

GAMEPRO

PRESENTS

SEGA

DREAMCAST



SURVIVOR'S

GUIDE

DO NOT GO GENTLY INTO THAT
GOOD NIGHT—DON'T LET 'EM
TAKE YOUR DREAMCAST
WITHOUT A FIGHT!



- ALL YOUR QUESTIONS ANSWERED—ALL RUMORS REVEALED!
- ESSENTIAL GAMES THAT MUST BE IN YOUR LIBRARY!
- ALL THE GEAR YOU NEED FROM NOW 'TIL NEVER!
- CODES AND CHEATS FOR THE TOP GAMES!
- FOR ONCE, YOU DO KNOW WHAT YOU'RE MISSING!

By Dan Elektro

Supplement to *GamePro* magazine



EIGHTEEN 18 WHEELER

★ ★ ★ AMERICAN PRO TRUCKER ★ ★ ★

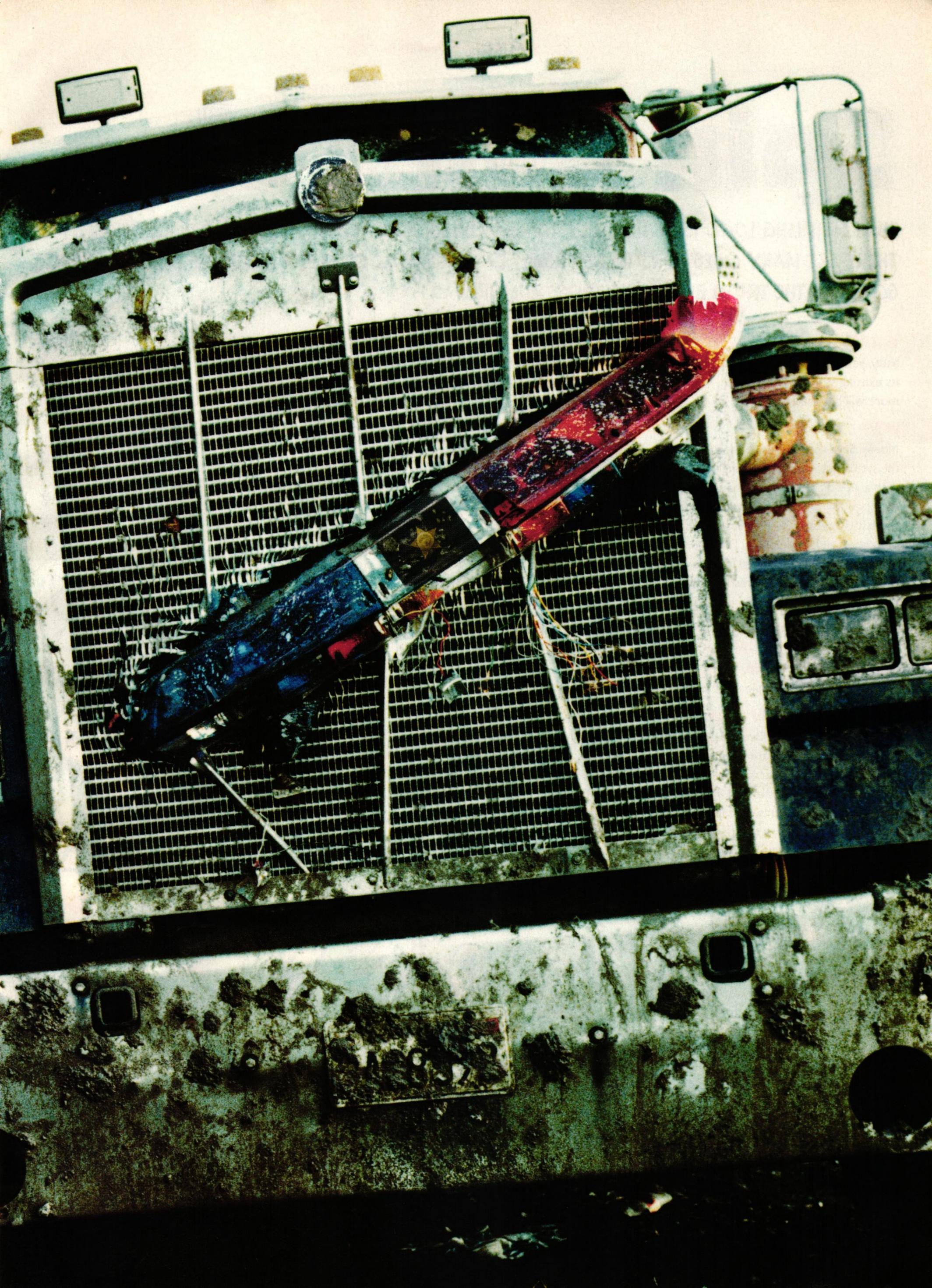
EVERYONE
CONTENT RATED BY
ESRB
Animated Violence



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Accidents will happen -- and some of them are worth a lot of points. Climb into the burly high-powered semi of your choice and barrel your way across the continent while being smack-talked by rival truckers over your CB radio. Barricades, cars, vans, and yes, even Smokey, are all yours for the smashin'. But keep your eye on the clock, cuz there's always another trucker who'd like to beat your tail to the loading dock.

