version 2000.1
10. The House Of The Dead 2

The wonderful world of television comes to the DC

DC·TV

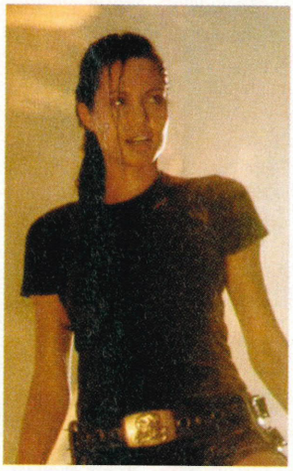
Number 002

Noel's House Of The Dead Party

Saturday evenings will never be the same again – Noel Edmonds returns with Mr Blobby, the Gunge Tank and a hoard of zombies who are hungry for human flesh.

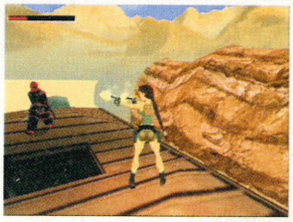
"Haha – you've got a gotcha! Now hold still while I tear your flippin' head off..."

Lara's Looking Jolie



First Tomb Raider Movie Shots

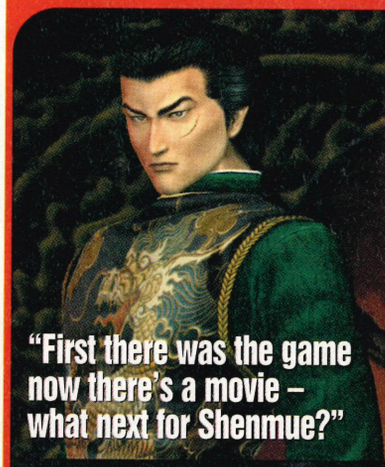
Well we've been waiting months to get our first glimpse of the gorgeous Angelina Jolie in her role as Lara Croft in the up-coming *Tomb Raider* movie, and if these sexy shots are anything to go by, then it's been well worth it.



Lara's Paramount

The film, which is being directed by Simon Webb (Con Air) with screen-writing by Michael Werb and Michael Colleary, is due for release this summer, and even with its meagre $50 million budget looks to be pretty goddamn ace to us... well, Jolie does. As you'd

Shenmu-vie



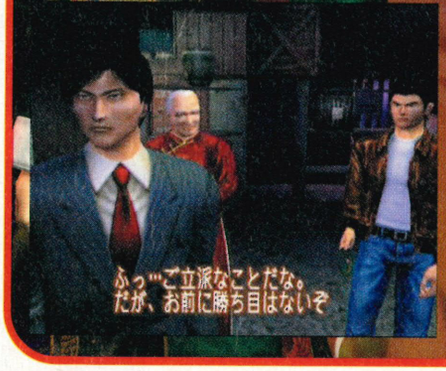
"First there was the game now there's a movie – what next for Shenmue?"

Shenmue The Movie Screened

Okay, so we all know that a *Tomb Raider* film is on the go and that a *House Of The Dead* film is in the works, but how about a *Shenmue* movie? Well it's true, and not only that – it's already been screened around Japan over the last few weeks.

Mu've Along

Sounds exciting, doesn't it? Well actually no, it isn't, because it is only a 90 minute movie made of CG and FMV taken directly from the game, albeit with a few extra scenes thrown in for good measure, to help the story along its merry way. So are you ever likely to see this cinematic masterpiece? Well, chances are you will as AM2 is reportedly seeking a world-wide screening but when, or indeed if, this ever happens is anyone's guess. If you want more details, head to the official Shenmue Web site (www.shenmue.com).



expect, the movie follows Lara as she goes in search of various ancient artifacts around the world, exploring crypts and ruins (*Indiana Jones*, anyone?) while coming face to face with the usual sort of nasties found in such places. Locations for the film vary from the heart of the South American rainforest to the altogether chillier Arctic Circle – well, they have to put Lara through it, don't they?

There Can Only Be One Lara

The part of Lara Croft was a hotly contested battle with the likes of Catherine Zeta-Jones and Ashley Judd also up for the part. But we reckon that Paramount got it bang on with Angelina Jolie. Okay, so she might not be the most famous actress ever but frankly if she looks this good in the full Lara outfit, we really don't care. Mmmm... we like her.

Bargain Basement

With the festive period now a fast-disappearing memory and any remnants of Christmas money going the same way, you'll be needing all the best bargains if you're to keep on top of your gaming.

ON THE INTERNET

Simply Games

If you're after new games at really low prices then Simply Games (www.simplygame.co.uk) is the place to go. With the likes of *Shenmue*, *M-SR*, *Jet Set Radio* for the princely sum of £29.99, you can't go wrong.

Game Over

For some dirt cheap games there's only one place you want to be headed and that's gameoveruk.com. With a whole host of games for under £20, including the likes of *MDK2*, *Resident Evil 2* and *4Wheel Thunder*, it's cheap gaming heaven.

ON THE HIGH STREET

Dixons

With January slowly turning into February it looks as if there are still a few good deals to be had and Dixons is keeping with its pre-Christmas deal of a Dreamcast, *Tomb Raider 4*, *Sonic Adventure*, *Virtua Striker 2* and *Chu Chu Rocket!* for a miserly £149.99. Now try and beat that.

GAME

January sales get longer and longer every year and GAME is right up there with some great Dreamcast bundles. Get a Dreamcast, *Hidden & Dangerous*, *Rayman 2* and *Chu Chu Rocket!* or *Sonic Adventure*, *M-SR* and *Chu Chu Rocket!* for just £169.97.

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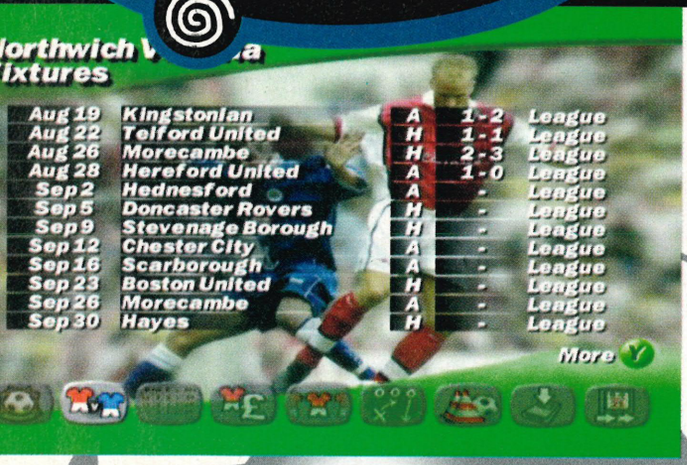
newscast

Fighting Typing

Okay, so we all know about *Typing Of The Dead*, a version of *The House Of The Dead 2* where you kill people by typing words instead of shooting them, but how about a beat-'em-up using the same method? It might sound a little mad but according to our sources, Sega of Japan is currently working on a typing game based on the *Virtua Fighter* series of games. How mad can you get?



Sega Makes A Killing

Giant Killers Announced

Over the last year or so we've had countless letters from footy-mad gamers asking whether or not the Dreamcast would ever see a football management title. Until now we've drawn a blank every time. Well... that's all about to change as AAA Game has announced that it will be releasing *Giant Killers* on the console under the On-line Sports label.

Manage That

Developed jointly by Smoking Gun Productions and io Productions, the game was first released on the PC at the start of last year, before making a reappearance for the European Championships, both times going down a storm. Not content with releasing a straight port of the PC game onto the Dreamcast, we'll be getting an all-new user-interface showcasing intuitive gameplay, a vast up-to-date database of player information plus all of the usual trappings you'd expect from a management title. *Giant Killers* certainly looks as if it's going to do a good job of filling a hole in the Dreamcast catalogue. With a release next month, you don't have long to wait either, so expect a full review in next month's mag.

"Footy fans rejoice – at last we have a football management title coming to the Dreamcast"

In Your Dreams...

Another chance to look back and remember the games that Sega really should get around to bringing to the Dreamcast.

This month, we've been dreaming about...

Panzer Dragoon

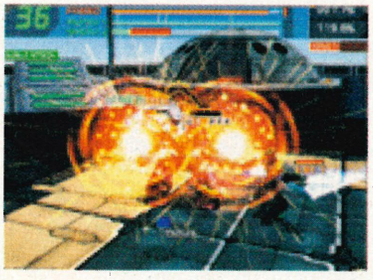
In the early days of the Saturn, it's true to say that there wasn't very much going for it – you had the original *Virtua Fighter*, *Daytona USA*... and that was about it in terms of quality games. Just when we thought everything was going wrong though, something came along that changed our minds. It might not have looked like much, but *Panzer Dragoon* was a shoot-'em-up unlike any we'd seen since the days of *StarWing* on the SNES. Essentially an on-rails blaster (where you move your character around within a fixed area, á la *Space Harrier*) *Panzer Dragoon* managed to give us a seriously captivating game as Edge (the lead character) and his mighty dragon whizzed through the land, flame-grilling anything that moved. Considering that the sequel managed to improve greatly on the original and then *Panzer Dragoon Saga* took the series into the world of RPGs, there's certainly a following for it. Sega really should realise that another *Panzer Dragoon* title is what the people want...

Feel The Force

Virtual On 4: Force Stays On

Hitmaker revealed some tasty news on its Web site this month, but not before dangling a carrot in front of our noses luring us in to its little secret. After a four day count up (don't ask) on its Web site, the team behind *Crazy Taxi* and *Confidential Mission* revealed that a new version of *Virtual On* would indeed be coming to the Dreamcast under the guise of *Virtual On 4: Force*. Although the earlier incarnations of the game were never released over here, the series remains ever-popular in Japan, so this news will be welcome to many a hardcore gamer. One major enhancement that the game is receiving is a two-on-two battle, allowing up to four players at once. Not that you'll get to play it any time soon, seeing as it's still less than 30 percent complete. Until then though, try tracking down an import version of *Virtual On: Oratio Tangram* because it's well worth it.

"With more modes and more players, Virtual On 4: Force should be blinding"



Dreamcast PC CD PlayStation 2 TEAM17

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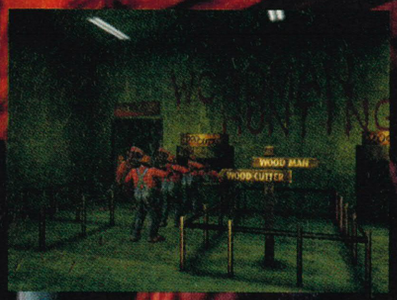
Bleedin 'Eck

Latest Illbleed Details

With an American release now just around the corner, we've been able to dig up some new details and screenshots on Climax Graphics' very own survival horror title, *Illbleed*.

Published by Jaleco (apparently it was too gory for Sega) the game plops you in a custom-built haunted house, with a grand prize of $1,000,000 for anyone who survives the one-night ordeal. In your bid for riches you get to play as one of four characters from Castle Rock High, who all belong to a 'horror club' and who are looking for the ultimate horror buzz. As previously reported, you have various sensory meters to help you through the trap-filled, monster-infested house – but have you got the nerve to stay alive? Check out our full import review next month to see if you have what it takes.

"You don't get many games that look as gory as this"



Nightmare On Sega Street

Nightmare Creatures Hits The Silver Screen

It's been one of those months where everyone decides to go to the movies with their games, and now Kalisto's *Nightmare Creatures* has joined the ever-growing ranks of games set to become films. The film, which is being made by APG (Artists Production Group) and Le Studio Canal, will follow the story of the game as Adam Crowley goes about his gruesome business in 17th Century London town. The company has also pulled in Ralph Zondag (*Dinosaur*, *Raised By Ghosts*) to direct the film, due for release sometime next year. In any case, you can expect one very scary and extremely bloody film at the end of it all...

"Yet more blood-sucking videogame action to scare you witless is on its way"

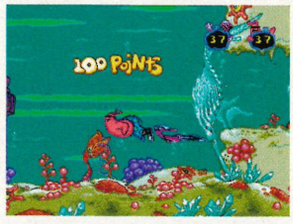
They're Baaaa-aaaack!

Toejam and Earl to appear on the Dreamcast

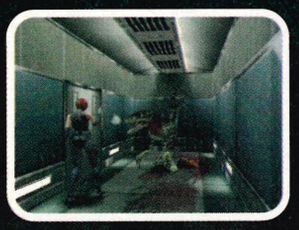
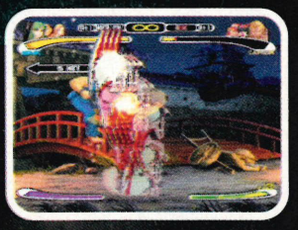
If you're a serious gamer who's been around since the early Sega days (like we have) then you might remember a couple of rather odd-looking aliens called Toejam and Earl. Visiting from the planet Funkotron, they were up there with *Sonic The Hedgehog* and *Ecco The Dolphin* as Sega icons in their own right. Unfortunately, they disappeared shortly after their second adventure but now... well, we think you can guess what's coming next.

Do you think Sega might be giving them another chance on the Dreamcast? You might be right...

Details at the moment are sketchy, but it appears that the constant badgering by fans has paid off, with Sega deciding to resurrect yet another of its classic character franchises. Right now, all we can show you is just how great the first two games were... you'll have to use your imaginations for the rest. Don't worry though – it's coming. Just hang on...



"The funky aliens are back and they're ready for some groovin' action"

Who Wants Some.... Virgin Games

Win Copies Of... Worms World Party, Resident Evil 3: Nemesis, Record Of Lodoss War, Dino Crisis and Capcom Vs SNK!

With Christmas been and gone for another year we thought we'd try and prolong the cheer with yet another top competition. We've teamed up with Capcom, Virgin Interactive and Swing to give you the chance of winning one of five bundles of games! Each bundle includes *Worms World Party*, *Resident Evil 3: Nemesis*, *Record Of Lodoss War*, *Dino Crisis* and *Capcom Vs SNK* – not a bad little bundle, we think you'll agree. So what do you have to do to stand a chance of winning one of these great prizes? Well frankly it couldn't be easier – answer the following questions and complete the tiebreaker. Good luck!

1. **Worms World Party**
   What drink is famous for having a worm in it?

2. **Resident Evil 3: Nemesis**
   With which form of mysterious black magic are zombies associated?

3. **Record Of Lodoss War**
   Between which years did World War II take place?

4. **Dino Crisis**
   In which film does a Tyrannosaurus Rex run riot in New York?

5. **Capcom Vs SNK**
   How many Capcom beat-'em-ups have been released on the Dreamcast so far?

6. **Now just complete this tiebreaker in 15 words or less**

I deserve a big sack of games because...

Once you've answered the questions and filled in the tiebreaker, send them together to the following address, making sure that they get to us no later than 1 March.

I'm A Big Blagger
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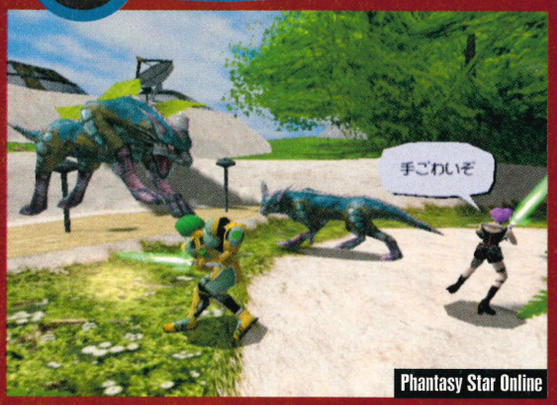


Phantasy Star Online

Import Charts

It looks like RPG fever has hit the import charts this month, with three massive adventure games flying to the top. Oh, and there's *Daytona* as well... yummy.

Japanese Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	–	Phantasy Star Online	Sega	–
2	–	Daytona USA 2001	Sega	–
3	2	Cannon Spike	Capcom	–
4	–	Samba De Amigo v.2001	Sega	–
5	1	Power Smash	Sega	–

US Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	4	Grandia 2	Ubi Soft	–
2	3	Tony Hawk's Pro Skater 2	Activision	96%
3	2	Skies Of Arcadia	Sega	–
4	1	Shenmue	Sega	85%
5	–	The Grinch	Konami	57%

Import Release Schedules

JAP Release Schedule

Title	Publisher	Date
Le Mans 24 Hours	Sega	March 15
Code Veronica Complete	Capcom	March 22
Day of the Spring Rain	NEC	March 22
Eve Zero	Net Village	March 22
Power Jet Racing	CRI	March 22
Love Hina Smile Again	Sega	March 29
NFL2K1	Visual Concepts	March 29
NBA2K1	Visual Concepts	March 29
Canvas	NEC	March 2001
Happy Lesson First	Datam	March 2001
Marie and Elle's Ateliers	Gust	March 2001
Ring Age	Takuyo	March 2001
Sakura Wars 3	Sega	March 2001
El Dorado Gate Chapter 4	Capcom	April 4
Romance of 3 Kingdoms VI	Koei	April 2001
El Dorado Gate Chapter 5	Capcom	June 6
El Dorado Gate Chapter 6	Capcom	August 8
El Dorado Gate Chapter 7	Capcom	October 10

US Release Schedule

Title	Publisher	Date
AITD: The New Nightmare	Infogrames	March 1
Armada 2	Metro 3D	March 1
Dark Angel: Vampire Apocalypse	Konami	March 1
Half-Life	Sierra	March 1
Soldier of Fortune	Crave	March 1
Stunt GP	Infogrames	March 1
Unreal Tournament	Epic	March 1
Bangai-O	Classified Games	March 6
The Mummy	Konami	March 6
Record of Lodoss War	Crave	March 6
18Wheeler: American Pro Trucker	Sega	March 13
Stupid Invaders	Ubi Soft	March 14
Polaris SnoCross	Vatical	March 15
System Shock 2	Vatical	March 15
Legacy of Kain: Soul Reaver 2	Eidos	March 27
Outtrigger	Sega	March 27
Floigan Brothers	Sega	March 30
Half-Life Multiplayer	Sierra	March 2001
Dragon Riders: Chronicles of Pern	UbiSoft	April 1
Exhibition of Speed	Titus	April 15
Commandos 2	Eidos	May 1
Dreamcast Broadband Adpater	Sega	May 10
Gorka Morka	Ripcord	May 15
Alien Front Online	WOW	May 2001

Dan Francisco, the man with his finger on the pulse, brings you yet more Dreamcast news from the other side of the pond!

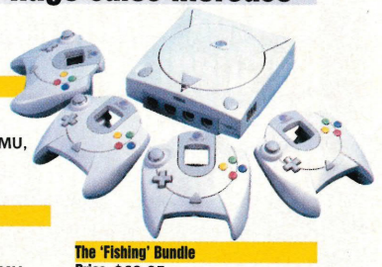
SEGA BUNDLE

Holiday Cheer From Sega

"For once Sega had its marketing strategy spot on as shown by a huge sales increase"

Dreamcast owners and buyers had a pleasant surprise over the holiday period when Sega revealed a whole host of great deals for software and hardware bundles. Announced back in December, the deals were no doubt a bid to entice gamers to go for the Sega option rather than hang around and spend $300 on a PS2 at some indeterminable time next year. From what we can make out, it worked an absolute treat too. Indeed Peter Moore, head of Sega America, stated in a recent interview that sales were 'up 82 percent Thanksgiving week', which is always a good sign. To add to this joy, Sega also climbed up to the number three spot in the software sales charts behind Nintendo and Sony, above the likes of EA, Infogrames and Activision. With this increase in sales, the target sales figure of 4.5 million by March is looking increasingly likely... but we'll just have to wait and see. Still, things are certainly looking up for Sega in the US at the moment. Let's just hope that it continues.

Hardware Bundles



The 2K Sports Pack
Price: $159.95
Includes standard grey Dreamcast, controller, a VMU, and NFL2K, NBA2K, and NHL2K.

NFL2K1 Sports Pack
Price: $189.95
Includes standard grey Dreamcast, controller, a VMU, and NFL2K1.

NBA2K1 Sports Pack
Price: $189.95
Includes standard grey Dreamcast, controller, a VMU, and NBA2K1.

Software Bundles

The 'All-Star' Bundle
Price: $44.95
Includes NBA2K, NFL2K, and NHL2K.

The 'Kids' Bundle
Price: $39.95
Includes Sonic Adventure, Chu Chu Rocket, and Toy Commander.

The 'Teen' Bundle
Price: $59.95
Includes Jet Grind Radio , Crazy Taxi, and Space Channel 5.

The 'Fishing' Bundle
Price: $69.95
Includes Sega Marine Fishing, Sega Bass Fishing, and the Sega Fishing Controller.

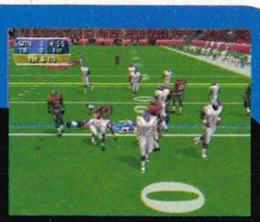
The 'Quake III Arena' Pack
Price: $94.95
Includes Quake III Arena, a Dreamcast keyboard, and the Dreamcast mouse.

The $9.95 Line-up

Chu Chu Rocket!
Dynamite Cop
Flag to Flag
Maken X
Rippin Riders
Seaman
Sega Rally 2
Space Channel 5
Time Stalkers
Toy Commander
Virtua Fighter 3TB
Virtua Striker 2
Zombie Revenge

Sega Bowled Over

SegaNet Bowl Launched



Sega.com is really pushing online gaming at the moment, and the latest event to be launched is the SegaNet Bowl based around *NFL2K1*. The event is split into three contests which offer players the chance to win some top prizes, as well giving them the chance to play against some of the best players around. Prizes up for grabs include a trip to the SuperBowl in Florida, $5,000, limited edition Dreamcasts and free SegaNet accounts.

Speaking about the event Julia Miller, head of sales and marketing at Sega.com stated that, "We set out to build SegaNet as a network and community destination for gamers and (we're) making good on that promise by creating compelling community activities like the SegaNet Bowl. The most exciting part – this is just the beginning." All of which bodes well for US gamers, so let's just hope that this trend continues...

"Once again American gamers have some online action to get their teeth into"

Tomomi Yu likes to live life to the full. However, when she's not drinking Saké she sends us these reports...

Dream Banking

Japanese Bank Online

Never one to rest on its laurels, Sega Of Japan revealed the latest string to the Dreamcast's bow this month, with the announcement that Japanese Dreamcast owners would now be able to use it for online banking. As of 1 December, customers of the Sanwa bank have been able to use their Dreamcasts to check out their bank accounts and keep track of their financial dealings as well as being able to play games and surf the Internet. Owners can also use the DreamEye and microphone to conduct business with bank managers, all of which begs the question – what next for the Dreamcast? Your guess is as good as ours!

Making A Point

Hundred Swords Released

January saw the release of the latest game from the folks behind *Jet Set Radio*, as real-time strategy game *Hundred Swords* hit the Dreamcast and the arcades simultaneously. The dual release also means that Dreamcast users will be able to play against arcade gamers online from the off... which is always a bonus. For those who haven't been following the progress of Smilebit's latest blockbuster, *Hundred Swords* requires you to build up an army before killing anything that dares stand in your way. Unfortunately for you guys, no date has been set for a European release yet (although it's surely only a matter of time) but expect an in-depth preview over the coming months.

"Hundred Swords looks to be yet another masterpiece from Smilebit"

Sonic Bash

Phantasy Star Online Parties

To celebrate the launch of *Phantasy Star Online* in Japan last month, Sonic Team held a couple of events in Osaka and Tokyo. As well as a Q&A session, a *PSO* panel discussion (at which Yuji Naka was present) and a game demonstration there were also various competitions to win loads of cool Sonic Team goodies. Items up for grabs included classic NiGHTS paraphernalia (CD single, phonecards), *Sonic Adventure* Jackets, Sonic action figures, badges and a whole bunch of *Chu Chu Rocket!* and *Samba De Amigo* accoutrements.

"Once again Sonic Team showed everyone else how it's done"

Traveller's Checks

Girls On Top

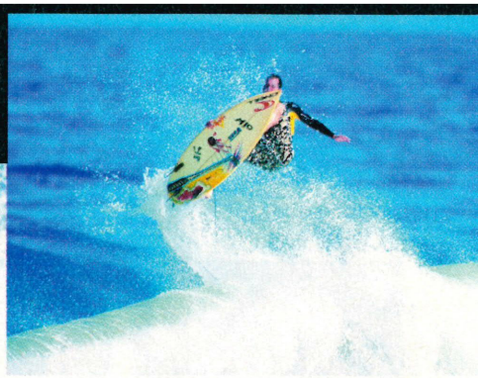
If it's not one thing with Americans its another. Just as the fuss over *Jet Grind Radio* has died down, another problem has surfaced. According to a report by the Oakland-based Children Now organisation, half of the top selling games in America contain 'unhealthy messages' to young female gamers. In examining the top ten selling games, the organisation found evidence of violence, negative stereotypes and unrealistic body images, all of which help to create a negative self-image for young girls. Come on guys... are gamers really that naïve and impressionable?

Speed It Up Online

American gamers couldn't get it any better at the moment, what with *Quake III Arena*, *Phantasy Star Online* and the SegaNet Bowl competition. Nonetheless, as of February, SegaNet users will have even more to cheer about, with the opportunity to take part in yet more online competitions. In a recent statement, SegaNet announced that it had teamed up with Ubi Soft to create two new online tournaments, with *Speed Devils Online* and *Pod Speedzone* being the two games in question. Whether or not any prizes will be up for grabs is still unknown, but it can only be a good thing.

forecast

It's time to get gnarly on your board and hit the waves with Cory and friends... wetsuits at the ready!



Championship Surfer

If you try to think of as many extreme sports as you can, you'll realise that most of them have featured in videogames at one time or another – skateboarding, BMX, bungee jumping, hang-gliding... the list goes on. For a bit at least. One sport that seems to have been neglected recently, though, is surfing. Although retro titles like *California Games* had sections where riding the waves was obligatory, there's no opportunity to do the same on the Dreamcast. Or at least, there wasn't...

He, He, He... Wipeout

Championship Surfer looks set to capitalise on the popularity of extreme sports games and offer up a whole new wet 'n' wild ride at the same time. There's a huge range of top surfers to choose from, all modelled around real-life surfing experts such as Cory Lopez and Shane Beschen, as well as a selection of ten different beaches for them to surf along. And of course, you'll need to surf like the wind to unlock them all. From playing the game, we can guarantee you that staying on the board is just as hard as pulling off those tricky stunts, but if you don't take the risks, you won't be able to score those all-important points to work your way through the championship. With plenty of extra modes to work through (including Trick Attack, Time Attack and Rumble) and multiplayer action by the ton, we've taken quite a shine to *Championship Surfer,* and unless something goes hideously wrong, we'll have a full review of the finished game for you in time for next issue.

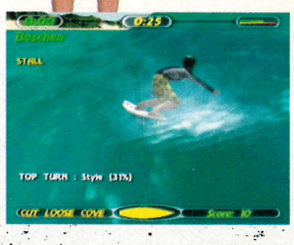
softography

previous works>

- Max Steel
- Prince Of Persia: Arabian Nights

Mattel Interactive

Rat Boy and Jon Jon surfing in the sea... S-U-R-F-I-N-G!



Black & White
Dreamcast Diary Update

With *Black & White* coming along a treat and getting ready for a summer release we go behind the scenes with Lionhead Producer Pete Hawley, as he takes us through his *Black & White* diary number seven.

Last month's diary touched upon the story- based challenges of *B&W* and explained how, by making choices, you can decide the outcome of the game and determine your overall in-game persona, alignment and character. You can also use your creature to help you complete the story, tasks and challenges and he will learn from you as you progress through the game. Your creature learns whatever you teach him and as a result will become increasingly more powerful and independent. Later in the game, if you're busy working through a number of particularly difficult challenges, it's a bit of a nightmare if your village starts to show signs of neglect.

Miracle Maker

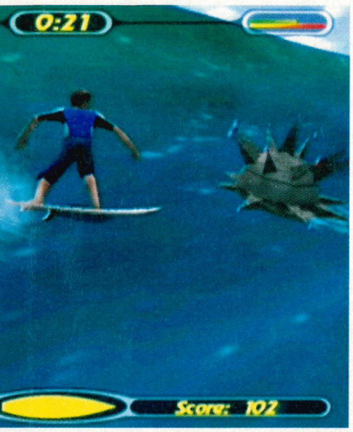
The people become hungry, they lack wood to build new abodes and worship sites – they are losing faith in your ability as a God and they'll let you know about it. But you can't do everything at once, which is where your creature comes in. For example, if you've taught him correctly, you can leave him in the village to tend the crops and make sure the people are happy. If your people are low on wood and the storage pit is empty your creature will pick up on this and move towards the forest and start tearing trees from the ground and bringing them to the storage pit. Along the way he notices that the crops tended are dying and not enough food is being produced. If he has been taught the relevant miracles he will walk amongst the crops and cast a water miracle – a small cloud then appears over the crops and waters them.

In the meantime your creature will walk to the centre of town and cast a food miracle. A huge pile of food is generated that the people can move to the storage pit and satisfy the town folks' cravings. This is just one example as there are many forms of miracle – some are defensive, many offer help

Let's Get Ready To Rumble

If you're aching for more of those games where four people can all get jolly with each other at once, don't panic – *Championship Surfer* caters for your every need. Just plump for a quick round of Rumble and you'll be able to have four surfers all competing for control of the waves, complete with obstacles and bizarre rubber duck power-ups that can help or hinder you depending on which ones you grab. The dude who manages to make their opponents fall off their boards the most takes the trophy... so what are you waiting for? Get multi-surfing, dammit!

"Championship Surfer looks set to capitalise on the popularity of extreme sports games and offer up a whole new wet 'n' wild ride"



essential information

Dreamcast magazine

PUBLISHER	MATTEL INTERACTIVE
DEVELOPER	KROME STUDIOS
PLAYERS	4
% COMPLETE	90%
RELEASE	26 FEBRUARY

ANTICIPATION RATING 70%

THEY SAY: The most realistic surfing simulator ever, featuring all the top extreme surfers and boards in the world today.

WE SAY: Like Tony Hawk's Pro Skater, but with the emphasis on water and falling over a lot rather than skateboarding... pretty obvious when you think about it.

whilst others unleash devastating blasts of energy on your enemies. Every deadly miracle you learn can be passed on to your creature who can then defend your village or more excitingly, use his new powers against an enemy in combat.

INTERVIEW

Ducati World

With the release of *Ducati World* just around the corner, we caught up with the title's track designer, James Kett, for a quick chat about the game.

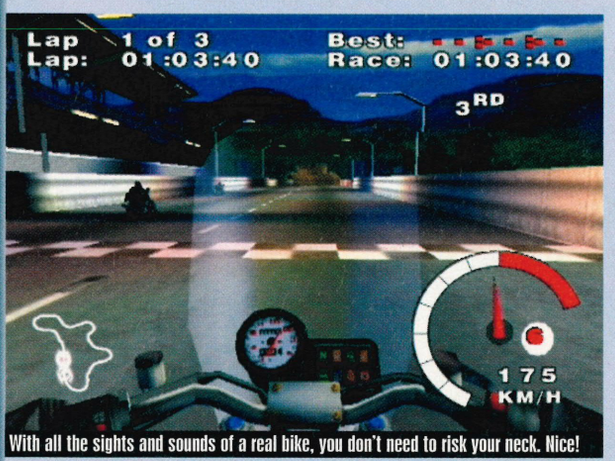
DM: *What were your main objectives in creating the game?*
JK: Motorbike racing games have typically been either full-on simulations, such as *GP500*, or out-and-out arcade games, such as *RoadRash*. The main aim was therefore to produce a game that removed all the tedious simulation aspects, while at the same time maintaining a sense of depth and moving towards an arcade style of gameplay.

DM: *How do you regard the racing market on the Dreamcast, and where do you see the game fitting into the big picture?*
JK: There are currently no other motorbike racing games of any quality on the Dreamcast, other than ports of older games, so *Ducati* can occupy the niche of being the GT of the motorbike world. It doesn't compete directly with games such as *MSR* because it doesn't attempt total realism, providing a more laid-back approach to racing.

DM: *How closely have you worked with Ducati in creating the game?*
JK: We had access to the Ducati Museum alongside technical and reference material directly from Ducati ,as well as numerous conversations with Corrado Cecchinelli, Ducati's Technical Director. The team has also had access to the real bikes, recording sounds directly from the real thing and therefore producing the most accurate representations possible. We even had a bike at ATD for the day from a local Ducati dealership.

DM: *How close to the handling of the real bikes is the handling of the game?*
JK: The physics model used for the handling of the bikes is the most advanced arcade-style model currently in use. It removes certain aspects of the handling more suited to a hard-core simulation game, and exaggerates any handling trait that enhances the fun.

DM: *Have you had any bikers testing the game at all – Carl Fogarty for example?*
JK: We've had bikers testing the game from day one. Some of our artists are avid bikers – one of them even went to the pains of crashing on his just to see what it would be like! Also, we've had Carl Fogarty playing the game at the Motorcycle Show – he lost to Suzi Perry... blamed his injuries or something.



With all the sights and sounds of a real bike, you don't need to risk your neck. Nice!

Phantasy Star Online

When Sega's answer to Zelda and Final Fantasy drops into the office, we've just gotta shout about it!

softography

previous works

- Sonic Adventure
- Chu Chu Rocket!

Sonic Team

Believe us when we say that you'll meet many more monsters on your travels that are ten times the size of these buggers

Once upon a time, in a galaxy far, far away... okay, okay, we'll stop for now. The thing is, you can't help but get that *Battlestar Gallactica* feeling when you first start playing *Phantasy Star Online*. A dying world forces its inhabitants to branch out and find a new home to destroy. The advance party sets up the atmospheric reactors and the refugees begin their voyage to a distant star. Unfortunately, when they get there all contact with the advance party has been lost following an unexplained explosion on the surface – enter our hero/heroine from stage left. The Principal of the project summons you and asks you to go to the surface to find out what has happened. You discover later that his daughter (one Ms Red Ring Rico) was a member of the advance party, hence the urgency in his voice. And so you step forth onto an unknown world, with perils around every corner...or not.

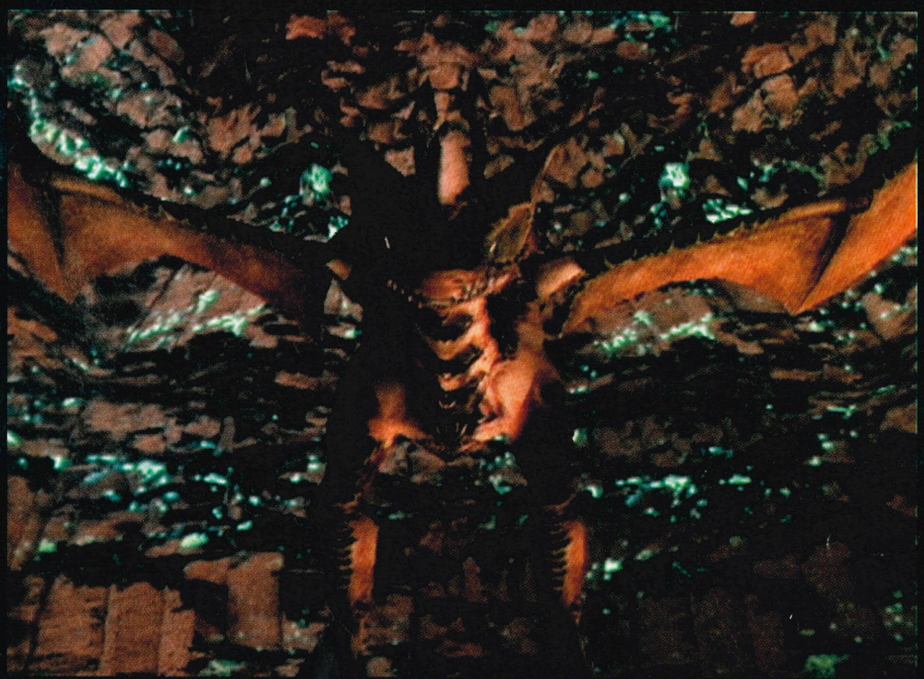
Get A Job!

It's all well and good being asked to clear up an entire world, but you're going to need some decent weapons to do it with. The Principal is a tight old geezer – he hasn't given you any money (or Meseta, as it's called in *PSO*) so you'll have to find a job. Thankfully there's an agency that deals with exactly your line of work; The Hunter's Guild can find you a job ranging from saving people from the planet to collecting research on the natives. Along the way, it's your task to figure out what's going on down on the surface.

Do The Monster Mash

Transport to the surface is achieved via matter transporters (much like those in *Star Trek*). The first world that you come across is an open forest area. The native creatures are huge versions of wolves, bears and chickens – you'll later find out that they weren't always this big. There must have been some sort of

"There is no manual target-change button, so suffice to say you'll be doing a lot of running away"



You'll need all your skills to kill off the first boss of the game, this rather nasty looking dragon.

