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VIRTUA TENNIS AND JET SET RADIO SOLUTIONS Page 86

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ISSUE FIFTEEN LAUNCHING IN THE UK ON 2 NOVEMBER
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issue 15
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Welcome to your dreams

EXCLUSIVE RPG SPECIAL

Phantasy Star Online

38 A massive seven-page guide to the greatest ever RPGs coming to a Dreamcast near you!

WIN! Joytech Peripherals Page 85

Editorial

It's been yet another hectic month interspersed with a bit of head scratching and jaw-dropping as the Dreamcast has (once again) yielded another batch of stunning games – you know, putting a magazine together is tough enough without games companies sending us far too many supremely-crafted games to play!

Thankfully, there's not been a let-up in quality games heading to the Dreamcast – a fact borne out by our reviews this month, starting on page 46. It's very simple, if you want the best and most original games available then the Dreamcast is home to them and thankfully, we're finally seeing more and more games that actually deviate from the tried and tested beat-'em-ups and driving games that have so swamped the market. *Jet Set Radio*, *Half-Life* and even *Silent Scope* all offer very different experiences from those we have come to expect from Dreamcast games and for this we should be thankful. However, it doesn't stop there. We've dedicated seven pages to RPGs (p38), a genre of game that has largely been left untapped. Again, this is going to change and with *Phantasy Star Online*, Sega will redefine and refocus the RPG forever – and if that doesn't excite Dreamcasters the world over then nothing will!

Right, I'm off to write my appraisals of Martin and Alex. It's that time of year when I have to sit them down and tell them just how brilliant they are and then tell them how to do their job even better, which in turn will make Dreamcast Magazine even better than it already is. However, I'd like your help in this task – I don't see why I should have to do this appraisal lark on my own! Over the coming months we'll be shaking the mag up somewhat so that we can make your magazine even better than it already is. So, why don't you drop us a line (fax, email or letter) and tell us what you think about the mag. We'd like to hear the good *and* the bad, so get to it – you never know, your suggestion might just be so stunningly insightful that your input could change Dreamcast Magazine forever...

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

Simon Phillips
Editor

Featuring

Jet Set Radio

Review And Guide Special!

Read the review and the guide to the funkiest Sega game ever!

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Virtua Tennis Guide

New balls please! We show you how to smash the opposition!

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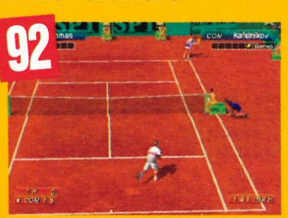

AT A GLANCE red hot GAMES

Is that summer holiday tan fading? These pages will restore that all-important healthy glow...

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The *Cheatmistress* Presents

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Thanks to: Stu@Bell-Pottinger, Doug@11Up Media, Steve@Eidos, Simon@Project K, Jeremy & Simon@Acclaim, Woody@Lunch, Amyy@Take Two, Cathy@panache and the baby Jesus. From now on all Irish ladies are required by law to stay in England (er, Bournemouth) for at least two weeks... thank you. This has been a public announcement on behalf of Alex (still a BAN) Warren.

Silent Scope

52> Ace arcade shooter finally comes to the Dreamcast – has it hit the target?

Reviews

46> Unlike other lesser magazines, the fact that we never, ever review unfinished games means you should never buy a game until you have checked out what we have to say first.

Newscast

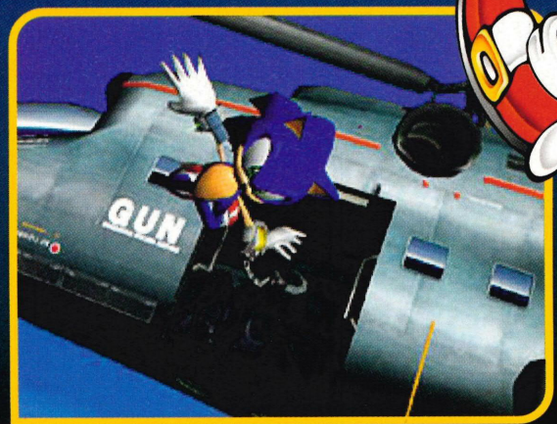
06> The biggest, fastest and most comprehensive, our overview of the world of the Dreamcast gaming is second to none.

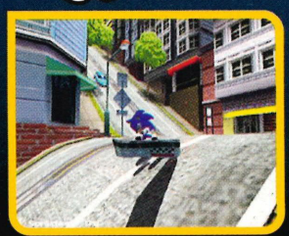
Unreal Tournament

08> Infogrames unveils the first ever screenshots of this stunning first-person shooter!

Sonic Adventure 2

10> Sega does it again with brand new shots and info on the game that no Dreamcaster can be without!





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newscast

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

Dreamcast world news network

Forget Quake III. Forget Half Life. Forget Unreal Tournament. Forget them all – Out Trigger is where the real action is.

What is it with Sega's AM2 department and more precisely, Yu Suzuki? Whatever they touch turns to gold, or at least into great – and we mean really great – games. What more proof do you need than the *Virtua Fighter* series, the legendary *Out Run* and the more recent delicacies of *F355 Challenge*, *18Wheeler* and of course, *Shenmue*. In other words, the company is on an entirely higher echelon to everyone else. And just to prove the point, it's got another winner waiting in the wings in the form of first-person-shooter *Out Trigger*.

Trigger Happy DC

When we managed to get our hands on a demo version of the game, you can imagine how excited we were, even if it was just a three level demo. Awesome to say the least, and if this is a taste of things to come then the Dreamcast will remain the gamers' console of choice for a long time yet. You just don't get games this good anywhere else. Fact.

In the one-player game, it's your job as one of four new Interforce recruits to rid the world of the terrorists that plague it like flies on a cowpat. But before you can be trusted to take on the world you must undergo a rigorous training regime that will turn you into a one man, or woman, killing machine... with the help of some big phat weapons, of course. Think you've got what it takes then? Well, you'll have a bit of a wait as it's not due for release here until spring next year, but we thought we'd just tempt you.

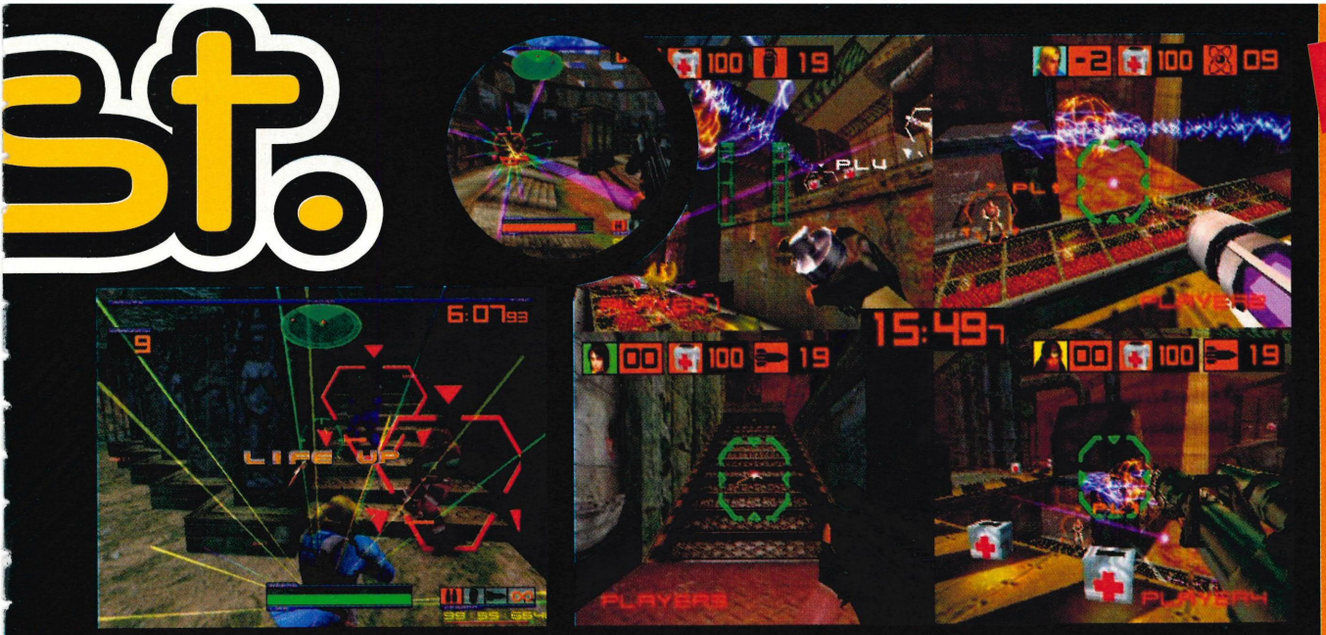
Out And About

However, as with any game of this type, the real fun begins and ends not in the one-player game but the multiplayer mode, where the real meaning of carnage begins to make itself known. For this you can either embark on a four-way split-screen killing frenzy or

OUTTRIGGER™

International Counter Terrorism Special Force

the big story



"You just don't get games this good anywhere else"

even better, hook up to the Internet. Either way, it is as enthralling, not to mention gratifying, an experience as the likes of *Quake III* and *Unreal Tournament* have to offer. Graphically, you can't fault it, even with a split-screen, and the non-stop action is enough to make you forget all about the pile of other first-person shooters, however good they might be.

[1] Needless to say Out Trigger looks to keep the Yu Suzuki graphical standard. [2] With a whole bunch of cool weapons to hand no one's going to mess with you.

The Trigger Finger Crew

Name	Lina Miyagi
Nationality	Japanese
DOB	12/4/1975
Height	172cm
Weight	58kg
Weapons	Submachine gun, motion sensor bomb and 50mm rifle

Name	Alain Ciel
Nationality	French
DOB	4/10/1971
Height	180cm
Weight	71kg
Weapons	Submachine gun, hand grenade and rocket launcher

Name	Talon Grant
Nationality	American
DOB	20/7/1969
Height	195cm
Weight	118kg
Weapons	3-stage laser gun, large scale hand grenade and rail gun

Name	Jay Aragaki
Nationality	British
DOB	13/4/1972
Height	178cm
Weight	68kg
Weapons	Submachine gun, hand grenade and rocket launcher

BIG ISSUES

> What's hot and what's not in the wide world of the Dreamcast. Here's the choice cuts this month...

Unreal Tournament
It's gonna kick ass.

8

Ready 2 Rumble: Round 2
Is it another knockout?

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Sega's Racer revs up.

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Jedi Power Battles
Is the force with Sega?

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Quake III Arena
Fragging heaven awaits.

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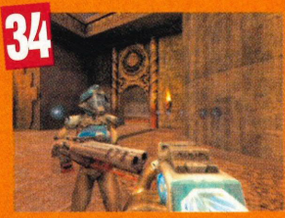


The Rumour Mill

The Future For Dreamcast

Matt Groening's new TV series *Futurama* has finally been announced as a title to be developed by Fox Interactive. There's already a confirmed PC version in development and a console release is set to follow. The only problem is, they won't say which one!

You're Havin' A Laugh

A rumour has recently appeared that says Sega might – just might – be teaming up with old rivals Nintendo to produce a cross-platform game featuring all those characters that we know and love like Sonic, Mario and the *Virtua Fighter* Kids. The game, allegedly entitled 'Sega and Nintendo: The Cosmo Cube' will be announced in November. Yeah, right.

Mortal Kombat 5 Alive

According to developers, work has already begun on *Mortal Combat 5*, which will feature all-new buttons, smoother animations and a drastic makeover for the characters. Ripping off limbs will never be the same again.

Half-Pipe Hero Returns

Even though *Tony Hawk's Skateboarding 2* is yet to be released, the imaginatively titled *Tony Hawk 3* is already confirmed for a Dreamcast release. Cool.

It's Alive

Well here's a turn up for the books. Companies in Japan (okay, one company) are still producing games for the long-dead Sega Saturn. Media works has this month announced that it will be releasing *Perpetual Collection* on the system next month. Well, stranger things have happened.

Sega Ditches MP3 Player

Undoubtedly one of the most anticipated Dreamcast peripherals is the MP3 player but alas, Sega has decided to halt development on it this month. However, the company is developing a USB adaptor device which will allow users to still use the Dreamcast to download MP3s onto other players.

InDCent Assault

Infogrames Reveals Unreal Tournament DC Details

When Infogrames officially announced that it would be porting its smash first-person shooter, *Unreal Tournament*, to Dreamcast a couple of months back the world and his dog partied till the early

UPDATE

"Fear not – even without the Assault mode UT will still be a great game"

NEWS

Fighting Fit

Virtua Fighter Title Confirmed

"You'd better believe it – VFX is going to be the ultimate fighting game"

It's been quite a month for Sega and its various developing houses, what with the unveiling of a load of new games and new arcade hardware. However, the best bit of news that we've been able to uncover this month has been the official confirmation of a brand new *Virtua Fighter* game.

Virtual Reality

Universally hailed as the greatest fighting game ever, the new game in the series, the so-called *VFX*, is in development under the watchful eye of the legendary Yu Suzuki. Although no details or screenshots have yet been released, the game does already have its own Web site at www.sega-rd2.com/vf_x/index.html, so for all the latest news, make sure you check it out over the next month or so... it's going to be awesome.

DC To PC

After the announcement last month that it would be porting *Typing Of The Dead* to PC, Sega has announced a further three titles to be made available for PC – *Get Bass*, *The House Of The Dead 2* and *Sega GT*.

hours in celebration. However, with the morning comes the hangover and we've got some bad news for *UT* fans... but fear not, there's some good news too to soften the blow.

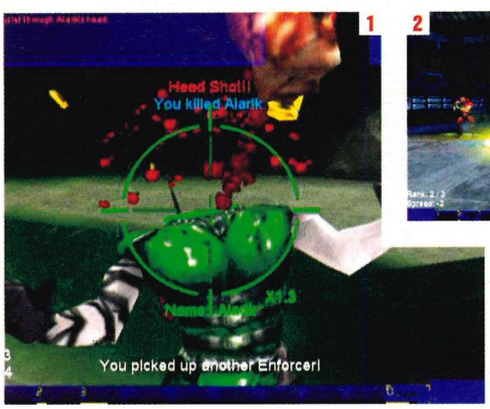
Add Injury To Assault

Unfortunately, the games developer Secret Level has this month announced that the DC version of the game will not feature the Assault mode. In truth, this is fairly catastrophic news as although it only constitutes one quarter of the game, to many it was by far and away the best part. Sorry guys. Even so, the game should still be mighty fine, especially when you consider that it's going to have redesigned Deathmatch levels, online play for up to eight players and enhanced Bot AI, as well as a whole host of enhanced and tweaked features. Even better, though, is the fact that the game looks as if it's going to be within our midst in the first part of next year and if it looks this good already, you can bet your bottom dollar that it's going to kick some serious ass. Fragging heaven is one step nearer – oh joy!

Assault on the Mike!

> So what exactly does the non-inclusion of the Assault mode mean for the overall appeal of *Unreal Tournament*? We asked P2 writer and *UT* addict Mike Richardson what he thought of the announcement.

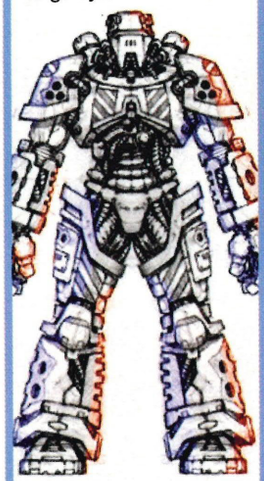
"Dropping a quarter of the game is bad enough on its own but the Assault mode was one of the defining features of the PC version. In this highly enjoyable part of the game you were set mission objectives which you had to achieve as a team – as well as, of course, taking the enemy down in the bloodiest way possible. Unfortunately, no more can you storm the beach, take control of trains or capture an underwater base."



[1] Just be warned, this game isn't going to for the faint hearted – it's blood and gore all the way. [2] Watch out for all the flying bullets, or you'll be as dead as a dodo.

Art Attack

> Not all artists are dull landscape painters you know. Well, not if the artist for *Unreal Tournament* is anything to go by...



WWF Royal Rumble

Dreamcast Charts

magazine

> As the Olympics rapidly become a distant memory, *Sydney 2000* has this month been wrestled off the top spot by the rather splendid *WWF Royal Rumble*.

This month	Last month	Game	Publisher	DM score
1	–	WWF Royal Rumble	THQ	91%
2	1	Virtua Tennis	Sega	93%
3	–	Power Stone 2	Eidos	92%
4	2	Hidden & Dangerous	Take 2	92%
5	3	Sydney 2000	Eidos	65%
6	–	EPSN Track And Field	Konami	63%
7	6	Resident Evil Code: Veronica	Eidos	94%
8	7	Crazy Taxi	Sega	94%
9	4	StreetFighter 3: Double Impact	Virgin	74%
10	5	Dead Or Alive 2	Acclaim	92%

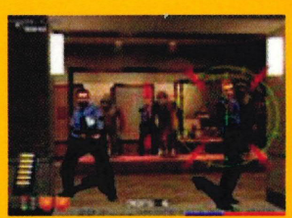
NEWS 100% Confidential

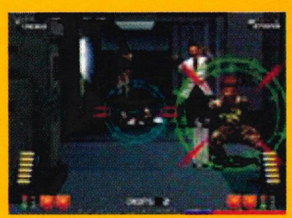
Hitmaker Goes On Confidential Mission

> With two smash hit games already behind it in the form of the superlative *Virtua Tennis* and *Virtua Athlete2K*, Sega subsidiary Hitmaker has now announced details of its new game and man, does it sound good.

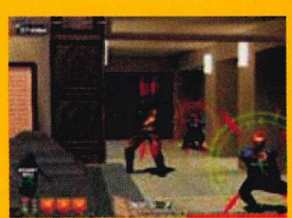
Mission Impossible

The game is currently going by the name of *Confidential Mission* and reportedly combines the action of the *Virtua Cop* series with a James Bond spy-inspired style. Pretty darn cool, in other words. Although the game is currently only running on the Naomi arcade board, there's little doubt that it will make its Dreamcast appearance sooner rather than later, seeing as Naomi and DC are best buddies and all. We can hardly wait, can you?





"Virtua Cop vs James Bond – this game is gonna be great"



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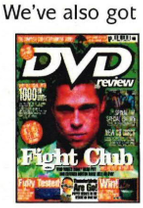
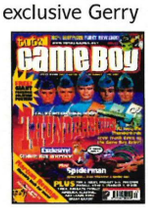
Stitch that! The big film this month is the brutal satire *Fight Club*, and to celebrate we've even included the original *Fight Club* novel – absolutely free! We've also got reviews of *The X Files* boxset, *This Is Spinal Tap Special Edition* and *American Psycho*!



Total Game Boy ISSUE>13
ISSN: 1464-5909 £2.99
Thunderbirds are go in the first of the new look Total Game Boy magazine. Packed with exciting new games including Martian Revenge and Spiderman, an exclusive Gerry Anderson interview and loads of Thunderbirds goodies to give away. F-A-B!



Dreamcast Solutions ISSUE>7
ISSN: 1466-2390 £3.99
Looking for complete solutions, tips and cheats for Dreamcast games? DREAMCAST SOLUTIONS has everything you need! The latest issue has full guides to *Ferrari 355 Challenge*, *Power Stone 2*, *Marvel Vs Capcom 2*, *Virtua Tennis* and more, plus the final half of the *Fur Fighters* solution.

Software Release Schedules

UK Release Schedule

Title	Date	Publisher
Space Channel 5	Sega	Out Now
Time Stalkers	Sega	Out Now
ESPN Track And Field	Konami	Out Now
Ultimate Fighting Championship	Crave	Out Now
Loony Tunes: Space Race	Infogrames	Out Now
Metropolis Street Racer	Sega	Out Now
Extreme Sports	Sega	Out Now
Ferrari F355 Challenge	Acclaim	Out Now
Quake III Arena	Sega	Nov 10
Jet Set Radio	Sega	Nov 24
Half-Life	Havas	Nov 24
Silent Scope	Konami	Nov 24
Bleem! For Dreamcast	Bleem!	Nov 2000
Toy Story 2	Activision	Nov 2000
Le Mans 24 Hours	Infogrames	Nov 2000
Star Wars: Demolition Racer	Activision	Nov 2000
Gunbird 2	Virgin	Nov 2000
Sega GT	Sega	Dec 1
Shenmue	Sega	Dec 1
Samba De Amigo	Sega	Dec 8
Sega Worldwide Soccer 2001	Sega	Dec 8
Tony Hawk's Skateboarding 2	Crave	Dec 15
Ready 2 Rumble: Round 2	Midway	Dec 2000
Tokyo Highway Challenge 2	Crave	Dec 2000
Worms World Party	Virgin	Dec 2000
Stunt GP	Virgin	Dec 2000
Dave Mirra Freestyle BMX	Acclaim	Dec 2000
Ducati Life	Acclaim	Dec 2000
Evil Twin: Cyprien's Chronicles	Ubi Soft	Dec 2000
Arcatera: The Dark Brotherhood	Ubi Soft	Dec 2000
Sno-Cross Chamionship Racing	Crave	Dec 2000
MoHo	Take 2	Dec 2000
KISS Psycho Circus	Take 2	Dec 2000
4X4 Evolution	Take 2	Dec 2000
Worms Pinball	TBC	Dec 2000
F1 Racing Championship	Ubi Soft	Dec 2000
POD 2	Ubi Soft	Dec 2000
Starlancer	Crave	Dec 2000
Major League Soccer	Konami	Autumn 2000
Demolition Racer: No Exit	Infogrames	Autumn 2000

Japanese Release Schedule

Title	Date	Publisher
Eternal Arcadia	Sega	Out Now
Pop 'N Music 4	Konami	Out Now
Neo Golden Logress	Success	Out Now
Silent Scope	Konami	Out Now
18Wheeler Pro Trucker	Sega	Out Now
El Dorado Chapter One	Capcom	Out Now
Doraemon	Sega	Autumn 2000
Super Street Fighter 2X Net	Capcom	Autumn 2000
Card Captor Sakura	NONE	Autumn 2000
Justice League 2	Capcom	Autumn 2000
Gun Spike	Capcom	Autumn 2000
Power Smash	Sega	Autumn 2000
Netto De Tennis	Capcom	Autumn 2000
Toricoro Crisis	Victor	Nov 2000
Jet Coaster Dream 2	NONE	Nov 2000
Kikaioh Network	Capcom	Nov 2000
Vanishing Point	Acclaim	Nov 2000
Illbleed	Sega	Winter 2000
El Dorado Chapter Two	Capcom	Dec 12

US Release Schedule

Title	Date	Publisher
Sno-Cross Championship Racing	Crave	Nov 2
Evil Twin: Cyprien's Chronicles	Ubi Soft	Nov 2
Tony Hawk's Pro Skater 2	Activision	Nov 2
Sonic Shuffle	Sega	Nov 7
102 Dalmations	Eidos	Nov 7
Shenmue	Sega	Nov 14
Tomb Raider Chronicles	Eidos	Nov 14
Ready 2 Rumble: Round 2	Midway	Nov 15
Speed Devils Online	Ubi Soft	Nov 16
Skies of Arcadia	Sega	Nov 21
Half-Life	Sierra Studios	Nov 24
POD II	Ubi Soft	Nov 30
Dragonriders – Chronicles of Pern	Ubi Soft	Nov 2000
Vanishing Point	Acclaim	Nov 2000
Heroes of Might & Magic III	Ubi Soft	Nov 2000
Cannon Spike	Capcom	Nov 2000
KISS Psycho Circus	Take 2	Nov 2000
4x4 Evolution	GOD	Nov 2000
Bleemcast	bleem!	Nov 2000
GorkaMorka	Ripcord	Nov 2000
Test Drive Le Mans	Infogrames	Nov 2000
Looney Toons: Space Race	Infogrames	Nov 2000
Dark Angel	Metro 3D	Nov 2000
Arcatera: The Dark Brotherhood	Ubi Soft	Nov 2000
Dave Mirra Freestyle BMX	Acclaim	Nov 2000
Spec Ops Online	Ripcord	Nov 2000
Stunt GP	Infogrames	Nov 2000
ECW Anarchy Rules	Acclaim	Nov 2000
Arabian Nights: Prince of Persia	Mattel	Nov 2000
Roswell Conspiracy Theories	Red Storm	Nov 2000
ESPN NBA 2 Night	Konami	Nov 2000
Mat Hoffman's Pro BMX	Activision	Nov 2000
Pro Surfer	Mattel	Nov 2000
Buffy the Vampire Slayer	Fox	Autumn 2000
Bangai-O	Treasure	Autumn 2000
Sierra Game Room	Sierra	Autumn 2000
Buzz Lightyear: Star Command	Activision	Autumn 2000
Dinosaur	Ubi Soft	Dec 2
Grandia II	Ubi Soft	Dec 5
Stupid Invaders	Ubi Soft	Dec 2000
Starlancer	Crave	Dec 2000

NEWS

Sonic Boom

New Sonic 2 Screenshots

After what seems like a lifetime, Sonic Team has at last revealed a whole bunch of new screenshots from the highly anticipated *Sonic Adventure 2*. We think you'll agree that they're pretty stunning – now just sit back and admire.

Two's Company

The new screens were released, along with a few details of the game itself, on Sonic Team's Web site as part its Fall Festival. Set over various mind-blowing environments the game looks as gorgeous as ever, making the thought of the new adventure even more tantalising than before. Among the details that were revealed was a new skill that Sonic has acquired in his time off, that of grinding... that'll be all those hours playing *Jet Set Radio* then. Knuckles also appears getting to grips with the art of swimming, as do the loveable Chao and Sonic's nemesis Dr Robotnik, who's seen fighting off enemy robots. Quite why we don't know, but it's certainly intriguing. All told, *Sonic Adventure 2* looks to be an entirely enticing proposition, but the wait's not over yet, as the game isn't due for release until the middle of next year... can you wait that long?

Hedgehog In Black

> As exciting as all the other screenshots and details that Sonic Team released are, it predictably saved the best till last. In the final two screens we see a black hedgehog standing above Dr Robotnik. Who is this hedgehog in the mould of Sonic? The mystery has only just begun...

HOT bytes

> A night out on the town for beer and curry always goes down a treat, especially when you know that you won't be paying for a penny of it. However, it wasn't just the night that was hot – there were a few hot arses the next day too...

> After over a year of waiting we finally received our very own copy of Bizarre Creations' *MSR*, bang on deadline. So was it worth the wait? Well, turn to page 62 and you'll find out. Suffice to say that we weren't disappointed with the end result.

> With Christmas fast approaching the flood gates are about to be opened as we prepare to be drowned with a deluge of games. At the last count we reckon we've got over 20 games for review in next month's issue including *Shenmue*, *Quake III Arena* and *Tony Hawk's 2*. Oh lucky you!

COLD cuts

> We've had a bit of a 'mare this month for one reason or another. For starters, the games came in dribs and drabs throughout the month before the rest arrived in the last week of deadline, which was nice. The fact that we then had a bunch of extra pages dumped on us two days after deadline didn't exactly make the month much better.

> Well, Christmas might be looking like a bumper time for Sega and Dreamcast but already we've started hunting out information and details on games for next year. The problem is we're having to hunt real hard to find stuff as everyone's keeping it all to their chests, which hardly makes our jobs the easiest in the world.

> Crikey, it's November already and we haven't even started to think about Christmas shopping yet. That might sound bad but the shops have already been selling all-things Christmas for the last two months. D'oh!

CLEAR YOUR MIND, FOCUS YOUR THOUGHTS...

AND REACH FOR YOUR LIGHTSABER.

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Dreamcast

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Trouble In Malaysia

Reports filtering in from Asia have it that the Malaysian governement has put a ban on all arcade centres in the country. The reason? To prevent further "soical decay and corruption" apparently. Yeah, whatever.

FIRST LOOK

Village People

Agartha Details & Screens Revealed

[1] It's pretty cold and snowy in Romania so you'd better wrap up warm. [2] Although exact details of the game still remain a secret, its mix of gameplay is utterly intriguing. [3] Hmm. He doesn't look like Captain Kirk to me.

One of the more interesting titles that we've been able to dig some dirt on this month is French-based developer No Cliché's forthcoming title *Agartha*. Although this is currently just a working title and it isn't set for release until late next year, it certainly sounds like an intriguing game.

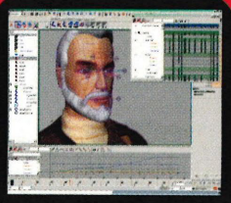
Evil Times

Set in the remnants of a Romanian village destroyed by a mysterious earthquake, it's 1929 and strange things are going on. And when we say strange, we mean really strange. It seems that as a result of the earthquake, a subterranean city known as Agartha has been disturbed. It is a place where pure evil is festering away, prisoner to its earthy grave. Cue the hero of the game, Obi-Wan-Kenobi lookalike Kirk, who must battle with his conscience to either help save the villagers from this evil or satanically help the arrival of chaos on earth. You choose, but don't be surprised to bump into monsters, demons, priests, archangels or even the Sentinel, the epitome of evil, along the way.

However, you'd better make a wise choice as your actions as Kirk will effect the aims and direction of the adventure, as well as the narration of the story. On top of the main game there will also be mini-network adventures that will allow you to team up with other players or take them on in a deathmatch. How'd you fancy that, huh?

"Already Agartha sounds like an incredibly tantalising prospect"

Making Skin Crawl



The lengths that the developers are going to to create the characters is quite awesome. As well as being modelled with photorealistic sets, the characters will have polygonal skin which will allow you to see wounds and skin degradation in superb detail. With a year to go we reckon they're doing pretty well so far!

NEWS

Bed Fellows

Capcom & SNK Team Up Again

It seems that Capcom just can't get enough of those crazy folk from SNK, or 2D beat-'em-ups for that matter, as this month saw the announcement of yet another title in the form of *Capcom Vs SNK 2*. With the original game selling by the bucketload over in Japan and due for release here at the start of next year, you'd better prepare those little fingers of yours for some more seriously addictive button whacking action.

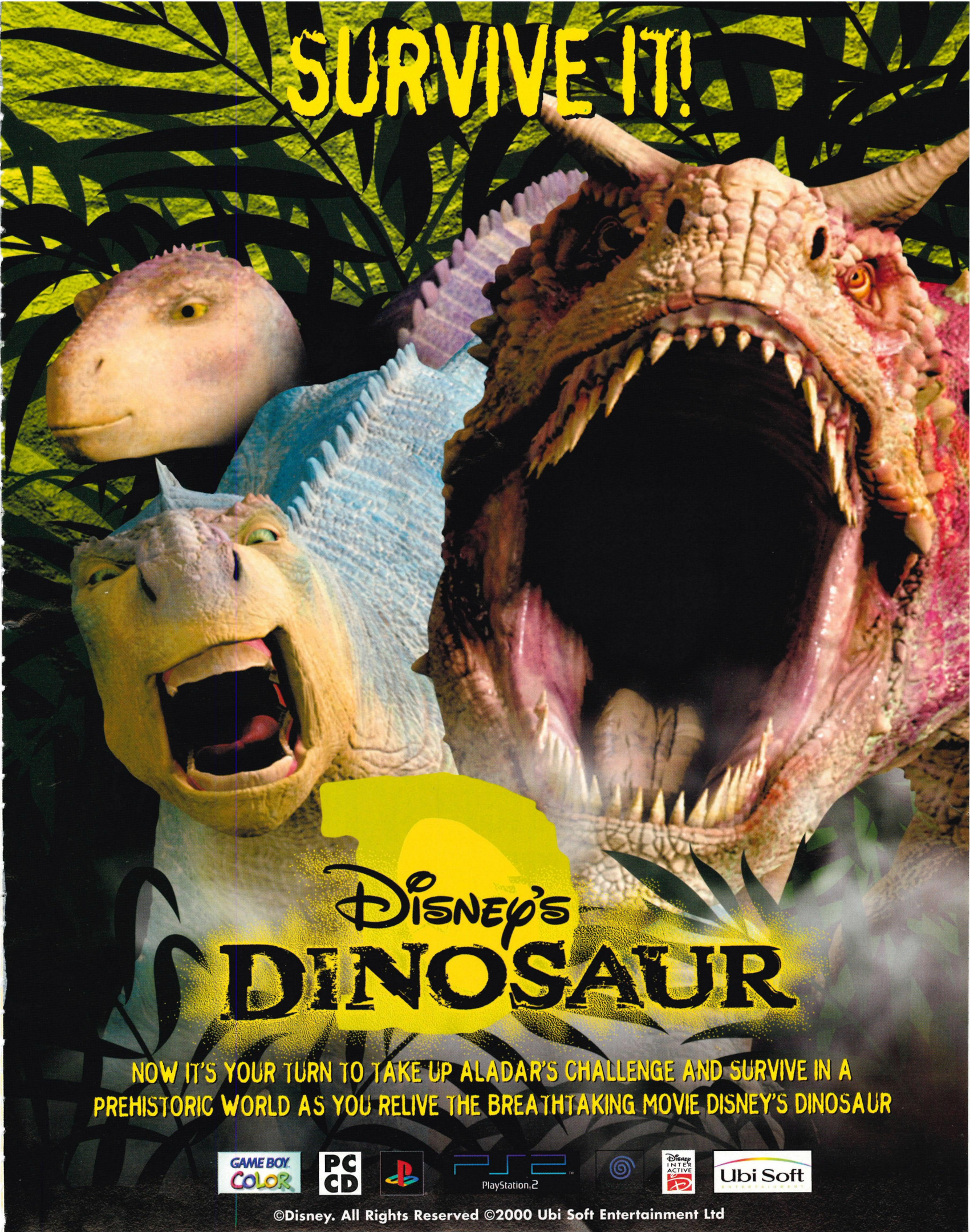
"What are the odds? It's another Capcom beat-'em-up"

NEWS

Bleedin' 'Orrible

We've seen possibly the nastiest game in the history of the Dreamcast... IIIBleed!

Honestly, the things we'll endure for the sake of news. This month, we were lucky enough to get hold of a running video of *IIIBleed* – the latest game from the people behind *Blue Stinger*. Does it look scary? Well, sort of – if you like your games gory, you'll certainly love this one because there's more claret in *IIIBleed* than at a wine taster's convention. According to the rather enthusiastic voiceover you'll 'puke with pleasure' and... err, 's**t with fear' (yes, really) when the game arrives early next year. We can hardly wait...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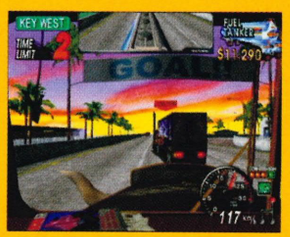
UPDATE

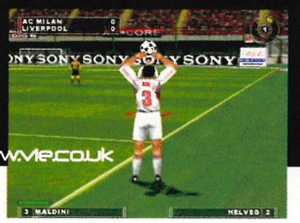
Wheel Time

Exclusive 18Wheeler Screenshots

Okay, so we've been going on about this game for what seems like an age but we've now managed to get hold of a demo of the Dreamcast version and quite frankly, it rocks! Although the demo only has the first section of the haul across America, it's enough to prove to us that the DC version will be every bit as good as the arcade, even if it doesn't have a 32" steering wheel and sub-woofer peripherals to go with it. For now, just drool over these screens and prepare yourselves for a bumpy ride.

"It looks every bit as good as the arcade version, if not better"





FIRST LOOK

Football's Coming

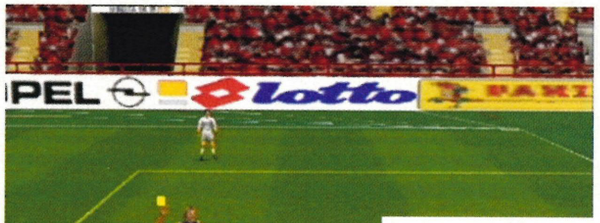
Dreamcast Heads The Super League

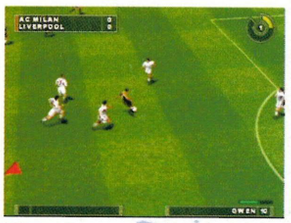
We've got the UEFA Cup and the Champions League already, but how about a European Super League? Well, Virgin Interactive is one step ahead of everyone else as it prepares to unleash *European Super League* on the football-loving public next month.

Super Duper

Having been officially licensed by 16 of Europe's most prestigious clubs, this is one game with a pedigree better than the winning dog at Crufts. You sure as hell aren't going to find any West Hams or Bradfords here, that's for sure. No siree, only the cream of the crop will do for the Super League. With every player from the 2000/1 season individually modelled and some incredibly detailed stadiums, this is one football game you're not going to want to miss out on this Christmas.

Reminiscent of the *ISS* series in its presentation and gameplay style, it looks and plays the part too. All this plus five modes of play, training and two playing styles – arcade and simulation. What more could you ask for? It's the future of football, as they say.





Dreamcast Magazine MOST WANTED

Quake III Arena

As you're reading this, we'll be sitting down to play our copies of *Quake III Arena* – after all, it'll be out in the shops by now for all you lucky people to enjoy as well. Still, that doesn't stop us from wanting it all the more now. Just remember that this is only the beginning of what we've got to look forward to...

StarLancer

Having tasted our first bite of PROPER online Dreamcast gaming (none of this *Chu Chu Rocket!* nonsense for us) in *Quake III*, we're now looking to the future of online frag-fests. First up, it's the space blast-'em-up that is *StarLancer* – we can hardly wait to sink our teeth into this chunk of frag action!

Unreal Tournament

Of course, we can't forget about the daddy of all multiplayer blasting games, can we? From what we've seen so far of *Unreal Tournament*, we can tell that it's going to give *Quake III* a real run for its money. Personally, we don't see why they can't both live in harmony... yeah, right. Quick, frag him!

Friendly Fire

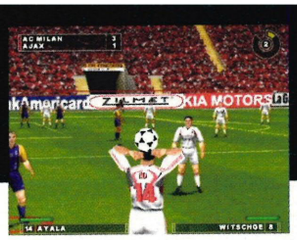
DC Stepping Into The Grid?

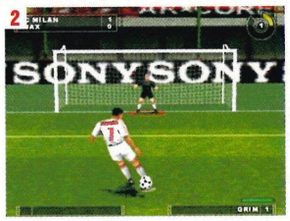
If you've been on the ball in recent months you might have seen a rather cool looking arcade game doing the rounds. Its name? *The Grid*. Undoubtedly influenced by *The Running Man*, *The Grid* is the latest arcade offering from Midway and it looks positively stunning.

Gridlocked

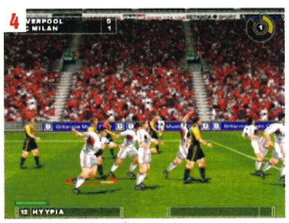
Offering the chance for intrepid, ambitious gamers to fire ridiculously sized weapons at their mates, it's a thrill a minute, but the best part of this is that a Dreamcast version looks to be on the cards. Head Designer of *The Grid*, Ed Boon, was recently quoted as saying, "I

Home





[1] With more polygons per player than ever before, this is the beautiful game for sure. **[2]** Now, do you dive left or do you dive right? Nah, I'll just stay standing in the middle and hope for the best. **[3]** Goalkeepers get an easy life. They just stand around all day and dive every now and again. **[4]** Get the ball in the box and get the damn thing in the goal.



Simply The Best

So you want to know who are deemed the super clubs of Europe then? Well here's the 16 lucky teams deemed worthy enough to compete in the Super League. What no Arsenal?

AC Milan	Juventus
Ajax	Liverpool
Bayer Leverkusen	Manchester United
Barcelona	Marseille
Borussia Dortmund	Olympiakos
Bayern Munich	Paris St Germain
Göteborg	Real Madrid
Inter Milan	SL Benfica

think a cool version could be made for the Dreamcast with online play", which is enough to get us wetting our pants.

The game takes place in a vast studio arena as competitors battle it out with crowds jeering for blood and a host of scantily clad young ladies waiting to force a huge cheque into your blood-soaked hands. The temptation of this extra level of competitiveness would take Dreamcast online gaming to another level, as inter-nation rivalry would become fierce. Even as a one-player game it's pretty minty and we reckon that Midway would be pretty foolish not to. Go on, you know you want to.

[1] At the moment the game is proving a massive hit in arcades around the country. **[2]** Although not officially confirmed for a Dreamcast release yet, Midway would be foolish not to. Why? Because it's ace.

"Come on Midway, you know you want to release it on Dreamcast"

NEWS

Snakes & Ladders

Fighting Vipers 2 Dreamcast Bound

As well as announcing that it would be working on a new *Virtua Fighter* game this month, AM2 also revealed on its Web site that it was busy porting *Fighting Vipers 2* to Dreamcast. Exactly what extra features the Dreamcast version might have isn't apparent as of yet, but you can sure as hell expect a host of new characters. Unlike the *Virtua Fighter* series, *Fighting Vipers* relies more on fast and extremely furious gameplay, with characters dressed in armour with a fistful of weapons to inflict some serious pain. No release date has been set so far but when it arrives, expect some serious action coming your way.

"What more can we say – it's gonna be ferocious"

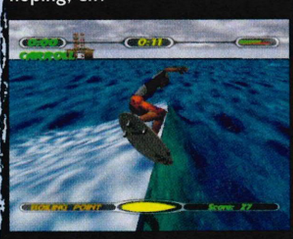
NEWS

Surf's Up... Finally

Championship Surfer Coming To The DC

First it was on, then it wasn't; now it finally looks as though *Championship Surfer* is going to make it onto the Dreamcast in the UK. After much umm-ing and ahh-ing, the folks at Mattel have decided that we're worthy enough. Cheers guys.

So, what can we look forward to? Well, the game has ten surfers and eight different locations to surf around, as well as a huge selection of tricks, obstacles and waves to get your head around... yep, think *Tony Hawk's* on water and you're halfway there. It's looking pretty nice so far and with a release date being pencilled in for December, we should even have a full review next issue. Here's hoping, eh?

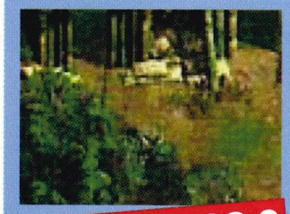


Capcom Go Robotic?

A rumour emerging from Japanese Dreamcast magazine Famitsu DC suggests that Capcom is working on a new title which has something to do with robots. What this could be is totally up in the air, but a sequel to *Cyberbots* sounds like a good idea to us.

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...



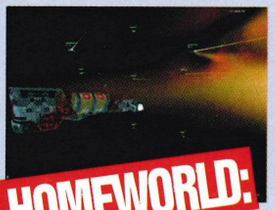
COMMANDOS 2

Guilty Parties
Eidos/Pyro

What's It All About?
The original *Commandos* on the PC was a smash hit – take your team of elite soldiers (each one specialised in a particular field such as sniping, explosives or brute force) and then complete missions against the enemy. The sequel expands on this concept, making the game even better than before.

When's It Coming?
The official word from Eidos is the usual 'nothing has been confirmed' fob-off, but our good friends on the inside tell us that we might be able to play *Commandos 2* on the Dreamcast as soon as early next year. Hoorah!

The Bottom Line
These ain't no toy soldiers, you know... it's a war out there, boy!



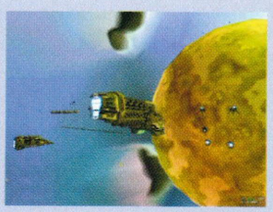
HOMEWORLD: CATACLYSM

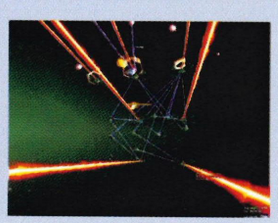
Guilty Parties
Sierra/Barking Dog

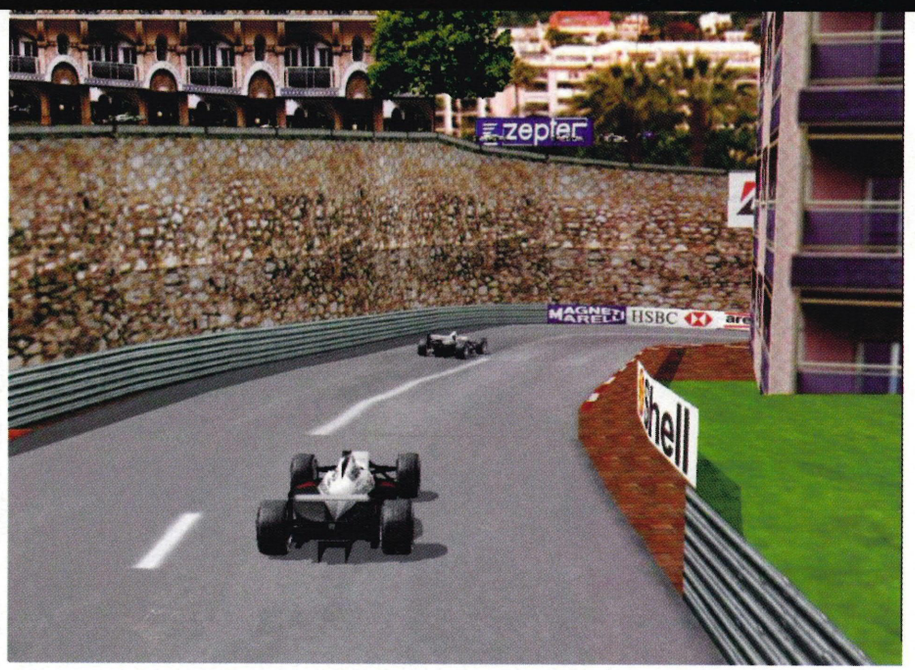
What's It All About?
Again, *Homeworld: Cataclysm* is the sequel to the popular PC game *Homeworld*. Can you guess what it's about? Throw in plenty of large spacecraft and interstellar war, lots of pretty laser effects and (yep, you've guessed it) a great big alien homeworld to protect and... well, you're pretty much there.

When's It Coming?
The PC version is already out there causing chaos among the space-loving gaming nuts right now – despite receiving a few knocks from cynics, it got all-round rave reviews. Can we expect a Dreamcast conversion? Here's hoping...

The Bottom Line
It's the end of the world as we know it... but only on an alien planet. Phew.







Grand Prix 3

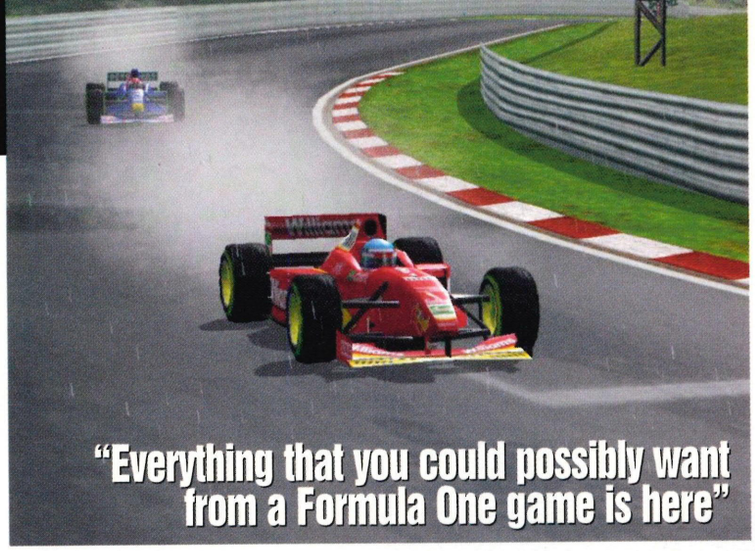
The ultimate example of racing perfection is coming to the Dreamcast – at least, we've been told it is. You never can tell with these things...