 Dreamcast™



Spin Control

THAT SWIRLING LOGO ISN'T THE ONLY THING DRIVING DREAMCAST FANS INTO A DIZZY FRENZY—THERE ARE MANY QUESTIONS TO BE ANSWERED IN THE WAKE OF SEGA'S STUNNING ANNOUNCEMENTS, SO HERE'S THE TRUTH BEHIND ALL THOSE RUMORS.

IS IT TRUE THAT SEGA HAS STOPPED MAKING DREAMCASTS?

Sadly, yes. Sega ceased manufacturing the consoles in March, and will sell its existing stock at \$99.99 each. When these Dreamcasts are all gone, no more will be available.

WHY?

Money. Sega spent a ton of dough to launch and establish the machine, and the system just wasn't selling well enough. Despite Sega being first to market with a 128-bit machine and having all that great software, consumers just didn't go for the Dreamcast as much as Sega thought they would. Over the last two years, Sega has lost about \$500 million—almost all due to the Dreamcast and its expenses. The company is worth only \$4 to \$5 billion, so that's a huge chunk of change for a company to part with in 24 months. Sega needed to do something drastic to stop the financial bleeding. Discontinuing the Dreamcast was the fiscal equivalent of radical, life-saving surgery.

BUT THE DREAMCAST IS STILL A GOOD SYSTEM! IF EVERYBODY WHO WANTS TO SAVE THE SYSTEM WRITES SEGA A LETTER, WON'T THE EXECUTIVES CHANGE THEIR MINDS?

No. Unless all those people send in \$500 million.

IS SEGA GOING OUT OF BUSINESS?

No. Thanks to this decision, the opposite is true. Not having to worry about the hardware side of the business means Sega can focus on what most of its fans believe is its core strength anyway: making games. Sega is changing into a software-only company, much like Electronic Arts or Capcom. It will pick and choose what games it wants to create for the current systems on the market. Sega has already pledged support for the PlayStation 2, Xbox, GameCube, and Game Boy Advance; plus, it has a few dozen Dreamcast games still coming out this year.

WILL SEGA STOP MAKING DREAMCAST GAMES?

Not this year, anyway. Sega has announced plans for about 100 games worldwide; at least 30 of those are slated for release in the U.S. After this holiday season, however, the appearance of new games—from Sega or from third-party companies—will all depend on how well the 2001 games sold.

WHAT ABOUT SONIC ADVENTURE 2? SHENMUE II? WHAT ABOUT [INSERT GAME TITLE HERE]?

Games like Sonic Adventure 2, Crazy Taxi 2, and Shenmue II are all on deck for a 2001 release. Chances are if the game has been announced, it's still coming out. Basically, it's

a question of money. If the companies think they can make a profit by publishing Dreamcast games, you'll see some. If they don't, well, you won't.

WHAT ABOUT THE BROADBAND ADAPTER? THE ZIP DRIVE? THE DVD PLAYER? THE DIGITAL CAMERA? THE MP3 PLAYER? THAT "VOICE OVER IP" THING?

Sega's broadband network adapter is already available; you can purchase it from your local store or directly from Sega via the company's Web site. The Zip drive, digital camera, and MP3 player won't be coming out in America (though you might see photos of the Japanese versions), and plans for the DVD player were scrapped sometime late last year (see ProNews in the November 2000 issue of *GamePro*).



That leaves the voice-over-IP technology, which lets you verbally chat with a friend while simultaneously playing a game with him. Because Sega.com is still kickin' and the voice-over project is really its deal, you may yet see this incorporated into Dreamcast games (and maybe a few other systems' games, too). Stay tuned.

WHEN COMPANIES STOP MAKING DREAMCASTS, WILL THEY ALSO STOP MAKING VMUS AND PERIPHERALS?

Yep. Like the consoles, these types of items will be on sale in stores until the stock runs out. If you need a spare controller or memory card, now is the time to grab one. The 4X VMU is available now, if you can find it—they're going fast as Phantasy Star Online players can gobble them up. Of course, third-party companies like InterAct and Mad Catz will probably continue to make replacement controllers.

IS NINTENDO GOING TO BUY SEGA?

No. The *New York Times* reported that Nintendo was buying Sega, but the news was false. Both Sega and Nintendo have flatly denied it. Hiroshi Yamauchi, the president of Nintendo of Japan, said, "There is absolutely no chance that Nintendo will buy Sega." Can't get more definitive than that.

I HEARD THAT MICROSOFT WAS GOING TO MAKE THE XBOX PLAY DREAMCAST GAMES. TRUE?

Nope—both Sega and Microsoft deny it. It made some sense—after all, Windows CE is built into every Dreamcast, so the two companies do have a friendly business relationship—but the rumor turns out to be just the dreaming of fanboys.

I HEARD SOME COMPANY IS MAKING DREAMCAST SET-TOP BOXES. TRUE?

Yes, indeed. Pace, a leading manufacturer of digital set-top boxes in Europe, is incorporating Dreamcast technology into its personal video recorder, which acts like a VCR—but instead of saving the program to tape, the Pace machine records it digitally to a hard drive. As digital TV services adopt the technology, Pace will be offering games like Shenmue for play on demand, as a download. There's no CD drive so you won't be able to insert your existing games into the machine, but you can play stuff, sort of like a free rental. You'll find a full report in our May issue's Cutting Edge department.

