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EXCLUSIVE PLAYTEST!

HEAD HUNTER

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ISSUE TWENTY-SVEN LAUNCHING IN THE UK ON 04.10.2001

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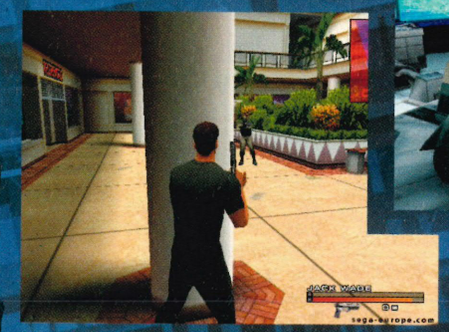
issue 27

Welcome to your dreams



SEGA save the very best until last! Metal Gear what?

Headhunter

Editorial

> This month, we've mostly been... running around like muppets! Oh yes. They say that the devil finds work for idle hands and, by my estimation, for the last 27 years that I have occupied this space on the planet I must have been taking things a little bit too easy, either that or somebody somewhere hasn't actually bothered to notice that I've been doing a mighty fine navvy impersonation for a fair old while. Apparently, the use of wit – like a pitchfork – can drive the brute off, but even a ready smile and an (often-mistimed) joke has summarily failed to shake the toad-like workload off my back.

Nevertheless, as beaverish as my (and the team's) activities have been this month, once again we've managed to assemble the magazine you know and love and, yet again, it delivers the goods. So, as always there's the latest news on all the Dreamcast and SEGA-related games, there are previews aplenty on games that you ought to have more than a passing interest in – *Tennis 2K2*, anyone? *Headhunter* (a game that should be in the running for the coveted 'Game of the Year' award) and some ickle sequel thing you might have heard of, *Shenmue II*. We've had them all in the office, we've played them all until our optic nerves could take no more – it's a tough job, but someone has to do it...

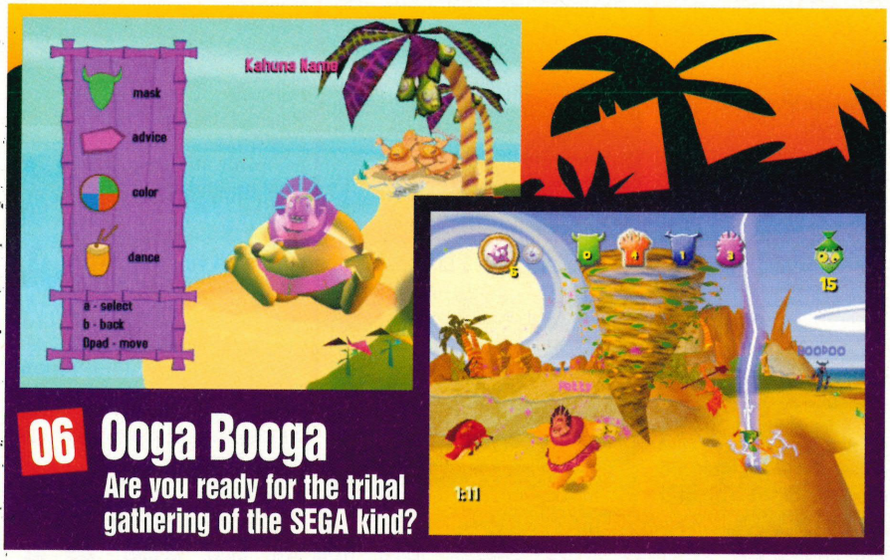
If that isn't enough, Martin's new found health regime was put to the test with the import version of *Samba De Amigo ver.2000*, which managed to raise a smile, if only because his famous 'McGut' could be seen to be wobbling due to his efforts with the maracas. It also became apparent from your letters that many of you wanted to enjoy the online gaming side of your Dreamcast. Again, we have delivered. Sure, *Alien Front Online* has been released in the States, and no it's not going to appear over here. However, we think it's a bit good – so along with the massive review we've also put together a rather handy guide to playing this and other online import games (it's over on page 58) and we think that you might just find it rather useful.

So, it's onwards and upwards as next month we'll have a clutch of top PAL games to review, but until then I have a mountain of work to get through and I have just noticed that the games area could do with a bit of a tidy... idle hands? You're having a laugh!

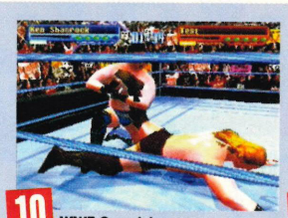
Enjoy the mag and take it easy on the stairs,

Simon Phillips
Editor

Newscast



06 Ooga Booga
Are you ready for the tribal gathering of the SEGA kind?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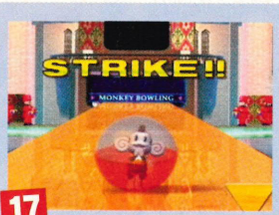

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There's more than enough quality games on the horizon – so fill yer boots!

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> We've been scouring the globe for those top games that'll hit your Dreamcast in time for Chrimbo!

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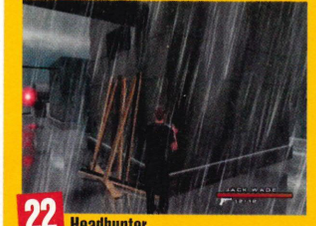
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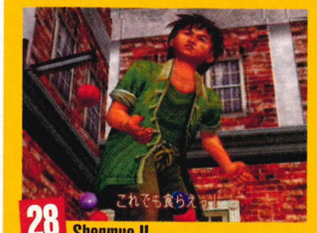
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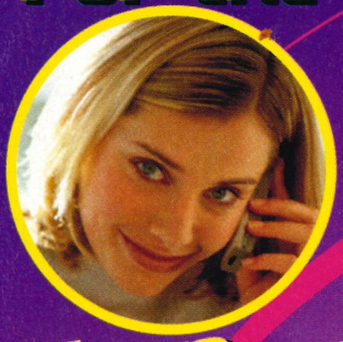

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Welcome to...

the big review

EXCLUSIVE REVIEW!

Alien Front Online

They've come to earth, they don't want to be friends and you've got to stop them!

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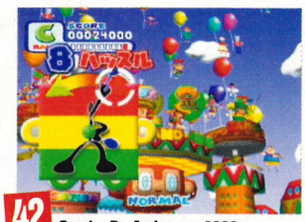
Reviews

When there's only one console delivering the goods, you really need to stick around and check these out!



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GAME
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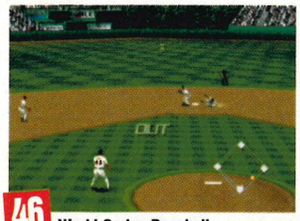

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newscast

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

News Editorial

> We've slaved, we've sweated, we've got down on our hands and knees, and once again we've managed to bring you everything that there is possible to know about the final few months of the Dreamcast. As I write this, a brand new release schedule has landed in the DREAMCAST MAGAZINE office and you'll be glad to hear that come February there will still be great Dreamcast games to get your mitts on. Both *Phantasy Star Online 2* and *Propeller Arena* will be released then, so once you've added that to the awesome Christmas release schedule, you realise that the Dreamcast really is going out on a high. We love you SEGA!

Alex Warren
News Editor

Newscast Highlights

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

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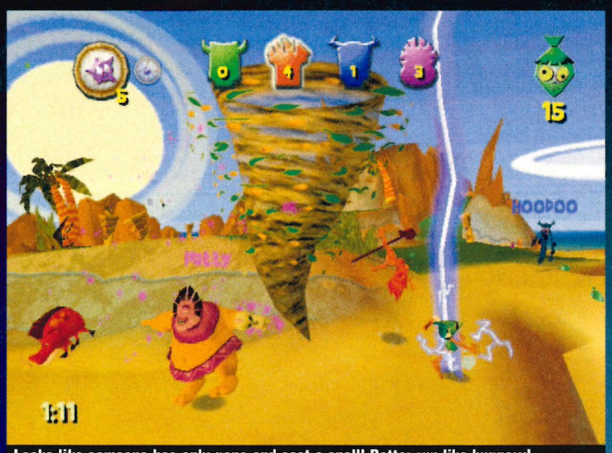
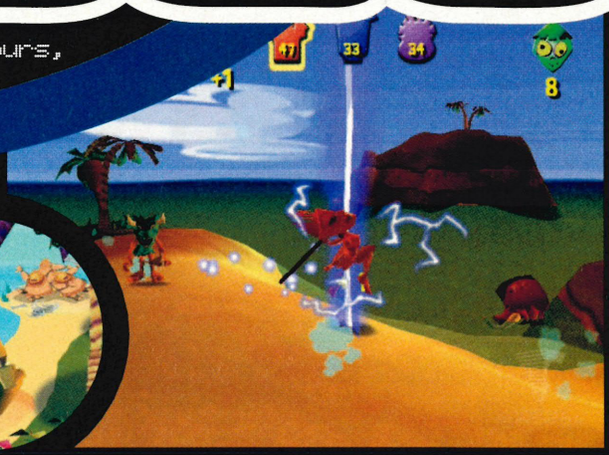
All you ever wanted to know...

The things that you have to do to impress the goddess...



Looks like someone has only gone and cast a spell! Better run like buggery!



the big story

Ooga Bo

Wanna get your mates involved in a bit of tropical island madness?

Ah, those SEGA games keep on flooding in... at least in the US, that is. However, thanks to the sterling work of Big Ben Interactive, all of the triple 'A' titles make it to these shores as well! In this case it's *Ooga Booga*, a game that has multiplayer fun at its very heart (and for those crazy folks in the States yet more online action). Nevertheless, for those of you who love your import games and for everyone else looking for yet another reason to cling to their precious Dreamcast for gaming joy then this might just be it.

Coming from the same stable as *NFL2K* and *NBA2K*, Visual Concepts has turned its considerable game development prowess to a more humourous, but no less entertaining, title in the mould of its other wacky offering, *Floigan Brothers*.

A Tribe Called Fun!

Mooted as an online strategy game (though should it reach these shores you can expect this feature to be dropped), your task is to take the role of the Kahuna of one of four tribes – Twitchy, Hottie, Fatty or Hoodoo – and try to win the affections of the island goddess by participating in one of three different game modes. Impress her and you'll be rewarded with spells with which to further put pay to the rival tribes. Though a fairly simple premise, the game itself is actually a collection of timed mini-games: Boar polo,

"Yet another reason to cling to your precious Dreamcast for gaming joy"

Wanna Be In My Gang?

The Fatty Gang

> Your Slim Fast shakes are safe with these guys! Here are the chaps that have taken the jibes but can pack a mean punch. They're simple but their sheer power makes them a good choice. You'd better watch out – they pack a mean punch and can likewise take a few, but they're a bit slow and ungainly.

The Hoodoo Tribe

> Masters of black magic. They're not exactly heavyweights in the physical sense, preferring to use magic as their main form of attack. Though their normal attacks are weak their ability to withstand them from others is greater thanks to the protection afforded them by the dark arts.

The Hotty Tribe

> Mmmh, ladies. Amazon beauties who love to play with fire. They're good all-rounders but, due to their affinity with fire, their fire spells have considerable impact and their ability to withstand attacks from fire spells is greater than other tribes. In the main, the Hotty tribe are a good bet for beginners.

The Twitchy Tribe

> Or should that be the 'titchy' tribe? These little guys are the smallest of the tribes, they're lacking strength but capable of utilising the island's animals to great effect. They're also the only tribe capable of out-running the boars, which therefore makes them particularly useful in the Boar Rodeo event...

football with, er, boars; Smackahuna, a Deathmatch-style mode where players use anything to hand (animals, weapons or spells) to defeat their opponents; Rodeo mode where you battle to take control of and ride a boar for as long as possible to accumulate points. These, quite obviously, best suit online and multiplayer gaming perfectly – misanthropes had better change their ways as the one-player game is, sadly, a tad unfulfilling.

Bit Of A Booga?

As it stands, *Ooga Booga* is notable by its absence on the UK Dreamcast release schedule. This suggests that, for the time being at least, there's little chance of it reaching these shores. However, this might change and, for those willing to make the effort, getting an import copy of the game and reading our feature on page 58 should ensure that you'll enjoy *Ooga Booga* exactly as Visual Concepts intended. More on this multiplayer fest next month!

Dreamcast magazine EXCLUSIVE

The Hotty Tribe – they're laydees...

ooga

newscast

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Soul On Film

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

Shen-movie

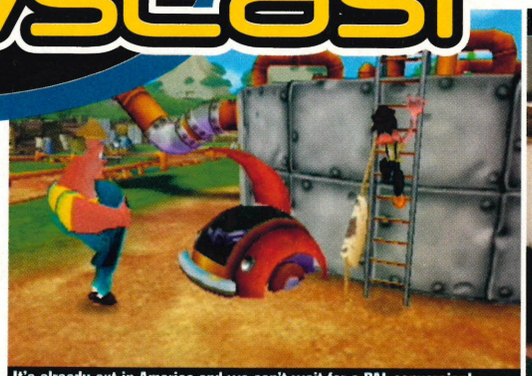
> After a successful run earlier in the year, SEGA of Japan has announced that it will be running the CG-rendered *Shenmue* movie in selected cinemas around Japan in the run up to the release of the second instalment. So, if you missed it last time, now's the time to get your ticket to Japan – as the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

New PSO Ver.2 Modes

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

Monkeys For Launch

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



It's already out in America and we can't wait for a PAL conversion!

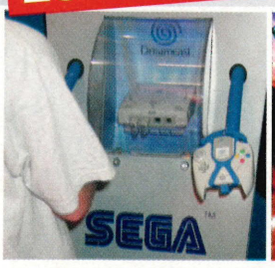
Unlike every other stand at ECTS Big Ben's actually had some quality games to play on it...

The Show Goes On?

ECTS COMES & GOES

If you didn't believe that the games industry was going through a bit of a bad patch, then one quick visit to this year's ECTS would persuade you otherwise. In a word it was dead.

In years gone by ECTS has been an event not to be missed, but this year the show, held at ExCel for the first time, was nothing more than a disappointment – with hardly any of the big names displaying their wares. Nintendo was nowhere in sight, deciding to hold its own private show,



HOT bytes

> We're on a roll... the stream of PAL games seems to be getting thicker and faster as we had the chance to play *Tennis 2K2*, *Headhunter*, *Propeller Arena* AND *90 Minutes* this month. And just think – we'll have reviews of them all, right here next issue. We can hardly contain the excitement within... yippee!

> Right, so let's get this straight – after working on *Metal Gear Solid* and *Tekken 3*, the top boys at Bleem! are working on bringing *WWF Smackdown!* to the Dreamcast?! Blimey. It's about time the Dreamcast had a top wrestling game... and there's still *Final Fantasy IX* to look forward to as well!

> Considering that we were under the impression that you'd never see another online game ever again for the Dreamcast, the discovery that all SEGA's online games from the US will work online over here was pretty darn special. We've been battling it out on *Alien Front Online* all month... get it on!

COLD cuts

> Another month goes by and do we have any PAL games to actually review? Do we heck. True, there's light at the end of the tunnel next month with a whopping six games planned for review but that doesn't help us now, does it? Honestly, if it wasn't for those top-notch import games that keep flooding in, we'd have been totally screwed for reviews a long time ago.

> So, what next for the DREAMCAST MAGAZINE team? No-one seems to know... or if they do, they don't want to tell us. Obviously, Simon's got other things on his plate now that he's been hoisted up to Group Editor, but as for Mart and Al – well, they're still waiting in limbo. It's looking like a career in the fast food industry awaits after all...

> Sadly this month, we've had to sit by and watch as our colleagues on magazines like PLAY and P2 actually had some decent games in for once. With titles like *GTA3*, *SpyHunter* and *Devil May Cry* turning up and catching everyone's attention, we soon all realised that while the remaining DC games are top, they won't be coming out for ever. Boo!

Bored of the endless waves of tacky peripherals, this fella tries out a Dreamcast Pod.

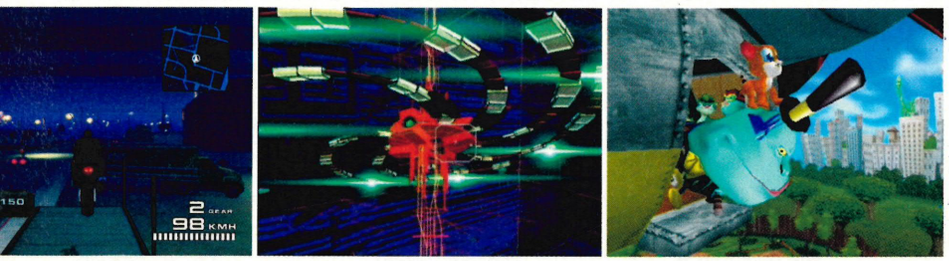
as did EA, while Sony just avoided the whole shebang altogether. Even the likes of Midway and Infogrames only had small booths with private showings, leaving Ubi Soft to dominate the floor.

ExCelled

Not that this was going to stop SEGA making its presence felt, albeit through its European distributor, Big Ben. With pods playing the wonderful *Propeller Arena*, *90 Minutes*, *Floigan Brothers* and the simply awesome *Tennis 2K2*, it was more of a surprise than anything else that none of these games were even short-listed for the prestigious 'Game Of The Show' award. However, that did not stop us from completely hogging the *Tennis 2K2* and *Propeller Arena* pods for the entirety of the Monday afternoon.

But the Dreamcast joy didn't stop there as Big Ben also had a video running of *Shenmue II* and the bizarre musical shoot-'em-up *Rez*, which had the crowds utterly mesmerised. The jewel in the crown, however, was playable code of *Headhunter*, although that was only accessible to a select few behind closed doors. To get the full story and to see why it's the one game you must have this winter just check out our massive preview on page 22... just make sure you're prepared to be blown away.

"Despite a poor showing from other publishers, SEGA had some top games on show"



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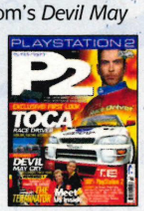
This month sees a 'Jedi' special edition issue, featuring an alternative Obi-Wan Kenobi cover, a massive *The Phantom Menace* feature and an exclusive interview with George Lucas! Plus loads of reviews including: *The Godfather*, *Shallow Grave* and *The Evil Dead*. May the force be with you.

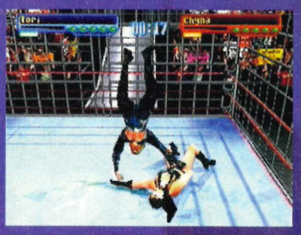
GEAR ISSUE 02
ISSN: 1473-7922 £2.99

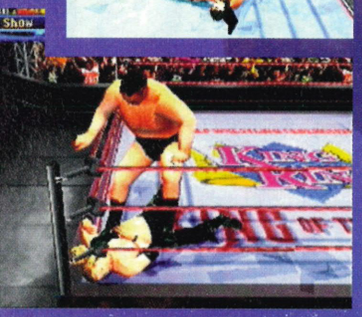
The second issue of Britain's coolest gadget mag roars out onto the shelves! Check out all the hottest kit and the most exciting activities, including skateboarding, paragliding, PDAs, scooters, movies, DVDs, games and paintballing!

P2 ISSUE 13
ISSN: 1471-1992 £3.50

The thirteenth issue of the best unofficial PlayStation2 mag reveals world-exclusive details of *Toca Race Driver* – a driving game with a plot! Midway's *Spy Hunter* and Capcom's *Devil May Cry* come under review, as well as all the latest news, games updates and DVDs. P2 keeps getting better!







Smack My Bleem Up

Finally, the WWF has come back to the Dreamcast!

Although we thought it was pretty damn fine, a lot of you loyal WWF fans out there felt that *WWF Royal Rumble* wasn't quite the amazing wrestling game that we were all expecting. Sure, it had a good selection of wrestlers, as well as nice visuals and all the respective finishing moves you could ever want, but as a game... well, it didn't quite cut it. Unfortunately, THQ has absolutely no plans to release any other wrestling games on the Dreamcast – so it's a good job that somebody else is going to do it for them, isn't it?

In case you hadn't already guessed, it's all thanks to those wonderful people at Bleem! that you'll soon be able to play the original PlayStation version of *WWF Smackdown*, on your Dreamcast. With *Tekken 3* now finished and out the door (which means hopefully we'll have a full review for you next issue), the team at Bleem! are now putting all their efforts into testing *Smackdown*, so that it'll be complete in the next month or so. Seeing as we were under the impression the next game on the list for them would be *Final Fantasy IX*, this announcement comes as a most welcome surprise...

Do You Like... Pie?

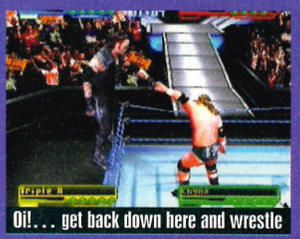
In a huge step forwards from *WWF Royal Rumble* (even though it came out way before it), *WWF Smackdown*, offers a whole slew of modes for you to play, including Hardcore, Falls Anywhere, I Quit – where you have to force your opponent to give up – and Special Referee where, instead of wrestling, you get to be the ref and screw over people you don't like! Then there's a Create-A-Wrestler mode and even a fully fledged Season mode that allows you to take control of a wrestler in the WWF and participate in all the matches and pay-per-views involved.

Not surprisingly, the game was a huge hit when it appeared on the PlayStation and managed to earn a respectable 92% in our sister magazine, PLAY. Now that it's finally coming to the Dreamcast though, you can all rejoice in the knowledge that you'll soon have a decent non-Japanese wrestling game to play, complete with all your favourite wrestlers. Ooh, you lucky people...

"THQ have absolutely no plans to release any other wrestling games on the Dreamcast, so it's a good job that somebody else is going to do it for them"

Ring In The Old

> Sadly, the fact that *WWF Smackdown!* came out a fair old while ago means that those of you expecting to be up-to-date with the latest storylines and wrestlers will be sorely disappointed. Naturally, favourites like The Rock, Stone Cold Steve Austin, Triple H and The Undertaker are in there... but then so are wrestlers not currently in the WWF, like Ken Shamrock, Mark Henry, D'Lo Brown and Gangrel. Still, the fact that you're getting what is a top-notch wrestling game for your money should make up for all that... so don't complain!



Oi!... get back down here and wrestle

(Golf) Balls!

UPDATE

Virtua Golf Disappears Down A Hole (In One)

> A while ago we reported that SEGA would be bringing its photo-realistic and utterly ace *Virtua Golf* to the Dreamcast, but when we received our latest release schedule it had strangely gone missing.

Utterly dismayed at this, we contacted SEGA to see whether this was just a mistake on the schedule, only to be told that there was no mistake and that the game wouldn't be coming out on Dreamcast. Goddamn it! Anyone's who played the game in the arcades will know just how frustrating this is, as it is a great golf game in every respect. Worse still it means that the only golf game on the Dreamcast is *Tee Off Golf*... argh!

MOST WANTED

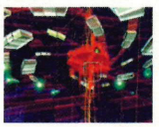
What pixillated pleasures are just around Dreamcast corner...