PC DC SPECIAL

Ever heard of Geoff Crammond? If you're even remotely knowledgeable about games in general (rather than just knowing the difference between a good and bad game, that is) then you probably will have done – after all, he's the man behind such classic PC games as *Grand Prix* and... errr, *Grand Prix 2*. Unlike other Formula One racing games though, Crammond's games go all out to provide the ultimate in racing simulations – forget your arcade-style sprints for the finish because the *Grand Prix* series makes you learn to drive like a real racing driver should. After two successful outings and much speculation, the third instalment of the game (called *Grand Prix 3*, obviously) appeared on the PC earlier this year to glowing reviews. Great.

Not surprisingly then, we were more than a little intrigued when a little birdie told us that *Grand Prix 3* might just be appearing on

[1] Damon Hill at the back of the pack – bloody typical. [2] Cor, look at the detail on that wheel. [3] The only thing that's missing is the annoying adverts!



the Dreamcast in the not-too-distant future. Sure, there have already been a number of other Formula One racing games appearing round our way but none of them have managed to provide the level of realism that *Grand Prix 3* offers. Are we excited? Well, let's just say that we're already practising racing round the office on our chairs in anticipation...

Here Come The Lights

So, what makes *Grand Prix 3* so special? Well, everything that you could possibly want from a Formula One game is here – all the courses, cars and drivers from the most recent racing season, plenty of weather conditions to speed through and more realism than a large sack full of realism in a big box that has 'Realism' stamped down the side. Fancy causing a bit of damage as well? No problem – tires being ripped off, shattered wings and even cars flipping through the air are all par for the course here if you drive too hard... mmm, lovely.

Taking a good look at the PC version, there's nothing here that the Dreamcast couldn't do with ease – in fact, with the set specifications of Sega's machine in comparison to how varied PCs are, the Dreamcast could probably improve a great deal of things in the game. As these screenshots show, the visual quality of *Grand Prix 3* is pretty darn special; the level of detail available is unsurpassed and creates an atmosphere like no other. Could the Dreamcast do it? Of course it could!

As you may have guessed though, none of this has been confirmed yet – indeed, the last thing we heard on the subject was that Hasbro was tossing ideas around and possibly considering the first half of next year as a release date. The official line from Hasbro? "Nothing has been confirmed yet." Well, there's a surprise. Guess we're just going to have to keep our fingers crossed and pray that someone up there likes us...

Ask The Expert Chimps

It's all very well taking our word for it, but what did the rest of the waking world think of *Grand Prix 3* when it appeared on the PC? We asked our resident PC gaming chimp, Mike O'Sullivan, what his opinion was...

"The wait for *Grand Prix 3* on the PC was almost unbearable. After the success of the first two games, everyone wanted to see if Geoff Crammond could reach new heights with the third instalment of the series – and the great news is that the game not only lives up to expectations, it exceeds them. From the superb graphics and sound to the realistic driver AI, the wealth of options and the realistic handling, this game oozes class from every pore. If the Dreamcast version is anywhere near as good as the PC game was then you guys are all in for one hell of a treat – this is without a doubt the finest racing game I have ever played."

Mike O'Sullivan now writes for *Strategy Player*, the only PC mag dedicated entirely to strategy games. Lucky git.

PLAY

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Sega Bass Fishing
Sega Rally 2
Seventh Cross
Shadowman
Shotuko H'way Battle
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Tony Hawk's
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Ult. Fighting Champ.
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Vigilante 8 - 2nd Off.
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WALKTHROUGHS FOR ALL MY TOP GAMES

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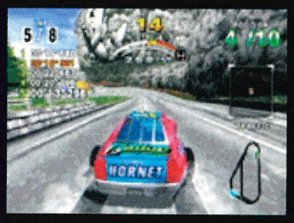
UPDATE

Day In The Life

First Daytona DC Screens

After last month's surprise – but gleefully received – announcement that *Daytona USA* was at last on its merry way to the Dreamcast, we've done some digging and managed to get our hands on the first DC screens and some hot new details.



The Day Today

Indeed, the game isn't purely called *Daytona USA* but *Daytona USA: Network Racing* and you know what that means – Sega's greatest racing game is going to have online play. Now, we don't know about you but we reckon you can't get much better than that. And if that wasn't enough, some Dreamcast-exclusive modes have also been confirmed, though quite what they are remains to be seen. Whatever they turn out to be, you can expect another great Dreamcast game.

"The greatest arcade racer ever is well and truly on its way"

competition

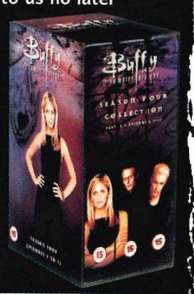
Get In The Buff

Five Buffy Boxsets To Be Won

Being the great big Buffy fans that we are we just couldn't stop ourselves from getting five boxsets of the first half of season four to give away to you lot, courtesy of Twentieth Century Fox Home Entertainment. It might already be out to buy, but you don't want to do that until you've at least tried to win it in this month's competition. Believe us, it's well worth it! So to stand a chance of saving £34.99 and winning it instead, answer the following question.

Q. In what film did Sarah Michelle Gellar star as a stuck-up, manipulative rich kid?

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 December.



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UPDATE

Plastic Fantastic

Army Men March Into Town

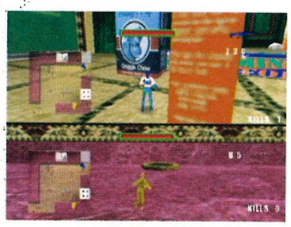
With a release already on PlayStation and N64 last year, the good folk at 3D0 have been beavering away for the last few months on the Dreamcast version of *Army Men: Sarge's Heroes*. But the long wait is nearly over cos it's almost with us.

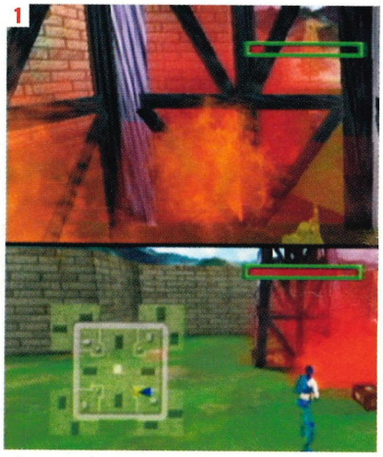
Gunning For It

For those who don't have a clue what we're talking about, let us explain. Best described as a cross between the toy action of No Cliché's *Toy Commander* and the stealth-based action of Take 2's World War II epic *Hidden & Dangerous*, *Army Men: Sarge's Heroes* plumps you in the middle of a war between two rival factions – the Green and Tan Plastic Soldiers. It's your job as Sarge to rescue of all your comrades from the clutches of the power-crazed General Plastro, but with 16 tough missions full of enemies with their guns aimed at you, it sure ain't going to be a Sunday afternoon stroll in the park.

Super Heroes

However, the real depth of the game lies in the multiplayer mode, which offers a deathmatch-styled shooter where it's all for one and none for anyone else. Shoot or be shot. It's as simple as that. Graphically, it looks significantly better than any of the previous incarnations of the game. That said, it's hardly the best looking thing we've seen on Dreamcast, but it does still have some more optimisation to go through. Even so, you can expect to have a blast when it's released next month... well, it'll keep the kids quiet for a while.





UPDATE

Sonic Shuffling Along

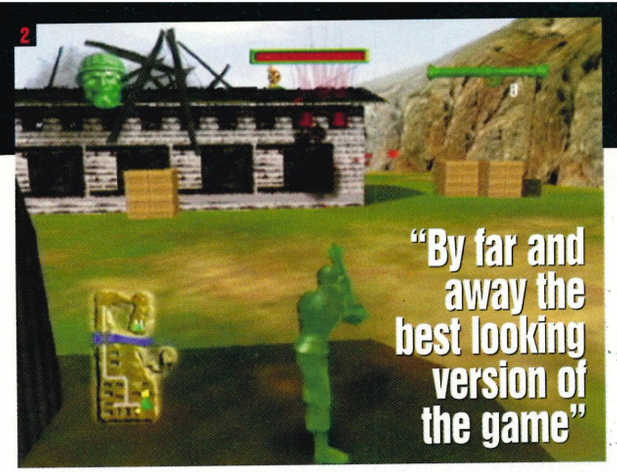
New Details Emerge

Back in June we revealed that Sonic would be appearing in a brand new title next year, the *Mario Party*-styled *Sonic Shuffle*, and now we're back with a load of new screenshots and information on the game.

It's Party Time

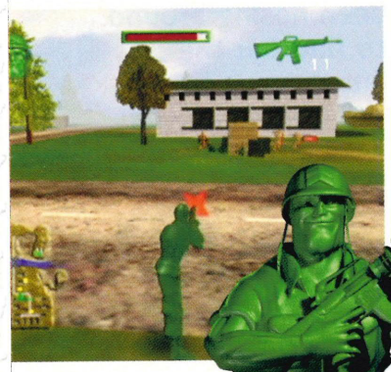
Set in a whole new magical world, Maginary Whirl, the evil monster Void has stolen all of the Precioustones, crystals which are made from the dreams of people from every dimension. Cue Sonic and his buddies, who've been drafted in by the Guardian Angel Illumina to find the stones and restore peace and harmony to Maginary Whirl.

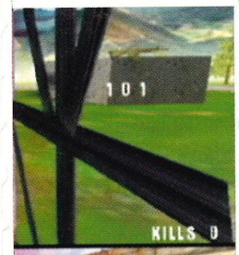
The action of the game takes place over five adventure boards, all of which are crammed full of mini-games (over 50 at the last count), bosses and trivia, making it the perfect party game for all Dreamcast owners. But can you save the land of Maginary Whirl? Well, you'll have to wait till early next year to find that out.

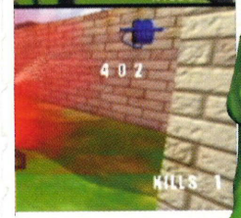


"By far and away the best looking version of the game"

[1] In the multiplayer mode you can either gang up in teams or just go it alone and kick some ass. [2] Just be careful – you can do a lot of damage with a bazooka. [3] Each level requires you to succeed in a number of tasks as well as saving soldiers.







Dead Or Alive 2: LE

Import Charts

Those lovely people in Japan are enjoying the pendulous delights of *Dead Or Alive*...Stateside it's *Quake III*, the lucky beggars...

Jap Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	–	Dead Or Alive 2: LE	Tecmo	–
2	–	Eternal Arcadia	Sega	–
3	–	Love Hina: LE	Sega	–
4	–	Motto Pro Baseball Team	Sega	–
5	–	Love Hina	Sega	–

US Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	–	Quake III Arena	Sega	–
2	1	NFL 2K1 Sega Sports	Sega	–
3	–	Tokyo Extreme Racer 2	Crave	–
4	4	Virtua Tennis	Sega	93%
5	–	Vanishing Point	Acclaim	–

Konnichiwa! Tomomi Yu has been nosing around to find out the latest news from the land that likes a bit of fresh fish!

NEWS

Sega Starts Jammin'

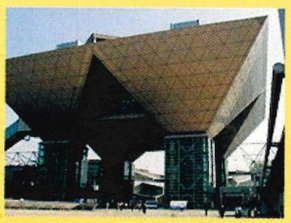
Sega Takes JAMMA Show By Storm

Sega might not have had much of a presence at the autumn Tokyo Games Show this month but it certainly made up for it with an impressive showing at the 38th JAMMA show in Tokyo.

Sega Super Highway

For the uninitiated, JAMMA stands for Japanese Amusement Machine Manufacturer Association and is where all the big names in the amusement world, including Namco, Capcom, Tecmo, Konami Jaleco, Banpresto and, of course, Sega, show off all their new arcade software and hardware. Not wanting to disappoint, Sega had an impressive amount of games on show from its various development houses, including the quite literally mad *Crackin' DJ*, *Shaka Tambourine* and *Samba De Amigo 2000*. *Crackin' DJ* has you scratching the vinyl on a set of turntables while *Shaka Tambourine* is a game similar in vein to *Samba*... only this time you have to shake a tambourine instead of a pair maracas. Bonkers.

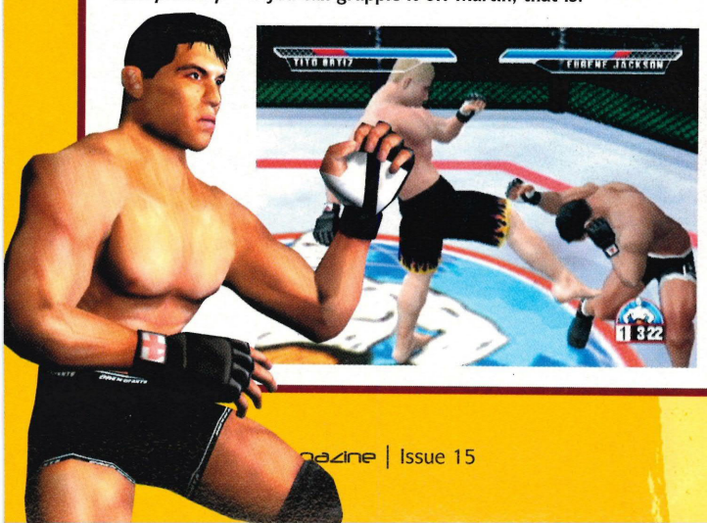
On a less energetic level, Yu Suzuki's AM2 team revealed the incredible-looking *Planet Harriers*, the long-awaited sequel to *Space Harriers*, not to mention giving official



Fight To The Death

Ten Copies Of UFC Up For Grabs

Blimey, we're just too good to you lot. Not only do we give you a great magazine every month with loads of top reviews, but we also give you the chance of winning the latest games. This month we've teamed up with those lovely folks at Crave to give you the chance of winning one of ten copies of the fantastic *Ultimate Fighting Championship* – if you can grapple it off Martin, that is!



Q. To stand a chance of winning a copy of this great game simply send us a photo of yourself in your best UFC pose, fighting or otherwise.

When you've completed your entry, stick it on a postcard to the following address, making sure that it gets to us no later than 1 December.

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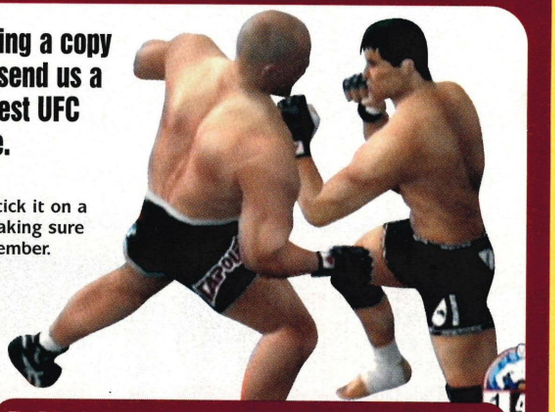

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confirmation of a new *Virtua Fighter* game. On top of all that, three games were announced for the new Naomi 2 hardware (see boxout) including the quite awesome-looking *Wild Riders*, which looks to combine the cartoon visuals of *Jet Set Radio* with the madness of *Crazy Taxi*. The two other titles to be confirmed for the system were *Club Kart* and *Virtua Striker 3*, so not a bad little line up, all things considered.

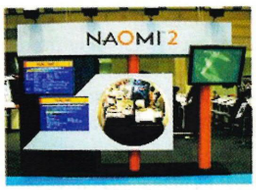
Jammy SOJ

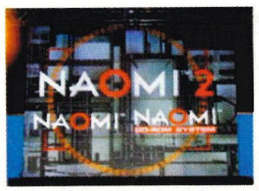
However, not content with the announcement of a whole host of new games, Sega also announced the birth of two new arcade systems. As well as revealing the all-new Naomi 2 (see boxout) Sega also unveiled an upgrade to the original Naomi board called the 'GD-ROM Drive Unit' which will allow developers to make their games available to operators in GD-ROM format. Pretty cool, huh? So all-in-all a pretty good show for Sega which should dispel any fears that Sega is a spent force in the arcade division of the market.

"Once again Sega has proved that when it comes to creating games, it is the undisputed top dog"

Dreaming Of Naomi... Again

› We all know that Sega's Naomi arcade board is the spiritual sister of the Dreamcast and is where Dreamcast games first appear, but what does the advent of the new Naomi 2 mean for Dreamcast? Will games still be able to be ported over to the system with great ease or will it mean the end of arcade conversions for it? Well, from what we can gather it shouldn't be too much of a problem. Essentially the two are very similar, only the Naomi 2 features two new sets of hardware – Transform & Lighting hardware which will allow for up to ten million polygons per second and hardware support for environmental mapping. In other words, more great games are headed our way.



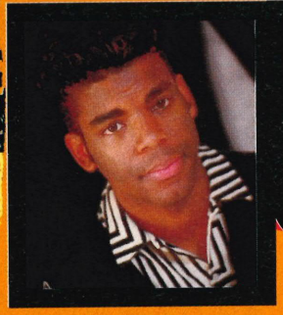


1

2

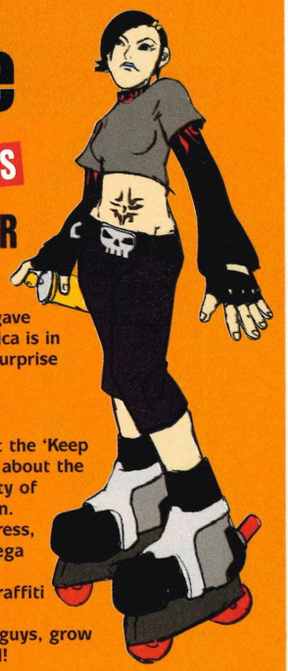
[1] Crackin' DJ is yet another innovative Sega title in which you must scratch tunes on a pair of decks in time to the music. Totally bonkers then. **[2]** One of the undoubted highlights of the show was the sequel to Space Harriers, the long-awaited Planet Harriers. **[3]** There's no denying that this will be a great, great game.

3



US news

Want to know what gives stateside? Dan Francisco is our covert newshound who relentlessly seeks out stories.



Painting The Town Red NEWS

America In Uproar Over JSR

Blimey. If it's not one thing with Americans it's another. Not one week since Sega Of America boss Peter Moore gave a speech on violence in videogames, America is in uproar once again over a videogame and surprise surprise, it's *Jet Grind Radio* again.

I'd Spray That For A Dollar

A couple of months back we reported that the 'Keep America Beautiful Society' were in uproar about the graffiti antics of the game and now the city of Milwaukee have jumped on the bandwagon. According to a report in The Associated Press, 'The Milwaukee Common Council wants Sega of America to cancel the US release of *Jet Grind Radio*, saying the game promotes graffiti vandalism, a problem the city has been combating since the early Nineties.' Geez guys, grow up a little – it is *only* a videogame after all!

Livin' La Vida Loca

Ricky's Back On Samba NEWS

› You might recall that when we were frantically shaking our maracas to the crazy tunes of the Japanese version of *Samba De Amigo*, we were also distraught at the fact that the two Ricky Martin songs on the arcade version had been dropped from the DC version because he was signed to Sony music. Well, fear not as he's back for the American version and hopefully the European version too. Both *Livin' La Vida Loca* and *Cup Of Life* have been returned to their rightful places, so get ready to shake your bon-bons, Ricky-stylee!

Music To Our Ears

› So, wanna know the full tracklisting for the American version of *Samba De Amigo*? Well, here you are then...

Al Compas del Mambo
Ali Bombaye
Cup of Life
El Ritmo Tropical
La Bamba
Livin' La Vida Loca
Love Lease
Macarena
Samba de Amigo
Samba de Janeiro
Soul Bossa Nova
Take On Me
Tequila
Tubthumping

Musical Downloads

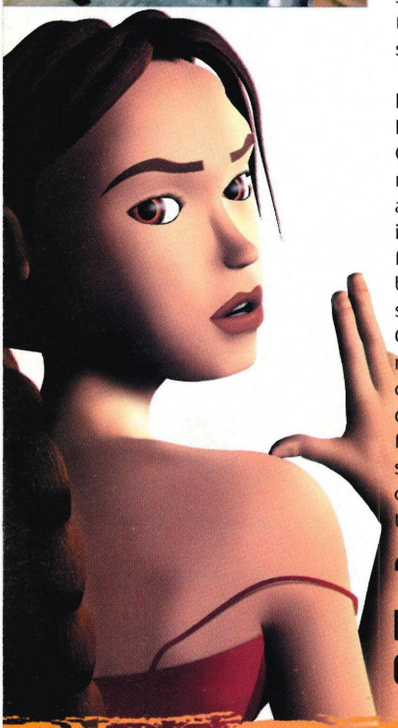
After Burner
Burning Hearts
Dreams Dreams
Super Sonic Racing
Sonic You Can Do Anything
Magical Sound Shower
Opa! Opa!
Open Your Heart
Rent A Hero No. 1

"Ricky's back for the American version of Samba De Amigo"

FIRST LOOK

Breast Of British!

Tomb Raider Chronicles Revealed!



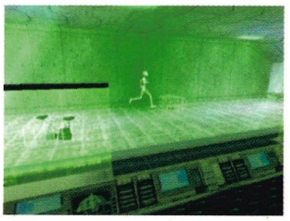
Rumours of Lara's demise have been somewhat exaggerated, as these screenshots clearly show... or do they?

After Lara's ample charms largely failed to impress Dreamcasters it seems that Core Design has opted for a rethink about Lara's exploits and the old 'Is she dead or isn't she dead' cliff hanger from *The Last Revelation* has been used to rejuvenate the series – isn't Core clever. Given that Lara is one of the most profitable videogame characters ever it was always doubtful that her pixelated form would be away from our screens for any great length of time. And so it has come to pass that a bigger, better and lovelier Lara Croft adventure is on the cards; moreover, she's bringing with her a whole new series of adventures created by a game that seemingly acts as a retrospective of Lara's exploits – to keep you guessing as to whether Lara is really dead or not. Yeah right...

The Breast Bits

There's little doubt that Core has the nous to make this latest instalment of *Tomb Raider* the best yet – certainly *Revelations* addressed a number of gameplay flaws made apparent by a seemingly tired and ageing series. However, Dreamcasters' main gripe with the last game was that it was essentially a direct port of the PC version which largely failed to take advantage of the Dreamcast's power. This time around, though, we'll be getting our very own version, tailored specifically for the Dreamcast. Hurrah!

There'll be more details next issue, but for now, sit back and enjoy these all-new Dreamcast screenshots.

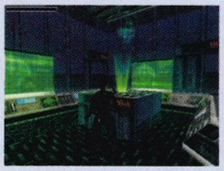


"There's little doubt that Core has the nous to make this latest instalment of Tomb Raider the best yet."

Back In Training...

Lara's been back to the gym to hone those skills and it looks like Core has been looking at other games for inspiration...

A few months with Billy Smarts Circus means that tightrope walking presents no challenge for young Lara.



This floating globe... seems familiar, don't you think? The tight suit looks nice though...

Oh, that's where! Remind anyone else of *Perfect Dark*? Mind you, the *Metal Gear Solid*-inspired stranglehold is a welcome addition to the game.

Take It In The Ring

UPDATE New Planet Ring Details

A while ago we reported on a new online project that Sega was working on called *Planet Ring* and now we've managed to obtain some more details about the project, as well as some exclusive screens.

Cyber Planet

The project currently includes four online games, including the previously announced *Dream Dorobo*, although this number will be added to every quarter, thus making it a continuously evolving service. The other three initial games will be *Ball Bubble*, a *Wetrix+* cross *Chu Chu Rocket!* type game, *Splash* (see also Battleships) and *Soar*, which requires two people to control a machine by teamwork to win races and destroy the opposition's balloons. Needless to say, all are a little crazy, but then what do you expect?

Each game will make use of the microphone in one way or another, either for teamwork (*Dream Dorobo* and *Soar*) or purely as a means to chat to the other players. What this project proves more than anything else is Sega's desire to get users online discovering the delights of online gaming – like *Quake III* isn't enough.

"Planet Ring categorically confirms Sega's commitment to online gaming"

Thieving Git

First Dream Dorobo Screenshots

It might not look like the most impressive game ever, but quite frankly, that's not the point. The point *is* that it's going to be an online game that requires users to employ the Dreamcast microphone to guide each other around a maze collecting as much treasure as possible which, we think you'll agree, is a pretty darn cool idea.

[1] When you go online you can create your own virtual persona when chatting to other users. [2] Planet Ring will have a numbers servers where gamers can meet.

URBAN CHAOS™

"Combining incredible looks with an impressive logical adventure styling and plenty of face-slapping, head crushing action, Urban Chaos certainly looks like a winner"

DREAMCAST MAGAZINE

Urban Chaos throws you into the heart of a modern urban jungle at the turn of the millennium. To succeed you'll need a lethal combination of stealth, physical agility and martial art skills as you interact with the city around you. Complete freedom to explore every area is granted and this freedom extends to gameplay - the future is in your hands as you are drawn into an underlying plot featuring a mysterious cult, who are intent on evil at this unpredictable and potentially menacing millennium period.

Dreamcast

Mucky Foot Productions

RELEASE 29th SEPTEMBER

EIDOS INTERACTIVE

www.eidos.com

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Ready 2 Rumble

ROUND 2

Are you ready for a good beating in the ring? Well you'd better be – Round 2's about to start...

Well, we've been gagging for it for the last few months now but at long last, we've been able to get our boxing gloved fists on a demo version of *Ready 2 Rumble: Round 2*. And you want to know what? It's a knockout (sic).

Rumble In The Jungle

So it's another *Ready 2 Rumble* game, but what exactly has it got in its punch that's gonna make you jump up into the ring and get bashed about all over again? Actually, let's rephrase that – what doesn't it have? The basic format of the game is still firmly in shape, so expect all the great gameplay of the original, but it's been rigorously kicked out into shape, with virtually every aspect of the game being tweaked. Not only has the Championship mode been vastly improved upon, with more mini-games in the gym and a tougher route to the top, so too has the AI of all the boxers, making them more random in their approach and style. In other words, the game's had a damned good work out in the gym, making it as tough as nuts.

Round Our Way

However, undoubtedly one of the most attractive aspects of the game is the addition of a whopping 11 brand new characters – and that's not including the 'special' hidden ones. Whereas the characters in the original tended to be a little on the conventional side, this time Midway has gone all out on creating some of the wackiest fighters you're ever going to see. Take the Jabba-esque Mama Tua, the robotic Robox Rese4 or the punk-obsessed Freak E Deke, for example. They are all unconventional to the extreme, all incredibly hilarious and all totally unique in every respect – and you just can't argue with that. Of course, there's always the superstar attractions of Michael Jackson and Shaquille O'Neill too, who we know you're going to be dying to give a good old-fashioned beating to.

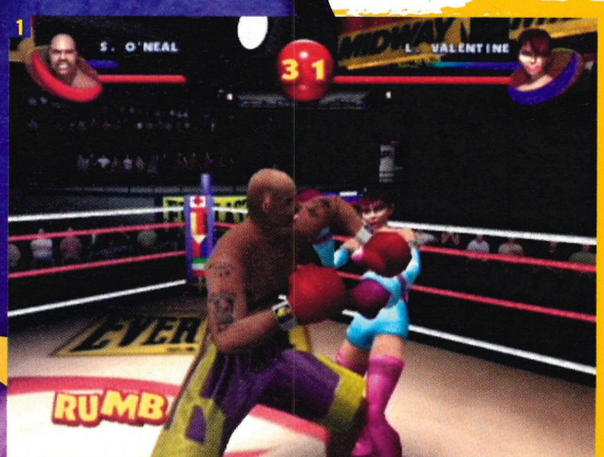
With a release this month you can expect a full sucka-punching review in next month's issue – just enough time for you to recover from these bruising screenshots, get down the gym and get into shape. We'll be waiting for you...

softography

previous works>

- Ready 2 Rumble
- San Francisco Rush 2049

Midway



[1] Shaquille O'Neill has one hell of a reach on him, so just watch out for those fists of fury. [2] She might be a girl but Lulu Valentine won't take a beating from anyone. [3] Johnny Blood is one animal not to piss off in the ring – or out of it.

Chicken Run

Eidos Goes Free Range

Animal rights activist are you, or do you just fancy some chicken pie? Well you've come to the right place as we've managed to get our mitts on the first screenshots of Blitz Games' *Chicken Run*.

Chicken Impossible

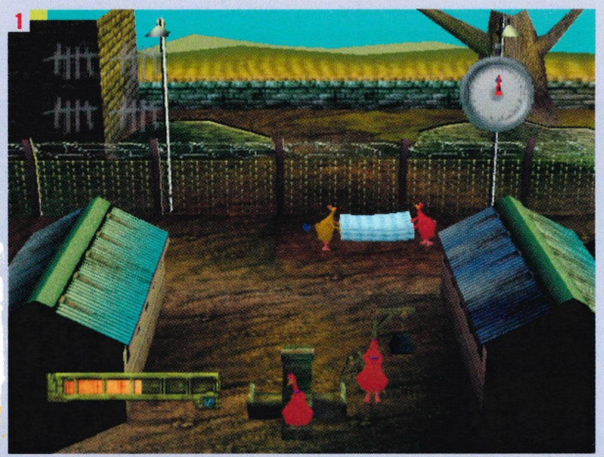
Set for release just in time for the Christmas rush, *Chicken Run* follows the story of the film as you set about helping the chickens escape the confines of the Tweedy's Farm to avoid ending up in the next batch of wholesome chicken pies. Taking on the form of a classic third-person adventure game á la *Rayman 2* you'll be required to guide Ginger and her feathered friends around various expansive levels based around locations from the film, solving puzzles as well as collecting various objects to aid the great escape.

But this isn't going to be any two-bit adventure game as there'll be a major emphasis on stealth as well as action, as you creep around the farm avoiding the teeth of hungry dogs and the bullets of Mr Tweedy's shot gun. Mixed in with all this will be a glut of cut-scenes from the game, making this a must for any self-respecting chicken lover.

All In A Flap

> As well as following the main story of the game, there are various mini-games to play too which will require you to master the art of seesaw and catapult escapes. The things some chickens will do to avoid becoming tomorrow's lunch.

"A must for any self-respecting chicken lover"



1

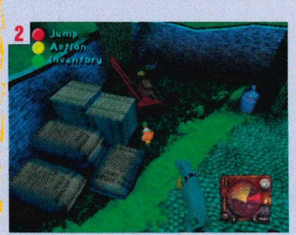
softography

previous works>

> First Dreamcast Game

Blitz Games

[1] Blimey. Those chickens will do anything to escape the wrath of the Tweedys. **[2]** All the scenes in the game have come straight out of the film, making it as authentic as possible. **[3]** Now, whoever heard of a chicken with a rocket-powered jet-pack?



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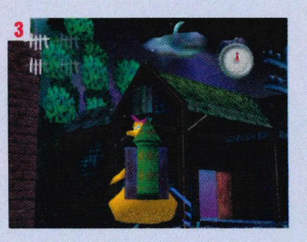


3

coming soon to your Dreamcast >

Dreamcast magazine

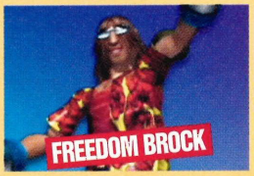
anticipation rating Nov

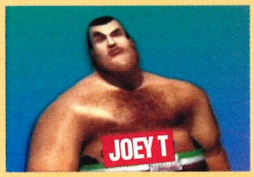
Publisher	Eidos Interactive
Developer	Blitz Games
Players	1
% complete	60%

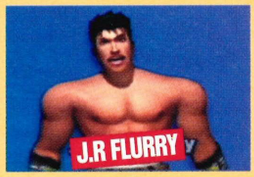
summing up> A game based on the hit Aardman movie can't possibly fail. It'll be clucking ace!

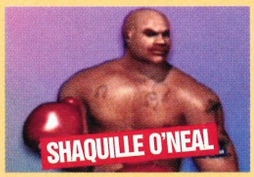
New Kids On The Block

> So you wanna meet the wannabe kings of the ring, the fresh new faces on the block? Well, here's the 11 new characters in all their glory. Fear not – there's a few bonus ones too, but we can't tell you who they are.

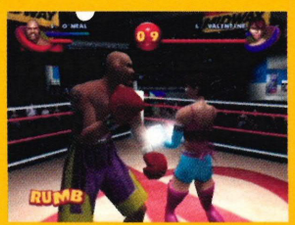








"The game's had a damn good workout in the gym"



coming soon to your Dreamcast >

Dreamcast magazine

anticipation rating Nov

Publisher	Midway
Developer	In-house
Players	2
% complete	80%

summing up> If the original wasn't enough for you, the sequel is guaranteed to send you spinning.

forecast.

latest games previewed

web site | www.sega.com

Sega GT

Not enough cars in Ferrari 355 Challenge for you? M-SR not good enough for you. Then let Sega GT be the game to satisfy you.

softography

previous works>

- Crazy Taxi
- Sega Rally 2

Sega

So you've already gone and bought yourself copies of *Ferrari 355 Challenge* and *M-SR* and decided there and then that your racing heaven is complete with no room for yet more wannabes. Well, sorry to ruin your party but there's one more guest who you've forgotten about and it's sure not happy about being left out in the cold. So without further ado, let us introduce the dazzling *Sega GT*.

Grand Designs

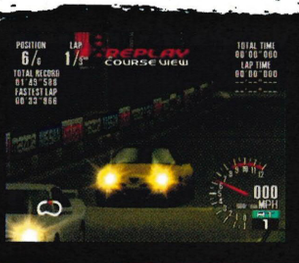
Whilst both *F355 Challenge* and *M-SR* are undoubtedly great, great games you'd be a mite rash if you were to pass your eye too hastily over the equally impressive *Sega GT*. Sure, it might not have the prestige of *Ferrari* or even the hype that surrounds *M-SR* but by no means is it in any way ,shape, size or form inferior to either of them because, as it stands, *Sega GT* is set to be another great Dreamcast driving game.

There's no denying that *Sega GT* owes its existence entirely to what, before now, was the definitive standard for racing games, *Gran Turismo*. But then if you're going to nick an idea you might as well nick from the best. As with *GT* the main bulk of the game revolves a whole set of licence tests starting with the shopping trolley cars of the E-Class and going all the way through to the turbo injected sports cars of the SA-Class. In other words, you have to work hard for the car of your dreams. On top of that there's also a load of Event races and tournaments which you enter to earn those big bucks to help you get enough money in the bank to realise your dreams. Which brings us to the cars.

Carmegeddon

The thing that really made *Gran Turismo* such a huge game was the incredible amount of cars that it had to offer. Well, *Sega GT* might not have quite as many (over 100), but what it lacks in numbers it makes up for in quality. Choose from the likes of various Honda Accords, Mazda MX5s or cars from the ranks of Toyota and Subaru – you name it, this game has more than likely got it. However, if all that wasn't

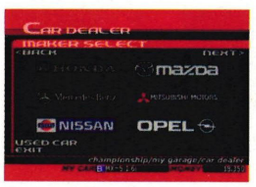
"Sega GT is set to be another great Dreamcast driving game"

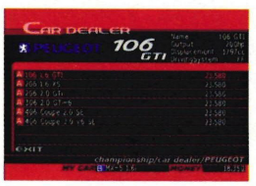


Manufacture That

So, with over 100 officially licensed cars in the game, who the hell manufactures them all? Here's who.

- Alfa Romeo
- Daihatsu
- Fiat
- Audi
- Dodge
- Ford
- Honda
- Mercedes Benz
- Nissan
- Peugeot
- Renault
- Subaru
- Toyota
- Mazda
- Misubishi Motors
- Opel
- Suzuki





enough for you a whole load of new manufacturers have been drafted in for the European version including Ford, Dodge and Audi. More than enough to keep you happy, we think you'll find.

Graphically, there's hardly a thing to fault with the game. The courses are gorgeously realised and along with the near-perfectly formed cars it's certainly a pretty sight to look at. So for those among you still not convinced that you need a third slice of gaming heaven this Christmas, let these screenshots speak for themselves and persuade you otherwise.

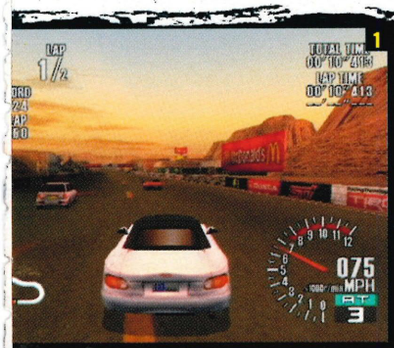
coming soon to your Dreamcast

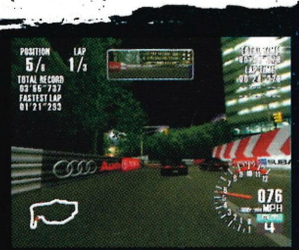
Dreamcast magazine

anticipation rating Dec

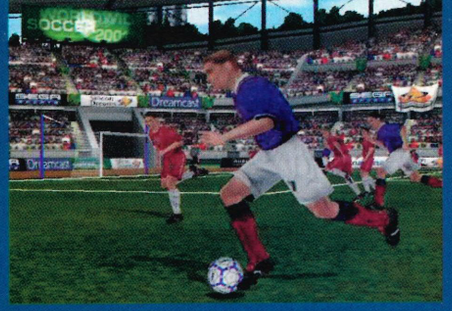
Publisher	Sega
Developer	In-house
Players	2
% complete	85%

summing up> If no other racing game satisfies you, *Sega GT* will fulfil your every driving ambition.





[1] All of the races comprise a total of six cars, so you'd better put your foot down. [2] If you earn enough money and pass enough tests, you could be driving this.



Sega Dream Soccer

Football's Coming Home... Again

With two football games already behind it in the last year, things are looking pretty good for Silicon Dreams. With the release of the latest version of the SWWS series next month, football perfection is almost at your finger tips.

softography

previous works>

- SWWS
- SWWS Euro Edition

Silicon Dreams

Put The Boot In

Although this summer's *SWWS Euro Edition* was a pretty fine game, it was riddled with bugs, something that *Sega Dream Soccer* looks to put to rights. Having undergone a graphical overhaul, the game looks better than ever with a new skeletal system in each player, male and female, allowing for greater movement and fluidity. Add to that 200,000 high-res motion-captured frames, new ball animation and players filled to bursting with over 2,500 polygons and what you have is an incredibly good looking game.

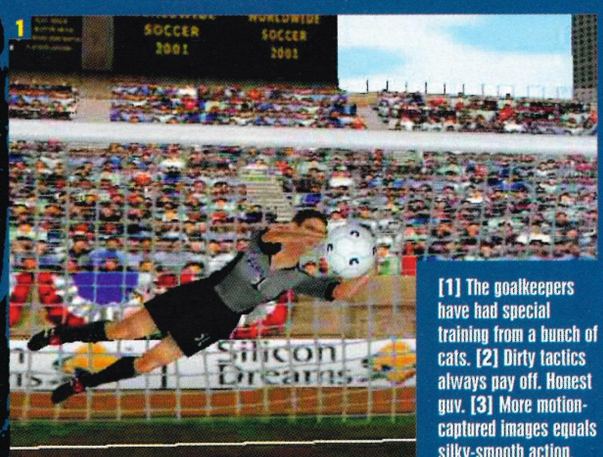
On The 'Ed

Of course you can expect all the usual modes of play, so whether you fancy a quick knock about with your mates after you've been booted out of the pub or feel like spending a rainy afternoon becoming European Champion, well you can. What more can we say – it's a football game. You know the score by now and it's going to be a thrashing.

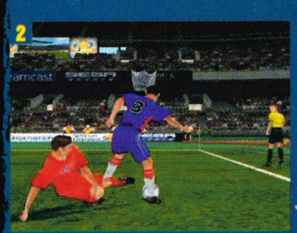
It's Dreamy

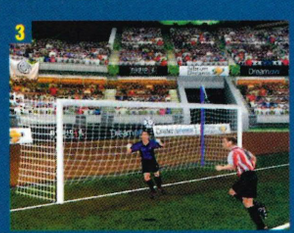
> Silicon Dreams has promised that the stadia in the game will be bigger and better than ever before, as they production shots show.

"It's so realistic, you can almost smell the sweat... well, maybe"



[1] The goalkeepers have had special training from a bunch of cats. [2] Dirty tactics always pay off. Honest guv. [3] More motion-captured images equals silky-smooth action.





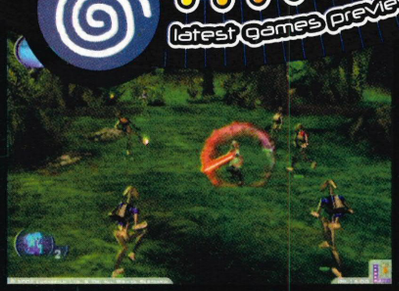
coming soon to your Dreamcast

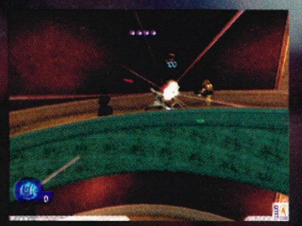
Dreamcast magazine

anticipation rating Dec

Publisher	Sega
Developer	Silicon Dreams
Players	4
% complete	75%

summing up> Is this going to be the best DC footy game yet? Odds on it will be.





Jedi Power Battles

The force is with you, but now it's coming to Dreamcast too. Whoppee!

A long time ago in a galaxy far, far away... blah-de-blah-de blah – you know the score by now. You're a Jedi, you kick some Dark Side ass and you get the girl... or something like that anyway. Maybe.

I Have The Power

With only the pod-racer crazy *Star Wars Episode 1: Racer* representing the *Star Wars* universe on Dreamcast so far, it's about bloody time that we saw some more crazy-looking creatures and lightsabre-buzzing exploits on our Dreamcasts. So thank God for *Jedi Power Battles*.

Already with a release on PlayStation this year, the game more or less follows the action of *The Phantom Menace* and it's your job as Jedi Master supreme to bring an abrupt stop to the illegal activities of the avaricious Trade Federation. But then you knew that already. Naboo is suffering and you are its only saviour, or as Princess Leia would have it, "Help me Obi-Wan Kenobi, you're my only hope." Only you don't have to play as the thrusting young Obi-Wan if you don't want to, because there's a choice of four other Jedi Masters to battle it out with instead (see boxout).

The Force Is With You

The lightsabre-fuelled action of the game takes place over ten expansive levels spread over various environments including the deserts of Tatooine, the insect-infested swamps of Naboo and the towering city of Theed before the ultimate showdown with you-know-who. And no, it's not Darth Vader. With the usual 'run around beating the shit out of anything that moves'-style gameplay, you can look forward to enough seriously fast and frantic action to satisfy even the most demanding *Star Wars* fans. But then what else would you expect when you've got destroyer droids throwing themselves at you by the dozen and battle droids queuing up to have a pop at you? Hey, you're a Jedi and it's all in an honest day's work.

softography

previous works>

- Star Wars Episode 1: Racer
- Star Wars Demolition Racer

LucasArts

So You Wannabe Be A Jedi?

Not content with just two playable characters the game gives you the chance to play several other Jedi's seen in the film.

Mace Windu

As a senior member of the Jedi council you don't want to go messing with old Mace Windu – he's tough as nuts and exceptionally well gifted in the force. Samuel L Jackson also played him in the film.

Obi-Wan Kenobi

Although he still hasn't managed to grasp full control of the force, Obi-Wan's youthful fervour and willingness to learn make him a formidable Jedi warrior and a good teacher for young Anakin Skywalker.

Qui-Gon Jinn

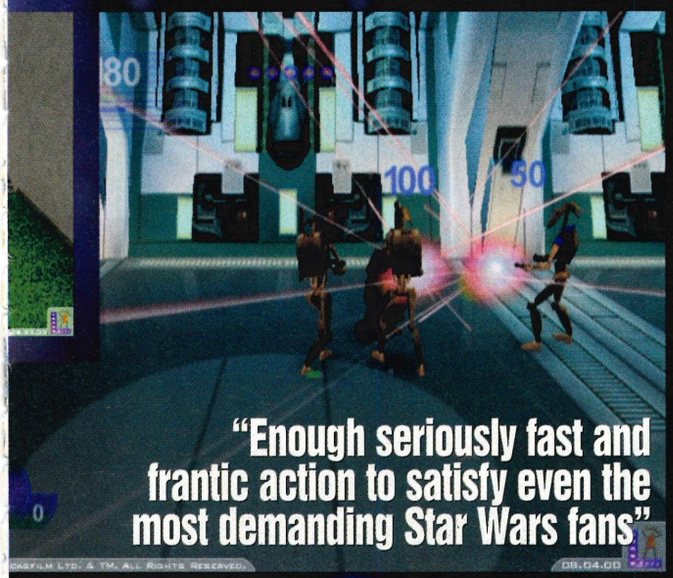
The wise old sage of the Jedi, Qui-Gonn, is the epitome of a Jedi Master, although his own rather questionable morals keep him from being appointed to the council. Just let Darth Maul kill him.

Adi Gallia

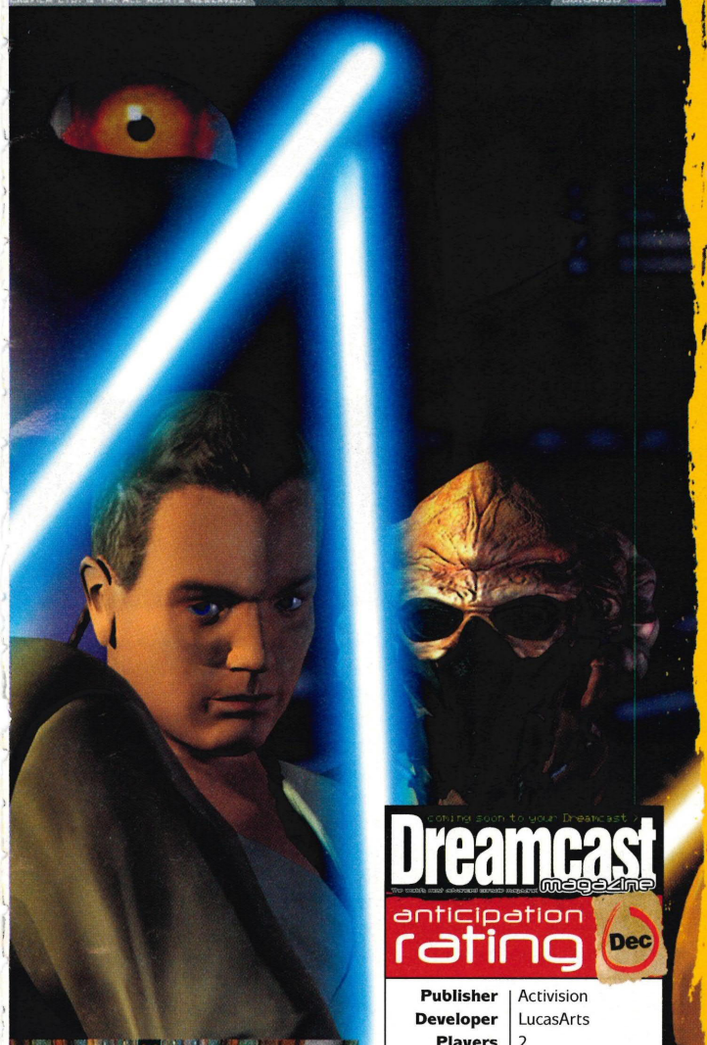
As a high-ranking Corellian diplomat Adi has a deep understanding of the politics of the New Republic as well as a vast network of contacts, making him a valuable member of the Jedi ranks.