I JUST SIGNED UP FOR A SEGANET ACCOUNT. WHAT HAPPENS TO ME?

You can still use your SegaNet account for internet access as long as you like—Sega isn't getting rid of that, and new contests and content will still be yours to check out. Also, your SegaNet account works with the Dreamcast or with a PC. If you are using it on your console and want to use it with Windows, check out www.sega.net for all the info you need.

HOW LONG WILL THE SEGANET GAME SERVERS CONTINUE RUNNING FOR THINGS LIKE PHANTASY STAR ONLINE AND QUAKE III ARENA?

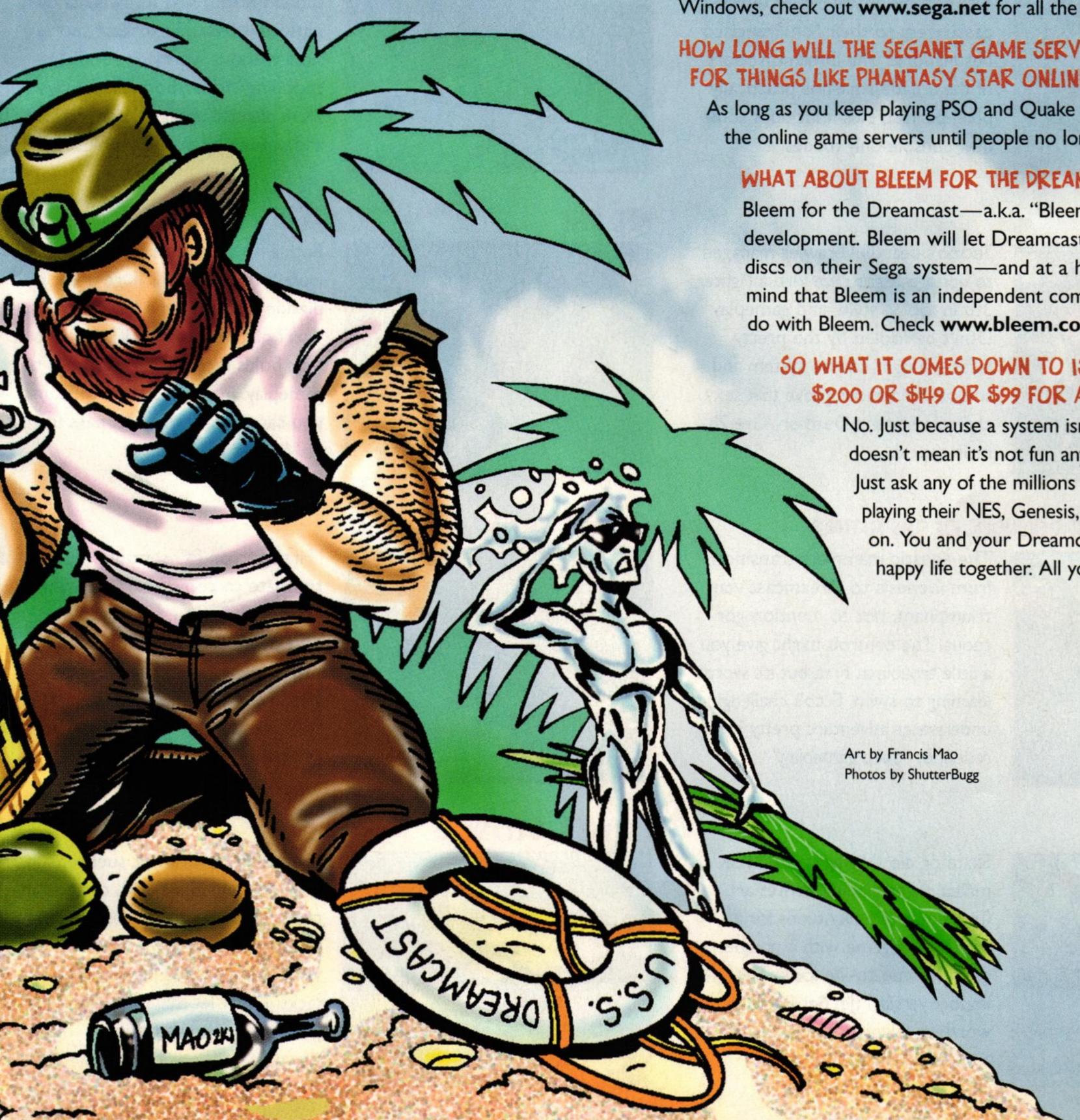
As long as you keep playing PSO and Quake III, really. Sega will maintain the online game servers until people no longer log on to play.

WHAT ABOUT BLEEM FOR THE DREAMCAST?

Bleem for the Dreamcast—a.k.a. "Bleemcast"—is officially still in development. Bleem will let Dreamcast owners play PlayStation discs on their Sega system—and at a higher resolution. Keep in mind that Bleem is an independent company; Sega has nothing to do with Bleem. Check www.bleem.com for official updates.