Bomberman Online

> Okay, so it's never going to be coming out in this country... but we still want it! The joys of being able to buy import games (from the kind blokes at Video Game Centre here in Bournemouth) means we'll be playing this one from the day it comes out – plus, we'll be able to play it online thanks to the goodness of Freeserve. Yay!

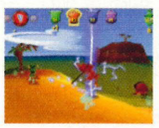
Rez

> After having a good bash on it last month, Mart's been dribbling every time we bring up the subject of *Rez* – it seems to have had a remarkable effect on him. Unfortunately, the rest of us haven't been lucky enough to experience it, but Mart assures us that we're in for a real treat when we review it next month. Oooh goody!



Ooga Booga

> Yep, it's another 'US Import Only' game that we insist you pick up, simply because it's by the same people that are bringing us *Floigan Brothers*. We're still anticipating our copy so that we can bring you news of just how great it is and what it's like online... though we're pretty sure it's going to kick arse.



TIMELINE

1 MONTHS

Tennis 2K2

> Unless something goes horribly wrong and SEGA delays the game at the last minute, *Tennis 2K2* is still due to arrive at the end of November. Considering we know that it's one of the finest sports games to ever appear on the DC, we can hardly wait for it to get here!

TIMELINE

2 MONTHS

Floigan Brothers

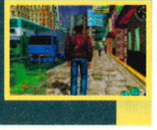
> Looking like it's now going to be put back until Christmas, *Floigan Brothers* is a game worth waiting for. To describe it as an interactive cartoon wouldn't be doing it justice... it's far better than that! It's just a shame that we've already managed to finish the whole thing...

TIMELINE

3 MONTHS

Shenmue: Chapter 2

> Has *Shenmue* slipped? Nothing's been confirmed, but the rumour is that the American release will now be February, it's looking likely. Still, that'll give you lots of time to enjoy the other top DC games that are coming out between now and Spring 2002, won't it?



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5292 Devil's Nightmare - Oxide and Neutrino
5288 Elevation - U2
5296 Eternal Flame - Atomic Kitten
5290 Eternity - Robbie Williams
5322 Feelin On Yo Booty - R. Kelly
5293 Fire Wire - Cosmic Gate
5277 Hard To Explain - The Strokes
5281 Heaven Is A Halfpipe - OPM
5326 Help! I'm A Fish - Little Trees
5319 I'm Real - Jennifer Lopez
5299 Izzo (H.O.V.A.) - Jay z
5262 Lady Marmalade - Christina Aquilera
5318 Let's Party - Five
5315 Little L - Jamiroquai
5285 Loverboy - Mariah Carey
5287 Meet Her At The Love Parade -Da Hool
5324 My Projects - Coo Coo Cal
5308 One Minute Man - Missy Elliot
5291 Purple Hills - D12
5304 Raise Up - Petey Pablo
5283 So What If I - Damage
5302 Someone To Call My Lover - Janet Jackson
5313 Superstylin' - Groove Armada
5323 Turn Out The Light - Nelly Furtardo
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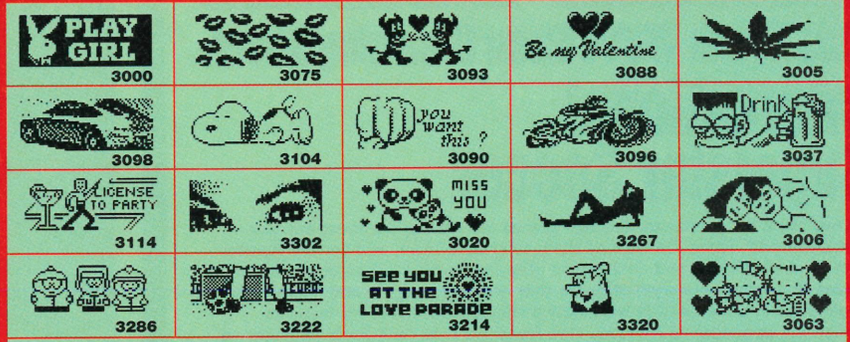

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Bargain Basement

Being a Dreamcast owner has never been better... or cheaper!

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> You can always rely on Amazon to come up with the goods, especially when the goods are dirt cheap games. Sure, you can pick up second-hand games in the high street shops for under a tenner, but how about brand new games for that price? Head over to www.amazon.co.uk and that's what you'll get – with games, including *ShadowMan* and *Re-Volt* selling for £4.99, with loads more for just £9.99. Can you afford not to check it out? No, didn't think so.

Electronics Boutique

> You might think that all the high street shops have stopped stocking Dreamcast products, but if you look a little harder (at the back of the shops) you'll find some ace bargains going on. Apart from the second-hand buckets, where you can find some gems for under a tenner, you can also buy some of the Dreamcast's best titles, brand new, for less than £20. If you still don't own a Dreamcast then some of the bundles are amazingly priced, even if some of the games in them aren't the best.

All prices are correct at time of going to press.

In Your Dreams...

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

This Month We've Been Dreaming About...

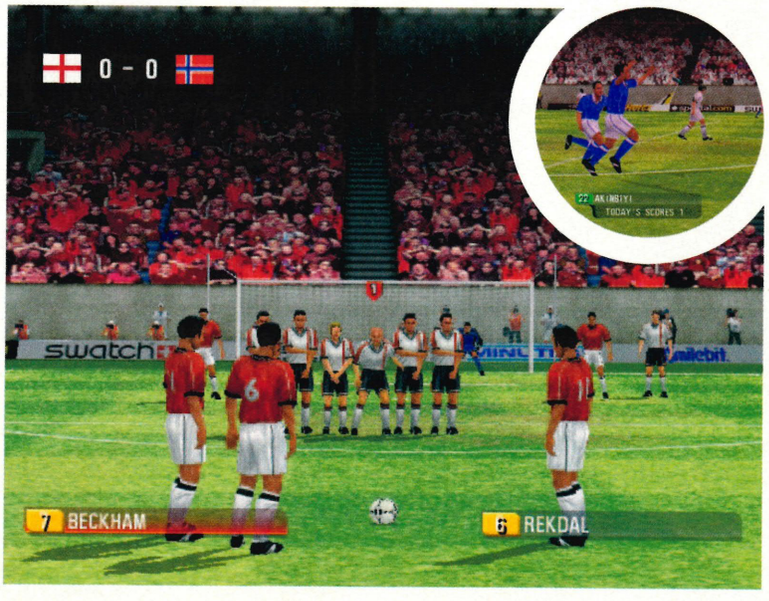
International Superstar Soccer

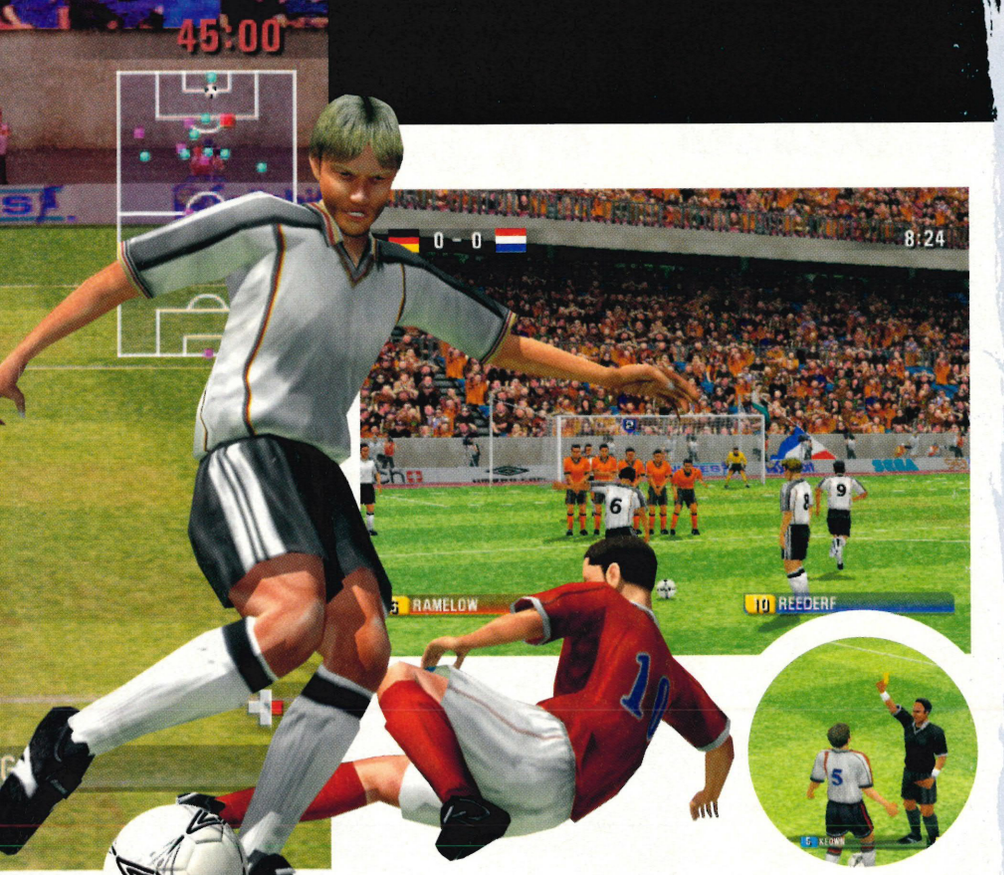
> Love them or hate them, football games are among the most popular games around. There are tons of them to choose from, and yet the number that are truly unique and amazing to play can be counted on one hand. It seems that creating a style of game that draws gamers in and keeps them hooked for hours on end is incredibly difficult... even when it involves something as simple as football. One franchise that constantly manages to receive praise though is the *International Superstar Soccer* series from Konami – although no-one can quite put their finger on what makes it work, it just does. Unfortunately, it's a huge disappointment to think that there's never been an *ISS* game on the Dreamcast – if you want to play it, you'll need to own either a SNES for the original or a PlayStation/PlayStation2 for the sequels. Mind you, at least we've never had to suffer the abomination that is the *FIFA* series... thank the Lord for that!

They Think

There must be a rule somewhere that states that whenever a new football season starts there has to be at least one new football game to launch with it, no matter what. So, true to form we're soon to see the release of the Dreamcast's latest and last footy game, *90 MInutes*.

Somewhat surprisingly the game is being developed by SEGA subsidary Smilebit, not that that's a bad thing as the company has also been responsible for the likes of *Jet Set Radio*, *Hundred Swords* and *Gun Valkyrie*. So, not a bad pedigree then. The last footy game we saw on the Dreamcast was *UEFA Dream Soccer* back in issue 16 and that was no great shakes, which is why *90 Minutes* is set to end the Dreamcast football season on a high note. Best described as a cross between *Virtua Striker 2* and the *SWWS* games, *90 Minutes* combines an





It's All Over

arcade-style with the depth of simulation, making for a veritable feast of football fun.

He Shoots, He Scores

The first thing you'll notice is that it looks pretty swish and, although the code we played was still pretty early, it moved along at a sprightly enough pace with some top quality animation. However, where the game really looks to score (excuse the pun) is in the wealth of options that it has to offer. First up there's a choice of three modes of play – Exhibition, World Championships and Domestic League – and if that wasn't enough there's also a Training mode for you to brush on your skills (see boxout).

In the World Championships, which is based on the World Cup format, there's a total of 32 national teams to play including the likes of England, Germany (5-1 any one?), Brazil and Argentina. On the club circuit you can play as teams in various European leagues, which include the English, French, Spanish and Italian ones. You want more than that? Okay, how about the option of choosing your own style of play, planning your tactics, selecting certain players for set moves and even customising your very own team? Well it's all here, and combined with some solid looking gameplay *90 Minutes* looks like a tantalising prospect when it's released in November.

Get The Trainer On

> If you're one of those people who simply have to make sure that your team's performance is at its peak, the game offers a Training mode. As well as improving your own silky skills you can also experiment with new strategies to out wit your opponents. The main options include offensive and defensive training, although you might want to spend more time practicing your free-kicks and corners to maximise your goal scoring potential.

Pack It In

> SEGA might well have given up on its own console but one company that hasn't is Big Ben Interactive. Having taken over the distribution of the SEGA console several months ago, Big Ben is now releasing the so-called 'Ultimate Dreamcast Pack' at the bargain price of £99.99. And ultimate it is too, because with two of the Dreamcast's defining moments included in the form of *MSR* and *Jet Set Radio* it really is a stunning deal. But that's not all, as you also get a copy of *Virtua Fighter 3tb* and a VMU thrown in for good measure. Now you can't argue with that now, can you?!

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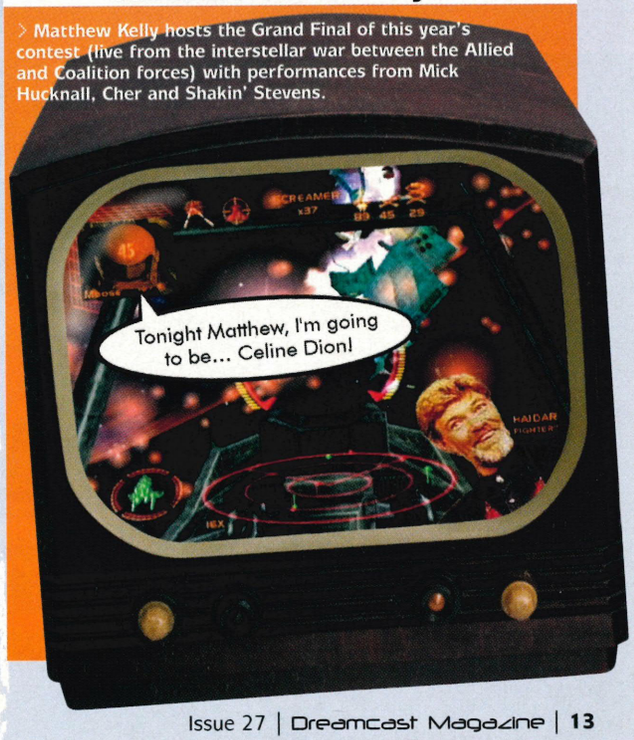
Number 010

StarLancers In Their Eyes

> Matthew Kelly hosts the Grand Final of this year's contest (live from the interstellar war between the Allied and Coalition forces) with performances from Mick Hucknall, Cher and Shakin' Stevens.



UK Charts Update

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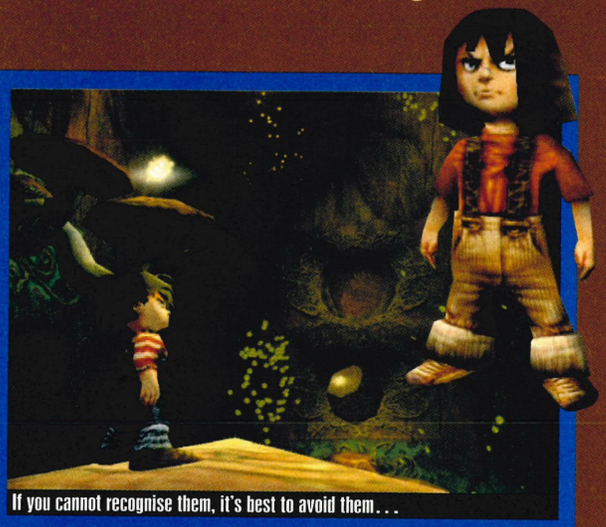
EB Online keeps offering those Dreamcast bargains!



If you cannot recognise them, it's best to avoid them...

UK RELEASE SCHEDULE

Title	Publisher	Date	Price
Evil Twin	Ubi Soft	16 November 2001	£19.99*
Rez	SEGA	16 November 2001	£29.99*
Tennis 2K2	SEGA	23 November 2001	£29.99*
Headhunter	SEGA	01 November 2001	£29.99*
Space Channel 5 2	SEGA	01 December 2001	£29.99*
Shenmue 2	SEGA	01 February 2002	£29.99*

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

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EB Guide To...

Getting Real

It'll take more than this to keep people coming back!

As you may be aware, another ECTS has been and gone and even though it was, for the first time, held in the larger and generally nicer ExCeL complex in London's Docklands, it was seen by many as the worst ECTS ever. This is mainly due to many big-name publishers not bothering to attend – instead choosing to either host their own shows at alternate venues, or to simply not bother at all. Dreamcast was well represented, thanks to Big Ben Interactive being there in full force, having a busy stand because of their friendly staff and playable versions of the last DC releases. But let's face it, DC is a dying format and when the dying format is one of the only interesting items on offer, something's not right. Where was *Metal Gear Solid 2*? Where was *Dead or Alive 3*?

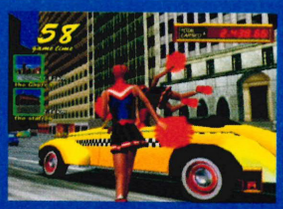
The ECTS organisers need to sit down and figure out how to make ECTS a more attractive proposition to publishers, otherwise the trend of publishers hosting their own shows will grow and ECTS may not exist at all.

Jay Filmer – EB Online Assistant Editor

TOP TEN SELLERS ON EB.uk.com

The games that you like to play...

No.	Title	Price	DM Rating	Issue
1	Sonic Adventure 2	£27.99	93%	24
2	Crazy Taxi 2	£29.99	92%	23
3	Dino Crisis	£9.99	76%	16
4	Outtrigger	£29.99	92%	24
5	Resident Evil 3	£12.99	68%	17
6	StreetFighter III: 3rd Strike	£12.99	71%	14
7	Army Men – Sarge's Heroes	£10.00	61%	17
8	Kao the Kangaroo	£9.99	61%	16
9	TrickStyle	£9.99	79%	02
10	Tony Hawk's Pro Skater 2	£19.99	96%	17



Dirty Hogs!

As was the case last month, we've badgered our top mates at EB Online to bring to you some rather lovely gaming delights. How does bagging yourself a promo copy of both *V-Rally 2: Expert Edition* and *Sonic Adventure 2* grab you? As ever, it's the usual 'answer a simple question to stand a chance of winning' situation. So get to it!

Q. Sonic the Hedgehog has been known to wear which brand of trainers?

A: Gola
B: Adidas
C: Reebok

competition

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

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0374 Sexbomb
1585 Rock DJ - Robbie Williams
1513 Stan
0395 Thong Song
1515 Real Slim Shady
0294 Changes
0132 Simpsons
0268 Angels
1579 The Way I Am
1516 Charlie's Angels
3151 Star Wars
0282 Bittersweet Symphony
0283 Blue
0065 Halloween
1501 Music
3719 Uptown Girl - Westlife
3705 Shaggy - It Wasn't Me
3670 Whole Again - Atomic Kitten
3721 Clint Eastwood - The Gorillaz
3690 Teenage Dirtbag - Wheatus
3690 I'm Like A Bird - Nelly Furtado
3707 Always Come Back To Your Love - Samantha Mumba
3706 Ms Jackson - Outkast
3722 S*** On You - D12
3728 Think About Me - Artful Dodger feat. Michelle
3724 Jaded - Aerosmith
3712 Nobody Wants To Be Lonely - Ricky Martin with Christina Aguilera
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Got Any Gear?

Game Gear Gets New Life

Just when you thought that it was all over for SEGA in the handheld market, it goes and does something like this. Using Synovial's development toolkit SYN, SEGA will be bringing hundreds of Game Gear games to a number of handheld devices, including various PDAs and Compaq iPAQ Pocket PCs.

Speaking of the announcement Peter Moore, President of SOA, said: "As we transition SEGA from hardware company to third-party publisher, partnerships such as this one with Synovial allow us to extend the SEGA gaming experience to a vast number of new consumers." The first product to be released as a result of the new agreement is the Virtual Game Gear, which will allow people to play games, including *Sonic The Hedgehog*, on Pocket PCs, with the ability to download more in the future. Neat.

Sonic Cubed

Sonic Confirmed For GameCube

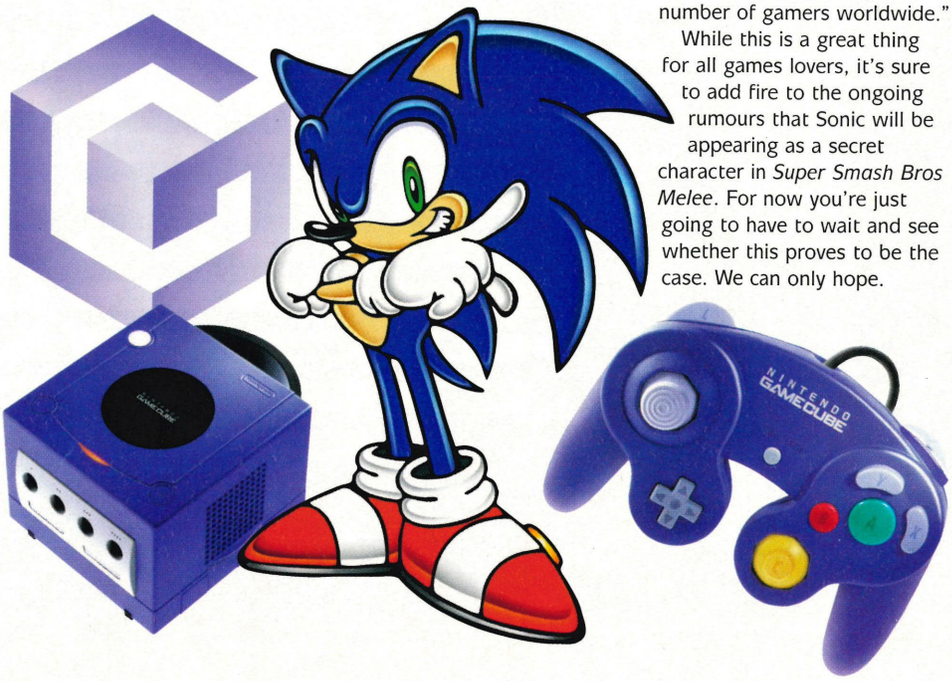
If the news that *Phantasy Star Online*, *Super Monkey Ball* and *Virtua Striker 3* will all be coming to Nintendo's GameCube wasn't enough for you, then maybe the news that Sonic will be putting in an appearance will satisfy your need for all things that are SEGA.

Yep, you heard us right – everyone's favourite spiky blue hedgehog is all set to make his debut on a Nintendo for the first time in his history. The news broke at Nintendo's annual Space World conference in Tokyo last month and, needless to say, the news spread like wildfire. Don't get too excited though, as it's not a new Sonic game that GameCube owners will be seeing, but simply a 'special edition' of the rather fantastic *Sonic Adventure 2* (93% issue #24). Here's what Peter Moore, President and CEO of SEGA America, had to say on the news...

Hogging The Road

"SEGA is making videogame history with the announcement of *Sonic Adventure 2* for Nintendo GameCube. By bringing Sonic to Nintendo's platforms, SEGA is delivering one of the world's most popular videogame properties of all time to an even greater number of gamers worldwide."

While this is a great thing for all games lovers, it's sure to add fire to the ongoing rumours that Sonic will be appearing as a secret character in *Super Smash Bros Melee*. For now you're just going to have to wait and see whether this proves to be the case. We can only hope.



Monkey Magic

Monkey's Balls Revealed

Along with the release of the Nintendo GameCube in Japan earlier this month came the release of the first SEGA title on Nintendo's newest console – a truly momentous occasion for the games industry. And the game in question? Amusement Vision's lovable *Monkey Ball*.