Plo Koon

He might look like he's from the Dark Side but coming from the planet Dorin, he can't exactly help how he looks. Even so, he's a fiercely strong Jedi with incredible mind powers, so don't mess with him.



"Enough seriously fast and frantic action to satisfy even the most demanding Star Wars fans"



coming soon to your Dreamcast

Dreamcast magazine

anticipation rating Dec

Publisher	Activision
Developer	LucasArts
Players	2
% complete	65%

summing up> *Star Wars* fans rejoice – here's where the real action starts.

UPDATE

Disney's Dinosaur

Monster Action Dreamcast Bound

It's a trillion years BC (or something like that) and man isn't even a twinkle in the eyes of evolution. Instead, giant beasts walk the volatile earth eating, sleeping and getting in the odd fight or two. If only they new the dinosaur hysteria that would ensue all those years later...

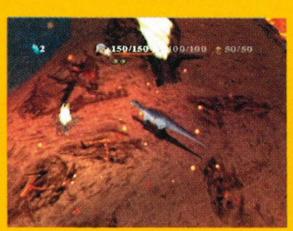
Beastly Times

Not wanting to miss out on the recent dinosaur bandwagon, Ubi Soft has cunningly timed the release of its latest romp in the park with that of what's guaranteed to be one of the biggest films of the year, *Disney's Dinosaur*. As with the film, the game follows the adventures of Aladar the Iguanodon, Zini the Lemur and Flia the Pterandon as you guide them safely to their nesting grounds. But it's not an easy business looking after a bunch of dinosaurs y'know, as you wander through finely detailed and spacious landscapes, solve puzzles, avoid predators – all on top of the usual traumas that face dinosaurs of the Mesozoic era. Even though it's aimed at a younger audience, the game is a dino-sized adventure with loads of levels and tonnes to do... and who knows, you might even learn something.

"The game is a dino-sized adventure"

Know Your Dino

> Another feature that Ubi Soft has added is the encyclopedia, which is aimed mainly at younger gamers as it offers a detailed profile of all the types of dinosaur in the game. Every time you discover a new beastie it is automatically added to the encyclopedia... which is nice.



Softography

previous works>

- Rayman 2
- Deep Fighter

Disney

coming soon to your Dreamcast

Dreamcast magazine

anticipation rating Dec

Publisher	Ubi Soft
Developer	Disney Interactive
Players	1
% complete	70%

summing up> With plenty to do and see, this is an ideal game for the DC's younger audience.

web site | www.capcom.co.jp

Dino Crisis

The dinosaurs are coming! Whip out those shotguns and prepare to get prehistoric on their butts!

The prospect of another PlayStation port on our beloved console hardly filled the DREAMCAST MAGAZINE team with a feeling of euphoria. However, when the game in point is a conversion of Capcom's excellent *Dino Crisis,* then we were willing to sit up and take notice. The title – which appeared on the PlayStation last year – offers up a mixture of straight-out action, exploration and puzzle elements; with a script that borrows heavily from Steven Spielberg's blockbuster *Jurassic Park* movies.

Jurassic Larks

You assume the role of the red-haired uber-babe Regina – a member of a special ops team that has been called in to investigate some strange goings on at an isolated military complex. Having arrived at the said base, it soon transpires that all is not well and before long you'll find yourself engaged in a fight to the death with a plethora of terrifying Jurassic throwbacks including raptors, pterodactyls and of course, a T-Rex. As the game's plot unfolds it emerges that the root of the problem lies at the feet of the enigmatic Dr Kirk (an AWOL government scientist) who has developed a mysterious new power source known as the third energy.

Bite Me

The successful completion of the mission will require you to find the missing doctor and obtain research notes detailing the production of the third energy. In gameplay terms the title plays in a similar fashion to *Resident Evil Code: Veronica*, although being a port from a 32-bit system the game currently lacks the finesse of Capcom's Dreamcast survival horror masterpiece. With that said, all of the staple elements of this genre are present and correct, although the living dead have obviously been replaced by flesh-eating dinosaurs. Unlike the Resident Evil games, *Dino Crisis* places more emphasis on puzzle solving and in contrast to the statue pushing antics of the RE series, *Dino Crisis'* puzzles require the player to fully engage their grey matter. Unfortunately, this conversion is looking somewhat uninspired and with the exception of the Dreamcast's higher resolution visuals, there's little to differentiate this from its PlayStation brethren. Fingers crossed that the game will offer suitably enhanced graphics and gameplay when it hits the UK later this year. We'll keep you posted.

"All the staple elements of this genre are all present and correct"

softography

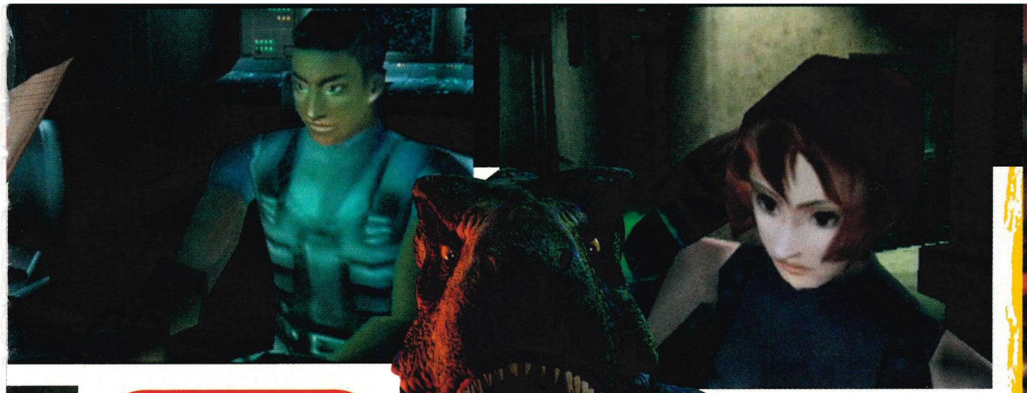
previous works

- Power Stone 2
- Resident Evil Code: Veronica

Capcom

Working Girl

If you thought Claire Redfield looked a bit tasty *in Resident Evil Code: Veronica* then wait until you get a load of *Dino Crisis'* Regina. This foxy redhead has a penchant for tight-fitting outfits and starts the game in a saucy, skin-tight leather number. However, by completing the game and meeting a certain number of criteria it's possible to unlock three additional outfits including a risqué 'lady of the night'-style ensemble.



Wiping Out

> In addition to the dino-blasting action of the main game, *Dino Crisis* also contains a special mission that goes by the name of Operation Wipeout. This extra quest can only be unlocked upon completion of the main game and requires you to re-enter the base and wipe out a set number of dinosaurs within a strict time limit.

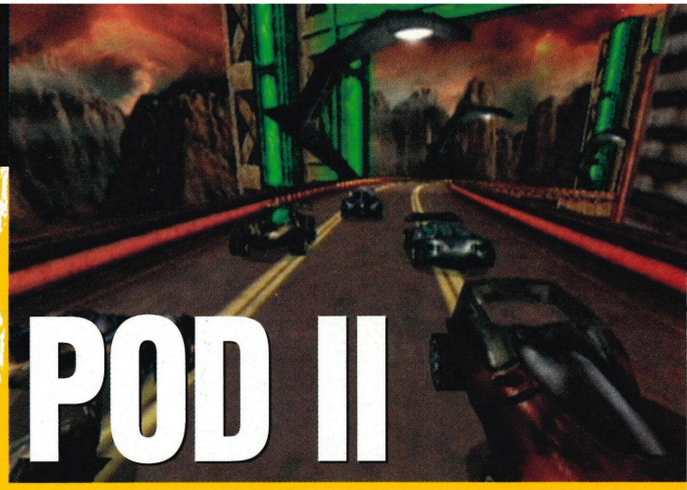
coming soon to your Dreamcast

Dreamcast magazine

anticipation rating Nov

Publisher	Virgin Interactive
Developer	Capcom
Players	1
% complete	95%

summing up> Despite sound gameplay, this currently looks like a half-hearted PlayStation port.



POD II

It's pod racing, but Anakin Skywalker is nowhere to be seen. Who needs George Lucas anyway?

The original *POD* first appeared on the PC back in 1997 and provided an adrenaline-soaked piece of futuristic racing action. Naturally, the Dreamcast, with its next-gen specifications and online capabilities, represents the ideal platform to play host to the ambitious *POD II*. This belated sequel will effectively carry on where its well-received predecessor left off and looks set to deliver one of the most engrossing racing experiences yet seen on the Dreamcast (no small feat considering the quality of competition). In terms of gameplay, up to four players select one of eight unique buggy-like vehicles and proceed to tear around the game's ten deeply imaginative tracks. A variety of bizarre collectable power-ups are also available and can be used to thwart the efforts of your artificially intelligent opponents. *POD II* currently bears strong similarities to the PlayStation's *Rollcage* titles, though the gloriously detailed environments you race through – including canyons, industrial areas and Volcanoes – could well set a new benchmark in the futuristic racing genre. The icing on the cake should be the game's promised online compatibility. Suffice to say we'll be including an in-depth review of this potential classic next issue.

softography

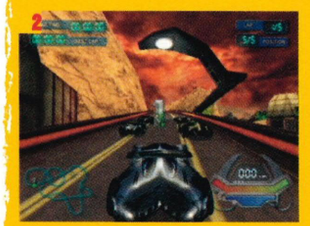
previous works>

> Ubi Soft
> Rayman 2

Ubi Soft

"POD II bears strong similarities to the PlayStation's Rollcage titles"

[1] A variety of bizarre vehicles are on offer in the game, each of them themed on an assortment of animals. [2] Trackside detail and draw distance are impressive throughout, as is frame rate.



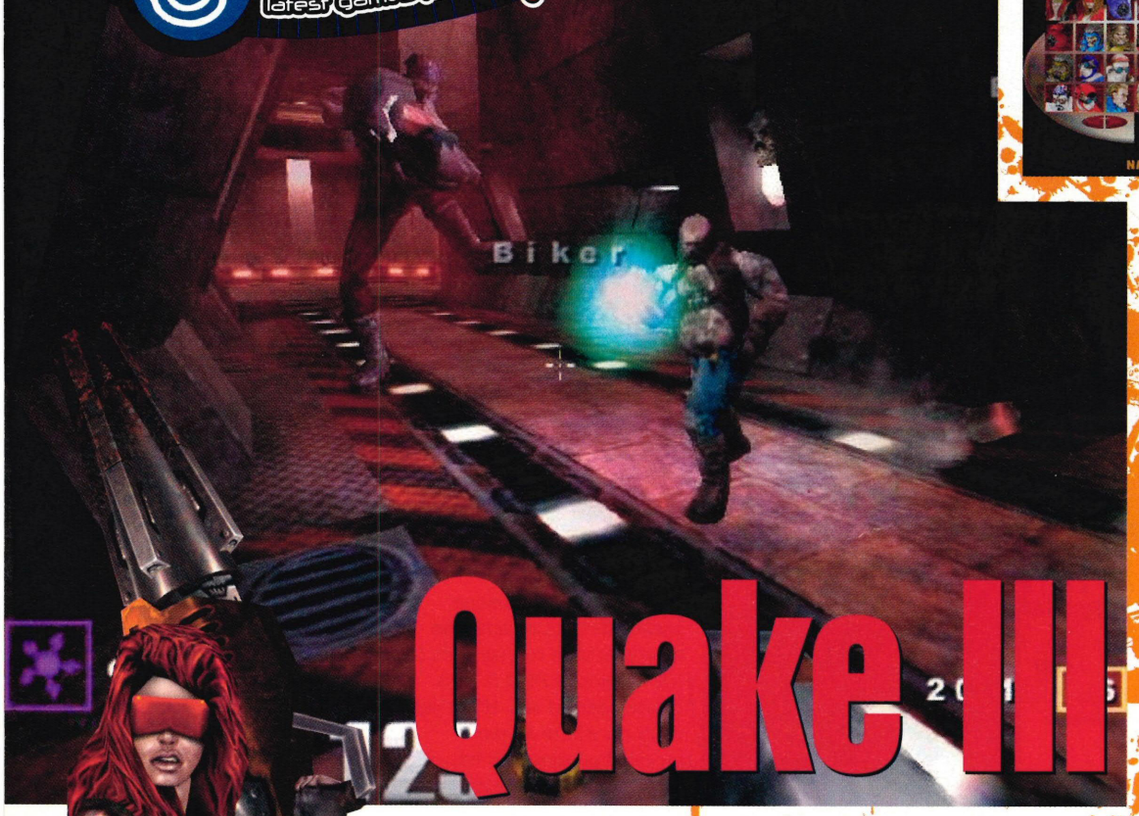
coming soon to your Dreamcast

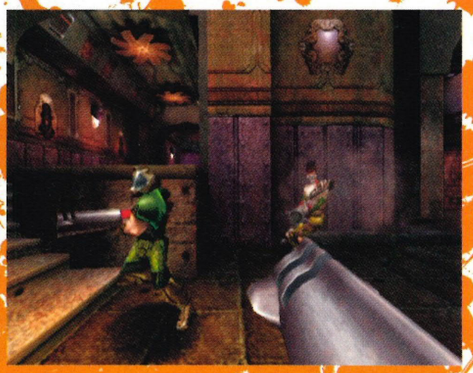
Dreamcast magazine

anticipation rating Nov

Publisher	Ubi Soft
Developer	In-house
Players	4
% complete	85%

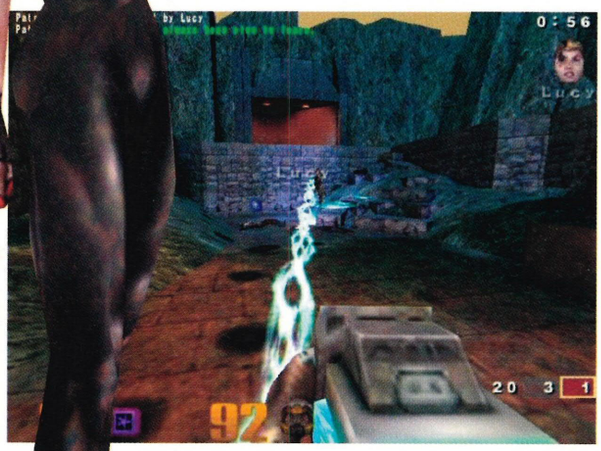
summing up> A promising-looking entry into the futuristic racer category.





Quake III Arena

softography
previous works)
> First Dreamcast game
id



You love it, we love it and we're only a month away from seeing one of the greatest games ever released on Dreamcast. Can you handle the excitement?

Okay, so let's get one thing straight from the start. *Quake III Arena* was a great game on PC but it's going to be even greater on Dreamcast. Why? Because this isn't just another cheap and cheerful port, but rather a version that has been improved and optimised in every respect, as well as having been jammed full of exclusive extras. In other words, it's not a conversion, it's an upgrade. Got it?

For Frag's Sake

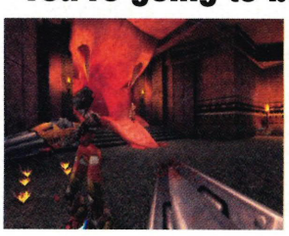
For those of you who don't have a clue what we're talking about – where have you been living for the past year? Pluto? It's only been the most played PC game and the most talked about DC game of the past year. The PC version has won a raft of awards and accolades (not to mention a legion of hardy Quakesters) so if that doesn't convince of just how mind-blowing this game is, well it looks like we'll have to.

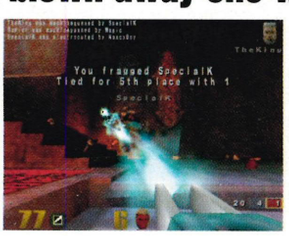
So how does running about as one of nature's more violent beasts in 30+ arenas, grenade launcher in hand (or any of the other weapons for that matter), blasting the bejesus out of anything and everything that crosses your path, sound to you? In other words, it has gameplay to die for (if you can keep up with the pace) and when combined with some incredible graphics, you have what can only be described as a beast of a game.

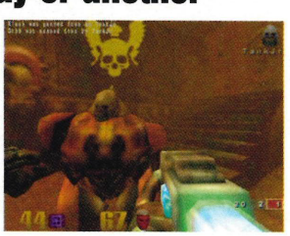
Arena Arena!

So what exactly makes the Dreamcast version so much better than the PC version? Well where would you like us to start? The new and enhanced levels? The improved graphics? Or maybe just the split-screen multiplayer? Graphically, the game is as good a PC to DC conversion as you're likely to see and in some areas many of the visual effects have been optimised to create even more life-like arenas. Dreamcast games just don't look this good, do they?

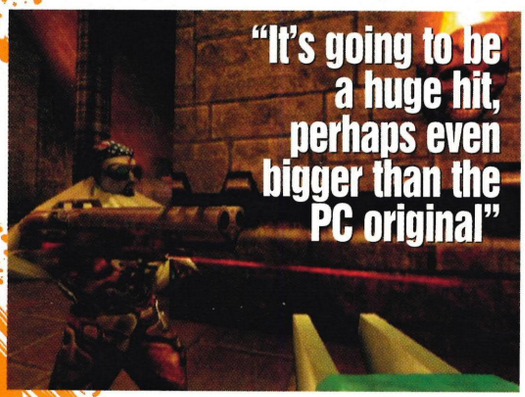
"You're going to be blown away one way or another"

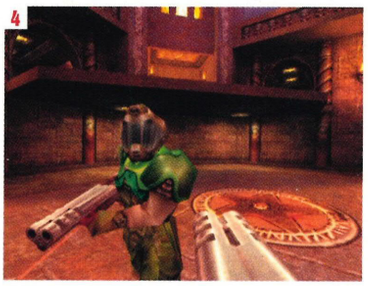






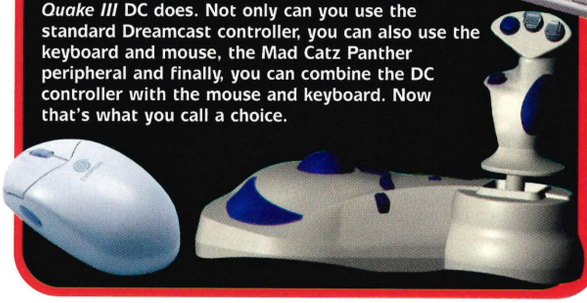
[1] Dare you step into the jaws of the Quake III Arena deathmatch? [2] Quake III isn't quite a religious experience, but it's a damn fine one. [3] If you didn't know the meaning of frag beforehand you will now. [4] When you have a gun this big pointing at your hand there's only one thing to do – run.





Control Freak

> There aren't many games that can boast four different types of control system but that's exactly what *Quake III* DC does. Not only can you use the standard Dreamcast controller, you can also use the keyboard and mouse, the Mad Catz Panther peripheral and finally, you can combine the DC controller with the mouse and keyboard. Now that's what you call a choice.

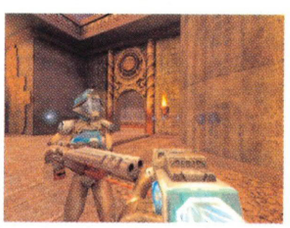


However, where the Dreamcast version really gets one up on its PC brethren is in the split-screen mode, which supports not two but four players. Before now, the benchmark for multiplayer split-screen first-person-shooters was the legendary *GoldenEye* (and more recently *Perfect Dark*) and that's on the miserly N64. Now if you thought that was pretty ace (and yes, we know it's ace, Simon) then you're going to be totally awestruck by what *Quake III* has to offer. All the action, all the gameplay and double the graphical quality. You'd better believe it cos you're going to be blown away one way or another.

Earthquake

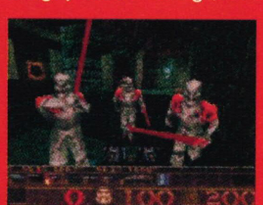
Although there are a whole bunch of new levels in the game (see boxout) there are plenty from the PC in there too, although they have been condensed slightly due to the Dreamcast's restricted capabilities in that respect. The effect of this, along with the fact that there will only be a maximum of four players at any one time, has meant that there is a slight change in emphasis in the gameplay. Where before you could happily 'camp' in one place and bomb a doorway knowing that soon enough some unfortunate soul would walk straight into the trap, in the DC version such underhand tactics simply won't pay off. In other words the style of gameplay has been refined, with more of an emphasis on stealth and strategy rather than blind hope... which can only be a good thing.

However, if you're worried that all this has compromised the rest of the game then cast those fears aside as everything else from the PC version is still firmly in tact. As well as the main attraction, that of fragging sevens bells out of anyone who's stupid enough to get in your way, there's also several other games to play (online or otherwise), namely 'Tournament', 'King-



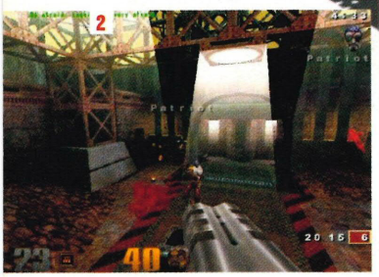
Haven't We Been Here Before?

> If you thought that this was the first time that a *Quake* game had appeared on a Sega system then you'd be wrong. Like so many other classic games (*Tomb Raider*, *Virtua Cop*) the original *Quake* actually appeared on the Sega Saturn back in 1997 when it was greeted with rave reviews. Some things just don't change, do they?



continued>

[1] One second there's a head there, the next it's nothing but bloodshed. **[2]** With full online pay with up to four players, there's no doubt that Quake III will be a must-have game **[3]** Get in the way of this and it'll be curtains for you.



What A Load Of Bots

> The real beauty of *Quake III* lies in the incredible AI of the Bots, a feature that makes the game a totally thrilling experience even in the one-player mode. The fact that each individual Bot has its own distinct style of play, be it a sniper approach or all-out kamikaze, makes the challenge even more enthralling. Just remember – never underestimate the power of a Bot, it could just cost you your life.

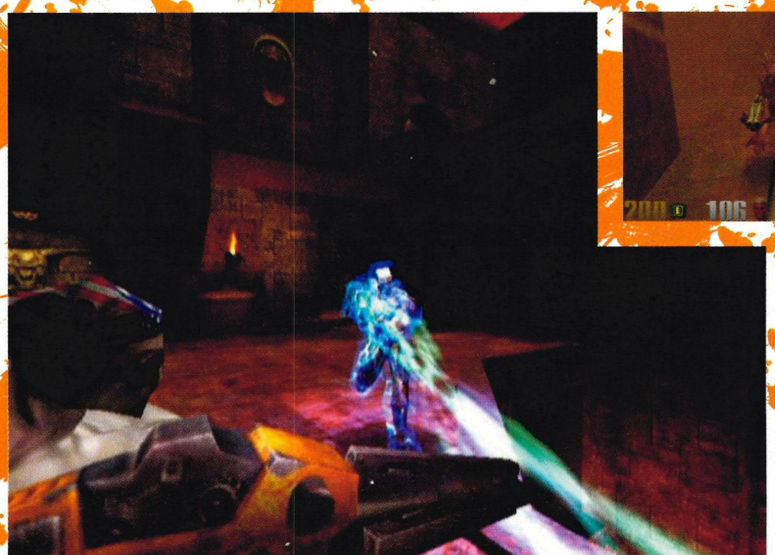
Of-The-Hill' and 'Capture The Flag'. Age-old games yes, but they've never been this much fun. Even the single-player game, which throws you against some of the most refined AI Bots you're ever likely to face, will keep you enthralled for hours and if nothing else, will prove to be an ideal training ground before the merciless online play.

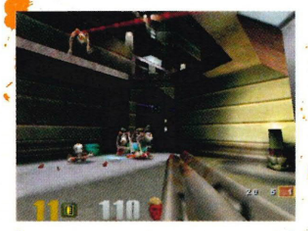
DC>PC

In regards to the online play itself, each game server will only support a maximum of four players due partly to the size of each map and partly to the fact that we're dealing with a 33k modem. If there were any more players, slowdown and other graphical glitches would become a major factor... which we'd rather not have. Which brings us to the whole PC>DC issue which, you'll be glad to hear, will be possible, so Dreamcasters will be able to pit their wits against seasoned, blood-thirsty PC players... if you're feeling suicidal that is. Like lambs to the slaughter springs to mind. However, PC gamers will not be able to employ their dirty tactics and infiltrate the Dreamcast-only servers, as it will be up to the Dreamcast player to decide if they want to dive in with the big boys on the PC servers. But then only the foolhardy, or arrogant, would be so impetuous.

With all this in mind and the folk at Sega working day and night testing every aspect of the game for glitches, especially the online features, *Quake III Arena* on the Dreamcast looks like it's going to a huge a hit, perhaps even bigger than the PC original. So no complaints there. But there is one consequence as a result of all this – that of the game being put back by a month with a release of 8 December now being slated by Sega. Well we've already waited a year for it – what's one month going to change?

"The style of gameplay has been refined, with more of an emphasis on stealth and strategy rather than blind hope"





Mapped Out

> So you want to know what extra features the Dreamcast version is going to have then, huh? Well how about 14 exclusive levels for starters?

Blue Monday
Hidden Fortress
Dark Chapel
Gaze of the Abyss
Evil Playground
Revolver
Frenzy
Incinerator
Brute Force
Agony
Crisis
Blast Radius
Fallout Bunker
Slow Burn

coming soon to your Dreamcast

Dreamcast magazine

anticipation rating Dec

Publisher	Sega
Developer	id Software
Players	4
% complete	80%

summing up> *Quake III* is yet another great reason why you shouldn't buy a PS2.

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IT'S SIMPLY NOT A DREAM

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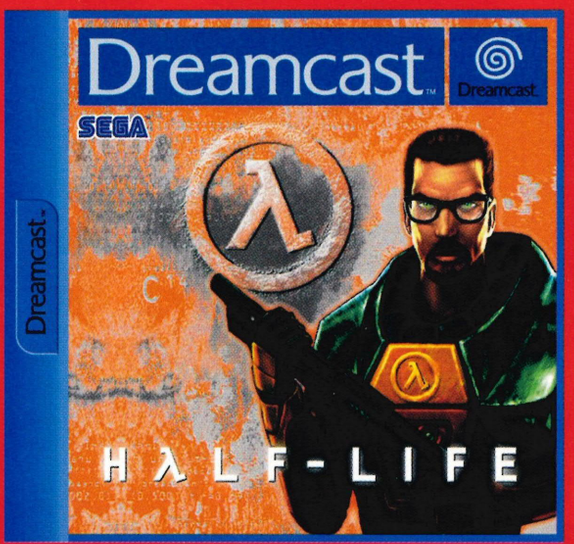

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Role With It

Don't know your fairy sword from your mystic staff? Then you're in the right place – Martin Mathers takes a look at the past, present and future of role-playing, along with some previews of what Dreamcast owners have to look forward to...

Of all the types of videogames out there today, the genre that has gained the most recognition as of late has to be that of the RPG. RPGs (or Role-Playing Games as they're usually known by people who want to be picky) are one of the more involving genres of videogames, simply because they're the kind of game that can't be finished in five minutes flat. Generally, you can tell if a game is an RPG just from a simple checklist of things – if there's a sword-wielding, magic-using hero (usually a young person), an innocent group of people in need of help and a terrible evil plaguing the land, then you've probably got an RPG on your hands. You lucky fellow, you...

I Sense Much Good In You

Despite appealing to a smaller amount of gamers than other genres, adventure games have always had the reputation of selling well. Thanks to the recent popularity of 'huge' titles like *Final Fantasy VII* and *VIII*, *Zelda: The Ocarina Of Time* and the *Resident Evil* series though, the RPG genre has been blown wide open and become so much more than just a niche market thing. But why are they so popular? It's probably because they're so much more than just games – whereas regular videogames offer escapism at the basic level, an RPG (with its unique blend of characters, locations and story line) allows you to actually become part of the tale... much like like

"Despite appealing to a smaller amount of gamers than other genres, adventure games have always had the reputation of selling well"

A Stitch In Time

Can you see how much work we do just for you? We've worked our fingers to the bone in order to compile a complete history of the RPG genre – here, in chronological order, are some of the high (and low) lights of our time...

Publisher: Sega **Developer:** In-house **Release Date:** October 5 (Jap), Early 2001 (UK)

Skies Of Arcadia

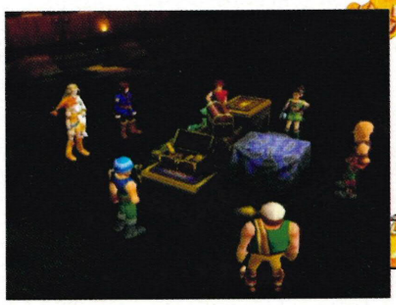
The Story: It's the age of navigation and exploration – people in the land of Arcadia (floating high in the sky, strangely enough) have started to get itchy feet and set out to discover what lies on the other side of the horizon. Of course, with adventure comes danger; behind the clouds lurk the dreaded Sky Pirates, ready to steal the treasure of any would-be prey.

These pirates are split into two groups – the Black Sky and the Blue Rogue. Merciless to the core, the Black Sky will steal from anyone they can overpower while the Blue Rogue are the Robin Hoods of the sky; they rob from the rich and give to the poor. Taking control of Vyse, a young member of the Blue Rogue, we follow the travels of his fellow pirates as they attempt to survive, explore new lands and try to settle some old scores with the evil Valuan Empire...

First Impressions: Having recently settled down with a mug of hot cocoa and a preview copy of the game, we can safely say that *Skies Of Arcadia* is a sure-fire winner in every department. For starters, the game has some of the most beautiful visual effects we've experienced in an RPG – as you can tell from the screenshots dotted around this page, it certainly looks mighty fine. Each town offers its own distinct atmosphere (with a musical score to match) and looking towards the horizon allows you to see where you could be heading next, way off in the distance.

As for the game itself, it's nice to see a good mixture of both old-school RPG stylings (weapons, magic and monsters like you'd never believe) and up-to-date additions that weren't previously possible – the ability to explore any area in full 3D or go wherever you fancy via your airship, effectively handling the story in any way you want, is something pretty special. The added fact that airships can do battle, leading to the need for repair and weapons improvement is something we haven't seen before either...

Not surprisingly for a Sega game, though, it's the story line that really draws you in, with its collection of intriguing characters and stunning locations. We've only just begun to scratch the surface of the game and already we find ourselves desperate to find out what happens next. Needless to say, by the time the need for a PAL review comes round, we'll be completely clued up on the goings on in Arcadia. Really, we will.



The Verdict: Typical Sega – ignore the RPG genre for ages and then come out with possibly the best role-playing game we've seen in absolutely ages. As cracking RPGs go, this is an absolute winner...

1972 ADVENTURE

> It might have just been some text on a screen but this was without a doubt THE game that started it all. We bet you can't find anyone that played it though.

1976 ZORK

> Yes, it was a re-working of *Adventure* – but better and with jokes. Released worldwide in 1980, it has since been done again and again and again... but it's always been fun to play.

1979 ESSEX MUD

> Ooh, stimulating. A bunch of tank top-wearing uni spods created this – the very first multi-user dungeon. Bet playing it was a whole lot of fun... no, really. Saying that though, you can't knock them for being the first people to try something like this – after all, it did pave the way for the future of role-playing games...

continued >

continued

reading a book, only where you get to decide what happens next.

So what is it that makes a good RPG? Well, it's all about story-telling – if it has the ability to tell a convincing tale and make you care about the characters, you've got a winning adventure game. Empathy is an important emotion that needs to be invoked in order to keep gamers hooked; as with films, you need to keep the audience interested or they'll just switch off. Obviously, there are many other elements that combine to make a great RPG – interesting locations, spectacular battle and magic effects all have to be taken into account, but for the most part, the story and characters are the key elements in creating a memorable RPG.

You've Come A Long Way...

To say that RPGs have come far since the whole conception of playing games where you're pretending to be someone else is a severe understatement. Way back before some of us were even born (before home computers... gasp), playing an RPG meant sitting round with your mates, throwing a few dice and scribbling some notes on a scrap of paper... oh, and maybe even putting on a silly voice if you were really

"For the most part, the story and characters are the key elements in creating a memorable RPG"

You Know You're In An RPG When...

- There's a 'mysterious cave' just down the road from your house that no-one has ever visited and come back from... alive. Oooh.
- It doesn't matter how clever you are – there really is only one solution to any problem (and it usually involves switches and something you picked up earlier).
- You don't need an ambulance when you get hurt – simply eating fruit or drinking anything red cures your injuries instantly.
- That dirty, smelly old bloke that lives at the end of your road really is a wizard... despite what everyone else tells you.
- Your local pond is populated with a bunch of half-man, half-fish, half-walrus creatures whose water supply is being mysteriously polluted by someone.
- Going down the pub with mates takes careful planning – you're only allowed to take three other people with you and even then, you have to go out in a party... not a group.
- Your mum always nags you to save your rupees for a rainy days (especially the big shiny red ones).
- One of your best mates is a midget with a limp and a big axe, who provides comic relief in nearly every situation... a bit like Alex at Dreamcast Mag then.
- Any locked door in your way can be opened with a 'Small Key' sitting in a chest just around the corner.
- Speaking to the same person ten times in a row results in them telling you EXACTLY the same thing, word for word.
- No matter how huge your sword is, there's always someone out there with a bigger one.

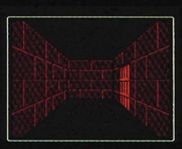
timeline continued

1980 ULTIMA

The beginning of possibly the longest running series of titles in the history of videogames. Monsters, spells, treasure and the purest RPG action ever. It's still going today, you know.

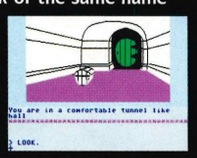
1981 WIZARDRY

Yep, we think it looks crap too. Still, what do you expect from an early Eighties game. It appeared on a ton of formats and has more sequels than you can shake a big magical staff at.



1983 THE HOBBIT

A text adventure... with graphics! Based on the book of the same name (well, duh) this was *Zork* but with an already well-known story. All a bit pointless if you ask us, really.

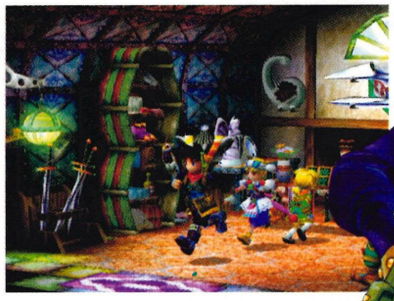


1984 KING'S QUEST

There really have been far too many *King's Quest* games out over the years and they're all practically the same... except for the *Tomb Raider*-style last one, which was quite good.

Publisher: Ubi Soft **Developer:** Games Arts **Release Date:** Out Now (Jap), Early 2001 (UK)

Grandia 2



The Story: Right, time for the history lesson. Many thousands of years ago, the God of Light named Granas and the God of Dark called Valmer had a bit of a scrap in the heavens above. This wasn't your usual playground fisticuffs though – oh no. In fact, the resulting cataclysm nearly ended the world and left it scarred with many unpassable crevices running across its surface. After the battle, the Gods fell into a slumber and the world evolved beneath them...

Eons later, the church of Granas arose with the sacred pledge of keeping Valmer and his evil forces at bay. Using the mystical powers of a young girl, the time has come to renew the seal needed to keep the world safe – thankfully, it's your job to escort the girl to the ceremony. Not surprisingly, things don't go quite according to plan and now it looks as though Valmer might be coming back for a second crack at destroying the world. Who's going to stop him? Why, you of course! Ooh, sounds dangerous.

First Impressions: Okay, so the story line bears little resemblance to the original game, but many other aspects of the *Grandia* world have remained intact, while being improved at the same time. Unlike most other RPGs, for example, the world of Grandia is entirely 3D – by rotating the land with the trigger buttons, you can search every corner of it... and what a massive land it is. With over 50 hours of gameplay promised before the final battle with Valmer (oops... have we said too much?) there's going to be plenty of exploring for to do before bedtime.

Thankfully, there's loads to keep you occupied during that time – there are plenty of dungeons that need clearing out, more than enough towns for you to rest your weary head and as for the monsters... well, let's just say they're a bit rougher than your average monster. All in all, it looks as though *Grandia II* has got everything you could ask for from an RPG and just that little bit more besides. Of course, we'll have to wait until Ubi Soft releases it next year before we can be sure...

The Verdict: Not quite in the same league as *Phantasy Star Online* but if it can match up to the expectations set by the first game, *Grandia II* could be one of the best RPGs of the bunch.

1

[1] You want some, do you? Come on then – take that and some of this too! **[2]** Here's the girlie you've got to look after... right now though, she's been possessed by an evil demon. D'oh! **[3]** Exploring each dungeon is all part of the fun. **[4]** Cor! Just look at the view from up here, guys!

2

3

4

1985 THE BARD'S TALE

> There couldn't have been much to do in 1985, if the fact that this was the most popular RPG then is anything to go by. Sequels were made in 1986 and 1988... like you really care.

1986 THE LEGEND OF ZELDA

> After the success of *Donkey Kong* and *Super Mario Brothers*, Miyamoto moves into the realm of RPGs... and pulls it off with incredible success. Again. Ain't that just bloody typical?

1987 DUNGEON MASTER

> One small step for man, one giant leap for RPG-kind. *Dungeon Master* might have spawned a ton of rip-off titles, but it was easily the biggest and the best of them all. It was great!

1988 LEISURE SUIT LARRY

> Perverts of the world unite – the era of Leisure Suit Larry started here! Mix one part regular RPG with ninety nine parts pervy humour... you get the idea. Tit jokes and lots of ladies ahoy!

continued >

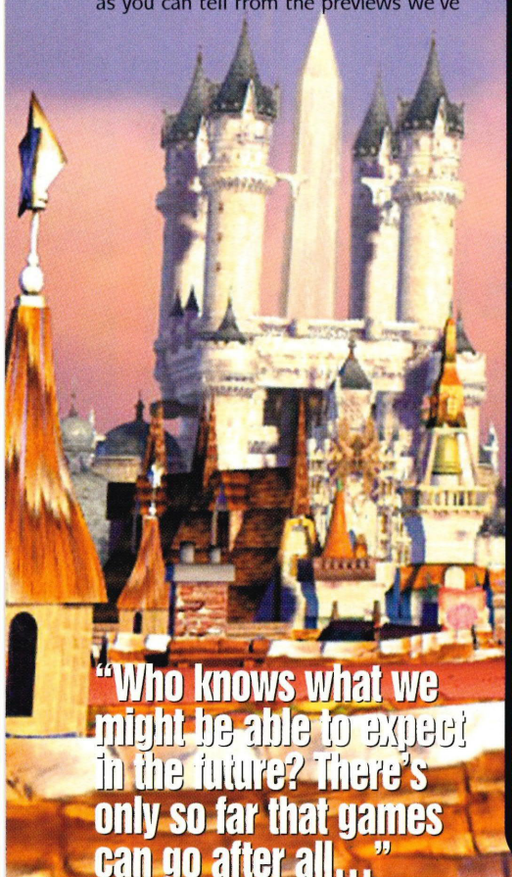
continued>

'getting into it'. Ultimately though, it was only a matter of time before the idea of bringing role-playing to a wider market came about...

Ever since the first text adventure RPGs like *Adventure*, *Zork* and *The Hobbit*, computer games have been the main outlet of the RPG genre – while real-time gaming such as *Warhammer* is also popular, it can never be as accessible as the videogame medium. Over the years, these games have developed in such a way as to embrace the new technology available; first came graphics (wow) and then came the ability to share the same adventure with others via online play. Games such as *Ultima* are an ideal example of an RPG series evolving over time – with over ten titles under its belt, it still remains as one of the pinnacles of the role-playing genre thanks to the adaptations made to a near-perfect formula through the years.

We See The Future

Of course, the question to ask now is obvious – where next for the role-playing game? As far as the Dreamcast goes, there's already plenty to look forward to; as you can tell from the previews we've



"Who knows what we might be able to expect in the future? There's only so far that games can go after all..."

Publisher: Sega **Developer:** Sonic Team **Release Date:** December 21 (Japan), Early 2001 (UK)

Phantasy Star Online

The Story: Following the demise of the mother planet (that's Earth, in case you didn't know), the human race has begun the search for a new home. After some time, a long distance probe discovers a suitable planet called Ragol – naturally, a scout ship gets sent ahead to check out the terrain and prepare everything for the arriving emigrants, as well as construct the Central Dome where life will continue to flourish.

Seven years later, a ship known as the Pioneer Two makes the long journey to Ragol – with the Central Dome complete, the evacuation of Earth can finally begin. Arriving in orbit around Ragol, the ship prepares to land on the surface... before a huge explosion rips through the atmosphere and cuts off all communication with the Central Dome. What happened down below? Who is responsible for the sabotage of the evacuation? That's for you to find out – as one of the governor's crack hunters, it's your job to head down to Ragol and find out what went wrong. Typical.

First Impressions: If there's one thing we've learnt from Sonic Team, it's that it take a genre and then totally changes the rules. Right back from the days of *NiGHTs* and *Burning Rangers* on the Saturn to *Chu Chu Rocket!* and *Samba De Amigo* in the present, you know a game is going to be special if Sonic Team has touched it. Is it any different with *Phantasy Star Online*? Of course not...

Obviously, the emphasis of the game is on online play (as the name suggests... duh). Unlike other online titles though, this one can be played worldwide – gamers from the US, Japan and Europe can all exist in the same game world which will be up and running 24 hours a day, seven days a week. Don't worry if you can't speak Japanese though; the problem of translation is dealt with through the innovative 'Word Select'. Just choose the words you want to say from the menu provided and your message will appear for everyone to read in their native language – there are also universal symbols for actions such as 'Fight', so everyone knows what's going on. Amazing!

As for the lead character in the game... well, there isn't one really. Rather than having set characters to control, you simply make one up from scratch – everything from their name, armour and hair colour to what sort of character they are (there are three to choose from; the short-range Hunter, the long-range Ranger or the magic-using Force) is totally up to you. Ultimately, this means that when you finally

timeline continued>

1989 The Secret of Monkey Island

> The first adventure of Guybrush Threepwood was the definitive 'point 'n click' adventure – with tons of humour and some ace puzzles, we still pop back and play it today...

1990 Captive

> Tony Crowther's attempt at the *Dungeon Master*-style RPG was pretty special, but also flippin' hard. We used to have it on the Amiga, but we never finished it 'cause we got stuck.

1991 Final Fantasy II

> The first *Final Fantasy* game to get a Western release, this was actually a conversion of the Japanese *FF IV* ... yep, we're as confused as you. Damn. We've caught up now though.

1992 Myst

> Less of an RPG and more 'lots of pretty pictures stuck together with some puzzles thrown in for good measure'. It still sold loads though – God knows why that happened.

[1] When the UK version comes out, you'll actually be able to read what this bloke is saying. Right now... we haven't got a clue. [2] Have some of this, you nasty spider things! [3] Hmm, we thought horns were out this season... [4] Looks great, doesn't it? We can hardly wait for it to arrive!

hook up with other players around the world, you'll look and act like who YOU want to be. When you want to undertake missions, you'll have to meet up with other players – by requesting for people to join you in your quests at various locations in the game, you'll soon have a band worthy of beating any monster in the galaxy.

Of course, so far we've only seen other people get to grips with *Phantasy Star Online* within the bowels of Sega HQ; being the secretive types that they are, the bods at Sega haven't let us have a play with it yet. Damn. Still, that doesn't stop us from drooling at the thought of getting hold of the game when it arrives some time early next year. Better start saving those pennies now – you'll be online for a long, LONG time.

The Verdict: If you only buy one RPG for your Dreamcast, it's got to be this one... even if you don't like RPGs. In which case, you'll learn to like them – by God, you'll learn.

Best Of The Best

> It took us a while but after bashing out ideas for a good few days, we finally managed to compile a list of our favourite RPGs ever. These are the ones you'll want to check out if you're looking for the ultimate in role-playing/adventure experiences... honest. Games that failed to make the cut include *Pokémon* of both the Red and Blue kind, *Baldur's Gate* (we don't like Dungeons & Dragons), *Final Fantasy VIII* (because it was too complicated) and *Alundra* because... well, just because of the amount of stress it caused here at Paragon Towers.

5 ShadowRun (SNES)

Blimey, this was tough. Without having a clue who you were or what you were supposed to do from the start of the game, *ShadowRun* managed to convey the futuristic world of big corporations and techhead hackers living in cyberspace perfectly. Like we said though, it was difficult – very, VERY difficult.

4 Grandia (Saturn)

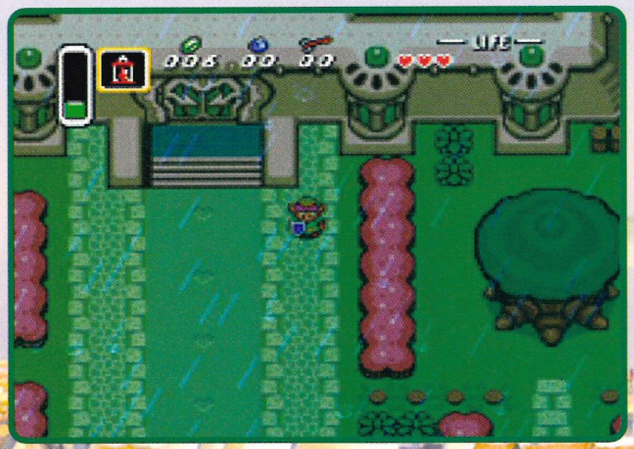
Possibly the most popular RPG to ever grace the Saturn, this is the main reason why so many people are anticipating the release of *Grandia II* early next year. We can't really put our finger on what it was that made *Grandia* so great, but believe us when we say that if the sequel is even half as good, you'll want it.

3 Final Fantasy VII (PlayStation)

Unlike *FFVIII*, we actually played through to the end of this one because it was so darn good. Here's an interesting fact for you though – Square wanted to release *FFVII* on the N64 but Nintendo declined because it contained scenes involving a brothel and someone urinating in the street. Can you say 'idiots'?

2 Secret Of Mana (SNES)

Yep, it's another Square game but this one was even better than the *Final Fantasy* series, despite coming out years before. The fact that it had a massively engrossing story line, graphics to die for (by SNES standards, of course) and was a three-player RPG – yes, really – makes it almost perfect in our books.



1 The Legend Of Zelda: A Link To The Past (SNES)

You might disagree, but in our opinion this is possibly the best damn RPG game that we've ever played. It managed to combine tons of gameplay, plenty of hidden secrets and some kick-ass dungeons, then roll in our favourite adventure franchise to create a game that we still play on our emulators today.

1993 LEGEND OF KYRANDIA

> The first game in the Fables And Fiends trilogy appeared in 1993... and we loved it to pieces. Well, Mart did. In fact, he's still got them all at home, you know... honest.

1994 SYSTEM SHOCK

> Wow – a proper 3D science fiction RPG. Not surprisingly, it was incredibly popular. The sequel is supposedly coming to the Dreamcast – now keep your fingers crossed.