SO WHAT IT COMES DOWN TO IS THAT I PAID EITHER \$200 OR \$149 OR \$99 FOR A DOORSTOP?

No. Just because a system isn't being made any more doesn't mean it's not fun anymore—that's ludicrous! Just ask any of the millions of people who still enjoy playing their NES, Genesis, SNES, Atari 2600, and so on. You and your Dreamcast can live a nice, long, happy life together. All you have to do is play it. 



Art by Francis Mao
Photos by ShutterBugg

Twenty-One To Win

IF YOU'RE TRYING TO BUILD THE DEFINITIVE DREAMCAST LIBRARY WHILE YOU STILL CAN, HERE ARE 21 GAMES ACROSS ALL GENRES THAT YOU SHOULDN'T BE WITHOUT. (FEEL FREE TO OWN MORE.)

CHU CHU ROCKET



It's not the same old game of cat and mouse! Sega's first online game is also a strange, addictive puzzler wherein players steer streams of rodents into colored bases, using only arrows on the floor to guide them. As a four-player game, Chu Chu Rocket is frantic fun.

MARVEL VS. CAPCOM 2



The culmination of Capcom's 2D super-hero fighters, MVC2 tops 'em all with a stunning 70-plus characters. You'll spot some obscure faces from the archives of both Capcom and Marvel, who make for nice alternatives to the usual Ken/Ryu/Wolverine/Magneto suspects.

CRAZY TAXI



"Where to, pal?" How about downhill at 80 mph, catching air whenever possible as you deliver terrified passengers to their San Francisco destinations? The Dreamcast port of the arcade smash is practically pixel-perfect, plus it includes some new console-only modes.

NBA 2K1



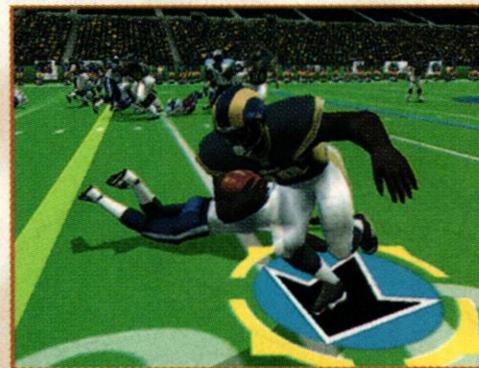
The EA Sports franchises never came to play in Sega's arena—but who cares? Instead, Sega followed its own muse and created excellent sports sims without worrying about "responding" to anybody else. NBA 2K1's plentiful options, killer graphics, and online play makes it a must-own.

DEAD OR ALIVE 2



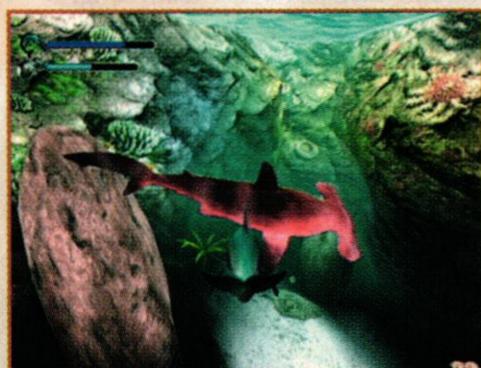
Tecmo's beautiful brawler managed to upstage Sega's own Virtua Fighter 3tb in looks, style, and gameplay. Don't be fooled by the pretty faces—a tight combo system and smooth animations prove that sexy characters aren't Dead or Alive 2's main appeal.

NFL 2K1



Both a fan and critic favorite, NFL 2K1 feeds football fanatics huge doses of pigskin action with a look that just won't quit. Moreover, NFL 2K1 more than holds it own when it comes to gameplay. Internet support means you can literally throw a pass from California to New York.

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE



The aquatic mammal's transition from Genesis to Dreamcast was triumphant, not to mention gorgeous. The controls might give you a little trouble at first, but it's worth learning to swim. Ecco's challenging underwater adventure pretty much redefines "deep gameplay."

QUAKE III ARENA



"First-person PC shooters don't translate to consoles." Oh yeah? Check out Sega's excellent conversion of id's first-person fragfest, then think again. Mouse, keyboard, and broadband Internet support only sweeten the deal. There's a reason this game is legendary.

JET GRIND RADIO



Skate or die! Highly stylized JGR mixes roller-blading, street art, futurism, and funky tunes for a cool action game with a unique graffiti-come-to-life look. The import version (Jet Set Radio) is worth checking out, too, thanks to its different soundtrack.

POWER STONE 2



Capcom's 3D brawler succeeds in being fun and funny, with cartoonish characters who hurl tables and chairs at each other, but who can also do visually impressive powered-up attacks. Don't let the lighter tone fool you—this one has plenty of smack-down power, too.

RESIDENT EVIL CODE: VERONICA



Let something vile be your Umbrella! Capcom's zombie-hunting franchise came to the Dreamcast with an all-new, exclusive chapter. The action/adventure gameplay isn't a major departure—not that that's a bad thing—but the Dreamcast's power offers hi-res thrills and chills.