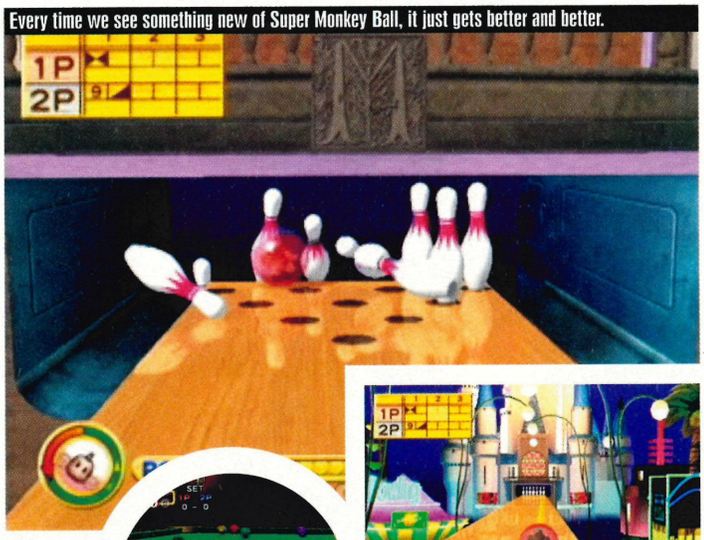
Being the SEGA loving folk that we are (and the fact that we couldn't get enough of the game in the arcades), we just couldn't resist getting our little paws on the GameCube version of *Monkey Ball* – and it didn't disappoint. However, as much as we were addicted to the main game, it was the incredibly cool mini-games that had us coming back for more.

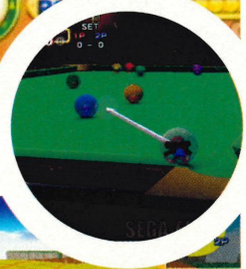
Ball Games

You didn't expect it not to have any mini-games, did you? The first is monkey bowling, in which (rather obviously) you have to knock down as many pins as possible by speeding down the runway and smacking into them with your ball. Then there's monkey golf, which is kinda like crazy golf, only with monkeys inside the golf balls. Best of all is monkey pool, which is just hilarious as every ball on the table has a monkey stuck inside it. Addictive doesn't describe just how much fun this game really is, and it is a reason all by itself to get a GameCube. Once again, SEGA has shown that when it comes to making games, no matter who for, nobody does it better.

"Monkey Ball is another must have SEGA title, even if it does mean buying a GameCube"

Every time we see something new of Super Monkey Ball, it just gets better and better.





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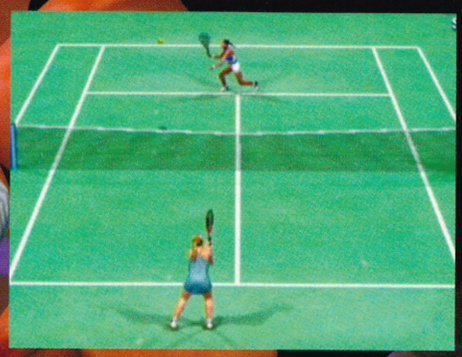
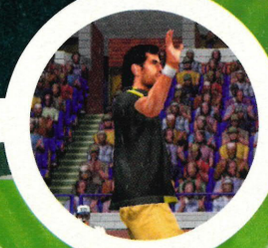


You don't need us to tell you that Tennis 2K2 looks the business... and that's just the ladies!



Venus shows off why she's the most powerful server in wonen's tennis.

SEGA SPORTS

Tennis 2K2

It's nearly time to dust down those tennis racquets once more. *Virtua Tennis* is back and it's better than ever. Prepare to be smashed around all over again.

Who'd ever have thought it? A tennis game being one of the best, if not the best, games on the Dreamcast. Well, not us for starters, and we doubt anybody else could have predicted it either, but that's exactly what *Virtua Tennis* is.

When it was released last year it was heralded with critical acclaim from all corners of the gaming press. As for us? We gave it a whopping 94%, played it solidly for about three months and missed several deadlines in the process. So, we ask, what was it that made a tennis game, of all things, so utterly brilliant?

Cross Court Smash

In short everything. The game was so pristine that it was hard to find fault with. The graphics were exceptional in every respect, but what really made it such a massive hit was the simple, yet intuitive, gameplay. Anyone could stroll along and pick it up for a quick knock around, but it took a dedicated tennis connoisseur to become a true master. Above all else though, it was simply great fun to play... and that's great with a capital G. Whether you were playing through the masterful one-player World Circuit or just having a quick knock around in the Arcade mode it was all utterly ace.

But the delights of the game didn't stop there. The true highlight of *Virtua Tennis*, and the feature that really made it so very special, was the nothing less than incredible Doubles mode. The already intense, fast paced action multiplied tenfold with four friends crammed around a widescreen TV trying to out fox each other, with expletives and abuse flying cross court and down the tram lines. Yep, *Virtua Tennis* was nothing less than superb. So, you want more of the same, huh? It just so happens...

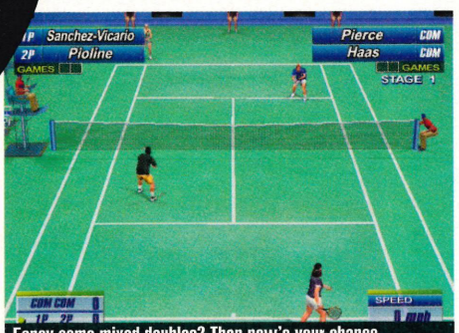
Back Hander

Yep, that's right *Virtua Tennis* is back, only this time it's *Tennis 2K2* and it's even bigger and better than before... like it could get any better. You'd better believe it, because it

"Virtua Tennis is back, only this time it's Tennis 2K2 and it's even bigger and better than before"

All Around The World

Undoubtedly, one of the best aspects of *Virtua Tennis* was the World Circuit mode and all of the cool little mini-games that you had to play to open up the various tournaments. Unsurprisingly they're back for a second helping, only SEGA is remaining extremely tight-lipped about what exactly the challenges are going to be. No doubt there will be a fair amount of target practice involved, but for now we'll just have to sit, wait and reminisce about how long it took us to complete all the challenges last time.



Fancy some mixed doubles? Then now's your chance.

The facial expressions of the players are better than ever.

continued>

The actual animation of the players has improved significantly as has the repetiore of shots that the players can now play.

has. And the proof? You really want proof? Okay then, here goes. First up, it looks loads better than before – just take a look around these pages and you'll see exactly what we mean. It's not just the stadiums and courts that have undergone somewhat of an image overhaul either, so too have the players. The texture mapped faces are even more realistic and the actual animation has been very noticeably improved. Whereas before the action and player movement was as smooth as a baby's bottom, now it's as smooth as Anna Kournikova's recently waxed bikini line... not that we know quite how smooth that is, of course (if only!). In fact, such is the fluidity of the game that, stand back a few yards, and you could be forgiven for thinking that you were watching the latest from the French Open or Wimbledon. It really is that good.

No Strings Attached

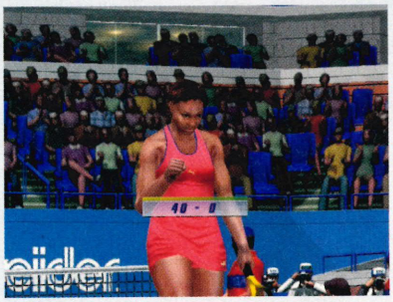
However, it's not just the graphics that have been improved upon as the whole content of the game has been revamped, tweaked and polished to perfection . "How possible?", you're asking. After all, the original had everything, didn't it? Well yes, but those geniuses over at Hitmaker have still been able to work their magic and come up trumps once again with, if not a bucketful, a handful of new features. The most obvious of these is the addition of eight of the world's leading female tennis players, something that everyone and his dog had clamoured for after they were omitted from the first game. So, as well as playing like the likes of Henman and Rafter, you can now get all sweaty with the Williams sisters, Mary Pierce and Jelena Dokic among others. Don't expect any knicker shots mind...

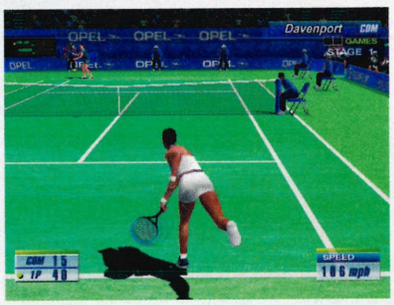
Of course, the addition of females brings its own advantages, as it means that you can now partake in a game of mixed doubles for a real battle of the sexes. Slow and meandering it isn't, thus proving a real testing ground for the new shots that have

Even at full stretch Venus can still play a blinding forehand return.

The Girly Show

> We know that we keep banging on about it but the fact that *Tennis 2K2* has female players in it is a definite plus point for the game. One of the most impressive things about the ladies that appear in this awesome challenge, though, is that five of them are currently listed in the Top 10 rankings of players on the WTA Tour. Not bad, huh? If you want to find out more about the players head on over to www.wtatour.com, which has comprehensive biographies of all the players, as well as pictures and up to date news on all of the tournament.





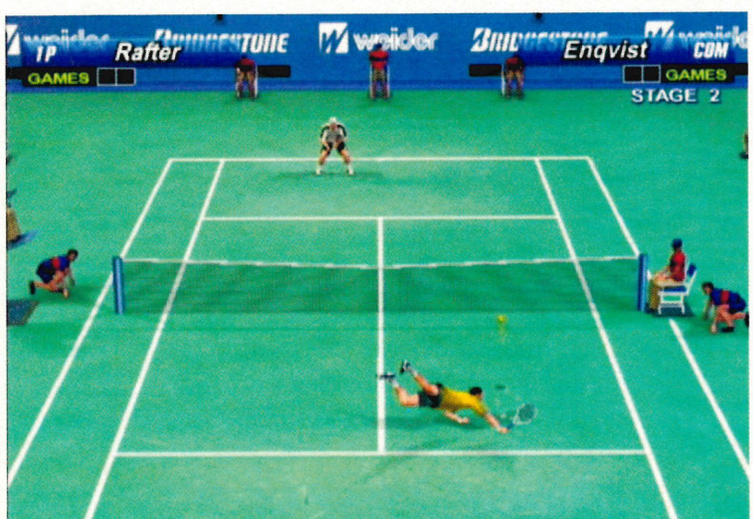
"Stand back a few yards, and you could be forgiven for thinking that you were watching the latest from the French Open or Wimbledon"

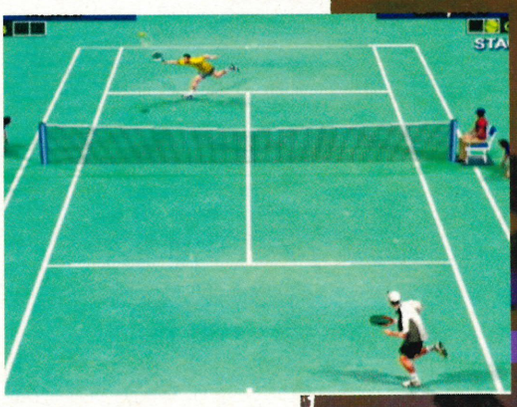
been added to the players' repetoires. That's right – on top of everything else some new shots have been added to the game (courtesy of a slight shuffling of the controls), giving you even greater control and the ability to run the show exactly how you like. Primarily, this concerns the Lob button, which has been replaced by a Slice/Spin shot alongside the Normal shot button, allowing for some really nasty drop shots and cross-court top spinners. Fear not though, you can still employ the often devastating lob by simply pressing the two buttons together, before watching your opponent run back in vain to reach it.

Circuit Training

Despite all this, undoubtedly the biggest improvement in the game is the totally revamped World Circuit mode. Once again, it's all about reaching the No.1 spot in the World Rankings, but this time you have to create your own master player to take to the top. Once you've done that you then have to train him up via similar mini-games as the ones seen in the first game, before entering tournaments to try and get some silverware in the cupboard. It's a long way to the top but rest assured you won't get bored on your way there.

And there you have it – a great game made even greater. You're not going to have much longer to wait either, as the game's currently scheduled for a 23 November release – not quite the tennis season, but there you go. So, here's to more missed deadlines, many a late night and another superb game.
Cheers SEGA.





essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	HITMAKER
PLAYERS	4
% COMPLETE	75%
RELEASE	NOVEMBER

ANTICIPATION RATING 90%

THEY SAY: You'll want to keep the ball in the Dreamcast court for the most intense tennis action.

WE SAY: If it's anywhere near as good as the original, prepare to get smashed again.

HEADHUNTER

Solid Snake? Pah! Why bother with him when you've got a real mercenary with a severe case of amnesia to play with?

continued

Web site: www.sega.com

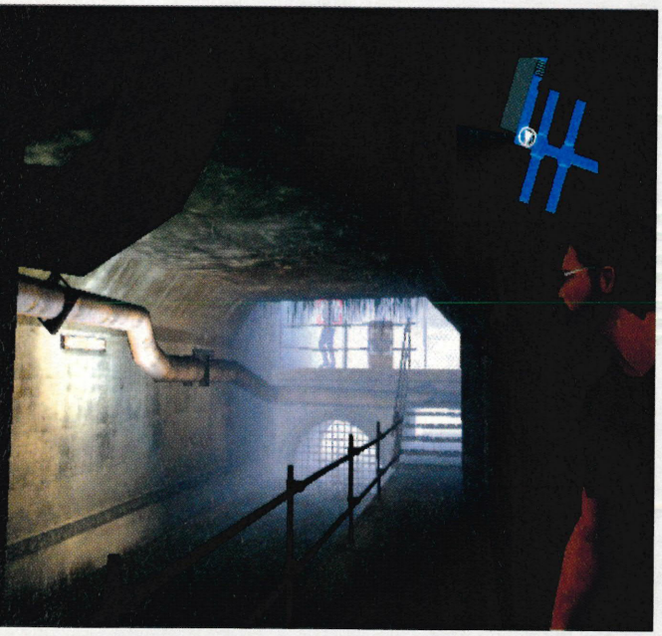
softography

previous works>

> First Dreamcast Game

Amuze

Ooh, watch out – there's a sensor up there. If it spots you, you'll find yourself in a whole heap of trouble... better leg it quick!

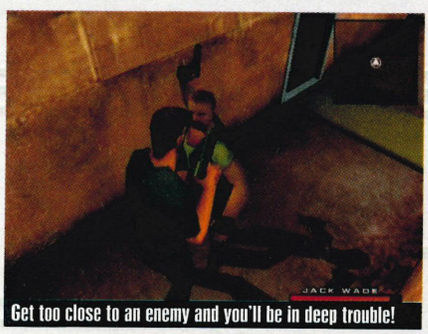


It's happened to the best of us... one minute you're doing all the things you'd normally do and the next – you wake up to find yourself in a secret lab being poked and prodded by several people in contamination suits, without a clue about who you are or what you're doing there. This is the problem facing Jack Wade, shade-wearing loner and star of *Headhunter* – the latest AAA title to be heading to the Dreamcast that we've been lucky enough to lay our paws on. Being the star though doesn't make him the hero; considering he's had his memory wiped and can't remember a damn thing, the chances that he's not a guy to be trusted are pretty high. And that's prior to the game getting underway...

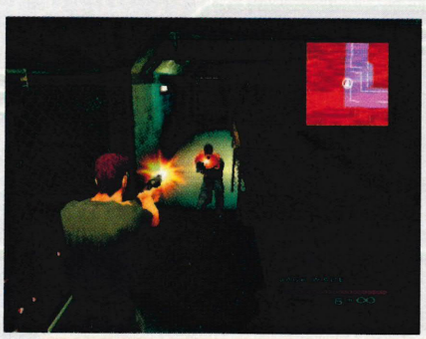
Before we even start, it should be pointed out that, considering this is the first attempt at a Dreamcast game by developer Amuze, *Headhunter* is a phenomenal effort and one that constantly surprises with the variety of its gameplay. You'll probably think, just from looking at the various screenshots spread lovingly across the page, that *Headhunter* is nothing more than a prettier version of *Metal Gear Solid* – a game that, we all know from experience, rocks. In parts, you'd be right to think that, as the game does 'borrow' certain elements... however, there's so much more to the game in terms of story, style and sheer depth that it surpasses all of Konami's efforts tenfold.

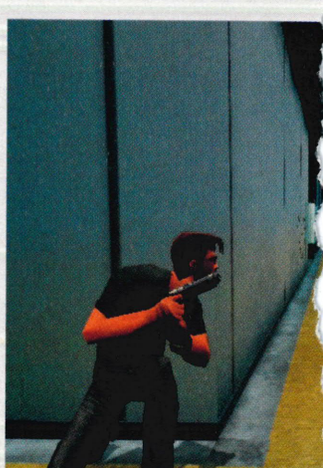
Don't Lose Your Head

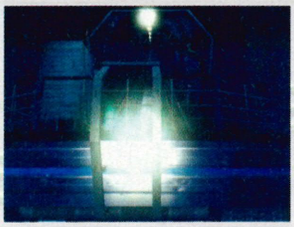
Not surprising for a game of such epic proportions (it comes on two discs like *Skies Of Arcadia*... and we all know how big that was), the story that runs through *Headhunter* is all important. As a former

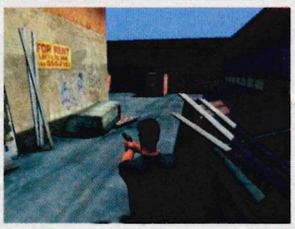


Get too close to an enemy and you'll be in deep trouble!





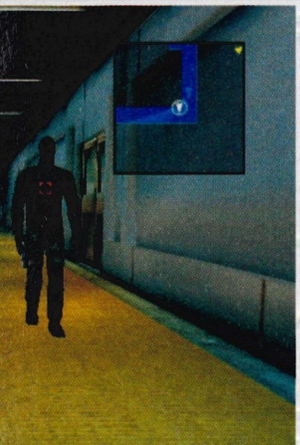




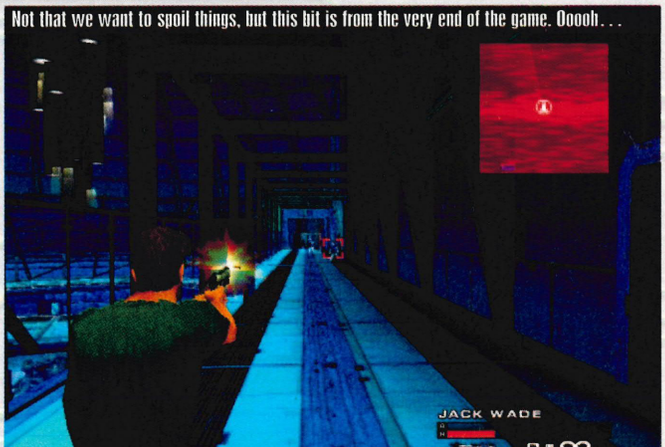
Headhunter – mercenaries-for-hire, used by the government's Anti-Crime Network to rid the streets of criminal activity – Jack Wade was the best in the business. Of course, we say 'was' because that isn't the case any more... ever since the head of the ACN (and Wade's boss), Christopher Stern, was murdered and Wade was booted out of the Headhunter community, things haven't been going quite how they should. Cue the opening of the game – Wade wakes up to find himself strapped to a table in an underground lab with no idea of what's going on or even what his name is. Being the tough man that he is, Wade escapes but soon passes out in a gutter. Luckily, he's rescued and after a brief stint in hospital, he finds himself being hired by Angela Stern to discover just who was behind her father's murder. Was it somebody within the feared Syndicate, the biggest crime organisation in the city... or is there something even nastier going on behind the scenes at the ACN? Hmm.

So... think you might have an idea where the plot is going from this short-but-sweet rundown? Well, you're wrong – having played the game to death right through

"The plot in Headhunter has so many twists, turns and other deceptions in it that we had a job keeping up with who was on our side and who wasn't"



Not that we want to spoil things, but this bit is from the very end of the game. Ooooh...



Use Your Loaf

> Having experienced other stealth games like *Metal Gear Solid* and... err, *Metal Gear Solid 2* (well, the demo anyway), most of you will already know that there's more than one way to skin a cat – or in this case, a guard/terrorist/other person whose ass needed capping. Be it by knocking on walls to distract them and then breaking their necks or simply walking up behind with your pistol drawn, it's not all just a case of shooting until one of you drops dead. Thankfully though, *Headhunter* goes one step further and offers even more creative ways of dispatching enemies without being harmed. Try shooting your surroundings rather than the people you're trying to kill and you might just find yourself grinning as much as we were...

You've Got Me On My Knees...

> Seeing as how you begin your mission to discover the killer of your old boss without a memory, you might find it a bit hard to put to use all of the old skills from your Headhunter days. That's where LEILA comes in – standing for Law Enforcement Intelligence and Licence Approval, it's the place to be when you want to try your hand at some virtual reality missions that'll provide you with new abilities and weapons. Although rather reminiscent of the VR missions in *Metal Gear Solid*, they're actually crucial to the game and, as such, you can't progress without completing them. Of course, there is the problem of earning enough Skill points to be allowed to partake in them... anyone fancy a bike ride?