1995 SUPER MARIO RPG

> The very last example of Square and Nintendo teaming up, *Legend Of The Seven Stars* (as was its full title) never even came out over here. Shame. Still, at least there's a sequel coming!

1996 MAGIC: THE GATHERING

> It's like Top Trumps, right... but with magic and stuff. Following the popularity of the card version, it was only a matter of time before they made a videogame...

continued >

continued ›

got on offer here, you'll be able to pick up a number of grade-A RPGs and adventure games in the very near future. *Skies Of Arcadia* and *Grandia 2* both have the potential to become the 'classic' RPGs of the future while games that have been hyped like crazy, such as *Shenmue* and *Phantasy Star Online* are guaranteed to make their mark in the history books as well. That doesn't mean that the limits of what can be done with role-playing have been reached though... not by a long shot.

Certainly, *Phantasy Star Online* has taken the first step towards creating the 'next-generation' role-playing game, by merging modern technique with ideas that have been around for a while. While online RPG play has long since been the lot of the PC gamer, for example, console owners are only just about to experience what it's like – cross console-style RPG with a PC-style MUD and you get a massive multiplayer game like no other on any home console. After this though... who knows what we might be able to expect in the future? There's only so far that games can go after all...

And The List Goes On...

› Now, hold your horses there young fella – don't go thinking that the three fine fillies previewed are the only RPGs to be heading to the rich pastures of the Dreamcast in the near future... no siree. There's plenty more where that came from, as you'll probably be able to tell from the veritable role-playing platter that we've served up for you below...

Shenmue (Sega)

Release Date: December 8 (UK)

If you don't know what *Shenmue* is, you either haven't been reading our magazine properly or are clearly two sandwiches short of a picnic. Coming from the same man that brought us classics such as *Virtua Fighter* and *Ferrari 355 Challenge*, this epic adventure game changes everything that we've come to expect from RPGs. The first chapter is just around the corner for us Brits... while the Japanese are eagerly awaiting Chapter Two. Bugger.

El Dorado Gate (Capcom)

Release Date: Out Now (Japan), TBA (UK)

Another first for Capcom – *El Dorado Gate* is the very first bimonthly RPG, with each disc containing another slice of the adventure that can be played on its own or in sequence to build up the whole story. Sounds pretty smart, doesn't it? Well, it is – however, it's looking more and more unlikely that Capcom will ever bother to release it outside of Japan. Come on Capcom... we're begging you. Please!

Hundred Swords (Smilebit)

Release Date: Mid 2001 (UK)

From the people that brought you *Jet Set Radio* comes what looks to be yet another killer strategy RPG appearing on the Dreamcast. Taking the form of an online strategy adventure, you have to build up your armies and then conquer neighbouring worlds in a quest for power and glory. It's already available to play in Japanese arcades, so the process of bringing it to the Dreamcast shouldn't take too long... we hope.

Agartha (No Cliche)

Release Date: Early 2001

Ever thought that RPG story lines were too rigid? Want to dictate where you go and what you do? Well, that's what Sega is trying to do with *Agartha* – set in the early 20th Century, an ancient evil has been uncovered lying dormant in the underground city of Agartha. You don't just control the main character of the game though; you also dictate whether you're out to save the world or end it... sounds pretty special. We'll have to wait and see though...

Illbleed (Climax)

Release Date: Jan 2001 (Jap), Mid 2001 (UK)

Okay, so it's not exactly an RPG as such – more of a *Resident Evil*-style survival horror adventure. Still, it's got the basic markings of an RPG so we're tossing it in anyway. Filled with tons of suspense, plenty of terror and loads and loads (and loads) of blood, we're betting this one will be censored before it even reaches our shores. Believe us, not even the nastiest of the *Resident Evil* series was as gory as this one...

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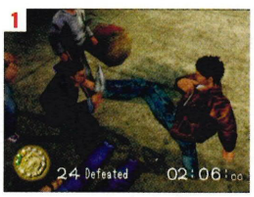


2

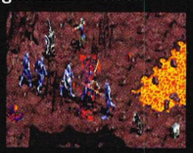
3

[1] Without a doubt, Shenmue is one of the most anticipated games for a long time. [2] Despite reaching the top of the Japanese sales chart, El Dorado is unlikely to come out over here. [3] Hundred Swords looks complicated to us...

timeline continued

1997 DIABLO

› Taking the RPG genre back to its roots, *Diablo* brought hack 'n slash adventure games back into fashion. It was made by Blizzard, the company behind *StarCraft*.

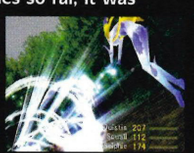


1998 BALDUR'S GATE

› Another classic D&D-style RPG romp through a troubled land. This was supposed to be coming to the Dreamcast – it isn't any more though. Damn you, Interplay... damn you all!

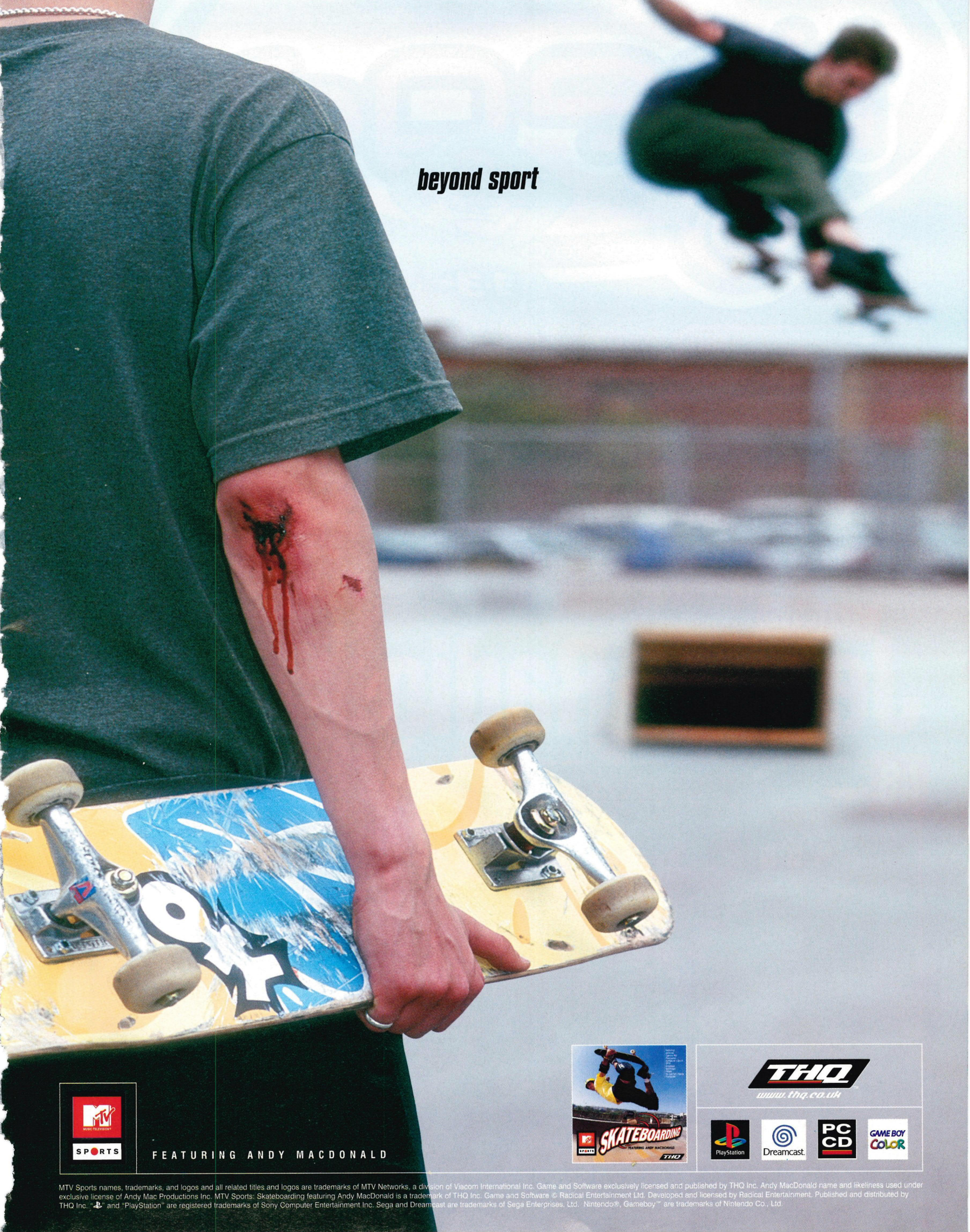
1999 FINAL FANTASY VIII

› Possibly the most beautiful of all the *Final Fantasy* games so far, it was marred only by the fact that it was really complicated and... well, actually quite boring.



2000 LEGEND OF MANA

› Looking more gorgeous than Jordan in a bathtub-full of lemon jelly, the sequel to *Secret Of Mana* is starting to keep us glued to our screens for hours and kill our social lives.



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the game

guide to D gaming

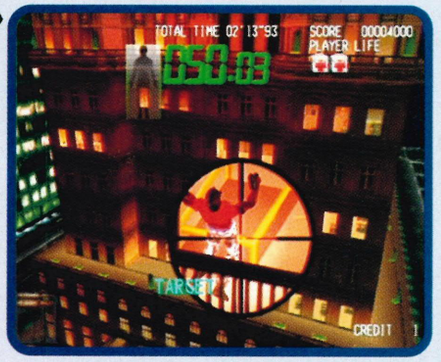
Another great game from Sega? Better get your skates on!

EXCLUSIVE!

Jet Set Radio

48

UK Reviews



Silent Scope
52 Exactly how good are you with a loaded weapon?

ESPN International Track and Field
60 Aren't your fingers worn down to the bone yet?

MS-R
62 All around the world... driving games just got a whole load better!

Gunbird 2
66 Guns at the ready – it's retro shoot-'em-up time. Whoopee!

Sega Extreme Sports
68 Sporting action for the MTV generation (or something).

Super Runabout
72 Two words thrown together. Both are inaccurate.

All the latest Dreamcast games reviewed and rated!

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

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

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

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

2nd OPINION
As if one expert opinion wasn't enough, we give you a further point of view to help you make those informed purchases!

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

The Dreamcast Magazine SCORING SYSTEM MADE EASY

90% + above
Stop everything and raid the piggy bank because games with an Ultra award are superb and must be bought!

Dreamcast Magazine ULTRA

75% – 89%
Now we're talking. Games that get 75% and above are seriously worth buying, if not entirely perfect.

50% – 74%
Games that are enjoyable – particularly if you are a fan of the genre – but just aren't fantastic.

25% – 49%
Still not particularly good and definitely in the 'avoid like the plague' territory.

24% – 0%
A very, very poor game and one that nobody deserves to be saddled with – not even your worst enemy!

Half-Life

56 After months of hype, is the Dreamcast conversion all it's cracked up to be?

Dream team

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

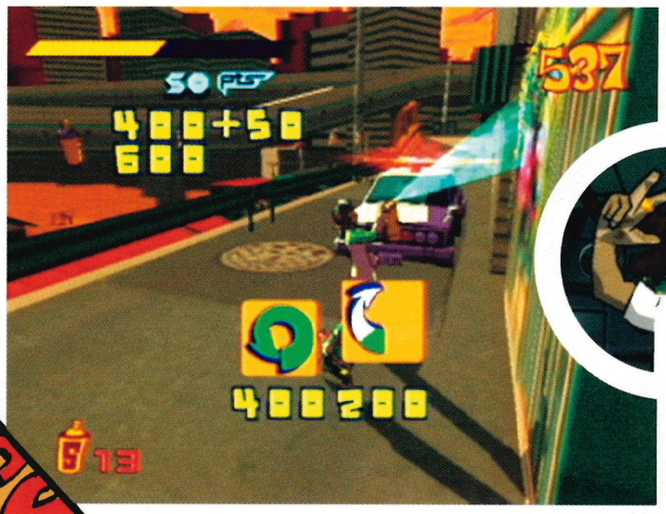
Simon Phillips
Despite receiving the Band Aid grant for life, our Lipster is still a virtual skeleton, but that hasn't stopped him from getting a suspected stomach ulcer.
Game of the month – Silent Scope

Martin Mathers
Our famous near-teetotaller has somehow managed to nurture one of the finest beer-bellies we've ever seen. How's that happened?
Game of the month – A strict diet of Acclaim games...

Alex Warren
Despite some unnecessary swellings it's been our general delight to point out to our resident athlete that he's got all the signs of becoming a bloater.
Game of the month – Ground Force

Nick Trent
Our resident pie thief and self-confessed belly-button fetishist doesn't care if it's an 'innie' or and 'outie' as long as it's jelly-coated.
Game of the month – Hidden and Dangerous (please!)

web site | www.sega.co.uk



Fancy yourself as a bit of an artist, do ya? Then step on in to the wired and wonderful world of Jet Set Radio and get some street cred... it'd be a crime to miss out.

essential information>

Jet Set Radio

Publisher	Sega
Developer	Smilebit
Origin	Japan
Price	£39.99
Genre	Skate Action
Release	24 November

one player

vibration pack

arcade stick

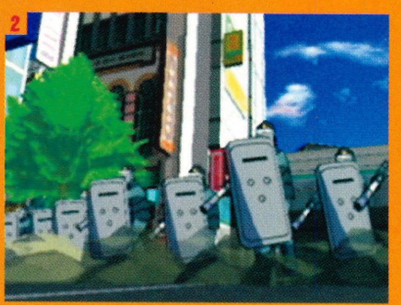
modem

visual memory

VM information

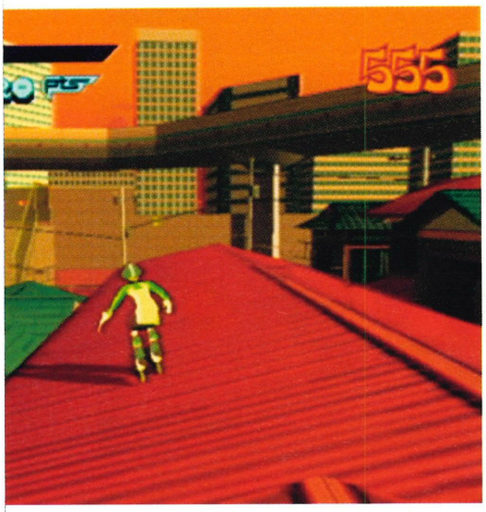
Save position	Y
Logo during play	Y
Mini-game	N

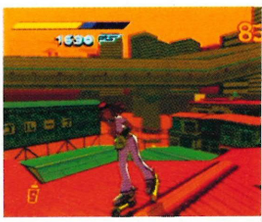
Jet Set Rad

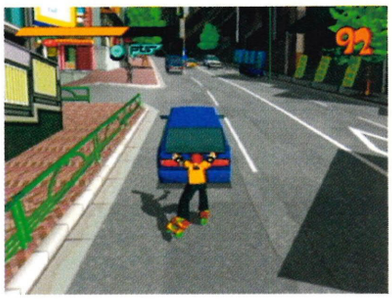


awesome moment

Get painting those helicopters and watch them crash!







"Unique is the only way to describe it. It will blow you away"

infoburst

Extra information>

- In America the game came under fire from the 'Keep America Clean' society, claiming that it was promoting graffiti.
- Smilebit's latest project is the equally awesome-looking *Hundred Swords*.
- In the US the game is called *Jet Grind Radio*. Bloody Americans.

Here's a thought – how will the future look? More to the point, how 'modern' will art have become? Going by how things are looking now, it's going to be a pretty psychedelic place, as graffiti pops up on every street corner and spare wall going. Not only will the streets of the thriving metropolis' of the future that be covered from pillar to post in the latest trends of graffiti (or 'expressionist art', as we like to call it) – every nook, cranny, park bench, boarded up window, bus and car will be tagged from top to bottom too. Welcome, then, to the world of *Jet Set Radio* ,where gang warfare is rife, in-line skating is the fad of the times and where graffiti artists rule the streets. Cool.

Radio Killed The Video Star

Armed with nothing more than a pair of Overdrive Magnetic-Motor Skating Shoes, numerous cans of spray paint and an imagination more vivid than Jackson Pollock's, it's your job as gang leader of the GGs to make your mark on the city and get control of it.

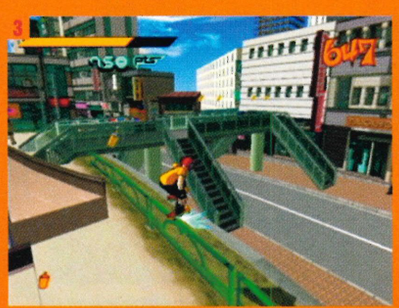
The catch? There's four other gangs vying for supremacy and they're not going to give up their patches without a scrap.

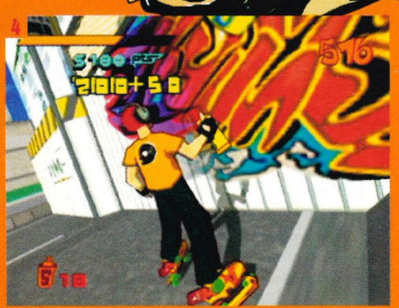
However, it's not just rival gangs and graffiti artists that you're up against in your battle for total respect and control of the turf. No sireee! Life's a little more complicated than that. You see, the government doesn't take too kindly to its city being painted up like a hooker on a Saturday night, making you its number one target for a night in the cells. The more you piss it off, the more people it's going to send out to stop you. Go too far and not

Private Dicks

> Well, excuse us but we reckon that this drunken private dick is the spitting image of that classic TV detective – the one and only cigar-wielding Columbo. Don't believe us? Well here's the proof and we reckon it's pretty conclusive. The dirty mac does it for us!

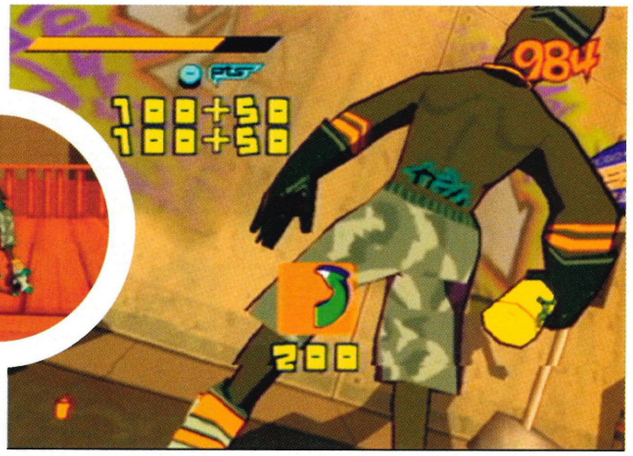
io





[1] Don't hang around too long painting graffiti as the cops are never far behind.[2] Piss the government off too much and you'll get the whole army onto you. [3] Unlike in Tony Hawk's, the skill of grinding is easy as pie. [4] Ahh... there's nothing like a spot of painting.

continue



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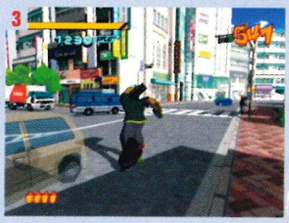
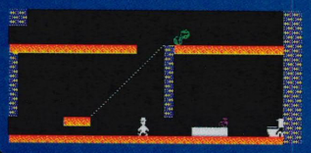


[1] The bigger the piece of graffiti and the quicker you do it, the more points you'll get. [2] Quite how Combo manages to skate, perform tricks and spray paint while carrying his ghetto-blaster is anyone's guess. [3] While skating along the roads, watch out for the road traffic if you want to stay alive.

Jet Set Willies

> For those among you old enough to remember, you might notice the similarity in the title of *Jet Set Radio* to the now legendary *Jet Set Willy*. Coincidence or not, both are fantastically great games in their own right and just to help you reminisce, here's some screens to get those fond memories flooding back. Ah, now those were the days.



only will you have armed cops chasing you or even just the special forces but the entire army, tanks and all. So, how audacious are you feeling today?

Tag, You're It

Fear not though, as you're not alone in your quest to become a graffiti legend. All of the artists are united against the governmental forces by the local radio pirate station, Jet Set Radio, run by the cooler-than-cool Professor K. Not only does he play some exceptionally hip 'n' cool tunes – one of the many highlights of the game – he also keeps you informed of the whereabouts of the local constabulary so you can get away before you're put away. So whether you're 'decorating' walls in the night-time district of Benten or spraying cars in Shibuya or Kogane, the big phat choons will always be pumping and help will always be at hand.

The gameplay itself is as multi-faceted and awesome as you could have ever imagined in your dreams. It combines the street-cred action of *Tony Hawk's*, the mayhem of *Crazy Taxi* and the artistry of that old-skool (and we mean *really* old) classic *Painter*. Whether you're grinding along rails, flipping through the air, crashing through buildings, spraying walls or making a run for it, the gameplay always offers a thrill – or ten – a minute. It might sound a little mad, but not only is this the most original game (and we really mean original) that you'll play this year – it's also arguably the best. The fact that all this action is against the clock, as well as the cops and rival gangs, only adds to the adrenaline-pumping experience, as you attempt to get everything tagged before the cops catch up with you and bang you up for the night. The thrill of the chase is as exhilarating an experience as any, and will leave not just your heart but your entire body pumping . Add to that addictiveness that is only surpassed by Martin's affliction with McDonalds, and what you have is gameplay that is nothing less than sparkling.

Sprayed Alive

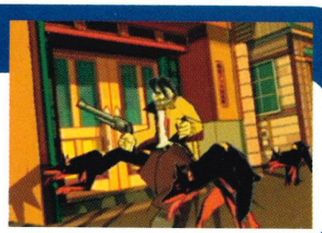
With all these different aspects of the gameplay running side by side at break-neck speed, you might think that it may get a little complicated on the controls but fear not, as it really couldn't be simpler. Sure, the control can be a little frustrating to pick up at first but once you've mastered it there'll be no stopping you becoming the graffiti king of Tokyoto, as you transform the city into your own personal playground and art gallery. Make no mistake – playing this game is a near-heavenly experience, unrivalled thus far on any system.

The pure ecstasy of the game doesn't stop at skating around collecting paints, spraying walls and recruiting gang members, though –there's the all-important job of designing your very own personalised tag, so you can truly claim the city as yours. Even if you're feeling a little lazy, there's a mammoth amount to choose from once you've unlocked them

"The gameplay itself is as multi-faceted and awesome as you could have ever imagined"

Smack Your Bitch Up

> Crikes. You'd better be on your best form if you don't want to end up in the gutter like we did with sexy little skater Gum. Not only was she ripped to shreds by the dogs and shot at by the cops but she even had helicopters firing missiles at her. Now that's no way to treat a lady.



Smash & Grab

> If you're a little short on the old paint, one sure fire way of getting some is by crashing into a rival gang member who will drop all of their paint before making a run for it. Violence, it works every time.

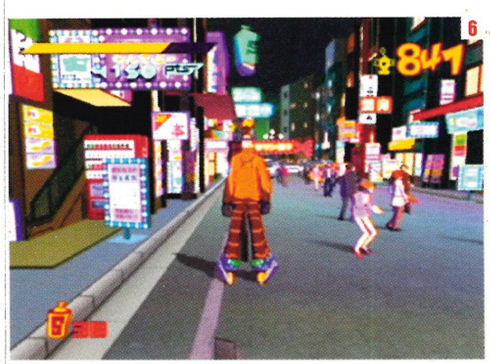
all, and you can even download them from the Internet. It's your call.

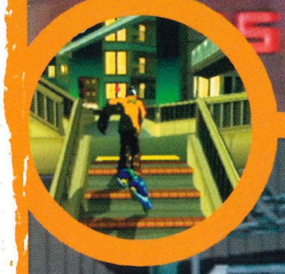
It's A Paint Job

Visually, *Jet Set Radio* is like nothing you've ever seen before. Smilebit has incorporated a whole new cell-shading technique, creating incredible 3D Manga characters and environments. Unique is the only way to describe it, and it will blow you away. The city of Tokyoto itself is as impressive, if not more so, than that of *Crazy Taxi* – expansive, colourful, vibrant and most importantly, totally interactive. In other words, the future never looked so good. There might be the odd bit of pop-up here and there but quite frankly, who gives a monkey's when it moves this fast (and it really is fast) and looks this good? Exactly.

However, no game is perfect and *Jet Set Radio* is no exception. For all of its brilliance, panache and sheer electricness, there is one thing glaringly obvious missing. Fancy a two-player mode, anyone? Well tough, there isn't one, which is a bit of a crime in our books. How cool would it have been to be able to go head to head against a friend á la the Graffiti mode in *Tony Hawk's*? As it is, you'll have to do without, but at least the rest of the game is immersive and good enough to wallow in for a good few months or so. Have no doubt folks, this is a great, great game and you'd be mad in the head not to want a piece of the hottest action this Christmas... man.

Alex Warren





[4] Don't let the cops get hold of you because they will give you a damn good hiding for messing up their city. [5] Back at the GGs' headquarters, not only can you choose which skaters to use, you can design your own tags and generally hang out too. [6] The streets of Tokyoto are thriving with life and walls to paint. [7] Even when you've finished all the tasks you can free skate around the place.

2nd Opinion

> Riding high on the wave of Sega's second-generation software, *Jet Set Radio* is sitting very pretty. The game itself is immense in almost every way and it would be easy to sing the praises of the gorgeous graphics or superb sound, because it has them in bucket loads. However, what sets the game apart is the immense attention to detail, which makes this one of the Dreamcast's finest hours, and will keep gamers entertained for months to come. Don't just sit there, you fool – get your skates on and make all your smug PS2-owning friends green with envy.

Andy Hartup

summing up >

Dreamcast Magazine Opinion

SPRAY	SLAY
⊕ Have you ever seen graphics this good?	⊖ No multiplayer game
⊕ Incredibly original gameplay	⊖ Controls can prove tricky
⊕ Big phat choons	⊖ Ummm... no, lost us there

VISUALS	94%
SOUNDS	95%
GAMEPLAY	90%
VALUE	89%

DM Rating 92%

summing up

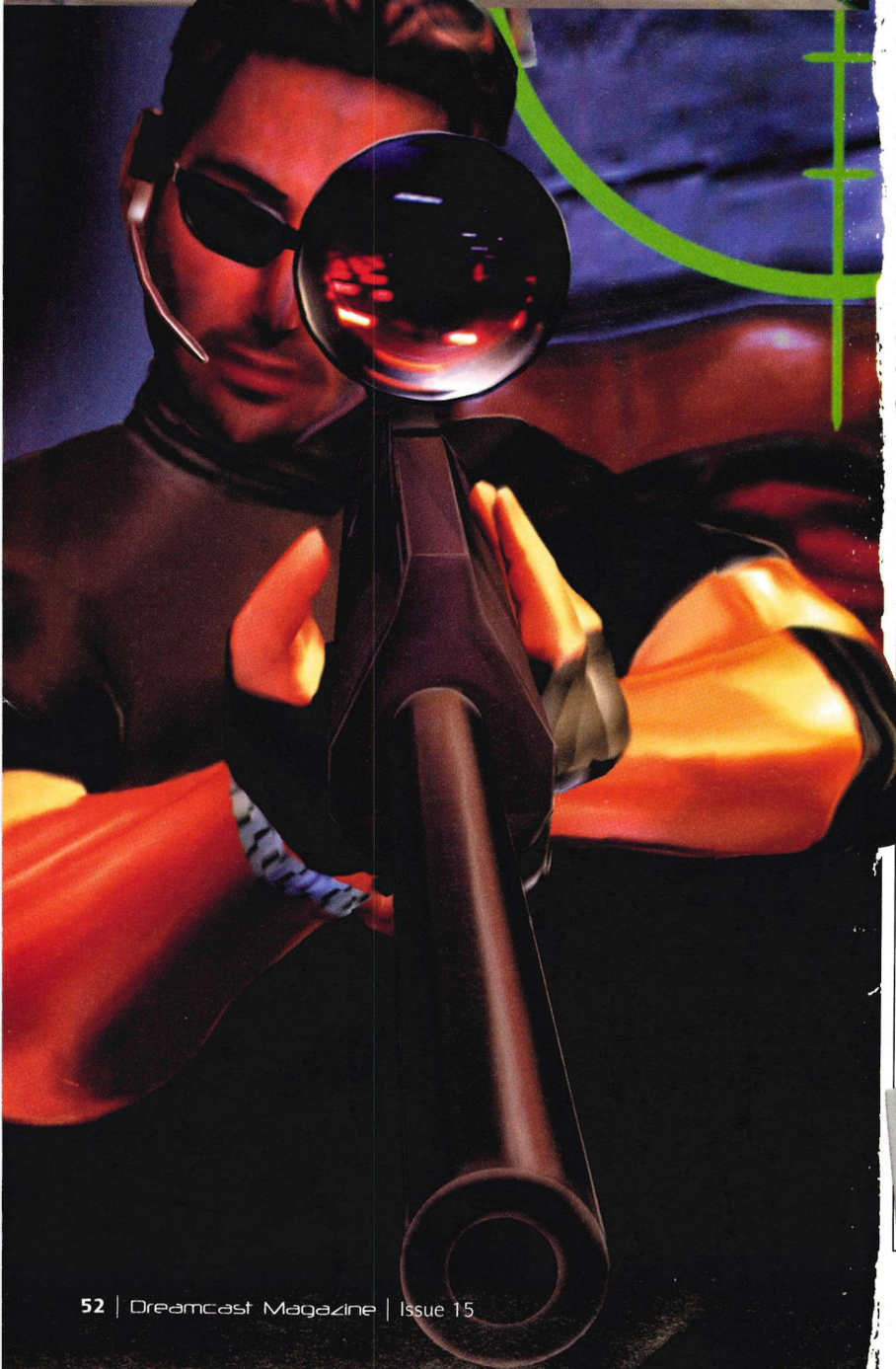
> *Jet Set Radio* proves once again that the Dreamcast is the only console anyone needs to have this Christmas. In a word, awesome.

alternatively >

> Tony Hawk's Skateboarding

> Crazy Taxi

web site | www.konami.com



Silent

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

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

Life Through A Lense

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

essential information>

Silent Scope

Publisher	Konami
Developer	In-house
Origin	Japan
Price	£39.99
Genre	Shoot-'em-up
Release	November

one player

vibration pack

visual memory

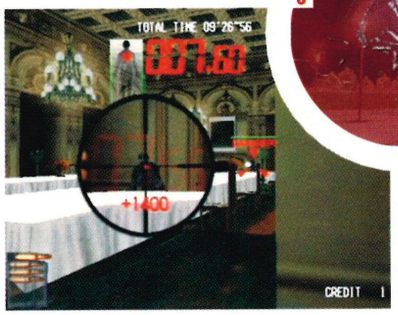
VM information

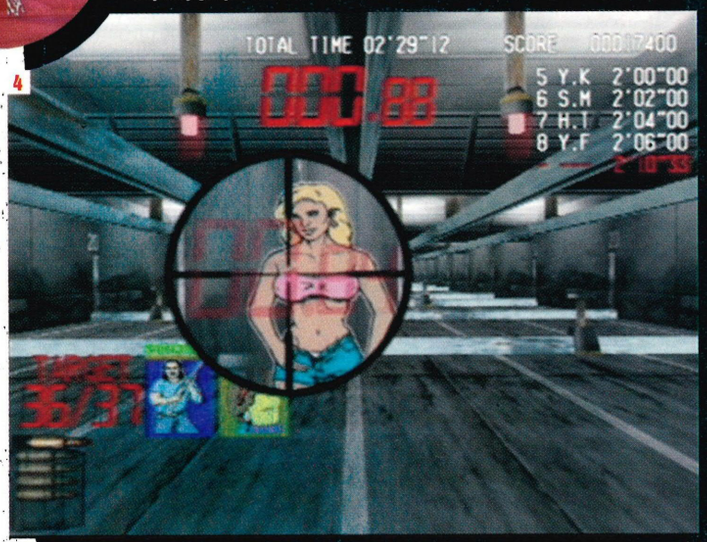
Save position	N
Logo during play	Y
Mini-game	N

awesome moment

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

Scope





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

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

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

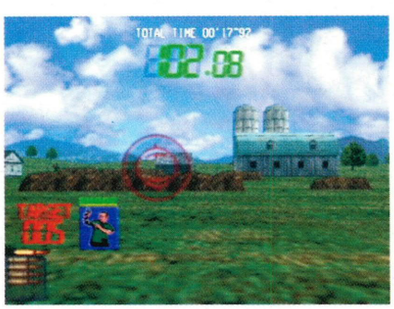
Super-Sharp Shooter

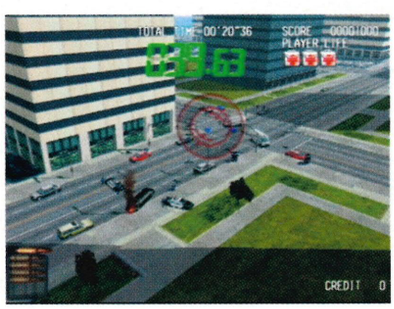
As ex-Marine Corps super-sharp shooter Bryce Estes, you've been recruited by the US Government in a bid to free the kidnapped President and his family from a reactionary terrorist group and three of the world's most feared mercenaries – Scorpion, Cobra and Hornet. Can you take the pressure?

"In every respect the game is arcade-perfect"

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

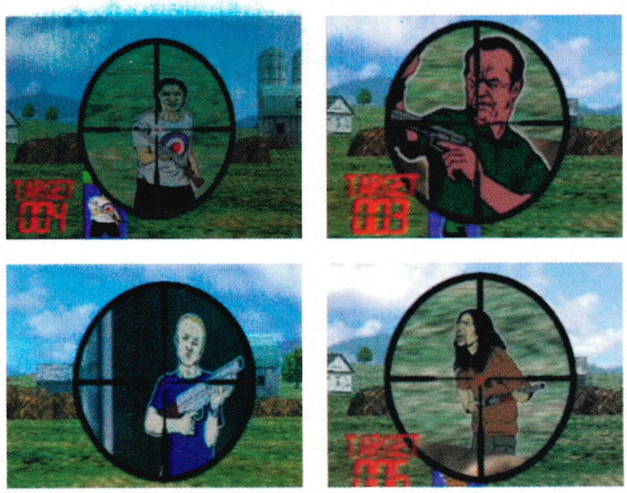
However, it's not just the main Story mode of the game that'll keep your ass glued to your seat, your trigger finger busy and your eyes on stalks for hours





The Usual Suspects

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



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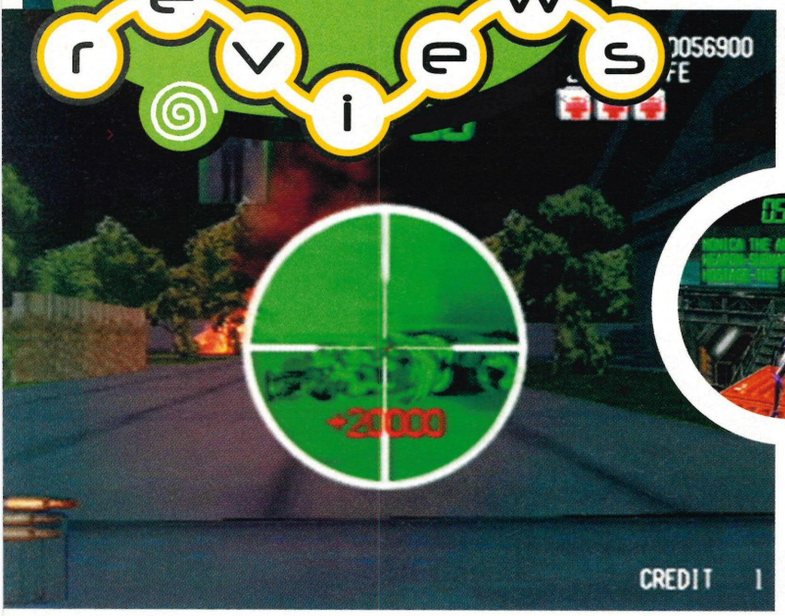
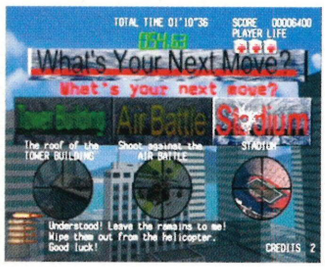
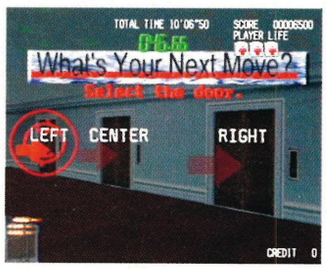
reviews



The Decision Is Yours

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





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

Bullet Through The Head

So, you're thinking, this is all well and good but how well does it work without the mounted sniper's rifle? Well, it might come as a surprise to arcade purists but the control system actually works really well. You don't get the kind of interaction that you would with a gun, but so long as you have a decent level of hand/eye coordination, there's no problem. As a result the gameplay isn't effected in any game-destroying way and in fact, remains as scintillating as ever... but then, the world is depending on you.

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

Alex Warren

infoburst

Extra information>

> The gun in the arcade version of the game is a replica semi-automatic PSG-1, the number one sniper's rifle.

> Lee Harvey Oswald shot John F Kennady with one of these guns... honest, he did.

> The name of the terrorist group in the game is the 'Dreaded Allied Sons For The Reinstatement And The Freedom Of Their Dictator'. Weirdos.

2nd opinion

> *Silent Scope* is undoubtedly an enjoyable game, but it doesn't quite replicate the enjoyment of the arcade game thanks to the lack of the gun. Without it, players who have experienced the arcade game will feel a bit confused and a little disappointed.

Silent Scope virgins will lap this up, though – it's got a contrived and yet compulsive story line and the targeting and scoring system will mean that players can keep trying to improve their skills almost indefinitely. Add the Training mode to that and you've got yourself a pretty good package. Not perfect by any means, and not utilising the gun is almost criminal, but that said, *Silent Scope* is a damn good blast that'll appeal to many.

Simon Phillips

summing up the game >

Dreamcast magazine opinion

SNIPER	VIPER
⊕ Totally addictive gameplay	⊖ Where's the sniper gun?
⊕ Arcade-perfect graphics	⊖ What, no extra Story mode?
⊕ Keeps you coming back for more	⊖ A lack of serious longevity

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

DM Rating 85%

summing up

> There's no doubt that this is arcade-perfect, but a lack of extra features means that it's not quite the complete package.

alternatively >

> House Of The Dead 2

> Zombie Revenge

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essential information>

Half-Life

Publisher	Havas Interactive
Developer	Gearbox Software
Origin	USA
Price	£39.99
Genre	Shoot-'em-up
Release	November 22

one player

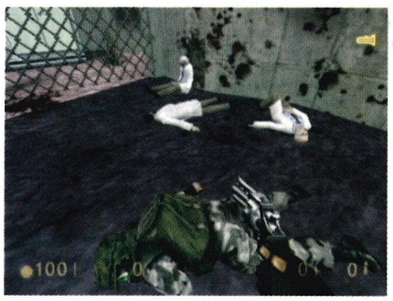
vibration pack

keyboard

mouse

Visual Memory
VM information

Save position	Y
Logo during play	Y
Mini-game	N



Half-Life

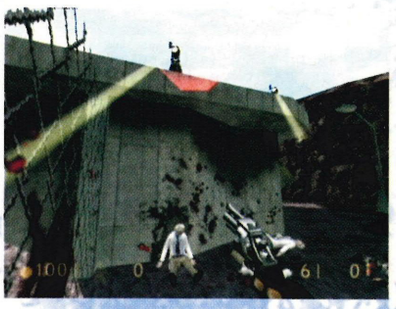
One of the most anticipated games in the Dreamcast's line-up finally hits the shelves. It's got to be good... hasn't it?

Several years back, Valve Software brought a game to the PC that merged what was then an unbelievably high level of artificial intelligence with an engrossing story line, and slipped it all effortlessly into a first person shoot-'em-up skin. The game was touted as being 'better than *GoldenEye*' and 'the new benchmark in enemy AI'. To this day it remains one of the most played online games – new patches are still being churned out at an alarming rate, for goodness sake.

This game was GOOD. This game was *Half-Life*, and PC loyalists everywhere used it as their secret weapon in the then-fashionable PC Vs console wars. Ever since the Dreamcast was launched, there were rumours flying around of a *Half-Life* conversion. Sega fans around the world couldn't believe their ears when Valve announced that it would be making it even better for Dreamcast! Quite a highly-anticipated game, wouldn't you say? Well, it's finally here – and do we really need to even review it? After all, it's got to be a sure-fire hit, right?

Halfway There

Half-Life finds you playing the part of Gordon Freeman, a research scientist in a top-secret military research facility. Things go a bit wrong when one of the experiments creates an inter-dimensional rip, letting in all sorts of nasty creatures. As one of the few survivors, it's your job to sort it all out. You'll come across a variety of enemies, all superbly detailed



awesome moment

You'll need to lure this beast into the generators in order to take him down!

and beautifully modelled – the marines, for example, come to mind straight away, with their facemasks and attachments all present and correct.

Despite the memory differences between a PC and a Dreamcast, the enemy AI has been ported over perfectly. The marines work in close-knit groups, advancing and retreating as you would expect them to, whereas the aliens simply lunge at you until they've been taken out. Admittedly there are occasions when you can walk up to a marine, wave at him and call his mum an old cow without him even blinking, but it becomes something to look forward to rather than something that detracts from the game.

The sound effects in the original were one of the aspects that made the PC version so cool. The same can be said for this version – the sound effects are crisp and the screams will send a shiver down your spine.

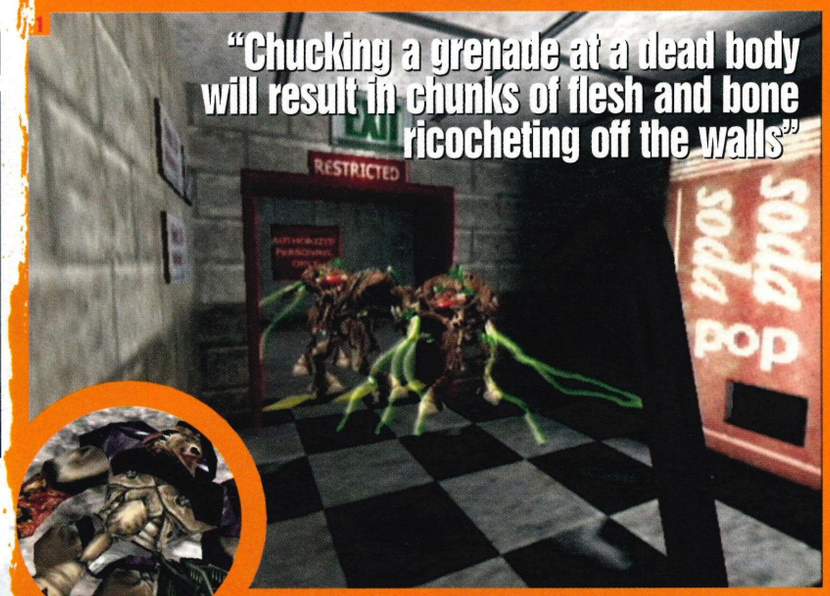
Half-Eaten

Let's face it – a fair number of us love a bit of gore in our games and *Half-Life*, being a game with a nice little arsenal of weapons, doesn't disappoint. Everybody in the game, be they human, alien, alive or dead, can be blown to pieces. For

infoburst

Extra information

- The Dreamcast version of *Half-Life* has been programmed by the team that wrote the add-on version for the PC.
- The PC version of *Half-Life* won over 50 (!) awards for its loveliness.
- The average half-life of Alex's kisses is approximately nine seconds.
- The average half-life of Alex's relationships is approximately ten seconds.



[1] Electric bolts against a crowbar... somehow, we don't think you'll stand much of a chance here! [2] Ahh, the hand grenade – just lob it and cover your ears quick. [3] How do you like your eggs? Sunny side up or full of alien bugs?

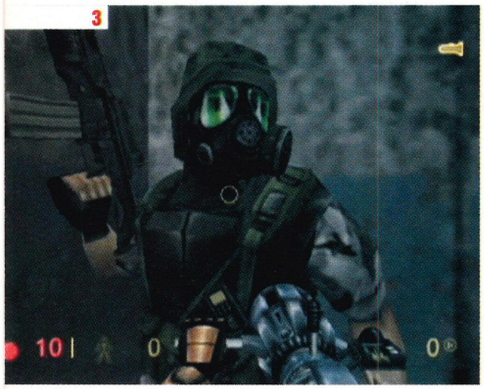
[4] Ooh, a tank. In theory, you'd be able to bust out quite easily in that... if only you could drive it. D'oh! [5] These zombies are a real pain in the arse – just smack them about a bit before moving on. [6] Things don't get any easier outside the base...

Total Massacre

The aliens tend to turn us humans into pre-packaged mincemeat. The aliens that hang from the ceiling send out long tendrils that grab you and winch you up into their jaws. If you kill one of them, they'll throw up everything that they have eaten, which normally includes vital organs and half-digested limbs! Failing that, you can always do it yourself... try chucking a grenade at someone and you'll see!

continued

[1] Mmm, acid. You don't want to be falling into that... unless you fancy some major plastic surgery later on. [2] Guns, guns, guns! There are loads of weapons on offer here. [3] Getting up close and personal with the army ain't exactly easy... [4] These things are just plain annoying – blast them in the face, matey!



"Sadly, the frame rate is amongst the worst that we've ever seen. Half-Life? Half-finished, more like"

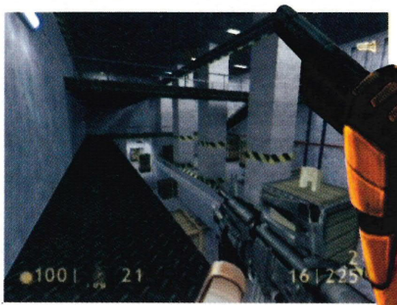
example, chucking a grenade at a dead body will result in chunks of flesh and bone ricocheting off the walls... mmm, lovely. The seemingly innocent scientists can die in a variety of ways, ranging from being ripped apart by aliens to being burned alive by massive jet engines or tossed in the air and swallowed hole by giant fish. A gunfight in an enclosed room will almost certainly result in the walls being sprayed with blood, which will stay there throughout the level. It's all extremely satisfying to say the least.

Half-Done

So, what could possibly be wrong with this game? The graphics and sound are spot on – the Dreamcast could handle any other technicalities with its eyes closed, right? Sadly, one of the most important aspects of the game (namely the frame rate) is amongst the worst that we've ever seen. This isn't a case of the hardware limitations, as the problem is so varied that it can only be a case of bad programming. You can walk down a corridor with no enemies in it and have the screen updating at 60fps, only to walk down the next corridor (still with no enemies) and have the frame rate drop to around 20fps... aargh! With a game such as this, where you have to be able to aim accurately, a constant frame rate is a must. If the game ran at a constant 30fps it would be fine, but dropping from 60 to below 30 and sometimes as low as 3fps (what?) makes it near unplayable in some areas. Most of the time the game runs smoothly, but the occasions where it doesn't really ruin things. And we won't even start on the fact that every couple of rooms you'll have to face a tediously-long loading screen!

If this game had an acceptable constant frame rate, it would have scored into the nineties but in its current state, it's just not good enough to be up there with the best. *Half-Life*? Half-finished, more like!