SHENMUE



Yu Suzuki's incredibly detailed adventure masterpiece took years to complete, and the effort shows. The game's heavy puzzles and light action—not to mention the controversial ending—elicits different responses from different players, but nobody doubts the impressive scope.

SKIES OF ARCADIA



The Dreamcast finally got a first-class, fun role-playing game in Skies of Arcadia. It's not without a few blemishes and you may have arguments with Grandia II fans about which game is better, but Arcadia's epic quest is worth playing to the very end.

SEGA BASS FISHING/SEGA MARINE FISHING



While these games are sold separately, if you liked one, you'll want both. Heavy on action and low on sim, the two games give you just enough real-world detail to keep things moving. And, of course, they both use the special fishing-rod controller, which is a must-buy.

SONIC ADVENTURE



Nothing sells Sega like the big, blue blur—and Sonic's appearance shortly after the Dreamcast launched made a lot of people sit up and take notice. Hi-res worlds and absolutely blinding frame rates make Sonic's 128-bit debut his fastest game to date. The only downside? Motion sickness.

SOUL CALIBUR



The Dreamcast may be seriously wounded, but the Soul still burns! Namco unveiled "the stage of history" with its first (and only) Dreamcast game, and pulled off a feat: a console port which looked even better than its arcade forebear. An absolute must for Dreamcast owners.

SPACE CHANNEL 5



Mix one part retro '60s style, one part alien invasion, and one part pink-haired cyberhottie, and you get Space Channel 5, an oddball action/rhythm game. Pressing buttons to match on-screen patterns may not be for everyone, but SC5 comes through loud and clear for music fans.

STARLANCER



Microsoft's space shooter shines, offering slick visuals and a decent story about warring factions in the depths of the universe. It's more or less the same game as the Windows version, but the Dreamcast version is by far the best space shooter on Sega's console.

TONY HAWK'S PRO SKATER 2



You know those Sony owners frothing over Tony Hawk games? Pick up this version and you'll understand what they're drooling about. The arcade-friendly mix of stunts and secret areas make THPS2 the best skateboarding game ever—and one with unusually high replay value.

VIRTUA TENNIS



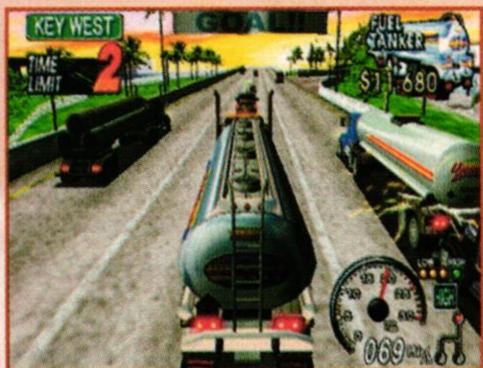
That's right, tennis—video tennis—ranks as not only one of the best games for the Dreamcast, but also, according to GamePro editors, one of the best games ever created. Super-smooth animation combined with rewardingly deep gameplay makes this a surprise match that you'll, uh, love.



Dare To Dream

DREAMCAST SOFTWARE HASN'T DISAPPEARED YET—THERE'S STILL AT LEAST A YEAR'S WORTH OF GOOD GAMES ON THE HORIZON. HERE ARE TEN TO WATCH.

18 WHEELER: AMERICAN PRO TRUCKER



If an arcade racer that puts you behind the wheel of a big rig sounds silly, well, it is—but the gameplay isn't! 18 Wheeler will challenge drivers with a cross-country trek peppered with rival truckers who aren't afraid to play dirty. The early versions looked and played great.

HALF-LIFE



A thinking-man's first-person shooter, the tale of Gordon Freeman's escape from a monster-filled lab after an experiment goes horribly awry, will be joined on the Dreamcast disc by Blue Shift, a completely new adventure starring Barney the security guard.

BLACK & WHITE



You'll control a fantasy civilization, ruling it as the supreme deity. Your presence will be felt in the form of an evolving spirit animal, and your attitudes will correlate with your civ's prosperity—but that doesn't mean it isn't fun being a vengeful, petty ruler. The learning A.I. already rocks.

TENNIS 2K2



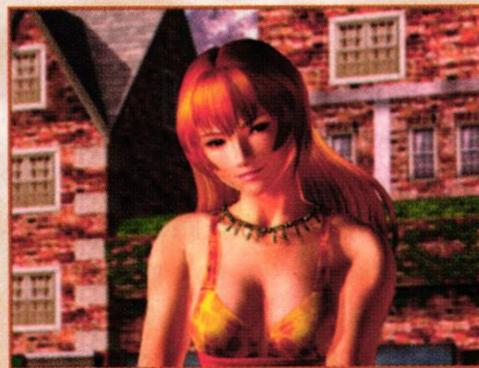
The sequel to Virtua Tennis loses its prefix to join the rest of Sega Sports' offerings. While it probably won't be out until November, anybody who played the original knows 2K2 will have a lot to live up to. Details are sketchy, but Sega has announced that Venus and Serena Williams will star.

BOMBERMAN



The Saturn edition of Bomberman was one of the series' craziest entries, and this version will keep the flame alive. Bomberman plops players into a maze to blow each other up. The game will be equal parts action and strategy—and those four controller ports will be put to good use.