It's All About Technique

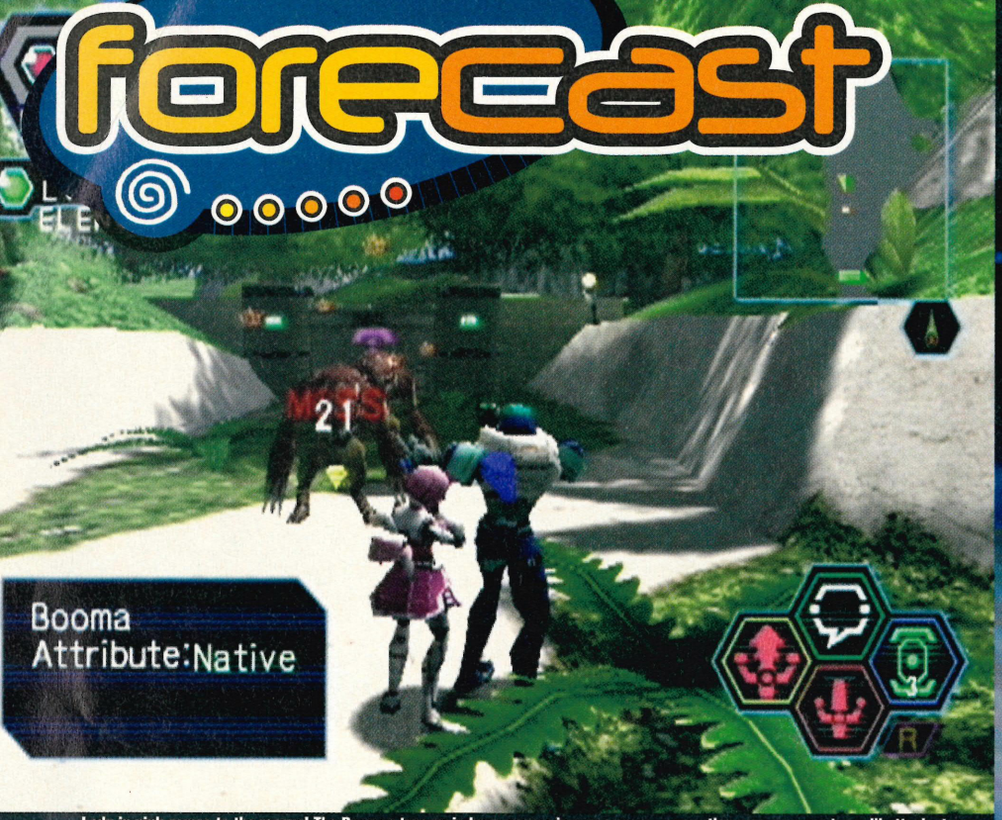
It's all very well having six-foot long ice sabres and orbit-inducing rocket launchers, but there's nothing like a bit of old-fashioned magic. In *PSO*, these are referred to as 'Techniques'. Discs can be purchased, or found, which contain data explaining how to perform a certain move. Once the character has read and understood this information, they will be able to summon and use the Technique whenever they wish. Of course, the Technique has a cost. Each time you use a Technique, you will lose a certain number of Technique Points (TP). The maximum number of points that you can have will increase each time your level goes up.

Certain advanced Techniques can only be learned once your character has reached a specified level. Apparently, killing monsters channels your mind to the ways of the Force (or something stupid like that). The Techniques that you have learnt – be they fire, ice or heal – can be assigned to buttons on the control pad. It really is magic at your fingertips!

In The Days Of Auld

Despite the obvious differences in the quality of graphics, *PSO* has changed very little since the earliest incarnations. The Rappies are still in there, as is the futuristic feel to the surroundings. Check out these screenshots for some more direct comparisons.

forecast



Lady in pink comes to the rescue! The Boomas turn up in huge groups in some areas – sometimes as many as ten will attack at once.

experiments (what's that? *Resident Evil*?) going on...

Depending on which character you're playing as, you'll be able to use weapons, magic or both. When your character is in line with the enemy, a pair of red crosshairs will appear – this means that the enemy has been targeted. The game isn't quite finished yet, so we'll reserve our judgement for now but as it stands, the targeting system is pretty lame. As a general rule, the computer automatically targets the closest enemy... well, it tries to anyway. More often than not, an enemy can be standing right in front of you and the computer won't target it. Also, there is no manual target-change button, so the only way to change targets is to either kill the current target or run away and turn around. Suffice to say you'll be doing a lot of running away. Other RPGs have set the standard in this area, so we reckon this problem really needs to be sorted out.

Team Players

The online details of the game are being kept under wraps, but from what we have scraped together, you will be able to go online and send out a message to anyone who's listening. For example, you may want to go hunting for dragons in order to locate a secret item. On your own,

The Force Is Strong With This One!

Before you can start the game you'll have to choose which character you would like to play as. Each is a combination of a pure race and a vocation.

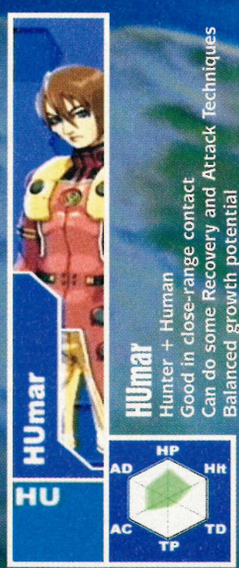
There are three races to chose from – Human, Newman and Android. The Humans in *Phantasy Star Online* are capable of learning a small number of Techniques (see the 'It's All About Technique' boxout for more info) and have a balanced growth system. This means that all of their statistics increase at roughly the same rate.

The Newmans are similar (physiologically) to Humans, except for the fact that they have pointy ears and wear quite outlandish clothes. They don't have any attributes that stand out, as they are pretty average in all departments. They tend to err towards close-range attacks, avoiding guns when they can.

Androids, being made of very strong materials, have the highest HP (Hit Points) and the highest attack power. They can use any weapon available. The downside to being an Android is that you will never be able to learn any techniques and will have to rely on your weapons to get you through the hard times.

As well as the races, there are three vocations to choose from. These are Hunter, Ranger and Force. Hunters are highly adept at close-range attacks. As such, they are able to use weapons such as daggers and sabres. Rangers are proficient with guns – give a Ranger a decent rifle and they'll be as happy as a bunny in a field bursting with juicy carrots (erm...). They can also use sabres, but their ability with these weapons is pretty limited. The last of the professions is the Force. These guys have honed their minds to the art of magic – they can learn many Attack and Defence Techniques, and as such they have the highest TP (Technique Points).

From the three races and vocations come nine possibly combinations. Check these out...

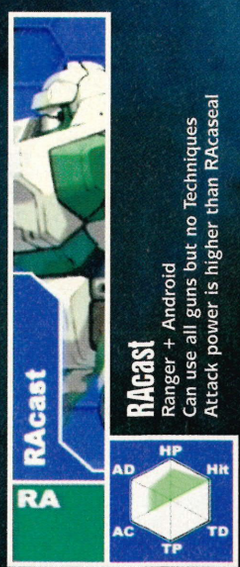


HUmar
Hunter + Human
Good in close-range contact
Can do some Recovery and Attack Techniques
Balanced growth potential

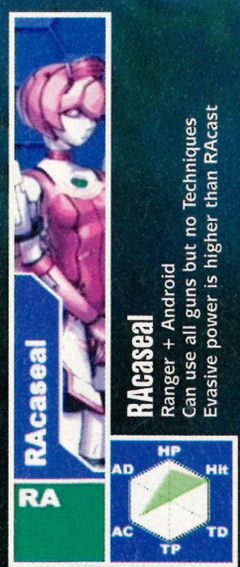
HUnewearl
Hunter + Newman
Strong Technique attacks
Good balance between Technique usage and close-range combat

HUcast
Hunter + Android
Strongest attack power
Highest HP level
Uses multiple weapons but no Techniques

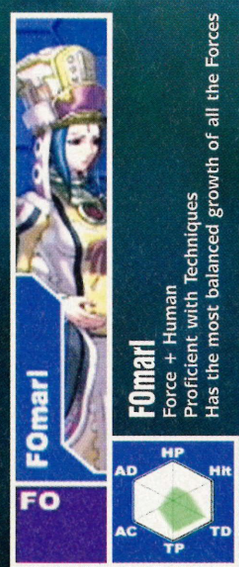
RAmar
Ranger + Human
Proficient with guns
Can do some Recovery and Attack Techniques
Balanced growth potential



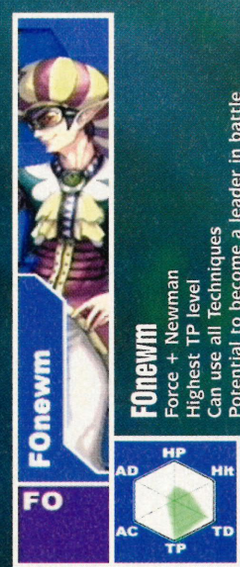
RAcast
Ranger + Android
Can use all guns but no Techniques
Attack power is higher than RAcaseal



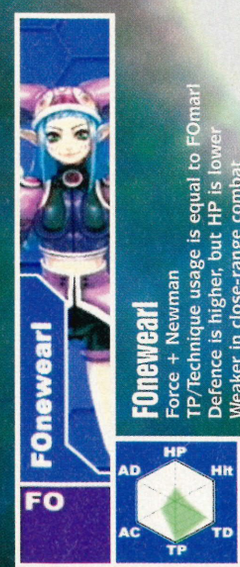
RAcaseal
Ranger + Android
Can use all guns but no Techniques
Evasive power is higher than RAcast



FOmarl
Force + Human
Proficient with Techniques
Has the most balanced growth of all the Forces



FOnewm
Force + Newman
Highest TP level
Can use all Techniques
Potential to become a leader in battle



FOnewearl
Force + Newman
TP/Technique usage is equal to FOmarl
Defence is higher, but HP is lower
Weaker in close-range combat

this would be a perilous task – the cave systems are filled with fire-breathing monsters and you're likely to wind up being chargrilled in less than a minute. If you can find a party of people somewhere else in the country (or indeed, the world) who would like to join you in your quest though, you can all go off and hunt the dragon together. Apart from making it easier, you can also have proper conversations with the other people in your team. The Y button brings up a keyboard, from which you can type a message to whoever you choose.

Only the number of people who are online limits this aspect of the game – finally, the television adverts may become a reality!

From what we've seen so far, this is going to be one hell of a game when it comes out next month. There's still time to sort out the targeting problems, so we'll put aside our gripes... for now. We don't need to tell you about the graphics, you can see that they're absolutely gorgeous – what else would you expect from the Sonic Team? – and the online capabilities alone are making us drool with anticipation. Watch out Sabre Dragon – something big is coming your way!

"The online capabilities alone are making us drool with anticipation"

What's the best armour to wear when facing hideous beasts? Short skirts? Fine by us!

essential information
Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	IN-HOUSE
PLAYERS	1-6 BILLION!
% COMPLETE	90%
RELEASE	FEB 2001

ANTICIPATION RATING 95%

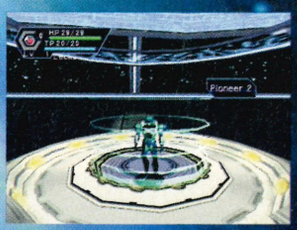
THEY SAY: One console, six billion players.

WE SAY: Yeah, we'll go with that. It'll have to be one hell of a server though!

Mag's The Word

> Whenever you're in battle, you'll notice a little floating robot bobbing around your head. All of the Hunters have these little bio-droids, which are called Mags. They help you to target your enemies, and eventually acquire special abilities such as Healing and Photon Blast. The Proton Blast comes in the form of a special move, much like a Super Move from *StreetFighter*, or a Limit Break from *Final Fantasy*. Like a *Tamagotchi* or any other virtual pet, they crave attention and need to be fed and looked after. You can feed them with potions, antidotes and other medicines. Their statistics increase in levels, just like in any RPG. When they reach a certain level, they will reproduce. You'll end up with an entire school of them protecting you, much like a shield!

The detail on the Hunters' armour is stunning. You can put the gun down now...



Take two Hildebears into the shower? Erm, no actually...we'd rather scrape our gums, cheers.

CONFIDENTIAL MISSION

The world is in crisis and you are the last trump for the peace of the world... it's time to go undercover and kick some terrorist ass. Alex Warren investigates...

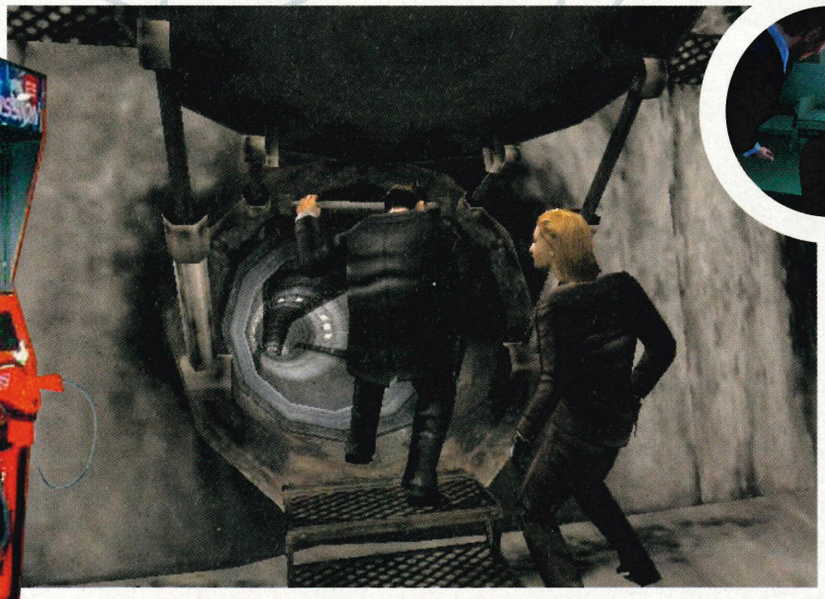
With the close of the 20th Century came the end of the Cold War, but not everyone was happy to see the conflict end as terrorists continued to stir things up between the super powers. In retaliation the Confidential Mission Forces (CMF) were set up to make sure that the terrorist forces never succeeded, and now special agents Gibson and Clifford have been given their biggest mission yet – the world depends on you.

Missionary Position

The action of *Confidential Mission* takes place over a number of different locales, shamelessly ripped off from past Bond films. So whether you're fighting your way through a train carriage, infiltrating an enemy submarine base or blasting your way through a museum, the whole thing has an air of familiarity surrounding it. Not that that's a bad thing. In fact, it's what makes the game so much more appealing than the likes of *House Of The Dead 2* and *Virtua Cop 2* as it gives you the chance to momentarily become an undercover agent just like 007 himself. We don't care who you are, everyone wants to be Bond – the glamour, the thrill, the ladies – and *Confidential Mission* has it all. Sure, *GoldenEye* on the N64 might have satisfied your spy-like whims to an extent, but in terms of pure self-indulgent fun and game interaction there's simply no beating this.

Whereas the *Virtua Cop* games were somewhat dour in their approach and general presentation, *Confidential Mission* is full of new ideas and extra features, all the while held together by a believable story and some unbelievable FMV sequences. For starters, there's a hell of

"We don't care who you are, everyone wants to be Bond – the glamour, the thrill, the ladies – and Confidential Mission has it all"



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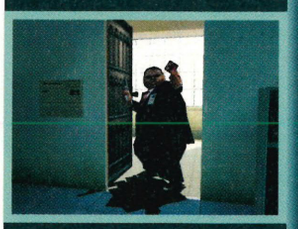


Bossanova

> In the game you'll come across three equally evil bosses, all of whom are as tough as nuts, so you'd better have your eyes tested before you take these guys on!

BOSS 1

Museum Man

Bosses don't get much shorter or fatter than this guy but that doesn't stop him being a little monkey to kill. Having filled the museum with booby-traps and hidden weapons he has the firepower to blow you away. Oh, and apparently he's wearing a wig!

Secret Meetings

> We caught up with *Confidential Mission*'s director and designer for a quick chat about their latest super-spies.

DM: How would you describe Howard Gibson?
Director: He's the super-agent. Howard is a fearless, highly-skilled CMF agent and faces the enemy head-on with a high disregard for his own safety.
DESIGNER: We wanted him to look mysterious, confident and slightly sinister. We didn't want him to look too young or too old, which made him a difficult character for us to create.

DM: What was the thinking behind Jean then?
DIRECTOR: Her character is a cool, intelligent beauty. Jean and Howard have a good working relationship but we wanted to expand that to include a subtle sexual tension.
DESIGNER: Everybody automatically assumes women spies are sexy and blond. It was quite hard for me to create her face because I tried to imitate an existing model, although she isn't similar to the model at all.

Spies Like Us

> So who are these top-secret spies that are the only beings to stand between the mysterious Agares and world domination? Hmmm... isn't that James Bond and yet another trusty female side kick who just so happens to look like *X-Files* babe Gillian Anderson? 'Fraid not. Meet the latest superstar spies – Howard and Jean.

Howard Gibson	
Nationality	Unknown
Height	183cm
Hair	Brown
Eyes	Brown
Agent Code	6

Jean Clifford	
Nationality	Unknown
Height	172cm
Hair	Blonde
Eyes	Blue
Agent Code	15

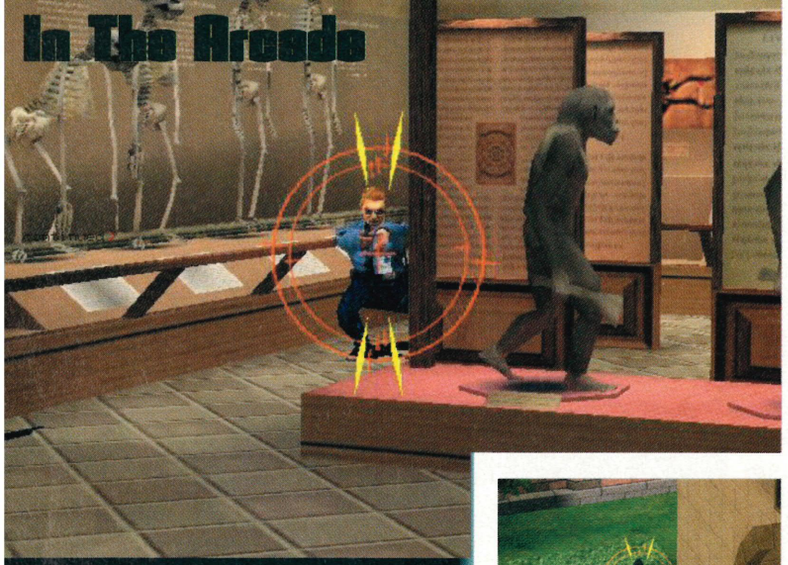
BOSS 2

Commanding General

Head of Agares' forces, this boss drives around in his tank like a deranged psychopath and his attacks are relentless. You have been warned!

continued >

In The Arcade



a lot more going on on-screen. Whilst other lightgun games might throw two or three bad guys at you at any one time, you'll be lucky to get away with a minimum of three on-screen as they dive left, right and centre into the action, making for a true shoot out. In other words, you're going to have to be on your toes if you want to get out of this one with your reputation intact and your head perched on your shoulders.

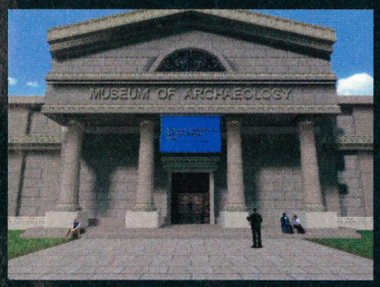
Sshhh... It's Confidential

Not that it's just out-and-out shooting mayhem at all times, you understand. Stealth and skill are on the menu too, so you'd better get your eye in pretty darn quickly. Mixed in with the rough end of the action are various mini-scenarios where you have to perform certain skill tasks to escape life-threatening situations. Tests like shooting a grappling hook to a clock face to create a zip line, disconnecting train carriages and firing gum guns to stop gas leaking out of air vents not only add an extra dimension to the gameplay but make it a far more rounded and better game. Add to that extra weapons and a whole load of other cool bits of kit and you have the consummate shoot-'em-up that is a worthy successor to *House Of The Dead 2* as the Dreamcast's next lightgun shooter... we hope!

See The World

Mission 1 – Cultural Studies

Control of the World Coalition's latest hi-spec, hi-tech spy satellite has been seized by terrorists who have set up base in an archaeological museum (don't ask). Your task is to infiltrate the museum and find out who's behind the devilish actions.



Mission 2 – Away-Day Saver

Illina Mikahailova, the only one who can re-programme the satellite system, has been kidnapped by Agares and his henchmen so that he can gain control of the satellite. He's on his way to his secret base via a train and it's your job to rescue Illina from his grasp.

Mission 3 – Control Freak

Having located Agares' headquarters on a remote island you've learnt that the satellite control system is being transported onto a submarine. Your mission – to break in and get the satellite control system... the world's counting on you.

"You're going to have to be on your toes if you want to get out of this one with your reputation intact and your head perched on your shoulders"

BOSS 3

Agares

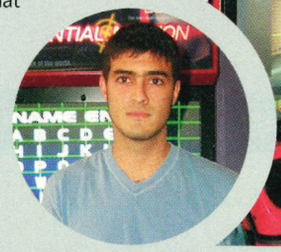
The main bad guy of the game, Agares, has quite a history behind him. At the end of the Cold War, he led a coup of the military forces and stole the World Coalition's top-secret spy satellite containing a high-powered laser which he intends to hold the world to ransom with.

Agent Provocateurs

Not convinced about the credibility of Confidential Mission making an appearance on the Dreamcast? Then just ask our super-sharp shooters what they thought of the game...

Giandomenico Brusati

Age: 24
Occupation: Racing Driver
Thoughts On Confidential Mission: Yeah, I really like it. It's much better than *Time Crisis 2* for sure. The graphics are really good and I like the way that there are lots of different weapons and gadgets to use at different stages of the game. It's definitely a game I'd come back and play again.



Zac Furbank

Age: 19
Occupation: Precision Engineer
Thoughts On Confidential Mission: Well it's definitely one of the best shooting games yet – better than *House Of The Dead 2* and *Time Crisis 2*. The game's a lot more realistic than the others too, mainly thanks to the fantastic graphics. I think that because it is a spy-based game and you've got the whole James Bond thing going on there, it's more appealing too as everyone wants to be James Bond. One thing's for sure though, I can definitely see myself spending a load of money on it when it comes out properly!

Lottie Tichy

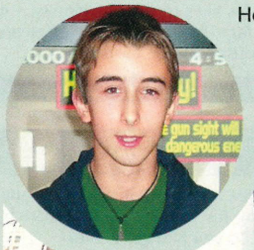
Age: 14
Occupation: Student
Thoughts On Confidential Mission: Well, I've never really played any games like before this but I guess that it's quite good fun to play, if that's what you like. It looks really nice and there's a lot going on, which makes it quite hard as you need to have really quick reactions.

Jenna Phipps

Age: 14
Occupation: Student
Thoughts On Confidential Mission: I guess it's all right but it's not really my sort of thing. I like the whole gun action and the interaction but it is quite difficult.

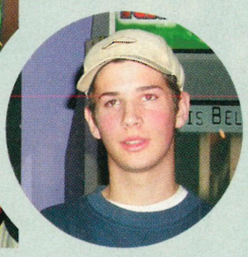
Nicko Foster

Age: 16
Occupation: Student
Thoughts On Confidential Mission: It's definitely a good game, although I think that the baddies die too easily as it's just a one-shot kill most of the time, unlike in *House Of The Dead 2*, which makes it quite easy. However, the fact that there are so many of them means that you're always shooting at something. I like the way it's got the spy element to it too, which adds extra spice.



Greg Holbrook

Age: 16
Occupation: Student
Thoughts On Confidential Mission: Yeah, it's really great fun to play. There's loads going on so you have to be on your toes all the time. There's just no let up in the bad guys coming at you. It looks much better than some of the other shooting games too, although I couldn't get used to having to point off-screen all the time to reload as I'm used to the peddle with *Time Crisis 2*. There's not enough blood either... we like a bit of blood and gore.



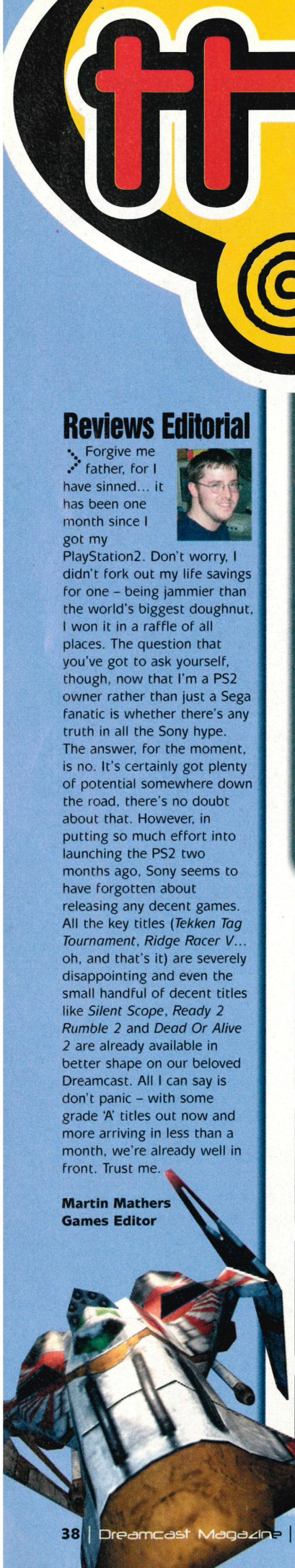
the game

Guide to Dreamcast gaming

Reviews Editorial

Forgive me father, for I have sinned... it has been one month since I got my PlayStation2. Don't worry, I didn't fork out my life savings for one – being jammier than the world's biggest doughnut, I won it in a raffle of all places. The question that you've got to ask yourself, though, now that I'm a PS2 owner rather than just a Sega fanatic is whether there's any truth in all the Sony hype. The answer, for the moment, is no. It's certainly got plenty of potential somewhere down the road, there's no doubt about that. However, in putting so much effort into launching the PS2 two months ago, Sony seems to have forgotten about releasing any decent games. All the key titles (*Tekken Tag Tournament*, *Ridge Racer V*... oh, and that's it) are severely disappointing and even the small handful of decent titles like *Silent Scope*, *Ready 2 Rumble 2* and *Dead Or Alive 2* are already available in better shape on our beloved Dreamcast. All I can say is don't panic – with some grade 'A' titles out now and more arriving in less than a month, we're already well in front. Trust me.

Martin Mathers
Games Editor



STARLANCER

44 What's this... yet another top-notch online game for the Dreamcast? Has the world gone stark-raving mad?

DREAM TEAM

This month, we went through the team's bags to find out what they're stashing...

SIMON PHILLIPS

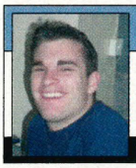
Being the Editor, Lips likes to do it all himself – he's got roll-your-own fags, brew-your-own coffee and a stroke-your-own picture of Sue Carpenter.

Game Of The Month: Hide The PlayStation2

CHANDRA NAIR

A copy of *Final Fantasy IX*, an official solution book to *Final Fantasy IX*, some *Final Fantasy IX* figurines and some crinkly tissues – what's he up to, eh?

Game Of The Month: Final Fantasy IX... obviously



ALEX WARREN

A tangerine, an apple and a rather brown banana... and we were hoping for so much more. Where have all those free music CDs you had gone, Alex?

Game Of The Month: M-SR (ooh, so original)

WILL JOHNSTON

Will's bag was empty when we checked so we filled it with copies of our review template, just to make sure he learnt how to use the damn thing.

Game Of The Month: Rainbow Six (ha!)

NICK TRENT

Several crayons and an inflatable monkey – obviously, it's the one he uses to stand in for him when he sneaks off for a crafty snooze on his pillows.

Game Of The Month: Trenty's Thermometer

SIMON CANN

His bag's like a Tardis – small on the outside, but with the capacity to hold an enormous amount of beer on the inside... just like Simon himself, really.

Game Of The Month: Pass The Pint

KAREN HOLLOCKS

Karen occasionally takes her boyfriend to school in her Bagpuss rucksack, but today she's only got a pair of white pants in case of a photo opportunity.

Game Of The Month: Hello Kitty's Cube Frenzy

ANGELA YOUNG

Half a roasted pheasant, several copies of 'Horse Owner's Monthly', a silver spoon and a small pot of Gentleman's Relish... God, she's posh.

Game Of The Month: Lightly Poached Grouse

All the latest Dreamcast games reviewed and rated!

DREAMCAST OPINION

> It works something like this...

The Judgement
A run-down of all the important uppers and downers about the game, along with a breakdown of the best and the worst bits that is has to offer.

2nd Opinion
If you need someone else's thoughts on what the game is like, you'd do well to check this bit out.

Alternatively
Fancy something a bit different? We'll list the suitable replacements 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.

The Dreamcast Magazine Scoring System Made Easy

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

90% or above – Pretty obvious really – anything good enough to earn the coveted Dreamcast Ultra award really needs to be bought immediately.

75%–89% – Falling just short of perfection, games that do this well are still worth picking up if you've got the cash to spare.

50%–74% – Ahh, the dodgy turf; games in this category might be fun if you're a big fan of the genre, but a bit hit-or-miss otherwise.

25%–49% – If a game gets this level of score, it's the kind of game that your gran will buy you as a present because 'she doesn't know better'.

0%–24% – The lowest of the very low and only worth buying if you like playing games that we wouldn't touch with yours, let alone ours.

Sonic Shuffle 40
Need something to quench your thirst for Sonic before his next adventure? Get your laughing gear around this!

Aqua GT 48
Ever heard of it? No, neither had we until it landed on our doorstep. Still, it could be quite good... ahem.

Sno-Cross Championship Racing 50
How do you make a plain old racing game interesting? Why, you bring in a whole heap of snow, of course!

Exhibition Of Speed 52
It's certainly an exhibition of something, but we'll be damned if we can find the speed anywhere in it...

Surf Rocket Racers 54
Even *more* racing, only this time it's on jet skis across water. Well, where else do you expect to race them?

Record Of Lodoss War 56
Forget your fun-loving adventures – if you want a dead serious RPG, this'll be the one for you...

Project Justice 58
Extra, extra! Read all about it! Capcom in 'producing a beat-'em-up that's not *StreetFighter*' shocker!

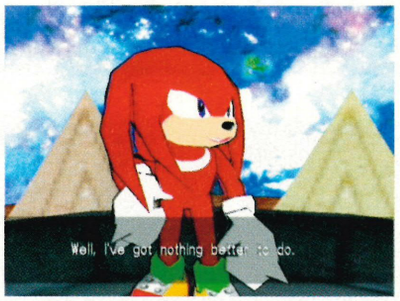
Spawn: In The Demon's Hand 60
Exploding bodies, evil demons and guns – lots and lots of guns. What more could you possibly want?

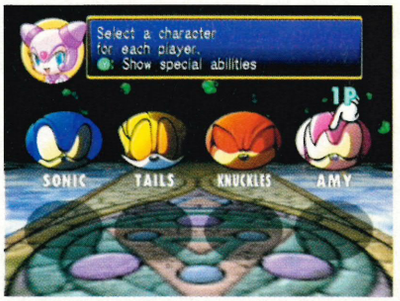
The Grinch 62
A film-licence game that's full of platform jumping and task-based puzzle solving? Get outta here!

Star Wars Demolition 64
Or 'How To Get Yourself Alienated By Yet Another PR Company', by Martin Mathers (aged 6).

Rainbow Six 66
It's not a game based on the unjust imprisonment of Zippy, Bungle, George, Rod, Jane and Freddy.

Web site: www.sega.com





Sonic Shuffle

As Sega's mascot, any game featuring Sonic should be something special indeed. Let us get you up to speed on the 'hog's latest exploits...

There's no greater prize in videogame land than direct association. Nintendo first achieved it with the NES, the company's name swiftly becoming synonymous with joypad-juggling as it swept up in the aftermath of Atari. Of course, the adoption of the word 'Nintendo' as a colloquialism for the phrase 'videogame' didn't happen by accident... by defining the platform genre, Miyamoto-san was to both popularise an unlikely hero and set in motion a trend which has continued to this day.

Y'see, despite Sonic's speed, Mario always seems to get there first. Okay, so the rotund plumber is due an amount of recognition. The fact that Sonic owes his chief characteristics to Sega's desire to offer an alternative and therefore saleable platforming experience (where Mario pondered, Sonic sped. Where the plumber was thoughtful, the 'hog was reckless) is something which should be obvious to even the staunchest Sega fanboy. Nevertheless, it's disheartening to note that moving on down the line, Mazza was able to inaugurate both the kartie racer and 3D platformer... leaving both *Sonic R* and *Sonic Adventure* more limited than liberated by expectations of pace.

Le Hog Soniqué

So why's all this important for us here this month, on these particular pages of Dreamcast Mag? Well, it's simply to bring attention to the sheer standing that can be obtained by improving genres – something that Sega should really always pursue with its mascot, surely? Whilst pondering the question... would Nintendo have survived long and strong enough to birth the 'party board game' without the kudos accrued by its earlier pioneering? And more importantly would we, in the company's absence, still have been sitting here reviewing a rather lacklustre example of such a demanding concept?

Oh yes, we know how easy it sounds on paper – cobbling a bunch of fun-sized sub-games around the novelty of a virtual boardgame. But as evidenced by the confused amalgamation of disparate ideas before us, crafting a party game that's actually worthy of the genre's moniker is something of an art.

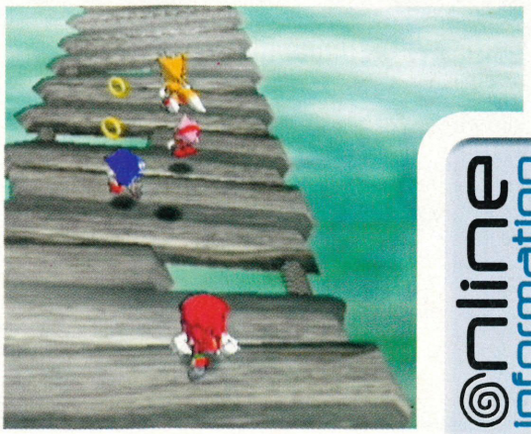
I Wanna Tell You A Story

Sonic Shuffle, unfortunately, is a little too aptly named. The game is filled with a downright sluggish nature that all too rapidly robs proceedings of the kind of hook which is vital in a social context. Whilst indulgent intros can be forgiven, the scene-setting dialogue which precedes Story mode is banal to the point of distraction with matters

essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	IN-HOUSE
RELEASE	MARCH 2001
PRICE	£39.99
GENRE	PARTY/PUZZLE
PLAYERS	4
VM UNIT	SAVES GAMES
PERIPHERALS	ARCADE STICK VIBRATION PACK

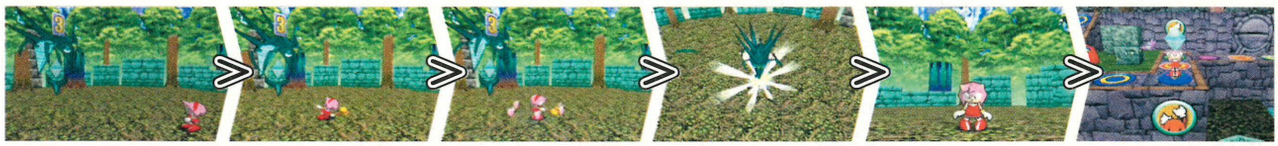


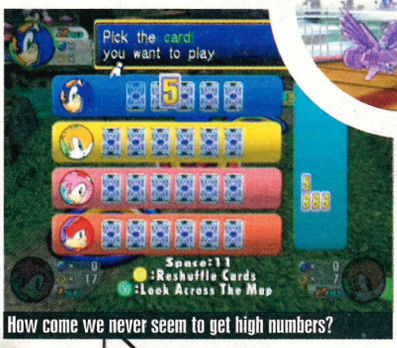
online information

As slick as you'd expect, Sega's site predictably comes across as a webvertorial (if such a word exists) – even the Shuffle site only offers desktop pics as sweeteners.

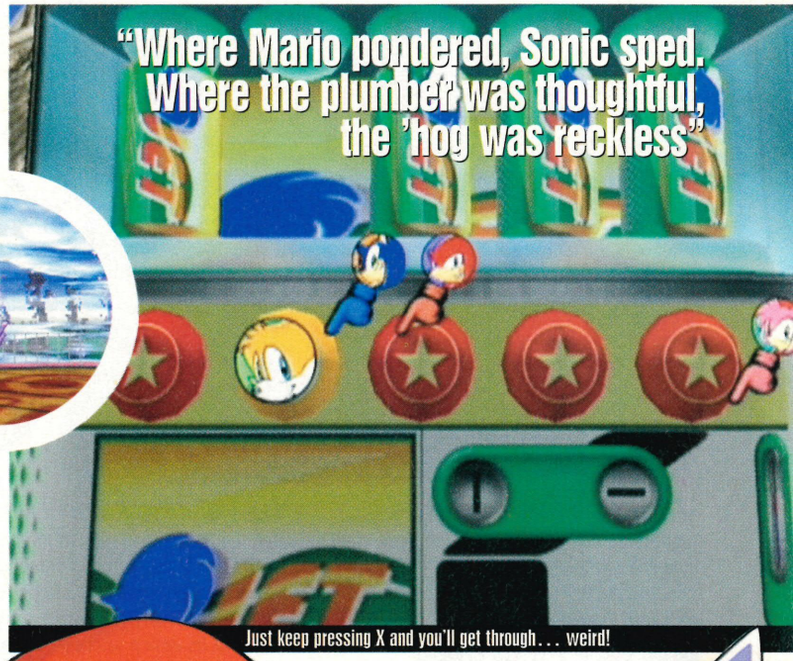
awesome moment

The opening FMV in which Sonic bursts on to your TV once again is great!