Chandra Nair



2nd Opinion

> If we were pushed for an immediate response, we might find it tough to come up with words to describe *Half-Life* on the Dreamcast. It's a great game in regards to the story and gameplay – true. Graphically, it's a major improvement over the PC version – true again. The addition of *Blue Shift* only goes to add to an already ace game – true, true, true. However (well, you knew it was coming), the word 'disappointment' springs to mind... no online mode, ridiculous loading times and a frame rate choppier than a woodcutter's axe. We have to say it – it IS a good game but it's the little things that prevent it being an amazing one. Sorry.

Alex Warren

The Man In The Pub

> This month, we had a chat with our friend The Man about *Half-Life* over a swift half of bitter. Being an expert on the subject, he was a bit peeved when we mentioned that the Dreamcast version wasn't totally amazing...

Dodgy Frame Rate

Bloody hell – *'Arf-Life* on the Dreamcast jerks abaht more than me sister Beryl and she's got a medical condition. Dahnt they know wot op-tim-i-sation is? Even I've 'erd of that and I'm from the East End, like!

Loading Times

I dahn't care if the loadin' times are in exactly the same place as the bloomin' PC version – I dahn't wanna 'ave to wait five minutes when I walks into a new corridor. It's a flippin' disgrace, I tells ya!

Online Play

Wot? No online play? Wot's all that abhat then, eh? The 'ole point ov playin' *Half-Life* was that you cood blow ya mates into little bits wiv them big guns – now yoo've only got yourself ta play wiv? And naaah they fink they can just bring aht anovver one next year, costin' us anovver £40? Oi! Havas! NOOOOOO!

Please note: For once in his life, The Man In The Pub knows exactly what he's talking about. A rare occurrence if ever there was one.

summing up the game >

Dreamcast magazine Opinion

HALF	BARF
⊕ Highly-detailed character models	⊖ No online play? What the f...
⊕ Engrossing story line that'll keep you interested	⊖ Tedious loading times in the midst of the action
⊕ Tons of cool weapons to play with	⊖ JERKY! JERKY! JERKY!

VISUALS	92%
SOUNDS	89%
GAMEPLAY	72%
VALUE	84%

DM Rating 81%

summing up

> *Half-Life* on the Dreamcast fails to deliver on most of the promises it made all those months ago. What a shame.

alternatively >

- Quake III Arena
- Shadow Man

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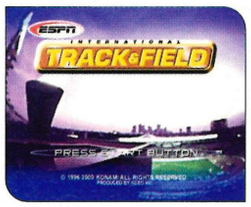
essential information>

ESPN International Track & Field



Publisher	Konami
Developer	In-house
Origin	Japan
Price	£39.99
Genre	Sports
Release	Out now

four players

vibration pack

visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

ESPN International Track

The king of the athletics game is back with its first Dreamcast title. So, gold for Konami then? Don't count on it, folks...

Mmm, the Olympics. Don't you just love them? Getting to watch a bunch of sportsmen (and women) attempt to win some bits of valuable metal on string... brings a tear to our eyes, we can tell you. Of course, every extremely rare sporting event brings along a selection of videogames based upon it and the goings-on in Sydney are no exception. We've seen *Virtua Athlete 2K*, we've played the rather obviously-titled *Sydney 2000* and now (trailing behind slightly after everyone has stopped caring about the Olympics), we've got another.

The third game to try and take the mantle of 'Best Dreamcast Athletics Game' in as many months, *ESPN International Track And Field* comes to our beloved console with high hopes behind it – after all, the whole button-bashing athletics phenomenon was started by the original *Track And Field* all those years ago. It has to be said that Konami's first offering of the game to the Dreamcast has (on paper) the potential to kick proverbial arse. Consisting of a pretty healthy selection of twelve events – including the obligatory 100m dash, long jump and javelin, plus more special ones like the horizontal bar, weight lifting and trap shooting – as well as the usual mix of single and multiplayer shenanigans, you'd have thought that Dreamcast *Track And Field* would be a sure-fire hit. Ahh, if only that was the case.

Clean And Jerk-Off

As seems to be the case more and more often now, we're just not happy bunnies when playing *Track And Field*. It might be because of the graphics – considering the amount of detail shown by sports games like Virtua Tennis and Tony Hawk's, it's embarrassing that the standard in *Track And Field* is considered passable. The athletes aren't that dodgy, but the track looks completely barren and the crowd... well, the less said about them the better. The selection of events is also slightly worrying – although Konami has shot itself in the foot anyway by limiting itself to events from just the track and field categories, the fact that the same old events as other athletics games are present still nags our originality bone constantly.

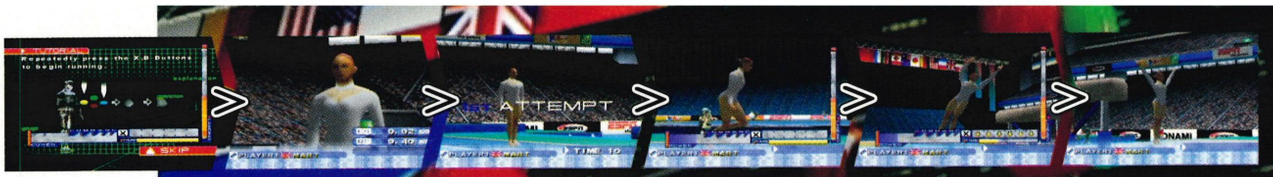
Of all the things that annoy us about *Track And Field* though, the biggest problem has to be that Konami doesn't appear to have put any effort into bringing the game to the Dreamcast whatsoever. Why do we say that? Well, try comparing the slightly dodgy graphics, number of events and overall look and feel of the Dreamcast version

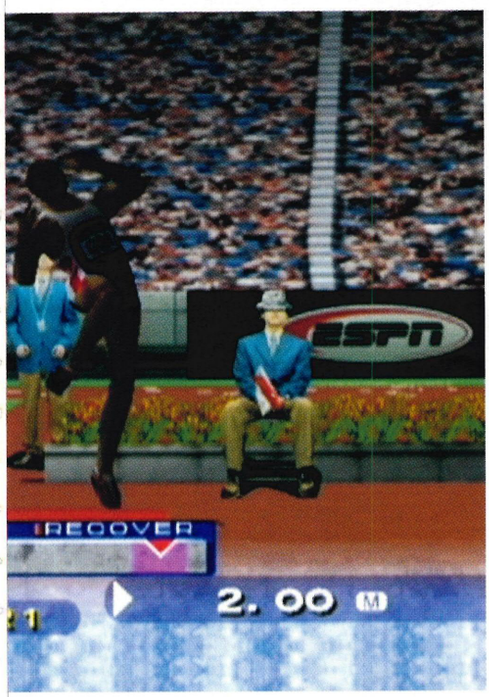
infoburst
Extra information>

- We remember the original *Track And Field*, way back in the days when we were young lads using jumpers for goalposts.
- One question – how come in the Olympics, football is considered an Olympic sport and yet we don't field a team? Talk about obvious...
- Another thing; why is it that we only ever win medals at rowing, hockey and trap shooting? They're crap sports, they are.

awesome moment

Of all the events, we think that the vault has to be one of the most fun...





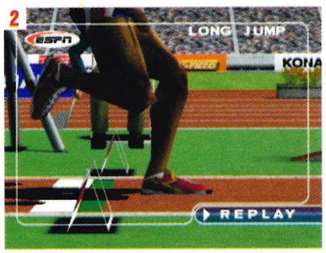
& Field

(right down to the menus and title screen) with the N64 version... are they virtually identical? You're damn right they are. While it looked pretty fine on a machine like the N64, on the Dreamcast it looks downright cack. To add insult to injury, we've played the PlayStation2 version of *Track And Field* and it rocks. Totally redesigned layout, wonderful graphics, better sound – even extra events like rhythmic gymnastics. Do you get the impression that Konami spent tons of time on the PlayStation2 version and then bashed out a Dreamcast version as an afterthought? Hmm, maybe.

Quite frankly, disappointment isn't the word to describe what we're feeling about *Track And Field*. We were hoping for the definitive athletics game and instead we got a second-rate knock-off of a version that appeared on an inferior console. It's not that it isn't fun... it's just that it could have been soooo much better. Makes you sick, doesn't it?

Martin Mathers

1



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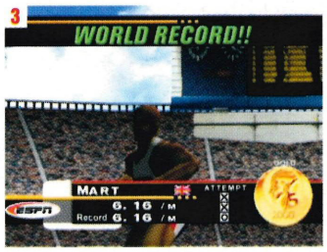
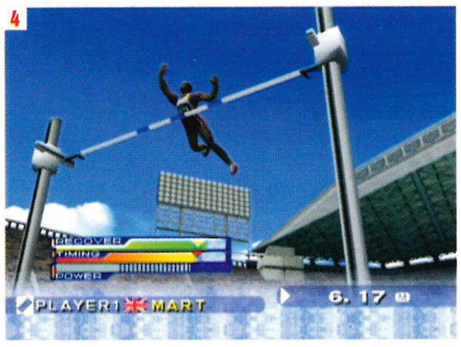


3

[1] Weight lifting – without a doubt the most annoying and knackering event of them all. Still, at least you get to laugh at a big fat bloke lifting weights. **[2]** Foul? What do you mean foul? I was way behind the line... really I was. **[3]** Who's the man? Me, that's who. Getting world records ain't exactly the toughest job here, you know. **[4]** The higher you go, the harder the pole vault gets... unless you're great like we are. Hahaha!



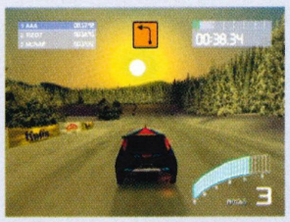
4

PlayStation-Screwed

> Don't you just love it when companies don't put the effort into making games for the Dreamcast? We do – that's why comparing the Dreamcast and PS2 versions of *ESPN Track And Field* makes us physically sick. Want more examples? Be our guest...

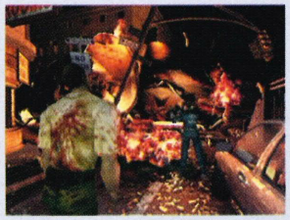
Colin McRae Rally 2.0

The best example of them all – we saw the game running, we did an extensive preview and we even played a 99% finished copy of it during a visit to Codemasters. Then it vanished from the Dreamcast and became a PlayStation2-only title. Sony screwing Sega? Well, there's a new one.



Dino Crisis

Although we're not reviewing it until next issue, we can categorically confirm that the Dreamcast version of *Dino Crisis* is identical to the PlayStation version in every way... right down to the cack graphics and dodgy animation. Upgraded for Dreamcast? Arse, mate.



Resident Evil 2

Ooh, another Capcom game failing to make the grade. Do you get the feeling that someone has it in for the Dreamcast? Even worse, we've just heard a rumour that the 'Dreamcast-exclusive' *Code: Veronica* is now heading over to the PlayStation2. Aargh!

2nd opinion

> Although this title does earn the dubious award for being the best of a bad bunch, it still seems that there is something missing. One great aspect is that in the tradition of athletics games, button bashing is condoned, even admired, and indeed the controls here are easy to get to grips with. However, the nagging feeling that it could have been so much better keeps creeping back on all levels, especially where the graphics are concerned. Why should Dreamcast owners have to put up with such a shameless N64 conversion when their machine has so much more to offer?

Andy Hartup

"You'd have thought that Dreamcast Track And Field would be a sure-fire hit. If only that was the case"

summing up the game >

Dreamcast magazine opinion

TRACK &	FAILED
⊕ Track And Field – the original is back	⊖ Methinks this is but a conversion of the N64 version
⊕ Plenty of events that are actually fun	⊖ Same old events as always... yawn
⊕ A good laugh when you've got your mates round	⊖ Button-bashing = no gameplay whatsoever

VISUALS	70%
SOUNDS	58%
GAMEPLAY	69%
VALUE	61%

DM Rating 63%

summing up

> Another example of a company not giving a tinker's cuss about one platform, then going all out for another. Bugger.

alternatively >

- Virtua Athlete 2K
- Sydney 2000

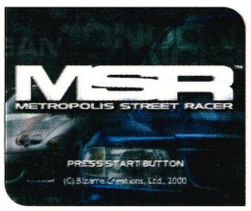
web site | www.sega.com

Metropolis Street R

A year and a half. A year and a flippin' half we've had to hang on for this. Was it worth the wait? Oh, you'd better believe it baby...

essential information>

M-SR



Publisher	Sega
Developer	Bizarre Creations
Origin	UK
Price	£39.99
Genre	Racing
Release	Nov 8

two players

vibration pack

race controller

modem

visual memory

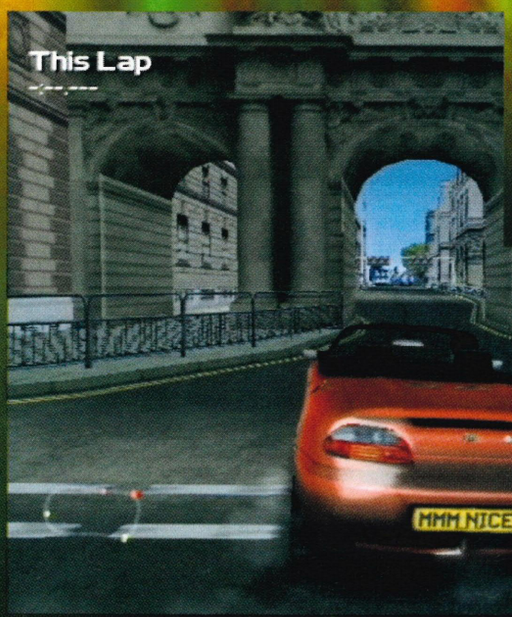
VM information

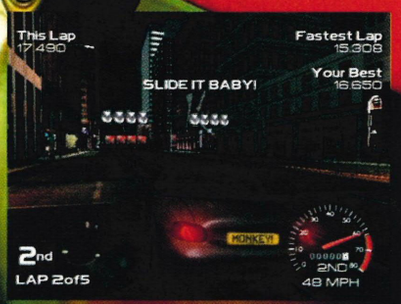
Save position	Y
Logo during play	Y
Mini-game	N

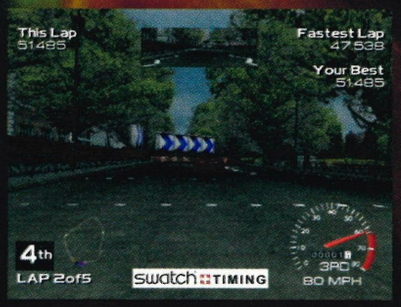
infoburst

Extra information>

- In case you haven't been paying attention, *M-SR* was originally a launch title for the Dreamcast – over a year ago. Delayed? You betcha.
- Normally, Mart absolutely hates 'realistic' racing games... but he loved *M-SR*. Don't you just hate it when that happens?
- Racing games that Mart can't stand to be in the same room as include *Gran Turismo*, *Ridge Racer V* and (unfortunately) *Sega GT*.



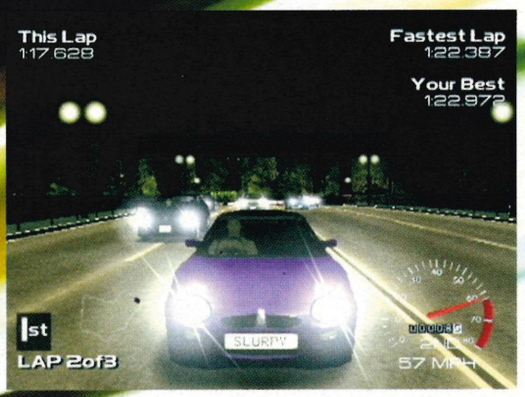




awesome moment

Speeding through St James' Park is pretty special... get outta the way, punk!

acer



Dreamcast magazine ULTRA

"We can categorically tell you that M-SR is one of the finest games we have laid our hands on for a very, VERY long time"

Finally, after more months than we can count on our pudgy little fingers, *Metropolis Street Racer* really IS about to arrive. Are you excited yet? Well, you should be – despite being quite a bit different to all the other racing games out there at the moment, we can categorically tell you that *M-SR* is one of the finest games we have laid our hands on for a very, VERY long time. Of course, when we say games we mean games in general – we ain't just limiting ourselves to the racing genre here, people. Comprendez?

You Know You Want It

Right, so if you haven't just skipped ahead and checked out the final score before going off to make a cup of tea, you'll probably be interested to know exactly what it is that we love about *M-SR* so much. Not surprisingly, the answer is pretty much everything – from the moment you turn it on, you can tell that all the extra time and effort that the bods at Bizarre Creations put into producing the finest game they could muster really paid off. Hats off to them; they might have annoyed us constantly by putting the game back and back because they weren't happy with it but at the end of the day, you've got to love them for what they've finally come up with.

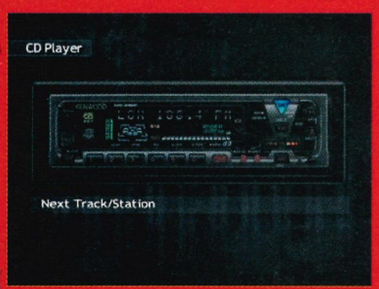
As you'd expect, *M-SR* is a driver's game; much in the same vein as *Sega GT* and *Ferrari 355 Challenge*, fans of the genre will be in absolute heaven while most of you who have a hatred against realistic racing games will probably be put off from the start. We only say 'most', though, because unlike the aforementioned racers, *M-SR* goes out of its way to try and win non-car loving types around by being the most accessible racing game out there. It works too – there's no ridiculous difficulty curve to contend with (*Ferrari*, that means YOU), you can get your hands on great cars from the go (cough, *Sega GT*, cough) and what's more... well, it's actually fun without losing the serious racing edge. Really, it is.

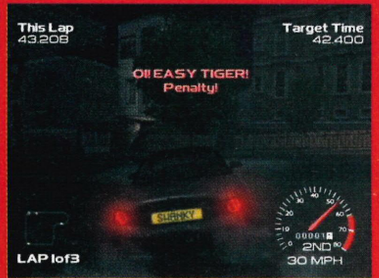
Chapter And Verse

Although there's everything on offer that you'd expect from your average racing game (Single Race and Practice modes, Time Trials and so on) you'll most likely be spending much of your time on the Street Racing section of the game simply because that's where all the action is. Think of it as a single-player mode taken to the extreme – there's more challenges, races and extra goodies here than you might have ever thought possible and believe us, you certainly won't be finishing it in a hurry...

Attention To Detail

Ever wanted a game in which nearly every detail can be tweaked and changed depending on how you feel? Well, with *M-SR* (and as they keep telling us in all our favourite haunts... Burger King, the pub and the local VD clinic) 'You've got it!" Virtually everything in the game can be customised to suit your taste – the more time you put into it, the more things you can play around with and make your own. Examples? Well, the cars can be messed around with until they look exactly how you want them to; the colour, windows, whether you have a hard or soft top and even licence plate can be personalised accordingly. The races can be made as hard as you like thanks to the adjustable target system – you'll get more Kudos for beating those tougher times as well. Heck, even the messages that appear on screen and the in-car entertainment system can be messed about with... what more do you want, blood?





continued

1

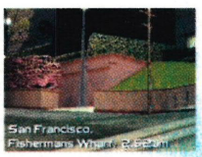
2

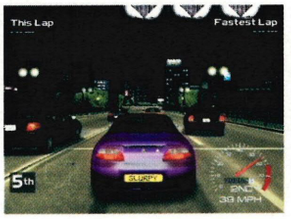
3

[1] Hey look – it's Big Ben! Get your cameras out, folks... **[2]** Racing round Nelson's Column... ahh, we could tell you a few stories about that... **[3]** Daytime in Tokyo and there isn't a cloud in the sky. Ain't that just typical?

All Around The World

As we've reported so many times in the past, *M-SR* features tracks set in three different locations from around the world – London, Tokyo and San Francisco. Rather than just coming up with a few random courses and chucking in local landmarks to make it look like these places though, Bizarre Creations has gone for ultra-realism and used real maps to create their courses. When you're racing past the Houses Of Parliament, zipping through Fisherman's Wharf and speeding down cramped alleys in Shibuya, just think that you could actually do that in real-life... if you could afford a top car and the plane tickets, that is. Even better, the game plays out in real-time according to the clock in your Dreamcast – once you've set it up correctly you can take a trip round Tokyo in the early morning, dash around San Francisco after lunch and still be back at Buckingham Palace in time for tea with the Queen. Smart.





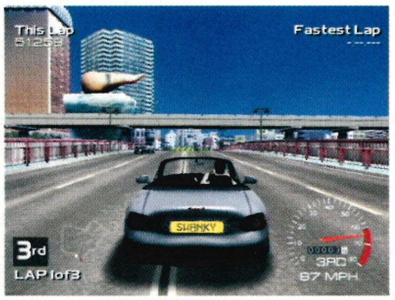
"There's virtually nothing wrong with M-SR – in trying to deliver the best pure racing game on the Dreamcast, it's gone and done just that"

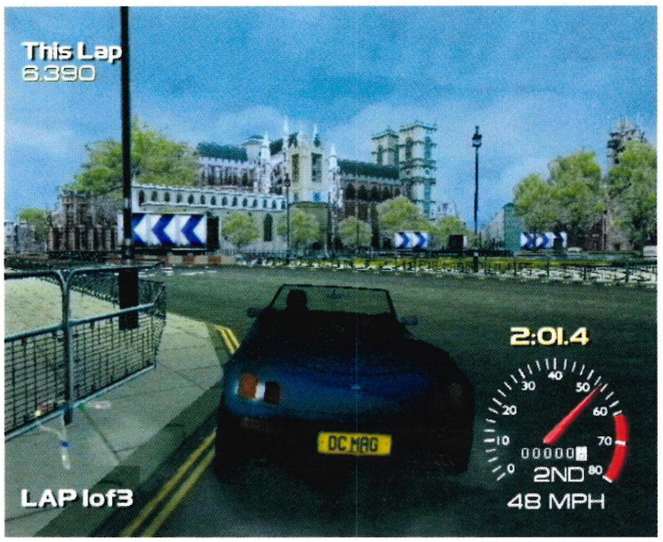
The premise is simple – split into 25 different chapters, there are ten races in each one for you to complete... yep, that's 250 separate races for those of you who aren't so hot at maths. Every time you successfully finish the challenges in a chapter, you'll receive a new car to add to your garage, although more can be earned through various 'special' races during each chapter... there are over 50 cars in total, so you'll be here for a while. Don't think for a second that you'll just be speeding round and beating other cars, though – there are a large number of tasks to perform ranging from basic Hot Laps (your average lap time has to be lower than the target) and Timed Runs (complete three laps in a set time) to One-On-One sprints and even full-blown Championship competitions. But even all this is just the tip of the iceberg...

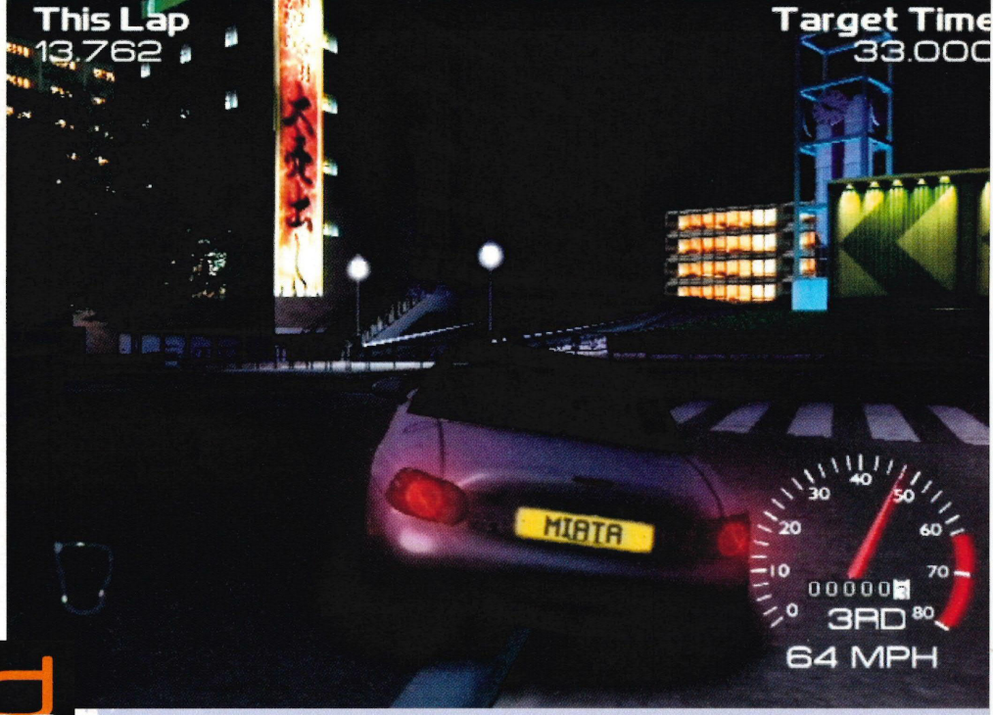
Kudos To You, Fella

You see, being a success in *M-SR* is all about Kudos – by driving particularly well, performing hair-raising handbrake turns and avoiding collisions with obstacles and other cars, you'll be awarded valuable Kudos points. While you'll need a rather large amount of Kudos before being allowed to move onto the next chapter, it's not always easy to earn; pulling off handbrake turns through each corner in order to build up Style points often results in a reduction in Skill points and vice versa. Thankfully, you can earn Jokers that can be bet on each challenge – win and you'll double the number of points earned instantly but if you lose... well, your score won't be looking too healthy afterwards.

Still, with the whole game focused on customising everything to your own tastes (check out the 'Attention To Detail' section for more information on that) you'll be pleased to hear that you can up your Kudos level by tweaking the challenges to suit your abilities. Sure, the game offers basic goals that need to be met before each one is complete but usually, even a trained baboon (or Simon at a push) can make





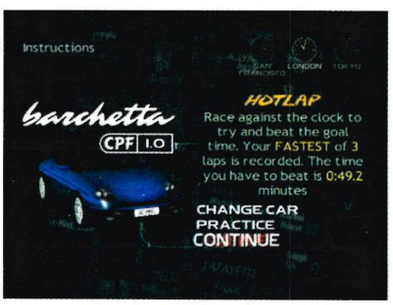


those with little trouble. To top up your Kudos, you'll need to make things a bit tougher for yourself and that's where the adjustable goals come into play. For example, while you might be set a basic limit of 35 seconds for a lap around St James' Park, your superior driving skills can easily shave a good 15 seconds off that. The answer? Lower the limit, sprint round the track in double quick time and earn yourself a whole bag of Kudos into the bargain. Like we said, a fantastic idea.

The Car's The Star

Quite shockingly (and after much extensive playing time) we're pretty sure that there's virtually nothing wrong with *M-SR* because in trying to deliver the best pure racing game on the Dreamcast, it's gone and done just that. It's easy enough for the casual gamer to get into without being discouraged and yet offers enough challenge and skill for hardcore driving nuts to love it to pieces. If there was one complaint, it would be that despite allowing you to customise your car how you like it, you can't actually fiddle with the car itself – however, if the difference between winning or losing was shortening your rear axles by half an inch, non-fanatics would switch off immediately so it can only be a good thing in the end. Face the fact; you might have had to wait ages for it to arrive and had all your PlayStation-loving friends point and laugh at you, but now it's time to turn the tables. Buy *M-SR*, sit them down in front of it and then tell them to go and shove *Ridge Racer V* up their arses. You know it makes sense.

Martin Mathers



2nd Opinion

> This is possibly the best racing game ever made on any system. The visuals are nothing short of superb, with the cities perfectly designed from the biggest building down to the smallest waste bin. You can't help but be impressed by the attention to detail that applies as much to the realistic physics as the graphics. And if that wasn't enough, they've somehow managed to cram in a damn good game that's so deeply involving you'll end up squatting unshaved in front of your Dreamcast wondering where your life went. It's been a long wait, but the end result is sheer racing perfection.

Mark Hattersley

You Wait For Ages...

... and then three come along at once. Usually. Except in the case of *M-SR*, where there's only one... damn. Still, don't worry – there are plenty of other things on the horizon that we've been waiting for...

A Win On The Lottery

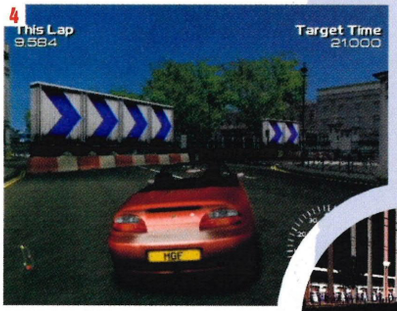
Considering we play the damn thing twice every week, the odds of us winning even a tenner on the National Lottery must be getting pretty good by now. In fact we're so sure of it that when we do win, we'll take you all out for a beer or two. Yep, all of you. As soon as we're successful, we'll let you know. Honest, guv.

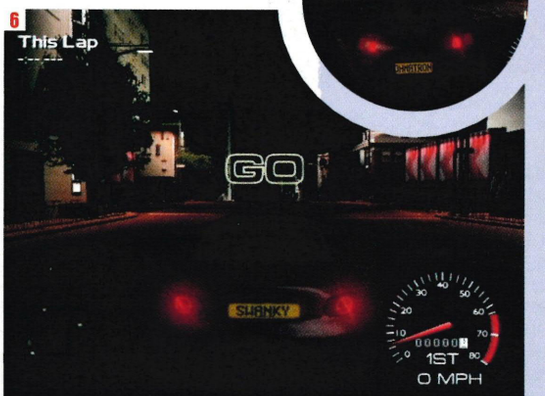
Pay Rises

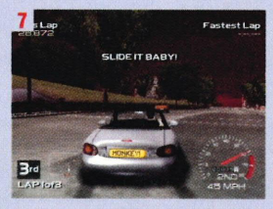
Oh yes, it's that time again. Appraisals are upon us and the distinct whiff of extra cash is nigh-on certain. All those extra hours and hard work to make Dreamcast Magazine so damn good will surely mean that a few extra magic beans are on the way along with a herd of flying pigs...

The Second Coming

Okay, so we're not exactly waiting for this one – after all, when it does finally come then we won't be able to play games any more, what with the end of the world and all that. Plus it means having to bugger off to Heaven or Hell, depending on whether you've been a nice bloke or not. Mmm, barbeque...







[4] For us, London has to be the best city – if only because we recognise everything. **[5]** San Francisco, on the other hand... well, we've never been there. **[6]** Go, go, go! Just floor the pedal and fly off the start! **[7]** You'll got to even out between racing well and sliding round those corners...

summing up the game >

Dreamcast Magazine Opinion

M-S	ARSE
⊕ Beautiful. Really, really beautiful	⊖ It's one of those 'realistic' racers
⊕ More cars, tracks and challenges than any other game	⊖ Say goodbye to your social life
⊕ THE essential racing game... 'nuff said	⊖ We nearly didn't get the magazine finished in time because of it

VISUALS	97%
SOUNDS	88%
GAMEPLAY	95%
VALUE	94%

DM Rating 96%

summing up

> The highest score in the history of Dreamcast Mag – do we really need to spell it out for you?

alternatively >

- Sega GT
- Ferrari 355 Challenge

1

Gunbird 2

Can't get enough of finger mangling, mind-bending shoot-'em-ups? Then get your flight gear on – it's time to save the world again.

essential information>

Gunbird 2

Publisher	Virgin Interactive
Developer	Capcom
Origin	Japan
Price	£39.99
Genre	Shoot-'em-up
Release	Out now

two players

vibration pack

arcade stick

modem

visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

2

3

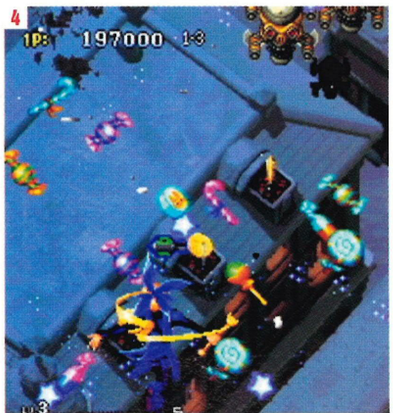
[1] We suggest that if you're epileptic or your retinas can't handle severe pace and flashing lights, you stay away from this game. It's totally mad. **[2]** Throughout the levels you'll encounter a number of bosses which just love to throw as much fire power at you as possible. **[3]** You'll need the reactions of a coiled cobra if you're to avoid the onslaught of fire and come out alive. **[4]** Perform your special move and everything will be wiped out.

Do you remember those dark, dark days in the years before Dreamcast? Those terrible times when the Megadrive was towering above all the other inferior consoles, 'mobile' phones were the size of small children (and about twice the hassle) and the Sega Saturn was but a twinkling in the eye of the most prolific of Sega scientists. Back in those days, teenage children would crowd around arcade games like *1942* in pubs when they couldn't get served alcohol. Still, we've come a long way since then, haven't we... haven't we?

"Despite feeble attempts, this game fails to deliver in almost all departments"

Deja Vu Anybody?

Wait just a minute... haven't we seen this somewhere before? A scrolling overhead shoot-em-up involving bizarre machines that fill the screen with little yellow balls of light, whilst your crazy little Japanese character charges around blasting anything in sight. No, calm your beating heart, this isn't *GigaWing*, but you may be forgiven for thinking that it was. *Gunbird 2* is yet another 16-bit



4

5

awesome moment

Blow everything off this bomber and watch it plummet. Very satisfying.

2nd opinion

> Well, what can I say? If you like a quick fifteen minutes of fun then there's nothing stopping *Gunbird 2* satisfying your every whim, but if you prefer a bit more meat with your veg then you'd better head elsewhere. Where *Gunbird 2* shines with some positively entertaining – not to mention frantic – gameplay, it lacks any real substance, despite having online play. In other words, it's the sort of game which you'd be happy to chuck 50p into down the arcades, but not shell out £40 for.

Alex Warren

shooter from Capcom, who seems quite unable to let the genre die a peaceful and refined death. When it comes to Capcom though, what's new? The question is, why should Dreamcast owners part with their hard-earned cash for this tired game?

Much like places such as Blackpool and Disneyland, *Gunbird 2* relies almost entirely upon its own little gimmicks which attempt to set it apart from the crowd. The game features a handful of weird and wonderful characters to choose from, and instead of a Harrier jet or super advanced plane, the player moves their character around on items like magic carpets, or with a Superman-style cape. Indeed, one of the most amusing aspects of this game is the final boss, who comes in the form of a cartoon beagle toting a trumpet, attacking you with fireball-filled drug capsules (really). Sounds like a late night drunken experience, doesn't it? The game looks like one as well, because although the graphics aren't what you would call bad, they're extremely chunky and could have used more than a little polishing. The sound effects, too, could have been improved, and although they don't grate on your senses, they do leave much to be desired.

In My Day...

When a game has a sub-standard single-player game, it can normally fall back on its multiplayer mode but sadly, *Gunbird 2* fails to deliver anything resembling an entertaining two-player game. In fact, the most fun you can get from the two-player mode is when the monotony of the game grinds you down and memories of childhood arcade experiences starring you, a friend, *1942* and a bag of twenty-pence pieces come flooding back. However, memories do not maketh the game and pretty soon, multiplayer fun will involve yourself and your friend thinking up amusing things to do with the GD-ROM to alleviate the boredom. Despite feeble attempts, this game fails to deliver in almost all departments because it is out-dated, out-gunned and doesn't take advantage of the considerable powers that the Dreamcast offers. Come on Capcom, we know you can do better.

Andy Hartup

Childhood Memories

> Playing this game will obviously bring out memories of the 'good old days' from your youth, when grazed knees and football matches down the local park were a common thing...

Pocket Money

The childhood commodity. Used to buy sweets, play on naff arcade machines and 'save for a rainy day'. After about five years the average child might have been able to afford a CD, but nowadays, they have enough for mobile phone bills and Internet accounts.

School

Ahhh, the dreaded institution, where most cheeky children learn the facts of life by getting terrorised by bullies, looking up girls skirts in maths and bunking off to meet their mates in the local McDonalds.

Cartoons

More of an on-going thing than a memory. How many of us get all weepy and reminiscent when the theme tune for Scooby-Doo begins to sing out from the TV, or when that familiar 'Yabba Dabba Doo' echoes around the house? Classic.

Dreamcast Magazine Opinion

summing up the game >

GUN	BORED
⊕ Some original thoughts	⊖ May as well have been on the MegaDrive
⊕ Funky characters and weird bosses	⊖ No replay value after a week
⊕ Takes you back to your childhood	⊖ Tried, tested and exhausted concept

VISUALS	54%
SOUNDS	58%
GAMEPLAY	73%
VALUE	35%

DM Rating 51%

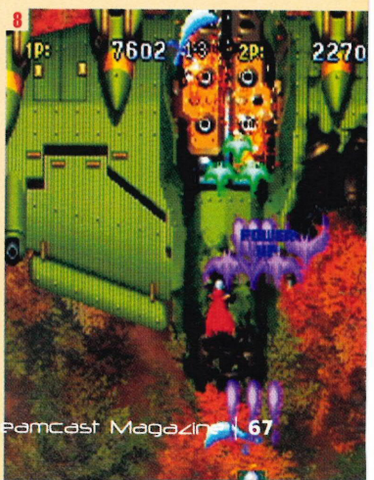
summing up

> This game won't entertain anyone except die hard fans or people with a craving for antiques. Not what we expect from a Dreamcast title.

alternatively >

> GigaWing

> Midway Arcade Greatest Hits Volume One



[5] Well, Capcom had to get a half naked lady in there somewhere to keep the punters happy. [6] It might be a Western setting but the enemies that you'll come across have more than just a Colt .45 swinging at their sides. [7] It's not quite a sonic boom but it's enough to clear the way of unwanted enemies. [8] Now that's getting just a little bit too like 1942, don't you think.

www.dream-cast.net

web site | www.sega.com

essential information

Sega Extreme Sports

Publisher	Sega
Developer	Innerloop
Origin	US
Price	£39.99
Genre	Sports
Release	Out Now

two players

vibration pack

arcade stick

modem

visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

Sega Extreme

Need some major excitement in your life? Well, don't throw yourself off a bridge – try a healthy mix of extreme sports on for size instead...

Mention extreme sports and what do you immediately think of? If it's a bunch of Pepsi-swilling, goatee beard-wearing surf 'dudes' jumping off cliffs and shouting phrases like 'Gnarly!' at each other... well, then you think just like us. Of course, it's more than that – it's the kind of thing that people do for the thrill of putting themselves on the line in the name of excitement.

Thankfully, you don't have to worry about breaking every bone in your body any more – now you can just play *Extreme Sports* on your Dreamcast. Hoorah.

Covering six of the most well-known 'danger' sports – snowboarding, mountain biking, quad biking, bungee jumping, handgliding and base jumping – *Extreme Sports* is a racing game of a different kind. The idea is to beat your opponents to the bottom of each course, but it's not that simple; rather than just being a case of getting from A to B, every course has a number of stages to cover. You might start on your snowboard but halfway down the mountainside, you'll have to dump that and jump on an ATV before dropping this for a pushbike. It's not as tough as it sounds though...

Geronimo!

There's a whole range of courses to race on, from the Himalayas and Maui to Scotland and even Mount Kilimanjiro; if you can manage to find the secret tokens hidden in each area though, you can unlock secret endurance courses that'll test your abilities to the max. Much like

awesome moment

Going off a cliff from snowboarding to base jumping really shocked us!

Sports

other 'extreme' games like *Tony Hawk's Skateboarding*, you can also perform tricks on the various vehicles – doing that rewards you with extra Boost power to use when you've fallen behind. Smart.

In all honesty, *Extreme Sports* would be one of most enjoyable games we've played for a very long time if it wasn't for some annoying little niggles. Firstly, there's the graphics – they look mighty fine on these pages but when they're moving, it's a slightly different story. Is it the popping-up of the background in the distance? Not really... because for some reason beyond our understanding, the background draws itself in when you're right on top of it instead. Sounds strange? Well, it is. It's a bit like Moses parting the Red Sea – one minute you're racing full throttle towards a solid cliff face and the next, a giant hole opens up for you to speed through. You get used to it, but that isn't really the point...

The biggest gripe, though, has to be the multiplayer mode, because it's crap. Normally, sports games are great fun to play with mates but *Extreme Sports* just doesn't sit right with us – the two-player games aren't nearly as enjoyable as playing against the computer. Unless both players know the track they're playing on back to front, it's a pretty boring experience; one person races off into the distance while the other struggles behind or even ends up getting the big 'Game Over', leaving it just a one-horse race. This kind of thing isn't really acceptable, especially when the rest of the game is so damn good.

Of course, that's the thing – the game IS damn good, especially when you're all on your lonesome. There's plenty of challenge, it looks gorgeous and it has more to offer than many of the games we've played in recent months. If it wasn't let down in some of the important areas, we would have been tempted to give this over 90%. But it is. So we didn't. Sorry.

Martin Mathers

infoburst

Extra information

- Extreme sports seem to be all the rage these days... though why anyone would want to throw themselves down a mountain on a plank of wood or jump off a cliff tied to a bit of rope is beyond us.
- Other extreme sports that they could have included in the game are rock climbing, white water rafting and going out for a night on the razz with Simon.

[1] The mountain bike has possibly the easiest controls of all the extreme vehicles – of course, it's much easier to fall off and graze your knees as well so watch out! **[2]** Performing tricks on the Handglider is a piece of cake. However, landing the flippin' thing isn't. **[3]** The snowboarding sections remind us of 1080° SnowBoarding on the N64... only better, obviously.

"It looks gorgeous and has more to offer than many of the games we've played in recent months"

2nd opinion

Extreme sports never seem to be as extreme as they're meant to be once they've been thrown haphazardly onto a games console, but *Sega Extreme Sports* bucks this trend surprisingly well. Strangely enough, it's really good fun to play. I mean, where else do you get to bungee jump, hang-glide or try a spot of sky surfing? It might not offer any where near the same kind of adrenaline rush but it's just as addictive to indulge in. The graphics might behave somewhat strangely from time to time but ultimately, they fail to detract from what is a genuinely good game.

Alex Warren

To The Extreme

Obviously, getting to grips with the extreme nature of sports like mountain biking, snowboarding and handgliding took the Dreamcast Mag team to the limit. However, we've got some more extreme hobbies of our own...

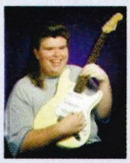
Writing

If his track record over the last few issues is anything to go by, Simon finds writing anything for Dreamcast Magazine quite extreme. In fact, it's a bit too extreme for him... which is why he doesn't actually seem to do it very often (yeah, right – Ed).

Eating Salad

Lettuce. Tomato. Onion. These are the things that make Mart wince in extreme agony... because they're all good for you. In fact, the closest he ever gets to eating them is when they're slapped on top of a Whopper burger. Mmm, yummy.

Being Single



Poor old Alex – having been 'without woman' for more than nine months, he's finding the single like just a bit too extreme for his liking. If you're a single lady looking for the love of a posh young lad, you could always drop us a line...

summing up the game

Dreamcast Magazine opinion

EXTREME	X-RATED
⊕ The best mix of sports ever	⊖ Bizarre landscape morphing
⊕ Easy to pick up, great fun to master	⊖ Frustrating to the extreme (hoho)
⊕ Love that ass-kicking soundtrack!	⊖ The two-player mode really sucks

VISUALS	80%
SOUNDS	91%
GAMEPLAY	84%
VALUE	82%

DM Rating 86%

summing up

It's great fun, but the lack of a good multiplayer mode cuts the life of this one in half. Still a damn good laugh though...

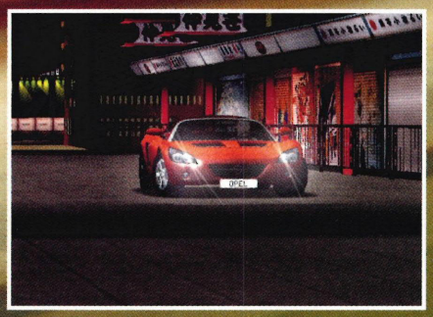
alternatively

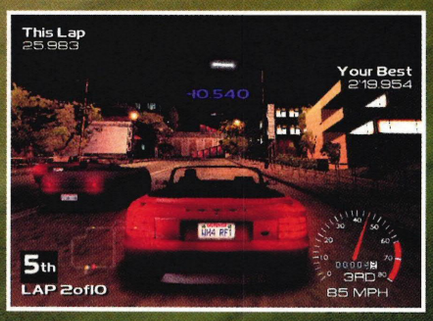
- Tony Hawk's Skateboarding
- Snow Surfers

'A RACING GAME ON A SCALE NEVER SEEN BEFORE. INCREDIBLE STUFF'
- 9/10 OFFICIAL DREAMCAST MAGAZINE

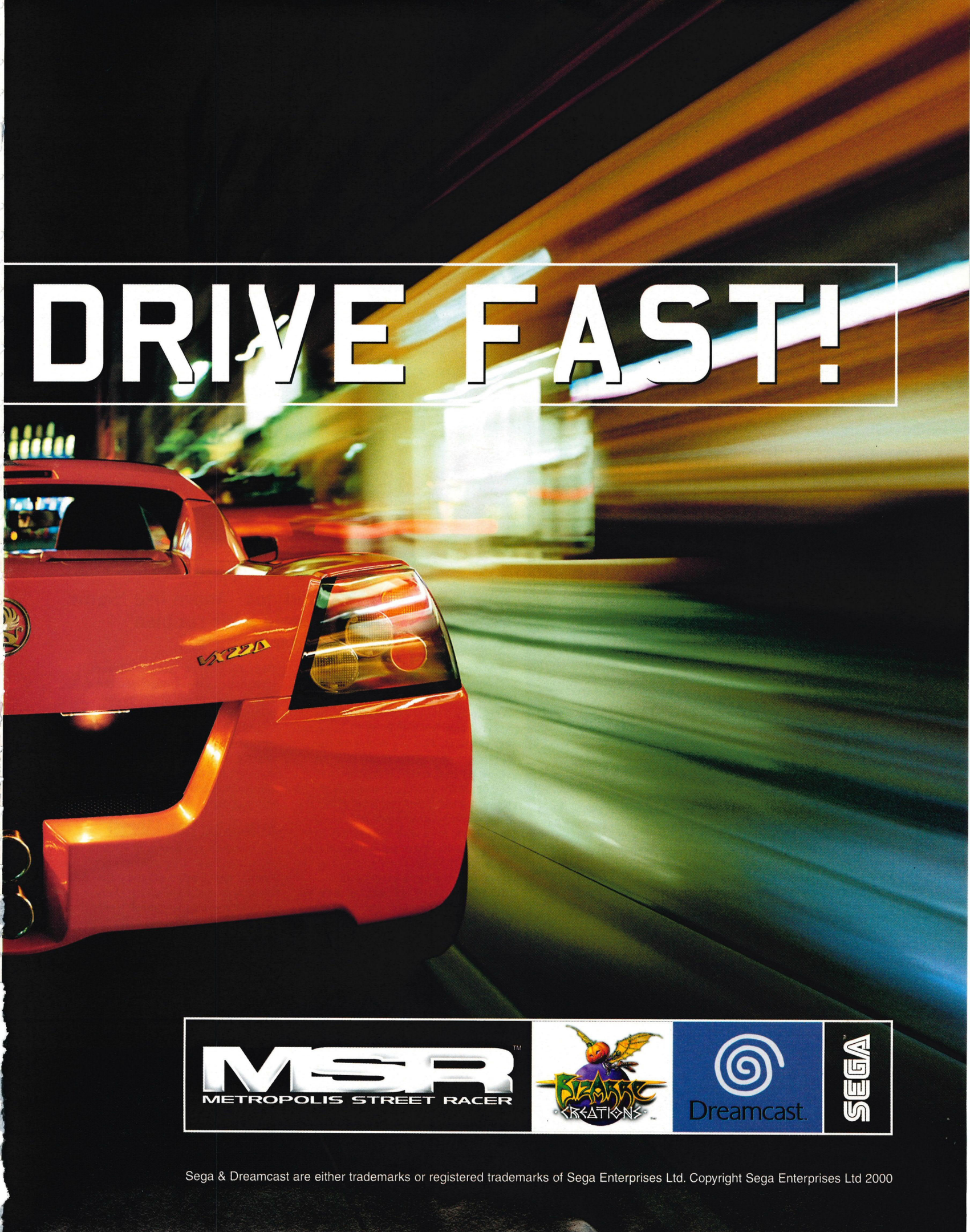
IT'S NOT HOW FAST YOU DRIVE...