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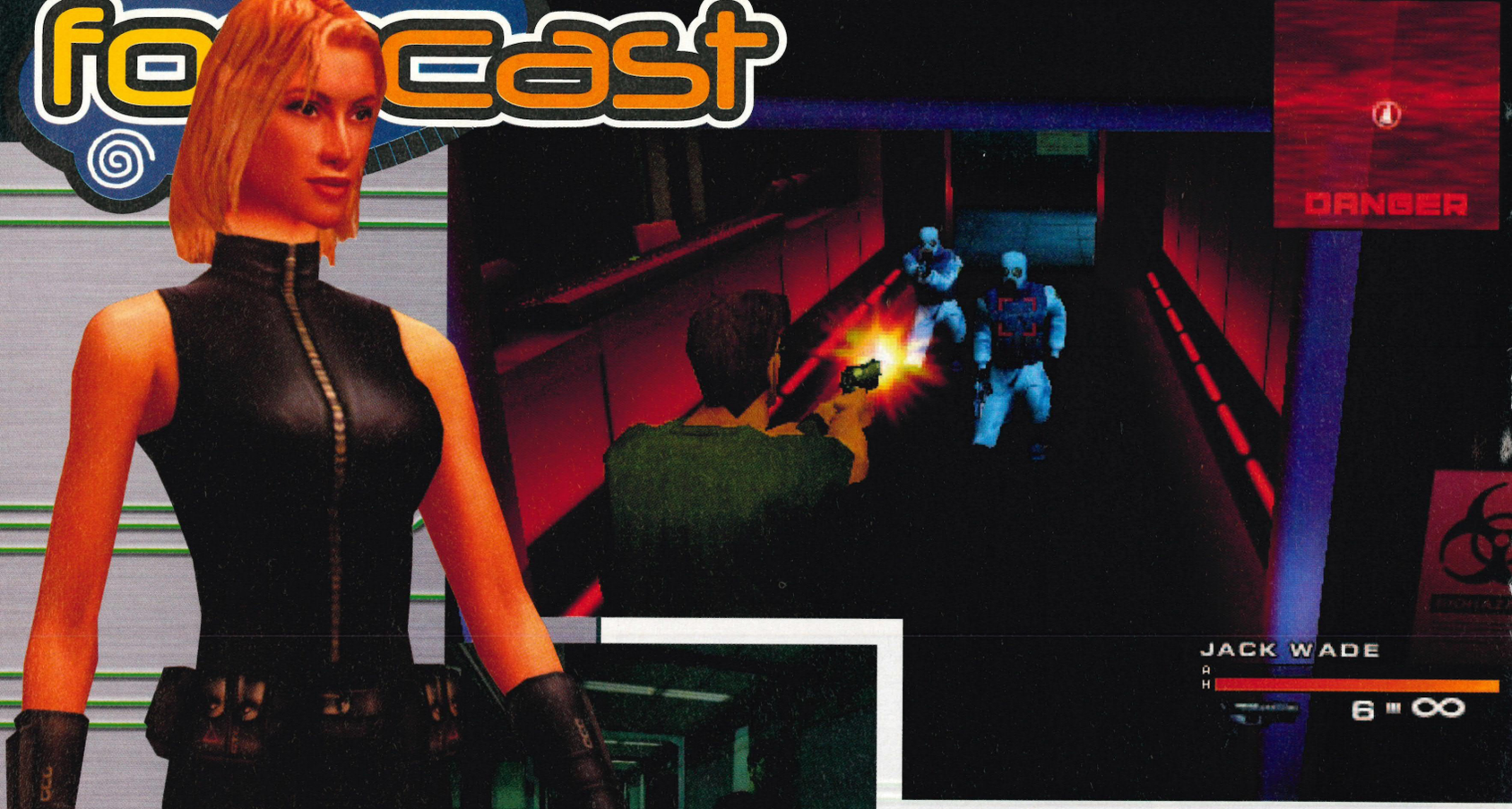
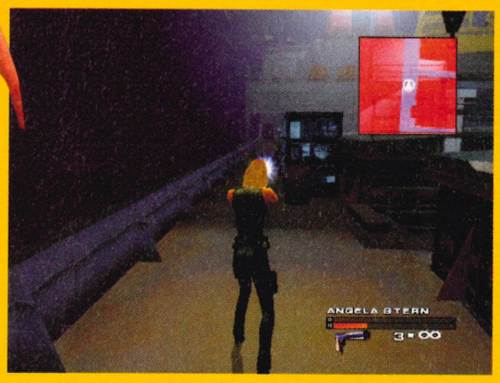




Lady Killer

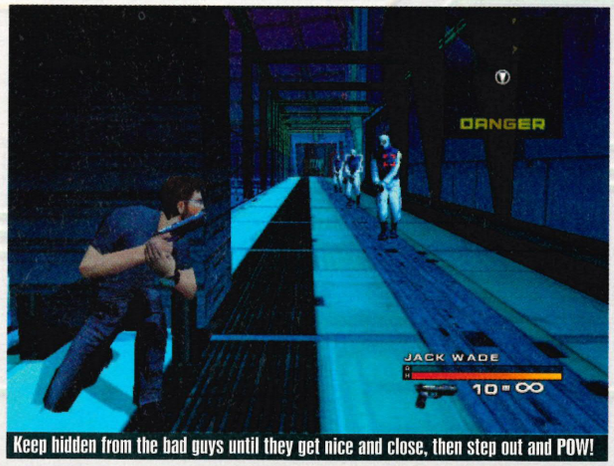
At certain points throughout the game, it becomes impossible for Jack Wade to do what he does best... namely, headhunting. Whether it's because he's been drugged, captured or otherwise detained, there's only one course of action for the game to take – put you in control of someone else. That someone happens to be Angela Stern, daughter of the murdered ACN chief and person responsible for bringing Jack onto the case in the first place. Don't worry if you're feeling bad about controlling a girl in such dangerous circumstances... she's a tough lady and can handle a gun as well as the next pistol-toting woman. The task at hand is always to rescue Jack so he can get on with the job, but you'll need all your wits about you; it's not like saving him is going to be an easy job...

to the final battle at the end, we can assure you that things aren't quite that straightforward. The plot in *Headhunter* has so many twists, turns and other deceptions in it that we had a job keeping up with who was on our side and who wasn't. This isn't to say that you'll find playing through *Headhunter* a chore... in fact, it's quite the opposite. We haven't been drawn into a game like we were with *Headhunter* for a long time now – the ever-changing storyline not only keeps you hooked to find out what happens next, but it also allows the game to change the playing style from time to time. It's not all about sneaking around, *Metal Gear Solid-style*, you know...

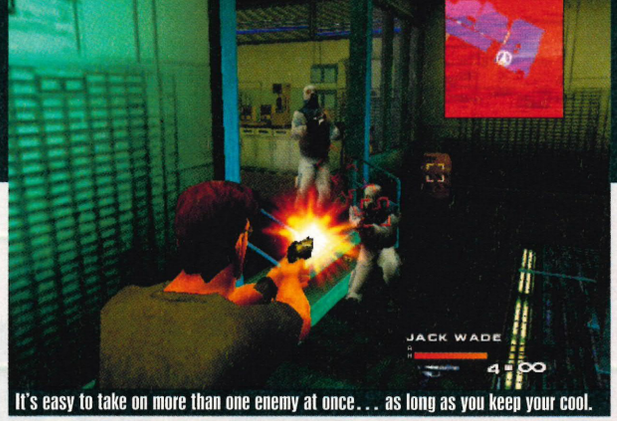
"It should be pointed out that, considering this is the first attempt at a Dreamcast game by developer Amuze, Headhunter is a phenomenal effort"

Hunter And Hunted

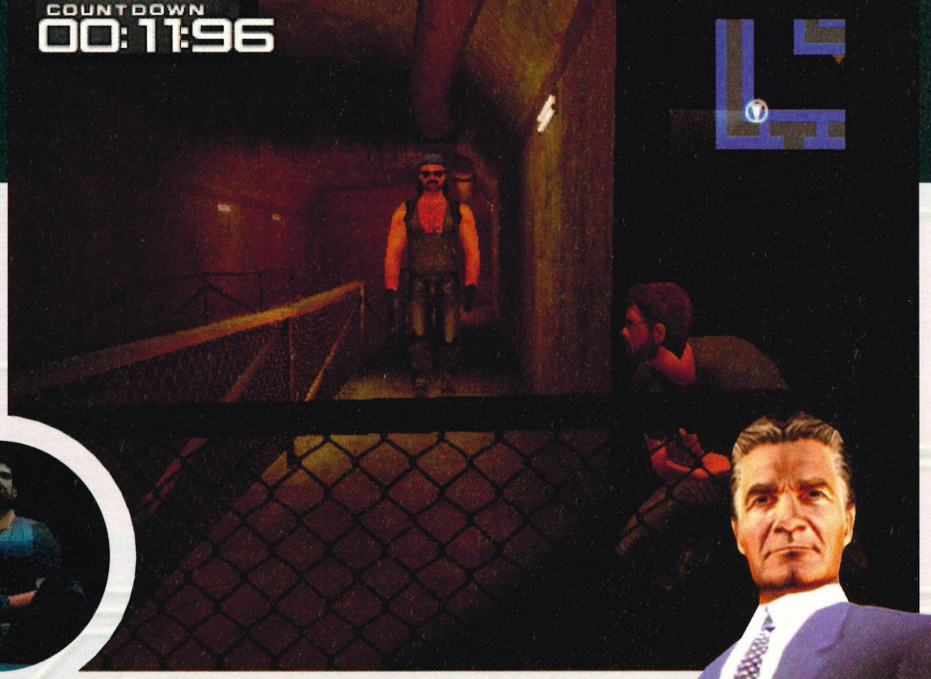
Although you'll be spending a fair old chunk of your time hiding round corners from nasty bikers, terrorists or security guards, there is the problem of how to move between locations – being set in a rather large city, it's not as simple as just legging it around on foot. That's probably why, towards the beginning of your adventure, Angela will lend you her motorbike; a rather hefty

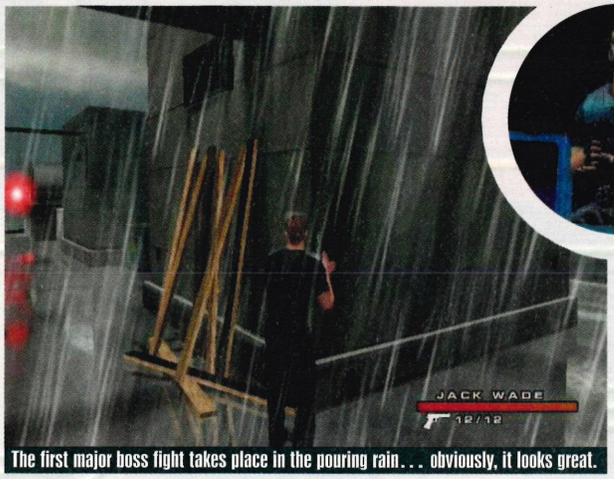


Keep hidden from the bad guys until they get nice and close, then step out and POW!

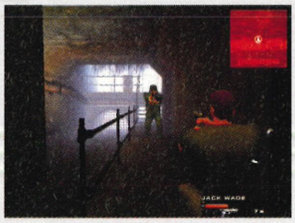


It's easy to take on more than one enemy at once... as long as you keep your cool.





The first major boss fight takes place in the pouring rain... obviously, it looks great.



beast of a vehicle that might be better off on a race track than the congested highways you'll be travelling on. Take control of the bike and the game changes to that of a racing-style game... although this isn't a race. Instead, you're rewarded on your driving ability – not crashing, taking corners at speed and speeding down the road without incident will earn you Skill points, a vital commodity when it comes to acquiring those LEILA licences (see the relevant boxout for more details on these). The further up the LEILA ladder you climb though, the more you'll be penalised for reckless driving... it's a trade-off between taking risks and showing caution. Being a power-mad machine, the bike isn't an easy piece of equipment to control but once you get to grips with it, you'll be streaking round the streets like Eddy Kidd himself... before he fell off and nearly died, of course.

Talking of equipment though, there's also the guns... aah, the guns. Not that we're Guns And Ammo-reading NRA members, but the weaponry available in *Headhunter* more than brings a satisfying smile to our faces. As you get Skill points by riding your bike and then earn your various LEILA licences, you'll become proficient in a number of weapons that cause even more damage and destruction than the previous ones. To begin with, you'll only be armed with the rather weedy Stimulator (a basic rapid-fire pistol) and, after a short while, the Scorpion Neurostunner; a gun that knocks the target unconscious, which is handy when you're going up against the innocent members of the ACN. Soon though you'll be granted bigger and better guns, all of which have even meatier-sounding names than the last, such as the Regulator Shotgun, the Agitator Sub-Machine Gun and eventually, the Liquidator Missile Launcher... mmm, now that's a spicy meatball.

Head For The Hills

There's so much more we want to say about *Headhunter*, simply because it's one of the greatest and most involving games we've played on the Dreamcast recently. Unfortunately, we're going to keep you hanging for another month... if we gave away anything else there wouldn't be much point in doing a review of it, would there? What we can tell you is that the version of *Headhunter* we were fortunate enough to play through was pretty much complete; aside from a few remaining bugs and the fact that some of the cut-scenes weren't finished, the game was intact and looking great. The puzzles will have you scratching your head for hours, the action will have you grinning with pleasure and the story will keep you glued to your machine for days on end – what more could you possibly want from a game, eh? This is one game you really should have on your wish list...

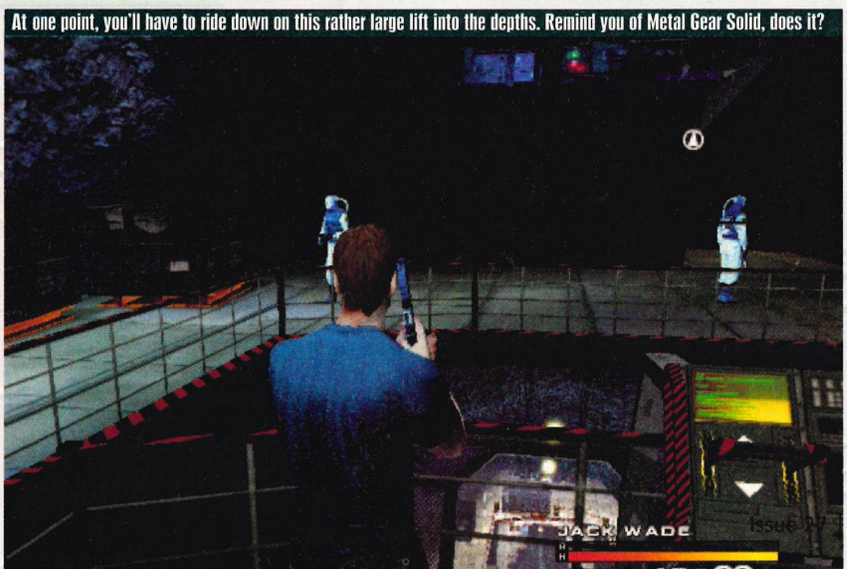
essential information
Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	AMUZE
PLAYERS	1
% COMPLETE	70%
RELEASE	26 OCTOBER

ANTICIPATION RATING 90%

THEY SAY: The future is a dangerous place – especially when you don't know who you are...

WE SAY: We've played it to death and we still want to go back for more... what does that tell you?



At one point, you'll have to ride down on this rather large lift into the depths. Remind you of Metal Gear Solid, does it?

Sh

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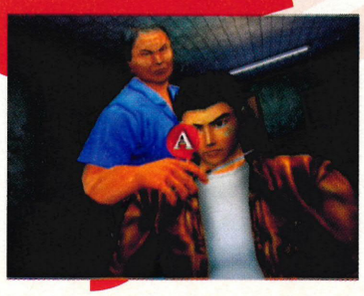
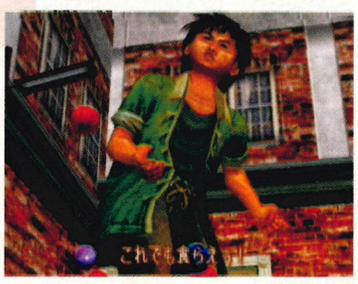
enmue II

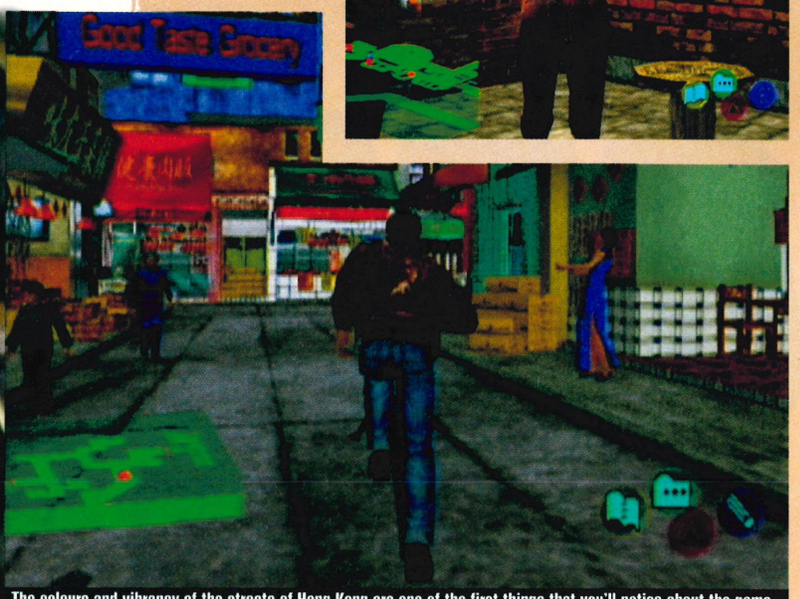
Once again the game is full of Quick Time events which will help determine the route of Ryo's fate. Just don't hit the waitress.

A new land, a new hope – but will Ryo find the answers that he's looking for as his adventure takes him to the island of Hong Kong? More to the point, do you actually care?





Web site: www.shenmue.com

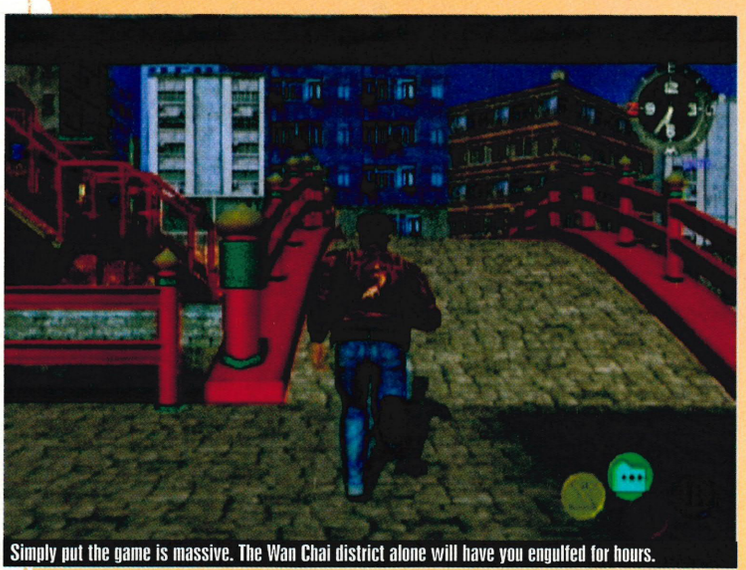


The colours and vibrancy of the streets of Hong Kong are one of the first things that you'll notice about the game.

Some games are made for greatness. Some aren't. It's as simple as that. *Shenmue* was. There's no denying that when *Shenmue* was released, a little under two years ago in Japan, it shook the gaming world to its very core. It was nothing less than a revelation in every respect, thanks in no small part to the massive vision that its creator, the now legendary Yu Suzuki, had for it. On a graphical scale, nothing like it had been seen before and nothing has come remotely near to touching it since. *Metal Gear Solid 2*? P'ah! It hasn't even been released yet! But it wasn't just the game's graphics that grabbed gamers' attentions the world around. It was the revolutionary gameplay, as much as anything else, that so fascinated games' lovers.

Deja Mue?

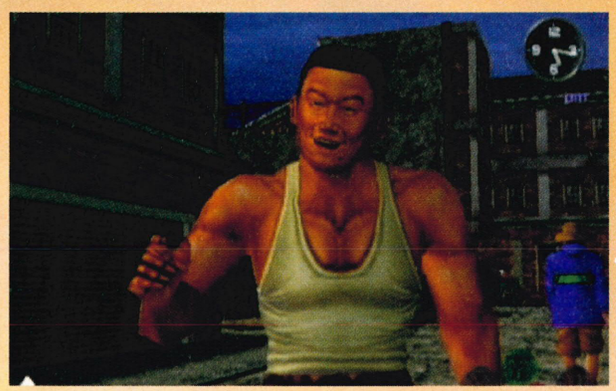
Such was the scope and variety of the gameplay that it demanded a whole new genre for itself, the so-called, self-styled FREE (that'll be Full Reactive Eyes Entertainment then) genre. There was fighting, adventuring, interaction, puzzles to solve, arcade games to be played and a freedom to do whatever you liked, whenever you liked. The edges of reality were blurred more than ever before, as slowly you became one and the same as Ryo, living his life as you lived yours, the two inextricably intertwined. It was huge.



Simply put the game is massive. The Wan Chai district alone will have you engulfed for hours.

Workaholic

> Whereas in the first game – where Ryo more or less lived in the lap of luxury with Ine-san leaving out money for him every day and having somewhere to live, this time round Ryo's faced with the hardships of life. One of the first things you have to do in the game is find somewhere to stay and there's nowhere better than the Come Over Guest House. The only problem is that you'll have to earn some money to pay for your room, which means finding a job. Joy will take you to Fortune's pier where you can work part-time as a labourer, but if you fancy something a little less manual you can always try getting a job on one of the Pachinko stands. Later on in the game you even get to work in a library, moving books around... thrilling stuff indeed!



But hang on a second – was it all really so great? Yes, it looked fantastic, but didn't you find yourself chewing your nails and twiddling your thumbs in boredom as you waited for shops to open, fights to begin and people to turn up? Be honest now. Sure, when things were happening it was all good fun stuff, but it was the huge gaps in between when you spent your time aimlessly wandering the streets, talking to anyone who would talk to you, that really began to grate. Call us cynical old hacks, call us what you like, but for all the great features of *Shenmue*, and there were plenty of them, there were some we'd rather not have to endure again. Working as a fork-lift driver, anyone? So, as much as we're looking forward to the second instalment, there's a niggling little demon above our left shoulder warning us to have our caffeine supplements and alarm clocks on hand. But will we need them? Well, read on and you might just find out...

Shen-Two

The story of *Shenmue II* kicks off with the arrival of our would-be hero, Ryo Hazuki, in the bustling metropolis of Hong Kong as his search for Lan-Di and, more importantly, the truth intensifies. It's 12.30pm, 23 February 1987 and the quiet streets of Yokosuka seem a very long way away... how on earth will Ryo cope?

The first thing to strike you about the game is the vibrancy that encompasses the entirety of Hong Kong. The streets are crammed full of shoppers, street vendors and people walking by; there's a vibrancy in colour that wasn't present in the first game, which makes it even more visually striking than before. This is evidenced in the elaborate clothes of the inhabitants of the city and when you get a whole street of people dressed in such exotic outfits it provides a stunning visual feast. Some of the first people you meet when you get off the boat – a couple of street musicians – are the epitome of this, dressed in golds and reds that jump out at you before smacking you slap bang in the face. The most remarkable thing about this is that they're only bystanders to the story, a needle in the otherwise giant haystack of the game if you like, and for such a level of detail to be adhered to at such a technically unnecessary level is truly breath-taking.

"Whereas the original took a fair old while to get up to a decent pace, this one throws you straight into the thick of the action"

Running Outta Money

> Call us suckers for a spot of retro gaming, but when we found the Pine Joy Arcade, which had a spanking new Out Run machine in it, we couldn't get enough of it. At the time it was revolutionary while even now it's regarded as a classic and believe us when we say it's lost none of it's searingly fast gameplay. In fact we rather stupidly spent all our hard earned cash on the damn thing... ho hum.

continued >

forecast

Go get yourself a job working at the docks Ryo. You'll need the money.

All Mapped Out For You

One thing that really frustrated us about the first game was that it didn't take much to get utterly lost in the various districts of the city. Okay, so there was generally a map on a notice board to look at (if you could find it in the first place) to help you out, but one wrong turn and you'd be lost again. This time round the problems been addressed by Suzuki-san and his team, as you can now buy maps of areas at various shops to help you around. As well as looking at them from your inventory you can also have the map imprinted on the screen so that you permanently know exactly where you are... which really is a massive help to all of us with our terrible senses of direction.

However, if you thought that daytime Hong Kong was a sight for sore eyes, then just wait until night falls as once the sun has set and the stars are out the city really comes alive. Neon lights adorn every street and, like fairy lights on a Christmas tree, it's a truly bedazzling sight. The shops might have shut, but that doesn't stop the revellers from filling the streets, creating what can only be described as a festive atmosphere around the city. So that's that.