SHENMUE II



Shenmue II picks up where the first left off, with Ryo Hazuki's investigative journey taking him to Hong Kong. Expect to meet an important new character, Shenhua, and to learn more about Ryo's nemesis, Lan Di. Will Ryo find his father's murderer this time around? Stay tuned....

CRAZY TAXI 2



The success of Crazy Taxi took quite a few people by surprise. Whereas the first game went down in San Francisco, the second will move cross-country to New York. Look for more drivers, new vehicles, and a few mini-games to spice up the already frantic beat-the-clock racing.

SONIC ADVENTURE 2



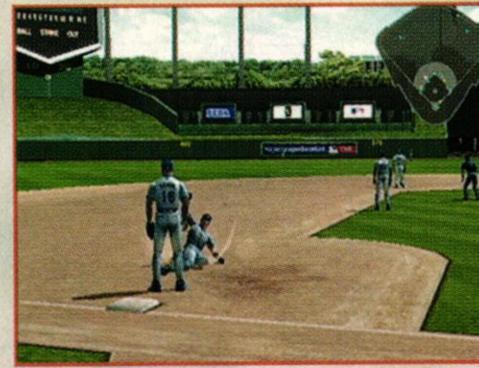
He's bluer than blue, badder than bad, and back to stir up more trouble! Along with his usual complement of running, jumping, and spinning moves, the sequel to Sonic Adventure will feature a new somersault maneuver and upgraded shoes that let Sonic grind on rails.

FIGHTING VIPERS 2



Remember your local arcade, circa '95? Chances are Fighting Vipers was there—a weapon-based, flashy take on the Virtua Fighter engine. The game came to the Saturn a year later, and a full coin-op sequel showed up in '98. A home version, is out in Japan—cross your fingers...

WORLD SERIES 2K2



On the Saturn, World Series Baseball was a home run, so the series' 128-bit debut was something many sports fans couldn't wait to play. But Sega's first Dreamcast version was more of a strikeout than a power-packed hit. Look for Sega to learn from its mistakes for the 2002 edition.

Turning Japanese

AS THE U.S. MARKET SLOWLY FADES, CONSIDER IMPORTING SOME OF THESE JAPANESE GAMES TO EXTEND YOUR DREAMCAST'S LIFELINE.

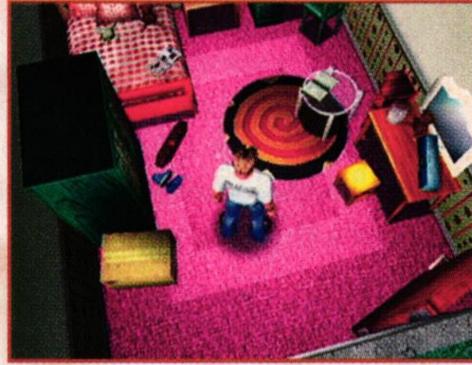
Note: You can't play Japanese games on an American console! You need to buy a Japanese Dreamcast, or you need to pick up the DC-X disc (details can be found in the Gear section).

DANCE DANCE REVOLUTION 2ND MIX/CLUB MIX



There are two Dance Dance Revolution games made for the Dreamcast, and neither one is available in America. Konami's groovalicious dance title is worth playing in the privacy of your own home—but you gotta get the floor-mat controllers, too!

RENT A HERO VOL. 1



This mission-based adventure resurrects the classic Mega Drive game. With a funny plot about the unwitting owner of a battery-powered suit—think *The Greatest American*, um, *Japanese Hero*—it's a great off-beat experience. But this one is only for folks with Japanese language skills.

DEAD OR ALIVE: LE



The Limited Edition of Tecmo's popular 3D fighter is essentially the same as *Dead or Alive 2: Hardcore* for the PlayStation 2, though a few features from the Sony version are not included here. In other words, it's as complete a version as Dreamcast owners can get.

POP N MUSIC



Similar to *Beatmania*, Konami's other music/rhythm arcade port is more light-hearted and colorful—but *Pop N Music* can also be more challenging if you spring for the nine-button controller that mimics the original arcade panel. Music simulation has never been so cute.

GUILTY GEAR X



This excellent 2D fighting game may not break new ground, but it sure does deliver the goods to faithful fans of the genre. *Guilty Gear X* has a chance for domestic release, but if no American company picks it up, you'll definitely want to seek it out as an import.

VAMPIRE CHRONICLES



A perfect conversion of *Darkstalkers 3*, with the added option of playing with the fighting engines of parts one and two. This game is hard to find because it was available only through Sega of Japan's online sales site, and was made in limited numbers (the rumor says a mere 5000).