IT'S HOW YOU





'WE'RE STARING INTO THE HEADLIGHTS OF A MODERN CLASSIC. RESPECT DUE' - DC:UK
'THIS IS A DREAM' - MAXIM



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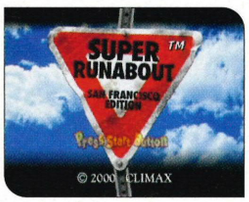
essential information>

Super Runabout



Publisher	Interplay
Developer	Climax
Origin	US
Price	£39.99
Genre	Racing/Action
Release	Out Now

one player

vibration pack

race controller

arcade stick

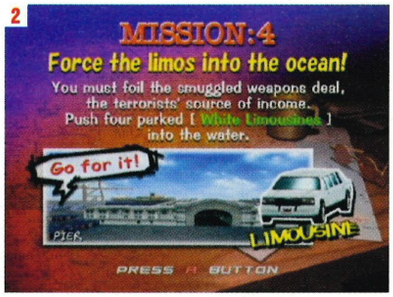
visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

1

2



[1] To be fair, the scenery does look quite nice from a distance. [2] Could this mission be any easier? We seriously doubt it... [3] See? They're all parked by the water. Just give them a nudge and splosh! No more car.

3

Super Run

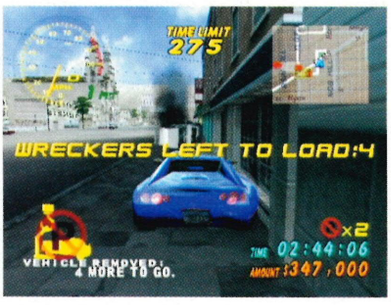
Super Runabout? 'Fraid not – more like 'Some good ideas but ulitmately a bit rubbish' Runabout. Read on, dear friends...

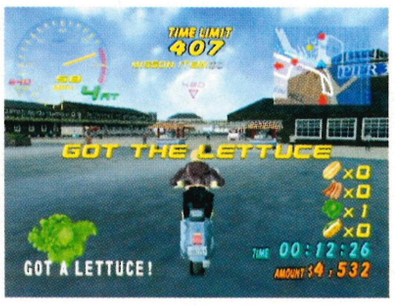
Having worked in the games industry for a fair old while now, we can assure you that developing games costs quite a bit of cash – it's not the kind of thing you can do on £2.50 and a bag of crisps. Also, it's important to spread the money out evenly over the whole process, from conception to final coding. Unfortunately, it seems as though the makers of *Super Runabout* didn't do their maths properly when dishing out the money; from what we can tell, they spent all their dough on coming up with ideas and then had nothing left to spend on actually making a good game.

On paper, *Super Runabout* sounds like a real corker of a game. Combining the mad driving antics of *Crazy Taxi* with the mission-solving style of *GTA2*, as well as 3D backgrounds and real-life locations taken straight out of the streets of San Francisco, the ideas are certainly there. There are even two totally different scenarios to play through; you can either take the side of the impoverished delivery men who are desperate to make a quick buck or the cops, on a mission to stop terrorists from running riot around the city. Sounds good, doesn't it? Well, don't get too excited – in practice, the game just doesn't measure up to our expectations...

Run Jack, Run (About)

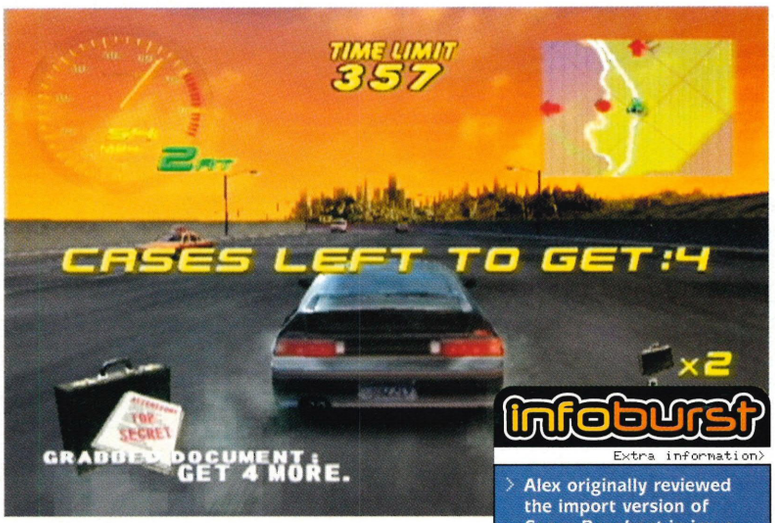
So, where do we start with what makes *Super Runabout* a big pile of cack? Hmm... well, aside from the rather good ideas, how about everything? For starters, there's the controls – they're rougher than Jo Brand in a sandpaper bikini. The fact that it's virtually impossible to keep your vehicle (be it a car, truck or piddling little motorbike) travelling in a straight line is a real





awesome moment

You know, being a police officer in San Francisco can be a real pain in the arse.



about

bugger; we can understand the desire to smash through anything in your way but if you can't avoid doing it, what's the point? Crashing isn't really much fun either though, as the collision detection is way off. You can quite happily drive through trees and the sides of houses but drive less than ten yards around another car and... well, let's just say that you'll be fed up after more than five minutes of constant smashes and bashes.

Other problems? The graphics are shoddy and nowhere near the level that the Dreamcast can do, the sound is dire... oh, and the game can be completed in little over a day, so there's no chance of you getting £40 worth of play out of it. Could we be any more critical? Well, probably – but hopefully, you'll have got the point by now. *Super Runabout* is a perfect example of things starting off well and then going quickly downhill, which is a shame because it could have been so much better. Don't be fooled by the stuff on the back of the box – it might sound good, but it ain't. Really.

Martin Mathers

infoburst

Extra information

- Alex originally reviewed the import version of *Super Runabout* in issue 11 – he thought it was crap then as well. Honestly, we never learn...
- Talk about longevity – after half a day, we'd managed to finish two thirds of the whole game. After that, we got bored and just turned it off.

"On paper, Super Runabout sounds like a real corker of a game... in practice, though, it just doesn't measure up"

2nd opinion

Okay, so when we reviewed this as an import game back in issue 11, we thought that it was a bunch of arse and hoped to God that it would never make it over here unless it underwent some serious surgery. And guess what? It hasn't. The vehicles still handle like a dog's arse and as for the chronic cases of pop-up and clipping... well, let's not go there. Sure it's a nice idea in theory but in practice, it's a load of old rubbish. Run away!

Alex Warren

Supercalifragilisticexpialidocious

To put it simply, *Super Runabout* is a big pile of steaming dog poo. Mind you, that doesn't mean that everything with the word 'super' slapped on the front of it is rubbish – we can think of a load of things that we love...

SuperFriends
Right, you know the Budweiser 'Wassup!' adverts? Well, we saw them about six months ago in the form of the SuperFriends cartoon. Oh, how we laughed. Mind you, we're a bit sick of it now... so stop saying it, alright?

Supermodels
Judging from the testosterone levels floating around Alex and Simon, a few tasty supermodels wouldn't go amiss within the pages of our mag. Mind you, that would probably just get Alex even more excited than he already is...

Super Noodles
Mmm, spicy. There's nothing we like more after a hard day's graft in the office than a big plate of Super Noodles and a pint of beer. What's more, they look exactly the same when you bring them back up later in the night... bleugh.

summing up the game > Dreamcast magazine opinion

SUPER	POOPER
⊕ Some really good ideas...	⊖ ... done really, REALLY badly
⊕ Lots and lots of vehicles...	⊖ ... and they're all really arse
⊕ It's actually not all that bad...	⊖ ... if you can get past all the crap bits

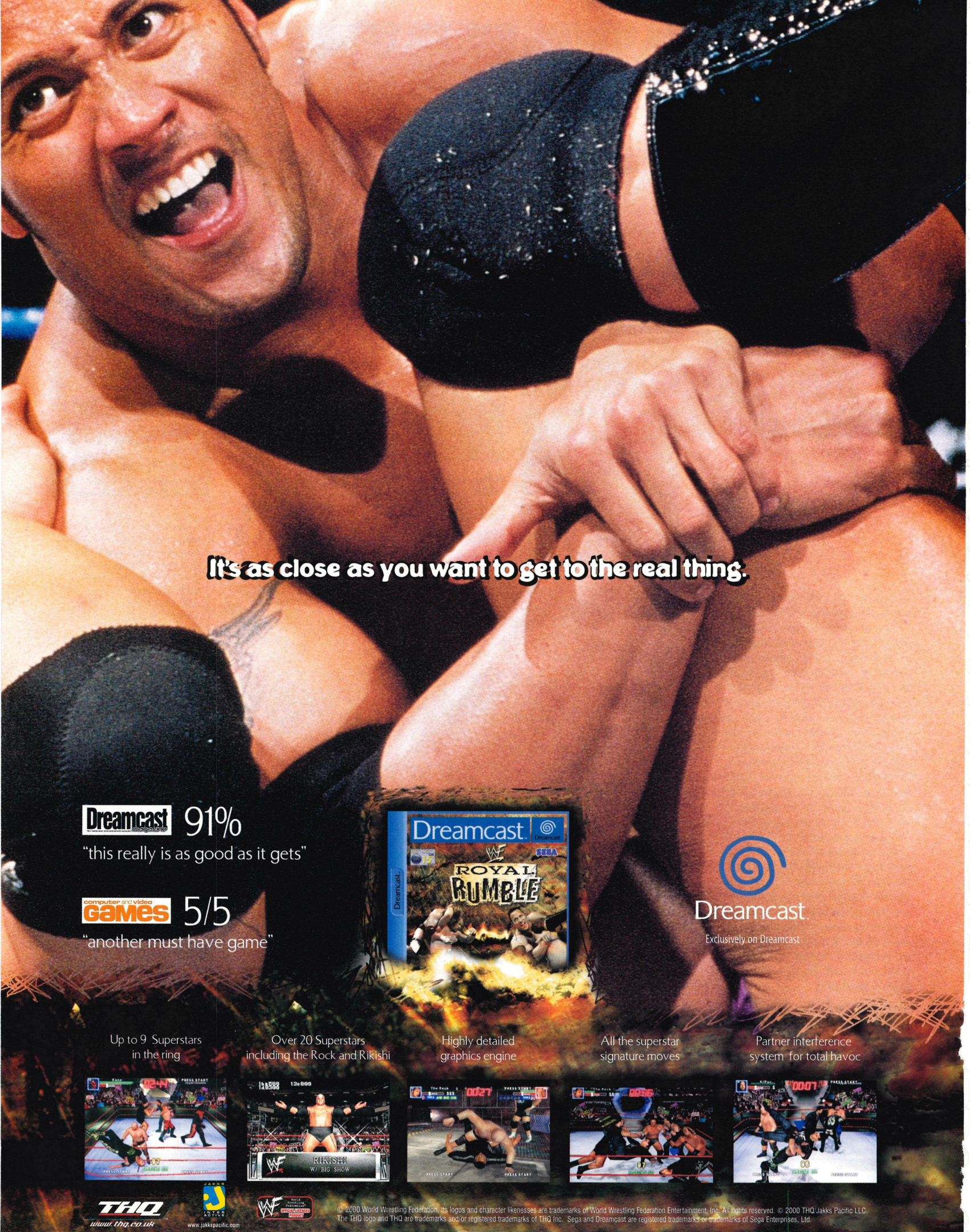
VISUALS	63%
SOUNDS	46%
GAMEPLAY	55%
VALUE	57%

DM Rating 52%

summing up

Great ideas, but completely arse in every other department. God knows why they didn't try to fix all the crap stuff...

alternatively >
- Crazy Taxi
- GTA2



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inter@ct

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

Stuff & Nonsense

106 Toys, toys, toys! Are you looking for a good time?

Jet Set Radio

86 Part one of our spraying guide!

WIN! Joytech Peripherals Page 85

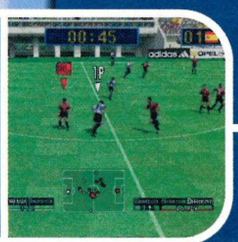
WIN! Mad Catz Peripherals Page 78

Regulars

Jam-packed with everything a Dreamcaster needs to know!

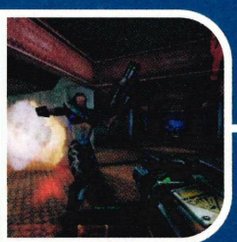
76 MAILBOX

78 READER REVIEWS



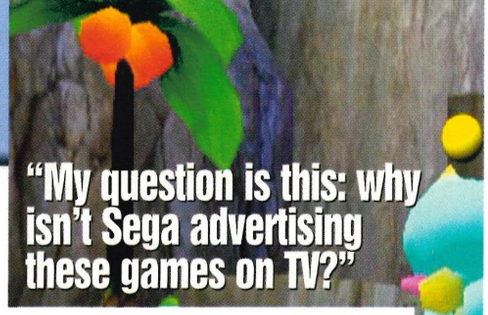
100 DIRECTORY

110 DREAM ON



114 DREAM MOMENT

interact Mailbox



Mathers has been reprieved of dealing with 'the sack'. The moaning git!

WIN! Mad Catz Peripherals

Right you 'orrible lot – get your laughing gear around this little lot. Those lovely geezers at Mad Catz have been kind enough to donate a set of Dreamcast goodies (including a pad, VM and Steering Wheel) to the lucky person who writes the letter that we deem the best. Of course, if the writing skills of you lot are anything to go by, it shouldn't be too tough to snap up the prize. So get writin' – now!

› 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.

Keeping the Faith

› You have been bashing out release dates for next year... *Black and White* and so on, but as many people keep knocking the DC, how can you be sure that it will still be around to see these games?
The SR2 Megane Man

DM: ***Okay, some games have been canned, that happens on all systems. However, there are still tonnes of games on the way. Chill out!***

If You've Got It, Flaunt It!

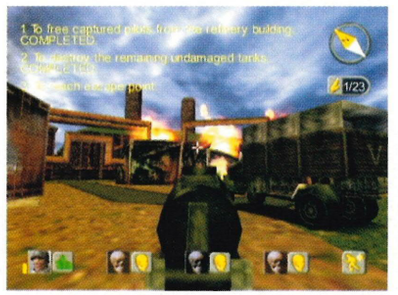
› I've just bought a Dreamcast after finally selling my PlayStation which has given me great enjoyment for the past two years – *Metal Gear Solid* has yet to be beaten in terms of gameplay on any console in my opinion. As for the Dreamcast, the only reason I bought it was because: 1. It was cheap and 2. My PC had crashed and I had no way of getting on the Internet.

However, now I realise that with games such as *Virtua Tennis*, *Hidden & Dangerous* and *F1 World Grand Prix 2* to name but a few, this machine has so much to offer. So my question is this: why isn't Sega advertising these games on TV? The graphics and gameplay are near-perfect, but I, like so many others thought that the Dreamcast was another dead duck. Come on Sega – don't sit on your ass reminiscing about days gone by when the Megadrive was great and start thinking ahead. A 60 second ad on prime TV would boost sales no end and bring Sega back to the forefront of gaming. If you don't then the Dreamcast will be dead within six months of the PS2 arriving on our shores.
P Shilling

DM: ***It's certainly not as bleak as you make out. Admittedly, we're a little frustrated at times when Sega seemingly fail to publicise the many great games that the Dreamcast has to offer. Do you remember those dreary ads featuring the vocal talents of Malcolm McLaren? Where was the game footage then? Answer: nowhere! We think this was a big mistake as an awful lot of people are, even now, largely unaware of the stunning games that the Dreamcast is home to. So, yes we'd like some more adverts showing off games – that's if Sega has the money to spend on them...***

All I Want For Christmas...

› Can you please tell me when you think Sega will be bringing out *Sonic 2* because it hasn't been mentioned in any of your magazines recently. The reason I want to know is I want to get it for my birthday or Christmas, but I don't know when it's out.
Jack Ling



DM: ***Sega is, by all accounts, planning to release Sonic 2 globally in January 2001 to mark the blue hedgehog's tenth birthday...***

Stating The Obvious...

› I am writing to say how disappointed I am at hearing that piracy has reached such a great games console – it's going to damage the quality of games. What people don't realise is that although the games are cheaper, the people who copy the games are making the money, which should go to the game developers who spend months, if not years, creating the games for us to play. If they don't get paid, we don't get the games. Also, another fact is that piracy is illegal, which could get you in big trouble with the law. Let's hope the people who crack down on those who wreck our game industry get them quick.
Matthew Hughes

Be Sega's Friend!

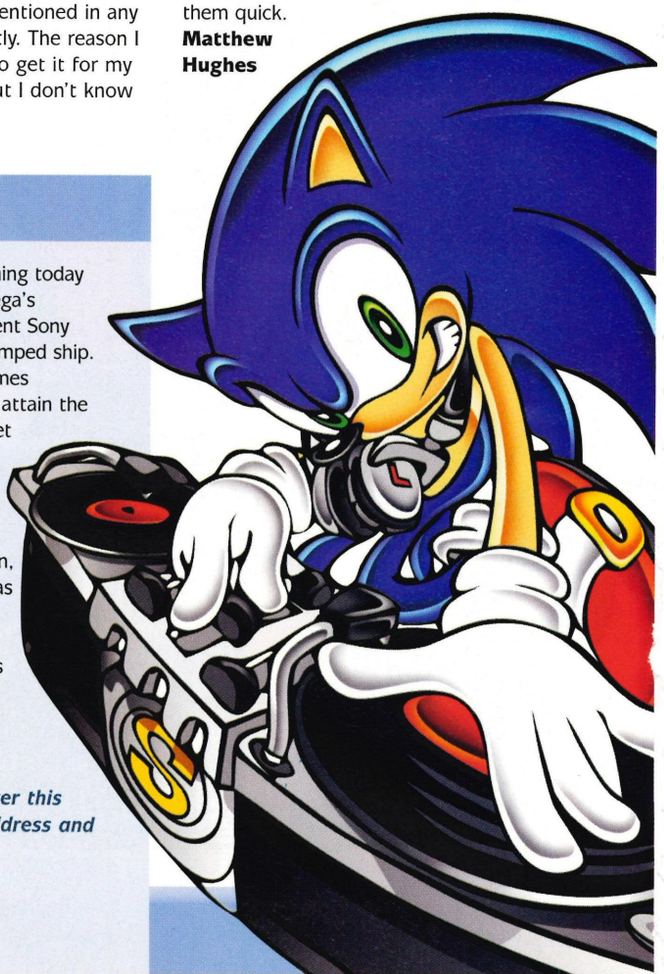
› Being the multibillion-pound industry that it is, you would be forgiven for thinking that the games industry was a land of opportunity; but you would be wrong. As Sega knows far too well, the success of a company depends on consumer loyalty and this will decide whether something will sink or swim.

In creating the casual gamer, Sony has not only attained the loyalty of the gamesplaying public, it has also created a massive user-base of support for the PlayStation enabling it fight off any competition. As such, developers are reluctant to produce games for a console that is not as loyally followed and find themselves producing games for just the one console. Take, for example, Electronic Arts and now Codemasters, sticking with Sony because of the loyal mass market it has. Should developers not also be abided by loyalty? The previously named companies would be nothing today without the success of Sega's Megadrive, but the moment Sony became favourite, they jumped ship.

However, what will games developers have to do to attain the loyalty of the mass market from Sony? With all the problems that the PlayStation2 is suffering being almost identical to that of the ill-fated Saturn, will it prove the loyalty has been misplaced? Will it mean that Sega once again becomes the games giant that it once was?

Maybe. Just maybe.
James Cooper

DM: ***Everyone is so clever this month! Send us your address and the prizes are yours!***



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Web site: www.dream-cast.net

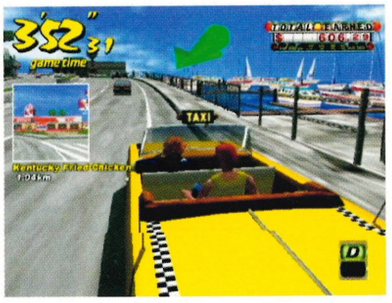
Desperately In Need Of A Keyboard!

Subject: Oh!Please send me some goodies D.C Mag is the best. No kidding either.

Date: Tue, 3 Oct 2000 12:26:50 +0100

From: mseedhouse <mseedhouse@*******.co.uk>
To: dreamcast@paragon.co.uk

DM: *Er...hello?*



DM: *Well, that's sorted that one out then. Jolly good.*

And Again...

› Yet another hot potato – why are so many people waiting for the PlayStation2 when most of the arguments for it are at best flawed. In my opinion it is a 'jack of all trades and master of none'. For instance:

1) You can buy a similar quality DVD player for roughly the initial difference in price between the DC and PS2, better quality if you look for those at reduced prices. Add the Dreamcast's Internet capability and the value for money argument is blown clean out of the water.

2) Backwards-compatibility is not so hot an argument, as has already been covered in your magazine with the arrival of the Bleemcast. With original PlayStations being dirt cheap as well, it never was a particularly strong argument.

3) Some people seem to think that the games will be better on PS2, but with games like *Soul Calibur* and *Crazy Taxi* as early DC releases, it's got a tough job on its hands. Add to that the online gaming and it's hard to see where this argument really comes from.

Given just these three arguments, why are software houses canning games for the Dreamcast. If you concentrate on one machine, who's to say it's the right one? You may get higher profits if you choose correctly but you end up looking pretty silly if you don't! Isn't it better business to try to ensure the success of both the Dreamcast and PlayStation2 so as not to have all your eggs in one basket? With Sega seemingly taking a tougher stance on piracy, doesn't it make even more sense to back them? Sort it out!

Brian Beesley, Lincoln

DM: *More common sense in a strange, strange world...*

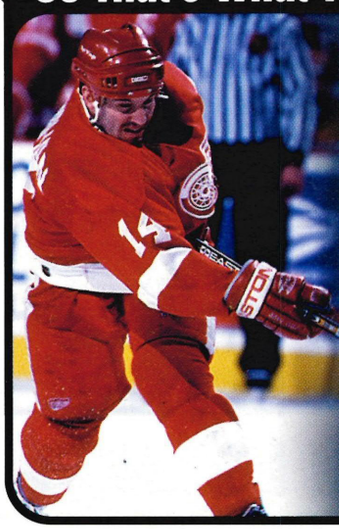
Is There Any Hope?

› I was a dedicated Dreamcaster even before it came out but now the PS2 is due for release in a couple of months and all my friends are talking about how much better it is going to be. This doesn't detract from my love of the Dreamcast but one interesting fact did come up. The games on the PS2 do sound a lot better. For starters there is *The Matrix* and also when reading your magazine I saw the PS2 magazine advertisement and saw that it also had a lot of other movie titles on the front, *End Of Days*. *Three Kings* and *The Truman Show*. All these films were very popular and I can't help but wonder whether the games will be too. The fact that Sega hasn't released any movie titles for the Dreamcast is also a wonder to me, because everyone is saying how much better the Dreamcast is than the PS2, technology-wise. It's maybe that they are, and we just haven't heard anything about them yet, but I was wondering whether you could enlighten me on the situation.

David Crackles, Selby

DM: *It had to happen eventually I suppose... the reason why there were pictures of those movies is because the PS2 also plays DVD movies. There has been talk of a* Matrix *game appearing some time next year but nothing is definite. As for movie licensed games in general...well, there's* Chicken Run *on the Dreamcast but in the main, most are cack. Think* Mission: Impossible *or, if you are old enough to remember, the glut of movie tie-in games that were released back in the Eighties, cheesh, they were AWFUL!*

So That's What They Were Going On About In South Park!



› I was horrified to read your review of *NHL2K1* and see that you referred to the great Canadian sport of hockey as a US and American sport! Hockey is a CANADIAN sport, and most of the players in the NHL are Canadians, whether the team is Canadian or US-based. The Europeans make up the next largest group of players in the NHL and the US-born players are a small minority! Hockey is THE sport in Canada – we follow it religiously, unlike the Americans who don't pay much attention to it compared to US football, baseball and basketball. I know the Americans like to take everything and try to make it theirs, but they will never have hockey because its 100% Canadian and Canada is number one in Hockey and always will be. It's in our blood and national culture more than anything else!

I hope you will point out your insulting mistake and declare that hockey is CANADIAN!

** I am Canadian **

S Tomas

DM: *Bugger... sorry! Hope this makes amends.*

O Canada! Our home and native land!
True patriot love in all thy sons command.
With glowing hearts we see thee rise,
The True North strong and free!
From far and wide, O Canada!
We stand on guard for thee.

CHORUS
God keep our land glorious and free!
O Canada! We stand on guard for thee.
O Canada! We stand on guard for thee.

O Canada! Where pines and maples grow,
Great prairies spread and lordly rivers flow,
How dear to us thy broad domain,
From East to Western sea!
Thou land of hope for all who toil!
Thou True North strong and free!

CHORUS

Short Cuts

Well, here they are – printed in exactly the form they arrived in Simon's inbox, a selection of observations from you good people out there. Now stop it – you're scaring us.

› Is F355 not a Sega arcade and Dreamcast title? I see everywhere that it is being published by Acclaim!
From Coojam
DM: *It's a Sega game but it is being published by Acclaim.*

› Forget Martin Mathers, what about Marshall Mathers. Sack Mart, and get Marshall-after all, he is the REAL Slim Shady.
From Stephen Whitby
DM: *We've been trying to get rid of Mathers for ages. He won't leave!*

› ps2 is kak
From Dan H
DM: *Really...Sony won't be happy about that!*

› AAARRRRGGGGGHHHHHHHHH!!!!!!!!!!!!!!!!
From Colin Mccutcheon
DM: *Well, quite...*

› Just letting you no that my email address has changed.
From Craig Duncan
DM: *Thanks for that, we were getting worried!*

› AAAAARRRRRRGGGGGGHHHHHHH!!!!!!!Tony HAwks RULES

!!!!!!!!!!!!@@@@@@??????>>>>>>><<<<:::@@@~~~~}}}}{{_++""£$(^^£%$&
From Craig Duncan
DM: *You poor thing!*

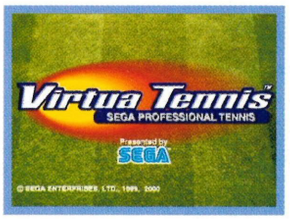
› Sony, eat your face!!!!!
From Wezi Sendama
DM: *We'd like to see that!*

› Give me something free, or I'm gonna shove chu chu rocket up your socket!!
From Adam Jones
DM: *Er...no!*

› Any news on NiGHTS on DC??
From Colin Mccutcheon
DM: *None!*

interact Reader Reviews

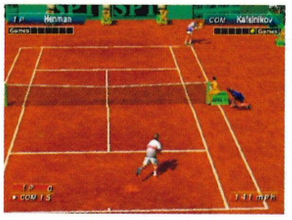
Every month, we give you the chance to play reviewer. And it seems you can't get enough of those crazy Sega games...



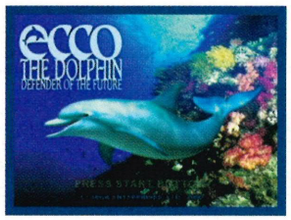
Virtua Tennis

Publisher	Sega
Developer	In-house
Origin	Japan
Genre	Sports
Reviewed by	Michael Allsop

After playing *Virtua Tennis* in the arcades I thought I would get the Dreamcast version. I have to say I have not been disappointed. The graphics are superb and the sound is just spot on. The simple controls mean a six-year-old could stand a chance of winning. The Arcade mode is a great port, and the chance to play with four mates hasn't been wasted. But the World Circuit mode really makes this game stand out. Not only are there lots of tournaments, there are also lots of mini-games which help you learn how to play the game better. Buy, buy, buy!

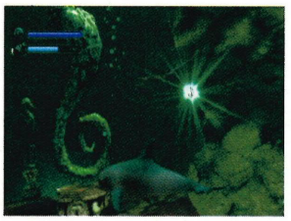


Overall 96%



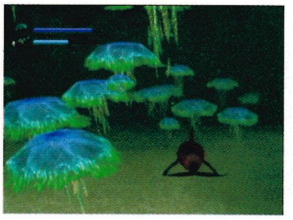
Ecco The Dolphin

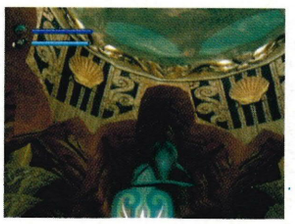
Publisher	Sega
Developer	In-house
Origin	Japan
Genre	Survival Horror
Reviewed by	G Gardner



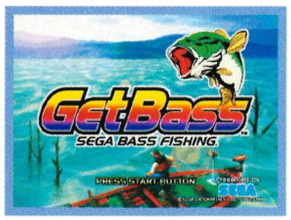
There are games that will last a few days, and some that last a couple of weeks. However, on occasion, a game arrives that seems as though it will last a lifetime. This is one of those games. From the moment you start playing, you know you're going to be drawn into the game's outstanding world, and you won't want to leave!

The graphics are jaw-dropping, and so lifelike that you'll mistake this game for a wildlife documentary. It's that good. However, it is a tough game, but persevere, and the rewards are plentiful. A dream!





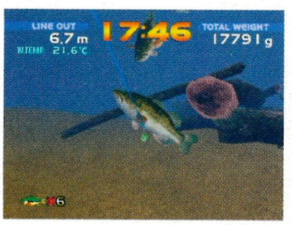
Overall 94%



Sega Bass Fishing

Publisher	Sega
Developer	In-house
Origin	Japan
Genre	Sports
Reviewed by	Lewis Blakey

I waited and waited for *Sega Bass Fishing* to arrive in the shops – I thought it would of been a great idea to buy it as it got fairly good scores from several mags, including yours, for being such a novelty. When it finally arrived my excitement was very high... until I played it. I was so disappointed. The graphics were poor, the playability pants and the longevity the worst I'd seen. The Arcade mode lasted no time at all and the Original mode was just as bad as the Arcade mode. Its impossible to beat the computer too – they double the amount you see on one level!

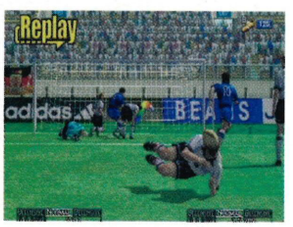


Overall 69%

Virtua Striker 2

Publisher	Sega
Developer	In-house
Origin	Japan
Genre	Sport
Reviewed by	R Self

This has to be one of the most unplayable games ever. The neglected analogue pad means that your thumbs ache after just a few minutes on the D-pad. Players are unresponsive to any kind of action given and the ill-judged controls just make you want to punch the telly as once again your player takes an age to turn round, only to be tackled. Sure it looks good, but after being spoilt with the N64's *ISS* range and any football game from EA Sports, this is a crime. Avoid, or you'll only end up injuring someone when you chuck your Dreamcast out of the window.



Overall 33%

FREE!
MadCatz
Dream Pad
For Every Reader Review

You lot like to have your say, don't you? It's worth doing, though – for every review that we print, the scribe gets a prize (see below for details).

Don't forget to include your address when you send in your reviews!

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

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

By email...
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The dedicated online service for serious gamers

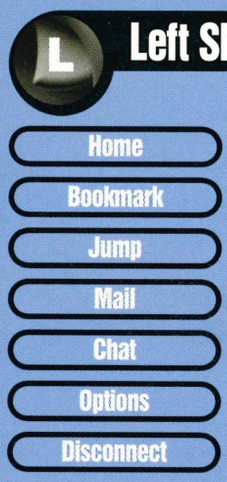
interact

DC-Online

More Web sites than you can shake an online stick at – this month we look at some of the ugliest women in Britain, dodgy American sports and the longest hair you've ever seen. Mmm, love that mullet...

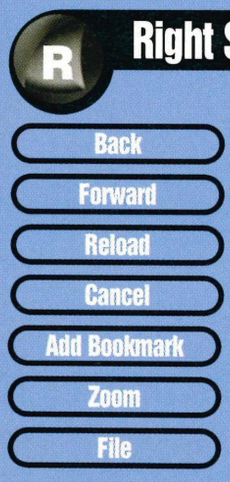
1. **Plug your Dreamcast modem into the phone line.**
2. **Place the Dream Key disc into your Dreamcast and press start. This is your passport to infinite knowledge.**
3. **If it's your first time logging on you will have to register, but if not, you will arrive at the DreamArena, a site only accessible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

Burn In Hell, Sinner!

www.landoverbaptist.org

Dreamcast magazine WEB SITE OF THE MONTH

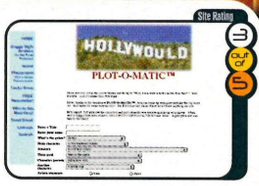
> Any Web site that takes us completely by surprise and then leaves us with tears in our eyes from crying with laughter gets the double thumbs up in our books. This month, it's the turn of the Landover Baptist Church site... and no, we haven't suddenly become blasphemic heathens, before you ask. The Landover Baptist Church is a parody site and manages to take the rather mundane subject of religion to the absolute limit – it sounds odd but whether you've got a sick and twisted sense of humour or not, this is the place to be 'converted'.

FILM

Plot-O-Matic

www.maddogproductions.com/plotomatic.htm

> Ever fancied yourself as a budding screenplay writer? Ever seen a film at the cinema and thought that you could do better? Well, now you can... sort of. The Hollywood Plot-O-Matic lets you pick your own movie elements, pick a name and then voila! One instant movie plot for you to pitch. If you're feeling frisky, you could even have a go at the Porn-O-Matic... but we wouldn't recommend it.



Movies I'd Like To See

www.mindspring.com/~smullen/mlist.htm

> Yes, we know that this site looks absolutely crap – apparently, all the graphics had to be taken off to save on space. Yeah, right. Still, at least the content remains quite funny; all of the film follow-ups and sequels that should be made are listed from 'Sleepy Hollow Hands' and 'Fright Night Club' right down to 'Double Elmo'... err, right. You can even send in your own entries – hoorah!

Movie Bloopers

www.moviebloopers.com

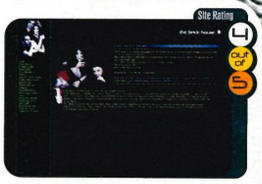
> Yep, it's the age-old idea of finding all of the mistakes in a film and then pasting it up for everyone to see and have a laugh at. Thankfully, the people at Movie Bloopers know what they're doing and as well as looking damn nice, the site is updated on a regular basis with all the latest films. At least it's good to know that there are people more adept at making cock-ups than you... ho,ho.

MUSIC

Placebo

www.placebo.co.uk

> Now is your chance to learn everything you ever wanted to know about Placebo – this site is an ideal companion to the new album and features all the usual gubbins like interviews, discographies, lyrics and so on. If that weren't enough, there are even guitar chords to every song they've written and a little Placebo quiz to test out just how obsessed you are. Ooh, you lucky people.



Red Hot Chili Peppers

www.redhotpage.hem.netlink.se

> Unfortunately, the official RHCP site can't be run on the Dreamcast but luckily this one is just as good. This page details all the adventures of Mr Kiedis and co, providing a detailed and comprehensive insight into what they've done (yes, all the gory details) and what they plan to do. There's also up-to-the-minute tour info and release schedules to keep an eager eye on.

Cypress Hill

www.cypresshill.com/indexNew.html

> So, you wanna be a rock superstar and live it large? In that case, you'll want to join the Cypress Hill mailing list, read interviews with the band or just kick back and admire the lovely pictures. This is one of the best music Web sites we have found (if you like the Cypress Hill thing) as it's wonderfully presented and fun to surf around – if it ain't on here, they ain't done it.

SPORTS

LA Street Racing
www.lastreetrace.com

Site Rating 4

> Not so much a vital 'must see' site as an interesting tie-in to this month's review of *Metropolis Street Racer* – detailing almost every aspect of NASCAR racing, the site takes you on an informative journey around the street-racing phenomenon. With car profiles, street maps of the LA circuit and a whole host of other racing info, this is definitely one for fans of the racing genre.

Le Mans 24 Hour Racing
www.24h-le-mans.com

Site Rating 4

> You've read the preview, you've tried the game and thrashed all that stood in your path – now get the facts with the official Le Mans Web site, with details on just about all you would wish to know about the famous race. Even though we're still many months away from the next proper race, there's loads to see and if you're feeling brave, you can also view the site in French or Japanese...

Fire Diving
www.firediving.com

Site Rating 3

Simon's Pick

> Ahhh, fire diving – that good, clean and wholesome American sport which really separates the men from the boys. This site details all the ins and outs of the sport, from defining the fire dive to team listings and information about your nearest event. There are even sections on equipment and training, so you too can be a fire diving hero... if you are stupid enough.

COMEDY

The Mullitia
www.mulletsgalore.com

Site Rating 4

> The mullet – possibly the most offensive hair style to come out of the era that was the Eighties. Although slowly becoming extinct, the mullet still lives on various scalps across the globe... so thankfully, the Mullitia is here to point them out for you. Some of the most offensive haircuts EVER are catalogued on this Web site, but worst of all are the Porn Mullets. View them at your peril...

Sean, Baby!
www.seanbaby.com

Site Rating 5

> Home of the 'funniest' sex symbol on the Internet today, Sean Baby! is actually the biggest collection of comedy Web sites we've seen in a long while. Fancy checking out some fat chicks in party hats, or reading the latest adventures of Superman as he promotes Hostess Cakes? It's all here for you to check out – be advised, though, that this is an 18 rated site. Don't say we didn't warn you!

How To Blend In
www.deanandnigel.co.uk

Site Rating 5

Mart's Pick

> Imagine this: a pair of grown men with nothing better to do than run around crowded shopping areas with a sack full of props and dress up like members of the public, just for a laugh. Sounds stupid? Well actually, it's pretty damn hilarious – some of the photos of Dean and Nigel 'blending in' are so funny, it hurts us to look. Check it out, if you fancy a giggle.

WEIRD

Scunny Honey
www.vikingfm.co.uk/honey.htm

Site Rating 5

Alex's Pick

> You know, when organising a beauty contest to parade the most beautiful ladies in Scunthorpe it's important to remember one thing... the beautiful ladies. We admit that a few of them would get a good spraying but mostly we're talking serious munters – especially Contestant Number 10. Even Alex wouldn't have her and he hasn't had any for nearly a year!

Scary Babies
www.scarybaby.com

Site Rating 4

Nick's Pick

> Ooh, scary babies – those kids that look like their faces have been folded too many times or they haven't been breast-fed enough. That's why The Scary Baby Conspiracy has catalogued a whole bunch of scary babies for you to look out for. Sure, some of them have had horns, fangs and beards added for the sake of effect... but they are scary. Really.

Duct Tape Poetry
www.ducttapepoetry.com

Site Rating 3

> Err, right. We've always said that people with an unhealthy obsession with household items need to seek expert help, but the bloke behind Duct Tape poetry is clearly too far gone already. With examples like 'Hating Duct Tape At Christmas', 'Homicidal Duct Tape Lender' and, of course, 'Requiem For A Used Up Roll', you'll wonder how people like this can actually exist in this world.

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

competition

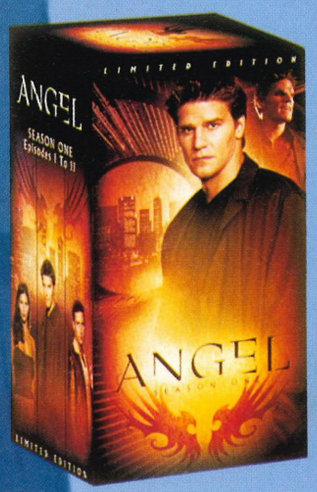
Angels With Dirty Boxes

WIN! FIVE ANGEL BOXSETS UP FOR GRABS

> Watch out friends, there's a new kid on the block. Well, he's not that new, he's just gone and got himself his own TV show, eponomously titled *Angel*. To celebrate the British launch of the show last month we've teamed up with Twentieth Century Fox Home Entertainment to give you the chance of winning one of five copies of the Season One, Part One *Angel* boxset – and it's pretty darn minty. To win one of these boxsets, simply answer this question.

Q. In which city do Angel Investigations conduct their business?

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 December.



Angel Delight
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 Twentieth Century Fox Home Entertainment may not enter. The winners will be available in writing from Paragon Publishing. The sponsors reserve the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.

Stuck On A Dreamcast Game?

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

0906 466 4492

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

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

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

Dreamcast solutions

Hints, Tips, Cheats and Guides

All the latest cheats for all the greatest games... we've got them all right here, just for you!

Power Stone 2

Tired of bringing everyone to their knees with the same characters? Try these cheats to unlock some more and continue the fast-paced, furniture-throwing action.

Unlock Extra Options

Every time Arcade mode is completed with a different character, a new option will be unlocked on the Extra Options menu.

Play As Pride And Mel

To access Falcon's father or the girl from the Item shop, you need to successfully complete Arcade mode with every one of the 12 starting characters. They'll then appear at the top of the Character Select screen.

Unlock Extra Arenas

Complete Basic mode with all of the characters (including Mel and Pride) to unlock three new arenas exclusive to Original mode. To access them, move the pointer at the Arena Selection screen right or left from the middle row. A large box with the 'Extra Arena' message will appear, showing you've done it correctly.

100,000 Credits For Shop Mode

If you manage to pick up item 103 (which looks something like a red turban) you can sell it for 100,000 credits in the Item shop. This item will appear randomly, so don't hold your breath for it!

Space Channel 5

Have you bent and stretched Ulala in every way possible? Think you've mastered her? Try these cheats to keep on boogying into the night.

Extra Game

To gain access to a harder version of the game (with some new locations during some of the levels) simply complete the game once, save it and then start a new game from your saved location.

Ulala On Fire

To see a hotter-than-ever Ulala, get a rank of 95% or above.

Meet Michael Jackson

A character called Space Michael will appear as a captive human on the last level of the game. If you manage to rescue him from the aliens, he'll join your group for a short period of time and make everyone dance just like him!

San Francisco Rush 2049

Need something more from the world of *San Francisco Rush*? Then why not try going for some of the secrets hidden away inside the game! Here's how to go about it...

Unlock Secret Goodies

To unlock each of the secret cars, tracks and other goodies in the game, simply achieve the corresponding goal on this chart.

Secret	Goal
Intermediate Circuit	Finish 1st, 2nd or 3rd on the Beginner circuit
Mission Track	Same as Extreme circuit
Extreme Circuit	Finish 1st, 2nd or 3rd on the Intermediate circuit
Presidio Track	Same as Extreme Circuit
Advanced Circuit	Finish 1st, 2nd or 3rd on the Extreme circuit
Gauntlet Track	Same as Advanced Circuit
Venom Car	Collect all Silver Coins in Race mode
Crusher Car	Collect 16 Gold Coins in Race mode
Euro LX Car	Collect 24 Gold Coins in Race mode
Mini XS Car	Collect 24 Gold Coins in Race mode
GX-2 Car	Collect half of the Gold Coins in Race mode
Disco Track	Get 100, 000 points in Stunt mode
Oasis Track	Get 250, 000 points in Stunt mode
Warehouse Track	Get 500, 000 points in Stunt mode
Obstacle Course	Get 1, 000, 000 points in Stunt mode
Downtown Battle Arena	Get 100 kills in Battle mode
Plaza Battle Arena	Get 250 kills in Battle mode
Roadkill Battle Arena	Get 500 kills in Battle mode
Battle Arena 8	Get 1000 kills in Battle mode

ESPN International Track And Field

So you wanna be the king of the track? Well, we might not be able to do that for you, but check out these cheats and things will look a whole brighter

Extra Events

To access the triple jump, high jump, pole vault and trap shooting events in Championship mode enter 'Montreal' as a name.

Play As Metallic Characters

If you want to play as a funky metallic character enter these names when in Trial mode.

Cheat	Code
Gold Metallic Player	Montreal
Silver Metallic Player	Sydney
Bronze Metallic Player	Helsinki
Brown Metallic Player	Roma
White Metallic Player	Moscow
Blue Metallic Player	L.A
Light Blue Metallic Player	Munich
Green Metallic Player	Mexico
Red Metallic Player	Tokyo
Silver/Grey Metallic Player	Athens
Orange Metallic Player	Atlanta
Purple Metallic Player	Seoul

[1] Mmm, shiny. Unfortunately, being made of metal doesn't make playing the game any easier. [2] Hey, we're miles ahead! Press those buttons like mad and you might win as well...

Ultimate Fighting Championship

More secrets and extra goodies than you can shake a special muscley stick at – here's some cheats for you all!

Create A Super Fighter

In Career mode, enter your fighter's first name as 'Best' and his last name as 'Buy' (both case sensitive) to receive an automatic 999 Skill Points for you to spend on him.

Unlock Bruce Buffer

Complete UFC mode with a fighter that you created yourself to unlock Bruce Buffer's body type, fighting style, voice type and nickname in Career mode.

Unlock Card Girl

Complete UFC mode with all 22 fighters to unlock Card Girl's body type, fighting style, voice type and nickname in Career mode.

Unlock 'Big' John McCarthey

Complete Champions Road with a fighter that you created yourself to unlock John McCarthey's body type, fighting style, voice type and nickname in Career mode.

Unlock Ultiman

Complete Champions Road with any fighter on hard difficulty to unlock Ultiman's body type, fighting style, voice type and nickname in Career mode.

Ultiman's Fighting Style And 'The Suitcase'

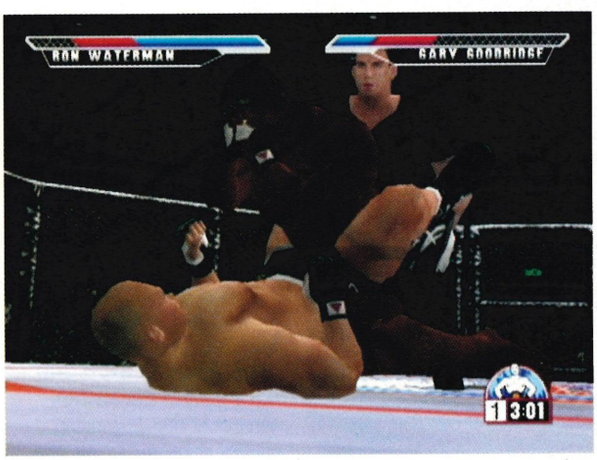
To unlock Ultiman's fighting style and a new location called 'The Suitcase', simply complete Champions Road with ALL 22 fighters in the game. Not exactly easy, is it?