How come we never seem to get high numbers?



Just keep pressing X and you'll get through... weird!

hindered further by minimal, unengaging animation. Being a Sonic Team production, we're subjected to the usual cobblers about shattered dreams (a theme which should really be the preserve of *NiGHTs*) but most will be untroubled by such a twee context (hey, what did you expect?) having jabbed the Start button repeatedly once the numbness sets in.

Things are a touch better over in Versus mode, which is geared towards a quicker start with rapid access to a variety of boards. However, this means little if you prefer the rules offered by Story mode and besides, both versions of *Sonic Shuffle* are near-identical and similarly flawed throughout. It's in the game's handling of players' movement cards that the modes really differ, Story mode being arguably the more tactical variation as the face of each card is visible, allowing you to choose exactly how far you want to travel. The tactical demands of having to land upon a target rather than merely pass over it serve to establish such a movement system as genuinely inspired, rather than merely different for the sake

Jet Set Sonic

> The visuals in *Sonic Shuffle* are truly lovely, if stylised a little oddly for a Sonic game. Using the cell-style look of *Jet Set Radio*, Shuffle takes a little time to get used to but it sure pulls in the crowds... only to repel them once again after they pick up the pad. Still, it'll make the Dreamcast look great in the shops.

infoburst

Extra information

> Sonic's MegaDrive debut was apparently fuelled by 'burst processing'...

> ...which was just a fancy way of saying that the 16-bit console's CPU ran very fast compared to the slothful SNES's!

> A real hedgehog isn't very fast – unless it sticks to the wheel of the truck that just squashed it flat...

continued >

of it. In practice however, the time needed to plan the most expedient route is somewhat unpalatable... a problem which smaller opening maps may have relieved somewhat.

Play Your Cards Right

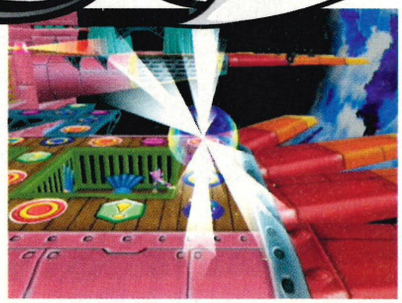
Such concerns are negated in Versus mode with movement cards placed downwards, introducing a random element which pretty much excludes the need for cards at all – although you can look at your own cards via the screen of the VM, not having one pretty much buggers the whole process up. You pays your money and you takes your pick because, as with any party game, it's the mini-games which we're all here to see... though to witness them in *Sonic Shuffle* you'll have to take care not to blink!

What's noticeable from just a play or two is the infrequency of any decent four-player action and, when it eventually arrives, just how quickly it's all over. The sub-games themselves are mostly too obscure or slight to be considered truly enjoyable and the handful in which success blatantly has no basis in skill serve only to grate. Players will be accosted by various monsters as they travel although the point of such encounters truly escapes us, as seeing them off is something of a formality.

All of which is rendered even more ridiculous by the loading times which accompany each slice (or should that be sliver?) of joypad juggling. A party game which forces sequential play MUST turn over control from player to player much quicker than this! What we're left with is a soulless experience that just isn't much fun. Sorry Sega, but that's the way the cookie crumbles...

Mark Crawley

Now then, which way to go? Usually it makes bugger all difference – you'll still get your arse kicked by the CPU.



Help Meeeeee!

> One thing *Sonic Shuffle* has in its favour is a great line in help – there's a Tutorial mode to explain things outside of a competition but even during a game, vital information is always at hand. Now, how the hell do we get off this crazy boat?

Dreamcast Magazine Opinion

THE JUDGEMENT

SONIC	CHRONIC
⊕ As slick looking as you'd expect	⊖ Not exactly the best sub-games ever
⊕ Sonic's a bad-ass blue dude!	⊖ The maps are really dull to play
⊕ In fairness, it does actually run	⊖ The card thing is unconvincing

2ND OPINION

> Get ready for a bit of a shock – there's finally a Sonic game that isn't actually all it's cracked up to be. Nooooo! We were as surprised as you are, especially after enjoying *Mario Party* on the N64 (which, let's face it, is practically the same game) but the sad fact is that *Sonic Shuffle* is just too damn boring and repetitive to keep even the most die-hard Sonic fan playing for more than an hour. The fact that it's too hard to beat the cheating computer opponents might have something to do with it... no matter what you might think, don't do it. Just don't.

Loz Cooper

ALTERNATIVELY

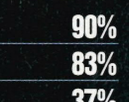
Chu Chu Rocket!

The best Dreamcast party game... original is its middle name.

Reviewed: Issue 10
Dreamcast Rating: 90%

Worms World Party

Great multiplayer fun... and online. The rest are worm food!



Reviewed: Issue 16
Dreamcast Rating: 85%

DREAMCAST RATING

> VISUALS	90%
> SOUNDS	83%
> GAMEPLAY	37%
> VALUE	42%

58%

SUMMING UP

> Slap bang average. Stop this now Sega, whilst the 'hog still has some integrity!

Dreamcast

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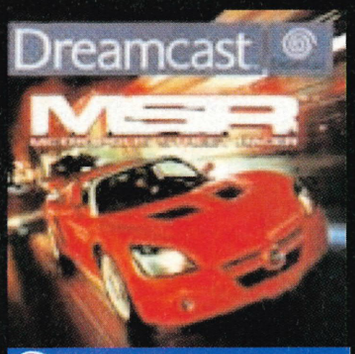

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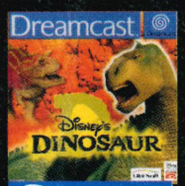

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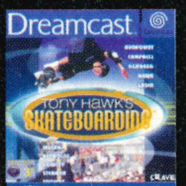

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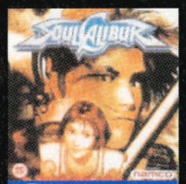

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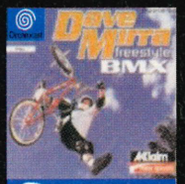

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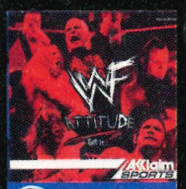

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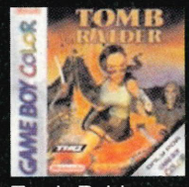

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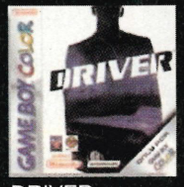

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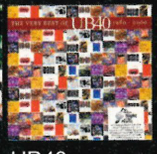

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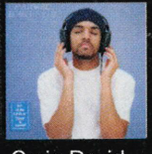

Craig David Born to Do it

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Food for Enthusiasts...

review

Web site: www.ubisoft.co.uk

StarLancer

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

essential information

Dreamcast magazine

PUBLISHER	UBI SOFT
DEVELOPER	WARTHOG
RELEASE	OUT NOW
PRICE	£39.99
GENRE	SHOOT-'EM-UP
PLAYERS	6
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK MODEM

online information

www.microsoft.com/games/da/starlancer

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

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

Originally released on the PC a fair few months back, the Dreamcast version of *StarLancer* has had a bit of a troubled past – what you've actually got here is a Ubi Soft release of a Crave conversion of a Warthog game. Confused? Don't worry, it's not exactly important. All you need to know is that if you're into action-packed shoot-'em-ups that look gorgeous and play like a dream (as well as having a top-notch story line to boot) then not buying yourself a copy of *StarLancer* is a really big mistake. Oh, and then there's the fact that you can go up against five other would-be fighter pilots in a variety of online deathmatch frenzies... did we forget to mention that?

Die, Capitalist Pigs!

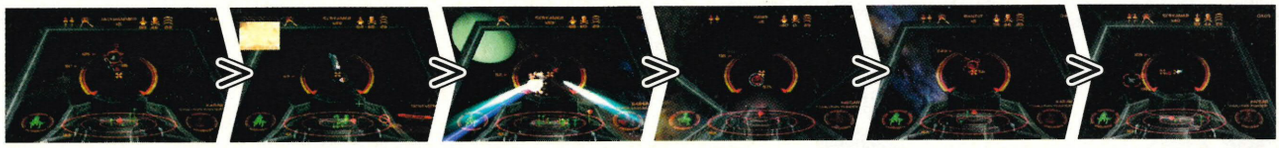
Considering that *StarLancer* is set way into the future and we're supposed to have become a peaceful world by then (at least, we are according to *Star Trek*) there are rather too many stereotypical enemies in space for our liking. The Western Alliance – basically us and the Americans – has come under attack following the colonisation of Mars and preparations for exploring the galaxy from the Eastern Coalition... so that'll be the Russians and other 'commie b'stards' then, if the game is to be believed. To cut a long and rather obviously nicked from the archives of the Imperial War Museum story short, they're winning and we're losing – hence the reason why you've been drafted up to join the 45th Squadron and fight the good fight – all in the name of capitalism.

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

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

awesome moment

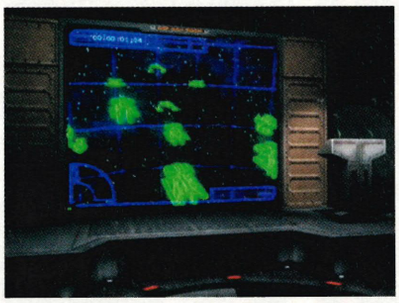
There's nowt quite like the smell of exploding Coalition starships in the morning...



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

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

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



infoburst

Extra information

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

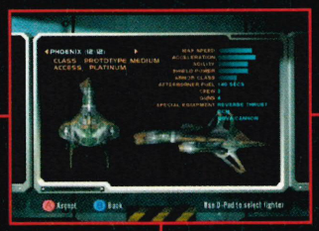
items, to destroying enemy bases and even trying to take out an entire Coalition space station, you won't have much chance to take a breather considering the amount of blasting you'll need to do. What's more, none of the missions ever seem to go according to plan – you'll be happily flying around on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

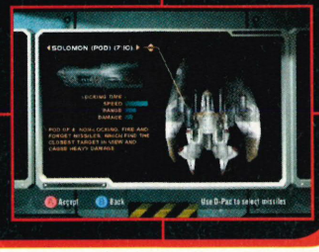
I Will Be Avenged... No!

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

Say Hello To My Little Friend

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





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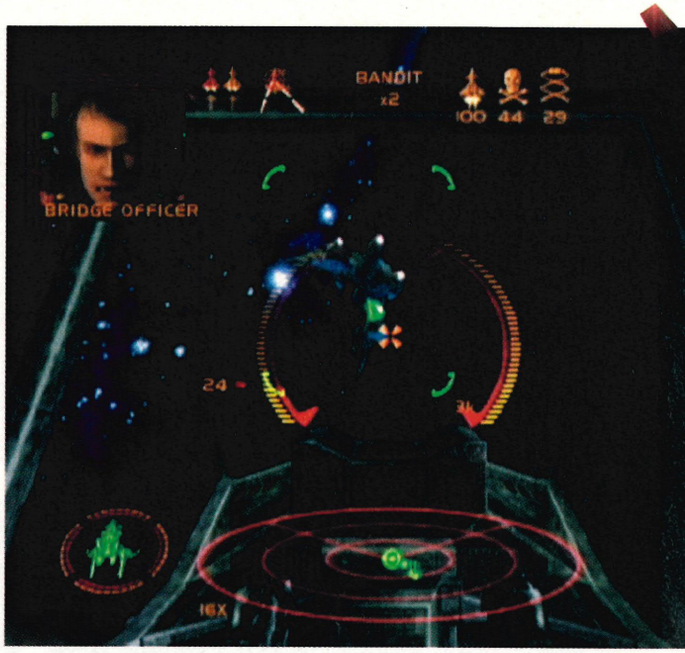
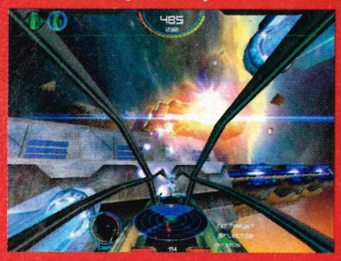


I'll Name That Game In One

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

Bang! Gunship Elite

Promised for the Dreamcast ages ago, we've seen absolutely nothing of this. We've got *StarLancer* now though, so we don't really care any more.

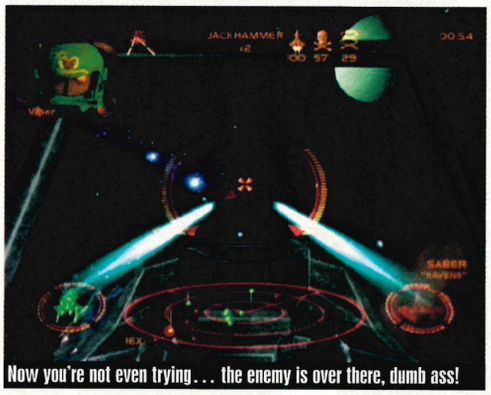


Wing Commander

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

Elite

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



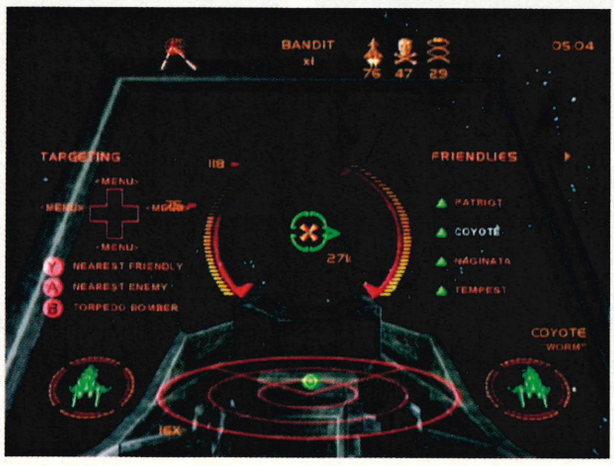
Now you're not even trying... the enemy is over there, dumb ass!

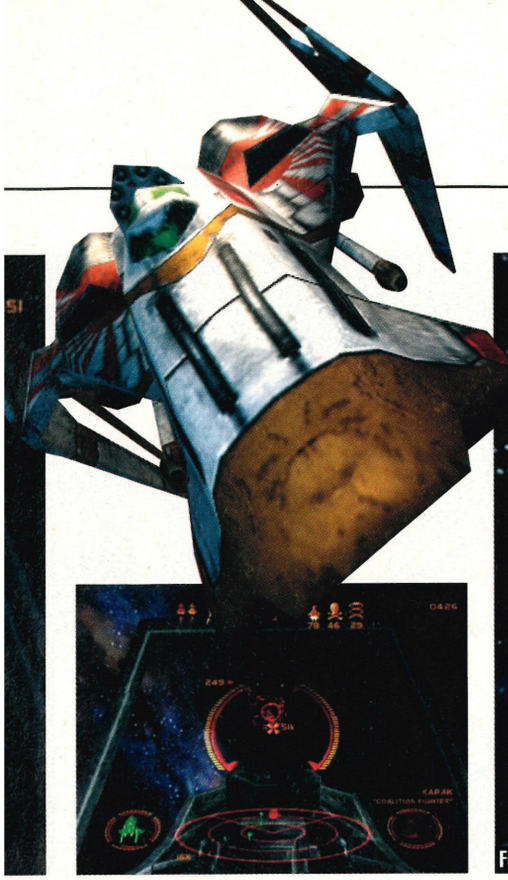
"StarLancer most certainly manages to jump ahead as one of the killer apps for online gaming on the Dreamcast"

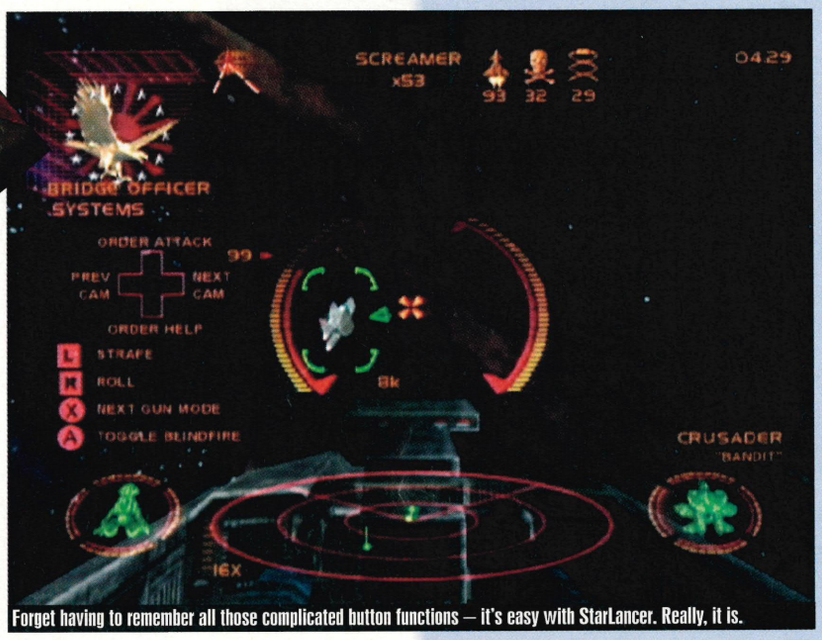
Hahahahaha! Die, you evil space-raiding scum... that'll teach you for stealing my morning paper!

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

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







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

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

The Online Frontier

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

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

Martin Mathers

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

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

Going For Gold

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

Dreamcast Magazine Opinion

THE JUDGEMENT

STAR	BOIL
⊕ A fine example of story-telling in games	⊖ The controls take a bit of getting used to
⊕ Six-player online deathmatch?	⊖ Not quite as good as the PC version, sadly
⊕ Lots of explosions – wonderful!	⊖ Good online game = very high phone bill

2ND OPINION

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

ALTERNATIVELY

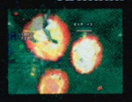
Gunbird 2

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

Reviewed: Issue 15
Dreamcast Rating: 51%

Armada

Looks a bit pants, but underneath is a rather cracking little shooter.



Reviewed: Issue 5
Dreamcast Rating: 91%

DREAMCAST RATING

VISUALS	94%
SOUNDS	89%
GAMEPLAY	92%
VALUE	91%

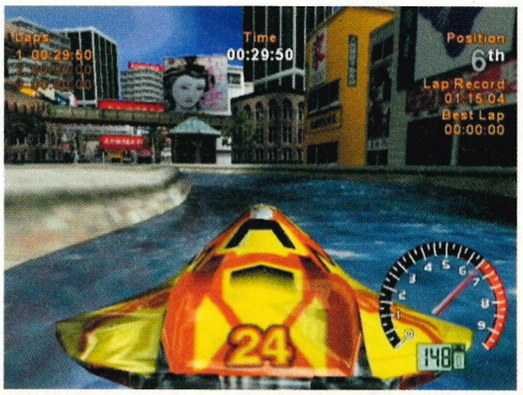
93%

SUMMING UP

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

review

Web site: www.take2games.com

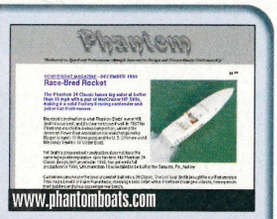


essential information

Dreamcast magazine

PUBLISHER	TAKE 2
DEVELOPER	EAST POINT SOFTWARE
RELEASE	JANUARY
PRICE	£39.99
GENRE	DRIVING
PLAYERS	2
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK RACE CONTROLLER

online information



www.phantomboats.com

If you want to check out some real high-speed speedboats take a look at this site – just be warned though, you'll need to be loaded to buy anything!

Aqua GT

Fancy a quick cruise around the cities of the world? Then get your waterproofs on and prepare to get wet all over...

Every now and then we get a game that crash-lands on our desks completely out of the blue which we've never even heard of. No heritage, no news, no nothing. Cue the arrival of *Aqua GT*, heir apparent to that other water-based racer, *Hydro Thunder*.

Water, Water Everywhere

At the heart of it there's nothing particularly revolutionary about the game. Okay, so you have seven different water courses from around the world – London, Paris, Amsterdam, Venice – each of which have four alternatives (low and high tides, day and night) but these are hardly what you'd call variations. The same goes for the boats on offer, of which there's a total of 16 split into four groups. Although the different groups are noticeably different in looks, speed and handling, those residing in the same category don't have the same luxury.

Not that it matters massively as the real strength of the game lies in the fact that it doesn't take itself overly seriously

Take a little detour and check out the sites along the way... but don't expect to win the race.

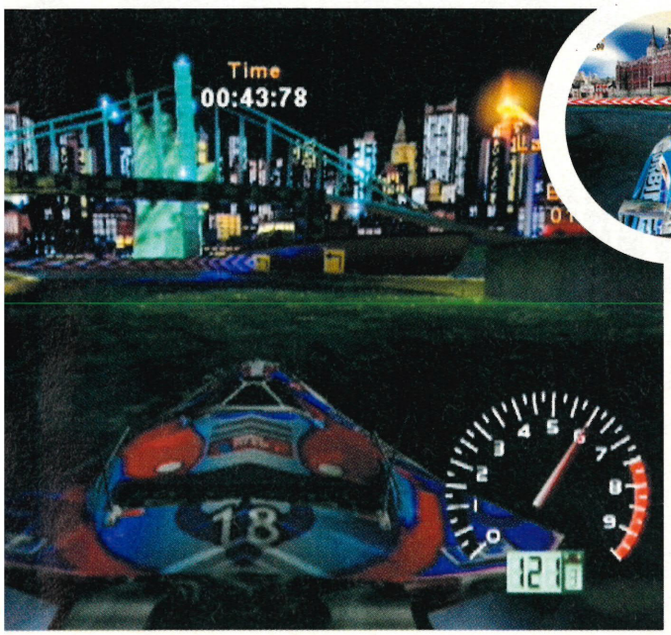
infoburst

Extra information

- Even though none of the rivers in the game (Thames, Seine etc) are looped in reality, somehow they are in this game – magic.
- If you fancy saving yourself hundreds of pounds seeing the sights of European cities, buy this game and you'll see them all (well, some anyway) for £40.
- There's a total of 16 boats to race, split into four different classes.

awesome moment

As if by magic the Thames is one big loop – how the hell did they do that?



Some of the light-sourcing in the game is mighty impressive. Shame about the rest then.

"There's enough challenge and enjoyment to make it grippingly compulsive and genuinely good fun"

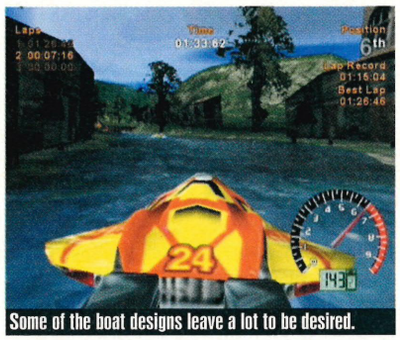
and is very much an arcade game at heart, despite the omission of anything resembling boosts and the like. The fact that the various championships are pretty tough means that it'll keep you coming back for more until you've managed to win the lot and open everything up for the Arcade mode. Sure it might not quite have the speed, imaginative track design or out-and-out arcade style of *Hydro Thunder* but it offers enough challenge and enjoyment to make it grippingly compulsive and genuinely good fun to play.

Subaqua

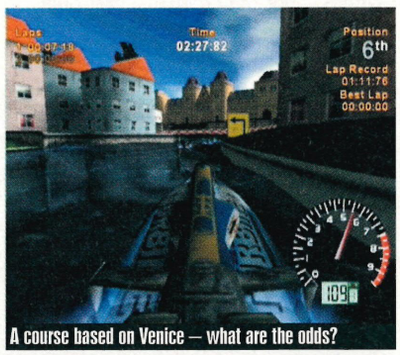
However, quite how the gameplay manages to remain so refreshing and compelling when you consider the disproportionate amount of annoying niggles that have wormed their way into the game is something we're still working out. Most notable is the perpetual predicament that plagues all racing games that dare take to the water – the rendering of water. It's not that the movement is particularly bad – in fact, it's quite a good effort – but it just isn't real. With a minimal amount of spray, and boats that just bob up and down in a very much pre-determined fashion, the sensation of speeding along on water isn't conveyed particularly effectively either. That said, if you dare to take the cockpit view, you'll find yourself suffering from a bout of sea-sickness before long – you have been warned. Otherwise the game graphics are relatively solid. If you can ignore the intermittent shocking cases of pop-up, the draw-in, which is more deceptive than a Michael Owen dribble, the random cases of clipping and some frustrating collision detection, that is.

At the end of the day though, *Aqua GT* is exactly what you'd expect from a water-based racing game – it's fun for a while, it looks above average, has plenty to do and that's about it. In other words, it's hardly ground-breaking stuff but if you're after something a little different to the likes of *M-SR* and its land-based brethren, it's well worth a whirl... just don't drown yourself in the process.

Alex Warren

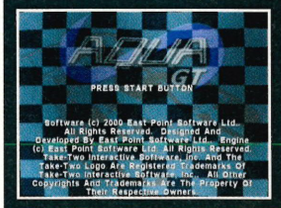


Some of the boat designs leave a lot to be desired.



A course based on Venice – what are the odds?

Dreamcast magazine opinion



THE JUDGEMENT

SPLASH	HASHED
⊕ Ace fun to play... for a while	⊖ Too many minor graphical glitches
⊕ Keeps you coming back for more	⊖ Enemy AI's a bit pants
⊕ A refreshing change from car racers	⊖ The crap music just doesn't stop

2ND OPINION

> I know racing games are popular and there's a quick buck to be had from us all, but it's getting beyond a joke now. What next? *Super Balloon Racing on Mars 2083?* Unless developers ensure that each racing game being released on the Dreamcast is every bit as polished and original as *M-SR*, then such games are just going to be left in your local games emporium to fester. Okay, it's fun in places but ultimately, *Aqua GT* isn't good enough. Another wasted opportunity – worth hiring, but not worth spending £40 on.
Simon Phillips

ALTERNATIVELY

Hydro Thunder
Arcade-perfect conversion that looks great but is really tough.
Reviewed: Issue 2
Dreamcast Rating: 79%

Surf Rocket Rider
Water sports action for the extreme sports addict.
Reviewed: Issue 18
Dreamcast Rating: 65%

DREAMCAST RATING

VISUALS	67%
SOUNDS	61%
GAMEPLAY	71%
VALUE	66%

68%

SUMMING UP

> It might not look particularly fantastic but it's actually really good fun to play.

A European Tour

> So you fancy taking a leisurely trip around the waterways of Europe, do you? Then join us on our whistle stop, guided tour of the sights and sounds of London, Paris, Amsterdam and Venice – you'd be a fool to miss out.

First Stop
The Tower Of London, London

Second Stop
Notre Dame Cathedral, Paris

Third Stop,
The Doges Palace, Venice

Fourth Stop
The Red Light District, Amsterdam

Web site: www.ubisoft.com

Sno-Cross Championship Racing

It's that time of year when the flakes begin to fall and we're all snowed in so we don't have to go to work... out with the skidoos, lads!

Here's a thought – let's make a brand new type of racing game. Now, should we go for the four-wheeled type, the two-wheeled type or even one on water? Hmmmm... sod it, let's make a racer on skis. And so went the thoughts (well, maybe) of developers at UDS when they came up with *Sno-Cross Championship Racing*. Gosh, aren't they clever people?

It's Sno Joke

Normally we wouldn't even consider using the words 'racing game' and 'original' in the same sentence but for once we might just allow ourselves the rare pleasure. Sure, there's been the odd kiddy racing game (*WDWO:MRT*) that might have one or two levels which swap a car for a skidoo but never has a game been entirely devoted to the favoured transport of Eskimos... but then there's a first time for everything. The prospect of racing down mountain slopes à la James Bond with a throbbing engine between your legs and military forces in hot pursuit is truly tantalising... it's just a shame that it doesn't quite end up like that.

On the face of it *Sno-Cross* might well come across as a novel idea but on closer inspection, it has all the hallmarks of the same old derivative racing game – yawn, yawn. With three championship levels – 500cc, 600cc and 700cc – and a total of 12 licensed Yamaha skidoos with which to slice through the snow, it seems we're having another one of those déja vu moments that we've all been suffering recently. Of course, there's all the usual upgrades and repair jobs in the garage plus a whole bunch of circuits to race around, but it's nothing new and hardly inspirational stuff.

Sno Balls

The same can be said for the rather shoddy gameplay which, at times, falls into the alarmingly bad category. It's not that there's just one thing that brings it down either, but rather a culmination of factors which leave it stuck headfirst in a mountain-sized snowdrift, cold and very wet. The first thing to strike home is the near-impossible job of moving the skidoos exactly where you want them to go – the control is as slippery as a female mud wrestler. Add to that an incredibly slow frame rate that doesn't help the already snail-paced action, no matter which view point you care to drive from, and it's hardly a recipe for gaming success.

To be fair though, the game does look pretty spanking for the most part, with some impressive mountain views to be taken in along the way... and at least you've got the time to take them in. So as you can see, the virtues of *Sno-Cross* don't add up to much in the grand scale of things. Okay, it looks good, but at the heart of it – the bit that really counts – it just isn't any fun to play. There's no enjoyment, no thrill and without those all-important facets there's little reason to recommend *Sno-Cross Championship Racing*... even to Eskimos.

Alex Warren

essential information

Dreamcast magazine

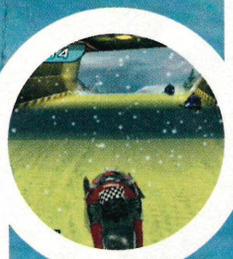
PUBLISHER	UBI SOFT
DEVELOPER	UDS
RELEASE	OUT NOW
PRICE	£39.99
GENRE	DRIVING
PLAYERS	2
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK ARCADE STICK

online information

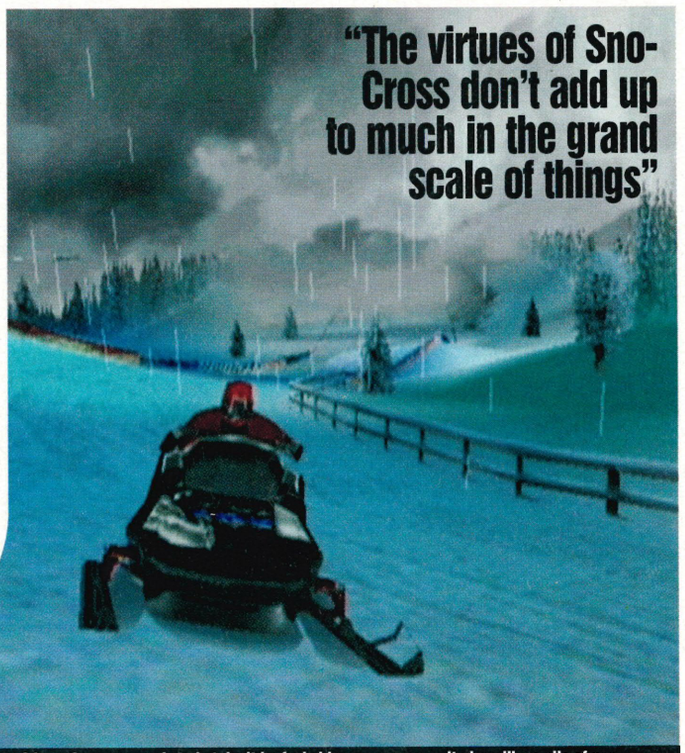
If you don't trust our score for the game check out the game's site where you can read other reviews, as well as download more screenshots.

HIDEOUS moment

The collision detection is awful and it'll take all your skills to be thrown off.



"The virtues of Sno-Cross don't add up to much in the grand scale of things"



The game might well look pretty good from these screenshots but don't be fooled by appearance – it plays like a pile of poo.

infoburst

Extra information

- Courses in the game include Aspen, Nagano, Calgary and Munich, among others.
- Every single snowflake that has ever fallen from the sky has been different.
- The skidoos in the game are real life models and if you care to purchase one, it's going to set you back a fair whack.
- You can perform various tricks along the way – Seat Smack and Hands On Head included – if that's what takes your fancy.

Anything You Skidoo, I Skidoo Better

Undoubtedly the best feature of the game is the top track editor where you can create your own race course masterpieces. More than anything else, it gives the game infinitely more replay value than it would otherwise have had with its miserly amount of courses. Go on then, start building – it'll be just like making Scalextric tracks all over again... well, maybe.

Choose your pieces and slap them in.

It's like Scalextric all over again.

Now choose your landscape.

Hey presto! You're ready to race.

What really lets the game down is the atrocious handling of the skidoos.

Dreamcast Magazine Opinion

THE JUDGEMENT

FLURRY	SLURRY
⊕ Some good effects in places	⊖ Really poor skidoo control
⊕ Top track editing option	⊖ Extremely bloody slow
⊕ Ummm... well... you've got us	⊖ It's just no fun to play

2ND OPINION

It's not that this is an entirely feeble game, it's just that it fails in every department to engage the player. The actual premise is sound and were it any good it would've been top to enjoy a spot of non-wheel-based action on the slippery snow. However, it's too slow, the frame rate chugs along and there's little, if any, feeling that you are traversing the snow apart from the ungainly controls, which are just plain frustrating. This was a tremendously good idea on paper – unfortunately, the moment it left the drawing board it turned into a pile of cack. Shame.

Simon Phillips

ALTERNATIVELY

Snow Surfers

If you want some snow action mixed with tricks, this'll be what you need.

Reviewed: Issue 03
Dreamcast Rating: 62%

Sega Extreme Sports

Suitably mad off-road antics which should keep you quiet for a while.

Reviewed: Issue 15
Dreamcast Rating: 86%

DREAMCAST RATING

VISUALS	73%
SOUNDS	50%
GAMEPLAY	51%
VALUE	70%

58%

SUMMING UP

A cool idea that's let down by poor execution, but then you win some, you lose some.

review

essential information

Dreamcast magazine

PUBLISHER	VIRGIN INTERACTIVE
DEVELOPER	TITUS
RELEASE	26 JANUARY
PRICE	£39.99
GENRE	RACER
PLAYERS	4
VM UNIT	SAVE GAMES
PERIPHERALS	RACE CONTROLLER MODEM

Exhibition Of Speed

With both M-SR and F355 firmly ensconced at the top of the Dreamcast driving ladder, is anything going to knock them of their perch?

You know it's a bad sign when a game lands in the office and no one's ever heard of it, but for it to happen twice in one month – now that's unheard of. Even so, at the same time the element of not knowing adds a certain something to the mystery – after all, it could be an absolute gem. That is until you put the disc in its rightful place and boot it up, at which time – in this case – the true horrors jump out before wrestling you to the ground and dragging you down to gaming hell. So formalities over, meet the game that's going to single-handedly destroy the racing utopia built up by *M-SR* and *F355 Challenge*: *Exhibition Of Speed*... or not, as the case might be.

Speed Freak

We should have known really. After all, any game that boasts the deplorable *Roadsters* as its elder brethren and point of inspiration was always going to be headed the same way... and that's down. Frankly there's absolutely nothing to recommend this game to anyone other than those who have a penchant for the finer art of torture. Actually, that might be a little harsh, as the game does have online functions which is a definite plus point, but then the question of why anyone would want to touch it in the first place would have to be asked. So yeah, it is all bad, bad news for *EOS*.

With so much to choose from it's hard to know where to start. The first thing to smack you right between the eyes, bruising both in the process, is the distressingly poor graphical quality, a theme that continues throughout. And if it's not the disturbingly bad frame rate and speed of the game that sends you into a cardiac arrest then rest assured that the pop-up will have you on the floor within seconds. The re-draw distance (or lack of) is particularly foul and at times during the night sections you'll end up having to second guess where exactly the road is going before it finally forms right

"Frankly there's absolutely nothing to recommend this game to anyone other than those who have a penchant for the finer art of torture"

online information

For the latest on all sorts of cars, Roadsters included, you can't go wrong with Jeremy Clarkson and pals at the Top Gear Web site.

infoburst

Extra information

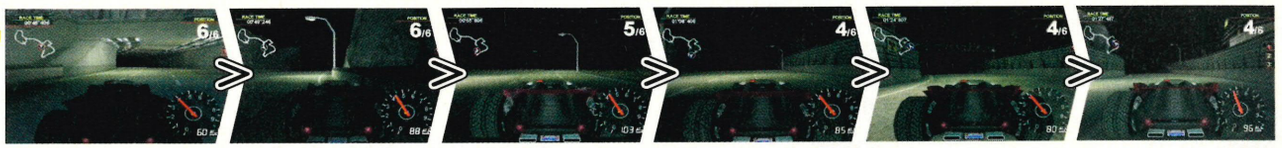
- All the characters in the game have completely stupid names like Pierre, Ace and Jett. What?
- With three championships and six courses, there's not a lot to do.
- You might find that pouring boiling water over yourself and sticking pins in your eyes is more pleasurable than playing this game.