LAST BLADE 2: FINAL EDITION

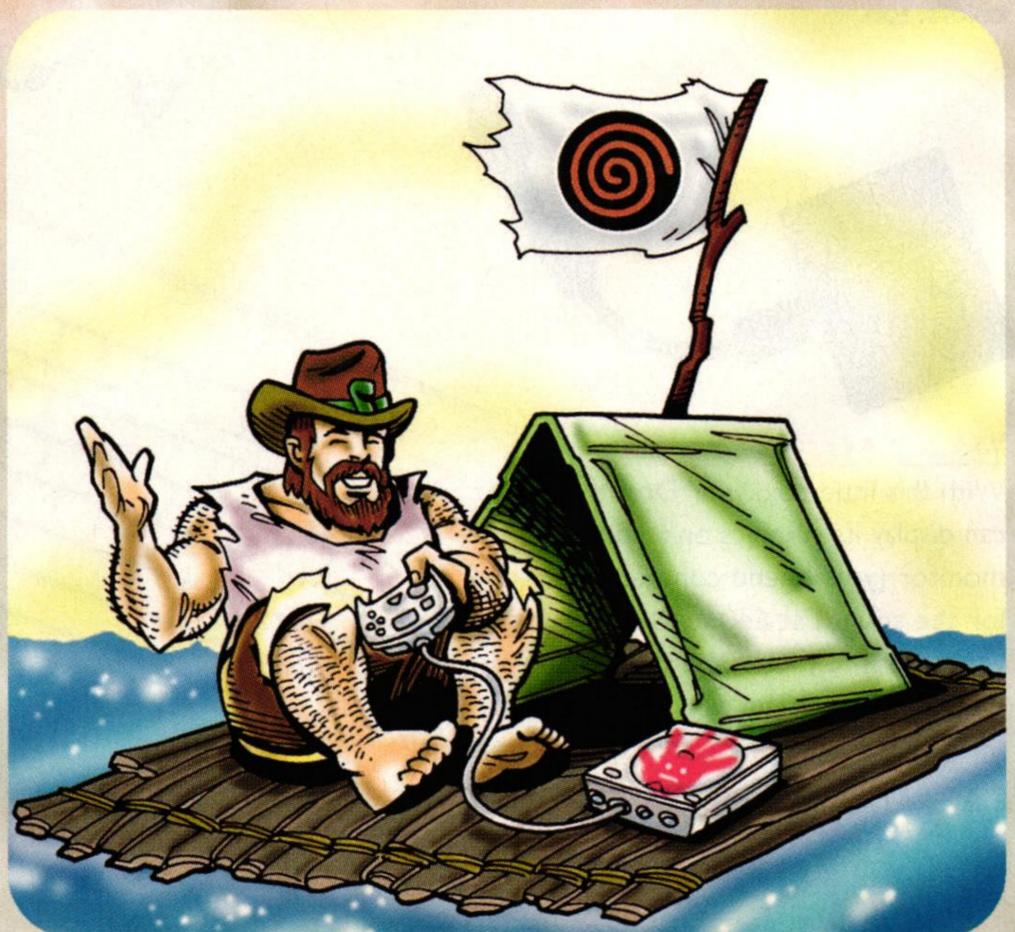


Like *Guilty Gear X*, *Last Blade 2: Final Edition* is an excellent example of 2D fighters, this time from SNK. And like *Guilty Gear X*, *Final Edition* might be released stateside at some point, which would be a major coup for U.S. fans of weapon-based 2D brawlers.

MACROSS M3



If you're a fan of the Japanese anime series that features giant robots which convert into war machines, *Macross M3* is worth finding. The 3D shooter features Max and Miria, two of the series' most popular characters. It's a bit uneven, but *Macross M3* is the best *Macross* game yet.



S.O.S. Save Our S.W.A.T. Pro



SOMETIMES YOU NEED A RESCUE—AND THESE COULD BE THE RIGHT CODES AT THE RIGHT TIME TO LEAD YOU TO SAFETY!

CRAZY TAXI

Change Starting Point and Fare Locations: At the character selection screen, press **R**, then press and hold **R**, press **Left** or **Right** to select a character, and press **A**. If you entered the code correctly, the bottom-left corner of the screen should read, "another day."

Change Views: During a game, press **Start** on the third controller (controller C). Then, on the same controller, press **Y** for an alternate exterior view or press **B** for a first-person view. Press **A** to switch back to normal view.

Ride Bicycle Taxi: At the character selection screen, simultaneously press **L**, **R** as fast as you can (at least five times), then press **A**. When the game starts, you'll be riding a bicycle taxi.

DEAD OR ALIVE 2

Hidden Cinema: At the main menu, enter Option, then Game Setting, then Others. Highlight "Your Age" and change it to 21-years-old. Return to the main menu and start a game in Survival mode. Beat enough opponents to get ranked, then enter your name as **REALDEMO**. Return to the main menu and don't press any buttons. Allow the demo to play, and, during the fifth demo sequence, you'll see an extra cinema.

Hidden Images: Insert the game disc into the CD-ROM drive of your computer. When the disc icon appears on your desktop, choose it, and then open the folder entitled "Bonus" to find hidden images of the girls of Dead or Alive 2.

Taunt Opponent: During gameplay, press **Left**, **Right**, **Left**, **R** to taunt your opponent.

NBA 2K1

Unlock Superstars Feature: At the main menu, choose Options, then choose Codes. Enter **vc** as the password (case-sensitive). If you entered the code correctly, the screen will read, "Superstars Feature Unlocked." Sega Sports team, Team SegaNet, and Mo Cap team will be unlocked.

NFL 2K

At the main menu, select Options, then select Codes. Enter any of the following passwords to activate these cheats.