More Fighting Styles In Career mode

Every time you complete UFC mode with a different fighter, you'll unlock their fighting style and body type for use in Career mode.

Alternate Referees

To change the referee for your fight from John McCarthey to Bruce Buffer, just hold down L and R together at the Vs screen (when pictures of both fighters for the matchup appear).



Classic Cheats

Virtua Striker 2: Version 2000.1

Play As MVP Yuki Chan Team

To play as the MVP Yuki Chan team highlight Yugoslavia at the Team Selection screen in Arcade mode and then press 'Start'. Then highlight USA and press 'Start' and do the same for both Korea and Italy. The new team should appear above Japan.

Play As MVP Royal Genki Team

To play as the MVP Genki team enable the code used to play as the MVP Yuki Chan team. Then highlight the MVP Yuki Chan team, hold 'Start' and press A. If done correctly the word 'Rainbow' should be spoken.

Play As FC Sega Team

To play as the FC Sega team highlight France at the Team Selection screen in Arcade mode and then press 'Start'. Then highlight Chile and press 'Start' and do the same for South Africa, England, Germany and Argentina in that order. If this is done correctly the FC Sega team will appear in the corner of the screen.

Change Uniforms

To change the uniforms of the players highlight a team and then hold X+Y and press A.

Access Bonus Teams

To access bonus teams complete the Ranking mode with a high grade to unlock the team that was defeated in the finals.

Questions and Answers

SONIC ADVENTURE SPECIAL

There seems to be some kind of weird and wonderful timewarp going on this issue – despite all the new games that have appeared, all the mail we've received has been asking for help with *Sonic Adventure*. It's like some crazy deja vu, man.

If you fancy getting us to help you with a game that's a little more up-to-date, why not write to us today at:

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

Or send an email to dreamcast@paragon.co.uk

A LITTLE SHOP-LIFTING

Q I've managed to finish the whole of *Sonic Adventure* with every character but there's still something I'm missing – the golden Chao egg. I can get into the shop and pick up the egg from the pedestal but there's no way past the security gate that comes down. How can I get it out without any trouble? Oh, and is there any way to use Super Sonic in any other part of the game?
Griffy

A ***Oh come on – this is so easy, it hurts! Getting the golden Chao egg is bit like that scene from* Raiders Of The Lost Ark*... only without the giant rolling boulder. When you take the golden egg away, the pedestal rises up and the gate comes down, doesn't it? Well, near the entrance to the Town Hall is a strange egg-shaped stone – if you pick it up and take it into the shop, move the golden egg to one side and then put the stone in its place, you'll be able to exit the shop freely. Why the shopkeeper doesn't try to stop you, though, we'll never know...***

SONIC ROBOT WARS

Q Please help me – I'm stuck on *Sonic Adventure*. I completed the game as all the characters and then went back to the jungle area where Robotnik's base is hidden. There are two robotic Sonics there that I haven't done anything with yet and I just can't work out what to do. Do I fight them? Race them? I'm stuck on this big time – you've got to help me!
Yours sincerely,
Conor Griffiths

A ***Err, right. Here's a little tip for you, Conor – if you've finished the game as all the characters and still haven't found a use for the two robot Sonics... don't you think that they might not do anything at all? It only takes a bit of common sense to know that they're just there for show – keen gamers will know that both robots appeared in the previous Sonic games on the MegaDrive and the Saturn. They might even be appearing in* Sonic Adventure 2*... who knows? For now though, just leave them alone – it's not worth it, believe us.***

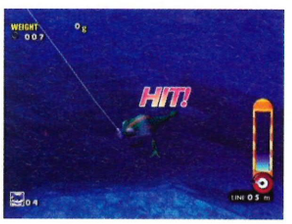
CHAOS THEORY

Q Having played through the whole of *Sonic Adventure*, I've managed to make it up to the final battle with Chaos as Super Sonic. However, I just can't seem to beat him – he's too tough! I've tried rolling up his back like you're supposed to but he keeps on killing me. What am I doing wrong?
F Lyons

A ***We admit that taking on Chaos in his final form isn't the easiest thing ever, but it's not exactly that difficult when you know what you're doing. The important things to remember are that you MUST have a constant surplus of rings in order to remain as Super Sonic (or you'll drop) and when running towards Chaos, you can't collide with anything. If you do, you'll never have enough speed to hurt him when you reach the end of the water – dodge from side to side to avoid Chaos's attacks and the obstacles, then dash straight into his base and hope that you hit him!***

GONE FISHING

Q Can you help me please? I'm stuck on *Sonic Adventure* with Big the Cat and I just can't seem to catch Froggy – every time I actually get him, he either lets go of the fishing line or it breaks. Is there any special way of catching him?
Ashok Doraiswamy



A ***Of course there's a knack to catching the frog – that's why fishing takes a whole bundle of skill! As soon as you see Froggy go for the bait and grab it in his mouth, flick the Analogue Stick to snag him; you should see the word 'Hit!' flash across the screen. Now reel him in gently, taking care not to let the tension meter on the side get too full (to stop the line snapping) or too empty (to stop Froggy letting go of the bait). It takes patience, so don't be too hasty or you'll lose him every time.***

IT'S THE 'Beat Mathers' Challenge!

Ever since we banned the use of Action Replay codes and other cheat devices from this challenge section, the post bag has gone eerily quiet. What's wrong? Can't stand the pace? Either we're experiencing the calm before the storm that is a barrage of high-scores... or we're just too damned good. Frankly, we doubt it's the latter.

Anyway, here's your last chance to try and top this current list of challenges that we've set – each person that manages to come top of the pile will walk away with a brand spanking new set of Joytech goodies to use on their Dreamcast. If we don't get any winners by next month, we'll have to come up with some new challenges... so get playing!

Challenge One

Game: Virtua Athlete **Record Score – 7356pts**
(Exhibition, 7 Events, Normal Difficulty)

Challenge Two

Game: WWF Royal Rumble **Record Score – 28 People Eliminated**
(Royal Rumble Mode, 30 Opponents, Difficulty Level 4)

Challenge Three

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

Challenge Four

Game: Virtua Tennis **Record Time – 2'20"00**
(Round Five – and ONLY Round Five – of Arcade Mode, 3 games)

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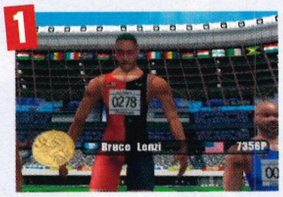

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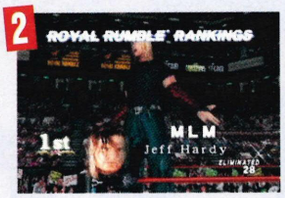

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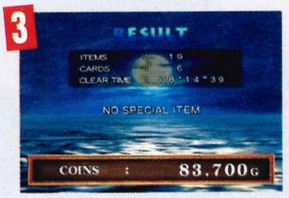

4

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WIN! A Set Of Joytech Goodies!

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WALKTHROUGHS FOR ALL MY TOP GAMES

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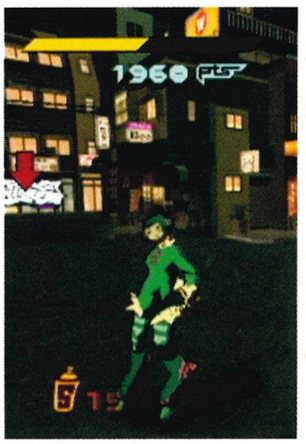


PART ONE

Jet Set R

If you think you're the rudest skater in town then you've got another thing coming! The Jet Set team are here to show you how it's done – respect!

essential information

Jet Set Radio

Publisher	Sega
Developer	Smilebit
Origin	Japan
Price	£39.99
Genre	Skate Action
Release	24 November

one player

vibration pack

arcade stick

modem

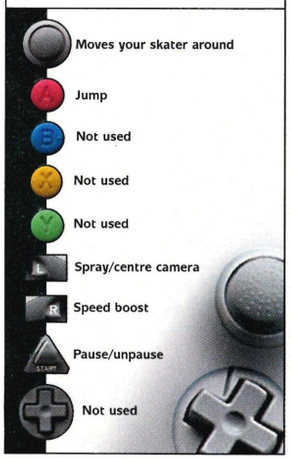
visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

CONTROLS

Helpful if you don't intend to fall flat on your face...



Tricks Of The Trade

There are tons of tricks to learn in *Jet Set Radio*, and you're going to be stumped without them, so stick your cap on backwards and get ready to catch some serious air!

Rail-Grind
Jump onto any rail/barrier/fence/pipe, and you'll perform a rail-grind. This move can be used to maintain speed and to cross gaps.

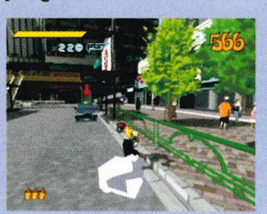
Wall-Grind
Certain walls can be used to grind against. Once you have started grinding, you can propel yourself off from them by pressing the jump button.

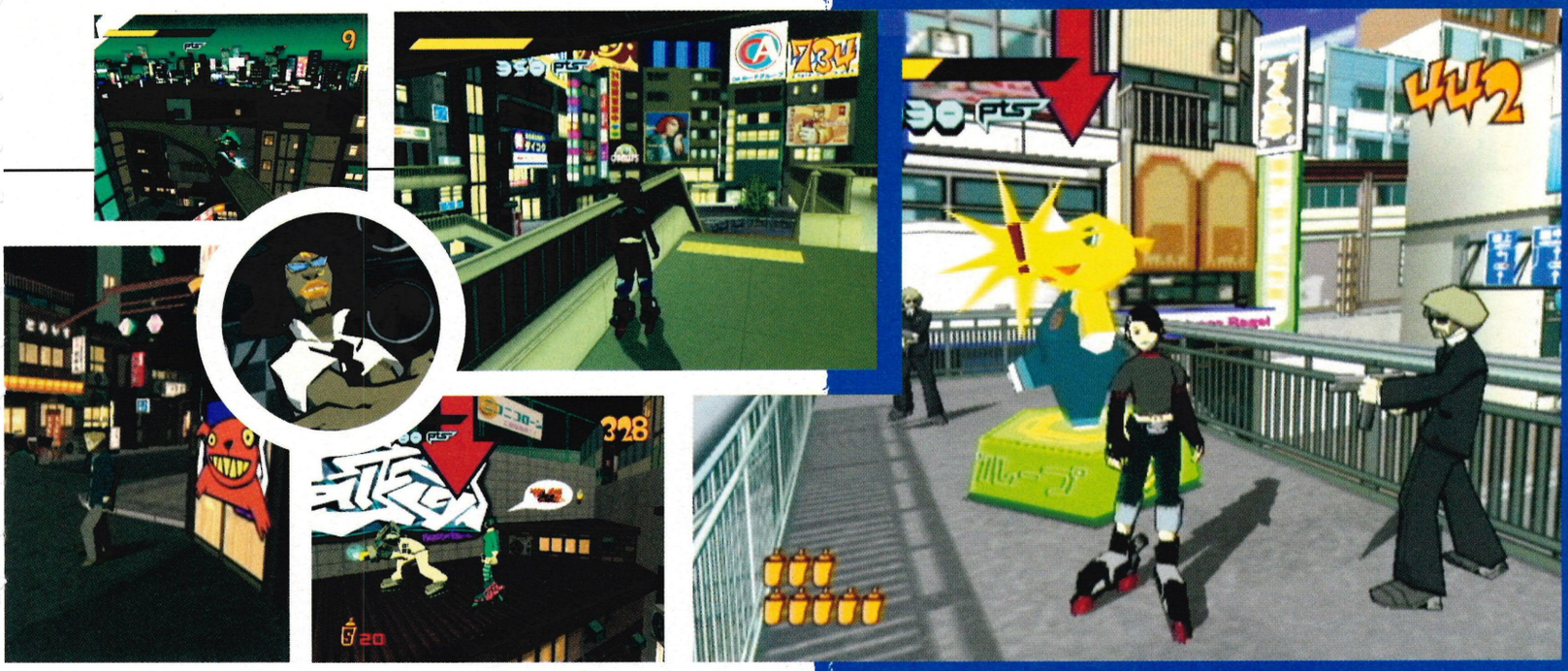
Air Tricks
Tricks will be performed automatically as part of a jump, but only if you are travelling fast enough. A trick will propel your skater a little bit higher than usual, as well as increasing their speed.

Emergency Stop
If you are travelling at speed and need to stop quickly, just press the joystick in the opposite direction to perform a dust cloud-inducing emergency stop!

Tagging On-The-Fly
If there are a number of spray points in a row, they can often be done all in one go. If they are on a wall or next to a barrier, simply grind past them all and spray as you go!

This move is vital in getting up to those out-of-reach tokens.





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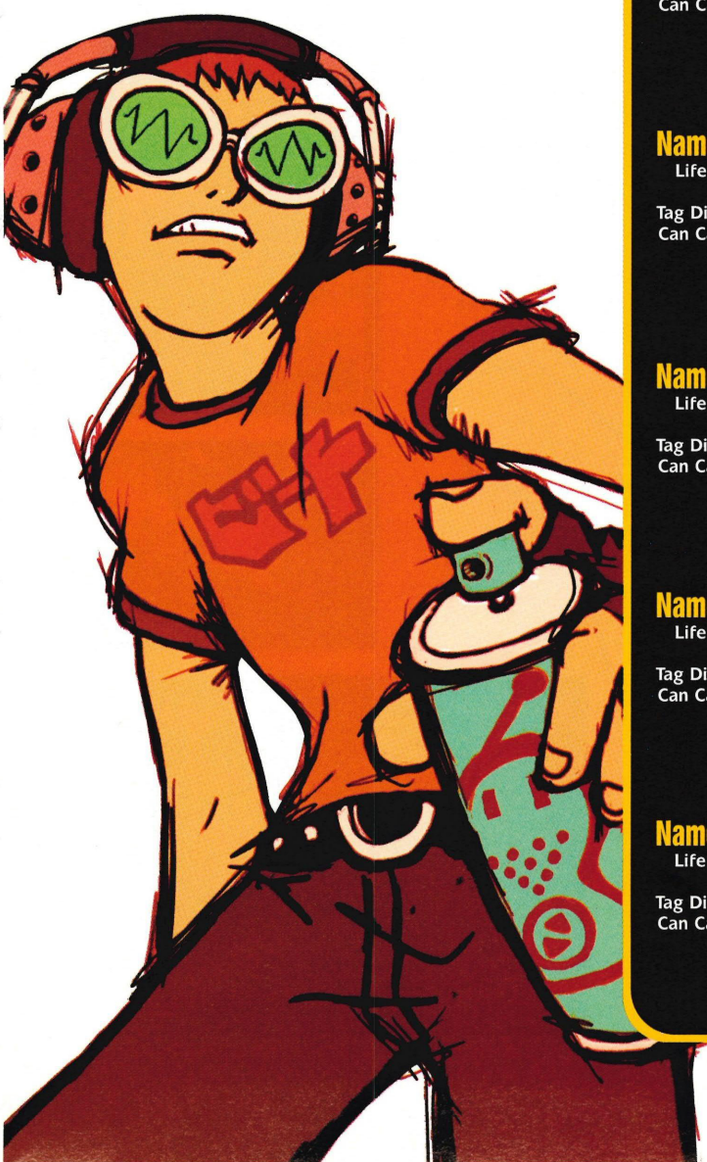

Meet The Gang

There are a total of ten playable characters. They aren't all selectable from the start, though – you'll have to prove to them that the Jet Set groove is the way to go. Each character has different strengths and weaknesses – we've listed them all for you, so all you have to do is choose your favourite!

Name: Beat

Life Gauge:	4/5
Skill:	4/5
Tag Difficulty:	4/5
Can Capacity:	20

Name: Cube

Life Gauge:	3/5
Skill:	3/5
Tag Difficulty:	4/5
Can Capacity:	25

Name: Gum

Life Gauge:	2/5
Skill:	3/5
Tag Difficulty:	5/5
Can Capacity:	15

Name: Bis

Life Gauge:	2/5
Skill:	4/5
Tag Difficulty:	3/5
Can Capacity:	20

Name: Corn

Life Gauge:	3/5
Skill:	4/5
Tag Difficulty:	2/5
Can Capacity:	30

Name: Yo-Yo

Life Gauge:	2/5
Skill:	4/5
Tag Difficulty:	5/5
Can Capacity:	15

Name: Combo

Life Gauge:	5/5
Skill:	2/5
Tag Difficulty:	3/5
Can Capacity:	25

Name: Sugar

Life Gauge:	4/5
Skill:	2/5
Tag Difficulty:	5/5
Can Capacity:	15

Name: Grime

Life Gauge:	4/5
Skill:	3/5
Tag Difficulty:	2/5
Can Capacity:	30

Name: Soda

Life Gauge:	4/5
Skill:	2/5
Tag Difficulty:	3/5
Can Capacity:	40

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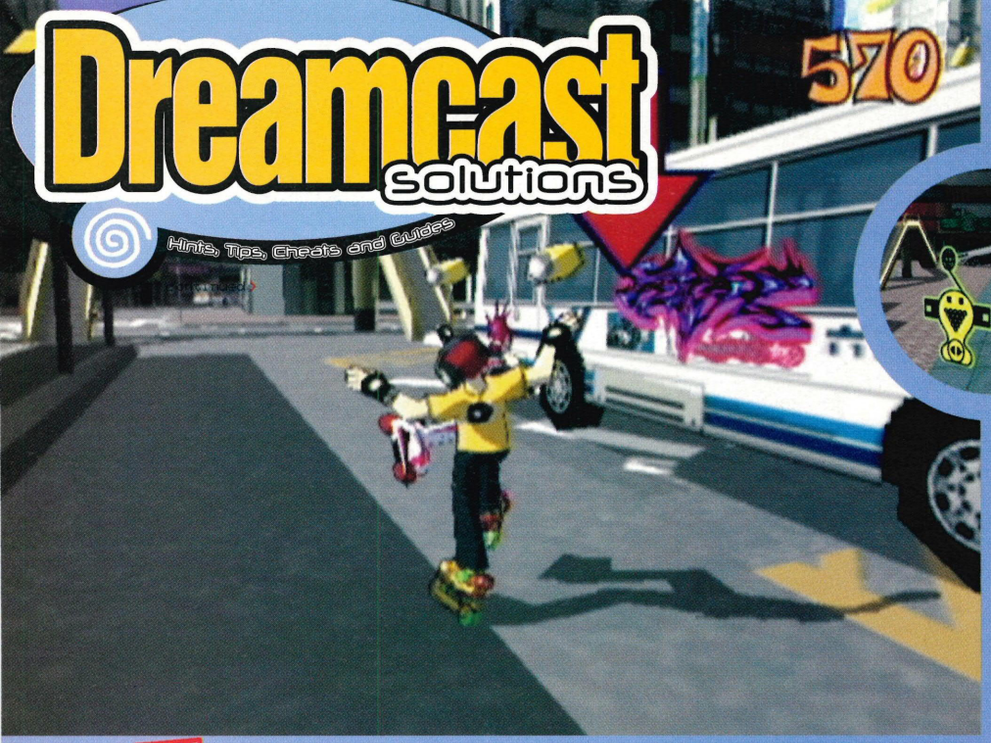


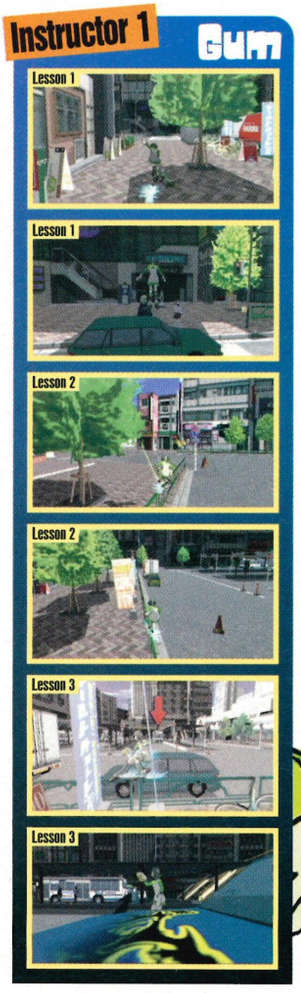
LEVEL 1 Bus Station

Instructor 1: Gum

Lesson 1: Skate across the road then turn left and go along the pavement. Cross the road and jump onto the car.

Lesson 2: Skate forwards and jump onto the barrier. Grind along it and drop off the other end. Cross the road and grind along the next barrier which runs perpendicular to the previous barrier.

Lesson 3: Skate forwards and pick up the paint cans. Grind along the barrier that runs past the cars and spray both of them.



Instructor 2: Corn

Lesson 1: Jump over the gaps until you get to the red arrow. Imitate the directional commands at the bottom of the screen on your joystick.

Lesson 2: Grind along the first barrier and jump up to the right-hand barrier on the stairs. Grind along and down, and jump onto the roof of the bus shelter.

Lesson 3: Stand at the end of the road until the blue car comes along. Press the L trigger as it passes to grab onto it. Use the car to get to the top of the hill where the paint cans are. Collect them and skate back down the hill. At the first main junction, go right, grind along the barrier on the far side and spray the area shown by the red arrow.

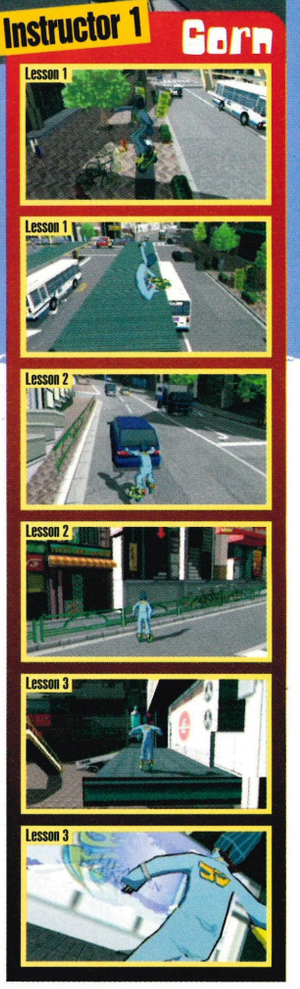
Get Spraying!

Safe Areas: Walkways, On The Bus Shelters, Shop Roofs.

Now that you've completed the lessons, you're ready to paint the town in the official Jet Set colours!

The first thing to do is to get the rival gang out of the way. Barge the Love Shockers away from the three buses and spray the sides. At this point, the police will turn up. There are four vehicles left to spray. The first two can be done 'on the grind' as they are next to a barrier. The second two are taxis – just skate past them and spray them.

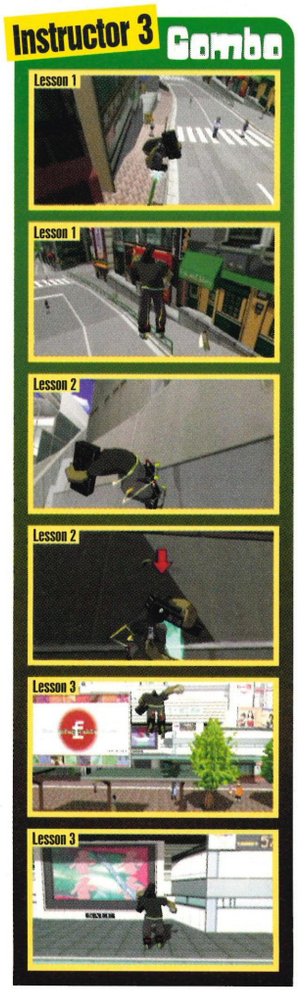
In the corner of the main area there is a car parked next to a truck. Jump up to the roof of the shops using the car and the truck. There are some rival markings up here that need covering up. Cover them in the team logo to complete the level.



LEVEL 2 Streets Of Shibuya

Instructor 3: Combo

Lesson 1: Jump onto the left-hand barrier and grind along it. Jump from the left-hand barrier to the right-hand barrier on the far side. Grind along it, and drop off the end.



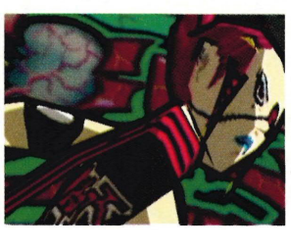
Lesson 2: Collect the paint cans and jump up so that you pass the red arrows. There are three arrows in this half-pipe and you need to spray them all.

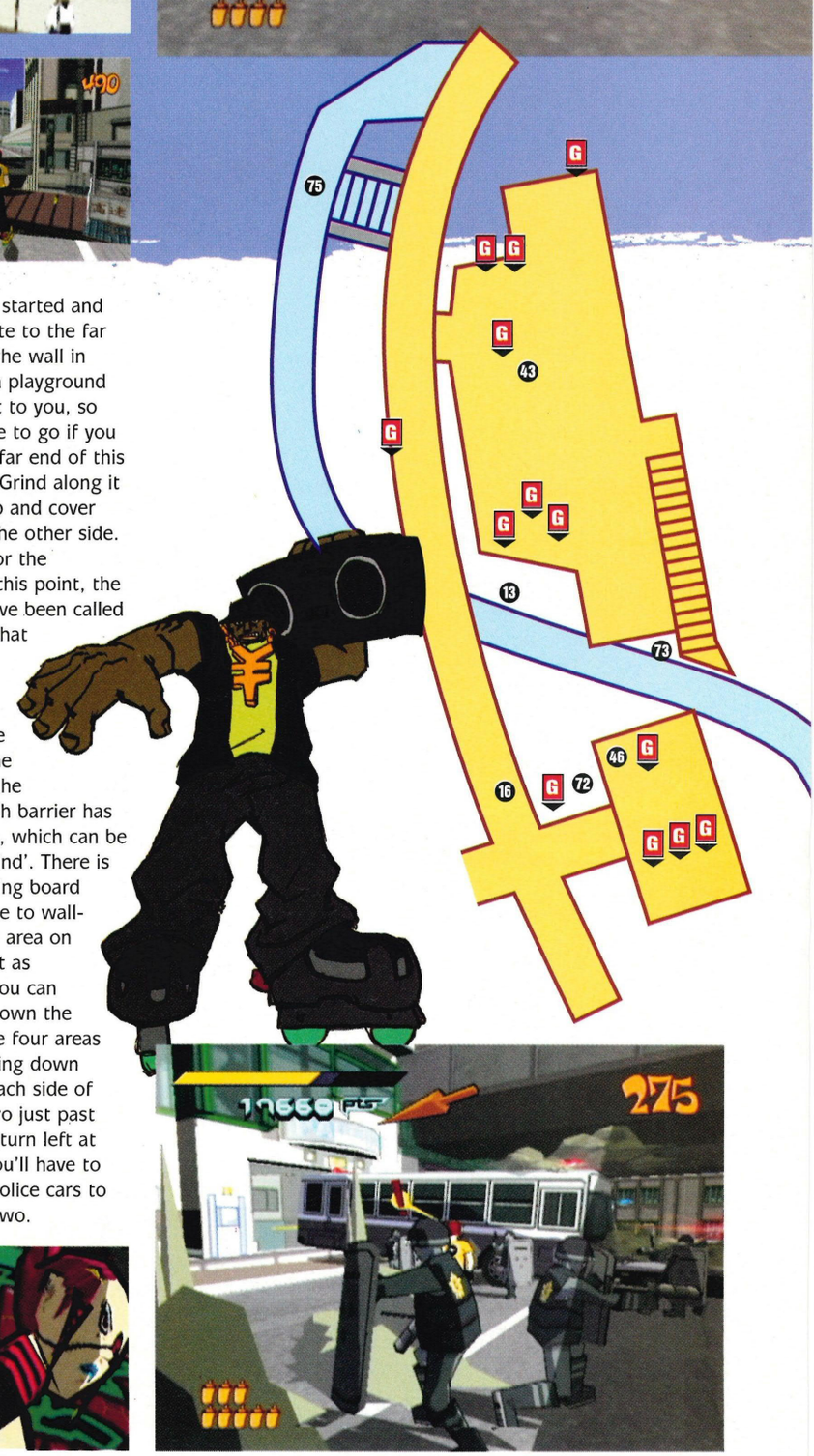
Lesson 3: Get some speed up by pressing the R trigger, then jump across to the next bus shelter. Use R again to get to the next one. You should have enough momentum by now to be able to jump to the ledge without stopping.

Get Spraying!

Safe Areas: Unused Water Pipes, Unfinished Road.

The level starts in the unused water pipes. Turn around and collect the paint cans. Keep going in the same direction and jump up to spray the wall. Go back past the point where you started and find the other green arrows. You won't have enough paint to do them all. There are some steps next to the last arrow. Go up them and through the gate. Climb up the stairway to the bridge and collect the cans and the canister. Be quick as the chief is about! Go back down into the pipes and spray the remaining area. Head for the stairway in the area where you started and climb up it. Skate to the far side and cover the wall in paint. There is a playground full of cans next to you, so you know where to go if you run out! At the far end of this area is a crane. Grind along it to cross the gap and cover the graffiti on the other side. Now it's time for the playground. At this point, the police would have been called in. This means that both the chief and police with tear gas are about! There are two barriers, one at each end of the playground. Each barrier has two spray areas, which can be done 'on the grind'. There is also an advertising board which you'll have to wall-ride and a small area on the floor. Collect as much paint as you can and head left, down the street. There are four areas that need spraying down here – one on each side of the road and two just past the road block (turn left at the junction). You'll have to jump over the police cars to get to the last two.





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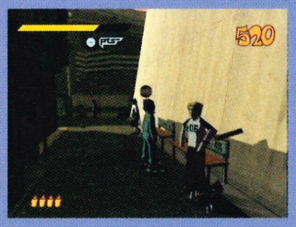


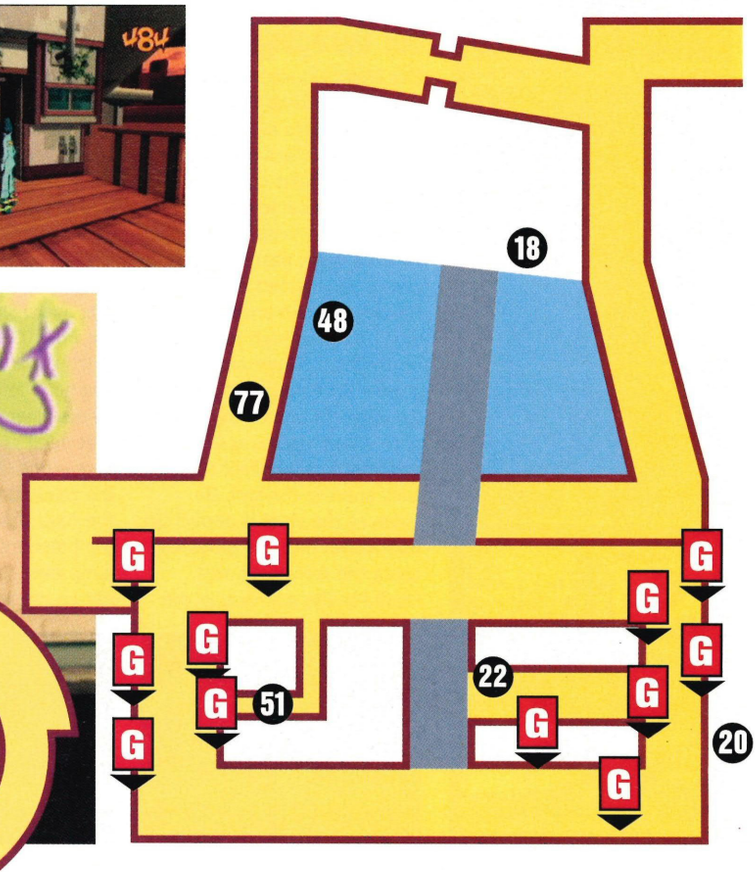
LEVEL 3 Harbour

Get Spraying!

Safe Areas: Anywhere other than the upper level.

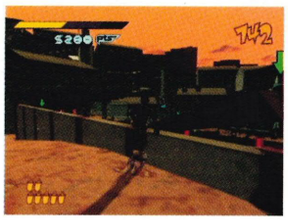
The Poison Jam gang are taking over Harbour Town! There are loads of hidden passages and short cuts in this level, but the main task of the level is very simple. Go up the stairs on the left. You can choose between two different ways. The first is to carry on and follow the orange walkway through the large warehouse. The second is to turn around and use a wall-grind into a jump to cross the gap. Both routes will take you to the same place.

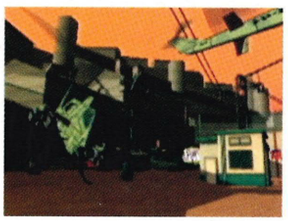
There are three different routes now. The first is to go up the double stairway, the second is to jump onto the roof via the car and the third is to skate through the shops and jump across the gap. All three routes will take you up to the highest section. This is where the spray areas are. Find the large wall first – this takes the longest to do, so get it out of the way. The rest are very easy to find – they're on the walls in this section. After a while, the chief will arrive with a group of police dogs. They shouldn't cause much trouble as long as you keep moving. Towards the end, a police helicopter complete with missiles will attack you! By this point you should almost be finished but if the chopper gives you hassle, just jump up at the windshield and give it a good spraying. Now just get the job done and get out of there!

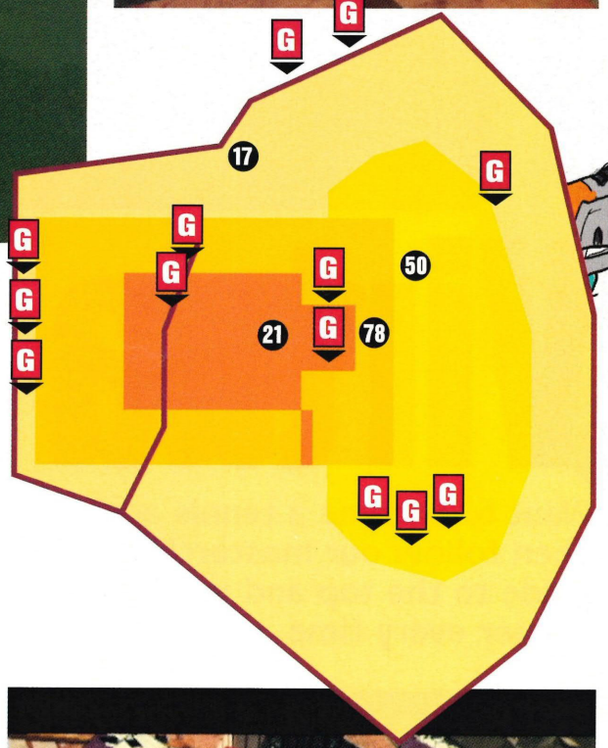


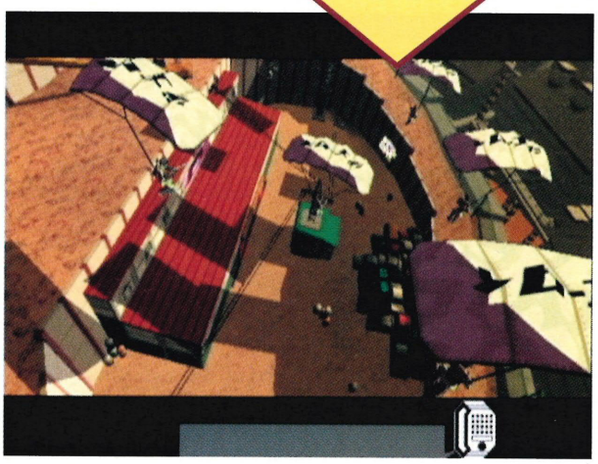
LEVEL 4

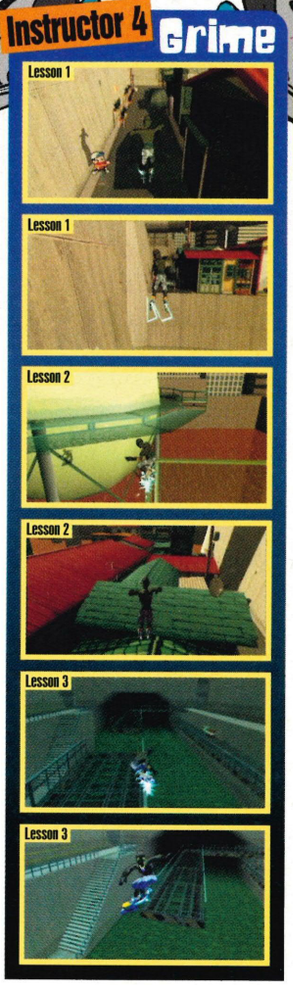
The Junkyard











Instructor 4: Grime

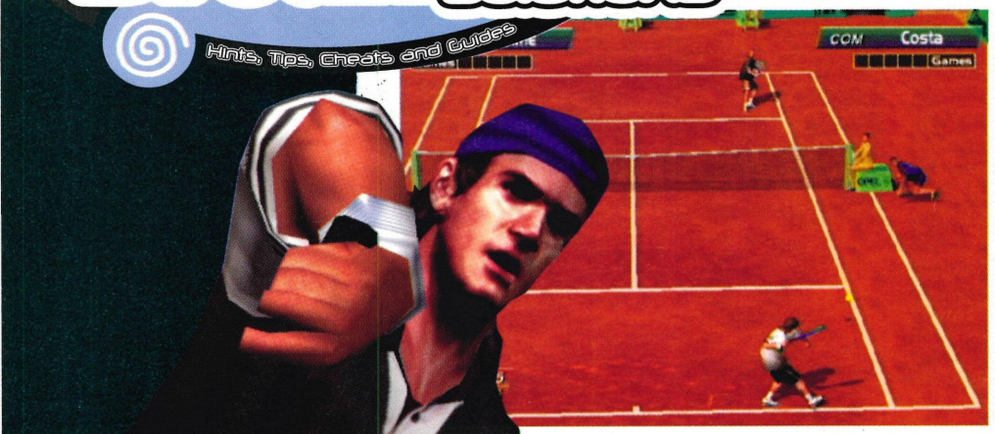
Lesson 1: Simply do a wall-grind to cross the gap.

Lesson 2: Jump onto the fence, grind along it and jump onto the rooftops at the end.

Lesson 3: Do a running jump onto the right-hand barrier – immediately jump over the gap to the left-hand barrier. Quickly leap to the far left-hand barrier and do a wall-grind on the wall ahead of you.

Get Spraying!

Safe Areas: The Warehouse Jump down onto the roof of the warehouse. Barge the guys out of the way and spray over their logos. Drop to the floor and spray the two in the lower area. There are also three in a row on the back wall – they're quite high up and you'll need to do a jumping wall-grind to get them all. The remaining spray points are on the upper levels – a SWAT team has just parachuted in, so you'll have to be careful! Go into the warehouse and stock up on paint and health. Now, go back up to the upper levels and find all the spray points. Before you finish, three choppers will fly in. Their missiles are very powerful, so keep moving. For extra credit, you can spray their cockpits and take them out!



Virtua Tennis

Want to become a tennis ace? Then follow our masterclass guide to the top and you'll be a winner every time.

essential information >
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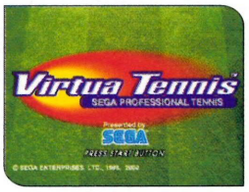
Virtua Tennis



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

four players

vibration pack

visual memory
VM information

Save position	Y
Logo during play	Y
Mini-game	Y

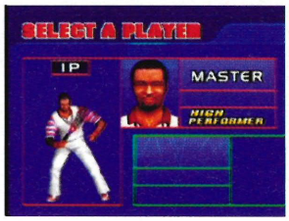
Not so much a mini-game as a neat feature. As you're playing the VM will display a matchstick men version of the match, *Pong*-style.

The Secrets

If you're like us, you won't be able to stop playing *Virtua Tennis*, but that doesn't mean you'll have found all the secrets. Here's how to get the hidden characters and costumes.

Play As Master

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

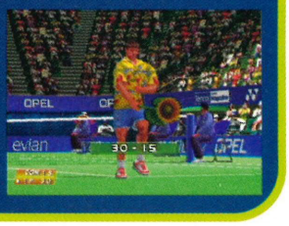


Play As King

To be able to play as the other secret tennis star, known as King, you need to complete one of two specific tasks. You can either play through World Circuit mode and complete EVERYTHING (all the Training modes and Trial matches on the highest levels) to unlock him, or you can beat him and the Master (after unlocking him – see above) at Doubles in Arcade mode without losing a game.

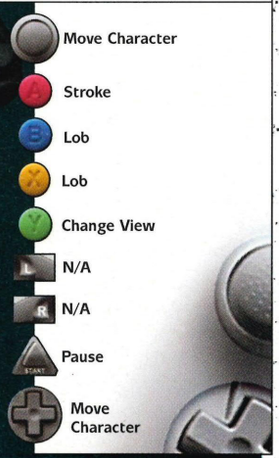
Access Special Costumes

There are several secret costumes hidden through the World Circuit mode that can't be bought through the normal shops – to get these, you'll have to do exceptionally well at the various Training modes. Depending on which one you're playing, you'll have to do certain tasks; for example, if there's a time limit then you'll need to complete the training with more than ten seconds left on the clock. The bowling training game requires you to get a perfect score (so you need to get seven strikes in a row) while the Return Ace and target games require a certain score – usually above 4,000pts – to get the costume.



CONTROLS

You'll need to master the controls if you want to become a tennis ace



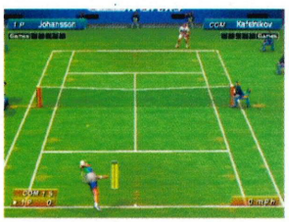
Ball Skills

General Tips

When playing *Virtua Tennis*, you have to approach it just like you would a real tennis match, so similar skills and tactics should be employed. Always try to second-guess your opponent and mix up your play as much as possible. If you use the same tactics all the time, opponents will figure out your game and exploit its weaknesses before long, so always be one step ahead.

Serving & Aces

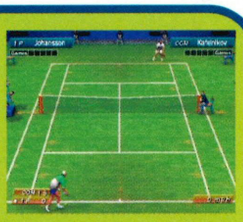
The secret to becoming a great server doesn't lie with just being able to hit it as hard as possible, but also in mixing your serves up. Use the baseline to vary your angle as well as the angle that you put on the ball as you serve. It's also worthwhile mixing up the speed of your serve to keep your opponent on their toes. Try not to use the lob serve too much, as it's a bit rubbish really.



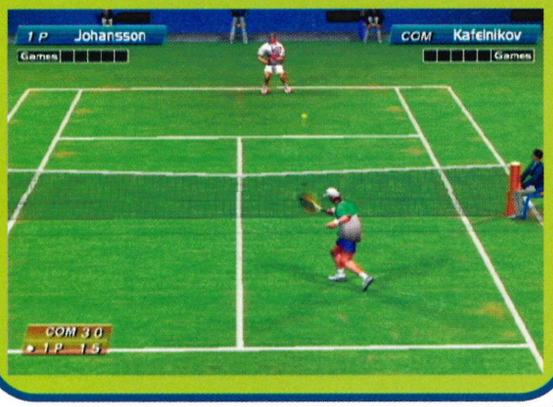
Underarm Serve

To perform the underarm serve just like the Master, press A + X + ⇩ while at near court; or if you're at the far end, press A + X + ⇧. Use it sparingly and you'll have your opponents fooled!

Volleying



The secret to good volleying is getting to the net first, and having quick reactions and good placement. It can prove dangerous as you're susceptible to the lob, but if you remember this and be on your guard, you'll become a top-class player.



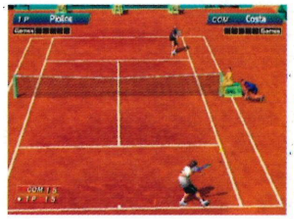
Power Shots

The way to make a shot powerful is to ensure that you get to the ball early, thus giving yourself plenty of time to play the shot. The more time you have pressing the A button, the more powerful the shot.

Lobs

Use the lob sparingly when playing against CPU players, as they'll normally get to it. Against human opponents it's a great shot to play every now and again, as it'll totally fool them if you play it at the right time, leaving them stuck to the spot – not to mention fuming.

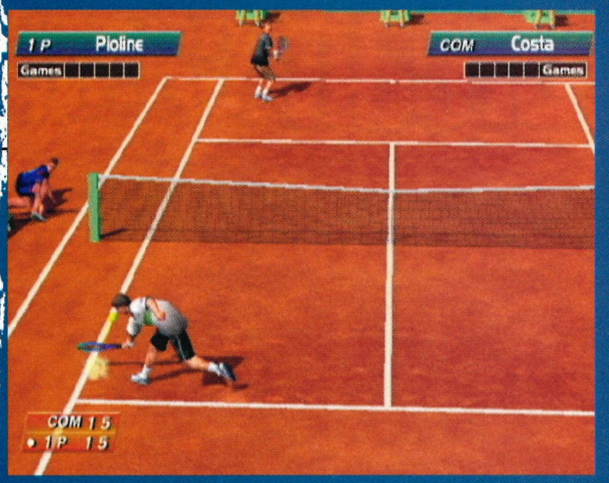
Topspin Shots



To play a topspin shot which will make the ball rush through and not bounce very much, make sure you have plenty of time to play the shot and press forward on the stick/pad.

Smashing

This is all about timing – and when you get it right, there'll be no stopping you. When your opponent lobs you, try to get right underneath it: the longer you spend building up the shot, the more powerful it will be. You need to be in the front half of the court to smash successfully – if you try it from the back, more often than not you'll hit the net.



Drop Shots

Like the topspin shot, make sure you have plenty of time to play the shot and then pull back on the stick/pad, thus making the ball drop near the front of the court, not bouncing much. Deadly if combined with lob shots

Doubles

When playing doubles, make sure that you stay to your half of the court and don't poach your partner's shots – it'll leave big empty spaces and you'll get thrashed. When playing with a CPU partner, you can press the Left Trigger button to determine where he plays – baseline, front court or normal – depending on your own style of play.

continued

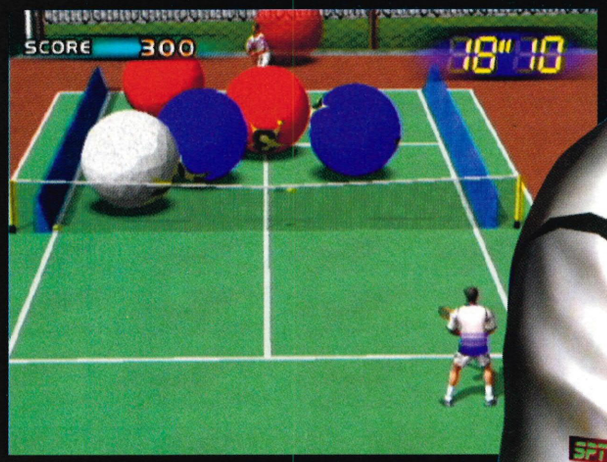
The World Circuit Challenges

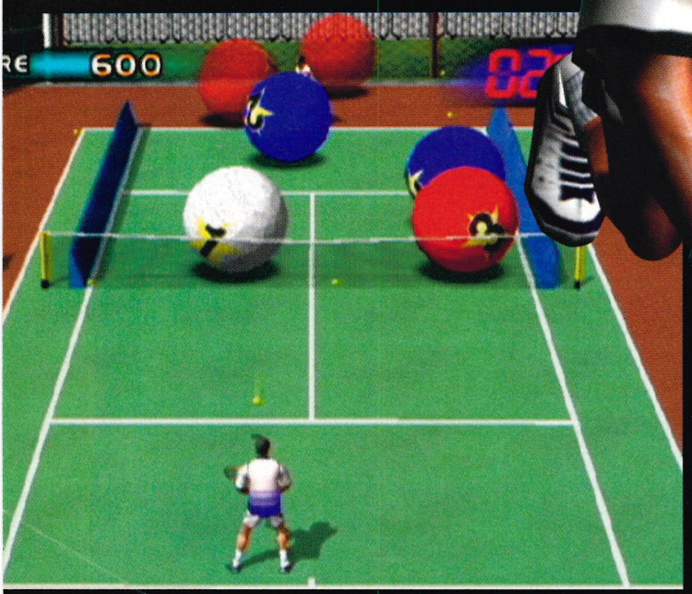
Within the 'World Circuit' there are eight different challenges which will help you improve all areas of your game. They will also help you earn loads of money to buy the bonus characters, their outfits and the bonus courts. Each challenge has four stages, although only three of these are revealed, the fourth being an extra level which will unlock eight 'special' outfits. When you have completed the three levels, a silver statue will appear; and when you have completed the fourth level, it'll be a gold statue

Giant Ball

Bonus Shirt: Flaming shirt and racquet

In this challenge you have to hit a number of giant balls (from three to six) off the court using powerful shots in a limited amount of time. The best way to do it is to stay at the back of the court and hit strong shots at the balls, concentrating on one at a time. The most annoying thing about this challenge is that the balls always roll forward – frustrating but practice will make perfect. To get the bonus outfit, you need to complete the challenge before the timer turns red.