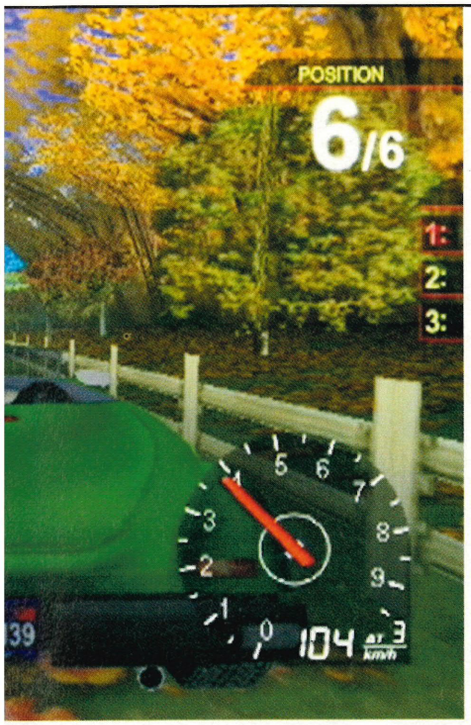
Car Show 2001

One of the redeeming features of the game is the rather cool collection of cars on offer. Okay, so they might not be the best-looking things when they're out on the track or go particularly fast when they're there, but stuck in the showroom they look the part, even if they do look as if they're straight out of the Sixties. Just remember looks are deceiving and you'll be fine...

HIDEOUS moment

So, ummm, where the hell's the road going? Call in if you can tell us.





As you can see for yourselves, Exhibition Of Speed is no M-SR or F355 in the looks department.

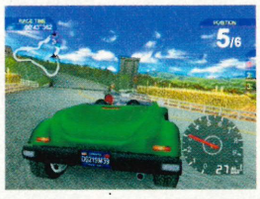
in front of your eyes as if by magic. Need we say more? As for the sound effects... well let's not go there, hey?

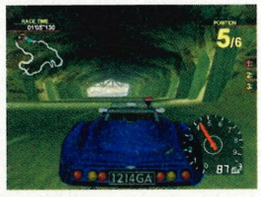
Carmegeddon

The gameplay itself is equally abominable, not helped in any way whatsoever by some of the worst car handling you're ever likely to have to endure. Unlike *Roadsters*, where the control was far too responsive, *EOS* goes the other way meaning you need a sledgehammer to help make sure that the car turns at all. This is all the more frustrating on the twisting courses and will, without fail, end with you throwing a fit before ejecting the game and tossing it out the window of your seventh floor apartment, with the resulting destruction far more satisfying than the game itself. And so the pattern continues until we're right down in the depths of despair where the searing flames lick at the GD-ROM, turning it from a shiny piece of metal into a melted piece of rubbish.

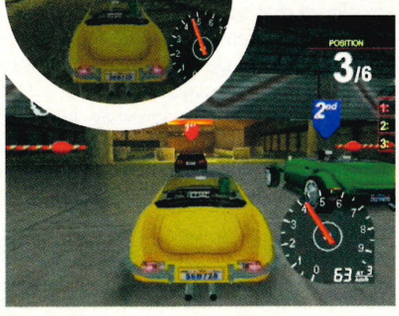
All of which means that when it comes to the crunch, *Exhibition Of Speed* is more like an exhibition of piss-poor quality and how not to make a racing game than one of speed. Approach at your peril...

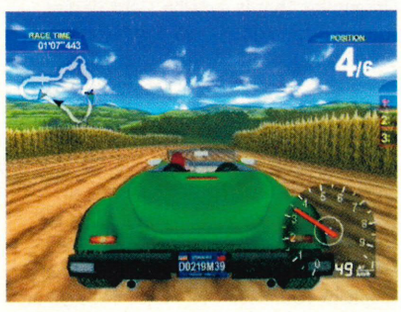
Alex Warren



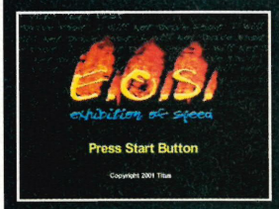


The cars might look quite cool, but believe us — they're anything but.





Dreamcast Magazine Opinion



THE JUDGEMENT

SKID MARKS

- ⊕ It has online support – big deal
- ⊕ Pretty decent track design
- ⊕ No... lost us there somehow
- ⊖ Appalling handling on the cars
- ⊖ Looks like a dog's arse
- ⊖ No fun in any way whatsoever

2ND OPINION

> Er... oh, buggrit, don't go anywhere near this pile of shite. If you do we'll send Alex round to see you and wax lyrical about the joys of public school (note: you do not want this to happen). If you want a good racing/driving game then go out and get yourself *F355 Challenge*, *M-SR* or *Le Mans 24 Hours*. If you have all of those games then rather than waste your money on this drivel, you could just send me the cash instead! Burning four crisp tenners would be a better use of your money... just avoid it, okay?

Simon Phillips

ALTERNATIVELY

Speed Devils

Speed Devils shows how this sort of game should really be done.

Reviewed: Issue 02
Dreamcast Rating: 92%

M-SR

If you're after a racing game *M-SR* is the only one you'll ever need.

Reviewed: Issue 15
Dreamcast Rating: 96%

DREAMCAST RATING

VISUALS	39%
SOUNDS	31%
GAMEPLAY	36%
VALUE	48%

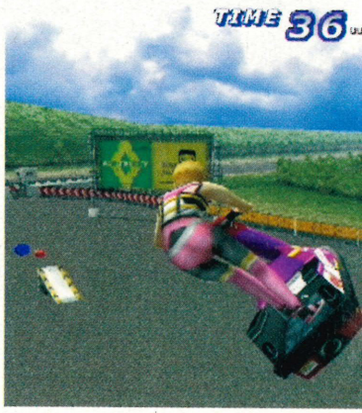
35%

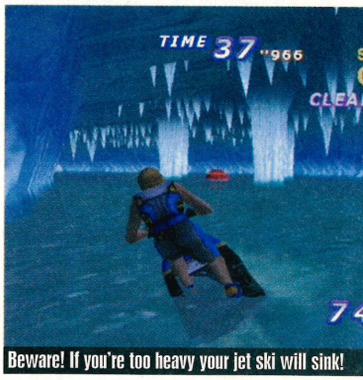
SUMMING UP

> There's no excuse for trash like this to ever be released on a home console, Dreamcast or otherwise.

review

Web site: www.ubisoft.co.uk





Beware! If you're too heavy your jet ski will sink!

Surf Rocket Racers

There's nothing quite like messing about on the river, especially on a jet ski. Unfortunately, this game really is nothing like it at all...

It's truly a dark day when someone can stand up and show us a game on an inferior console to the Dreamcast that is a damn sight better than the game we're playing for review... but it's happened. After getting a copy of Ubi Soft's watery jet ski racing title *Surf Rocket Racers* (based on an arcade game called *Wave Runners*, no less) some helpful bright spark decided to fish out an N64 and give us a quick reminder of *WaveRace* – one of the launch titles for the console over four years ago. The trouble is, even five blindfolded badgers in a sack could tell that Nintendo's game takes the gold medal by a mile... oh, the shame of it all.

To be honest, *Surf Rocket Racers* isn't actually all that bad – it's one of those games that'll keep you coming back to play it again and again. Unfortunately, it's not because of the playability... it's actually because of that annoying 'just one more go so I can finish it and get on with something more constructive' feeling that all dedicated gamers have inside.

Sure, there are quite a variety of modes to go through, such as Hazards And Obstacles (where popping balloons around the course is the aim of the game) and Tricks And Techniques (see the Cunning Stunts boxout) as well as the regular Championship mode, but these aren't so much reasons for repeated play as they are easily finished in less than an hour and then shoved to one side.

Splash And Burn

Of course, in order to make up for the lack of challenge offered by the game, you might have thought that Ubi Soft would spent all its time perfecting the

"It seems a pity that such a promising idea could have been turned into a mediocre game like this"

essential information

Dreamcast magazine

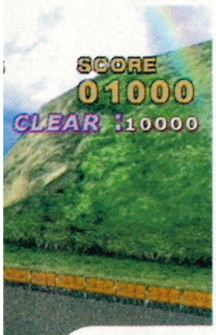
PUBLISHER	UBI SOFT
DEVELOPER	IN-HOUSE
RELEASE	OUT NOW
PRICE	£39.99
GENRE	DRIVING
PLAYERS	2
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK ARCADE STICK

online information

Not surprisingly, this is the premier Web site for all things jetski-related. Pictures, information, riding tips... you name it, it's here.

awesome moment

We've heard of snail racing and dog racing before, but duck racing? Err, right.



It might not be the best looking game ever but it is surprisingly enjoyable to play... for half an hour, that is.

infoburst

Extra information

- When it appeared in the arcades, the original game had a massive jet ski built into the cabinet that you had to ride. Wow.
- Just to prove how easily pleased they are, we stuck our sub editors Karen and Angela in front of this game for an hour... and they didn't move once. Oh dear.
- Need proof of how easy *Surf Rocket Racers* is? Well, we finished all the challenges and races in less than a day... how's that for evidence, eh?

way that the jet skis react with the water. After the superb example set by *WaveRace* on the N64, it can't be that difficult to create realistic water-effects on the superior Dreamcast... can it? Well, sadly and somewhat unsurprisingly, that just isn't the case here – rather than cutting through the waves, *Surf Rocket Racers* seems to have you bouncing across jelly. Crashing isn't much of a problem either; instead of sending you flying off the bike, you simply stop dead. As for your ability to land even the deadliest waterfall drop without so much as a scratch... well, don't even get us started on that.

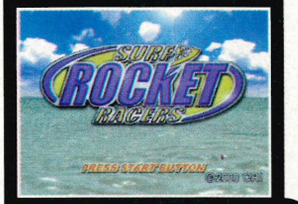
It seems a pity that such a promising idea could have been turned into a mediocre game like this – even the most determined players will have trouble squeezing enough enjoyment out of *Surf Rocket Racers* to feel they haven't wasted their money. If it looks like crap and plays like crap then it probably is crap... the question is, why didn't anyone at Ubi Soft notice *before* it was released?

Martin Mathers

Cunning Stunts

Plump for the Tricks And Techniques option from the menu and you'll be confronted with a selection of challenges to try your hand at. Ranging from jumping over a ramp (ooh, tricky) and hitting numbered targets to jumping through hoops and pushing a beachball around the arena, they're quite fun to play for a while. Unfortunately, they're also incredibly easy once you've mastered the rubbish selection of four jet ski stunts on offer and after unlocking the Duck Race by completing them all, we bet you'll never play them again. What a waste.

Dreamcast magazine Opinion



THE JUDGEMENT

JET SKI	NORMSKI
⊕ First jet ski game on the Dreamcast	⊖ Not exactly the most challenging game
⊕ Quite a few extra modes	⊖ It feels like you're driving on jelly
⊕ Looks alright in a dodgy kind of way	⊖ Nowhere near as good as WaveRace

2ND OPINION

Crikes, it's the invasion of the water racers this month, what with *Aqua GT* jumping in for a piece of the action too. We wouldn't actually mind if they were any good though, because as it is they're both very much middle of the road, or should that be middle of the canal? It's not that *Surf Rocket Racers* is a bad game, it just doesn't sparkle in any way whatsoever. Its case is hardly helped by the incredibly feeble attempt at the *Crazy Taxi*-styled challenges and the jelly-like water that's ever present, but that's just the way it is.

Alex Warren

ALTERNATIVELY

Hydro Thunder

By far the best water-related racer on the Dreamcast so far.

Reviewed: Issue 01
Dreamcast Rating: 79%

Ecco The Dolphin

Well, it IS set in the ocean... so we included it here.

Reviewed: Issue 08
Dreamcast Rating: 91%

DREAMCAST RATING

VISUALS	69%
SOUNDS	64%
GAMEPLAY	66%
VALUE	63%

65%

SUMMING UP

With its dodgy effects and lack of difficulty, this is too short-lived to hold your interest for long.

review

Web site: www.vie.co.uk

essential information

Dreamcast magazine

PUBLISHER	VIRGIN INTERACTIVE
DEVELOPER	KADOKAWA SHOTEN
RELEASE	OUT NOW
PRICE	£39.99
GENRE	RPG
PLAYERS	1
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK ARCADE STICK

Record of Lodoss War

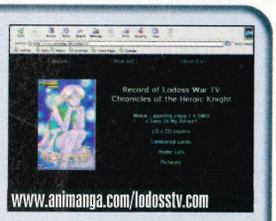
"I do hope that there will be elves, master Frodo – I would so like to meet an elf." "So you shall Sam, so you shall..."

When you sit down to create an RPG, it must be incredibly difficult to avoid using well-worn ideas. Fair enough, you have the limitless possibilities of the Dreamcast and enough hands-on experience to know what works. But still, you have that little voice in the head and you can't help yourself – you must obey. Too late! You've only gone and made another RPG that rips the heart out of J R R Tolkien's corpse. Well, *Record of the Lodoss War* may earn 'nil pwah' for originality but it certainly earns plenty of respect for pure workmanship. It's the age-old story of an ancient goblin-slaying hero being reincarnated to save the land from the forces of evil. To waste time explaining *Lodoss's* story further would be to make out that it is, in any way, a great work of literature in game form. That it ain't. Imagine the arcade combat of *Gauntlet Legends* after it has been forced to sit a GCSE Maths exam and you'll know exactly what to expect.

Careless Orcs...

In RPG lore, you must always begin your adventure without any particularly useful items. Leather purses and an apple – yes. Full body armour and a laser-sighted Uzi – no. *Lodoss* dares to go one step further, since you start off totally stark naked. From this point it is the usual case of killing monsters that are straight out of a Ray Harryhausen movie, collecting items and watching as your experience levels start to rise. The harder you become, the tougher the opposition gets. With save points littered about the landscape like chewing gum stains in a high street, the possibility of being totally stuck are nigh on impossible which, funnily enough, is a very good thing. The charm of *Lodoss* isn't to be found in its depth, complexity or innovation – it's in its familiarity. This is top-notch adventuring that ignores the hassle of team management and intricate control for the joys of dungeon exploration and a high body count. Within minutes of play you'll know exactly how to kill, heal and even dress, leaving you hours to get on with the rest of the

online information



For all your animé and Manga needs... well, not quite. But it does have all the background information you need on *Record Of Lodoss War.*

infoburst

Extra information

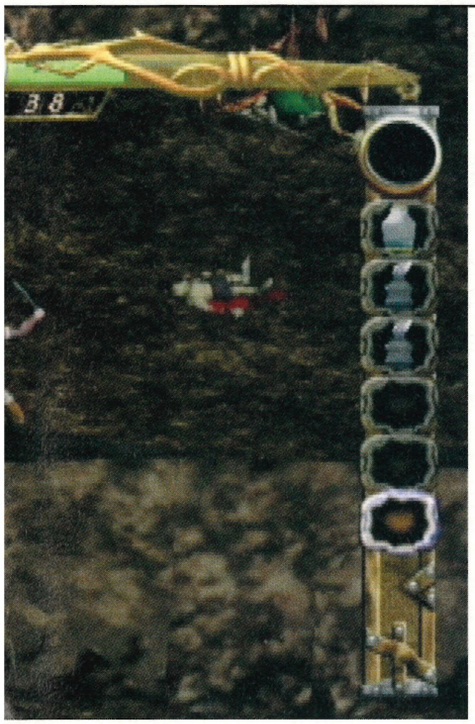
- In *Record Of Lodoss War* your clothes make noise.
- Lodoss sounds a bit like 'Lard Arse'.
- And is therefore very funny and makes us laugh.
- You don't have to have a beard or tanktop jumper to enjoy an RPG, but it helps.

Flames Of Obscurity

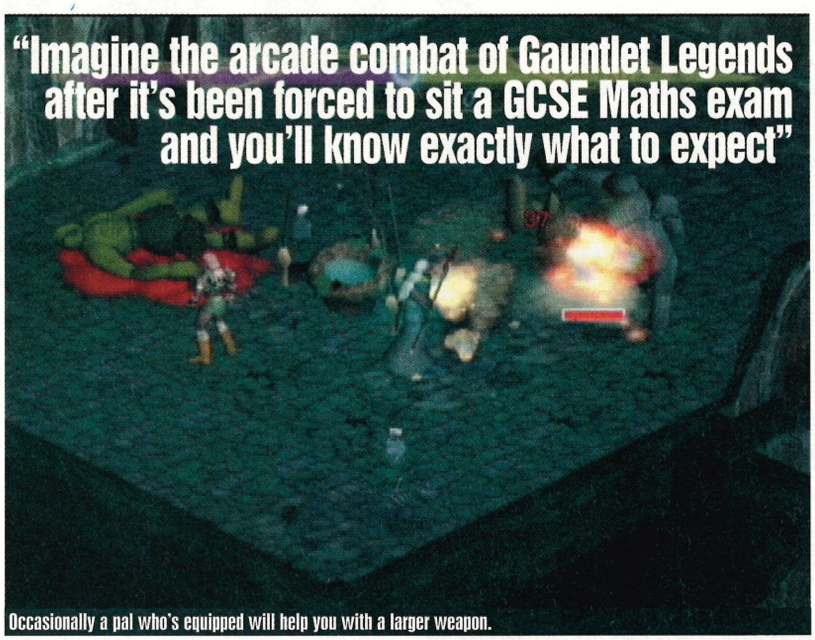
You may think that anyone can mesh together an RPG that involves swords and sorcery without much help. Not so – *Record of Lodoss War* is actually based on a Japanese cartoon series of the same name. The 'toon features a party of characters with various strengths and weaknesses – a priest, wizard, warrior etc. Not unlike a traditional RPG you might think, and you'd be right, since it was designed to appeal to RPG fans. Funnily enough, the actual game only features one main character that's never appeared on telly. Makes you wonder why they bothered, really.

naturist moment

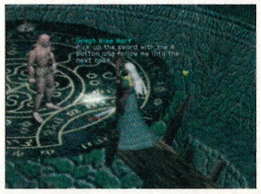
You start the game entirely naked, although you seem to be lacking in certain areas...



> "Imagine the arcade combat of Gauntlet Legends after it's been forced to sit a GCSE Maths exam and you'll know exactly what to expect"



Occasionally a pal who's equipped will help you with a larger weapon.



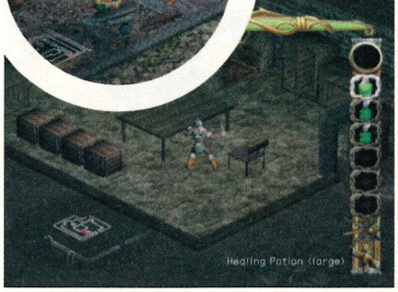
game. It's like it has been specially designed for the player who just wants to switch off for a while, pillage some catacombs and not worry about having to keep a notebook. An RPG for the Cheech and Chong generation? Yes please.

...Cost Lives

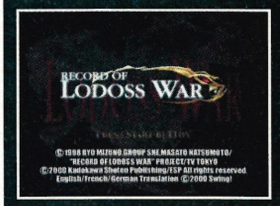
With such a basic game mechanic running the show, it is a shame that *Lodoss* is let down in a few key areas. Graphically, it does the job up to a point – that point being that when too many denizens of the dark attack, not only do they bring much pain but they add in a drop of frame rate free of charge. One minute you're acting like the guy from the Gillette advert smoothly slicing away at green meanies, the next it's flick-book central. For a game that seems to have been designed for simplicity, it's ironic that this happens at all. However, minor errors aside, this is still a very solid game that makes up for in geniality what it lacks in originality, showmanship and, indeed, subtlety. Bravo indeed.

Will Johnston

A scene soon to be recreated in schools across America – probably.



Dreamcast magazine Opinion



THE JUDGEMENT

SWORDS	MOCKERY
⊕ Pleasingly intuitive to play	⊖ Slow-down – WHY?
⊕ Plenty of sub-missions	⊖ Unoriginal, clichéd action
⊕ A nice high body count	⊖ Repetitive task syndrome

2ND OPINION

> These days, you'd be right to think that most people shun old-fashioned RPG games in favour of those filled with flashy magic effects and tons of *Final Fantasy*-esque action. Unfortunately, those that do will miss out on the hidden gem that is *Record Of Lodoss War* – sure, it might not look like the greatest game ever but once you get into it, fans of role-playing games will find themselves in adventure heaven. It probably won't do much for converting non-RPG gamers but it's still one of the finest examples of the genre that we've seen in a long while.

Martin Mathers

ALTERNATIVELY

Gauntlet Legends

A multiplayer *Lodoss War* after a full frontal lobotomy. Innocent fun

Reviewed: Issue 10
Dreamcast Rating: 87%

Silver

Perfect for those who prefer more meat on their RPG bone.

Reviewed: Issue 10
Dreamcast Rating: 84%

DREAMCAST RATING

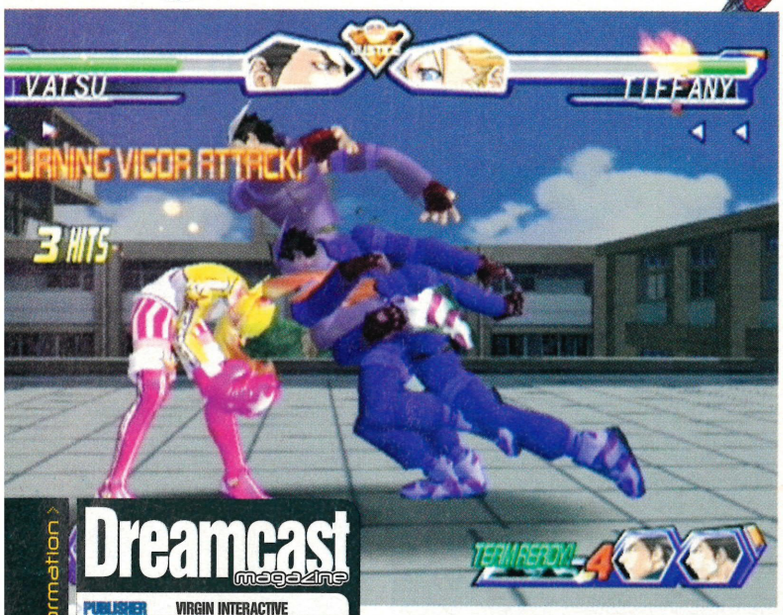
VISUALS	79%
SOUNDS	83%
GAMEPLAY	80%
VALUE	78%

81%

SUMMING UP

> Exploring, killing and collecting 'precious items' is all *Lodoss* has to offer, but it does it brilliantly.

Web site: www.vie.co.uk



Project Justice

Forget homework – the teachers here are more likely to punch your lights out after school. Honestly, Grange Hill was never like this...

essential information

Dreamcast magazine

PUBLISHER	VIRGIN INTERACTIVE
DEVELOPER	CAPCOM
RELEASE	MARCH
PRICE	£39.99
GENRE	BEAT-'EM-UP
PLAYERS	2
VM UNIT	SAVE GAMES
PERIPHERALS	ARCADE STICK VIBRATION PACK

After months of indecision, something that we've had a feeling about for a very long time has finally been proven – Capcom is evil. It's evil because just when we think the folk there have run out of ideas and resigned themselves to producing 2D beat-'em-ups that we can yawn at and ignore, they come up with *Project Justice*. What kind of warped and twisted minds would do such a thing, eh? It's just plain wrong, we tell you... if only because it means we've got to sit down and be positive once more, rather than just moan about how *StreetFighter* is just soooo passé, darling.

If you think that *Project Justice* looks vaguely familiar, that's because it's the sequel to the hugely popular *Rival Schools* – an age-old PlayStation beat-'em-up that featured groups of students and teachers (from rival schools, obviously) kicking the living daylights out of each other. There must be a serious problem with the schools out in Japan because they're still scrapping in the sequel. Split into various teams based on particular school activities (the sporty team, including a volleyball player and a synchronised swimmer, is especially ace), they all duke it out for one reason or another.

School's Out

Of course, not everything has changed. If you've played *StreetFighter* then getting the hang of each character's moves will be a piece of cake – rather than trying to re-invent everything, Capcom has wisely

Dreamcast magazine ULTRA

infoburst

Extra information

- The original *Rival Schools* came out in Japan on the PlayStation with a bonus CD stacked full of goodies.
- Unfortunately, some clever soul didn't think that the PAL market was worthy of such an item... so they dropped it. Bugger.
- Lots of beat-'em-up fans will claim that *Project Justice* doesn't look as nice as *Soul Calibur*. It's more fun to play though.

Graphically this has to be one of the best beat-'em-ups that Capcom has ever produced.

Some of the tag team moves will have your eyes watering – that's how painful they look.

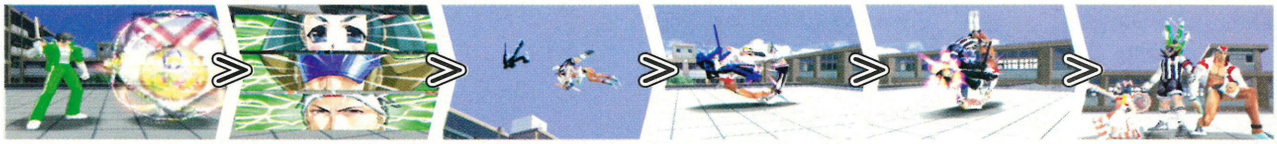
online information

www.capcom.co.jp/newproducts/consumer/moejus/index.html

Yes, it's all in Japanese – unfortunately, it's the closest you're going to get to an official Web site for the game.

awesome moment

You want crazy double-team moves? Check some of these beauties out!

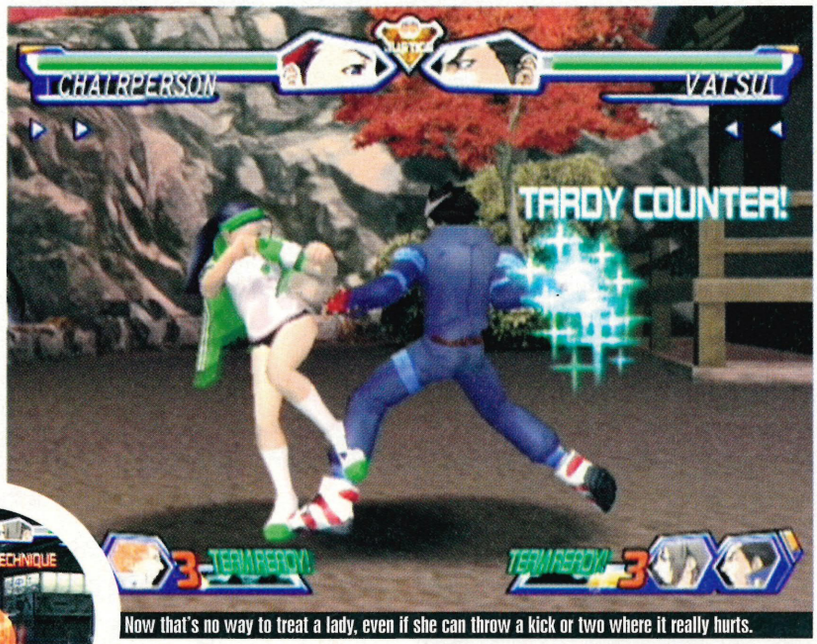


stuck to using a mixture of fireballs, dragon punches and special move bars. Being in 3D though, you've also got a handy dodge button that'll move you around to avoid nasty attacks – useful for sneaking around the back if that's your kind of thing. Thankfully, Capcom has put all the effort into making the game shine visually instead because *Project Justice* looks gorgeous. Not only do the fighters and backgrounds look incredible, but there's also tons of amazing artwork to illustrate the story segments of the game.

What makes *Project Justice* really stand out though, is that it manages to put a breath of fresh air into the slightly stale beat-'em-up genre. You know when there's something about a game that makes you love it to pieces, but you can't put your finger on it? That's *Project Justice*. Maybe it's the varied choice of characters, the impressive Story mode that'll keep you coming back for more, the massive range of both painful and hilarious double and triple-team attacks... we just don't know. What we do know is that Capcom has gone and done it again and staked its claim once more on the title of 'King Of The Beat-'Em-Ups', just when we were starting to doubt it too. Damn.

Martin Mathers

"You know when there's something about a game that makes you love it to pieces, but you can't put your finger on it? That's Project Justice"



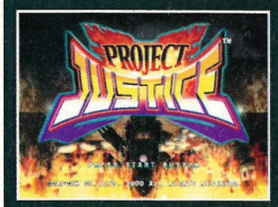
Now that's no way to treat a lady, even if she can throw a kick or two where it really hurts.

It seems Capcom has gone for the DOA2 ethic here.

We All Fight Together (Bom-Bom)

As we've come to expect from all the other tag-team fighting games out there, having more than one person on your side has its advantages. Not only can you change character at the end of each round (meaning that you can force your opponent to change tactics mid-fight) but with a quick press of the trigger buttons, you can call in your mates to give the other side a right good kicking. Even better, charging up enough levels on your special meter lets you use your ultimate Party Attack – with all three people jumping in at once, it's the perfect opportunity to put the boot in permanently!

Dreamcast Magazine Opinion



THE JUDGEMENT

JUSTICE	JUST-ARSE
⊕ Originality in a beat-'em-up? No way!	⊖ Not what you'd call a serious fighter
⊕ Tons of characters and special moves	⊖ Too many story lines to play through!
⊕ It's not another StreetFighter game!	⊖ Err... sorry, we can't think of any more

2ND OPINION

Shock horror everyone! Capcom has made a beat-'em-up that's only original and in 3D but it's actually really bloody good. With tongue firmly planted in cheek, this is the most fun you're ever going to get from a beat-'em-up, with some of the most hilarious (and deadly) special moves you're likely to see. Baseball bats, footballs, tennis balls – it's all great. Okay, so the controls might be straight out of *StreetFighter* but that just makes it all the more playable. If you're after a beat-'em-up with style, looks and gameplay you can't go wrong here.

Alex Warren

ALTERNATIVELY

Marvel Vs Capcom 2

Even more top-notch tag-team fighting from good old Capcom.

Reviewed: Issue 11
Dreamcast Rating: 89%

Soul Calibur

The one game that everyone seems to think is incredible...

Reviewed: Issue 02
Dreamcast Rating: 94%

DREAMCAST RATING

VISUALS	93%
SOUNDS	86%
GAMEPLAY	92%
VALUE	88%

91%

SUMMING UP

It's not fair – why won't Capcom stop making decent beat-'em-ups? It's a conspiracy, we're sure...

review

Web site: www.eidos.com

essential information

Dreamcast magazine

PUBLISHER	EIDOS INTERACTIVE
DEVELOPER	CAPCOM
RELEASE	JANUARY
PRICE	£39.99
GENRE	SHOOT-'EM-UP
PLAYERS	4
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK MODEM

Spawn

In The Demon's Hand

Mix Capcom's beat-'em-up expertise with Todd McFarlane's character design and add an awesome games console. Leave to ferment...

It's always difficult to review games like this. *Spawn* has blatantly been designed as a multiplayer game – like *Quake III: Arena* or *Unreal Tournament*, it does have a single-player mode, it's just that running around a series of rooms jumping and shooting soon becomes tiresome. The levels are well designed, with some great vantage points and plenty of interactive objects to smash. Standing next to a crate of explosives for too long will see the enemy hunt you down and blow you apart. There are tons of characters to choose from – 36 in all, ranging from huge, fire-breathing monsters to frail old men. Completing the game with different characters will, in turn, open up the extra characters and allow you to view them in the Gallery mode. It's all standard Capcom beat-'em-up stuff, really.

Multiplayer Madness

Despite the computer opponents' AI being satisfyingly high, things still get boring very quickly in one-player mode. There's nothing quite like knowing that you're actually kicking someone else's arse and for all of you with friends, you're in for some long nights! This is one of those games that draws you in – we found that locking four people in a room, each with their own weapons, and making them play *Spawn* made for an awesome spectacle.

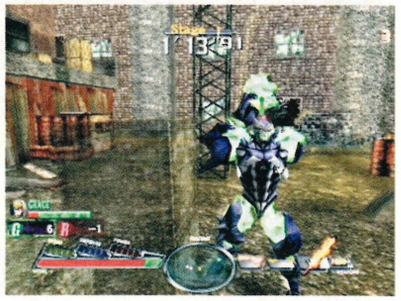
Sadly, there is one huge problem. The camera angles are dire. With so many

A flaming sword to the chops or a quiet night in? Erm...

infoburst

Extra information

- This is Capcom's13th game on the Dreamcast! The company should get a medal or something.
- Isn't it about time that we had some kind of Capcom All-Stars game?
- Tod McFarlane (*Spawn*'s designer) is also responsible for the hugely successful *Spider-man* series.
- His designs got turned down by over 700 publishers before Marvel Comics finally showed some interest!

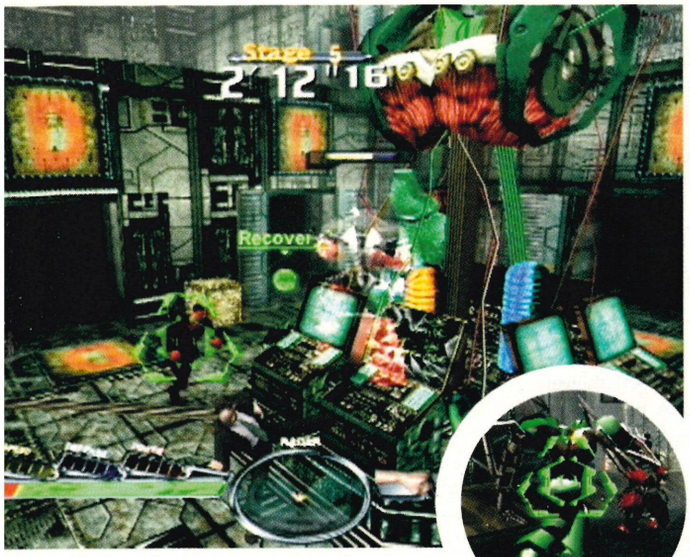


online information

For everything from the story behind the creation of Spawn to the original designs and the action figures. There's some really cool stuff in here.

awesome moment

Hey, that's unfair! Our hero ends up losing more than his head.



"Get some friends round and you'll be at it all night, but as a one-player game, it just doesn't cut it."

Hitting your opponent hard enough causes power-ups to fly out all over the screen. Collect them all to stand a chance.

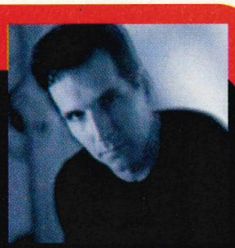
obstacles and hiding places, the camera just doesn't know what to do. Admittedly it does correct itself after a couple of seconds, but with such a fast-paced game, you'll be dead before it happens. Ultimately, this problem stops *Spawn* from scoring any higher than it has.

If you look at the grand scheme of things, this is just *Power Stone 2* with some different textures. Capcom has done the usual 'take one of our game engines and put a couple of extras in it'. Somehow though, it manages to get away with it. Maybe it's the charm of the characters – okay, they are superbly disgusting, but that's where their charm comes from. Maybe it's the huge guns and satisfyingly chunky explosions. Maybe it's the way that the characters get thrown against the walls as you smirk in the corner. Whatever it is, Capcom knows how to please. Still, if you're listening Capcom, just this once, please don't go and create multiple sequels. Please don't let this turn into a spawning ground [yawn... Ed] for ten other shoot -'em-ups.

Spawn is a great multiplayer game. Tons of characters, a plethora of play modes and practically no loading times assure it success in an instant. Get some friends round and you'll be at it all night (you might want to play the game at some point as well) but as a one-player game, it just doesn't cut it.

Chandra Nair

Six Inches Of Pure Evil



If you think that the characters in In *The Demon's Hand* are detailed, wait until you see the action figure range! Actually, we suggest that any Todd McFarlane-style fans turn away at this point. The models are so intricately detailed and full of character. In short, they're awesome – we're going to have to buy all of them. And to think that they weren't going to let him make toys. As Todd McFarlane says, "Basically, I got mad. I did it because those guys said I couldn't make my own toys. I told the toy companies that I wanted to start my own company and they said 'Ha-ha, good joke son!'".

Maybe he should get mad more often.

Dreamcast Magazine Opinion

THE JUDGEMENT

SPAWN!	YAWN...
⊕ Superbly detailed characters	⊖ Very dodgy in-game camera
⊕ Some great explosions	⊖ No story-line in the Arcade mode
⊕ Endless multiplayer fun	⊖ No friends? Sorry – no fun

2ND OPINION

As a comic hero, Spawn rocks. When he came to the silver screen, though, he didn't rock so much as died on his arse. Now that he's finally made it to the Dreamcast, though... well, it's a bit of a mixed bag. In theory, the game is everything you could hope for – loads of characters, loads of guns and a big stack of violence. Unfortunately, one thing stops it from being the greatest game ever; the bloody camera doesn't know where it's going. Ignore this fact, though, and you'll love *Spawn: In The Demon's Hand* like the son you never had.