The second thing that will send your head spinning about *Shenmue II* is the sheer size of the game. If you thought that chapter one was massive, then prepare to be shell-shocked by the immense size of the second instalment. Yu Suzuki was quoted earlier in the year as saying that the game would be ten times the size of the original. Now, if you thought that would be impossible and that he was exaggerating (and quite frankly we couldn't blame you), then sit down and hold on tightly – he wasn't lying.

Hong Kong Phooey

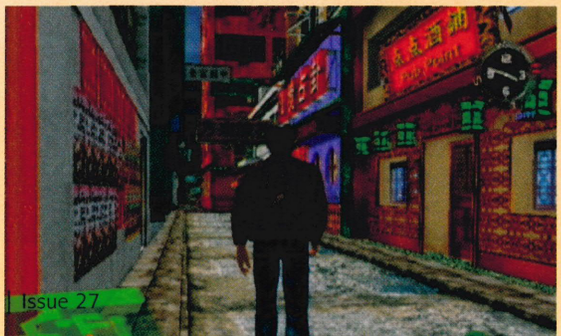
We've been playing the game for a few days now and we can safely say that we've only scratched the surface. It's not just huge, it's enormous. All told, the game is split up into four separate areas (spread over four discs) and so far we've only had the chance of exploring the first two – the Aberdeen Harbour area, which is where you begin your adventure, and the Wan Chai district. This second area is particularly huge, split up into six separate quarters, with enough roads and side streets to get lost in with the greatest of ease.

So, it's small wonder that this time around AM2 has given you the opportunity to buy maps from around the various areas, as otherwise you'd be lost without a hope in hell of finding exactly where you want to be. The inclusion of maps is all the more important because, like in the first game, there's a whole load of places that you have to go to for meetings and without the maps you wouldn't be a) finding the right places or b) making the meetings on time... and we wouldn't be wanting that now, would we.

"Once the sun has set and the stars are out the city really comes alive"

Can Mue Believe It

In regards to gameplay not a lot has changed from the original, but what did you expect – some dramatic overhaul? The game's still full of QTE's and free fights, which compliment the main bulk of the gameplay of scouring the streets of Hong Kong, interrogating anyone and everyone for clues. Oh,



You Wanna Bet?

One of the things that you can't help but notice about Hong Kong is the huge amount of gambling that goes on in the streets, down darkened alleys and empty warehouses. As well as the slot machines in the arcades there's numerous Pachinko stalls lining the streets where you drop a marble down a pin board, hoping that it will land in the winning slot. Hidden away you'll find various betting games run by extremely dodgy looking blokes, so if you fancy your luck with the dice or cards then good luck to you. Our favourite, however, is the arm wrestling contests that you can enter for some seriously big bucks – be warned though, you'll have to master your technique if you're going to win!

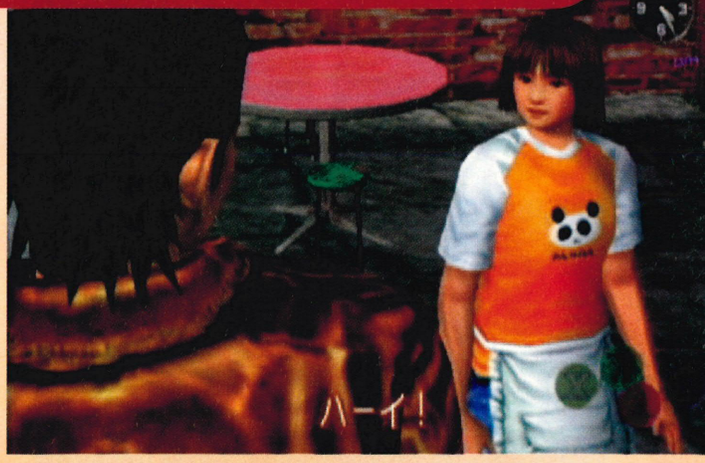
and there's always the obligatory arcade games, slot machines and 'Gotcha Gotcha' vending machines to waste your hard earned cash on. If anything there's even more to keep you busy as you go about your business of tracking down Lan Di – you can even get a job as a labourer shifting crates at the dock or working on one of the Pachinko stalls (see boxout for more). If all that wasn't enough to keep you occupied then the numerous gambling outlets no doubt will grab your attention. Literally everywhere you go you'll be offered the opportunity of a spot of gambling, be it with dice, cards or wrestling (see boxout for more).

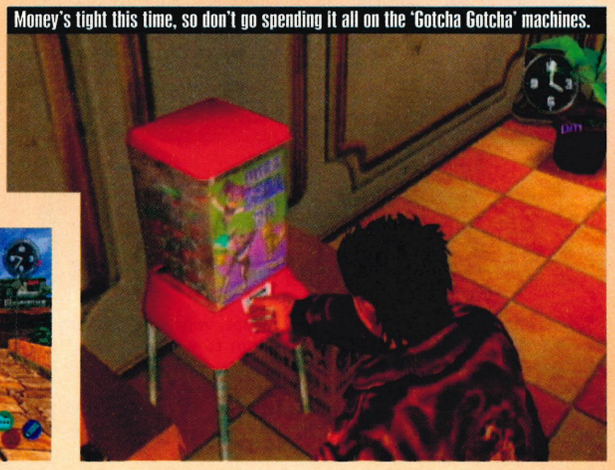
"Now when you go to a shop and it's shut you'll be given the option of fast-forwarding time to when it does open"

The best thing about the game though, is that whereas the original took a fair old while to get up to a decent pace, this one throws you straight into the thick of the action. Okay, so it's not a searing pace, it's *Shenmue* after all, but there are things to do and events happening as soon as you get off the boat. We really mean that too, because no sooner have you taken your first steps on Hong Kong soil than a gang of kids pinch your bag, which leads into a quick QTE chase. It doesn't stop there either, because before long you'll find yourself in a fight and a knife being pulled on you, requiring all your skills to stay on top of the situation and hand out a good kicking to the wannabe thugs.

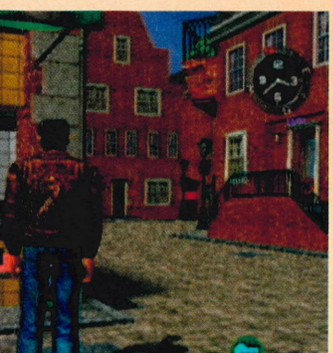
It's Good To Be Free

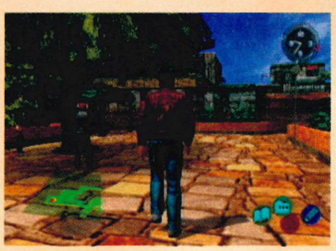
But enough of all that – what you really want to know is just what the team at AM2 have done to improve the game because, as we said at the start, it wasn't perfect first time around. First up, there's no more hanging around... well not as much at





Money's tight this time, so don't go spending it all on the 'Gotcha Gotcha' machines.





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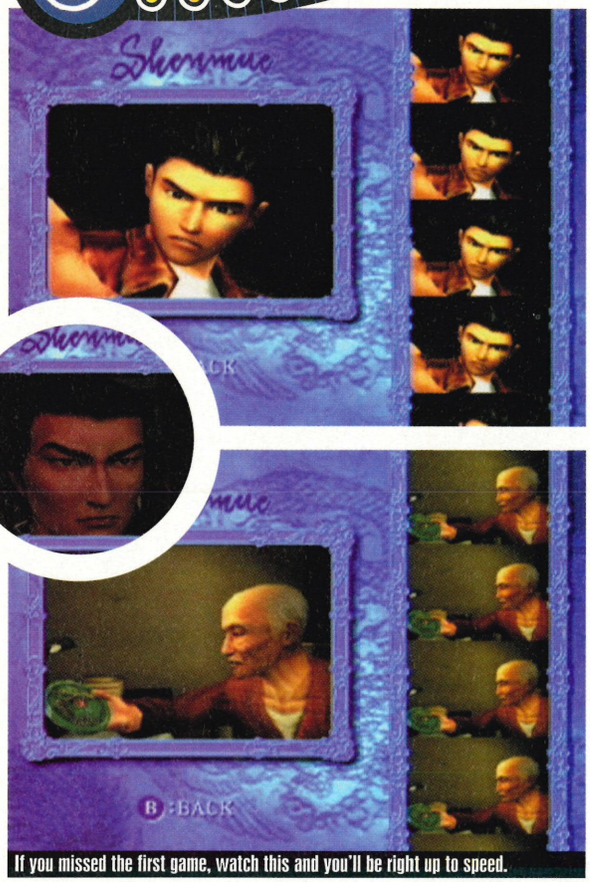


If you missed the first game, watch this and you'll be right up to speed.

Begin Again

If you didn't play the original game (if not, why not), and are thinking 'what the hell's going on', then not to worry. In the options menu there's the opportunity to view a 15 minute CGI movie of the first game, which more or less summarises the entire game. You can also play the arcade games from the first game in the 'Shenmue Collection', both of which can be found on the fourth game disc.

least. One of the things that really annoyed us in the original *Shenmue* was having to wait for shops to open or for people to turn up for meetings, but it would seem that AM2 has listened to these complaints and addressed the situation. Now when you go to a shop and it's shut you'll be given the option of fast-forwarding time to when it does open, which is a whole lot better than hanging around getting bored out of your mind. What this does, more than anything else, is speed the gameplay up, not quite to a frantic pace, but to a speed that keeps your mind engaged and on the adventure in hand. All of which can only be a good thing, as far as we're personally concerned.

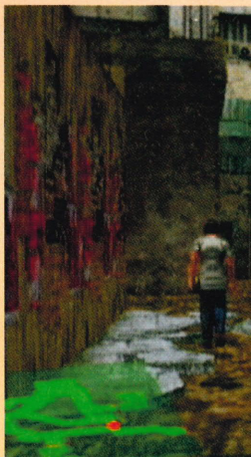
But that's not all that the folks at AM2 have done to speed the gameplay up, as it seems that they've been busying themselves cutting the load times down to size. Whereas before there was a massive load time between each area, now they've been cut down to around the ten second mark which, when you take into consideration the size of the game and the huge amount going on, is pretty impressive going. All the more impressive is the way that the load times have all but disappeared when you enter and leave shops, which does wonders for the fluidity and speed of the gameplay. So, no more dashing to the kitchen and making cups of tea and toast in between areas anymore.

"If you thought that chapter one was massive then prepare to be shell-shocked by the immense size of the second instalment"

Keep On Running

Another improvement that's been implemented this time round is the ability to ask several different questions to passer-bys. Basically, what this does is give you even

If you thought that the character detail couldn't get any better then think again.



£50 to the first person who can tell us what he's saying to Ro.

more control over the fate of Ryo. Ask the wrong question and you won't find out what you need to know, although you can generally ask all the questions before your 'victim' walks off. On top of this, when you approach a person you can also talk to them about money matters by pressing the Y button. When you do this you get three options – you can pawn something to them, you can ask them for employment or, thirdly, you can enquire if they want to engage in a spot of gambling. Basically Ryo's a bit hard up now he's left home – in fact he's skint – and needs as much money as possible to get through the game and pay his rent. Of course, you could just go to a pawn shop instead to sell your wares, but we all know how dodgy pawn dealers can be.

So, what else has AM2 added to the game? On a gameplay front a kind of chase/follow element has been added where you have to follow (funny that) people to certain areas. It's hardly thrilling though and nothing like the Quick Timer events. Another new feature is the ability to lay down markers around the streets by choosing the pencil icon (the B button) which, as far as we're aware, does nothing more than help remind you where certain shops are on your map. Again, it's not particularly exciting or revolutionary, but it can be rather handy and – along with all the other improvements – it makes *Shenmue II* an extremely tantalising prospect... not that it wasn't before, of course.

King Kong

So yes, it's going to be great... obviously. However, no doubt some of you reading this didn't get around to playing the first game for one reason or another (shame on you!) and are wondering whether you need to have played the original to understand what the hell is going on. Well, yes and no. Of course, having played the original will be an advantage as, for starters, you'll know what's going on. Secondly, if you still have your saved game you'll be able to take all the toys and skills you picked up into the second game which, as you've seen already, can be kind of handy. But fear not, you *Shenmue* virgins, not having played the first game won't disadvantage you too much – AM2 has seen to that, just check out the boxout. And that, as they say, is that. Expect to see *Shenmue II* hitting the shops just in time for Christmas on 30 November... so you'd better start preparing yourselves for one almighty adventure.

"In regards to gameplay not a lot has changed from the original"

Smelly!

That Ryo, he's a damn smelly boy you know. Throughout the entire first game he didn't take off his leather jacket, let alone any of his other clothes... even when he went to bed. So, you'd expect him to have had a change of outfit for the second part of his adventure, but you'd be wrong. Quite how he pulls all those girls is beyond us!

Pawn Broker

One of the best ways to get a bit of extra cash in the game is to go to one of the many pawn shops and pawn the 'Gotcha Gotcha' figures that you collected in the first game, or any that you might have collected in Hong Kong. However, you need to have complete sets of the figures to sell them as the pawn brokers won't take individual figures. The most you can get? $300 for the largest set of Virtua Fighter figures.

essential information

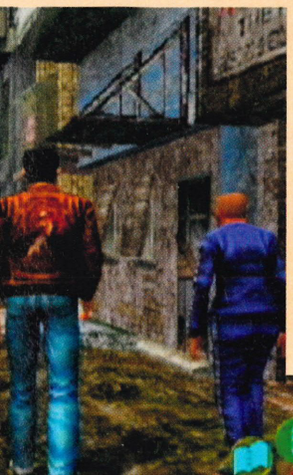
Dreamcast magazine

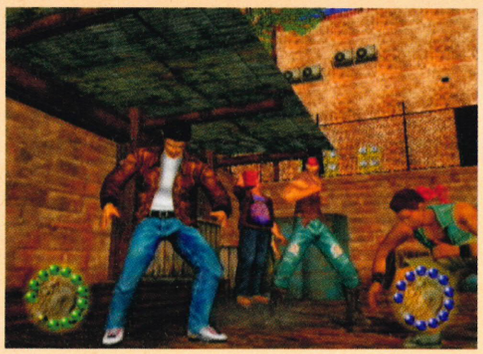
PUBLISHER	SEGA
DEVELOPER	AM2-SEGA
PLAYERS	1
% COMPLETE	80%
RELEASE	30 November

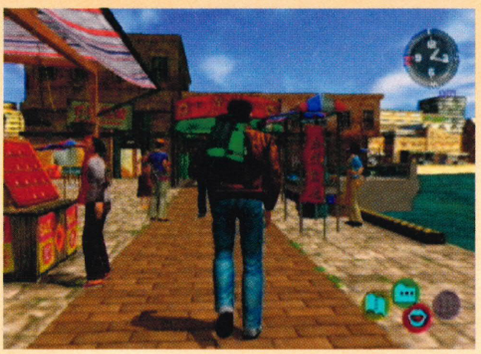
ANTICIPATION RATING 85%

THEY SAY: Chapter two of the world's greatest ever game will leave you stunned.

WE SAY: More fantastic graphics... let's just hope it's not as boring as the first game.







the game

Guide to Dreamcast gaming

ALIEN FRON

Reviews Editorial

Ever heard of the Sword of Damocles? For those of you that haven't (or have, but just plain forgot), it's the tale of a bloke who has a huge sword hanging over his head by just a single hair... supposedly, it's a metaphor for being as close to death as humanly possible. Not surprisingly, that's just how we've been feeling recently. Seeing as how the Dreamcast release schedule has been getting a little thin lately, we were all ready for the powers that be to pull the plug on our darling magazine... and then this month happened. To say there's been a gaggle, a swarm or even a flock of freakin' games come sailing over the horizon would be a bit of an understatement – rather than running right up to the last minute while we waited for games, they all arrived en masse. In fact, even as I write this there are more titles cueing up for next month's issue. So we're still here – oh, the joy. Even better news for you all is the fact that it looks like we'll be here for some time to come... especially if you lovely people keep on buying the mag as you are. Honestly, I don't mind still doing this; after all, it's not like I've got anything better to do...

Martin Mathers
Games Editor
(and lovin' it, lovin' it, lovin' it)

DREAM TEAM

Everyone's got an axe to grind, but it seems the Dreamcast Mag team keeps an entire toolshed of items locked away in their subconscious...

SIMON PHILLIPS

The life of an editor is filled with so many annoyances, Lips just doesn't know where to begin... although beating his staff is a good start.

Game Of The Month: Drink 'Till You Drop

CHANDRA NAIR

Seeing as how Chandra's Japan trip fell through at the last minute, he now refuses to go anywhere unless it's booked six weeks in advance.

Game Of The Month: Downloading SpaceWorld Movies

ALEX WARREN

Having spent a great deal of his spare time throwing himself into bushes at various music festivals, Wozza now hates nature. Typical.

Game Of The Month: Headhunter

WILL JOHNSTON

Good old Will got rid of his pent-up anger by spending his week's holiday standing on Bournemouth beach, shouting at old people as they walked by.

Game Of The Month: "Not flippin' Bang! Gunship Elite"

'CAMPING' GAZ ADAMS

Another holiday with his dear old mum ended in disaster for Gaz, when she dumped him for a 64-year-old Newquay fishmonger. Ahh, the agony.

Game Of The Month: Alien Front Online

SIMON GRIFFIN

It's been a quiet month for the beast, so he's had nothing to complain about. Then we dropped a twelve-page solution on him two days before deadline... ha!

Game Of The Month: Virtua Tennis

CYRA COOMBER

Our new sub-ed's only gripe is that she never has any work to do. To be honest, she's just too efficient – maybe if we blindfolded and gagged her...

Game Of The Month: Samba De Amigo ver.2000

SIMON CANN

The boy known as Cann is an unstoppable fighting machine... unless heated to near boiling point in an airtight flat ("Damn you, Mathers!").

Game Of The Month: Capcom Vs SNK 2

All the latest Dreamcast games reviewed and rated!

38 Big tanks, even bigger aliens and one hell of a game... plus, you can still play it online! Goodness gracious, what more could you possibly want?

T ONLINE

DREAMCAST OPINION

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

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

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

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

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

Dreamcast magazine Scoring On The Doors

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

90% or above – The only games worth having... at this late stage of the day, anything getting over 90% is something you've simply got to get your hands on.

75% – 89% – Although not exactly the best games around, those that manage to score in this category are still worth taking a gander at if you've got the cash.

50% – 74% – Hmm... are you sure you like this sort of thing? If not, you'd be wise to give it a miss – but then there are bound to be people that like it, eh?

25% – 49% – This is when the alarm bells should start ringing – don't consider getting a game with this kind of score unless you're REALLY sure...

0% – 24% – Unless you're desperate to waste your money or simply insane, we hope that you'd avoid games in this category like the plague.

Samba De Amigo ver.2000 42
Get that sombrero out of the cupboard – it's time to put your dancing shoes on once more with Amigo the monkey and his jiving mates!

World Series Baseball 2K2 46
Take me to the ball game... it's America's dullest sport, brought to life on the Dreamcast! Talk about a rollercoaster thrill-ride of a game...

SEGA Bass Fishing 2 50
We tried to make some incredibly exciting comment here, but it just didn't work. Hey, it's fishing... isn't that thrilling enough for you?

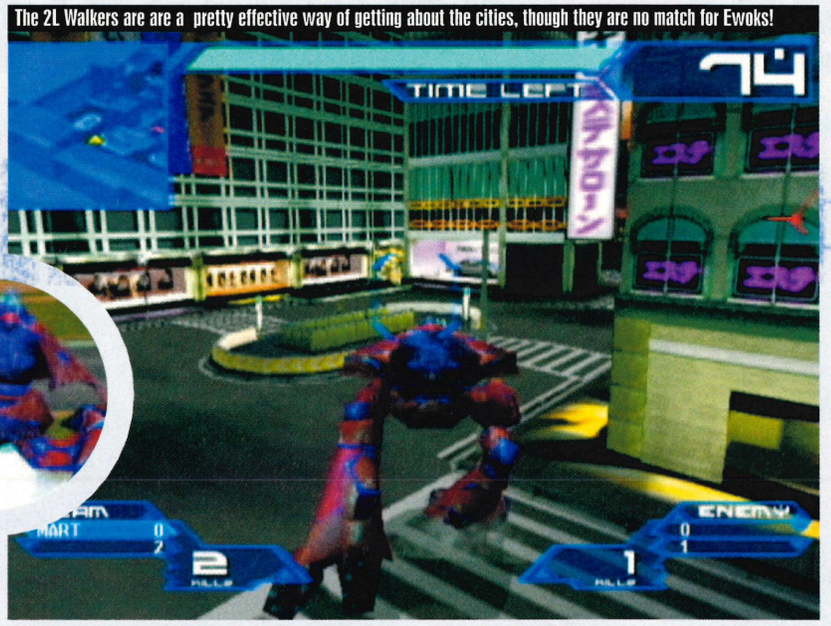
Razor Freestyle Scooter 54
Take one of the best Dreamcast games ever, then drain out all the fun and leave it to fester for a few hours... yep, it really is that damn great.

Bang! Gunship Elite 56
We've been promising a review of this for months – was it worth the wait? Err, well... hey, look over there! (cue comedy running-away effects).

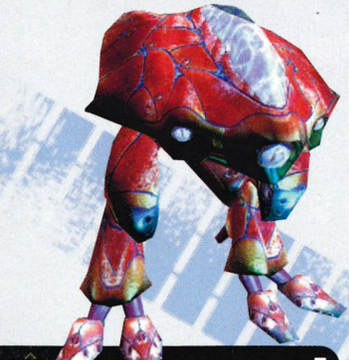
David Hasselhoff's Guide To Playing Import Games Online 58
If you're still up for a bit of online action with your Dreamcast, let everyone's favourite Hollywood hunk show you how it's done in the US!

Web site: www.sega.com

The 2L Walkers are are a pretty effective way of getting about the cities, though they are no match for Ewoks!



Alien Front Online



Save the world from intergalactic aliens or help them get their favourite desert back on the menu. The choice is yours.

essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	WOW ENTERTAINMENT
RELEASE	OUT NOW (US)
GOT IT FROM	VIDEO GAME CENTRE (01202 527314)
PRICE	£49.99
GENRE	SHOOT-'EM-UP
PLAYERS	1 PLAYER
PERIPHERALS	MICROPHONE VIBRATION PACK, MODEM

Hmmm... saving the world from aliens. Haven't we been here before? Let's face it, *Alien Front Online's* premise isn't the most original ever, but then with aliens involved what did you expect? Since the dawn of video games, alien invasions have been a favourite for games developers (*Space Invaders* anyone?), and we're getting a little tired of it all to be honest. Thankfully, though, *Alien Front Online* doesn't follow the hackneyed old plot to the letter. Nope, instead it gives the whole genre a damn good kick up the arse.

It's Got Some Front

How? Well, on top of giving you the opportunity of sending the aliens back to the slime pit whence they came, you can also take on the part of the butt ugly aliens themselves. It might not be revolutionary, but at least it's something a little different. But that's not all that makes *AFO* unusual, as there's a glut of features in the game that help turn it into something that is really quite special, all things considered.