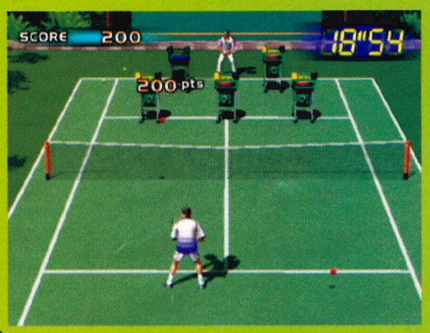


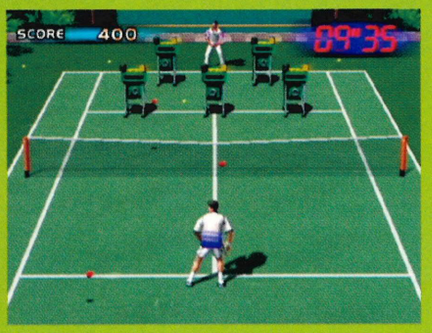


Cannon Ball

Bonus Shirt: Camouflage shirt and radio racquet

The aim of this challenge is to hit the ball-firing machines (from three to six) with the yellow balls, while avoiding the red ones, within a set time limit. If a red one hits you, a machine that has turned off will restart. This challenge is all about accuracy, so stay near the back of the court and give yourself time to aim your shots – it also gives you a greater chance of dodging the red balls. The bonus outfit will become available if you finish the challenge before the timer turns red.

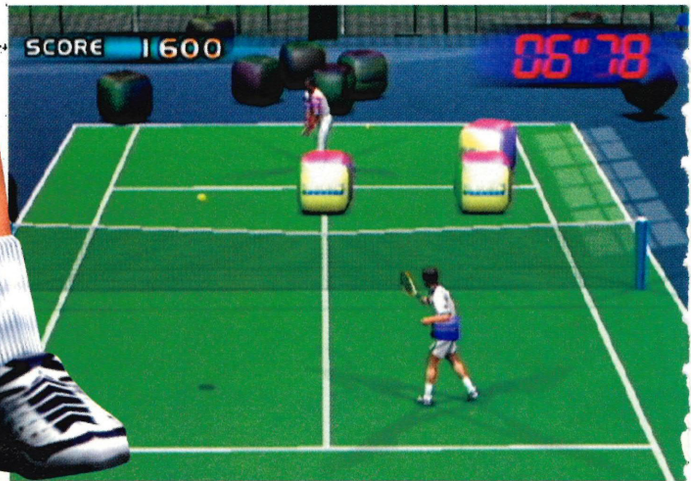


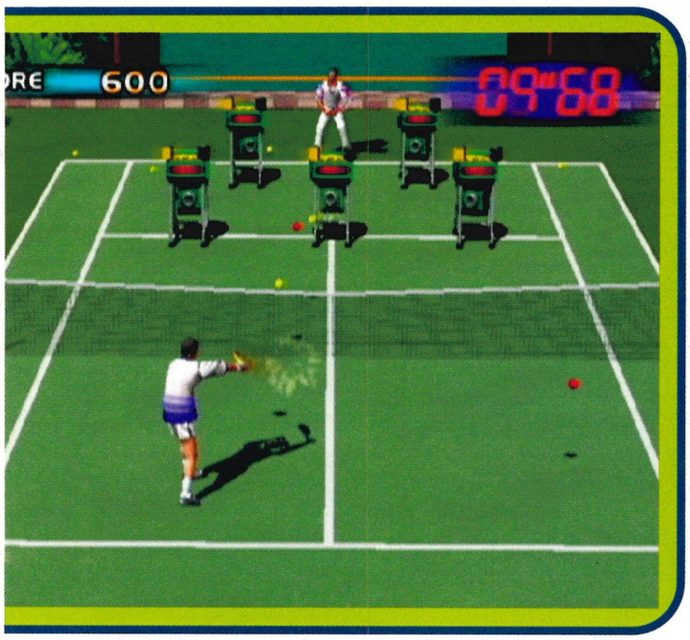


Smash Box

Bonus Shirt: Zebra shirt and racquet

This challenge will test your smashing skills to the limit as you have to knock a set of boxes off the court. Starting with nine and going up to 15, the time limit is exceptionally tight (you need 15 seconds left on the clock for the bonus shirt) so you have to make sure that every ball is hit and is on target.

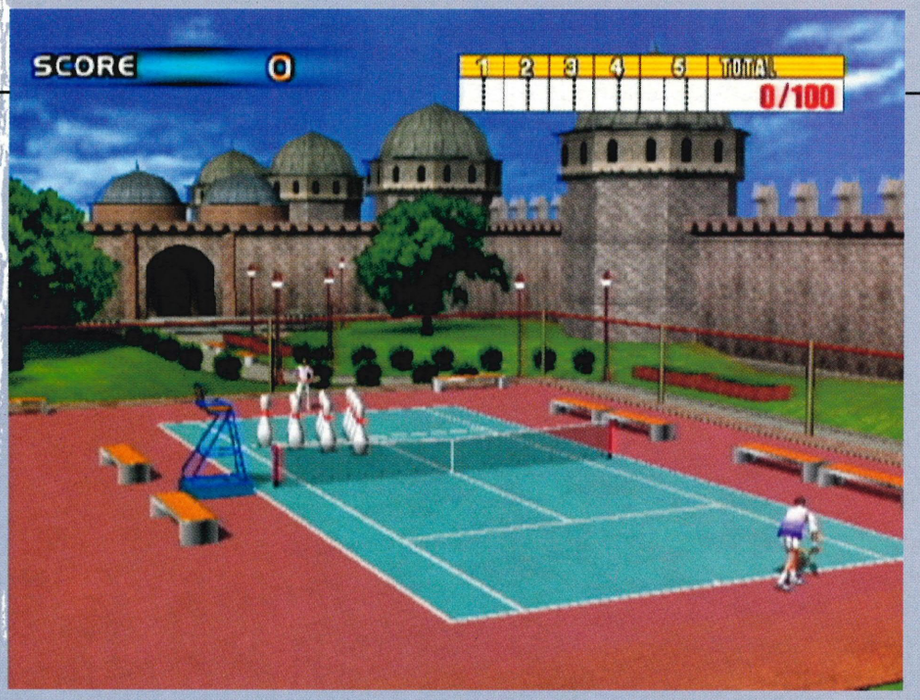




Drum Shooter

Bonus Shirt: Giraffe shirt and racquet

The 'Drum Shooter' challenge tests your lobbing skills as you have to lob the balls into the drums located around the court. The first two levels are relatively simple as there's plenty of time and the drums are all in a row. However, their numbers increase and their alignment is changed too so you have to move forward and back to hit them. Start at the back and get the wide ones first before moving forward, but never getting too close, to get the more central ones. You need to hit every ball straight into the drums to get the bonus outfit.



Pin Crasher

Bonus Shirt: Bowling shirt and bowling pin racquet

Virtua Tennis's very own Crazy Bowling is probably the hardest of the challenges, but it'll improve your serve no end. Bowling rules apply as you need to knock down a set number of pins to progress to the next level. You need all strikes to get the bonus shirt. To complete this challenge, always remain in the same place, using the stick/pad to subtly change the angle of the ball. The lob serve works pretty well for this too as it gives more curve, but you don't need to be on full power to win.

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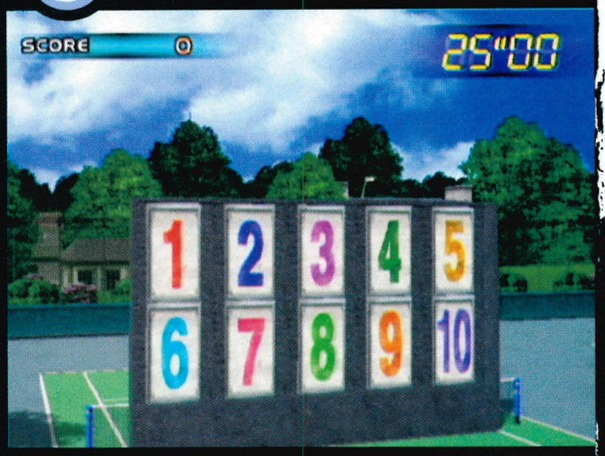


Big Wall

Bonus Shirt: Spanish shirt and tambourine racquet

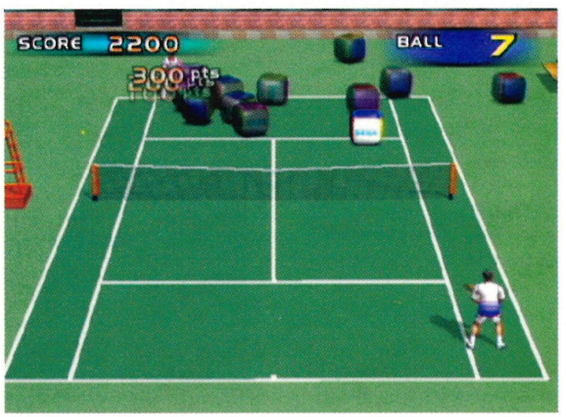
The best way to do this challenge is to either pick off all the bottom numbers first or the top set, going along from left to right in a row rather than up and down. Use lobs to get the top set and normal shots for the lower ones but don't get too close, otherwise you'll smash the ball, thus making you miss the next shot. Time is of the essence in this challenge: to get the bonus outfit, you need to hit all the numbers before the timer turns red.

Bull's Eye

Bonus Shirt: Sunflower shirt and racquet

Coach will hit 20 balls to you which you must then return, aiming for the giant target. To start with, you only need 2,500 points, but this number steadily increases – to get the bonus shirt, you need a massive 7,000 points. It's fairly tough as it allows for no margin of error, so make sure you hit every ball and that it scores points. It's best to stay near the back of the court as this won't stretch you too much, thus giving you more time to aim your shots. Using the lob can work pretty well for this too.

Return Ace



Bonus Shirt: Chinese shirt and wok racquet

This challenge will test your return-of-serve skills; accuracy is the key to success here. To start with, there are only nine boxes in the court, but this number climbs to 15 for level 3. You get ten balls each time, but if you want to get the bonus outfit you need to knock all 15 off with two balls. The best way to do this is to hit the balls from as wide as possible, thus giving you the angle to knock off the maximum number of boxes in a row. Remember, you don't need to hit every box with the ball – boxes that knock each other will count as well. Do the same again from the other side and hopefully you'll be able to clear the lot.

The Players

> Many of these faces will be familiar to you as they are real-life tennis stars. However, look a little further and you will find a raft of fantasy all-stars for you to try out.

Jim Courier
Country: USA
Skill: Various Shots
An all-round player with no great skill, so he's ideal for newcomers to the game.

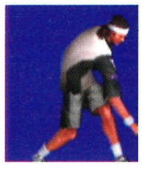
Cedric Pioline
Country: France
Skill: All-Round Player
Another character for beginners, although slightly better than Courier.

Tim Henman
Country: England
Skill: Volley Master
Relatively fast and extremely good at the net with good ground-strokes.

Tommy Haas
Country: Germany
Skill: Strong Forehand
Despite a good forehand, he's pretty slow and really bad at the net.

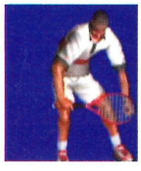
Mark Philippoussis
Country: Australia
Skill: Big Server
Relatively quick around the court, his serve and long reach make him a good choice.

Carlos Moya
Country: Spain
Skill: Powerful Stroke
Slow around the court, bad at the net, but a good baseline player.



Tomas Johansson
Country: Sweden
Skill: Fast Mover
Quick around the court and a good volleyer, but his all-round play is lacking.

Yevgeny Kafelnikov
Country: Russia
Skill: Strong Backhand
Another good character for beginners, as well as for back-court players.



Pieter Tinbergen
Country: Netherlands
Skill: Serve & Volley
An average player who's best used for volleying at the net.

Rolf Euler
Country: Switzerland
Skill: Volley Virtuoso
His play is of a similar standard to Henman's, but his reach is worse.

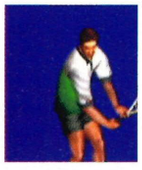
Davor Tesla
Country: Croatia
Skill: Wide-Angle Shots
Probably the worst player here, with slow movement and a poor reach.

Gilles Altman
Country: Canada
Skill: Big Server
When you nail the serve, he's a great player, but it's the only thing going for him.

Shyam Singth
Country: India
Skill: All-Round Player
Similar to Courier and Pioline, but quicker. He's also the best doubles partner.

Bruno Costa
Country: Brazil
Skill: Strong Forehand
Another strong baseline player, although he's a little slow around the court.

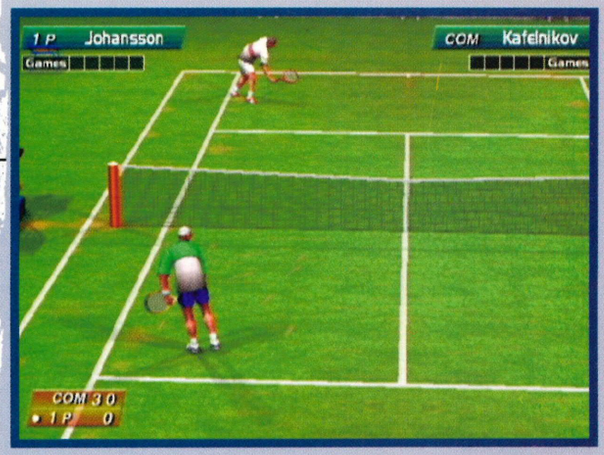
Raf Ventura
Country: Italy
Skill: Hard Hitter
A fantastic baseline player, but pretty awful if you get him to the net.



Masayuki Inoue
Country: Japan
Skill: Fast Mover
Faster than Road Runner around the court, with an average all-round game.

Master
Skill: High Performer
Arthur Ashe or not, he's still a great player with an impressive all-round game. Worth persevering for.

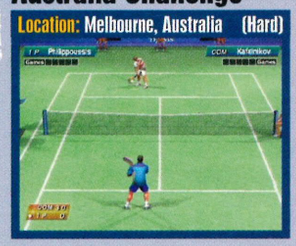
King
Skill: Perfect Player
What more can we say? He's the king of the court and the perfect tennis player.



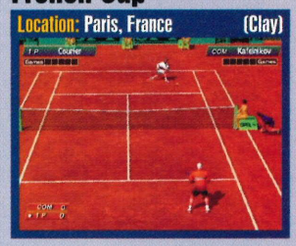
The Courts

> What would tennis be without a number of different courts to play on. Here though, you don't just get the traditional grass courts to try out your skills, you'll also have to master clay *and* indoor courts. You didn't think that it would be easy, did you?

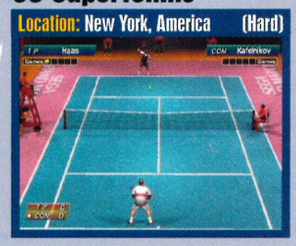
Australia Challenge
Location: Melbourne, Australia (Hard)



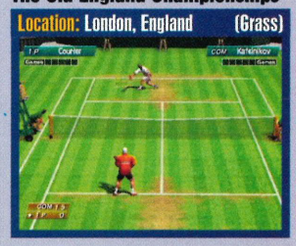
French Cup
Location: Paris, France (Clay)



US SuperTennis
Location: New York, America (Hard)



The Old England Championships
Location: London, England (Grass)

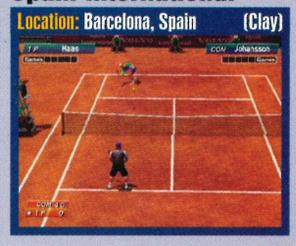


Sweden Grand Prix
Location: Stockholm, Sweden (Hard)

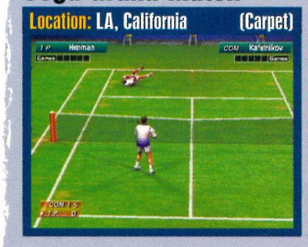
Germany Men's Indoor
Location: Berlin, Germany (Hard)

Russia Tennis Classic
Location: Moscow, Russia (Carpet)

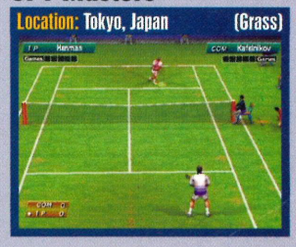
Spain International
Location: Barcelona, Spain (Clay)



Sega Grand Match
Location: LA, California (Carpet)



SPT Masters
Location: Tokyo, Japan (Grass)



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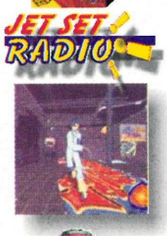

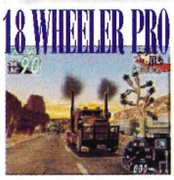

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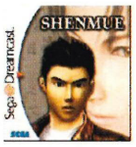
Skies of Arcadia



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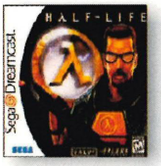

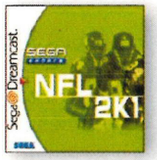

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P2

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09 November 2000

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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
4Wheel Thunder	**Midway**	2	✗	✗	STEERING WHEEL	08	92%
We Say: "*4Wheel Thunder* is generally an incredibly well rounded game, making it a total winner in our books." AW							
AeroWings	**Crave**	4	✗	✗	✗	03	68%
We Say: "As a flight simulator, *AeroWings* is up there with the best of them, but as a game it lacks life. If you like a bit more action then stay away." AW							
AeroWings 2: Airstrike	**Crave**	2	✗	✗	✗	12	73%
We Say: "For a simulation that prides itself on depth, it severely lets itself down on any detail that could actually be deemed 'fun'!" WJ							
Armada	**N/A**	4	✗	✗	✗	05	91%
We Say: "In spite of first impressions, *Armada* offers the kind of depth sorely lacking in the majority of its contemporaries." ST							
Bangai-O	**Virgin**	1	✗	✗	✗	14	69%
We Say: "Mad, crazy shoot-'em-up with absolutely no point – you'll either totally love it or loathe it with a passion." MM							
Blue Stinger	**Activision**	1	✗	✗	✗	02	65%
We Say: "It's *Blue Stinger's* failure to really excite the player at any moment that is its main problem." GN							
Buggy Heat	**Sega**	2	✔	✗	STEERING WHEEL	02	76%
We Say: "For a different kind of racing game that is going to hold a challenge in order to master it, you can't go far wrong with *Buggy Heat*." LW							
Bust-A-Move 4	**Acclaim**	2	✗	✗	✗	11	84%
We Say: "A welcome addition to the puzzlers already out on Dreamcast." NC							
Caesars Palace 2000	**Interplay**	4	✗	✗	✗	12	72%
We Say: "Surprisingly, it's not as bad as you might think... but it's still not Dreamcast material." MM							
Chef's Luv Shack	**Acclaim**	4	✗	✗	✗	03	76%
We Say: "As party games go, *Chef's Luv Shack* is up there with the best of them and is a game enjoyed after a curry and a few pints of lager." AW							
Chu Chu Rocket!	**Sega**	4	✔	✔	✗	10	90%
We Say: "The hottest party game we've ever seen, with plenty under the hood for those who are 'sans' friends. Ahhh." MM							
Crazy Taxi	**Sega**	1	✗	✗	STEERING WHEEL	05	94%
We Say: "*Crazy Taxi* is a fully-leaded adrenaline rush experience – it's pure concentrated fun, stuffed onto one Sega-patented GD-ROM..." ST							
Dead Or Alive 2	**Acclaim**	4	✗	✗	ARCADE STICK	08	92%
We Say: "*DOA2* might not be the best beat-'em-up ever, but it is great fun to play and there's no doubting that it looks absolutely stunning." AW							
Deadly Skies	**Konami**	1	✗	✗	✗	06	78%
We Say: "Soaring through the skies has never been such an exhilarating experience – a must for Tom Cruise wannabes." AW							
Deep Fighter	**Ubi Soft**	1	✗	✗	✗	12	68%
We Say: "It's not that bad to play once you get past the annoying FMV and incredibly slow gameplay." MM							
Dragon's Blood	**Interplay**	1	✗	✗	✗	10	79%
We Say: "Some lovely visuals and nice touches don't go far enough to cover up what is essentially a rather repetitive game. Shame." MM							
Dynamite Cop 2	**Sega**	2	✔	✗	✗	03	69%
We Say: "Dynamite this game may be, but it has a far too short a fuse, and leaves the player feeling a little cheated." MR							
Ecco The Dolphin: Defender Of The Future	**Sega**	1	✗	✗	✗	08	91%
We Say: "As soon as you see *Ecco The Dolphin* in action you'll be dribbling more than a group of blokes at the annual 'Miss Wet T-Shirt' tournament." MM							
ECW Hardcore Revolution	**Acclaim 4**	4	✗	✗	✗	08	52%
"There are so many reasons why you shouldn't rush out and get this it might explain why Acclaim were reluctant to send us a review copy." MM							
Evolution	**Ubi Soft**	1	✔	✗	✗	05	80%
We Say: "*Evolution* is great fun to play once you've allowed yourself to be swallowed up by the archeological crusading thing." AW							
F1 World Grand Prix	**Video System**	2	✗	✗	STEERING WHEEL	03	89%
We Say: "The speed of the cars and the way the scenery holds together is superb. The in-car display really shows off the Dreamcast's power." AW							
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							
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							

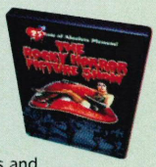
Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Hidden & Dangerous	**Take 2**	1	✗	✗	✗	12	92%
We Say: "*H & Ds* is certainly a great game but whether it will appeal to the action-crazed console market remains to be seen." AW							
House Of The Dead 2, The	**Sega**	2	✗	✗	LIGHT GUN	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							
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							
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							
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 *Street Fighter* 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							
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							
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							
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	90%
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							
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							
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							
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 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							
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 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	92%
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							

DVD Reviews

Rocky Horror: 25th Anniversary Edition

Cert	15
Publisher	20th Century Fox
Price	£19.99

If you don't know what *The Rocky Horror Picture Show* is, you need shooting – it stands as one of the greatest cult movie hits of our time. With the film now reaching its 25th anniversary, it's time to celebrate... and what better way to do it than with a two-disc DVD? Everything that the budding *Rocky Horror* fan (or even just those who like extras on DVDs) could ever want is present on these two discs. As well as a full version of the movies you've got outtakes, deleted scenes, interviews with the cast and crew, trailers, all manner of behind the scenes features and even a full audience participation soundtrack.



5/5

Martin Mathers

Toy Story 2

Cert	PG
Publisher	Disney DVD
Price	£19.99

Buzz, Woody and the gang are back – not surprising really, when you consider the amount of money they managed to pull in last time. Thankfully, *Toy Story 2* turned out to be just as good as the original so we can forgive Disney for bringing this one to our attention rather than just burying it in the straight-to-video pile. The DVD is packed with extras, including obligatory comedy outtakes and features. However, if you pick up the limited edition three-disc box set (with the original *Toy Story* and an extra disc thrown in) then you'll have more extras than you know what to do with. Of course, it does cost £40...

5/5

Martin Mathers

continued >

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

continued>

CD Reviews

Kylie Minogue: Light Years

Label: EMI

Whatever you make of Kylie she's a bit of a babe, a fact which thus enables us to forgive all her previous crimes against music. Not that *Light Years* is a terrible album. In fact for what it is – a camp, euro-pop, disco album – it's actually pretty good, if that's what you like. With two top five songs from it already and a third in the reckoning (*Kids*, a duet with Robbie Williams) the public obviously love her music as much as we love her. Just make sure you skip the camper than camp *Your Disco Needs You* and you might just survive.

2/5

Alex Warren

Blur: The Best Of

Label: Food Records

Well after six albums (seven if you include *Bustin' & Dronin'*) it's about bloody time that Blur released a best of package and, as you'd expect, it doesn't disappoint. Rather than just ramming it full of singles – although the majority of the songs are – it features several album gems including the sublime *This Is A Low*. Notable absences include long lost single *Popscene* which is an absolute crime, but there you go. If you want a reminder of how great the Nineties were this is the only album you're going to need. It's bloody fantastic.

5/5

Alex Warren

Oasis: Familiar To Millions

Label: Big Brother

Well let's face it, Oasis were long overdue to release an official live album, but then you have to look at the connotations of this release. Big gig, big songs... hmmm, sounds like a 'Best Of' type thing to us. Which it may or may not be, depending on your view of the Gallagher brothers' relationship. Anyway... this is an album that, if it doesn't quite catch a band at their peak, sees them pretty much there. Who's can complain about songs like *Supersonic*, *Live Forever*, *Wonderwall*, *Rock'n'Roll Star*, *Gas Panic!* and *Cigarettes And Alcohol*? Exactly.

4/5

Alex Warren

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
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							
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							
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							
Street Fighter 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							
Street Fighter III: Double Impact	**Virgin Interactive**	2	✗	✗	✗	08	74%
We Say: "We're not saying that it's bad... we're just saying it's *Street Fighter*. 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							
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 fishfingers defrost sound interesting." WJ							
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							

best of GENRE

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

Action/Adventure

Resident Evil Code: Veronica

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

Beat-'Em-Up

Soul Calibur

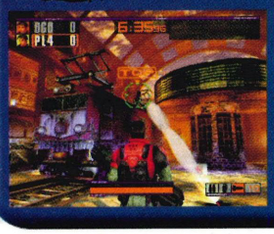
The most gorgeous-looking game ever. With so much depth and a wealth of characters, this has to be the fighter of choice. And then there's the two-player mode...

Driving/Racing

Crazy Taxi

Sega's arcade racer ported to the Dreamcast with consummate ease. With a whole new city and 16 tough challenges, this is one of the most enjoyable games ever.

MOST PLAYED



Out Trigger

> After managing to get our sweaty little mitts on some exclusive playable preview code for Sega's very own blast-'em-up bonanza, we just couldn't stop playing it for the whole month. Because quite frankly, it kicks ass. In fact, we played on it for so long that we very nearly forgot to write the magazine... something that happens all too often around here.

M-SR

> Considering that we've been waiting (and waiting) for this game to arrive for absolutely ages now, are you even the slightest bit surprised that we played it to death this month? No, of course you're not. Even less surprising is the fact that we absolutely love it to pieces... but not in the biblical sense, you understand. Now if you'll excuse us, we're off for a bit of a race...

Ready 2 Rumble: Round 2

> It's was a close tie between this and *Jet Set Radio* for the last spot in this month's Most Played – however, *Ready 2 Rumble: Round 2* squeezed in by the skin of its teeth. It might be because it looks, sounds and plays better than the last one... or possibly because Michael Jackson is in it. We just don't know.

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
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 Skateboarding	Crave	4	✗	✗	✗	10	94% Dreamcast Ultra
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							
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 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% Dreamcast Ultra
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	91% Dreamcast Ultra
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	93% Dreamcast Ultra
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% Dreamcast Ultra
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."							
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							
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% Dreamcast Ultra
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	✗	✗	✔	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% Dreamcast Ultra
We Say: "An exceptional piece of programming that justifies the purchase of a Dreamcast." PM							
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							

Party/Puzzle

Chu Chu Rocket!

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

Shoot-'em-up

Armada

Engrossing gameplay and huge environments are the order of the day here. Seamlessly mixing RPG with blast-fest we maintain that as shooters go, this is the best.

Sports

Virtua Tennis

Sports games don't come any better than this. Once again Sega has taken a great arcade game and updated it for the home. *Every* single Dreamcaster needs this game!

Strategy/Simulation

Hidden And Dangerous

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

Comics

Buffy: Crash Test Demons

Publisher | Titan Books
Price | £8.99

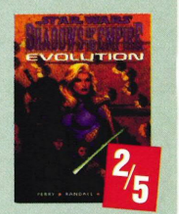
Following the latest testosterone-crazed demand for Buffy accessories and spin-offs, Titan has released *Crash Test Demons*. This graphic novel follows the exploits and evil machinations of the latest of Buffy's adversaries, a beautiful and malevolent female vampire. The intriguing plot could be mistaken for an actual episode and isn't short of the old cheesy one-liners. The dialogue is easy to follow, and the artwork manages to be impressive without being too detailed, so you know what's going on! This is a great addition to the Buffy series – and by the way, expect a sequel.

Andy Hartup

Star Wars Shadows of the Empire: Evolution

Publisher | Titan Books
Price | £10.99

Yet another instalment from the *Star Wars* universe, this comic follows the story of a young assassin droid, Guri, who is programmed to be as human as possible. In a very *Bladerunner*-esque style Guri becomes bored with murdering, and decides to track down her maker. However, she has attracted the attention of some sinister bounty hunters, and the Rebels wouldn't mind a meeting either. The complex plot is fairly difficult to follow for all but the most die hard fans, as the characters from the films take a back seat role. In addition, the average artwork makes identifying who's who a mind-bending task.



Andy Hartup

The Books of Magic: The Burning Girl

Publisher | Titan Books
Price | £12.99

This book belongs to the *Rites of Passage* series which rather strangely follows the exploits of Timothy Hunter (absolutely not *Harry Potter*). Hunter is a young magician destined to become the world's greatest mage, and his ex-girlfriend, Molly. This particular comic sees Tim trapped outside of Faerie, desperately trying to break in to reach his ex, who remains trapped inside. A nice inventive plot coupled with some very surreal images and moral messages make this quite an enjoyable title. That is if you can overlook the half-hearted artwork and find the other glut of graphic novels that make up the series.

Andy Hartup

continued >

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

continued>

Videos

Buffy: Season 4, Part 1

Publisher | Twentieth Century Fox
Price | £34.99
Cert | 15

Buffy just goes from strength to strength and it seems there's not a month that goes past when we're not inundated with yet more vampire slaying action. Quite frankly, though, we're getting a little bored of it. Yes, Buffy's a bit of babe but you can't sell a video on that. Anyway, Buffy's started college but things haven't changed much – vampires still need to be staked, monsters slain... you know the score by now. Still it's entertaining stuff all the same, but how many series can you go for?

Alex Warren

The World Is Not Enough

Publisher | Warner Home Video
Price | £12.99
Cert | 12

Let's face it – we only watch Bond films for the beautiful Bond girls. Well, that and the stunts. Even as Bond films go, though, the story line here is fairly pitiful, custom made for him to sleep with as many girls as possible without actually doing much work. But then, what's saving the world when you have this many girls to sleep with? Action galore, stunts, girls, world crises – you must know the score by now.

Alex Warren

Angel: Season 1, Part 1

Publisher | Twentieth Century Fox
Price | £34.99
Cert | 15

Whereas Buffy's now entering her fourth season, Angel's decided to strike it alone as he tries to escape his love for Buffy and attempts the road of redemption. Under the night skies of LA, Angel goes about disposing of the evil that roams the streets along with Cordilia, who's there to find work, and the half man/half demon Doyle as the Angel Investigations team. 11 episodes of raw action, plenty of blood, make-up and special effects – you can't complain about that.

Alex Warren

import

Import Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Aero Dancing F	CRi	1	✗	✗	✗	08	82%
Bakuretsu Muteki Bangaioh	ESP	1	✗	✗	✗	05	65%
Berserk	Ascii	1	✗	✗	✗	05	75%
Biohazard	Capcom	1	✓	✗	✗	06	93%
Carrier	Jaleco	1	✗	✗	✗	09	69%
Centipede	Hasbro	4	✗	✗	✗	06	38%
Chu Chu Rocket!	Sega	4	✗	✓	✗	04	92%
Climax Landers	Sega	1	✗	✗	✗	02	52%
Cool Boarders Burn!	UEP	2	✗	✗	✗	02	44%
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%
Street Fighter III W Impact	Capcom	2	✗	✗	✗	05	44%
Street Fighter Zero 3	Capcom	2	✓	✗	✗	02	85%
Super Magnetic Niu Niu	Genki	1	✗	✗	✗	07	71%
Super Runabout	Climax Entertainment	1	✗	✗	STEERING WHEEL	11	48%
Time Stalkers	Sega	1	✗	✗	✗	09	70%
Tokyo Bus Guide	Forty Five	1	✗	✗	✗	07	82%
Toukon Retsuden 4	Tomy	1	✗	✗	✗	02	49%
Treasure Strike	Kid	4	✓	✗	✗	09	72%
Twinkle Star Spirits	SNK	2	✗	✗	✗	10	79%
Typing Of The Dead	Sega	2	✗	✗	KEYBOARD	10	90%
Virtua Cop 2	Sega	2	✗	✗	LIGHT GUN	08	69%
Virtua On	Sega	2	✗	✗	✗	05	80%

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C
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Ceasar III
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Chu Chu Rocket
Civilization
Colonization
Command and Conquer 2
Cool Boarders
Cool World
Crazy Taxi
Cutthroats
Cyberia

D
Dark Forces 2
Dark Seed
Darksun
Daytona USA 2
Dead or Alive 2
Dead Or Alive 2
Deathtrap Dungeon
Descent 2
Descent 3
Diablo
Die hard Trilogy
Discworld
Discworld 2
DrumMania
Dynamite Cop
Dynasty Warriors 2

E
EA Sports Cricket
Earthworm Jim 2
Earthworm Jim 3D
Ecco the Dolphin
ECW Hardcore Revolution
Eternal Ring
Evolution
Evolution: The World Of Sacred Device
Expendable
Extreme G2

F
F355 Challenge
Fighting Force 2
Flag to Flag
Flight Unlimited 2
Four Wheel Thunder
Fox College Hoops 99
Full Throttle
Future Wars

G
Gauntlet Legends
Gemfire
Get Bass
Get Medieval
Giga Wing
Gradius III & IV
Grand Theft Auto 2
Gunbird 2
Gundam side story 0079: Rise from the ashes

H
HardCore Heat
Hardcore Heat
House of the Dead
Immortal

I
Ishar 3

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

K
Kessen
Killer Loop
King of Fighters Dream Match '99

L
Legacy of Kain

M
Mag Force Racing
Maken X
Marvel vs. Capcom 2: New Age Of Heroes
Marvel V`s Capcom
MDK
MDK 2
Men in Black
Metal gear Solid
Metal Slug
Might & Magic 8
Mission Impossible
Mortal Kombat Gold
Mr Driller
Myth
Myth 2 Soulblighter

N
Namco Museum
NBA 2K
NBA Showtime: NBA on NBC
NFL 2000
NFL Blitz 2000
NHL 2K
Nightmare Creatures 2
Nocturne

O
Outcast
Overseer

P
Parasite Eve
Plasma Sword
Pokemon Stadium
Pop'n Music
Power Stone
Power Stone 2
Psychic Force 2012
Puyo-Puyo 4

Q
Quake
Quake 2

R
Racer
Rainbow 6
Rayman 2: The great Escape
Re-Volt
Red Alert
Resident Evil
Resident Evil 2
Resident Evil DC
Resident Evil: Code Veronica
Ridge Racer 4
Ridge Racer 5
Roadsters
Robotron X
Rogue Squadron

S
Samba de Amigo
Seaman
Sega Rally 2
Settlers 3
Shadow Tower
Shadowman
Shutoko Battle
Shutoko Battle 2
Silent Hill
Silver
Sin
Sky Surfer
Slave Zero
Sonic & Knuckles
Sonic Adventure
Soul Edge
Soul Fighter
Soul Reaver
Soul Reaver
South Park Rally
Space Channel 5
Space Quest 2
Speed Devils
Street Fighter Alpha
Street Fighter EX 3
Street Fighter III 3rd Strike
Striker Pro 2000
Super Gokuden Messiah
Super Runabout
Super Speed Racing

T
Tech Romancer
Tee-Off
Tekken Tag Tournament
Test Drive 6
The Dig
The House Of The Dead 2
Theme Hospital
Thief
Time Stalkers
TNN Motorsports
Tokyo Extreme Racer
Tomb Raider 3
Tony Hawk's Pro Skater
Toy Commander
TrickStyle

U
Unreal
Urban Chaos

V
V-Rally 2
Virtua Cop 2
Virtua Fighter 3tb
Virtua Fighter Series
Virtua Striker 2
Virtua Tennis

W
Wacky Races
Wetrix+
4 Wheel Thunder
Wipe out 2097
Wizadry 7
Worms
Worms 2
Worms Armageddon
WWF Attitude
WWF: Royal Rumble

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stuff & nonsense

So, Christmas is coming and you don't have a clue what you want (apart from *Shenmue*). Maybe we can help...

Aphrodite Music System

Manufacturer	TAG McLaren Audio
Web site	www.tagmclarenaudio.com
Cost	£TBC

Fed up with a mini skyscraper stacked in the corner of your front room? Then you'll wanting one of these bungalow-sized all-in-one Aphrodite Music Systems. If you thought that all McLaren was good at was make exceptionally fast and sexy-looking cars then you'd be wrong, as the Aphrodite proves. With CD player, amp and 'Calliope' speakers all rolled in together for some top quality sounds, you're not going to want to leave the house ever again.

Laser Challenge Radar Extreme

Manufacturer	Vivid Imaginations
Tel	01702 200 660
Cost	£47.99

Sitting around all day in front of a computer is a little lazy, so from time to time the need to let off a bit of steam is vital... which is where Vivid Imaginations' latest Laser Challenge comes in. Just head to the local park, strap the sensor packs on and it's time for the fun and games to begin. Each laser gun fires over 100 metres as well as having a whole bunch of other features, meaning that wherever you are, you're never far from danger.

CMD-J5 Mobile Phone

Manufacturer	Sony
Tel	0990 111 999
Cost	TBC

Having trouble keeping up with the Joneses, huh? Well it's about time you started being ahead of the buggers and Sony's new CMD-J5 is just the thing you need to do that. It has everything. Not only does it offer WAP services, email, time table, address book and SMS, it also has a bunch of games and gives you the chance to record your very own personalised ring. In other words, the ultimate gadget for modern day life. Can you live without one?

Street Fighter Jr. Action Figures

Manufacturer	Resaurus
Web site	www.bandai.co.uk
Cost	£5.99

A few months ago we featured the full-sized, grown-up models of all the StreetFighter characters but now they're back in pint sized form... and they're pretty goddamn cool. There's Ken, Ryu, Chun-Li and Akuma, all of whom are totally flexible in solid plastic, making them ideal adornments for our desks.

VH-600 Hi-Fi

Manufacturer	Kenwood
Tel	020 7723 5251
Cost	£N/A

We just can't get enough of sexy-looking sound systems – and no, we're not just judging these beauties by their looks alone, as they're packed full of neat little features too. Oh, and it sounds pretty minty to boot. So not only can you sit back and relax as the music passes through your ears – you can also sit back and admire the fine view on offer.

@ Rock

Manufacturer	Sala Design
Web site	www.iwantoneofthose.com
Cost	£11.25

Okay, so it's a rock with an @ sign on it. Big deal. Well, it is if you're like us and are forever losing vital pieces of paper to that paper thief in the office. Stick them under this and you'll never lose another memo or set of minutes... well, maybe. Oh, and each one is totally unique – after all it is a rock.

Glow Rings

Manufacturer	Traser
Web site	www.iwantoneofthose.com
Cost	£14.25 for set of three

Don't you just hate it when you lose your bloody keys in the middle of the street in the dead of night, or in a dark club? Well fear not as you need never be locked out again with this set of three glowing keyrings. Not only can you see them shining from up to 30ft away, but they're also guaranteed to last for ten years... although you'll probably have moved by then.

DCR-PC5 Digital Camcorder

Manufacturer	Sony
Tel	0990 111 999
Cost	£N/A

Measuring a paltry 54mm x 101mm x 97mm and weighing in at a ridiculously light 450g, Sony's new digital camcorder is minute enough to fit into even the smallest of hands. Whether you're an amateur or a seasoned pro, this is one camera that produces some exceptionally hot results. With more features than you can shake a 4MB memory stick at you can't go wrong with this little beauty, however incompetent with technology you may be.

Whac-A-Mole

Manufacturer	Vivid Imaginations
Tel	01702 200 660
Cost	£29.99

Remember that crazy game you used to play down the local arcade where you had to hit a whole bunch of creatures on the head when they poked out of a hole? Well, now you're going to be able to enjoy all the action in your front room. It might not be the most animal-friendly game in the world, but who cares, eh? Set it up next to your Dreamcast and you'll be half way to creating your very own mini-arcade... cool.

YP-NEP32 MP3 Player

Manufacturer	Samsung
Tel	0800 521 652
Cost	£139

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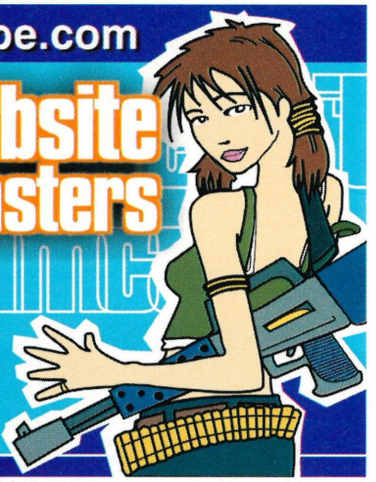

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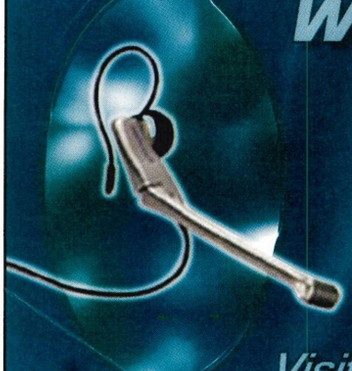

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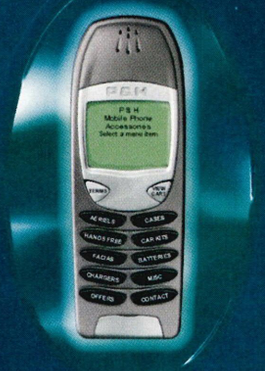

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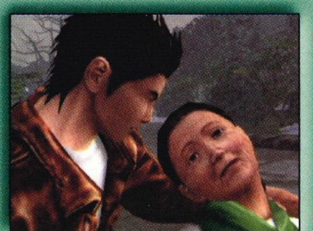
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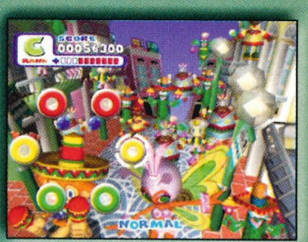
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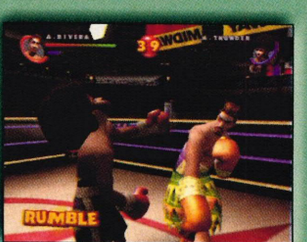
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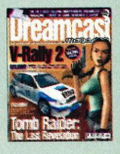

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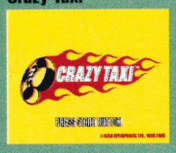

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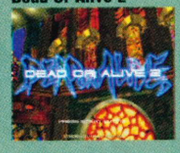

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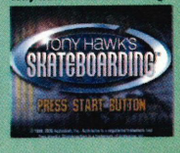

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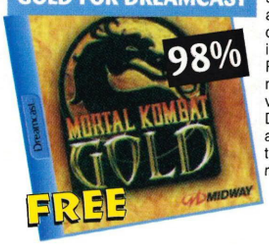

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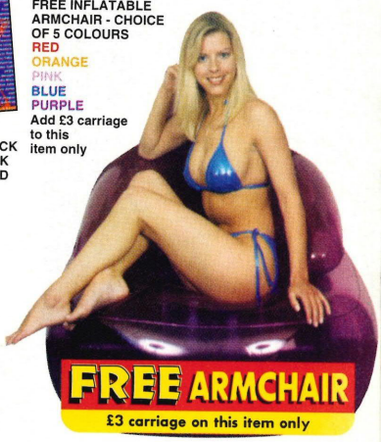

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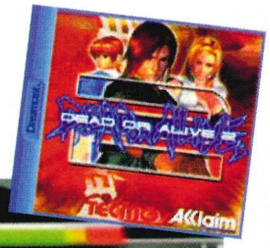
dream moment

Number 012

Dead Or Alive 2

Tag Team Fighting: Round One



"Fancy A Foursome?"

When you think of beat-'em-ups you instantly recall the fantastic *StreetFighter* and *Virtua Fighter* series as they're the most popular. But then along came Tecmo's *Dead Or Alive* series, with an added touch of class and a whole lot more bounce, and suddenly things were looking up for the genre – exactly the same effect that *DOA2* had on the Dreamcast. As far as we're concerned *Dead Or Alive 2* did for beat-'em-ups what the Wonderbra did for female society – pushed them into your face and made them look a damn sight more attractive

Now, when we talk of dream moments, you can't get more dreamy than this. What's a man to do when propositioned by two gorgeous looking girls, just gagging for a bit of rough and tumble... in our dreams. Two-on-two action – now you can't get much better than that. The four-player mode of *DOA2* was, in our minds, far and away the best feature of the game and in itself worthy of the Dream Moment accolade. Add the girls and some of the coolest moves you're ever likely to see and it's even more dreamy. Heavenly, in fact. Sit back, relax and fight!

If you would like to submit a Dream Moment to DREAMCAST MAGAZINE, please send in your suggestions to: 'Dream Moment' at DREAMCAST MAGAZINE, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS

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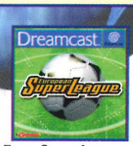
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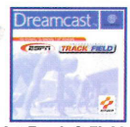
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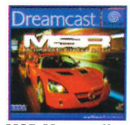
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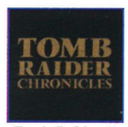
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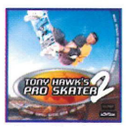
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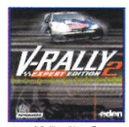
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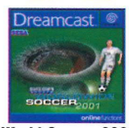
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