Martin Mathers

ALTERNATIVELY

Quake III Arena

For gore and action aplenty, this is the king of the genre – ace!

Reviewed: Issue 16
Dreamcast Rating: 90%

Power Stone 2

This is exactly the same game, but with different characters and more fun.

Reviewed: Issue 13
Dreamcast Rating: 92%

DREAMCAST RATING

VISUALS	88%
SOUNDS	90%
GAMEPLAY	79%
VALUE	81%

84%

SUMMING UP

It's up there with *Power Stone 2* for pure, frantic multiplayer fun. Not so hot in one-player, though.

Web site: www.konami-europe.com

essential information

Dreamcast magazine

PUBLISHER	KONAMI
DEVELOPER	UNIVERSAL INTERACTIVE
RELEASE	OUT NOW
PRICE	£39.99
GENRE	ADVENTURE/PLATFORM
PLAYERS	1
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK MODEM

The Grinch

He might not be in time to ruin Christmas, but he's here to ruin any pleasure you'll get from your Dreamcast.

With millions of copies of Dr Seuss's fantastic *How The Grinch* *Stole Christmas* residing in homes around the world and a multi-million dollar box-office smash hit behind it, it would seem that anything *Grinch* related could do no wrong. But then, no one bargained on a totally sub-standard game being released, bringing the phenomena to an abrupt end with a single breath of halitosis smack in the face. So welcome to *The Grinch* the game – it stinks!

Bah Humbug

The first thing that will strike you down into the snow and wipe any final Christmas cheer from your face is the utterly ghastly visuals of the game. Such is the hideousness of the graphics that you could be forgiven for thinking that someone was playing some kind of cruel trick on you, as things go all PlayStation shaped. The actual level designs aren't so bad as they try, in vain, to recreate a pastiche of the artistry from the books. However, without any hint of detail, and as the backdrop to some incredibly blocky character animation, even they are drawn into the graphical mire. Believe us, it's not a pretty sight.

The gameplay follows a similar pattern, in that it's not all that bad, it's just a tad on the boring side and a little repetitive. Actually, make that really repetitive. The essence of the game is to basically cause as much havoc as possible in Whoville whilst completing various missions by a variety of means. Be this the never-ending task of smashing presents, mucking up the postal system, killing off Christmas trees with your bad breath or shooting rotten eggs through peoples' windows, it's all fun for a while but does tend to drag on. It's hardly challenging stuff once you've worked out what to do, and before long you'll find yourself turning the machine off in general disgust. Even the chance of running around as Max the dog is hardly inspiring, nor does it add anything to the overall gameplay. The only light relief that the game offers comes in the form of the rhyming couplet narrator. He pops up every now and then, usually when you've finished a mission or created a new weapon, and he'll get you reminiscing about the real beauty of the book.

Green Eggs & Ham

Even so, at the end of it all *The Grinch* is another game that, though not particularly good in any area, will still have mass appeal to younger gamers. In this respect it's much like *102 Dalmatians* and *Donald Duck Quack Attack*. None of them push the Dreamcast's capabilities in any shape, size or form and neither do they have the gameplay to attract the attention of any gamer who's hit their teenage years, but younger gamers will lap it up. Maybe with a little more sinister thought, more challenging gameplay and a graphical overhaul it could have been a very different story, but as it stands *The Grinch* has ruined it all yet again. Only this time it's not Christmas.

Alex Warren

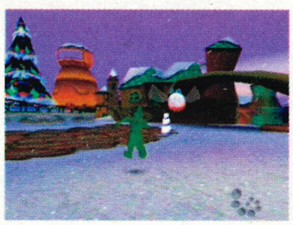
infoburst

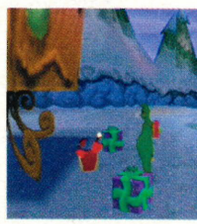
Extra information

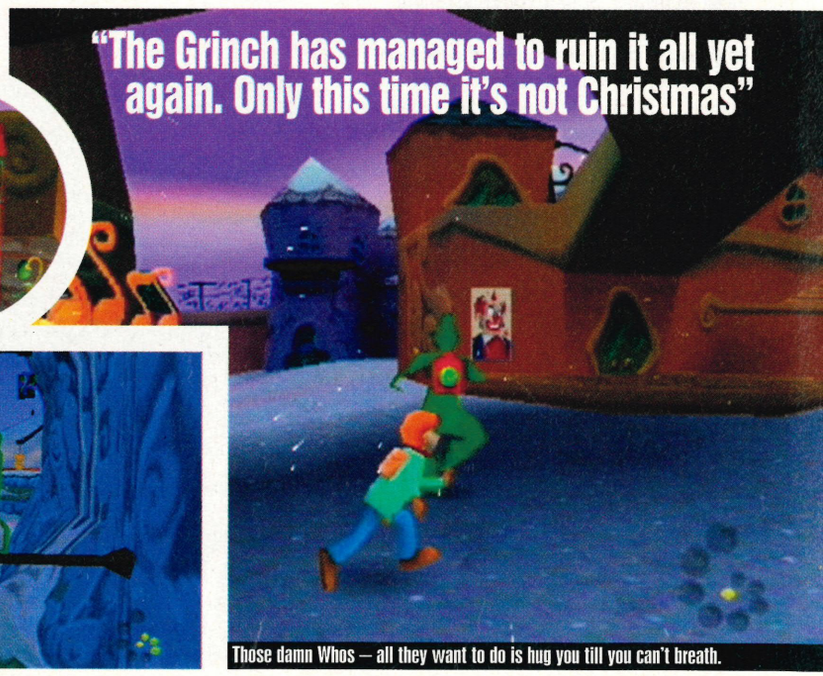
- In America *The Grinch* had the highest opening weekend box office sales figures ever.
- It took six hours a day to get Jim Carrey into his costume. No wonder Renée Zellweger's dumped him.
- As well as writing *The Grinch*, Dr Seuss also created the legendary *Cat In The Hat*.

online information

If you want to get the whole lowdown on *The Grinch*, head over to the official Web site where you'll find loads of goodies and information.



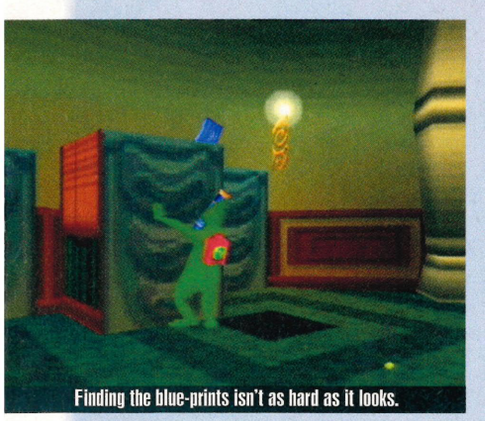




Those damn Whos – all they want to do is hug you till you can't breath.

awesome moment

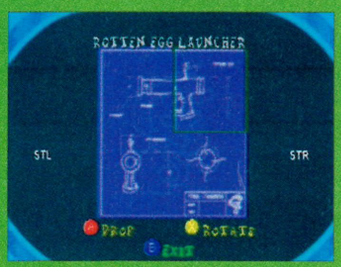
Get the egg gun out and splat those stinky eggs at all and sundry. Pooh!

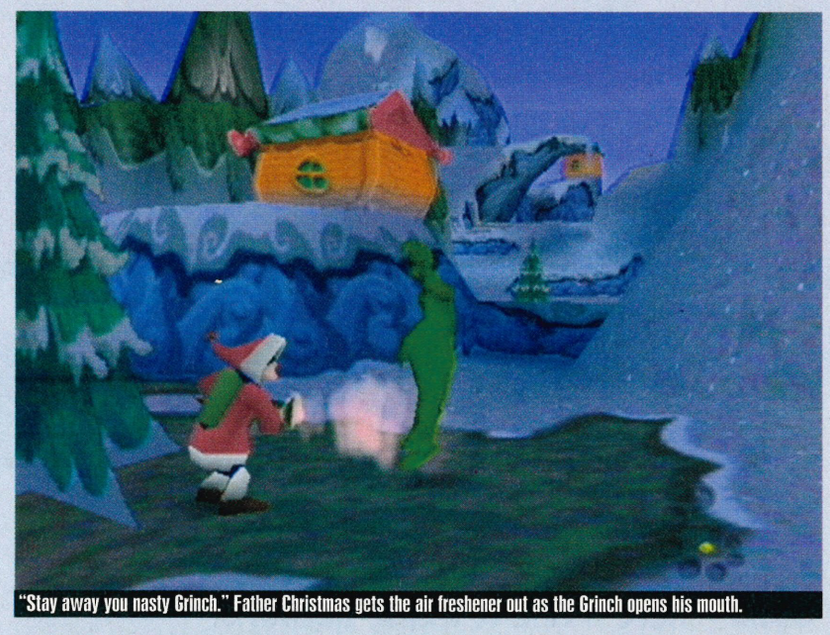


Finding the blue-prints isn't as hard as it looks.

Get It Together

> At the start of the game you'll see the blueprints for all of The Grinch's dastardly gadgets get blown out of his secret mountain hideout, making it one of your missions to collect them. Each gadget has four separate blue prints and you need to collect them all before you can process them through The Grinch's computer, thus making the gadget in question.





"Stay away you nasty Grinch." Father Christmas gets the air freshener out as the Grinch opens his mouth.

Eat Your Greens

> You know how the old adage goes – 'Eat your greens and you'll grow up to be big and strong'. Well, the Dreamcast team have done just as their mums told them and look how they turned out...

Simon: Simon's a bit of a cabbage king and just can't get enough of the stuff – he even has his very own home-made cabbage soup!

Martin: Martin doesn't eat many greens – in fact, the only foliage he gets is a little piece of lettuce in the burgers he consumes.

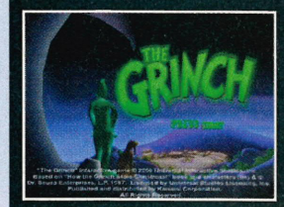
Alex: Peas and beans are Alex's greens of choice cos he's such a healthy bloke – so quite where that belly comes from is beyond us!

Nick: Trenty's favourite green vegetables are sprouts – no wonder he spends all day parping away quietly to himself.

Brrrrrr! It's a bit chilly out here.

The cops are as rotten as the eggs.

Dreamcast magazine Opinion



THE JUDGEMENT

CARREY	SCARREY
⊕ The voice over man... he's cool	⊖ Graphically really poor
⊕ The music is really good	⊖ Annoyingly repetitive gameplay
⊕ It'll keep the kids quiet	⊖ Audience is too limited

2ND OPINION

> C'mon Alex, cheer up you miserable old bugger! Personally, I think *The Grinch* is worth more than this meagre score. Okay, so the graphics aren't that much cop, especially compared to the latest batch of Dreamcast beauties, but the game is a lot of fun to play and captures the insane spitefulness of the film excellently. There is a lot to do too and it's far deeper than your average platformer. Having said all that, it's still definitely one for younger gamers rather than the slightly older generation, but they will find it a lot of fun.
Mark Hattersley

ALTERNATIVELY

Rayman 2

If you want a decent platform game that's great fun then this is it.

Reviewed: Issue 07
Dreamcast Rating: 92%

Fur Fighters

Furry creatures on the rampage – you just can't beat it.

Reviewed: Issue 09
Dreamcast Rating: 91%

DREAMCAST RATING

VISUALS	48%
SOUNDS	75%
GAMEPLAY	55%
VALUE	61%

57%

SUMMING UP

> As good as the film was, this is a really poor effort that could have been a lot better than it actually is.

review

Web site: www.activision.co.uk

Star Wars Demolition

essential information

Dreamcast magazine

PUBLISHER	ACTIVISION
DEVELOPER	LUXOFLUX
RELEASE	OUT NOW
PRICE	£39.99
GENRE	DRIVING
PLAYERS	2
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK RACE CONTROLLER

online information

www.theforce.net

Everything – and we do mean EVERYTHING – to do with *Star Wars* can be found through this site. It's force-tastic! Ho ho.

Ever wanted to single-handedly ruin an entire franchise? Then take a leaf out of Activision's book – here's one it made earlier...

You've got to feel sorry for the PR people who have to come round and demonstrate games to hacks like us these days. Sure, they might have it easy when it comes to promoting great titles but when a developer produces a game that absolutely stinks, they've still got to be enthusiastic and try to make us like it. Recently though, some companies just can't seem to be arsed to push their dodgier games in our direction. This is because they know that we'll slate them and they'd much rather get the game on the shelf to con you lot out of your money before you get a chance to read the review in our mag. Exhibit A: *Star Wars Demolition*.

In theory, *Star Wars Demolition* should rock – not only because of the *Star Wars* licence but also because it's based on the rather tasty *Vigilante 8: 2nd Offense*. In fact, it's the same concept of big cars pummelling each other with vicious weaponry for money, but with a *Star Wars* twist to it – Jabba The Hutt runs a tournament, people come from all over the galaxy to take part, blah blah blah. With such a heritage behind it, *Star Wars Demolition* has to be great... right? Wrong – it's complete and utter dog's rectum. Not surprisingly then, Activision claimed that it 'hadn't got a sausage' on the game when we asked for review code... and then it appeared in the shops. What are the chances of that, eh?

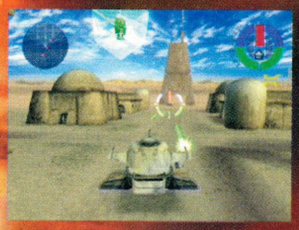
"How can a game go from being pretty darn special to complete dirge when all they had to do is change some of the graphics?"

Wipe Them Out

Admittedly, the game doesn't look that bad and in truth, the presentation is actually okay. Once you get past the lovely intro and pretty menus though, it all starts to make sense – by concentrating on those, the rest of the game has been shoved aside. Set on a selection of *Star Wars* planets (coincidentally covering the stock levels of desert, ice, swamp and other incredibly dull landscapes) you can choose to drive around slowly blasting your opponents with rubbish weapons,

movie moment

As the game is such arse, it's obvious that all the effort went into the intro.



Great lock-on system – not!

It might not look too bad but believe us, it's worse than you think.

drive around slowly blasting slow-moving droids with rubbish weapons... oh, and that's it. No exciting story modes to play through, no real links to the films – they couldn't even be bothered to get any decent *Star Wars* characters with the exception of Boba Fett, and even he's reduced to flying around on a girly jetpack. In our books crap rip-offs of Han Solo, Chewbacca and even the pod-racer Sebulba from *Episode One* (they all look the same, but have different names... mmm, clever) just don't cut it, matey.

But why did it all go wrong? How can a game go from being pretty darn special to complete dirge when all they had to do is change some of the graphics? Well, maybe it's because rather than whizzing around the landscape as they did in *Vigilante 8: Second Offense*, the cars pootle about as if they can't even be bothered to move. Maybe it's the fact that the background seems to draw itself in less than ten feet from the front of your vehicle. Maybe it's that all the cars and weapons are crap and the computer opponents cheat like mad. Or maybe (just maybe) it's because the whole thing is just SO DAMN TEDIOUS! In fact, it's worse. Demolition? Total annihilation of a decent licence, more like.

Martin Mathers

infoburst

Extra information

- After much waiting, we finally went out and *bought* our own copy of *Star Wars Demolition*. Then we took it straight back for a full refund... haha!
- For some reason, the Chewbacca character (who isn't Chewbacca... honest) has got blue fur. Yeah, as if we'd believe that.
- If the truth be told, we're actually quite looking forwards to *Episode Two* when it comes out – even if there is a chance of it being three hours long.

There's no messing with Boba Fett... not if you want to live, that is.

Three of These Things Belong Together...

Masters Of The Teras Kasi

Rogue Squadron

Star Wars Racer

Jedi Power Battles

- Four games, all based on the *Star Wars* phenomenon. Can you guess which one is the odd one out and why?

A. Masters Of The Teras Kasi
B. Rogue Squadron
C. Star Wars Racer
D. Jedi Power Battles

Did you work it out? Yes, that's right – it's *Rogue Squadron*. Of course, the reason it's the odd one out is because it was actually a damn fine game while the other three vary from being 'rather poor' to 'not even worthy of being used to wipe our arses with'. Well done!

Dreamcast Magazine Opinion

THE JUDGEMENT

BOBA	FETID
⊕ Hey, it's a Star Wars game – great!	⊖ Could the cars move any slower?
⊕ Based on the rather good Vigilante 8	⊖ More pop-up than an industrial toaster
⊕ Err... the intro sequence is nice.	⊖ A total waste of GD-Rom space

2ND OPINION

Maybe it's because we're all rather fond of the *Star Wars* trilogy but we tend to get a little touchy about games that are based in the same universe occupied by Luke Skywalker and co. This tends to make the letdown that little bit greater when the game turns out to be a complete pile of pap, and believe us this really is awful. It's slow, it's repetitive and it has some truly horrific pop-up. Even Boba Fett can't save the day! If you want to enjoy *Star Wars* just go out and buy the DVDs – at least that way you should get some genuine enjoyment...

Simon Phillips

ALTERNATIVELY

Star Wars Racer

Another rather dodgy *Star Wars* game, also by Activision. Boo!

Reviewed: Issue 10
Dreamcast Rating: 74%

Vigilante 8: Second Offense

THIS is how it should have been done – it's so much more playable

Reviewed: Issue 04
Dreamcast Rating: 91%

DREAMCAST RATING

VISUALS	71%
SOUNDS	54%
GAMEPLAY	22%
VALUE	18%

29%

SUMMING UP

How they managed to screw this one up is anyone's guess, but they have. What a pile of arse.

Web site: www.vie.co.uk

essential information

Dreamcast magazine

PUBLISHER	VIRGIN
DEVELOPER	RED STORM ENTERTAINMENT
RELEASE	OUT NOW
PRICE	£39.99
GENRE	ACTION/ADVENTURE
PLAYERS	1
VM UNIT	SAVE GAMES
PERIPHERALS	JOYPAD VIBRATION PACK

Rainbow Six

Will there be a pot brimming with gold at the end of this rainbow?

It's taken quite a while for *Rainbow Six* to breach UK shores – in fact, as you read this a sequel has already been released in the USA. The big question, though, is: has it been worth the wait? We don some black Kevlar armour, lift the safety on the silenced MP5 and dive in for a spot of global counter-terrorism.

If you're looking for a new approach to first-person shooters then this is the game for you. If there's one thing you can't do here, it's dive in all-guns blazing, *Quake III Arena*-style. There are no energy bars, and if one of the terrorists empties a clip in your general direction, odds are you're going down faster than a presidential intern. You see, this game – based around the unrivalled SAS – is about planning and preparation.

Put simply, if you go into each level correctly and plot your attack carefully, the terrorists shouldn't have a chance to fire off a single shot. The first, last and only thing that should go through their brain is your bullet from one of the many real-life weapons available in the game. Your arsenal includes such items as Heartbeat Sensors, Flashbangs, Benelli Tactical Shotguns, M16s and so on but sadly, you can't see any of these floating around the bottom of the screen as you lead your crack squad into hostile territory.

Tango Down

This is actually the first of many fallings of the game. *Rainbow Six* may have some fantastic gameplay but to look at, it's as bland as a school dinner. The lack of gun menu at the bottom of the screen and some truly uninspiring textures really do let the game down, especially when compared to the likes of *Quake III* or the impending *Unreal Tournament*, which scream quality. However, this isn't largely the fault of the developer as the PC game is so old now that the textures simply look dated. It's a shame no kind of update was attempted – especially as the far superior sequel is already on its way.

In fact, no great changes have been made since the US launch, and you still have to suffer the hideously long loading times that we complained of in the import. Sadly, the game has also retained its scariest skeleton in an already-crowded closet – the controls. Why it never used a keyboard is a mystery, because it is simply not possible to use the 30 or so commands needed to control the counter terrorist squad. At times you have to hold down three buttons to perform simple things like 'Go Code' commands – not what you need in the heat of battle!

For the budding counter-terrorist there is a lot of enjoyment to be had from this game but the avid gamer will soon become frustrated or bored. It's a better idea to hold on and wait for *Rainbow Six: Rogue Spear* to sneak up – let's just hope it doesn't take as long to reach us as this one did!

Mike Richardson

"If there's one thing you can't do in this game it's dive in all-guns blazing, Quake III Arena-style"

infoburst

Extra information

- *Rainbow Six* is based on the best-selling novels by Tom Clancy, who actually owns Red Storm Entertainment!
- The follow-up game, *Rogue Spear*, features sniper rifles that allow you to pick off terrorists at long range.
- The British SAS were formed in World War 2 and are currently still regarded as the best counter-terrorism force in the world!

online information

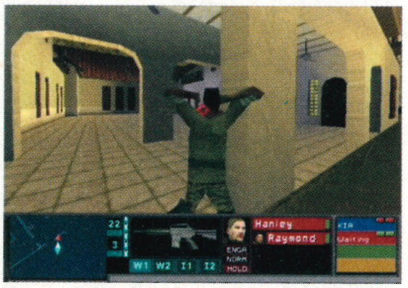
You can find out loads about the *Rainbow Six* games at www.redstorm.com, but for the real deal check out www.combat-online.com for some serious info!

This hostage looks a bit rough – they can keep this one!

awesome moment

If you get annoyed with your team, line them up against the wall and pull the trigger!

The textures may be bland in this game but the player models are fairly detailed.



Brains Not Brawn

This isn't one of those games that you can just switch on and play for five minutes. Once you've learnt the game you should spend more time planning than killing:

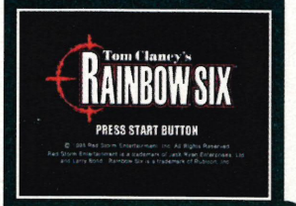
Choosing the right members for the team is essential, as particular skills vary between characters.

Once you've got your team, you need to arm them with guns and the latest hi-tech counter-terrorist gadgets.

Now it's down to choosing who goes in which team – putting all your eggs in one basket is not recommended!

Once all this is done you need to look over the building blueprints and plot your tactics for the mission.

Dreamcast Magazine Opinion



THE JUDGEMENT

HEADSHOT	MISSED
⊕ Impressively realistic weapons	⊖ Controls are appalling
⊕ In-depth planning is required	⊖ Dull, uninspired textures
⊕ Gameplay is absorbing	⊖ Stupid artificial intelligence

2ND OPINION

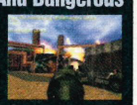
On paper this should be a great game – after all, who doesn't fancy stepping into the shoes of a Special Ops operative? Apart from getting to grips with some of the world's deadliest weapons, you get the chance to get all SAS on terrorist's asses. Unfortunately, the theory is bogged down by a poorly-realised control system that smells of a poor conversion from its PC counterpart. If the developers had spent a little more time getting this aspect of the game right we'd have been raving about it, but they didn't so we won't.

Simon Phillips

ALTERNATIVELY

Hidden And Dangerous

Another shooter that requires a bit of the old grey matter to succeed.



Reviewed: Issue 12
Dreamcast Rating: 92%

Half-Life

A game that excels because it actually has a modicum of depth...

Reviewed: Issue 15
Dreamcast Rating: 81%

DREAMCAST RATING

VISUALS	52%
SOUNDS	75%
GAMEPLAY	63%
VALUE	60%

68%

SUMMING UP

Old news, but still a great idea if you can get into it. The controls makes this far too difficult, though.

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interact

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

WIN! Mad Catz Peripherals Page 72

Stuff & Nonsense

106 Love toys? Then you'd better check out these very pages!

Quake III Arena

80 id's stunning first-person shooter is fragged to death!

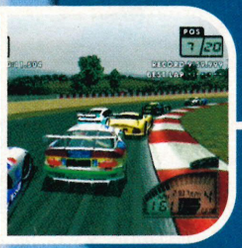
WIN! Joytech Peripherals Page 79

Regulars

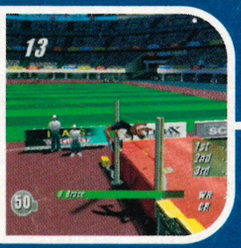
Keep one step ahead in the wide world of the Dreamcast!

70 MAILBOX

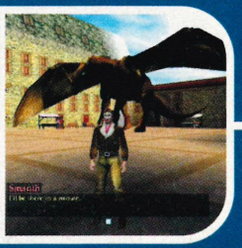
72 READER REVIEWS



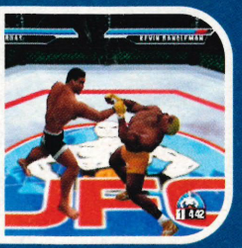
100 DIRECTORY



110 DREAM ON



114 DREAM MOMENT



interact Mailbox

So what have we got this month? Well, unlikely as it may sound it would seem that some of you have finally been converted from the PlayStation to the console that actually gives gamers what they want...

WIN! MadCatz Peripherals

How difficult can it possibly be? Send us a decent letter that's genuinely entertaining and we'll 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?

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

The Ministry of Propaganda?

After five years of owning a PlayStation, I recently bought my Dreamcast. A year ago, this would not have happened, since the PS2 was my future of gaming. But this all changed when I stopped reading PlayStation-only mags. As we all know, most console owners are PlayStation fans, so the majority of them will read PlayStation-only mags. I was one of these people, and most months all I read was 'PlayStation more powerful than Dreamcast', 'PS2 will ONLY cost £300' and other Sony 'propaganda' articles. This blatant bias has made Sony fans dismiss the Dreamcast and its great original games in favour of 'Tomb Raider 16: Lara Goes Shopping' and 'FIFA 2025: Sixth Edition'. I don't have a problem with single format mags as long as they're fair, and they tell the story as it is. I'm not saying that the PS2 is gonna be crap, just that all the hype has stopped people considering other consoles. If Sega wants to sell more Dreamcasts, it needs to get people to play them, so why doesn't it put Dreamcasts back into computer games stores and let people experience *Jet Set Radio* and *M-SR* for themselves. With its great price tag, some people won't be able to resist buying a Dreamcast. And these people can then show their Sony friends how good a Dreamcast is. It won't make the DC as popular as it deserves to be, but it's a start.

Mike Connolly, via email

DM: Do you feel a bit like Rip Van Winkle awakening from a deep slumber? PlayStation2 is at the moment overpriced, the games are pretty poor and yet the hype machine has paved the way for it to become a great success. Unfortunately, it seems that Sega hasn't the ability to promote the string of genuinely amazing games that have hit the shelves over the last year. However, as many people turn to the Dreamcast as a stop-gap between getting their mitts on a PlayStation2 later next year, maybe they'll discover what a fantastic bit of kit it is and not bother with Sony's machine altogether...

Only A Matter of Time...

Before I start I would like to congratulate you on such a brilliant magazine! The best out of the lot! Firstly, I read your PAL review of *Shenmue* and I think it was fair and everything, but we have to consider the fact that the world in which *Shenmue* exists is so vast, it's incredible. For this very fact, didn't it deserve at least 90%? All right, maybe I am wrong but what if people haven't got a life? What if they could get themselves a virtual one? *Shenmue* offers this and I think that it might not be all we expected but it deserves more credit than you're giving it. I'm not complaining – the review was done very professionally (like always) but I think it deserves 90%. I'm sure other fans agree with me. Please don't take this letter the wrong way, I love your mag and I'm sure everyone else feels the same way.

James Giles, via email

DM: A tricky one this but let's put it this way... Chandra (the chappie who wrote the review) also produced the complete solution to the Shenmue and that's why we asked him to write his review after he had completed the game. Martin, due to his fixation with

contact

Mailbox
Dreamcast Magazine
Paragon Publishing Ltd
Paragon House
St Peter's Road
Bournemouth
BH1 2JS

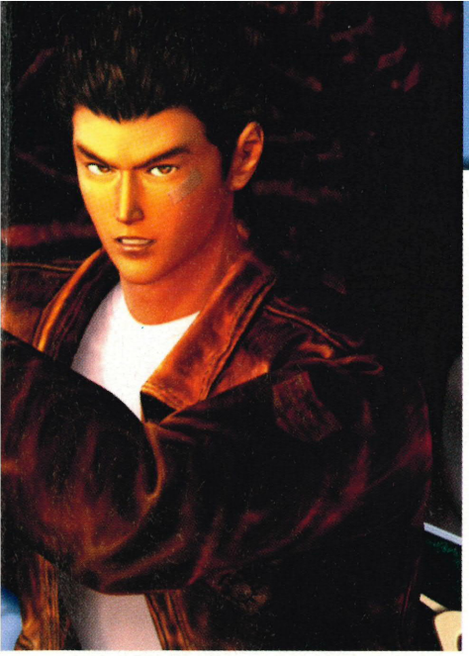
Alternatively...
Email: dreamcast@paragon.co.uk
Fax: 01202 299955
Web site: www.dream-cast.net

Original Winners

I would just like to put across my point about Sega at the moment. I don't understand what all these people are doing sending in emails and letters saying that Sega should be doing better and always slagging them off. I would just like to say that I am proud of Sega. They has given me some of the greatest gaming experiences of my life – for instance *Crazy Taxi*, *Sonic Adventure* and *Shenmue*. All of these games are totally original. Just look at Sony with *Metal Gear Solid 2*,*Tekken Tag* and *Gran Turismo 3* –all these games are revamps. It is just making quick games to make some quick cash. From my point of view, Sega has done more than I ever expected and everybody should be thankful for what it has done for videogaming.

John Williams, South Wales

DM: Well, Sonic Adventure was a sequel of sorts, but we get the point. Unfortunately, most people go for what they know. The PlayStation games that you refer to have been perennial favourites and have seldom let gamers down though, of course, we prefer the top games that the Dreamcast is home to simply because, as you rightly point out, they are fresh, exciting and original.



Desperately In Need Of A Keyboard

> This is the sound of ur kung fu teacher speaking! u r feable & weak, u have no skill & u r fat & u smell a bit.u use ur sticks like a ponse! & u will pay the ultimate price for fondling my misses's juicy ass!!!!!!!!!!!!!!!! fight me nowwwww!!!!!! f!@#er!!!!!!!!!!!!!!!!!!!!

Asa, via email

DM: Now we're afraid...

all things imported, had also completed the American version in his spare time and was thus charged with writing the second opinion. Both agreed that upon completion of Shenmue it was not quite as good as they had hoped and that really, at times, the replication of real-life got a little tedious. However, they were just opinions and 85% is still a very good score – it didn't stop you buying it, did it? We just felt that it wasn't the sort of game that everyone would enjoy and we couldn't give it a score that did not reflect this. However, if you so vehemently disagree why don't you send in your own review of the game into our Reader Reviews section and you can have your own say?

More Conspiracies...

I bought a Dreamcast a while ago which is very good blah, blah, blah etc, etc. But here's something I discovered – the good paying public are probably being shafted by electrical stores! Shock horror, could they do such a thing? Well, I'm here to tell you they are. I visited various stores in the hope of getting a Dreamcast at a bargain price. However, they all had the same offers – a Dreamcast with three games for £149.99 or Dreamcast with *Chu Chu Rocket!* for the same price. Now anyone going for the latter offer is really taking a small loss because, when you buy the three-game package and get it home and connect it up to the Internet you find that just by registering online you get the *Chu Chu Rocket!* game free anyway, delivered to your door. I am well aware that this is only a small victory, but let's face it – a lot of these stores will screw you for every penny they can. The defence rests.

Mark Johnson, via email

DM: That's us told then... shop around folks, and get the best deal that you can!

Top Tips!

All right you slackers, let's get your act together. When I want another fantastic issue of DM, I'll ask for it. But, until I finish each issue the whole way through, I'm not gonna. Cos, they're so good and yet – and this is a good thing – so extensive, enjoyable and creative, unlike every other games magazine. I just wanted to ask: why aren't there email addresses for all of the competitions?

Oh, you're all flat-chested girls – I mean tubby boys! Nah, only kidding! Keep up the fantastic work.

Al 'Sony Has Irritating Trailers for the PS2' Campbell, via email

DM: Blimey, you know that's not a bad idea... In future, people could just send in their competition entries to us via email... We'll certainly look into it! Oh, amd by the way, we're not flat-chested, some of us (Wozza) have well-developed breasts!

Short Cuts

> Whether you all do it on purpose or not, here's this month's concise silliness...

> ps2 is total s**t. (and so is game cube)
Oliver Scott
DM: And you know this for a fact?

> In the words of Mother Theresa.... SUCK IIIIIIT, PS2!!!
David Wilkinson
DM: I have a feeling that she never said that...

> Sony kiss Dreamcast ass
Joe Given
DM: Sony does or should do?

> crazy is crap
Rob Ackroyd
DM: What, Crazy Taxi? Are you nuts?

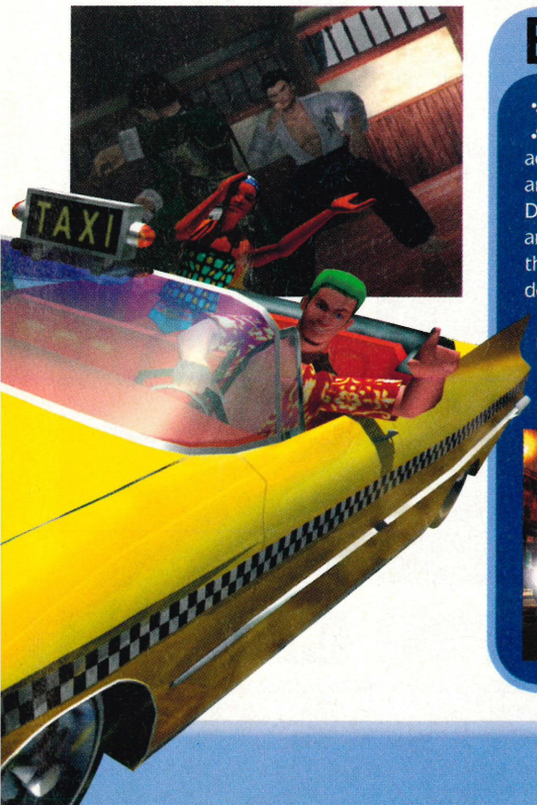
> The m-sr landmower is f**king great.
Sjoerd Jongmans, Netherlands
DM: A bit like the whole game then...

> Yum a fillet a fish
fishy on a dishy
and fillet features
Rob Ackroyd
DM: You don't mean that!

> The monkey is in the tree.
Julian Barnett
DM: No, all the monkeys work here!

> any news on command and conquer games for DC?
Jesse Scott
DM: None at the moment, but with EA porting its PC titles to the Dreamcast, you just never know...

> DC Rulzz!!!
ps2 who?
Jeremy Foster
DM: Fair enough...But can we quote you on that?

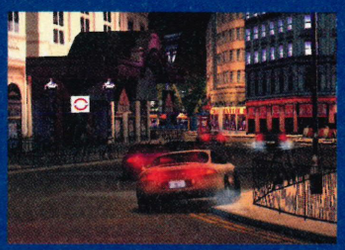


Blunders Down Under

Ozesoft, the people who distribute the Dreamcast over hear in Australia, have stopped all TV ads and advertisement over here which I think really sucks. They are meant to sell it – making it public that the Dreamcast is out – but they don't. They just let it sit and die... but they can make some PS2 ads. On top of that, *M-SR* was due out in October but then it was delayed until November and it is now the end of November and we still have not seen it! If it keeps this up, the Dreamcast will be dead by next year, Sega needs to do something fast; make a Sega Australia or something, and not get some third party s••t-house to sell the Dreamcast. I no longer get games here in Oz, I buy them from either www.simplygames.com or www.burn.com.au. Plus, to add to what I said, the Dreamcast online gaming is not even underway.

Paul Mays,Australia

DM: Sounds like both a nightmare and a familiar story, judging by the many letters that we get from around the globe. It makes for depressing reading, but at least it gives UK Dreamcasters a sense of perspective... hope it gets better for you guys down under.



interact Reader Reviews

It's been hard to choose which reviews to include this month, as loads of you have been sending them in. Here's the lucky few whose Joypads are on their way...

FREE!

MadCatz

Dream Pad

For Every Reader Review

What a positive lot you are – doesn't anyone ever have anything bad to say? No, perhaps that's just us then! Cheers for all your happy letters, and all four lucky reviewers have got a Dream Pad winging itself their way as we speak. Keep 'em coming...

● The views expressed in these reviews are those of the reader and not DREAMCAST MAGAZINE.

contact

You can send your reviews in to us in a variety of ways...

By email...
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By snail mail...
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Dreamcast Magazine
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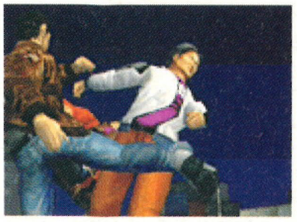
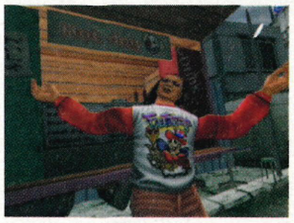
Shenmue

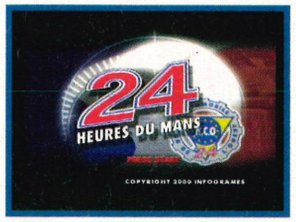
Publisher	Sega
Developer	AM2
Origin	Japan
Genre	Action/Adventure
Reviewed by	John Williams



I think this is an amazing game with many great moments of the magic that every game needs. Just look at the graphics. Everything is done in amazing detail and is what I call 'eye candy'. But as you know, every game has its problems and *Shenmue* has a massive one – the gameplay. When you try to walk around the house it is pretty hard. Also, at times the game gets a bit boring, because there is no fighting for ages – you just talk to old grannies instead. However, I still really enjoyed the game just because it's got a really engaging story line.