Essentially, the game is split into two halves: Arcade, where you can drive around like a madman having a blast, and Tactics, which is where the real meat of the game lies. Whereas the majority of shoot-'em-ups are relatively short-lived, *AFO* shows them all how to do it properly and it's in the Tactics option that it does this. Here you can choose to play the stories of the human and alien forces, both of which are played out over a whopping 30 missions. Be warned though, they're really, really tough. Not just Sly Stallone tough mind, we're talking Arnie tough.

It might be impossibly hard, but that's no bad thing when you think about it. After all, no-one wants a game that they can stroll through with relative ease within a matter of days – where's the challenge in that? What *AFO* does, and does really well, is make you use your brain – it makes you work out how to complete the missions, as if you really were commanding a tactical mission. It might be all mindless shooting in the Arcade mode, but once you're deep into the missions you really have to think about what you're doing and, as far as we're concerned, that can only really be a good thing.

At The Front (On)line

However, for all the scope and depth of the one-player game, the real winner, is that it is online... even over here! Yep,

Information

www.wow-ent.co.jp

Make sure you check out the official *Alien Front Online* Web site as it's all decked out in a real-life news type way, which is pretty darn cool.

You'll find that they kill you a lot.

Just think... this could be tomorrow's headline.

awesome moment

Fire the nuclear warhead off, sit back and watch the carnage that ensues.

Getting It On

> Once you're hooked up online and ready for a spot of online multiplayer mayhem there are three different games for you to indulge in. The more games you win, the more stars you'll collect for your online ranking.

you heard us right – you can still play the game online in good old Blighty. Quite how or why this is possible is anybody's guess, by some wizardry or other no doubt, but the point is it is possible and it adds a whole new dimension to the game. By simply following the guide on page 58, you'll be able to hook up to the Internet within seconds and then all you need to do is a pick a game to join before starting your rampage.

In all there are three different styles of game you can take part in online – Death

"What Alien Front Online does, and does really well, is make you use your brain"

infoburst

Extra information>

> Aliens do exist! Gaz was abducted while on holiday and will testify in court that there really are little green men.

> We are hoping that these little green men return and do special tests on Alex – hopefully involving probes!

> In the Tactics mode there are five movies to unlock for each side.

> Locations for the game vary from the snow of Siberia all the way to skyscraper skyline of Tokyo.

Team Death Match

> Well, it's pretty obvious isn't it? Basically, go around killing as many of your opponents as possible in the set time and the team with the most kills wins the battle.

Fortress

> This game is all about team work as you have to either defend or attack four fortresses, depending on which side you're on. If you successfully complete your mission you'll be rewarded with a star or two.

Flag

> Or, to give it its full name, Capture The Flag. In this game you have to hold onto the enemy's flag for 150 seconds, but whoever has the flag is made vulnerable by the fact they can't carry any weapon power-ups.

continued>

continued

Driving Force

You have a choice of three vehicles for both sides, each of which has its strengths and weaknesses, meaning some are better than others on certain missions, so choose wisely...

ARMY FORCES

MK2 MERKAVA
Incredibly quick (for a tank anyway), so great for scouting, but it's only lightly armoured so it is fairly vulnerable.

M1A ABRAMS
Slower than the Merkava, but it makes up for it with greater fire power, courtesy of a 120mm smoothbore cannon, and heavier armour.

M109-A2
This tank can cause some serious damage with its 155mm Howitzer cannon, but unfortunately it's too slow to out run the aliens.

ALIEN FORCES

HOV CRAFT
If it's speed you're after then this is the vehicle you need, but with hardly any armour and a paltry plasma laser it's not really much of a fighter.

2L WALKER
A solid choice of vehicle, with decent armour and an above average laser. It is ideal for killing.

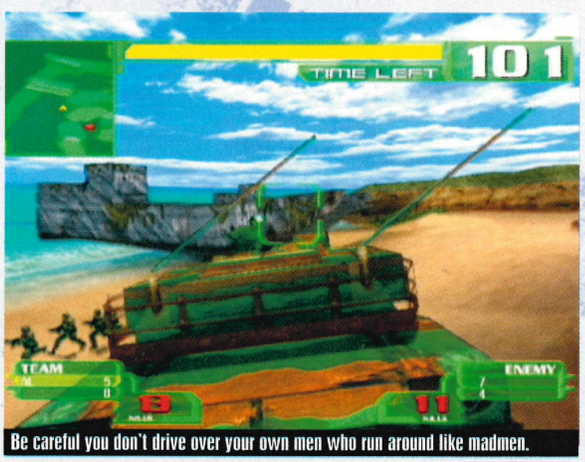
SP WALKER
It might be the slowest vehicle in the game, but it's also the most heavily armoured one, not to mention the most powerful too.

Match, Fortress and Flag – all of which cater for eight players, split into two teams. To say that the action was fast and furious would be an understatement – it just flies by, as tanks and aliens trundle around doing their best to destroy each other in a melee of gun fire and explosions. The most remarkable thing about all this, though, is that there's no lag whatsoever, or at least none that we encountered in our time spent online here at Dreamcast Magazine Towers. Let's face it – there's nothing worse than a few seconds delay between action and reaction, so the fact that this is a problem that *AFO* avoids, seemingly like the plague, is just another bonus. It really does run as smooth as one of Gaz's chat up lines.

Tanked Up

The online joy doesn't come to a premature end there, either. Hell no. If the non-existent lag time was the icing on the online cake then the cherry on top is the ability to talk to your team-mates and enemies alike via the Dreamcast microphone. By a simple tap of the Y button you can chat away to them, planning tactics, and by tapping it twice you can hurl as much abuse at the enemy forces as you like. It might

"The real winner, as far as Alien Front Online is concerned, is that it is online... even over here"



Be careful you don't drive over your own men who run around like madmen.

Spotting the aliens in snow covered Siberia is a tough job, so watch out.

not add much to the actual gameplay, but it's this sort of little touch that helps lift a game from the over-crowded banks of mediocrity to an altogether higher plain of superiority.

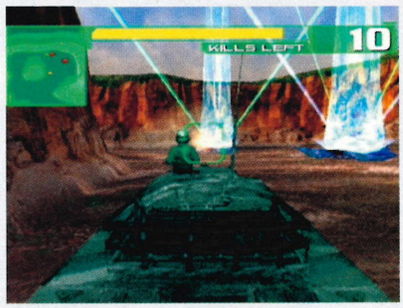
Up Front

It's not just the games content that's so impressive, as the graphics aren't too shabby either. Actually, that's a bit of an understatement because the attention to detail in the graphics is actually quite astounding. From the vehicle designs, through the level designs to the explosions, the game is a visual treat in every respect. Just take a look at the screenshots scatterd around the page and you'll see what we mean. The sound effects are up there too, with appropriate music for both sides, making *AFO* an unquestionably stunning all-round package.

So, is there anything that *Alien Front Online* doesn't have? Actually, yes. As great as the offline game is, you just wish that there was a Multiplayer Split-Screen option too. Okay, so we might be being just a bit picky here, seeing as there's multiplayer online play and all, but how cool would it be to sit down with your mates and go at it head to head? You see it's the multiplayer action that really makes *AFO* such a good game and if it wasn't online it would be nothing more than an above average shoot-'em-up. Aside from that there's not a lot that we can hold against the game... apart from that non-PAL release of course.

Alex Warren

Even the smallest alien vehicles are mega powerful.



Dreamcast Magazine Opinion

THE JUDGEMENT

TANK	RANK
⊕ Looks the business in every respect	⊖ Missions are really tough
⊕ Loads of missions to get through	⊖ Not enough vehicles to use
⊕ You can play it online... even here!	⊖ It's not being released over here

2ND OPINION

› I'm disappointed, I really am. There I was, all ready to slate *AFO* for being the worst game ever... and then it goes and turns out to be totally amazing. Damn. There are so many things about the game that makes us jump for joy. It's incredible – the missions are totally engrossing (if a little tricky, but then that's all part of the challenge), the Arcade mode kicks arse and as for the fact that it's still playable online over here... well, that's just the best thing we've heard in a long time. Don't just sit there reading this – get down the shops and buy it now!
Martin Mathers

ALTERNATIVELY

Red Dog

A fab multiplayer game, but the one-player game lets it down.

Reviewed: Issue 02
Dreamcast Rating: 71%

Wild Metal

If it's tanks that you're after, then this might be worth a look.

Reviewed: Issue 07
Dreamcast Rating: 58%

DREAMCAST RATING

VISUALS	93%
SOUNDS	85%
GAMEPLAY	88%
VALUE	92%

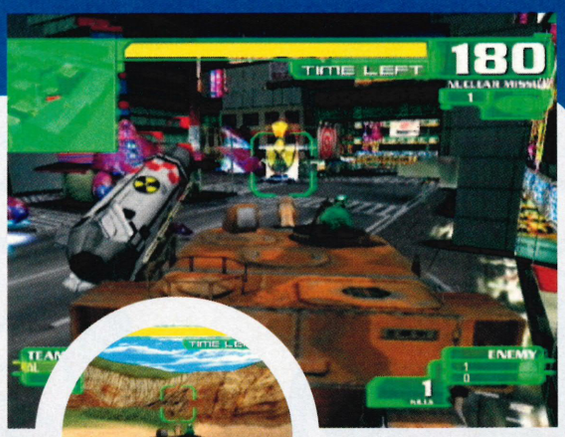
92%

SUMMING UP

› *AFO* – everything you could want from a game, so an essential buy for those who loves games.

Power Up, Up & Away

› Let's face it – a shoot-'em-up isn't a real shoot-'em up if there aren't any power-ups to collect along the way. Just as well *AFO* has them in abundance then. If you decide to play as the army you'll be able to pick up flame throwers, machine guns, homing and guided missiles... not forgetting the nuclear missile. Now that kicks ass! As for the aliens, well they have gravity balls that disable the enemy, seeker wings (homing missile), flying drones (guided missile), cloaking spores that make them invisible and the devastating Meteor Shower. Nasty.



import review

essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	SONIC TEAM
RELEASE	OUT NOW (JAP)
GOT IT FROM	VIDEO GAME CENTRE (01202 527314)
PRICE	£49.99
GENRE	DANCE
PLAYERS	2 PLAYERS
PERIPHERALS	MARACAS VIBRATION PACK, MODEM

online information

As always, the official *Samba De Amigo* Web site has all the information about this upgrade-cum-new Samba game... in Japanese. Ain't that just the greatest?

Samba De

Dancing shoes? Check. Noisy maracas? Check. Sombrero-wearing monkeys? Check and double check. Looks like we're ready for another round of Samba...

Think about it – if one month we decided to take a bit of a break from writing this magazine and so just print the same issue as last month, but change a couple of the pages around and stick in some new adverts... well, you'd get a bit annoyed wouldn't you? Exactly. Not only would we look like complete arses, but you'd probably stop buying the mag altogether. Seeing as that's the case though, you have to wonder why we let games developers get away with it time and time again...

awesome moment

Working up to that perfect A grade will take some hard dancing!

Here's an example of the Hustle mode – swing the maracas back and forth in time to the music!

Amigo Ver. 2000

Now, given that other Sonic Team games recently, besides the great *Sonic Adventure 2*, have been little more than upgraded versions of the original games – *Phantasy Star Online Ver.2* anyone? – it comes as no surprise that *Samba De Amigo ver.2000* isn't much of a step forwards from the previous outing. You've still got those lovable furry creatures jumping around in time to the music, a whole bunch of jiggle-inducing tunes to shake your booty to and some rather enjoyable extra bits such as the Challenge mode and bizarre Love-Love mode. However, there's some considerable additions that make *Samba De Amigo ver.2000* worth taking a gander at... although why they weren't included in the original game makes us scratch our heads like chimps even more than usual.

Feeling Hot, Hot, Hot

The most interesting improvement has to be the new Hustle mode, which can be chosen as an alternative to the original Arcade mode. The concept is simple – as well as shaking the maracas along to the beats, you also have to swing them around from side to side as indicated by the markers on the screen. Sound easy? Well, it isn't; unless you're incredibly fit, you'll be sweating more than our Gaz in

"When putting Samba De Amigo ver.2000 alongside Phantasy Star Online Ver.2, you might wonder what kind of scam Sonic Team is running here"

Play Ball!

If you're too tired to dance, you might take pleasure in the mini-game that lurks further on down the main menu. It's not exactly *Beach Spikers*, but Samba Volleyball is certainly something a little different from what we'd expect in a musical dancing game. Just keep the ball from landing on your side and smash it over your opponents... it looks easy, but it isn't. Especially if you're trying to play with those flippin' maracas!

Familiar faces make a reappearance in the backgrounds.

The better you do, the crazier the scenery gets... as before.

continued

continued>

Shake Your Booty

> Still not sure exactly what the Hustle mode is all about? Well, let's try and explain it a little clearer... every so often during each song, a picture of a man waving his maracas around (ooer) will appear. Shortly after that, you'll hear shouting noises in the background in time with the music – you have to match the man's movements in time with the shouting to get it right. Still confused? Err... so are we!

Thankfully, the regular Arcade mode is still in there – if you don't want to get too tired...

infoburst

Extra information>

> Just for the record, this is certainly the one game to play on the Dreamcast if you need a good workout, love music or fancy making yourself look like an arse.

> Some of the new tunes were especially familiar to Mart, seeing as how he's the owner of the Gypsy Kings' Greatest Hits album. You sad man!

> The only new character in the game is a female monkey called Amiga. Sadly, she isn't named after the old computer... boo!

a laydee-filled nightclub by the end of each tune... but it's fun nevertheless. There is also a bunch of new tunes, but this is where the game falls down slightly – while some fit in nicely (such as *Bamboleo* and *Volare*, both by the Gypsy Kings), others like *The Theme From Rocky* and *The Wedding March* are just plain rubbish... why they've been included is totally beyond us. Other improvements? Well, there aren't really any; besides the weird volleyball game (see Play Ball! for more details) and a whole new batch of challenges, that's pretty much all you actually get for your extra dough.

At the end of the day, you've got to question the desirability of a game that, aside from all the minor upgrades it has received, hasn't really changed all that much since the last time we played it. In fact, when putting this alongside *Phantasy Star Online Ver.2*, you might wonder what kind of scam Sonic Team is running here. Still, the original was a cracking game that kept us going for a long while on those cold nights and, as such, we'd have to recommend this as a must-have purchase for people who have yet to experience the joys of *Samba De Amigo*. As for the rest of us who keep our maracas in a warm, safe place (ahem), you might consider trading in the original to get your hands on this. Just remember that if you haven't got any maracas, you're missing out on half the fun...

Martin Mathers

Dreamcast Magazine Opinion

THE JUDGEMENT

FUNKY	MONKEY
⊕ It's still as enjoyable as ever to play	⊖ You'll need those expensive maracas
⊕ New tunes mean great new dancing!	⊖ Not exactly what we'd call a new game
⊕ Hustle sections offer added depth	⊖ Most of the new tunes are crap

2ND OPINION

> It's not often that anyone agrees with Martin because he's such a miserable bugger most of the time, but in this case he's totally bang on. This is an absolute blast in every respect, but then it would be seeing as it's almost identical to the original. Quite what the point of this updated version is, is anyone's guess, as a few new songs and a new mode or two hardly make it value for money. Still, this game is great fun to play and an absolute must if you missed out the first time round.

Alex Warren

ALTERNATIVELY

Samba De Amigo

The original version is still the greatest in our honest opinion...

Reviewed: Issue 10
Dreamcast Rating: 95%

Dance Dance Revolution 2nd

Probably the earliest example of a dancing game we can think of.

Reviewed: Issue 07
Dreamcast Rating: 93%

DREAMCAST RATING

VISUALS	91%
SOUNDS	95%
GAMEPLAY	91%
VALUE	82%

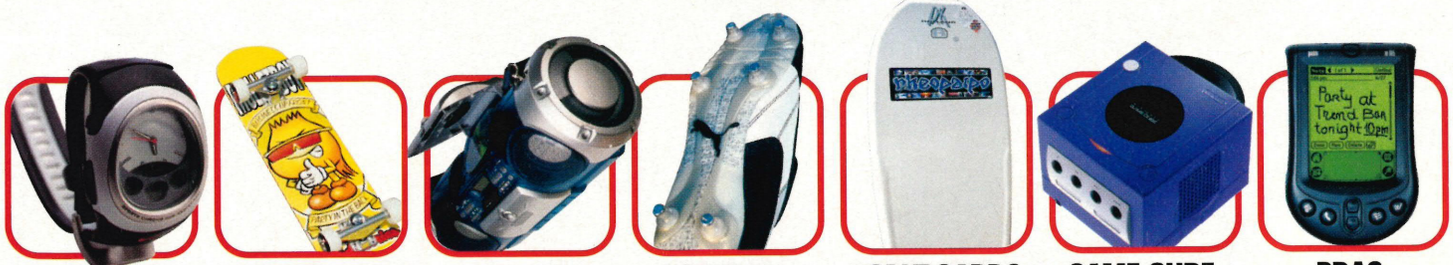
88%

SUMMING UP

> More of an upgrade than a new game, but still worthy of your time if you don't have the original.

TESTED TO DESTRUCTION

ALL THE STUFF YOU WANT REVIEWED & RATED



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import review

Web site: www.sega.com

essential information

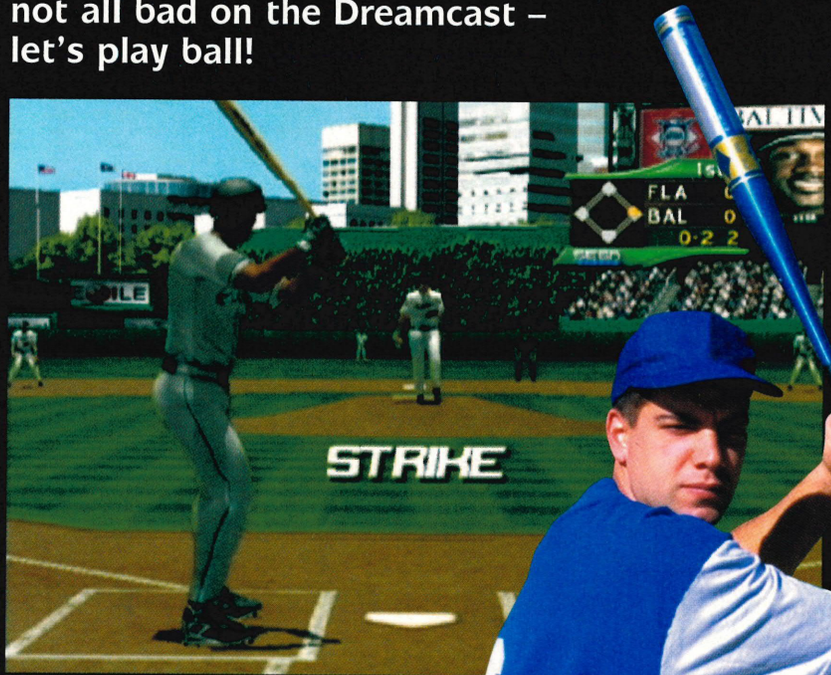
Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	VISUAL CONCEPTS
RELEASE	OUT NOW (US)
GOT IT FROM	VIDEO GAME CENTRE (01202 527314)
PRICE	£49.99
GENRE	SPORTS
PLAYERS	2 PLAYERS
VM UNIT	SAVES TEAM/SEASON DATA
PERIPHERALS	VIBRATION PACK, MODEM

World Series

A bunch of blokes hitting things with wooden bats... and they call that sport. Tsk. Still, it's not all bad on the Dreamcast – let's play ball!

As a rule, most of us don't get much of an opportunity to become sports stars. While it's relatively easy to have a bash at most physical activities, the chances of actually making it to a professional level are very slim indeed. Still, this probably explains why so many people enjoy watching sport live or on the TV. As a spectator event though, sport (and especially American sport) really has to have something interesting going on... want an example? Well, basketball has fast-paced dunking action, American football often displays plenty of violence and goal-scoring opportunities, ice hockey is always full of people



It's a piece of cake to make the computer strike out. Oh, the agony.

infoburst

Extra information

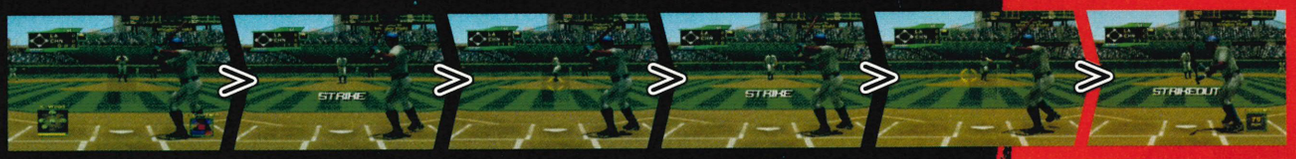
- The very first National Baseball League was founded in 1876, while the American League was put into place some fifteen years later.
- Major League Baseball is split into six different divisions – three in the National League and three in the American League, which cover the East, Central and West of the United States.
- Furthermore, it's been confirmed that baseball is officially the most boring sport in the history of the world... besides chess and shove ha'penny, of course.

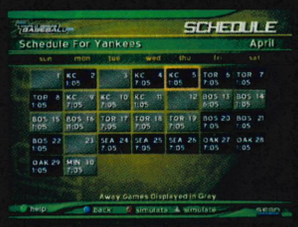
net information

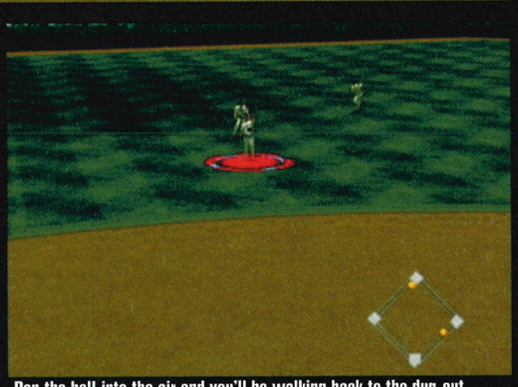
The official site of the Major League Baseball Players Association is full of news, info and other really cool and exciting stuff. Honest.

awesome moment

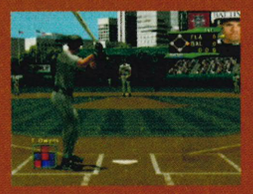
You couldn't hit the side of a barn with that bat, mister... you're rubbish!







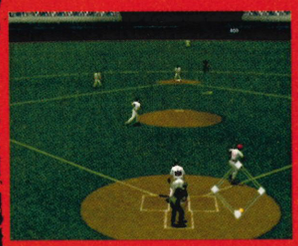
Pop the ball into the air and you'll be walking back to the dug-out...

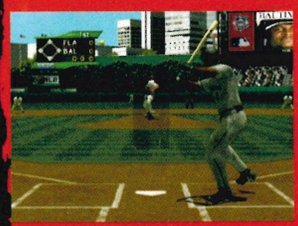


Attention To Detail

> Despite being rather dull, *World Series Baseball 2K2* is a very well presented game. The high-quality visuals and motion capture is spot on for a sports title, as is the commentary, which (while slightly annoying after long periods of play) sounds as genuine as you're going to get. The pitchers all have their own individual styles and throws, the batters move convincingly and every stadium is lovingly recreated from the real-life equivalent. Still, if the game had offered anything less then there'd have been a public outcry...