Alternate Text:	SCRAWL
Fat Players:	LARD
High-Pitched Commentary:	SQUEEKY
Play as the Sega Sports Team:	SUPERSTAR
Slow-Motion Mode:	DEDMAN

READY 2 RUMBLE BOXING: ROUND 2

Unlock Outfits: Put the CD in the Dreamcast, leaving the CD lid open, and turn on the Dreamcast. At the Dreamcast menu, choose Settings, then set the date to any of the following to unlock these outfits. Close the CD lid and start a normal game. If you entered the date correctly, the character will be wearing that outfit when you start a match.

Joey T as Baby New Year:	01/01/2001
J.R. Flurry in Skeleton Costume:	10/31/2001
Referee as Leprechaun:	03/17/2001
Selene Strike as Christmas Elf:	12/25/2001

SAN FRANCISCO RUSH 2049

At the Start Game screen, highlight "Options," then simultaneously press **L**, **R**, **X**, **Y**. You must press all four buttons at exactly the same time—it may take a few tries. If you did it correctly, a Cheats option will appear at the bottom of the screen. Enter Cheats, highlight any of the following cheats on the Cheats Menu, and then press the appropriate button combinations as quickly as possible to unlock that cheat. If you entered the cheat correctly, you will now be able to toggle it on and off.

Note: If a cheat doesn't work, you probably need to press the buttons faster.

Brakes: Press **Y**, **Y**, **Y**, then simultaneously press **L**, **R**, **A**, **X**.

Demolition Battle: Simultaneously press and hold **L** and **A**, then press **Y**, **X**. Release the buttons, simultaneously press and hold **R** and **A**, then press **Y**, **X**.

Invisible Track: Tap **R**, **L**, **Y**, **X**, **A**, **A**, **X**, **Y**, simultaneously press and hold **L** and **R**, then press **A**.

Mass: Press and hold **A**, then press **X**, **X**, **Y**. Release **A**, then press **L**, **R**.

Random Weapons (in Battle Mode): Simultaneously press and hold **L** and **A**, then press **X**, **Y**. Release the buttons, simultaneously press and hold **R** and **A**, then press **X**, **Y**.

Super Tires: Press and hold **R**, then press **X**, **X**, **X**. Release **R**, press and hold **L**, then press **A**, **A**, **Y**.

Track Orientation: Simultaneously press and hold **L** and **R**, then press **X**. Release the buttons, then press **A**, **X**, **Y**. Simultaneously press and hold **L** and **R**, then press **X**.

TONY HAWK'S PRO SKATER 2

Big Cheat: Start a normal game. Pause the game, press and hold **L**, and then press **A**, **A**, **A**, **X**, **Y**, **Up**, **Down**, **Left**, **Up**, **X**, **Y**, **A**, **Y**, **B**, **A**, **Y**, **B**. If you entered the code correctly, the onscreen text will shake. Resume the game, pause it, and choose End Run. The game will now list all the cheats, modes, characters, and levels you have unlocked. At the main menu, choose Options. At the Options menu, choose Cheats to toggle on and off the now-unlocked cheats and modes.

Blood Mode: Pause the game, press and hold **L**, then press **Right**, **Up**, **X**, **Y**. If you entered the code correctly, the text will shake. When you resume the game, blood will be toggled off; repeat the code to turn it back on.

Full Stats: Pause the game, press and hold **L**, then press **A**, **Y**, **B**, **X**, **Y**, **Up**, **Down**. If you entered the code correctly, the text will shake. When you resume the game, you'll have full stats.

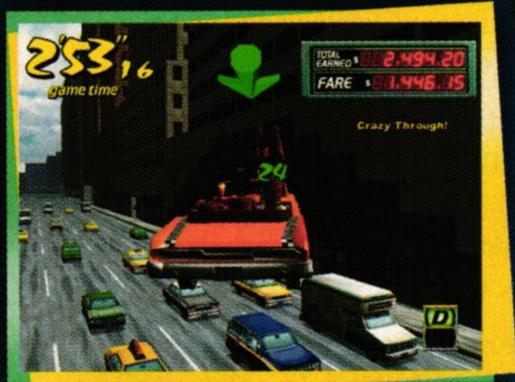
Turbo Mode: Pause the game, press and hold **L**, then press **Down**, **X**, **Y**, **Right**, **Up**, **B**, **Down**, **X**, **Y**, **Right**, **Up**, **B**. If you entered the code correctly, the text will shake. When you resume the game, it will play faster.

VIRTUA TENNIS

Underhand Serve: Start a normal game. When you are serving from the bottom half of the court, simultaneously press **Down**, **A**, **X**. If you're serving from the top half of the court, simultaneously press **Up**, **A**, **X**. If you pressed the three buttons at exactly the same time, you will serve the ball underhanded. It may take a few tries, and you should use the digital pad.



YO!
CAN I GET
A FREAKIN'
TAXI OVER
HERE?



Hit the mean streets of the Big Apple as one of 4 new "cabbies" in low-rider taxis that can now leap over traffic.



Pick up multiple fares at one time while driving to the slamin' sounds of Offspring and Methods of Mayhem.



 Dreamcast™

Crazy Taxi New York City