Overall 87%

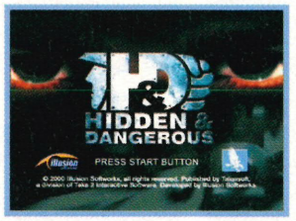


Test Drive: Le Mans 24 Hours

Publisher	Infogrames
Developer	Melbourne House
Origin	Australia
Genre	Racing
Reviewed by	Pete Thompson

Ever thought those guys on cable TV, burning around the same track in the same car for 24 hours, were utterly mad? Well prepare to become one overnight! In this new genre of Test Drive games, you can't help but notice the slick graphics and the very feel of a PlayStation2-beater! I bought *F355* after playing this game for hundreds of hours, and to be honest I was disappointed big time, as this kicks major playability ass. In my opinion, this is lots more fun than *M-SR* and *F355* (just) – another good title to add to the credibility of Dreamcast!

Overall 90%



Hidden & Dangerous

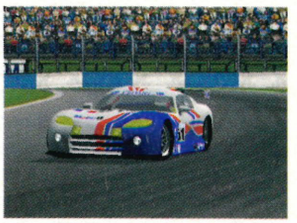
Publisher	Take Two
Developer	Illusion Softworks
Origin	UK
Genre	Action
Reviewed by	Jim Osborn

To be in control of four soldiers in World War 2 may not appeal to everyone, but once you get used to the complex controls you'll feel you actually had a hand in beating the Germans. There are tons of missions which may take a couple of goes to work out, but once you've done that it gives you great pleasure lining up your sniper and picking off enemies with one shot to the head. If you get stuck, there are cheats available but you get the most satisfaction when you know you've planned the attack well and finished the mission with all men intact. It's WAR!

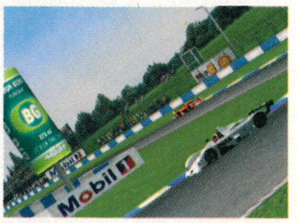
Overall 89%

Test Drive: Le Mans 24 Hours

Publisher	Infogrames
Developer	Melbourne House
Origin	Australia
Genre	Racing
Reviewed by	Paul Collyer



After reading the preview, I decided I should try this game out and I was certainly not disappointed. The graphics are superb, the game physics are spot on and more importantly, it has a superb learning curve. This title has restored my faith in the Dreamcast and now I know I won't be buying a PS2. The whole game is fab and the detail on the cars and track is superb, but the best bit is the weather, which will really test your driving skills. This is one hell of a driving game and is well worth a look. I heartily recommend it to everyone.



Overall 90%

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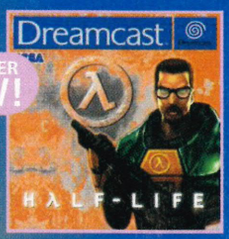

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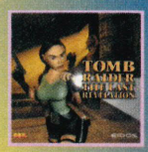

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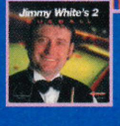

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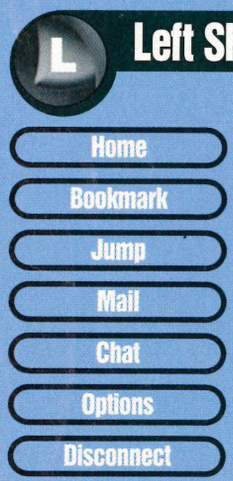
DC-Online

Another year, another bunch of groovy Web sites. This month we've got some of the most twisted comedy sites imaginable, music both classic and dire and the best place EVER for film info.

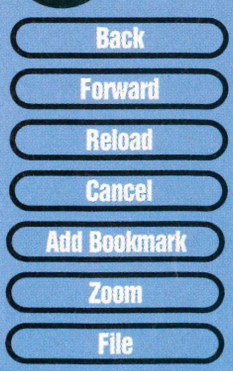
1. **Plug your Dreamcast modem into the phone line.**
2. **Place the Dream Key disc into your Dreamcast and press start. This is your passport to infinite knowledge.**
3. **If it's your first time logging on you will have to register, but if not, you will arrive at the DreamArena, a site only accessible 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



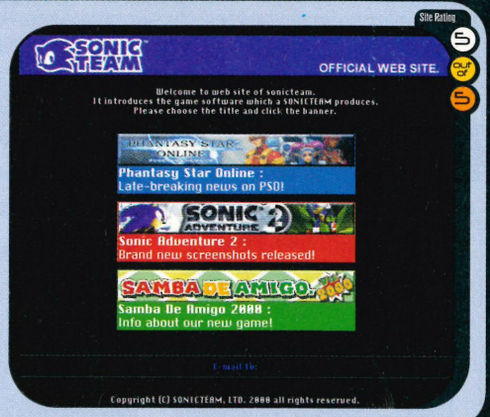
Back	Will take you to the page that you were at previously.
Forward	Will take you to the page that you've just come from if you've just left it.
Reload	Reloads the page that you're on.
Cancel	Cancels a previous instruction.
Add Bookmark	Will add a Web site's address to your bookmark list for future reference.
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.

Goooooooooo... Sonic Team!

www.sonicteam.com/index_e.html

Dreamcast magazine WEB SITE OF THE MONTH

> Unless you've been living in a very deep, dark hole for the last decade, you'll know that some of the best Sega games around have come from within the company itself. Of all of them, the game we all recognise is *Sonic The Hedgehog* – created by Sonic Team, it elevated the company as one of the top players in the game... which is why its Web site is so damn fantastic. You want the latest *Sonic Adventure 2* pics? Need all the info on *Phantasy Star Online*? Then check it out – you'll know it's the right thing to do when you get there...



FILM

Dungeons & Dragons

www.seednd.com/html/index.html

> No, don't be expecting a feature-length version of the Eighties cartoon series here – the *Dungeons And Dragons* movie is actually based on the old-school dice-rolling game that everyone's heard of. Believe us, it's going to be epic when it finally arrives in this country; from the pictures we've seen on the Web site, you'll really want to see this one. Even if you do think it's sad and geeky.

Don't Call Me Junior!

www.indianajones.com

Nick's Pick

> Sod *Star Wars: Episode Two* – if there's one movie we're actually looking forward to being made, it's got to be the fourth instalment of the *Indiana Jones* series. Imagine it... Harrison Ford (despite nearly being old enough for a bus pass) kicking Nazi ass and tossing his whip around like there's no tomorrow. Mmm, sounds like a winning formula to us.

Films, Films And More Films

uk.imdb.com

> Ever wanted to find out those niggling little facts about an obscure film that no-one's ever heard of? Well, chances are that you'll find them on the UK Internet Movie Database – it's got information about practically every film under the sun. Just enter the title in the search box and it'll find all the details you'll need – it's probably the most comprehensive movie site we've ever seen.

MUSIC

Small And Australian

www.kylie.com

Alex's Pick

> Mmm, Kylie... well, you would wouldn't you? She might be getting on a bit and seems to have taken to showing off her arse quite a lot more than we're used to but for the most part, she's not that bad. Her music's pretty fine too and with the release of her *Light Years* album last year, the Kylie Web site has gone into overdrive. No pictures of her naked though...

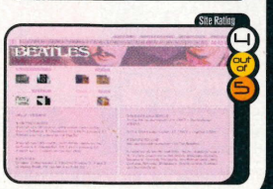
British And Annoying

www.stepsofficial.com/frames.html

> Come on, admit it – you like Steps. You know you do. After all, there aren't many bands that can consist of a bunch of the most irritating people in Britain, churn out dire track after dire track and STILL manage to get a number one record. Plus, the little one with the dark hair's quite cute in a munchkin sort of way... at least, that's what we think. We only go to the Web site to look at her...

Scouse And Rather Old

www.beatles.com



> Right, let's get one thing clear right from the start – anyone who says that The Beatles aren't one of the greatest musical acts of all time needs some serious 'sorting out'. No one can come close to them, which is why you need to go and check out this Web site. It's got stackloads of info, pictures and other gear... just because they're old, it doesn't mean they're not great!

SPORTS

Hiiiiiii–ya!

www.martial-arts.com

> Playing a lot of games doesn't make you violent, regardless of what the parents say. Of course, it does make you think about trying out different things... like martial arts, for instance. Not that we're advising going out and trying to do flying Bruce Lee kicks or anything – instead, you should check out this Web site and see where you can learn safely near you. You know it makes sense.

You Want To Fight Me, Huh?

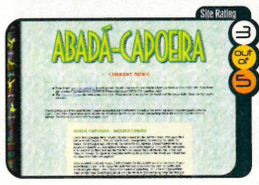
www.kickboxing.com

> If you're into the less spiritual, more 'kick the crap out of the other person' forms of martial arts, you'll probably want to check out this rather official kick boxing Web site. It's got tons of information about lessons, fighting techniques and even other forms of martial arts if you fancy a change. There's no two ways about it – we wouldn't want to mess with this site...

Abada-Capoeira

www.capoeira.com

> Do you remember that Nokia advert a while back with the two people on the beach waving their legs around to bizarre drum music? Well, that's Capoeira – a rather impressive and yet similarly bizarre martial art practised mainly in Southern America. You can find out plenty about it on this Web site, as well as information on the World Capoeira games... it's all rather interesting, actually.



COMEDY

MC Hawking's Crib

www.mchawking.com

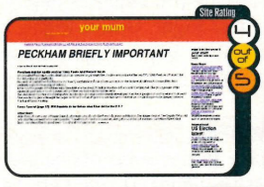
> Ever wondered what the most intelligent man on the planet likes to do in his spare time? Well, if this Web site is anything to go by, he dabbles in being a home boy. According to the quote from Steven Hawking himself , he's flattered that someone's created a site about his exploits into the world of gangsta rap... though we're at a loss as to where some of the songs come from!

Funny British Humour? Wow!

www.yourmum.co.uk

Simon's Pick

> Tasteless isn't a word we use very often (well, we've got such a low-brow sense of humour) but if we were to use it, we'd have to be describing YourMum.com. It certainly brought more than a few hearty chortles out of us. However, it IS an acquired taste so if you're easily offended, don't do it. We're not taking the blame for this one...



Hats Of Meat

www.hatsofmeat.com

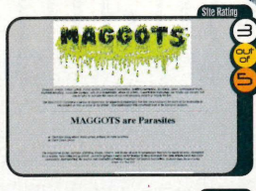
> You might have thought that we really should have included the Hats Of Meat Web site in our Weird category rather than here, but we couldn't bring ourselves to do it. Just looking at pictures of people with massive slabs of raw meat on their heads was enough to give us a fit of the giggles. There are tons of pictures and even a tutorial on how to make your own Hat of Meat... mmm, tasty.

WEIRD

Once Bitten...

www.maggots.com/contents_front_page.htm

> Ranting is one thing we know all about here at DREAMCAST MAGAZINE – there isn't a month that goes by without one of us whinging about something. The person behind this Web site clearly has some issues that need to be resolved... while we believe that there might be greedy fat cats in this country, we wouldn't go so far as to called them decaying maggots. Honest, guv.

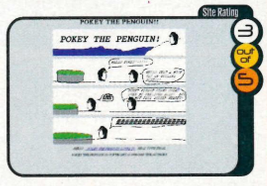


Pokey The Penguin

mrnutty.zabbo.net/pokey/archive/

Mart's Pick

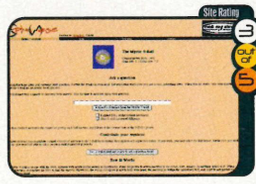
> Just one question really... why? We're all for cartoons on the Internet – a lot of the ones we've seen recently have been pretty special. These are just crap though; why anyone would create over 150 different cartoon strips with virtually no humour in is totally beyond us. Of course, checking out the adventures of Pokey the Penguin might just be your thing...



The Mystic 9-Ball

www.spinnwebe.com/9ball/

> Did you ever own one of those Magic 8-Balls – the ones that could answer any yes/no question you threw at them? Someone on the Internet has gone one better and invented the Mystic 9-Ball; just ask it a question and it'll give you the answer. However, no matter what sort of things we asked it... well, it kept telling us to leave it alone. Obviously it wasn't in a very good mood...



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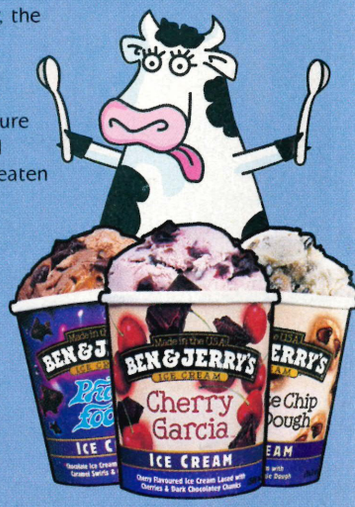

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Dreamcast Magazine
Paragon Publishing Ltd
Paragon House
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BH1 2JS

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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.
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- Open 8am to 11pm.

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

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

Dreamcast solutions

Hints, Tips, Cheats and Guides

End your gaming woes with this all-new selection of the latest cheats for those top games!

San Francisco Rush 2049

After months of searching we've finally found some working cheats for the PAL version of Midway's futuristic racer... we're too good to you.

Activate Cheat Menu
Hold L+X+Y, R

All Cars
Press A, A, Y, Y, L, L, hold R, X, release, hold L, A

Super Speed
Hold Y+R, L, release, hold A, X, release, A, A, A

Fog Colour
Hold L, X, release, hold A, X, release, hold Y, X, release, hold R, X

Random Weapons
Hold L+A, X, Y, release, Hold R+A, X, Y

Invincible
Hold L+X, Y, A, release, hold R, A, X, Y

Invisible Car
Hold L, X, release, hold R, Y, release, A, hold L+R, X, release, Y, Y, Y

Invisible Track
Press R, L, Y, X, A, A, X, Y, hold L+R, A

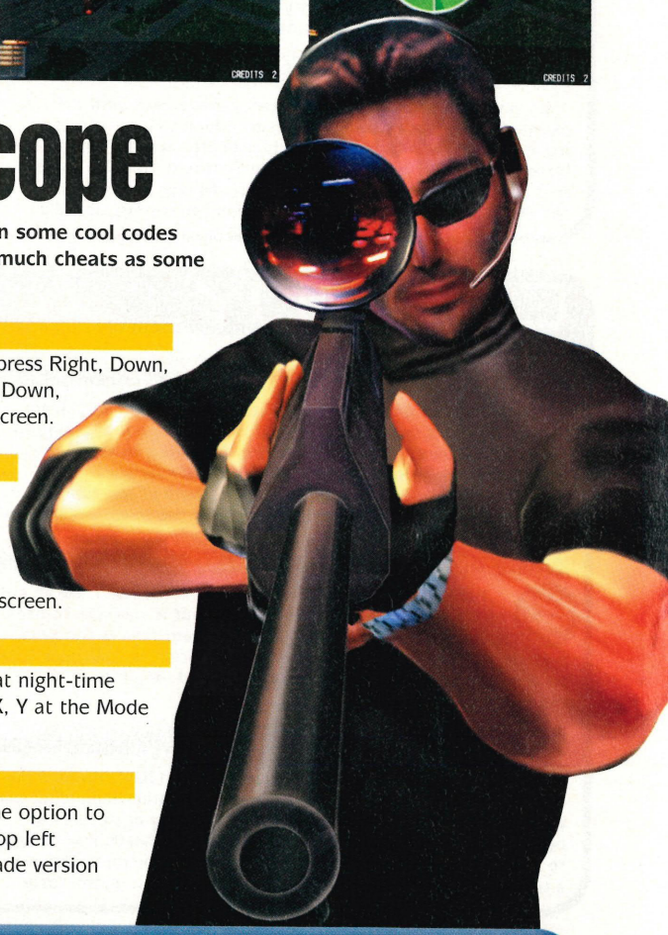
Brakes
Press Y, Y, Y, hold L+X+A, R

Super Tires
Hold R, X, X, X, release, hold L, A, A, Y

Mass
Hold A, X, X, Y, release, L, R

Silent Scope

We've been able to track down some cool codes for this one, but they're not so much cheats as some bonus extras – enjoy!



Scopeless Mode
To play the game without a scope press Right, Down, Right, X, Up, X, X, Y, Down, Right, Down, Right, X, Y at the Mode Selection screen.

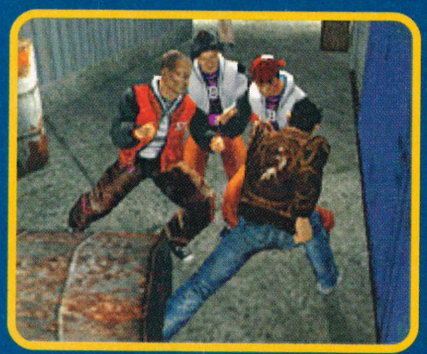
Invisible Enemies
To make the enemy invisible (quite why you would is beyond us) press Right, Down, Right, X, Up, X, X, Y, Down, Right, Down , Right, X, Y at the Mode Selection screen.

Night Levels
To play all the levels of the game at night-time press Up, Right, Down, Left, Up, X, Y at the Mode Selection screen.

Scope Always On
If you finish the game you'll get the option to have a scope permanently in the top left corner of the screen, as in the arcade version of the game.

Shenmue

Okay, so there might not be any cheats as such in this game and we're hardly going to do the whole walkthrough in this mag, but here are some hints and tips for you.



Fight In 70 Person Battle
Complete the game and save the Clear Data to unlock the 70 Person Battle option on the Options screen. NB: Disc 3 has to be in the machine for this.

Get Extra Money
The best way to build up your finances is to take the 500 yen you're given each day and then leave the house as usual. Return to the house at any time and go into your room – when you leave it another 500 yen will be available. You can repeat this as many times as you like – hey, you can even become a millionaire.

Against All Odds
To increase your chances of winning on the addictive slot machines, go to the Lapis fortune teller and choose Gamble. She will give you a lucky number and if you use the slot machine with the same number your chances of winning will improve significantly – bonus!

Sega GT

> Not so much a cheat as a tip on what to look forward to when you've managed to get through the game... it ain't easy, believe us!

Access World Speed King Races

Once you've managed to finish first in each of the Official and Event races in the game, you'll unlock the World Speed King races – a whole new set of races for you to race including the 4Wheel Drive Cup, the Front Drive Cup and the Rear Drive Cup.

Le Mans 24 Hours

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

Quick Race Bonus Car

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

Capcom Vs SNK

> There are tons of secrets to unlock in Capcom's latest 2-D beat-'em-up but they're not exactly self-explanatory... here's how to get them all!

Unlock Extra Costumes

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

Unlock EX Characters

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

Unlock Evil Ryu

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

Unlock Wild Iori

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

Face Ultimate Characters

To fight against Akuma, Morrigan and Nakoruru in the main game, you need to beat the game a number of times before their shadows become available in the Secret Shop – once to unlock item 62 (Akuma), with all the Capcom characters to open item 63 (Morrigan) and with all the SNK characters to get item 64 (Nakoruru). Once you've bought the items, play through the main game again and reach the end of the third bout without losing, with over 60gps, to face either Morrigan or Nakoruru. To face Akuma, you need to reach the final stage with over 80gps... it's certainly not easy!

Unlock More Backgrounds

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

Unlock Morrigan

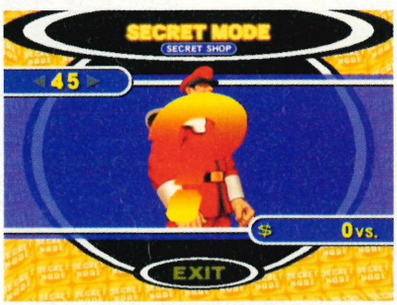
To access Morrigan as a playable character, you need to have bought ALL the Capcom EX characters and also have beaten her in the main game by buying item 63 from the Secret Shop. When you've done that, item 74 will be available – she costs 8000 VS points.

Unlock Nakoruru

To access Nakoruru as a playable character, you need to have bought ALL the SNK EX characters and also have beaten her in the main game by buying item 64 from the Secret Shop. When you've done that, item 75 will be available – she also costs 8000 VS points.

Unlock Akuma Long

To access Akuma as a playable character, you need to have bought Morrigan and Nakoruru from the Secret Shop. Item 75 will then be available for a whopping 9500 VS points!



Classic Cheats

Zombie Revenge

> Kick more zombie butt and get to look good... Nice!

Access Cheat Mode

To access the Cheat mode you must accumulate points on the VMU mini-games to unlock 'Eternal Life', 'Area Select', 'Free Continue' and 'Free Time Limit' as cheat options in Original mode.

Change Costumes

To change your character's costume, highlight the character at the Character Selection screen, then hold Start and press B, X or Y

F355 Challenge

> Can't manage to finish those damn courses in first place to open the bonus courses? Then fear not, just enter these cheats and all the hard work will be done for you.

Go to the Options menu, hold X+Y down and choose the 'Passwords' option. Then just type in these codes.

Code	Track
CinqueValvole	Pista Di Fiorana
LiebeFrauMilch	Nürburgring
Stars&Stripes	Laguna-Seca Raceway
KualaLumpur	Sepang Circuit
DaysofThunder	Atlanta

Dead Or Alive 2

> Give this fighting game a little more (ahem) 'bounce'.

3D Character Select

Turn off the 'Quick Selector' in the Vs mode options.

Bounce Trick

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

Camera Control

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

View Hidden Cut-Scene

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

Taunts

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

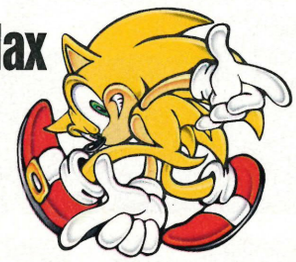
Q and A Questions Answers

We've had yet more problems for the gaming chimps here at DREAMCAST MAGAZINE to solve, so they've been beavering away like mad... or chimping away, as the case may be. They still need something to keep them busy until next month though, so if you've got a gaming query then why not drop a line to:

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

Or send an email to dreamcast@paragon.co.uk... unless you want to suffer in silence, of course.

Gullible To The Max



Q Dear DREAMCAST MAGAZINE,
I've completed *Sonic Adventure* with what I think is every character but when looking for cheats online, I found out that you could play as Chaos 0, Reala, Flying Kitty and Super Tails. Is this true?
Thanks
Cable (?), via email

A ***Hmm, let's think – a whole bunch of secret characters that no-one apart from some anonymous moron on the Internet has managed to find in a game over a year old. D'ya think it might just be someone messing you about? Of course it is! The only secret character in Sonic Adventure is Super Sonic... if you've finished the game as him, you've done it all so you're just going to have to wait for Sonic Adventure 2. Bummer, eh?***

Shop Till You Drop

Q Dear DREAMCAST MAGAZINE,
Could you please help me with *Power Stone 2*? The girl in the shop won't get any new items in for me to buy. The last item she had in was the Emperor's Crown – is there any other way to make her get the items without cheats? If you don' t help me, you'll be responsible for my untimely death.
Cheers
Darren Baxter, via email

A ***Of course there is a way of getting her to have more items for you to buy – unfortunately Darren, you seem to have missed it entirely. From the main menu, you'll see that there's a one-player Adventure mode that can be selected; unlike the regular game, you only get one shot at going through it so don't expect to be continuing when you lose. However, any items that you pick up in this mode will be added to the contents of the shop once you've either finished it or died; this is the only way to get those super-secret items so you'd better get playing through it...***

Easy As 1-2-3

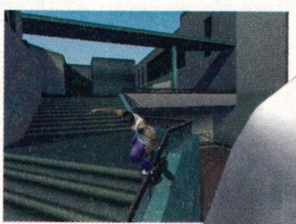
Q Dear DREAMCAST MAGAZINE,
I need help for *Resident Evil Code: Veronica*. It is a very hard game. I'm stuck inside the office in the Palace where you have to enter a password on the computer. I've tried playing about with the cupboard but I can't get it to work... I was wondering if you can give me a password... please?
Help!
Bernadette Rajput, via e-mail

A ***We get quite a lot of people asking about this one – despite it being really obvious, some people just don't get it. You see the cupboard you've been playing with? It's got two buttons – a left one and a right one. The note on the desk has four stages to it, each giving a series of left and right steps. By pressing the buttons in the same order as the note, you'll eventually get a sequence of four numbers to enter as a password. Of course, you could just type '1971' into the computer to skip the whole thing... but that'd be too easy, wouldn't it?***

Gym'll Fix It

Q Dear DREAMCAST MAGAZINE,
I'm addicted to playing *Tony Hawk's Pro Skater 2*, but I'm having a problem opening the Gym area on the School 2 level – I did it before without realising and now I can't do it again. How do you open the doors? Also, are there any cheats that let me play as Spider-man without going through the whole game?
Yours appreciatively
Andy Parkinson, via email

A ***Opening the Gym area of the School 2 level isn't exactly the most obvious thing ever, is it? Of course, once you know how it becomes easy... it's all to do with the school bell that rings every 20 seconds (at the start of a two-minute session, 20 seconds after that and so on) and the 'Roll Call! Opunsezmee!' Rail just opposite the Gym entrance. Basically, you've got to grind the rail at the same time as the bell ringing – if you manage to go all the way along it at the right time, the doors will open and allow you access to the Gym. As for the Spider-man cheats, pause the game and hold L, then press A, A, A, X, Y, Up, Down, Left, Up, X, Y, A, Y, B, A, Y, B. Choose End Run and you'll unlock everything in the game.***



It's The

Beat Yourself Challenge!

Right, time to change things round yet again with our monthly challenge section – after several months passing by without anything near a winning score, we decided to let you set the benchmark for us. Rather than giving you a score to beat, we want you to send in pictures of your highest scores on the three games below.

If you're having problems taking pictures of them, it's quite easy – just remember to turn the flash off so as not to ruin the shot. If you don't send a picture, you won't have a chance of winning... we're not just going to take your word for it, you know. Right, enough chatter – here's a look at the games you've got to play this month...

Game: Tony Hawk's Pro Skater 2

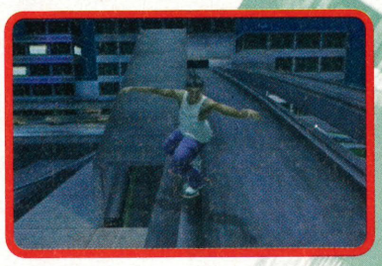
We couldn't start off a new round of challenges without including this one – what we're looking for is the highest score for a single two-minute run around the New York level. Best score at the end of the contest wins a prize... comprendez?

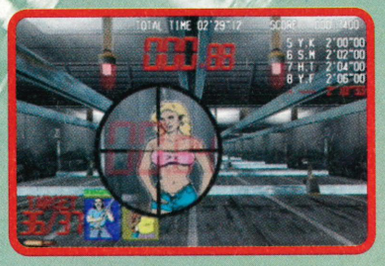
Game: Silent Scope

Get yourself plenty of practice... you're going to need it for this next challenge. Drop into the indoor target range and see how many points you can get in the allotted time – the higher you get, the more chance you've got of winning.

Game: Ultimate Fighting Championship

An easy challenge, but you'll have to be quick with your camera to get the picture. Basically, we need your fastest victory time – the more time left on the clock (as well as the round number, obviously) the better. Take a picture as you score that vital KO for the winning shot.





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solution

Hints, Tips, Cheats and Guides

Quake III Aren

Fragged more times than you can count? Then you'll be needing this guide to all secrets, tactics and levels in the only shoot-'em-up on the Dreamcast worth caring about...

Top Tactics

Before you even begin to battle in the arena, you might need a few pointers about how to become the ultimate frag warrior. That's why we've put together this handy pile of the ultimate tactics – read them, learn them and then get out there and kick some ass!

Those Who Fight And Run Away...

You might think that in a game like *Quake III Arena*, the only real tactic is to grab what weapons you can and then run in with all guns blazing until you snuff it... and then do it all over again. Not surprisingly, this is WRONG – true, you can certainly rack up a fair few frags this way but you'll also lose a good number of points as you go, so it's not exactly going to guarantee you victory every time. That's why you'll need to learn the basic rules of staying alive; they might sound a little obvious at first but when you get them down to a tee, you'll be grateful for them... trust us.

RULE ONE

Armour Is A Warrior's Best Friend

It can't be stressed enough how important the Armour pick-ups are to people looking to outlast their enemies – even the smaller Armour Shards that add only a small amount to your Armour Points (five per piece, although they're usually found in clusters) are worth grabbing as you dash by. You can carry a maximum of 200 Armour Points – however, like Health, the points decrease slowly until reaching a stable level of 100. When carrying them, any damage you take will be reduced by two-thirds – you'll only receive a third of the damage to your health, while the remainder will be absorbed by your Armour. Try to judge how long it'll take from the time you collect an Armour pick-up for it to regenerate – use that time to hunt your opponent, then leg it back and grab another one to keep on top of the game. This theory can also be applied to ammunition, as long as you know where the crates that you need are.

CONTROLS

Master these controls and you'll be fragging marvellous in no time!

- Look around
- Move backwards
- Strafe right
- Strafe left
- Move forwards
- Jump
- Fire weapon
- Pause/Unpause
- Use item/Gesture

Dreamcast magazine essential information

PUBLISHER	SEGA
DEVELOPER	ID/RASTER PRODUCTIONS
RELEASE	OUT NOW
PRICE	£39.99
GENRE	SHOOT-'EM-UP
PLAYERS	FOUR
VM UNIT	SAVE GAMES
PERIPHERALS	KEYBOARD, MOUSE, JOYPAD

continued >

continued

RULE TWO

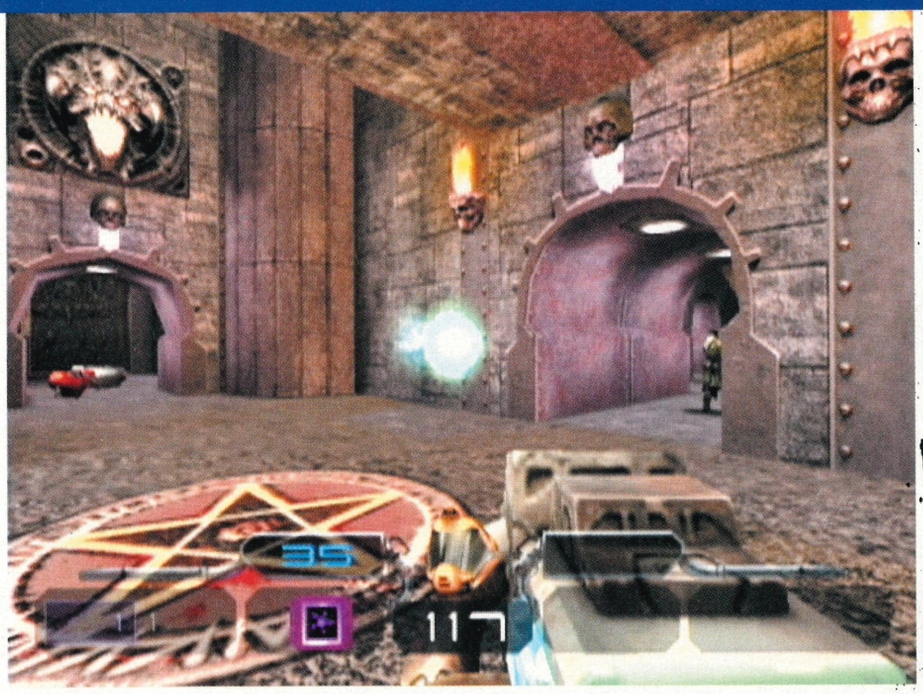
Keep 'Em Peeled... Ears, That Is

You might not have realised it, but the noises made by warriors and weapons aren't just there for show... oh no. If you're really clever you can listen hard and use the explosions, footsteps and re-spawning noises to work out how close your opponents are. Loud firing weapons like the Rocket Launcher, Lightning Gun and Plasma Gun are especially noticeable, so listening out for them is pretty easy. Another hint is to listen to the screams of your enemy as you blast them... no, we're not sick. It's because the more your opponent cries out when they're hit, the closer they are to death – keep pummelling them and they'll soon be splattered all over the walls. [No not sick at all – Ed].

The same applies in the opposite direction, of course – if there's no-one around, don't go letting off your weapons (to conserve ammo, obviously) or moving around too haphazardly. By doing this, you'll be able to keep your position slightly more concealed from the enemy. If you're feeling really sneaky, you can even switch between the Run and Walk modes in order to reduce the amount of noise your footsteps make. By doing that, you ensure that they'll never hear you coming until you shove a rocket down their throats... nice.

Spawn, Spawn And Spawn Again

Because of the reasonably small size of many of the levels, the number of points around the arena where the warriors will re-spawn when they get fragged (that's reappear, for the uninitiated) are quite limited – unless it's an exceptional level, the number never normally rises above six. This means that learning where they all are is a handy tip for the would-be *Quake* expert. Once you've managed to finish an



opponent off, there's a chance that they'll re-spawn quite near you... minus all those powerful weapons and power-ups that they'll have managed to acquire along the way. Of course, you'll be fully stocked and ready to give chase again for another swift frag. These frags are valuable if you want to get through the level in first place, so don't worry about how picking your opponent off like this might seem evil... the aim is to win, not show mercy!

Hop, Skip And Jump

Hitting the L Button makes your character jump in the air... handy for getting onto those raised ledges, eh? Well, there are plenty of other methods and uses for the jumping technique than just your plain old leap...

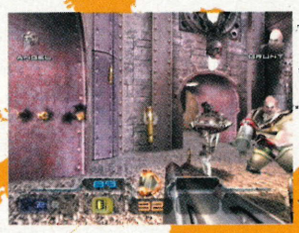
The Flying Leap

By leaping around like crazy, you'll get the distinct advantage of making yourself a damn sight harder to hit – a moving target is one thing when it's only going left and right but if it starts going up and down too, they won't have a chance in hell. However, don't just jump around while running forwards. By hitting the Strafe buttons at the same time as moving forwards and jumping, you'll increase the speed at which you're moving. Repeated use of this can build up high speeds and will have you flying around like grease lightning, making you nearly impossible to score a hit on.

The only problem you'll have is that you'll increase the chances of your shots missing as well. However, once you manage to get the hang of keeping the gun sight level when jumping, you shouldn't have too much of a problem hitting those targets in the same way as you always have.

The Rocket Jump

Reserved only for the bravest of warriors, the Rocket Jump is something you'll only want to try if you're really, REALLY desperate to get somewhere before anyone else. Obviously, you'll need a Rocket Launcher before you try it, so grab one and then stand beneath a ledge that you can't reach normally without taking a major detour (like the raised main platform at the back of the Blue Monday arena). The technique sounds simple, but it takes a fair bit of practice before you get it right – just point the Rocket Launcher straight down at your feet and pull the trigger at precisely the same moment that you hit the L Button to jump. If you manage to time it just right, you'll fly up much higher than usual and be able to reach those awkward areas without too much trouble. Be warned though – you'll take a fair amount of damage from this method, even with your Armour on. Still, that's the price you pay for being able to take some serious shortcuts...



RULE THREE

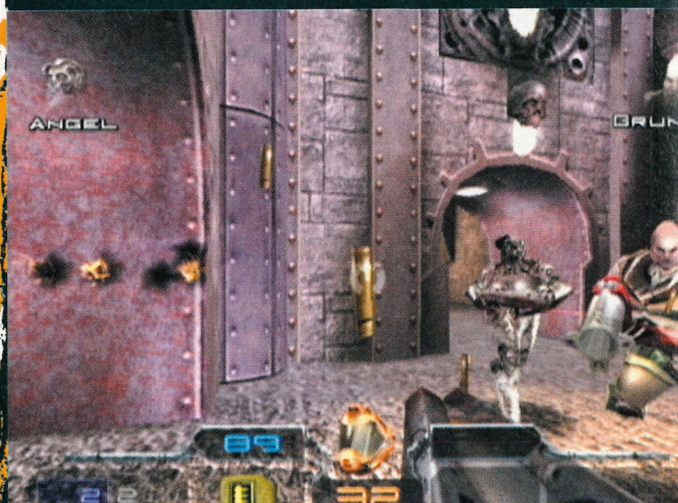
Stock Up On Supplies

The worst thing that can possibly happen is to be close to victory and then run out of ammunition – not only does this mean that you can't finish what you started but it also leaves you entirely defenceless to a counter-attack that could end the game in your opponent's favour. You won't always be in the heat of battle – there will often be times when you're either chasing around after the enemy or taking a quick breather after scoring a frag. Take this opportunity to check your ammo levels – if your weapon of choice is running a little low on shells, you'll want to switch to a backup while hunting down those ever-so-useful crates to restock. This way, you'll never find yourself short and run the risk of running dry in the midst of a fire fight.