Baseball 2K2





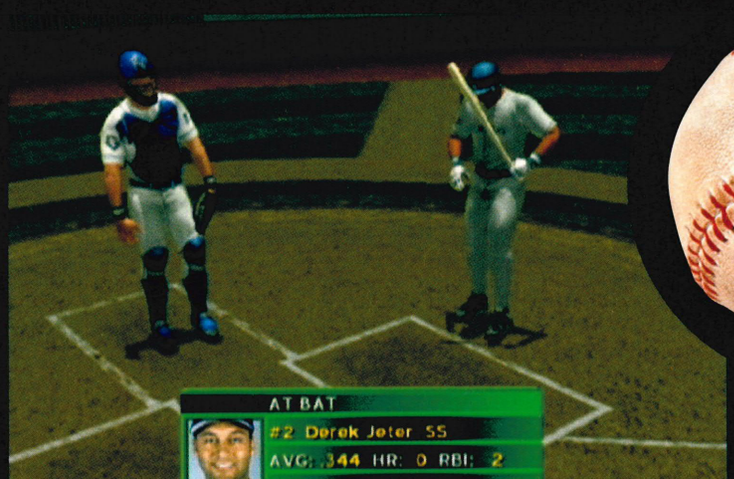
slamming into each other – that's why we watch. It's this kind of excitement that manages to keep us glued to our screens, waiting to see what happens next... which is why we're at a total loss as to why baseball has managed to keep going for the past 125 years.

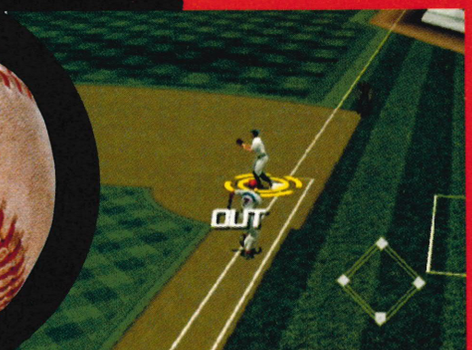
Strike One...

Now, if you want us to be totally honest, *World Series Baseball 2K2* is an incredible effort, and is by far the most in-depth, realistic and complete videogame based on the sport we've ever seen. Of course, the fact that we say that has both good and bad implications. On the one hand, you've got the fact that it is a great conversion of baseball and all its intricacies... and on the other, you need to understand that, as sports go, baseball is probably one of the most boring and unwatchable examples around. Sure, the Americans love it to bits, but that's because they've been raised on having to watch it – if you took away the gigantic hot dogs and buckets of beer and THEN made a bunch of Americans watch several baseball games, they might come to realise just how dull it really all is.

But back to the game... which, as it stands, isn't all that bad once you actually get into it. To say that you're spoilt for choice upon loading up *World Series Baseball 2K2* would be a hideous understatement – there's so much on offer, it's tough to know where to start. If you're the kind of person who opts for a quick fix with no ties, there's the Quick Start and Exhibition options; one-off

"By converting it across to the videogame format so perfectly, Visual Concepts has managed to include all that makes baseball as a sport so boring in the first place"





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import review

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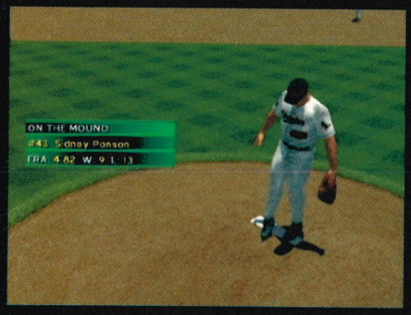
Mmm, hats. We'd buy one, but they're too expensive.



The graphics are great, the animation is spot on and the gameplay is dull, dull, dull – yep, it's a baseball game...

games without the hassle of having to keep track of stats or players (although you'll need to pick your own teams and stadium in Exhibition mode). If you're not up for a full nine innings though, you might want to try your hand at the Home Run Derby... unsurprisingly, it's a competition to see who can hit the most home runs in the space of ten pitches. Although not exactly difficult (it's all down to the timing, you see), it makes a refreshing break from the norm. Add to this the fact that all the basic modes are multiplayer – up to ten in the case of the Home Run Derby – and you've got yourself the beginnings of a fine mate-beating experience.

Strike Two...

Of course, the pure baseball fans among you will be hoping for something a little more robust to get your teeth into... don't panic, there's more here than you could possible dream of. With all thirty Major League Baseball teams, stadiums and every player on the 2000/2001 roster present and correct, you've got more stats and other titbits to enjoy than you'd know what to do with. Then there's the Season and Franchise modes – the real meat of the game for those wanting to make the most of it. The Season mode offers you the chance to play as much or as little of a full-on season as you want; with the opportunity to play up to the whole 162 games of the regular baseball season, there's a whole lot of baseball in there. Going even further is the Franchise mode, which allows you to both play the games AND manage the team through line-ups, transfers and all the other perks of having your own baseball team. Obviously though, this is the one part that is for true fans only...

Once again, there's an added bonus to all this – despite being an imported US title, *World Series Baseball 2K2* is fully online compatible either through DreamArena or over your own ISP setup. True, it's not the best example of online play that we've ever experienced; unlike *Alien Front Online*, the network lag causes the graphics to judder along at an ugly pace, although in terms of actual action/reaction lag (between pressing the button and swinging the bat) it's fairly minimal. As you'd expect, it's the usual mix of foyer areas full of baseball-crazy Dreamcast owners, and the quickest way to get into it is simply by challenging someone to a game. From there, it's just like playing a regular two-player game... except you'll have to pay the phone bill afterwards. Still, the fact that it's online is a plus point and one that should be duly noted.

You're Outta Here!

Unfortunately (and as we've said before... although we feel that this really needs to be hammered home), baseball is tedious to the extreme and *World Series Baseball 2K2* suffers as a result of this. This isn't because the game itself is bad – far from it. In truth, the problem lies in the accuracy with which the sport is brought over in the game; by converting it across to the videogame format so perfectly, Visual Concepts has managed to include all that makes baseball as a sport so boring in the first place. Maybe it's a personal taste thing (and indeed, we do know people who are currently going mad for the game), but we just couldn't bring ourselves to enjoy playing *World Series Baseball 2K2*; as a videogame we can see the obvious qualities it has, but to play... well, it just isn't our cup of tea. Then again, Simon likes blues music and Alex likes cricket – there's no accounting for taste, eh?

Martin Mathers

Anything You Can Do...

> The World Series of baseball only features teams from across America, the Superbowl has nothing but American teams playing for it... it's shocking, we tell you. To be honest though, it's no surprise that the Americans keep their sports to themselves. After all, it's the best way to maintain the fact that the best players in the world at basketball, American football or baseball are... the Americans. If they'd have taken a leaf out of our book and let other people play the sports they invented, it might have been a totally different story...

Football

Aside from that rather famous World Cup victory in 1966, the England football team hasn't actually won a decent trophy in years. So we ask: "Are they crap?" You betcha they are.

Rugby

Yep, we're even rubbish at the most English game of them all... it was invented at a public school, for goodness sake! Can't we even get that one right? Umm, obviously not.

Cricket

Constantly hammered by the Aussies, Springbok and Indians, we've proved to the world that we couldn't win at cricket if Mike Atherton's life depended on it.

Dreamcast magazine Opinion

THE JUDGEMENT

SWING	MISS
⊕ The best baseball game by far	⊖ Baseball is just sooooo boring
⊕ All the players, stats and other stuff	⊖ Beating the computer isn't hard
⊕ You can play it online over here!	⊖ One for the Yanks, we're afraid

2ND OPINION

> This kind of thing is bread and butter to Midway. It takes a seemingly impenetrable American sport and makes of it a delightful arcade-based experience – *NFL Blitz*, anyone? Only by diluting such sports can we Brits enjoy them, and this is evidenced here by *WSB2K2*. Though the wealth of options does the game credit, we're kind of left a little cold by it all, even when playing online because the pace of it lacks excitement. Sure, there's bound to be people out there who'll lap this up, but for the rest of us steering clear is the only option.
Simon Phillips

ALTERNATIVELY

NBA Hoopz

For frantic American sport fun, you can't get much better than this...

Reviewed: Issue 20
Dreamcast Rating: 88%

NHL2K

Now this is a fun US sport – plenty of violence and goal scoring too.

Reviewed: Issue 11
Dreamcast Rating: 85%

DREAMCAST RATING

VISUALS	91%
SOUNDS	83%
GAMEPLAY	56%
VALUE	75%

69%

SUMMING UP

> Absolutely perfect for mad fans of sport or baseball... but not much cop for anyone else.

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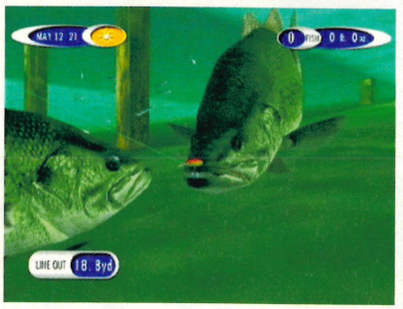
Web site: www.sega.com

The fish detector on the left tells you how deep the water underneath you is. It's morning though, so the fish will be near the surface. Are you bored yet?



SEGA Bass Fishing 2

essential information

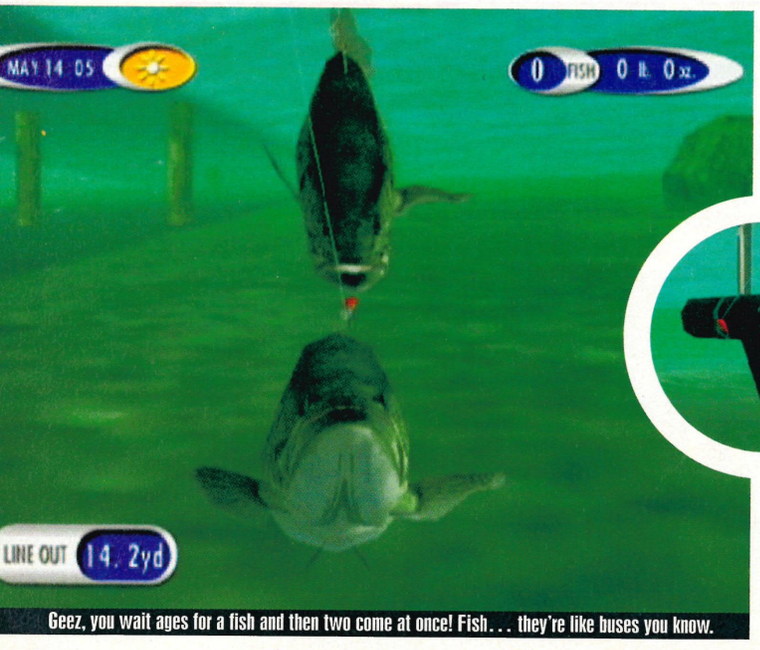
Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	WOW ENTERTAINMENT
RELEASE	OUT NOW (US)
GOT IT FROM	VIDEO GAME CENTRE (01202 527314)
PRICE	£39.99
GENRE	SPORTS
PLAYERS	1 PLAYER
PERIPHERALS	FISHING ROD VIBRATION PACK

We don our moth-eaten, off green, waxed cap for the last time. It's fishing season again, and guess what? It's just started to rain...

If you're a regular reader of Dreamcast Magazine, you may remember how we ranted and raved over the original *SEGA Bass Fishing*. 'Play it once and you will, without a doubt, be hooked!' we said, and it was so true. Inconceivable though it was, the sad, old Englishman's pastime (not that we like to stereotype) turned out to be one of the best games that we have ever played! You get to do all the things that you would by the lake, but you can do it from the comfort of your living room. Die-hard fisherman might argue that it's all about the waiting and the rain and the 'being there', but we still ignore them. It's getting increasingly difficult to do so though and in honour of their dedication to keeping the sport real, they now resort to slapping us in the face with rainbow trout and eels every time we set foot outside the offices.

In between the bouts of fishy slapstick, we managed to play the sequel-of-sorts, *SEGA Marine Fishing*. Boasting fish other than bass (say it isn't so!), we thought that our collective dream had come true. Sadly, it was not to be – *SMF* was fishing in body but not in soul, and we told you all to wait for the proper sequel. This is the part where we go all red and hold up our hands. What have they done to our favourite game!? It's... boring!



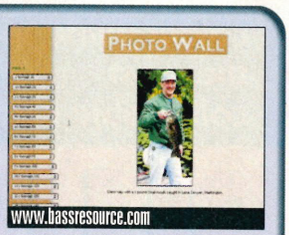
Geez, you wait ages for a fish and then two come at once! Fish... they're like buses you know.

Why Are We Waiting?

SBF was a phenomenal hit in the arcades. That's where SEGA intended it to go and, as such, it was designed as an arcade game. It was instantly accessible, and you would be catching fish within 30 seconds of starting. If you wanted a more challenging option, the Dreamcast conversion offered the perfectly calibrated Tournament mode. This was the perfect formula – one that developer WOW decided to abandon completely...

Now, it may be because we're rubbish but after playing *SMBF2* for over 20

online information

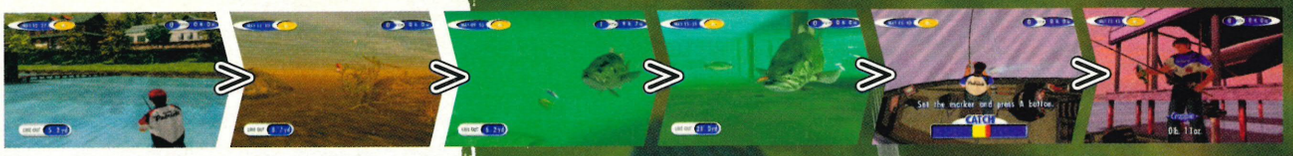


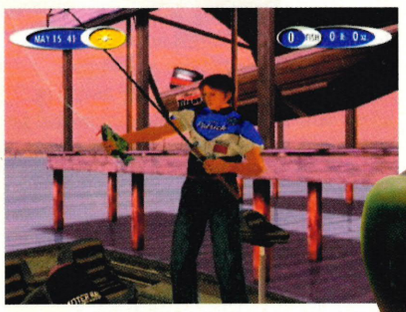
www.bassresource.com

For the best professional advice on brushing bass, tickling trout, and stroking your salmon, there's no better place to go than the Bass Resource! No really...

awesome moment

Oh... my... God. We've actually caught a fish!





minutes, we hadn't caught a single fish. No, hold on... it's not because we're rubbish. We hadn't even seen a fish yet! Thankfully one of the buttons on the Rod allows you to instantly reel your line in, otherwise our hands would be aching by now. 30 minutes from when we switched the game on, we spotted our first bass. An exciting moment indeed, and the perfect combination of reeling and wiggling our tackle saw the mother of a

"Alex can rack up more days in a relationship than he can catch fish in this game... and that's saying something"

infoburst

Extra information>

- 4% of natural deaths in the elderly occur while they are fishing.
- They obviously die of utter boredom!
- The largest bass ever caught was over four-foot long!
- It took over six hours to net (sounds about right).

A double-ended what!? Ooops – just us getting side-tracked again (cringe...).

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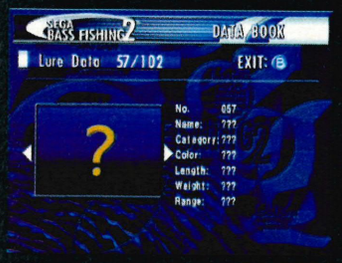
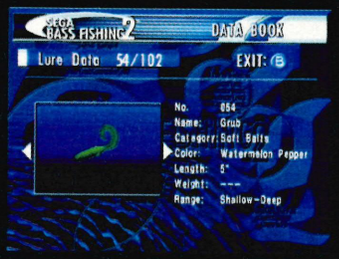




Alluring Odours

> Essence of squid may not appeal to the less experimental of you, but it certainly does appeal to bass. They love a bit of it, and you can be sure that the lure, which best represents a bass' favourite food is the one which will succeed. Like the original, *SBF2* has a huge list of available lures (over 100), some of which can only be won by achieving high scores in the Tournament mode.

It's Just Not Me!

> What's that? You're not happy with how your fisher-person looks? Well, your luck is in – *SBF2* allows you to choose your fisher-person, as well as choose the colour of their hat, jacket, trousers, boots and boat. At the end of it you'll have your very own customised fisherman, but you still can't tip them into the water.

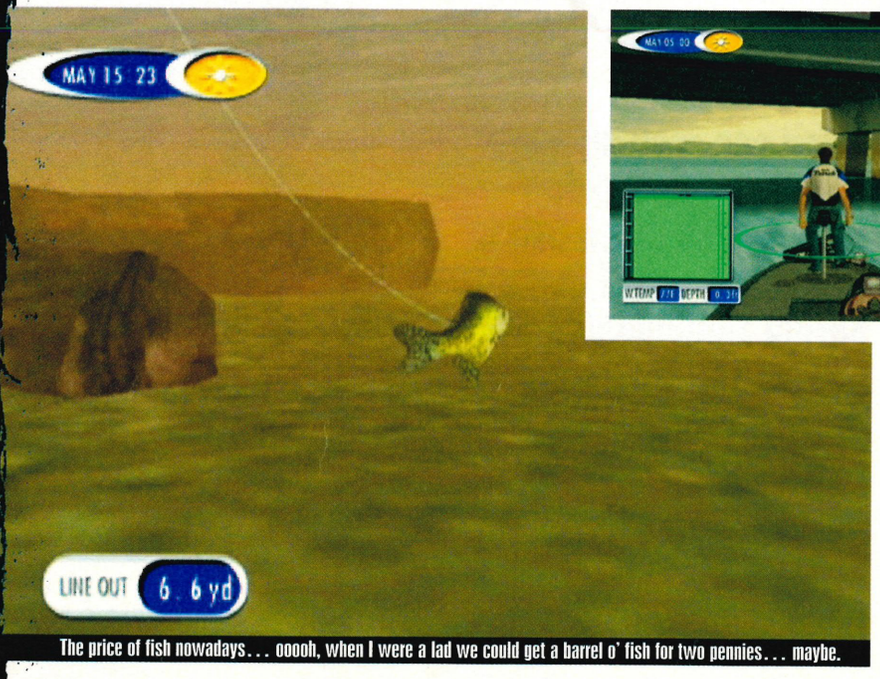
fish coming in for the kill. It stops dead, two centimetres from the bait and despite dramatic wiggling of the bait (we even managed to get it to do the Can-Can), the fish didn't bite. After a few minutes, the fish swam off, probably down to the local pub. As we began to reel the line in, a tiny sprat (called, quite fittingly, a crappie) darted in and grabbed the line. Can we be bothered? No.

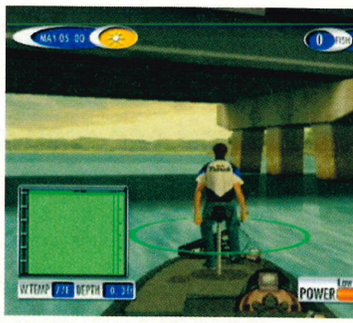
Stuck In The Mud

Don't get us wrong, *SBF2* isn't a complete washout. It's just that your first impressions of the game will leave a foul taste in your mouth. Dig further into the muddy bottom and you'll realise that the developer has tried to improve the game. It's the little things here and there that make the difference – things that aren't very noticeable on their own, but put together they vastly improve the game.

The auto reel-in button is essential. No longer will you have to kill your arms reeling in 20 metres of line. A quick tap of a button and you'll be ready to cast again. A second addition comes in the form of a manoeuvrable boat. You can actually drive your boat around the lake as opposed to gliding around on an invisible platform. Crashing into a jetty and making your fisherman/woman nearly fall over is surprisingly amusing. Sadly, you can't make them fall in and get eaten by killer bass – but then there's always going to be something that you can't have.

You can also choose the time of day (from 5am to 3pm) as well as the weather conditions and the water temperature. These are all worthy additions to the game, as at different times of day the fish will lurk in different locations and at different depths. The weather tends to affect the condition of the water more than anything. A downpour will make the water muddy, and your vision will be limited to a metre





The price of fish nowadays... ooooh, when I were a lad we could get a barrel o' fish for two pennies... maybe.

Disturbing the mud sends up a plume of slime into the fish's face. It seems to like it.

or so in front of you. Yet, fishing in these conditions is pointless, unless you know exactly where the fish are going to be.

Small One...

It's such a shame. We have been waiting for this title for an age and then some. Have WOW never heard the saying 'If it ain't broken, don't fix it?' Well, it goes something like that anyway...

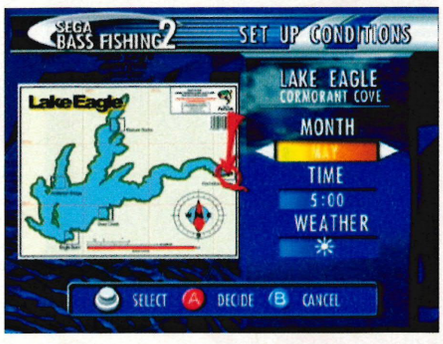
The formula for *SBF* was near perfect. The speed and excitement of the Arcade mode through to the depth and finesse of the Tournament mode – it didn't need changing. All it needed was a few tweaks here and there. Those tweaks have been implemented. The auto reel-in, the new boat and the changing weather option all add enormous depth to the game, but the essence of the game has been sucked away completely. Admittedly, after playing the game for a couple of hours, you'll begin to learn what all the different lures do and you will start to catch fish. Essentially, our gripes are that the Arcade mode has been removed and the Tournament mode has been made so utterly ridiculously hard it's not true. Alex can rack up more days in a relationship than he can catch fish in this game, and that's saying something!