RULE FOUR

It's All About Control

Once you've had a run around each level a few times, you'll soon get the gist of where all the weapons, ammo and power-ups are located and learn the ins and outs of all the parts of each arena. This can be important when attempting to control the game – you'll want to make sure that you're the one carrying all the major firepower and NOT your opponent, so being the first to pick them up is essential. Just as essential, though, is making sure to pick them up again once they regenerate. This way, they won't be there when your enemy runs through to try and grab them. The main factors are Armour, weapons and power-ups – Ammo isn't quite as important because it won't be much use without the weapon to go with it. Learn the quickest route around the level to reach all the main items and you'll be able to run rings around your opponents in no time at all.



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Ooooh... Guns, Guns, Guns!

What's a serious shoot-'em-up without a massive selection of weapons with which to blow your opponents' limbs off? Nothing, that's what. Thankfully, Quake III Arena comes stocked to the gills with weapons of mass destruction. Coming in a wide variety of shapes and sizes, you'll need to know which one to use in each situation. Here's a look at what's on offer...

Gauntlet

> If you find yourself using the Gauntlet, you're either very good or something has gone seriously wrong. Basically, this weapon is your last line of defence – it only works at incredibly close range and even then, it's not exactly effective. Still, it has an everlasting supply of ammo so at least you'll never be caught short with it...

Basic Ammo	None
Maximum Ammo	None
Firing Speed	N/A
Damage Level	Medium

Machine Gun

> The basic weapon above the Gauntlet. Whenever you get fragged, you'll re-spawn with just a Machine Gun for company. Don't be fooled by the high amount of ammo that it comes with to begin with – the rapid firing rate means that you'll go through it all faster than you can imagine. Quickly get your hands on something with a bit more of a kick to it.

Basic Ammo	100 Bullets
Maximum Ammo	200 Bullets
Firing Speed	High
Damage Level	Low

Shotgun

> Great for those up-close and personal moments, the Shotgun is one of the better all-purpose weapons in the game. The shells it fires can hit an opponent from any distance – although obviously the further away you get, the less damage you'll do to them. However, it always comes in handy when you need to clean up any flagging enemies.

Basic Ammo	10 Shells
Maximum Ammo	200 Shells
Firing Speed	Low
Damage Level	Depends on distance from target

Rocket Launcher

> Ahh, the wonderful Rocket Launcher. Nine times out of ten, this is the weapon that everyone in the level will be fighting for... if only because it looks so darn nasty. A direct hit is liable to wipe out whatever it connects with, but watch out when getting too close to your target – the explosions it causes can hurt you just as much as your enemy!

Basic Ammo	10 Rockets
Maximum Ammo	200 Rockets
Firing Speed	Medium
Damage Level	High

Plasma Gun

> It might not have the best damage-dealing abilities out of all the weapons, but considering that it has a firing rate second only to the Lightning Gun, it's ideal when chasing enemies through tight corridors. Watch them run as you blast them in the backs with burning balls of plasma – they'll panic and not know what to do! Hahaha!

Basic Ammo	50 Cells
Maximum Ammo	200 Cells
Firing Speed	High
Damage Level	Low

Grenade Launcher

> You won't want to use the Grenade Launcher in a head-to-head fight, but if it's laying low and surprising your enemies that gets your juices flowing, it's ideal thanks to its bouncing projectiles. Ultimately, it's best fired from high ledges onto unsuspecting opponents below – they won't know what hit 'em!

Basic Ammo	10 Grenades
Maximum Ammo	200 Grenades
Firing Speed	Medium
Damage Level	High

Lightning Gun

> The only weapon with a constant rate of fire, the Lightning Gun can really punish opponents that feel it their duty to stand as still as possible, as well as enemies that haven't actually spotted you yet. Unfortunately, it only has a limited range so you'll need to get within shocking distance before you can really lay into them.

Basic Ammo	100 Shocks
Maximum Ammo	200 Shocks
Firing Speed	Constant
Damage Level	Low

Rail Gun

> Aside from the really slow reloading times between shots, the Rail Gun is actually an incredibly good gun – the speed of each projectile makes it absolutely fantastic for long-range sniper combat, while it's also splendidly effective in close-range battles. Just make sure you've perfected your aiming techniques to the utmost of your ability, or you just might be the one to come off worse...

Basic Ammo	10 Slugs
Maximum Ammo	200 Slugs
Firing Speed	Low
Damage Level	High

BFG 10K

> THE gun. There's no two ways about it – if a level has got the BFG-10K lying around it, you have to get your hands on it. Of course, being able to wipe out your opponents with high-speed blasts of pure radiation takes all the skill out of it... but then, who said life was fair, eh? Just get out there and fry the buggers!

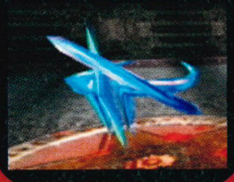
Basic Ammo	20 Blasts
Maximum Ammo	200 Blasts
Firing Speed	High
Damage Level	High

I Have The Power!

Aside from weapons and Armour, the other things you can find lying around the levels are power-ups. These can be used for all manner of things, depending on their purpose – here's a rundown of the goodies, in the order of how useful they are...

Quad Damage

> As you'd expect, getting hold of the Quad Damage can prove to be the turning point in any battle – being able to dish out instant death to anything that moves means that you're able to notch up a whole heap of frags in less than no time.

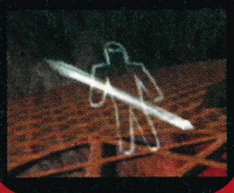


Haste

> The second most useful power-up to collect is the Haste – not only does it double your running speed, but it also increases the firing rate of all your weapons. You'll be like a blur sprinting around the level, so make the most of it while it lasts!

Invisibility

> A power-up for those who favour stealth over fire-power. You'll turn invisible once you pick it up (with the exception of a blurred outline, visible at close range), making it possible to sneak up on your opponents without them even realising you're there.



Personal Teleporter

> The Personal Teleporter works in the same manner as regular teleporters, but with two exceptions. It can only be used by the person carrying it, and rather than having a set destination, the user is warped to a random location. Use it in times of danger!

Medkit

> Not as useful as the Mega Health or Regeneration, but still handy in a crisis. Rather than activating instantly, you can use the Medkit at any time to raise your Health back to the full 100 points. Don't wait till the last minute though.

Mega Health

> Need an instant boost of health? Then go straight for the Mega Health power-up – as soon as you grab it, your Health will fly straight up by 100 points. However, it'll immediately start to fall again so don't rely on it for too long or you'll end up being sorry.

Regeneration

> Collect the Regeneration power-up and watch your Health sky-rocket... slowly. For every second you hold it, you'll receive a small amount of Health until it peaks at the maximum 200 point mark. Very handy for when you're running on empty.

Battle Suit

> Usually only available on levels with deep lava or toxic waste, the Battle Suit protects you from all atmospheric conditions that could otherwise harm you. It also prevents opponents from damaging you with anything other than direct hits with weapons.

continued >

continued

Tier One

Stats

Opponents
Crash
Weapons Available
Shotgun, Plasma Gun
Power-Ups Available
None
Armour Available
None
Frag Limit
5

STAGE ONE
Introduction

Being the very first level of the main tournament, it's no surprise to learn that Introduction is easier than falling off a log... unless you're rather good at staying on logs, obviously. When you warp into the level, you'll be in an enclosed area with a Shotgun spawn point in front of you. Grab it along with anything else you might need from this area (such as the Armour Shards) and then take a step through the teleporter at the end to reach the main section of the level.

Once you're inside, Crash will enter the level and the battle will begin. There isn't really much chance of not running into Crash considering the size of the level – it's nothing more than a huge passageway going to the left and right of where you teleported in, as well as a small chamber through the doors just ahead. The area with the Plasma Gun lies to the right, although you'll probably find it better to stick to using the Shotgun as it packs a much bigger punch than the easily avoided Plasma fire. Try to keep Crash away from it, though, because she'll tear you to shreds with it. Just use a couple of close-range Shotgun blasts to get rid of her and then wait until she comes back towards you before giving chase again. You only need five frags to complete the level, so it should be a walk in the park.

STAGE TWO
Arena Gate

Again, the Arena Gate is quite a simple level to get to grips with the controls and just how annoying the computer opponents really can be. Here you'll be up against a Ranger – he's not exactly the sharpest knife in the drawer so you shouldn't have too much to worry about, especially on the lower difficulty levels. The main point to notice is that the Rocket Launcher (the best weapon on the level) and the Red Armour are situated at opposite ends of the playing field, so you won't be able to guard both of them at the same time. It's probably a better bet to keep tabs on the Armour, only actually heading out to grab more rockets when you're running a bit low.

As far as cover goes, there isn't really very much of it. Unless you like playing hide and seek by chasing Ranger around the tunnels in the middle area, you've only got the two statues in the outside section to hide behind. You can try to crouch down at the very back behind the Armour, but against the computer this only makes you a sitting duck. Try to make good use of the advantage you get when you frag Ranger – there are only four re-spawn points located around the arena, so try to get in there quick and score a second frag before he has a chance to respond.

1

2

[1] The Ranger isn't too smart so trapping him is easy. [2] Grab the Rocket Launcher to be assured a quick win.

Stats

Opponents
Ranger
Weapons Available
Shotgun, Plasma Gun, Rocket Launcher
Power-Ups Available
None
Armour Available
Red Armour x 1
Frag Limit
10

[1] Due to the sewer below the bridge, an attack could come from any direction. Make sure you're prepared when it does! [2] By staying away from the edge, you can easily avoid a surprise attack – plus, you can dominate the power-ups! [3] One liberal spray with the Plasma Gun and you should be able to put Phobos down for good... really.

STAGE THREE
House Of Pain

Now things start to get just the tiniest bit tricky... but only a bit. Phobos is the first real opponent you're going to face and, believe us, they just get more difficult from here on in. For starters, this is the first level with multiple floors – there's only one upper level but it still means that shooting down on the enemy from the area above the sewer where the Red Armour is can be an easy way to score a frag or two. Remember though that you don't have to drop down from above to enter the sewer. Instead you can run through the central passage from the main courtyard and then use the very narrow steps that are near the Red Armour to reach the upper level.

Grabbing the Rocket Launcher here is a piece of cake – it's situated in the small room on the far left side of the arena. Guarding it is even easier, considering that the only way in or out of the room is through the doors opposite the weapon... however, don't be caught camping or Phobos will catch you out for sure. Also make certain that you use the Haste power-up (found on the other side of the level) to the best of your abilities – having a Rocket Launcher that fires at double the pace can certainly ease the pressure a bit. Finally, you should try to get your hands on BOTH sets of Armour. That way, Phobos will be totally unprotected which gives you a good chance of wiping him out!

Stats

Opponents
Phobos
Weapons Available
Shotgun, Plasma Gun, Rocket Launcher
Power-Ups Available
Haste
Armour Available
Yellow Armour x 1, Red Armour x 1
Frag Limit
10

BOSS STAGE
Power Station 0218

This is another level that is considerably smaller than most of the others. The Power Station consists of two large chambers (one containing the Shotgun and Yellow Armour, the other holding only the Rocket Launcher) and a number of bendy passageways connecting them, with a smaller chamber between where the power-up spawn point hides. Because it's only you against Anarki here, the space isn't quite so much of a worry – at least you should be able to find each other quite easily. There aren't that many re-spawn points around either so if you do manage to score a frag early on, you could quite easily keep hitting Anarki as he reappears, and rack up some kills without him even touching you.

The main point of this area has to be the Rocket Launcher. If you can get your hands on it early and then dominate the collection of power-ups (which both spawn from the same point alternately), you'll walk away with this level in the bag. Although getting hold of the Yellow Armour is quite handy, it's only worth 50 points – hardly worth putting yourself on the line for. The narrow passages, on the other hand, make scoring hits with the Rocket Launcher easier than shooting fish in a barrel... just take care not to blow yourself up in the process by hitting a nearby wall. If a Quad Damage power-up appears, it's vital that you get hold of it as quickly as possible – considering how small the level is, you really should be able to get a very speedy victory before the Quad Damage runs out.

Stats

Opponents
Anarki
Weapons Available
Shotgun, Rocket Launcher
Power-Ups Available
Regeneration, Quad Damage
Armour Available
Yellow Armour x 1
Frag Limit
10

[4] The twin power-up point means you never know what you're going to get... [5] Anarki is fast. Keep your eyes open!

continued >

continued>

Tier Two

STAGE ONE
Arena Of Death

Finally, you find yourself going up against more than one enemy at once. This is not actually too bad a fight as both Mynx and Orbb are pretty basic warriors. However, the problem here is that if you spend too long wandering around trying to tool yourself up, one of your enemies might actually end up hitting the Frag Limit without even killing you! Make sure you stay on top of your game for this stage (and indeed any stage with more than one opponent in it) and keep yourself above everyone else's frag levels.

Not surprisingly, the Quad Damage spawn point is located right in the middle of the level where everyone can see it – if the power-up appears, you stand a good chance of being picked off if you make a run for it. If you don't though, someone else will grab it and then you'll be finished... such is life. The best spot to see when it appears is from the Red Armour alcove on the upper level – from here, you can keep your Armour points up AND drop down to collect the power-up. Again though, don't stick around for too long or you'll be blasted from all sides. Keep grabbing the Rocket Launcher as it re-spawns at the back of the level (the same area where the Plasma Gun appears, strangely enough) but don't bother with the Grenade Launcher. Unless you've got especially good at predicting where it'll bounce, it's pretty much useless in this arena.

Stats

Opponents
Mynx, Orbb
Weapons Available
Shotgun, Plasma Gun, Rocket Launcher, Grenade Launcher
Power-Ups Available
Quad Damage
Armour Available
Red Armour x 1
Frag Limit
15

STAGE TWO
Blue Monday

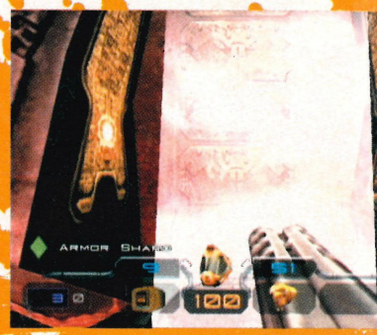
This is quite a small level with only a few key weapons to speak of, so you shouldn't have too much trouble controlling it. The most important thing that you might miss at first is the teleporter hidden in the alcove at the side of the lower part of the arena – it will warp you back up to the platform where the Plasma Gun is. If you use it with people chasing after you, be sure that you turn around immediately after stepping through, so that you can blast anyone that follows you. Warp kills are very important in levels with teleporters, so try to get used to using this tactic, as it could be the difference between winning and losing.

If you're looking to use sniping tactics, there's only one feasible place you can stand – directly above the pit on the upper level, to either the left or right of the staircase. From here you've got a clear view of both the pit below, the staircase and the opening of the passageway leading out of the area. Of course, this leaves you open to attacks from the passages on the upper floor and the staircases behind you, so make sure you don't use this method for any extended period of time. In terms of weapons, the Plasma Gun actually comes in slightly more useful here thanks to the confined space. The rapid fire rate means you can score plenty of quick hits, leading to an easy frag.

Try to control possession of the single piece of Armour as there's no doubt that your opponents will be focusing on this location. Clever use of the stairs and upper floor (as well as the small bounce pad on the right of the arena) will mean that you can always stay one step ahead of your enemies.

Stats

Opponents
Doom, Wrack
Weapons Available
Shotgun, Plasma Gun, Rocket Launcher
Power-Ups Available
None
Armour Available
Yellow Armour x 1
Frag Limit
10



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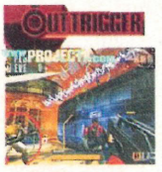

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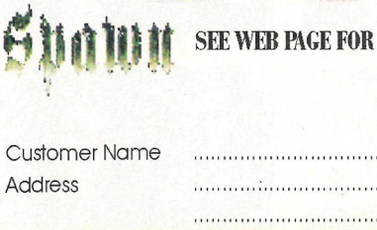

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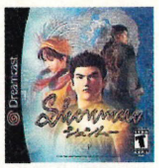

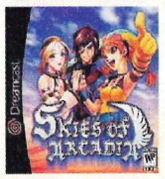

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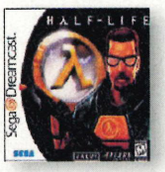

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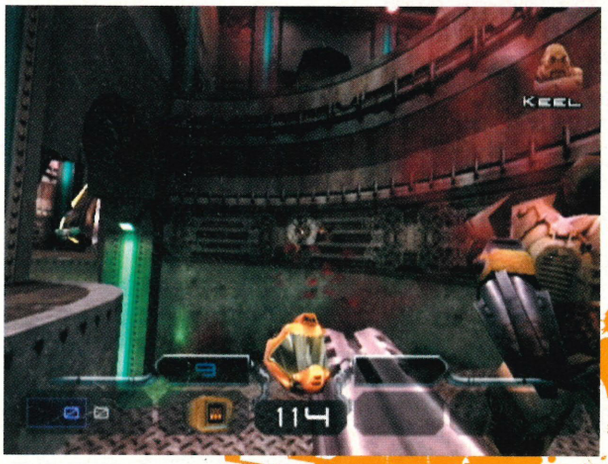


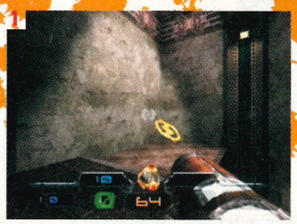
STAGE THREE
Hidden Fortress

This is probably the first level where you'll find yourself getting lost quite often – not in terms of where you are but certainly in respects to keeping tabs on your opponents. There's plenty of level to lose them in, so there's a good chance that you might find yourself falling behind in the frag count without even being involved in the action. Try to keep moving and make good use of the two warp gates available to transfer you from the lower regions of the level up to the upper area. But that doesn't mean that you can't explore for yourself...

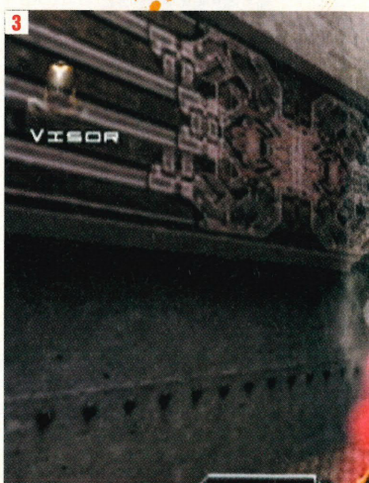
For starters, the Red Armour is located rather conveniently in a narrow gully on the lowest floor – this means that while you'll be able to grab it quite easily, you can also use it as a lure to bring the other warriors into a trap for your Rocket Launcher. The Lightning Gun also proves handy for wiping out enemies in a clinch. To get your hands on it, you'll need to jump right over the gully with the Red Armour in it and land on the platform on the other side. Of course, it being an incredibly tall level means that those of you who prefer to snipe down using either the Rail Gun or the Bouncing Grenade Launcher will be in their element here. Once you get hold of them, you should be able to rack up some frags quite easily. Just don't fall too far behind on the frag count or you'll never make it up in time!

Stats

Opponents
Visor, Daemia, Keel
Weapons Available
Shotgun, Rail Gun, Grenade Launcher, Lightning Gun
Power-Ups Available
Mega Health
Armour Available
Red Armour x 1, Yellow Armour x 2
Frag Limit
15



[1] Haste is great if you're looking to keep several steps ahead of the enemy... literally! [2] Gotcha! Now who's the daddy, eh? [3] Scoring accurate hits with the Rail Gun is hard!



1

BOSS STAGE
Dark Chapel

Not exactly the most friendly of environments – with only a few weapons to speak of (although all of them are pretty powerful) and a single piece of Armour placed in the most obvious position imaginable, you might have a bit of a tough time dealing with Klesk. It all depends on the type of game you play. An aggressive strategy will prove slightly more useful than a defensive one simply because of the few elements that the level has. If Klesk manages to get his hands on the best items (namely the Red Armour and the Rail Gun), you'll probably find yourself as nothing more than a bloody stain on the floor.

The Rail Gun is found beneath the small platform at the front of the arena – there are bounce pads on either side of it, although they're rather useless as they only send you up to the balcony overlooking the arena floor. This is an ideal sniping point but, considering there's only one opponent here, you'll be better off giving chase rather than waiting. The best time to hit him is when Klesk tries to use the bounce pad in the middle of the arena to reach the Red Armour high above – because of the set trajectory that the bounce pad offers, you'll easily be able to aim and fire as he jumps up. You should try to get him before he reaches the Armour – then you'll finish him in one shot, especially with the Rail Gun. Otherwise you'll have to resort to using either the Lightning Gun or the Rocket Launcher, both of which can be found in the main chapel at the rear of the arena.

[1] Use this boost pad and you'll be thrown all the way across to the other side of the arena. **[2]** The Rail Gun is great here... just don't bother with the bounce pads on either side. **[3]** Ahh, Red Armour – getting it can be really tricky though. **[4]** Don't let him get too close; just nail him with a rocket, quick!

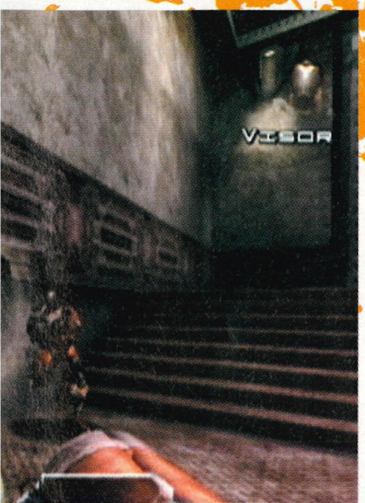
2

Stats

Opponents
Klesk
Weapons Available
Rail Gun, Rocket Launcher, Lightning Gun
Power-Ups Available
None
Armour Available
Red Armour x 1
Frag Limit
15

3

4



Tier Three

STAGE ONE
Place Of Many Deaths

Pretty big level, eh? Well, don't worry – you'll hardly have to go anywhere in the Place Of Many Deaths (and the only people doing the dying will be your opponents). There's a central staircase that goes all the way up from the bottom level of the arena to the very top, but watch out when you're going up it because there's a massive gap in the middle that leads through to the chamber beyond. When you reach the top, you'll be able to grab the Rocket Launcher from the alcove at the end – now just drop down to the floor below and you'll be in the chamber where the Quad Damage re-spawns. This is where you'll be spending the rest of your time... unless you get fragged of course.

Stats

Opponents
Bitterman, Angel, Grunt
Weapons Available
Rocket Launcher, Shotgun. Plasma Gun
Power-Ups Available
Quad Damage
Armour Available
Red Armour x 1
Frag Limit
20

Restock your rockets with the crate in the right-hand corner and wait for the enemies to come to you – they'll all come here in search of the Quad Damage, even if it hasn't appeared yet. Take them out as they come through the various corridors towards you (watch out if one of them has the Red Armour – it'll take more than one rocket to finish them off) and keep your eyes open for the Quad Damage. When it appears, grab it immediately and then whip out either your Machine Gun or Shotgun. You should have one because the fragged enemies will have dropped them. Save your Rockets for when the Quad Damage wears out. Just go on a close-up blasting spree and you'll have that Frag Limit very quickly!

continued

1

[1] The raised platform is the place to be if you're looking to concentrate on sniper attacks here – the Red Armour is also on it so make sure you stay on top! [2] The Rocket Launcher might be a tasty weapon but it's in a dead end... go for it and you're a sitting duck! [3] There's only two enemies here so keeping on top of the level shouldn't be too difficult. Just make sure you stick to them like glue!

2

STAGE TWO: The Forgotten Place

It might seem like a rather complicated mixture of winding staircases and nothing much else, but you can actually get quite a good strategy going once you know the layout of the level. For starters, this is a good place to get the hang of the Rocket Jump technique – it comes in incredibly useful for getting up to the platform with the Red Armour on it without having to run all the way around the back of the level. You probably won't have to go near the area where the Shotgun is (by the bounce pad) because, by monopolising the upper platform, you should be able to keep the rather predictable computer opponents under control quite easily.

Ignore the Grenade Launcher and stick to using the Rocket Launcher (located in the small alcove just opposite where the Red Armour can be found). Pick up the weapons dropped by fragged enemies and you should be able to have a Shotgun as a backup when your rockets run dry. Stay on the top platform and run back and forth between the spawn points for the Red and Yellow Armour, using your elevated position to snipe down on the opponents. If you see either of them taking the lead in the frag stakes, leave your position and give chase through the narrow corridors.

Try not to stray too far from the Armour, though, or you might find yourself losing your advantage. There's only two of them to deal with and they're not very bright – it shouldn't be too tough to come out on top.

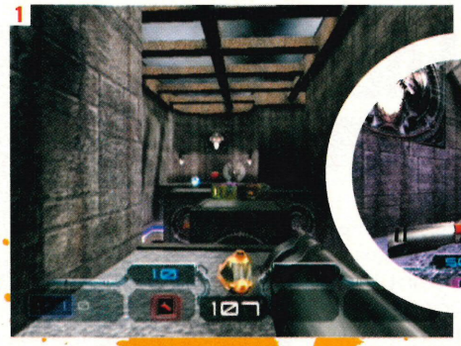
Stats

Opponents
Hossman, Stripe
Weapons Available
Rocket Launcher, Shotgun.Plasma Gun, Grenade Launcher,
Power-Ups Available
None
Armour Available
Red Armour x 1, Yellow Armour x 1
Frag Limit
20

STAGE THREE The Camping Grounds

You might feel a bit intimidated in this level – it's not exactly the easiest level to get to grips with. However, if you know where all the best stuff is, you should be able to take control quite quickly. As you might be able to tell, the key point for item collection is the top floor above the pillar staircase – you can

3



[1] Control this upper level of the arena and you'll control the entire level... ha ha ha ha! [2] There are plenty of opportunities for chasing enemies down corridors with your guns blazing here. [3] The Personal Teleporter is great for getting yourself out of a tight situation. [4] Another frag – keeping going like this and you'll be the winner in no time!

reach it by using the massive bounce pad just around the corner from the base of the stairs (where the giant pentagram is drawn on the floor). Grab the Rocket Launcher as you dash past and then reap the benefits of picking up a stack of Ammo, the Red Armour, the Personal Teleporter AND the Mega Health power-up. When you've got all of these, there isn't a chance in hell of stopping you.

However, the Rail Gun is a pain in the neck to get – it's sitting on a tiny platform hidden right at the very top of the level. If you can get your hands on it, though, you'll have the best weapon for the level. Due to the sprawling layout with all the different levels, you'll be able to find yourself a good spot and take out anyone that dashes past. The only other weapon worth getting hold of is the Plasma Gun – the Rocket Launcher fires too slowly to be any good when your opponents are dashing past you at top speed. Basically, staying high is the name of the game in this arena... otherwise, you'll just be a sitting duck.

Stats

Opponents
Biker, Patriot, Wrack
Weapons Available
Rocket Launcher, Shotgun.Plasma Gun, Rail Gun
Power-Ups Available
Personal Teleporter, Quad Damage, Mega Health
Armour Available
Red Armour x 1, Yellow Armour x 1
Frag Limit
20

BOSS STAGE
Fatal Instinct

Given that this is pretty much the halfway point in the game and you've got a rather nasty-looking boss to go up against, you'd have thought that you might have to put up more of a fight than you do to get past Uriel. He's pretty wimpy by all accounts and the fact that he has a thing about walking in front of your rockets, makes him even stupider than he looks. The only problem you might have here is the fog – it certainly hampers your chances of scoring long-range hits and can lead to quite a bit of wasted ammo.

As you might have guessed, the key here is to get up onto the raised narrow platform and grab that Rocket Launcher before Uriel can. That way, he won't have very much to throw at you in the way of offense (with the exception of that rather dodgy Plasma Gun, that is), while you'll be able to rain down on him with a volley of explosive death. If you can grab hold of the Quad Damage when it appears, even better. Due to the enclosed nature of the level, you should be able to chase him round between all of the re-spawn points and keep taking him out before he gets a chance to restock on his weaponry. If, by some crazy luck, he manages to get hold of the Rocket Launcher, try to lure him into firing at you before dodging and letting loose a shot of your own. Keep doing this until he goes down and then you have to make sure that he doesn't get hold of it again!

Stats

Opponents
Uriel
Weapons Available
Rocket Launcher, Shotgun.Plasma Gun
Power-Ups Available
Quad Damage
Armour Available
Yellow Armour x 1
Frag Limit
20

continued

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Tier Four

STAGE ONE
Temple Of Retribution

Oooh, nasty. This is a real bitch of a level, just because it's so darn huge – it's quite easy to get lost at first and as for actually finding someone to shoot as you roam around taking in the scenery... well, that's an entirely different kettle of frags. Spend the time when you're not scrapping, picking up useful weapons like the Rail Gun (on the end of the walkway over the lava) or the Shotgun (near the room with the massive staircase) – you'll be glad you did. If you want the Red Armour, though, you'll have to go hunting for it. Find the room with the massive staircase and grating in the floor, then head up to the raised walkway. Run along it and push into the glowing square in the wall at the side. Now dash over the grating that has just opened ahead and drop through to find where the Red Armour is. Joy!

The Personal Teleporter (located just next to the switch that opens the secret area on the upper level) is good for getting you out of scrapes, out of the lava or just as a tactic on the off-chance that you warp to somewhere where there's an opponent to shoot. Also, don't forget about the Mega Health hiding behind the warp gate beneath the walkway over the lava – it's quite easy to miss. Most of all though, don't let one of your opponents walk away with the Frag Limit. Just because you can't find your enemies doesn't mean you have to let them win... does it now?

Stats

Opponents
Lucy, Major, Keel
Weapons Available
Shotgun, Plasma Gun, Rocket Launcher, Rail Gun
Power-Ups Available
Personal Teleporter, Quad Damage, Mega Health
Armour Available
Yellow Armour x3, Red Armour x1
Frag Limit
20

STAGE TWO
Lost World

Could this level be any more annoying? Probably not – after all, there are so many times when you'll be able to see an item you want and yet not be able to reach it...

[1] Grab the Rail Gun and then use the bounce pad to get out of there! [2] If you keep your distance, you'll be able to get some good sniping hits on your enemies. [3] Watch for groups of opponents fighting amongst each other, then capitalise on your advantage!

unless you're a master of the Rocket Jump, of course. First off is the Mega Health. Sitting on a platform just too high to jump up onto normally, you'll need to hit the bounce pad situated to the left and drop down through the gap at the side to fall straight on top of it. Then there's the Quad Damage... it's so annoying it's scary. If you try to reach it from beneath, you'll just end up falling into the lava below – and that (as you might have guessed) is bad. If you can make it up to the very highest platform, though, you'll be able to fall down and get it before jumping back to the platform behind you. By that time, however, someone else will probably have grabbed it.

As for your opponents... well, you'll probably have a serious problem keeping tabs on them. This proves tough for making good use of the Quad Damage, as the 30 second time limit will probably run out before you can even track one person down. Aside from the Grenade Launcher (which can be fired into blind corners on the off-chance that you might hit an unsuspecting enemy), none of the weapons really have an advantage over the others so try to grab as many of them as possible in order to keep the field level. If you can really be bothered, you can even go for the Medkit, but it's certainly not a vital item to collect.

Stats

Opponents
Visor, Cadavre, Hunter
Weapons Available
Shotgun, Rocket Launcher, Lightning Gun, Grenade Launcher
Power-Ups Available
Medkit, Quad Damage, Mega Health
Armour Available
Yellow Armour x1, Red Armour x1
Frag Limit
20

STAGE THREE
Gaze Of The Abyss

Let's face the truth – this Dreamcast-specific arena is a real pain in the backside. It's basically one massive cylinder with tons of spiral staircases and platforms going up a whole five floors. You'll spend so much time chasing your opponents up and down without actually hitting them, that you'll probably get tired of doing it. Learn the quickest routes to all of the key items and you might just have a chance... and you'll want to be sneaky with it as well.

A primary item here has to be the Invisibility power-up as it'll mean you won't have to worry about chasing after the enemies. Instead, you can just stand still for the full 30 seconds and let them come to you – get hold of the Rocket Launcher from the back platform opposite the power-up on the bottom level and then get a clear shot on your opponents to finish them in one shot. If you don't score the hit, they'll see the muzzle flash and know exactly where you are, so being ready to make a break for it is always a good idea.

The other important item is obviously the Red Armour. Located on the very top level, the only way to reach it is to jump onto the bounce pad opposite on the floor below and fly up. Getting down is a slightly different matter, though, as you'll need to look where you're jumping unless you want to fall a long way and lose stacks of Health. Don't neglect the central bounce pad for easy access to the fourth floor or to use as a lure for hitting opponents who try to use it... you really can't miss.

Stats

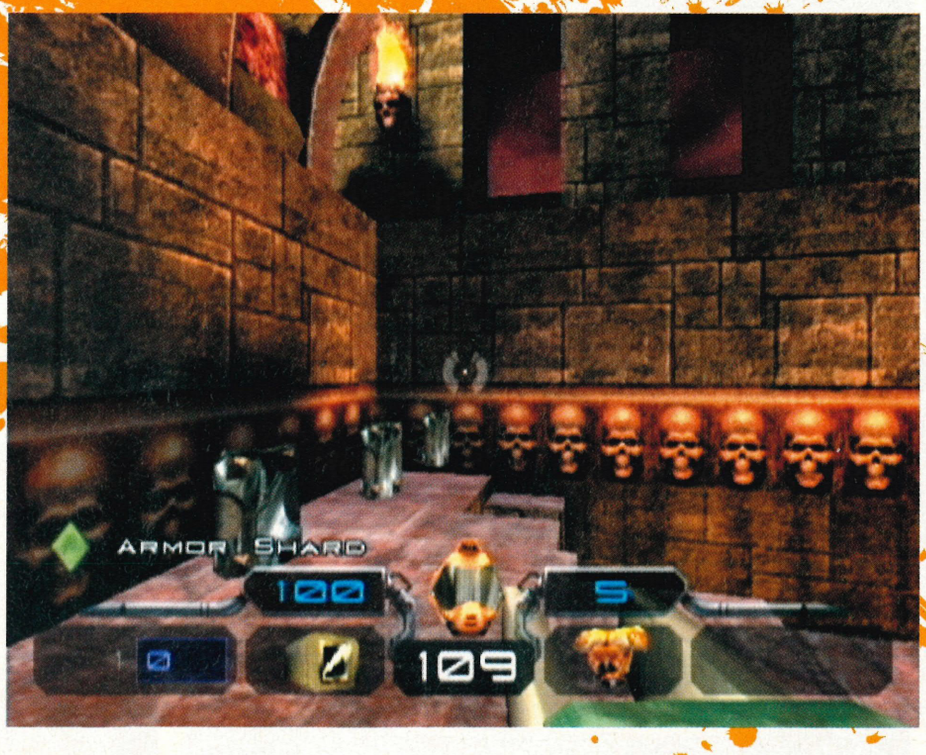
Opponents
Slash, Razor, Gorre
Weapons Available
Shotgun, Rocket Launcher, Lightning Gun, Grenade Launcher
Power-Ups Available
Invisibility
Armour Available
Red Armour x1
Frag Limit
20

1

2

[1] The Machine Gun always comes in handy for cleaning up... don't use it too often though! **[2]** The Shotgun, on the other hand, is great for up-close and personal combat in narrow passages like the ones here. **[3]** Get the Lightning Gun and toast your enemies to a crisp!

3



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BOSS STAGE
The Proving Grounds

Stats

Opponents
Tank JR
Weapons Available
Shotgun, Rocket Launcher, Lightning Gun
Power-Ups Available
None
Armour Available
Yellow Armour x2
Frag Limit
20

Going up against Tank JR isn't as worrying a prospect as it might sound – despite being the size of a tank (well, duh...), he's no tougher than any of the other warriors in the tournament. However, the layout of the Proving Grounds could make things quite nasty if you don't keep your wits about you. For instance, this is one of the first stages where the teleporters actually link to one another. There's one in the main chamber at the top of the central pillar and another at the bottom. Using them in quick succession can mean that you'll be able to nab both Yellow Armour pieces AND still be able to remain in the main chamber – this is where Tank JR spends most of his time, so you won't have to wait too long for him to show up.

As is usually the case, the Rocket Launcher is the primary weapon to go for (unless you prefer more close-up fighting, in which case you may prefer the Lightning Gun). Unfortunately, going to collect it will leave you in a rather vulnerable position, so make sure the coast is clear before heading out to grab it. The best thing to do is collect both sets of Yellow Armour and all of the Armour shards lying around – you should be able to build up a safe level of Armour points so that Tank JR won't be able to do you any real damage. Now you can loiter around the upper main chamber and keep him at bay by simply watching for him to enter. You shouldn't have too much trouble reaching the Frag Limit before him.

Tier Five

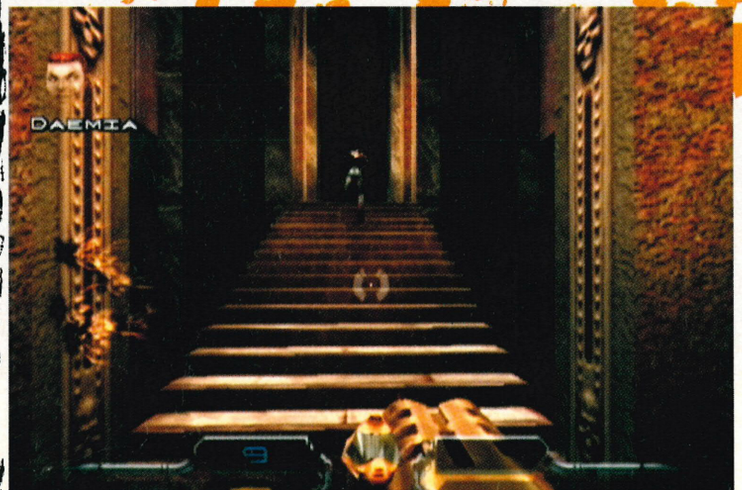
STAGE ONE
Evil Playground

Stats

Opponents
Daemia, Patriot, Angel
Weapons Available
Shotgun, Rocket Launcher, Plasma Gun, Rail Gun
Power-Ups Available
None
Armour Available
None
Frag Limit
25

Another Dreamcast-specific level and guess what? Yep, it's another really annoying level to score any frags on. It's not much more than a series of platforms with tons of pillars in between, and with only two bounce pads available to leap from the bottom to the middle and the bottom to the top, you'll be using the stairs quite a bit. To make things worse, there's no real Armour pieces to speak of – only a selection of shards located at the base of the biggest bounce pad near the Rail Gun. Not surprisingly, this is a really good place to control as you'll have the best weapon, all the Armour and an instant escape route to the top level if things get a little bit too hairy downstairs.

The large number of pillars means that there are plenty of places from which to spring surprise attacks – also, the elevated platform in the middle can prove ideal for sniping if you've got the Rail Gun. Much of the time, the



three opponents congregate around the lowest level so hitting them shouldn't be too difficult. Remember though that the high level of cover means it could be easy to lose track of where your enemies are thus you could wind up being bottom of the kill board. Just stay calm and stick to controlling your chosen area of the level – it's not exactly huge, so you'll find people coming your way pretty regularly. Keep the Rocket Launcher as a backup and then use that Rail Gun like there's no tomorrow to finish on top.

STAGE TWO
The Bouncy Map

Remember how much you absolutely hate bounce pads... especially the ones that throw you off at an angle backwards? Well, there's absolutely tons of them here – that's why it's called The Bouncy Map. If you find yourself falling into one of the large pits at either end of the level (both with practically nothing inside), you'll need to use the pads in order to get out again. This'll leave you as a sitting duck because of the trajectory, but if you hold down either of the Strafe buttons as you jump, you should be able to alter your flight path enough to stop enemies picking you off. Of course, they don't know how to do that.

Climb the stairs in the middle of the level and you'll find the only Rail Gun in the whole arena – grab it quick because it'll come in very handy. For the rest of the time that you're in this arena, you can actually stand up on top of the central platform and simply snipe any opponents who try to use the bounce pads. They'll always fly up in the same direction depending on which pad they use, so hitting them will be a piece of cake. If they try to come at you from the stairs on either side, even better – the pathway is narrow, so they won't be able to move out of the way of your shots.

The only time you'll need to move is when you either need to grab the Red Armour (easily reached by walking along the platform just beneath the Rocket Launcher) or restock on Ammo (in the very bottom chamber). Other than that, you'll have this level in the palm of your hand!

Stats

Opponents
Sarge, Doom, Bones
Weapons Available
Shotgun, Rocket Launcher, Plasma Gun, Rail Gun
Power-Ups Available
None
Armour Available
Yellow Armour x1, Red Armour x1
Frag Limit
25

continued

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STAGE THREE
The Longest Yard

Without a doubt the nastiest level in the whole of *Quake III Arena* – it was originally the last level in the PC version, but they've brought it forwards on the Dreamcast just for you. How nice. Anyway, the reason it's so nasty is because everything is so spaced out and open – no matter where you are in the level, someone's bound to be able to see you and land a few shots. Also the weapons and items are all so far apart, it'll be virtually impossible for you to keep control of even a few of them. Concentrate on keeping it simple – grab the Yellow Armour by hitting the angled bounce pad on the upper platform and then quickly dash round for the Red Armour on the narrow walkway as well. Then drop down and hit the lower bounce pad facing out into space to reach the distant platform with the Rail Gun on it. This is a path that you'll want to run around on a regular basis, just so you keep yourself stocked up on Armour and weapons.

The cluster of bounce pads in the middle of the arena is an entirely different matter. Looking at it as you face the platform where the Rail Gun is, there are only two pads you'll actually need to hit to get anywhere. The ones on either side and the front will simply send you back up onto the higher platform with the Red Armour – the others will lead to more interesting places. Jump on the very top pad and you'll fly up towards the Mega Health directly above... however, hitting this pad can be quite tricky. The pad at the back will launch you up to another pad, leading to a tiny platform at the top – this is where the Quad Damage is. If you're lucky enough to arrive when it's there, grab it and quickly dive into the teleporter to drop back down. Now make the most of your time powered up – you'll certainly need it here!

Stats

Opponents
Xaero
Weapons Available
Plasma Gun, Rocket Launcher, Rail Gun
Power-Ups Available
Battle Suit
Armour Available
Yellow Armour x1, Red Armour x1
Frag Limit
25

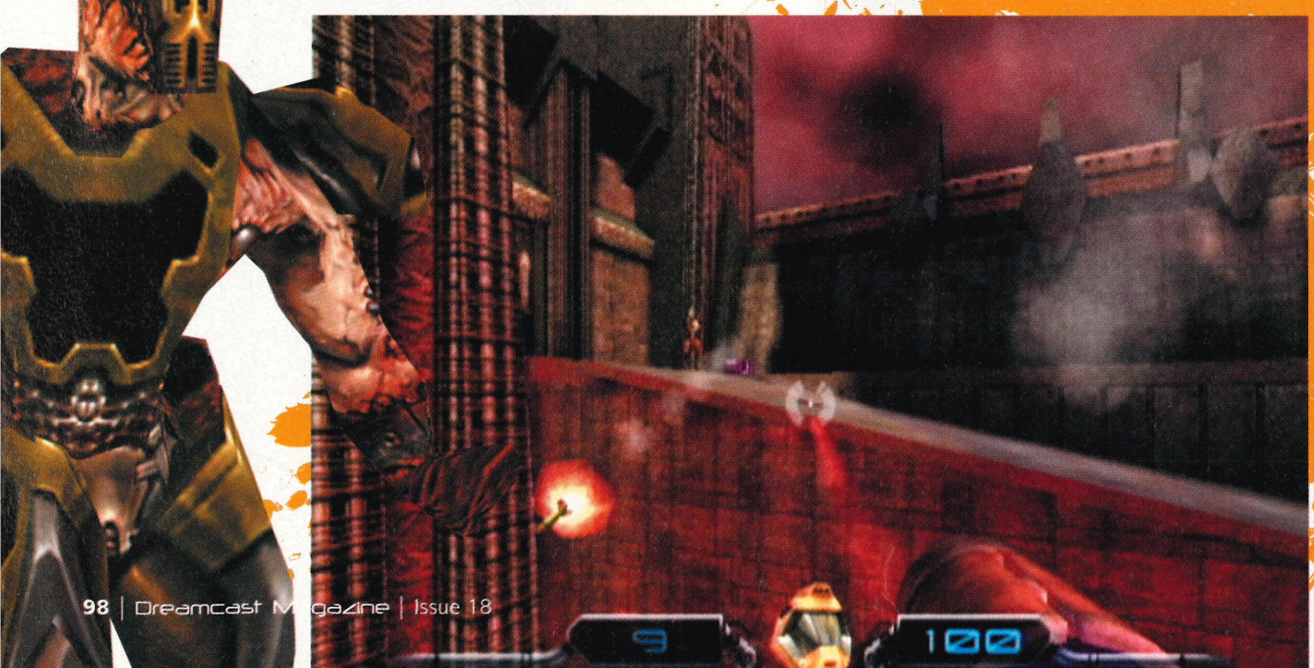
BOSS STAGE
Hell's Gate

The final battle against the ultimate warrior (no, not the crap wrestler... it's Xaero the killer monk!). Believe us when we say that if there was an award for being the most annoying, bullet-dodging, crack-shot git of an opponent in the whole of *Quake III Arena*, Xaero would win it hands down. Still, he IS the last boss... so what did you expect? Needless to say, Hell's Gate isn't a particularly nice level either – with a rather nasty fog brewing beneath the central walkway (don't fall in) and the best weapons and Armour placed at different ends of the level, you might just have a bit of a problem here.

The choice is which weapon you're better at using – if you're a dab hand with a Rail Gun head for the upper level at the back. If you prefer the Rocket Launcher, just go for the front of the lower section. Ignore the Battle Suit unless you're really desperate. It won't do you much good here unless Xaero starts throwing rockets around, but he seems to prefer the Rail Gun. GET THE ARMOUR – we can't stress that enough here. The Red Armour is beneath the upper level, while the Yellow lies in a chamber just to the left – grab both just to be sure. Now just keep moving and hope that Xaero is in a good mood. For some reason, it seems that bullets just seem to slide off him so, unless you're rather good, you might want to keep your fingers crossed too...

Stats

Opponents
Major, Orbb, Sorlag
Weapons Available
Shotgun, Rocket Launcher, Rail Gun
Power-Ups Available
Quad Damage, Mega Health
Armour Available
Yellow Armour x1, Red Armour x1
Frag Limit
25



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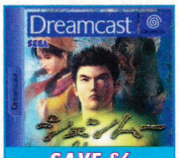

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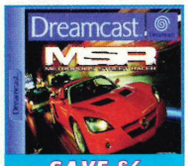

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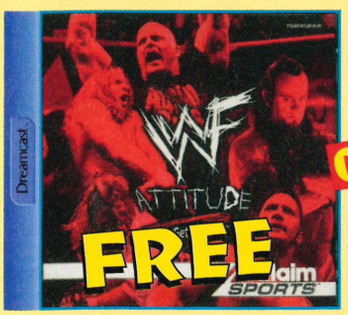

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directory

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 four pages *very* carefully. Doing so will prevent you from wasting money.

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

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

Reviewers

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

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

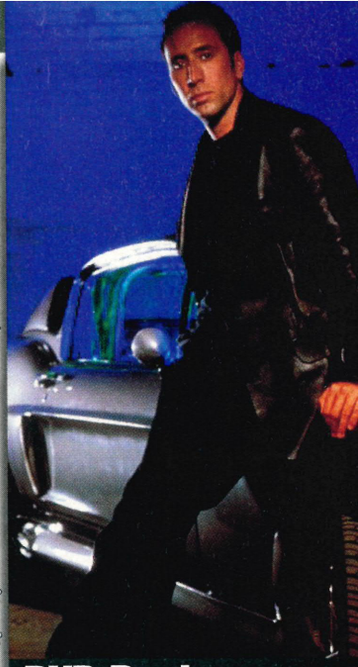
What's That All About Then, Eh?

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

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

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
102 Dalmatians: Puppies To The Rescue **We Say:** "A great game if you're a kid who's yet to savour the delights of 'real' games but otherwise one to avoid – unless you've got a thing for dogs." AW	Eidos	4	✗	✗	✗	17	66%
4Wheel Thunder **We Say:** "*4Wheel Thunder* is generally an incredibly well rounded game, making it a total winner in our books." AW	Midway	2	✗	✗	STEERING WHEEL	08	79%
AeroWings **We Say:** "As a flight simulator, *AeroWings* is up there with the best of them, but as a game it lacks life. If you like a bit more action then stay away." AW	Crave	4	✗	✗	✗	03	68%
AeroWings 2: Airstrike **We Say:** "For a simulation that prides itself on depth, it severely lets itself down on any detail that could actually be deemed 'fun'!" WJ	Crave	2	✗	✗	✗	12	73%
Armada **We Say:** "In spite of first impressions, *Armada* offers the kind of depth sorely lacking in the majority of its contemporaries." ST	N/A	4	✗	✗	✗	05	91%
Army Men: Sarge's Heroes **We Say:** "As good as this might be, there's nothing in it that we haven't seen before and for that, it kinda sucks." AW	Midway	4	✗	✗	✗	17	61%
Bangai-O **We Say:** "Mad, crazy shoot-'em-up with absolutely no point – you'll either totally love it or loathe it with a passion." MM	Virgin	1	✗	✗	✗	14	69%
Blue Stinger **We Say:** "It's *Blue Stinger's* failure to really excite the player at any moment that is its main problem." GN	Activision	1	✗	✗	✗	02	65%
Buggy Heat **We Say:** "For a different kind of racing game that is going to hold a challenge in order to master it, you can't go far wrong with *Buggy Heat*." LW	Sega	2	✔	✗	STEERING WHEEL	02	76%
Bust-A-Move 4 **We Say:** "A welcome addition to the puzzlers already out on Dreamcast." NC	Acclaim	2	✗	✗	✗	11	84%
Caesars Palace 2000 **We Say:** "Surprisingly, it's not as bad as you might think... but it's still not Dreamcast material." MM	Interplay	4	✗	✗	✗	12	72%
Capcom Vs SNK **We Say:** "This is the best 2D beat-'em-up available. As a pure arcade fighter with loads of options, it's the bees knees." CN	Virgin Interactive	2	✗	✔	ARCADE STICK	17	91%
Chef's Luv Shack **We Say:** "As party games go, *Chef's Luv Shack* is up there with the best of them and is a game enjoyed after a curry and a few pints of lager." AW	Acclaim	4	✗	✗	✗	03	76%
Chicken Run **We Say:** "Not that much here for mature audiences, but younger kids and addicts to Aardman paraphernalia will warm to its undeniable charms." WJ	Eidos	1	✗	✗	✗	17	72%
Chu Chu Rocket! **We Say:** "The hottest party game we've ever seen, with plenty under the hood for those who are 'sans' friends. Ahhh." MM	Sega	4	✔	✔	✗	10	90%
Crazy Taxi **We Say:** "*Crazy Taxi* is a fully-leaded adrenaline rush experience – it's pure concentrated fun, stuffed onto one Sega-patented GD-ROM..." ST	Sega	1	✗	✗	STEERING WHEEL	05	94%
Dave Mirra Freestyle BMX **We Say:** "A fun game with lots of potential that is sadly let down by a poor control system and annoying camera angles." MR	Acclaim	2	✗	✗	✗	16	74%
Dead Or Alive 2 **We Say:** "*DOA2* might not be the best beat-'em-up ever, but it is great fun to play and there's no doubting that it looks absolutely stunning." AW	Acclaim	4	✗	✗	ARCADE STICK	08	92%
Deadly Skies **We Say:** "Soaring through the skies has never been such an exhilarating experience – a must for Tom Cruise wannabes." AW	Konami	1	✗	✗	✗	06	78%
Deep Fighter **We Say:** "It's not that bad to play once you get past the annoying FMV and incredibly slow gameplay." MM	Ubi Soft	1	✗	✗	✗	12	68%
Dino Crisis **We Say:** "Direct PC conversions are always disappointing and this one's no different. All we can ask is why, Capcom... why?" MM	Virgin	1	✗	✗	✗	16	76%
Dinosaur **We Say:** "It's not awful to play, but *Dinosaur* won't be keeping your attention for longer than a week at most." MM	Ubi Soft	1	✗	✗	ARCADE STICK	16	69%
Donald Duck Quack Attack **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	Ubi Soft	1	✗	✗	✗	17	71%
Dragon's Blood **We Say:** "Some lovely visuals and nice touches don't go far enough to cover up what is essentially a rather repetitive game. Shame." MM	Interplay	1	✗	✗	✗	10	79%
Dynamite Cop 2 **We Say:** "Dynamite this game may be, but it has a far too short a fuse, and leaves the player feeling a little cheated." MR	Sega	2	✔	✗	✗	03	69%
Ecco The Dolphin: Defender Of The Future **We Say:** "As soon as you see *Ecco The Dolphin* in action you'll be dribbling more than a group of blokes at the annual 'Miss Wet T-Shirt' tournament." MM	Sega	1	✗	✗	✗	08	91%
ECW Hardcore Revolution **We Say:** "There are so many reasons why you shouldn't rush out and get this it might explain why Acclaim were reluctant to send us a review copy." MM	Acclaim 4	4	✗	✗	✗	08	52%
ESPN International Track & Field **We Say:** "A second-rate knock-off of a version that appeared on an inferior console." MM	Konami	4	✗	✗	✗	15	63%
Evolution **We Say:** "*Evolution* is great fun to play once you've allowed yourself to be swallowed up by the archeological crusading thing." AW	Ubi Soft	1	✔	✗	✗	05	80%
F1 World Grand Prix **We Say:** "The speed of the cars and the way the scenery holds together is superb. The in-car display really shows off the Dreamcast's power." AW	Video System	2	✗	✗	STEERING WHEEL	03	89%

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
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	74%
We Say: "*Fighting Force 2* is fun to play and looks great, it's just not a game that you will be totally engrossed in and addicted to for long." AW							
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							
GigaWing	**Virgin**	2	✗	✗	✔	14	35%
We Say: "Still a pointless shoot-'em-up; it gets one percent more just for being in English this time around." MM							
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	**Havas Interactive**	1	✗	✗	KEYBOARD + MOUSE	15	81%
We Say: "Just not good enough to be up there with the best. Half-Life? Half-finished, 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	✗	✗	LIGHT GUN	01	91%
We Say: "This is one of the titles worth buying a Dreamcast for, especially with the amazingly good lightgun to play with." MM							
Hydro Thunder	**Midway**	2	✗	✗	✗	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							
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%
"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%
"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	91%
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	✗	✗	✗	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							
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							
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							
Pen Pen	**Infogrames**	4	✗	✗	✗	02	86%
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							
Plasma Sword	**Virgin**	2	✗	✗	✗	12	54%
We Say: "Could a game get any more generic and unoriginal? We don't think so..." MM							



DVD Reviews

Gone In 60 Seconds

Cert	18
Publisher	Buena Vista
Price	£19.99

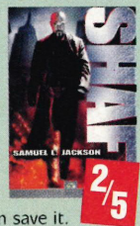
If you were to ask us what our ultimate film would be, we'd probably tell you that it'd have to contain plenty of action, tons of car chases and some top totty for Alex to dribble over as well. Thankfully, *Gone In 60 Seconds* is packed with all of this – there certainly isn't much in the way of plot but considering the amount of in-your-face action there is going on, we're willing to let it slide. The DVD is the usual fare containing a mix of trailers, behind-the-scenes features and commentaries as well as a selection of highlights from the car chase scenes all clipped together in one neat little package. It's not essential but we'd say it's certainly worth £20 of anyone's money.

4/5

Shaft

Cert	18
Publisher	Paramount
Price	£19.99

Is Shaft still as bad as he used to be? To be quite honest, no – he's actually a bit crap. Rather than being the badass that everyone remembers from the original blaxploitation film, he's now just Samuel L Jackson wandering round in a long coat hurting people. What's worse, he's got possibly the most unconvincing reasons for hurting people ever; everything from people looking at him the wrong way to being caught in public wearing a dirty vest. It's all a bit rubbish really and not even a DVD containing a music videos, a behind-the-scenes feature and some serious wakka-wakka guitar can save it.



2/5

continued>

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

continued >

CD Reviews

OPM Menace to Sobriety

Label: East West

These three lads from California are about to release their home studio-born debut album, featuring a wide blend of musical styles including rock, hip hop, dub and pop. The skate rock trio have made an amazing album the youthful skating mentality with some great music. Of course, the lyrics are little OTT at times but all in all this is one American band that deserve a listen. We certainly enjoyed the wide mix of styles all linked with rip it up skating themes – top stuff indeed!

4/5

Hermann Düne Turn Off The Light

Label: Atmosphériques

Hermann Düne are a bit of a strange bunch, hailing from Sweden and France while singing in English 'because of the rhythm of the language'. Needless to say the music is just as eclectic, but in a hauntingly beautiful kind of way that screams lo-fi at you. Think Pavement and Sebadoh at their folky, experimental best and you'll be close to the sounds of Hermann Düne. Deeply atmospheric at all times, this is the sort of music best heard in the confines of your bedroom where the sounds can just float around and be appreciated for what they are. Stadium rock this is not, but it's just as good in its own little way.

4/5

Pokémon 2: The Power Of One

Label: East West

Okay, so it's not the sort of thing we normally review, but seeing as it's vaguely game-related we thought that we'd give it a shot. And shoot it down we will as it's the most slushy piece of rubbish we've ever had to listen to in out lives. The album collects the worst songs ever recorded (thus making this the worst album ever) including tracks from the likes of Donna Summer and The B-52's, but worst of all is the criminal act of including Westlife's *Flying Without Wings*. Aargghh!

1/5

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
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							
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							
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							
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							
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	86%
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	85%
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							
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 Worldside 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							

best of GENRE

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

Action/Adventure

94%

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...

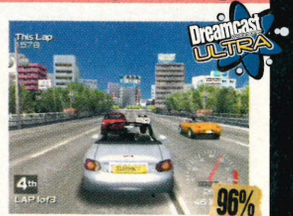
Beat-'Em-Up

94%

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



96%

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

StarLancer

> There's nothing we like more than being able to blow the crap out of people that we don't know – it happened before with *Quake III Arena* and now it's happened again with the incredible *StarLancer*. Six-player online space deathmatch... what more could you possibly ask for in a game, eh? Exactly. You know what we're talking about. Now if you'll excuse us...

Phantasy Star Online

> We'll be the first to admit that when a virtually complete version of *Phantasy Star Online* arrived unannounced on our doorstep, we were a bit surprised. Still, that hasn't stopped us from playing it to death since we got our mitts on it – having explored the Forest and Caves to the point of exhaustion, we've only just begun... yay!

Tony Hawk's Pro Skater 2

> What, you thought we'd have stopped playing it by now? Don't be silly – when we tell you that a game is so great that it never gets boring, we mean it. Since receiving our copies of the game, Mart's gone back to the drawing board and started over... and he was so close to finishing the PlayStation version. D'oh!

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Slave Zero	**Infogrames**	4	✗	✗	✗	06	70%
We Say: "Probably not as good as it should be, although it is still enjoyable to play despite a dodgy frame rate." AW							
Snow Surfers	**Sega**	2	✗	✗	✗	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							
Sonic Adventure	**Sega**	1	✔	✔	✗	01	90%
We Say: "Despite many regrettable aspects, *Sonic Adventure* is the first genuine must-have game for the Dreamcast." JR							
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	83%
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							
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							
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 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							
StreetFighter Alpha 3	**Virgin**	X	✗	✗	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							
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							
Suzuki Alstare Extreme Racing	**Ubi Soft**	2	✔	✗	STEERING WHEEL	02	81%
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 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							

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 ever. 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

Tale Of The Body Thief

Publisher | Sicilain Dragon
Price | £12.99

Tale Of The Body Thief depicts Lestat's doomed quest for his lost humanity. Offered the chance of human form by the treacherous body thief, Lestat becomes mortal again. He soon rediscovers the vulnerability and uncertainty of normal life, then the real adventure begins as he tries to recover his vampiric form. As with most of Rice's work, the story is about characters, emotions and feelings, so don't expect to find too much action here. The artwork reflects this, and is very ethereal and dreamy. If you like your graphic novels visceral and action-packed then *Tale Of The Body Thief* is not for you. It's highly recommended to those who like to enjoy a more cerebral read, though.

Batman: Fortunate Son

Publisher | Titan Books
Price | £10.99

Batman comics are generally colourful and fast-paced as a rule, and *Fortunate Son* is no exception. This time around, Batman and Robin face some serious soul-searching, as a rift is created by the darkest evil of our century – rock 'n' roll. Way back in his mysterious past, as the reserved Bruce Wayne, Batman encountered rock 'n' roll in the guise of an insane punk rocker, with death and destruction resulting. How will he cope with this new wave of rebellion? The action is well depicted, with some great graphic sequences telling the story in a surprisingly fluid way. One for fans of Batman – and rock 'n' roll!

Star Wars Union

Publisher | Titan Books
Price | £10.99

In what seems like number five hundred in the *Star Wars* series, this story focuses on the highly controversial marriage of Luke Skywalker and his would-be assassin Mara Jade. The new-found peace of the New Republic is either going to be cemented or destroyed by the wedding – but which will it be? The central idea behind this graphic novel seems exciting, but the way it's portrayed is typically confusing – only ardent fans will understand what on earth is going on! The graphics by Robert Teranishi and Chris Chuckry leave quite a lot to be desired too, and don't help the action sequences at all.

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Videos

Angel: Season One – Part Two Boxset

Publisher | Twentieth Century Fox
Price | £34.99
Cert | 18

Dark, mysterious, brooding – hardly what you'd expect an angel to be like. But then Angel isn't any angel, he's a vampire angel... or something like that. In any case it doesn't actually matter as to many, the *Angel* series is far better than its creator, *Buffy*. Whether it's the general darkness of the sets and stories or the thrill-a-minute action, this concluding boxset of the first *Angel* series is really rather fantastic and one for all vampire/demon-slaying fans to get their teeth into.

5/5

Buffy: Season Four – Part Two Boxset

Publisher | Twentieth Century Fox
Price | £34.99
Cert | 15

With four seasons behind it there's no doubt that Buffy and her Sunnydale chums are getting somewhat jaded, with the episodes becoming equally stagnated as the writers run out of half-decent ideas. It's still good fun entertainment and Buffy's looking as hot as ever but it just doesn't have the bite that it did before. If points were given for effort then this would be a winner but quite frankly, it's like a dead horse being flogged to death... not that we'd wish that on anyone...

3/5

X-Men

Publisher | Twentieth Century Fox
Price | £14.99
Cert | 15

As one of last summer's biggest blockbusters, *X-Men* certainly lived up to all the hype and expectation that it had from legions of DC comic fans, so the chance to get to see it all over again in the comfort of your own home really shouldn't be passed up. Mixing comic book fantasy with over-the-top stunts and some awesome special effects, *X-Men* proves once again that comic book heroes also make perfect big-screen idols. Now how about that sequel...

4/5

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Tokyo Highway Challenge	**Crave**	2	✗	✗	STEERING WHEEL	03	73%
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							
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	88%
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	91%
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	82%
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							
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	93%
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	80%
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							
Virtua Athlete	**Sega**	4	✗	✗	ARCADE STICK	14	76%
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	81%
We Say: "*Zombie Revenge* proves once and for all that the Dreamcast really is just an arcade machine in disguise." AW							

gearbox

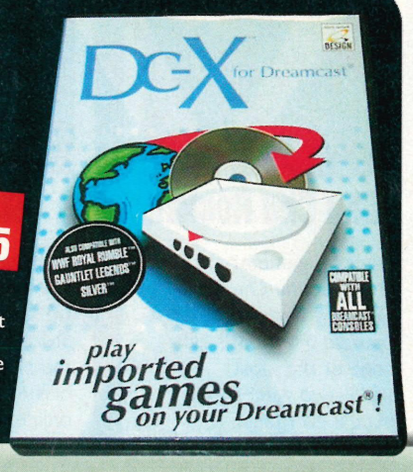
Treat yourself to some after-Christmas goodies...

DC-X Import Disc

>Blaze >£14.99

5/5

Whoever invented this thing should get every Dreamcast owner in the world to buy them a pint because it's a total revelation. So you want to play American and Japanese games on your PAL Dreamcast do you? Don't fancy paying £50 to get it chipped when the procedure might not even work? Then get yourselves one of these babies as it'll let you play all those Japanese games that will never get released over here, as well as allowing you to play games way before they're released in Europe. Can't wait for the PAL version of *Skies Of Arcadia*? Then get the DC-X and you can play the American version of the game right now. Utterly brilliant. Buy one.



import directory

Import Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Aero Dancing F	CRi	1	✗	✗	✗	08	82%
Bakuretsu Muteki Bangaioh	ESP	1	✗	✗	✗	05	65%
Berserk	Ascii	1	✗	✗	✗	05	75%
Biohazard	Capcom	1	✔	✗	✗	06	93%
Carrier	Jaleco	1	✗	✗	✗	09	69%
Centipede	Hasbro	4	✗	✗	✗	06	38%
Chu Chu Rocket!	Sega	4	✗	✔	✗	04	92%
Climax Landers	Sega	1	✗	✗	✗	02	52%
Cool Boarders Burn!	UEP	2	✗	✗	✗	02	44%
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%
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%
Gunbird 2	Capcom	2	✗	✗	✗	09	81%
Gundam Side Story: 0079	Taito	1	✗	✗	✗	10	80%
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%
Maken X	Atlus	1	✔	✗	✗	04	75%
Marvel Vs Capcom 2	Capcom	2	✔	✔	ARCADE STICK	08	92%
Mr Driller	Namco	1	✗	✗	✗	12	83%
NHL2K Sega	Sega	4	✗	✗	✗	08	84%
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%
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	10	90%
Virtua Cop 2	Sega	2	✗	✗	LIGHT GUN	08	69%
Virtua On	Sega	2	✗	✗	✗	05	80%

2nd COMING

> Hindsight's a wonderful thing, so from now one we'll be checking out what score a game really should have got.

NBA Showtime

> When this game came out it set a pretty high standard for basketball games – it looked brilliant and was great fun to play too. Totally over the top and addictive, it lacked just one thing – longevity. Without a Championship mode its life span was pretty short and when Sega's *NBA2K* came out it showed the way in how to make a fully- rounded sports title.

Before 90%

Updated Score **82%**

Vigilante 8: 2nd Offense

> When we first reviewed this way back in issue 4 we were still impressionable young tykes in regards to what the capabilities of the Dreamcast could do. But as ever, time has worn away at it and it now looks graphically dated and isn't as much fun as we first thought. Still, with *Star Wars Demolition Racer* coming out it looks like we'll be doing it all over again.

Before 91%

Updated Score **78%**

Virtua Fighter 3tb

> There's no doubt that when this was released as a launch title it was a great game, but now after a year sitting on the shelves it's seriously jaded and looks dated compared to the likes of *DOA2* and *Soul Calibur*. The lack of moves and the virtually stagnant action is seriously painful and for that reason more than any other means it loses its 'must have' tag.

Before 93%

Updated Score **80%**

stuff & nonsense

Want even more top stuff to clutter your life? Here's the pick of the gadget crop!

Kitty The Techno Kitten

Manufacturer	Manley Toy Quest
Web site	www.iwantoneofthose.com
Cost	£ N/A

Well, it was only a matter of time really, wasn't it? After all, where there's a dog, a cat's always bound to follow. Anyway, this is a real beauty as far as electronic pets go, which accounts for why they're harder than hen's teeth to find. Not only will Kitty respond to your voice, talk, walk, wiggle her tail and dance, but she's also touch-sensitive thanks to some built-in sensors, thus making her just like a real cat, only without any mess or unwanted puddles around the house. Cute as can be, in other words.

Chibibotto

Manufacturer	Tiger
Web site	www.tigertoys.co.uk
Cost	£12.99

If you speak a word of Japanese you'll know that Chibibotto literally means 'little robot', which is sweet... as is the actual toy. Although essentially nothing more than a fancy alarm clock, Chibibotto does a whole lot more as you interact with it. Not only does it make faces, but when it gets all excited it wiggles its little legs and arms, which is cute in a sickly kind of way. Even so, it's guaranteed to put a smile on your face and distract you from doing any work.

B Flash XT Scooters

Manufacturer	Olop Leisure
Tel	01803 201 972
Cost	£129.99-£149.99

Okay, so everyone's had enough of these bloody scooters by now, but at least the Bfxt range is a little different, in that it has three wheels and not just two. Apart from that it does just about everything else the others do, including annoying everyone in the entire world who isn't stupid enough to think that they're actually really quite cool... which, of course, they're not.

Whitehall Telephone 1212

Manufacturer	N/A
Web site	www.iwantoneofthose.com
Cost	£431.50

Fancy a bit of old-school action in your life, huh? Then how about going right back to the Thirties and getting yourself the quintessential British telephone, the Whitehall 1212 series. Made from polished Bakelite these are the real thing (hence the price) – they were found in a warehouse recently – and a piece of history. They might not have speed dial, a memory or any of the other fancy features of modern phones, but that's just not the point.

Breakfast Time Clocks

Manufacturer	Soso
Web site	www.abysstore.co.uk
Cost	£24.99

Admit it – we all love a greasy fry-up after a night out consuming alcoholic beverages in crazy amounts, but how many of you are actually capable of cooking them in the morning, let alone able to get up. Well, these funky wall clocks might not cook the damn meal for you but at least they'll get you up and remind you of what you could be missing out on... or something like that.

S3100 Sports Watch

Manufacturer	Traser
Web site	www.iwantoneofthose.com
Cost	£179.95

Don't you just hate it when you find yourself having to buy a new watch every other year as the last breaks in some way or other, or just gets scratched to pieces. Well, if you want a watch that really is going to last you years then this is the baby for you, as it really is as tough as nuts. After all, how many Special Forces personnel can be wrong?

Worm CD Rack

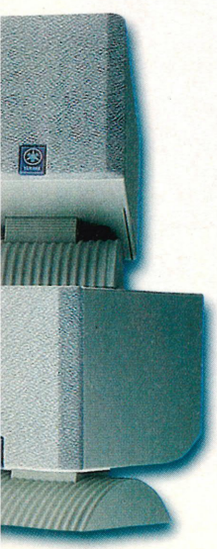
Manufacturer	N/A
Web site	www.iwantoneofthose.com
Cost	£13.95

Style in this day and age is virtually everything and that even goes for CD racks which you can find in all sorts of designs if you look hard enough. Here's the latest to add to the collection – the Worm. Designed by Gregg Lancaster, the Worm CD rack splits into three sections and when combined, holds 14 CDs – it might not be much but at least it's a damn sight more pleasing to the eye than the plastic rubbish that you'll find in your high street store.

Pool Table

Manufacturer	N/A
Web site	www.iwantoneofthose.com
Cost	£1,349

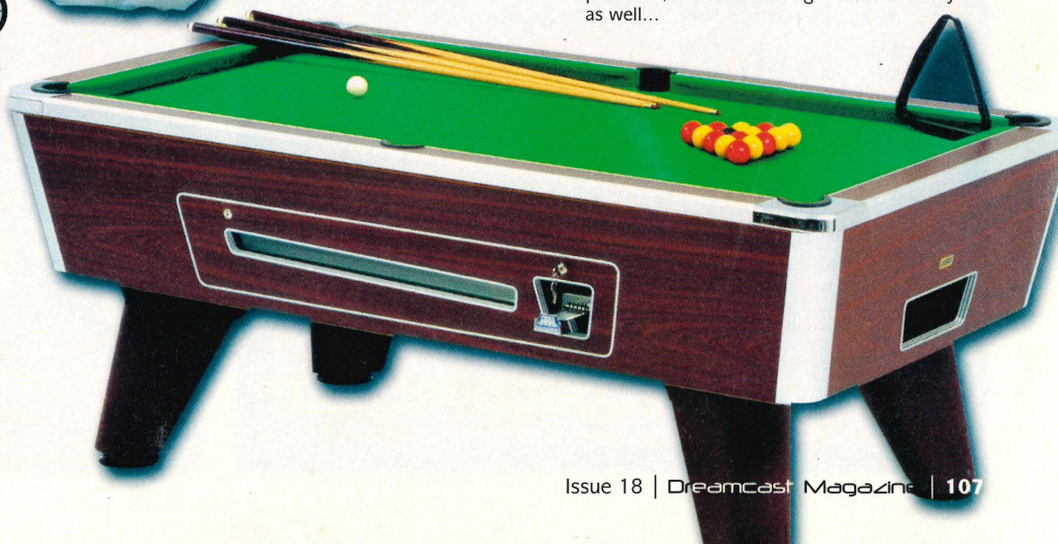
Admit it now – everyone wants their very own pool table without having to shove 50 pence in the slot for each game. Okay, so you might have to play 2,698 games of pool on it to get your money's worth but that's not the point. All you'd need then was your very own beer pump and jukebox before you'd have your own pub. Well, some friends might come in handy as well...



SoundSpace System

Manufacturer	Nakamichi
Web site	www.nakamichi.com
Cost	£449.99

Every now and then we get a system that leaves us totally dumbfounded by its capabilities and desperately wanting one of our own. Nakamichi's SoundSpace is one such system as it size totally belies its true abilities. Measuring in at a minuscule 6 1/2 inches on a side and less than 2-1/2 inches thick it still manages to throw out a quite incredible quality of sound. As they say, size doesn't matter, so if you're looking for a something to fill that small space on the shelf you could do a lot worse than this.



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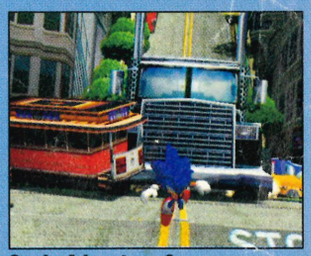

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