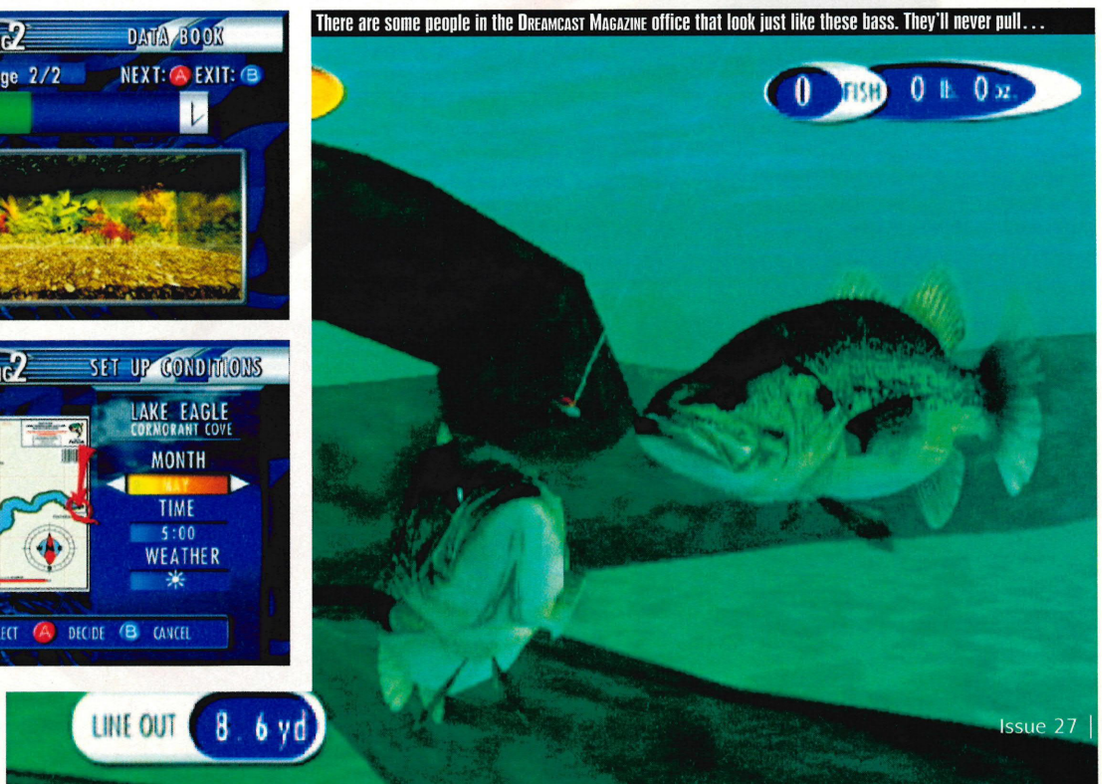
SBF2 is still a good game, but it will appeal to a very limited audience. Whereas before it had mass-market appeal, it is now a hard-core fishing simulation. The crazy fools outside our office can rest easy for a while, because we certainly won't be raving or ranting about this title.

Chandra Nair

Aaaah, the small one. The story of our lives!

"It's now 30 minutes from when we switched the game on, and we have spotted our first bass"





Dreamcast Magazine Opinion

THE JUDGEMENT

FISH	FINGER
⊕ Well, it's got auto reel-in!	⊖ Hello... where are the fish?
⊕ Hey – you can drive your boat!	⊖ Excuse me... where are the fish??
⊕ Customise your fisherman/woman.	⊖ OI! WHERE ARE THE FISH??!!!!

2ND OPINION

When a game rocks it doesn't need much changing to make us buy the sequel. So why on earth have they taken one of the most fun games on the Dreamcast and turned it into something that not even my dad (a devout fisherman himself) would play? The original was a bundle of laughs to play, but *SBF2* just turns into a series of swear words being hurled at the fish who refuse to bite and at least one broken fishing controller... it's so annoyingly dull! This is for hardcore fans only – everyone else should pick up the old, but still great original.

Martin Mathers

ALTERNATIVELY

SEGA Bass Fishing

No contest. The daddy of all fishing games. Nuff said.

Reviewed: Issue 03
Dreamcast Rating: 80%

SEGA Marine Fishing

Not as good as *SBF*, but at least you can catch different fish.

Reviewed: Issue 24
Dreamcast Rating: 69%

DREAMCAST RATING

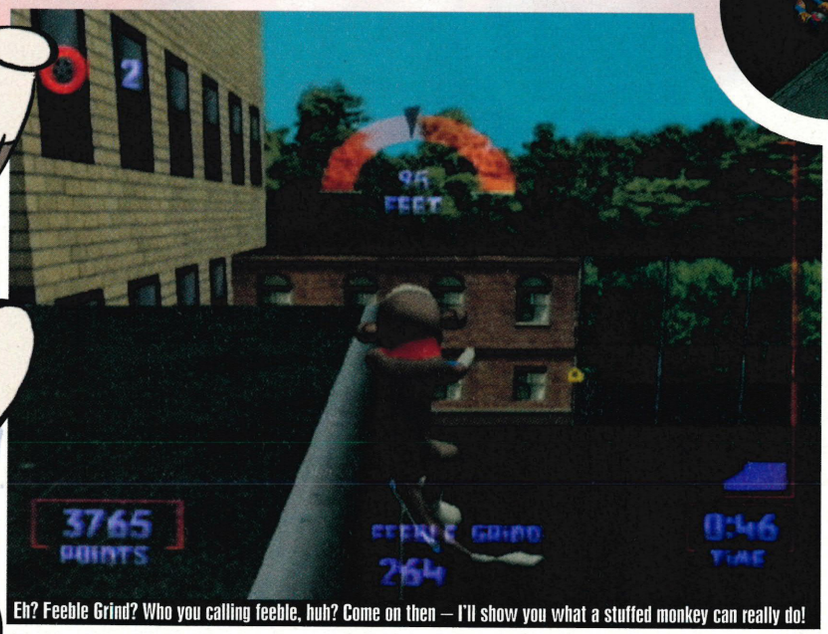
VISUALS	72%
SOUNDS	70%
GAMEPLAY	58%
VALUE	70%

61%

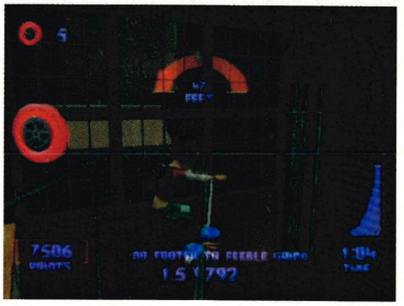
SUMMING UP

One for those who actually like sitting on a wet bank for hours, soaking in the 'atmosphere'.

Web site: www.cravegames.com



Eh? Feeble Grind? Who you calling feeble, huh? Come on then – I'll show you what a stuffed monkey can really do!



Razor Freestyle

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

We've seen it a million times before – one company comes up with a storming idea for a game, then suddenly there's a slew of near-identical titles coming from all directions. What's more, they usually all suck, as no matter how hard they try, these new games simply cannot match the excellence of the game they're attempting to emulate. *StreetFighter 2* ended up being copied into infinity, *Super Mario Brothers* started a whole wave of platform replicas... the list goes on. Now that consoles have developed as far as they have though, you'd have thought that the games developers might have learned to come up with their own ideas, eh? Err, no...

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

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

Scoot Or Die

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

infobuster
Extra information

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

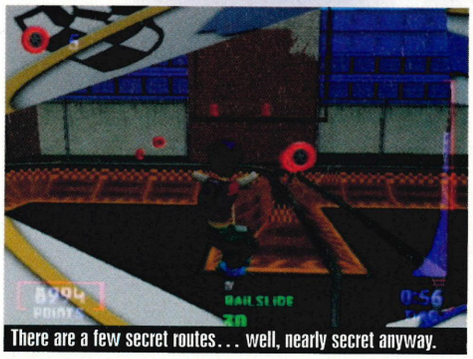
essential information

Dreamcast magazine

PUBLISHER	CRAVE ENTERTAINMENT
DEVELOPER	SHABA GAMES
RELEASE	OUT NOW (US)
GOT IT FROM	VIDEO GAME CENTRE (01202 527314)
PRICE	£39.99
GENRE	SPORTS
PLAYERS	2 PLAYERS
VM UNIT	SAVES GAME/CHARACTERS
PERIPHERALS	VIBRATION PACK

www.razorscooters.com

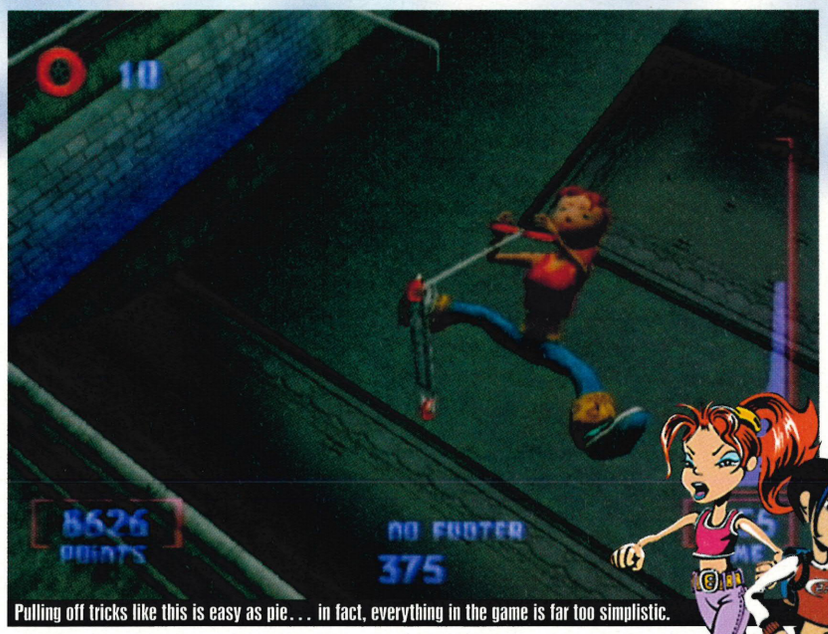
If you have to own these godforsaken things, at least get a decent one – the official Razor Web site has tons of the damn things left. Hmm... wonder why?



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

awesome moment

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



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

Scooter

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

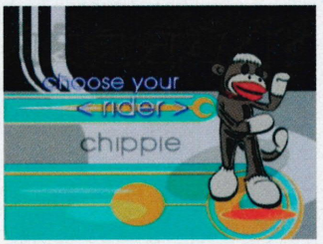
You want some examples? Well, there are two characters to choose from at the start with a further seven to unlock as you save your friends. Sadly, they're all exactly the same – with no added Special Moves to discover or increased abilities over one another, there's absolutely no incentive what so ever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

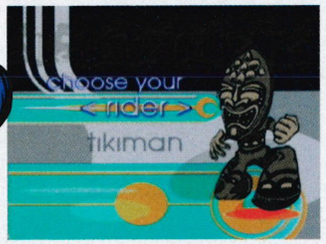
It's not that *Razor Freestyle Scooter* is a bad game – for the younger gamers out there, it's a decent alternative to the 'tougher' *Tony Hawk's 2*. For the rest of you though, we doubt you'll get anything more than a few hours worth of play out of it and that's hardly worth the asking price, is it?

Martin Mathers

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

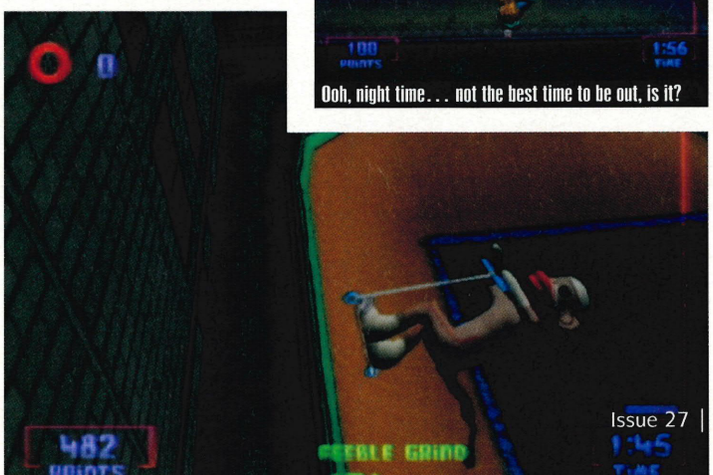
That's What Friends Are For



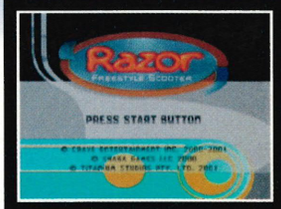


The whole premise about a giant robot kidnapping all your scooter-riding friends and holding them hostage until you can complete all of his challenges might be bizarre enough, but throw in the list of secret 'friends' to save and the game falls right off the edge. Hands up... how many kids with scooters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

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



Dreamcast Magazine Opinion



THE JUDGEMENT

RAZOR	BEARD
⊕ It's Tony Hawk's on a scooter!	⊖ Far too slow to be termed 'fun'
⊕ The opening levels are pretty darn big...	⊖ Err... how many actual levels?
⊕ 'The kids will love it', as they say	⊖ All the characters are exactly the same

2ND OPINION

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

ALTERNATIVELY

Tony Hawk's Pro Skater 2

The best (we emphasise the word 'best') damn skating game ever.

Reviewed: Issue 17
Dreamcast Rating: 96%

MTV Sports Skateboarding

An attempt at the genre that falls over and grazes its knees rather badly.

Reviewed: Issue 17
Dreamcast Rating: 68%

DREAMCAST RATING

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

62%

SUMMING UP

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

Web site: www.redstorm.com

Become convinced that pretty graphics a great game make. Get excited by prospect of space combat and explosions, wow! Add game to basket. Pay money.

infoburst

Extra information>

- Space was invented by Hans De Vermin who discovered that if he moved objects from an area he'd be left with a blank area.
- This came 20 years after failed experiments involving his own urine, 78 copies of Escort and a Staffordshire Bull Terrier named Karl.
- Red Storm are the ones famous for sucking the fun out of PC hit *Rainbow Six*, as if said game had been bitten by a fun snake.
- In real life, destroying an intergalactic armada of space villains is really quite compelling. Honest...

Ever wanted to dogfight over a freshly poured pint of Guinness? Thought not.

Bang! Gunship

In space no-one can hear you scream... but if they could, would they really give a monkeys?

Space isn't dull. Very big, mostly black and rather cold maybe... but dull? No way. Recently, the Hubble Telescope has found things that even the largest sceptic must agree are fairly interesting or at least pretty and trippy enough to hang next to your hilarious 'Take Me To Your Dealer' poster. As luck would have it, it seems like these very same gaseous nebulas make up many of the backdrops for this latest space shoot-'em-up – you've got all the beauty of space as realised by the latest NASA technology providing an arena for some hotdoggin' dog-fighting, so you can't fail to be impressed. Unfortunately, something's gone horribly wrong between concept and design because... well, it's all just too crap for words. The clue's in the title really. *Bang, Gunship Elite*... if they couldn't even be arsed thinking of a decent name, how the hell are we expected to believe the game could be any real cop?

BOOM! Peashooter School

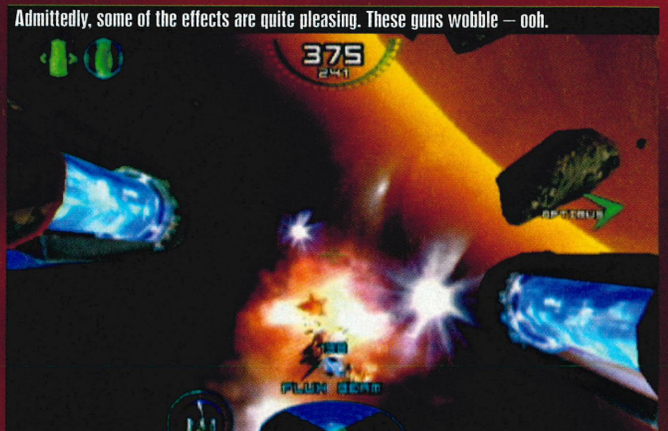
Every game deserves a story and we can't just moan without any reason – mainly because such rants, mighty court cases make. Right, here goes... there are three races – the Arikhans, the Numidians and the Dagons and they're all in the pub when this hooker walks in with a goat and... oops, almost tried to make a joke when there really isn't anything funny here. These races are all buddies and get along fine until these Sektars turn up and start attacking their happy alliance. Not surprisingly, you play a young, and no doubt hotshot, Arikhan pilot who gets to climb into a featureless space craft and kick some Sektarian butt. Through nineteen missions no less... nineteen missions that may as well just be one, such is the variety in your tasks. Basically, you just kill and pick up the occasional new weapon. Then you kill some more – it is as basic as that. Once you've killed enough of the enemy you'll win. Easy. But it seems that the real test isn't so much in your fighting skills, which you'll need since the game isn't totally inept, but in your ability to trudge on through wave after wave of enemy craft. Come on, people; we're in the 21st Century now and it's been a while since we've been enthralled by destroying masses of enemy craft with an occasional bonus for

essential information>

Dreamcast magazine

PUBLISHER	RED STORM ENTERTAINMENT
DEVELOPER	RAYLAND
RELEASE	OUT NOW (US)
GOT IT FROM	VIDEO GAME CENTRE (01202 527314)
PRICE	£39.99
GENRE	SHOOT-'EM-UP
PLAYERS	1 PLAYER
VM UNIT	SAVES GAME
PERIPHERALS	VIBRATION PACK

Admittedly, some of the effects are quite pleasing. These guns wobble – ooh.



awesome moment

The space nebulas are very pretty. Makes you want to go and look at the night sky.

We said it looked very pretty... shame it is just so monotonous.

Elite

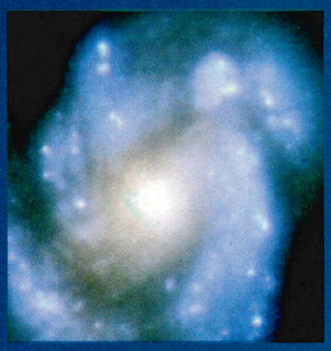
zapping a larger ship. We need something more – we're humans after all and never satisfied with our lot for very long. Well, variety isn't something that *Bang! Gunship Elite* has in spades... or even teaspoons for that matter. Supposedly, it is just meant to be a straightforward, no nonsense shooter – loud, brash and unashamed of its superficiality; a stereotypical Geordie of a game that does what it likes and likes what it bloody well does. We're the people who are used to performing repetitive tasks; collecting gems, eating powerpills and shooting identical soldiers in the face. We should get on like nobody's business.

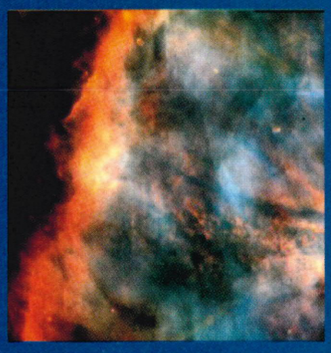
Space For Rent

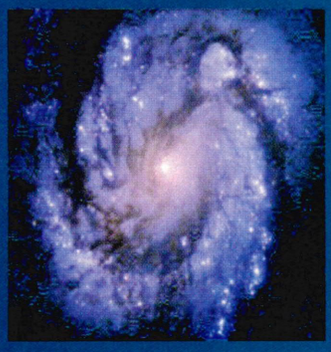
But no... to be even more picky, we'd like to point out the game's featureless cockpit that only changes as different weapons are chosen and gun barrels are replaced. No outside views, no way of turning your head – you just have to stare straight on as bitmaps of space spin around. To be fairer, the blasts and explosions sound meaty enough and the planets have a certain weight to them. But that's it. You'd be better off sticking a poster that features the wonders of space to a tree, then shooting selected constellations with an airgun. It's so crushingly dull, only a mediocre nowhere score will do.

Will Johnston

"Loud, brash and unashamed of its superficiality – a stereotypical Geordie of a game"

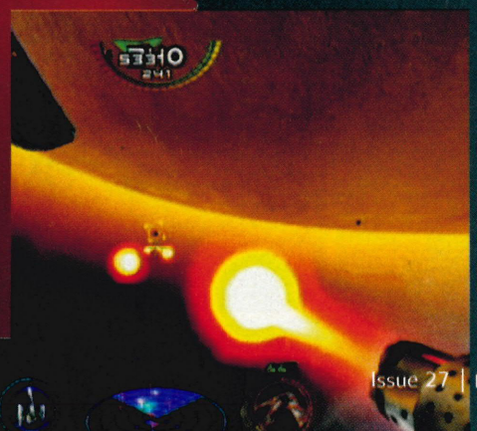






Space Dust

Since one part of *Bang! Gunship Elite* is pretty much like the other we've chosen not to go into depth about the bit where you shoot a spaceship, but have instead elected to show some pretty pictures from the Hubble Telescope. For more of these, and enough information to fuel a million conspiracy theories, point your Web browsers at www.nasa.gov.



Dreamcast Magazine Opinion

THE JUDGEMENT

STAR	BORES
⊕ Big explosions. Mmm, pretty explosions!	⊖ Don't wanna shoot another craft
⊕ The silence of space – brilliantly broken	⊖ It's like being force-fed sprouts
⊕ Er... some of the larger craft look okay	⊖ No, really couldn't manage another

2ND OPINION

Space... the final frontier and the most depressingly dull place to be in the known universe, if *Bang! Gunship Elite* is anything to go by. Having been force-fed a diet of *Star Trek* and other exciting outer space adventures as a child, I can't possibly understand what made Red Storm come up with such a boring game. Come on, people... can't you use your imaginations? If I wanted to be bored to death, I'd sit and watch my freezer defrost... or play the first *Shenmue* game. Ooh, controversial – I'm bound to get a kick for that one...

Martin Mathers

ALTERNATIVELY

StarLancer

Now, this is brilliant space saga. Exceptional in every way.

Reviewed: Issue 18
Dreamcast Rating: 93%

Armada

Full of depth, though the actual gameplay could do with a polish.

Reviewed: Issue 05
Dreamcast Rating: 71%

DREAMCAST RATING

VISUALS	70%
SOUNDS	75%
GAMEPLAY	50%
VALUE	50%

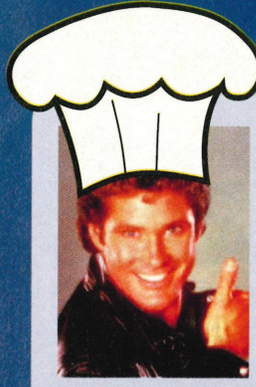
50%

SUMMING UP

Man's future may be in space but we ain't budging 'till space gets some more decent games.

Sponsored by freeserve www.freeserve.com

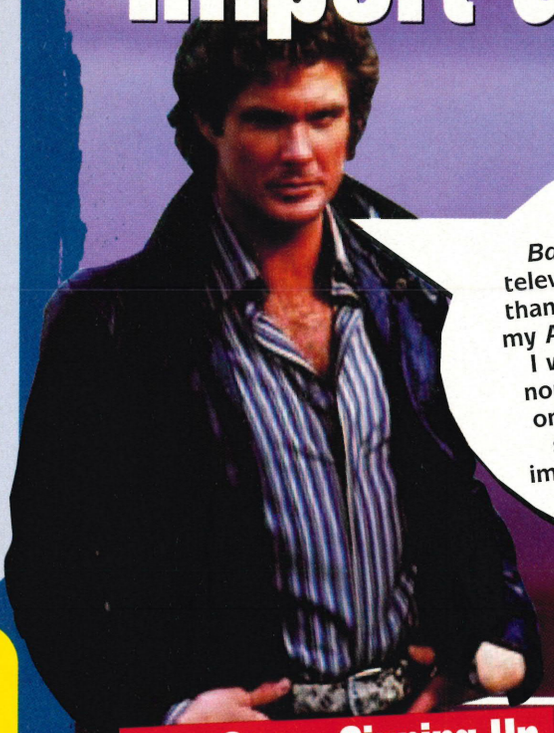
DAVID HASSELHOFF'S Guide To Playing US Import Games Online!



David's Recipe For Online Success

To do this, you will need:

- One Dreamcast, which has to be connected to the Internet
- One import copy of *Quake III Arena/Unreal Tournament/Floigan Brothers/WSB2K2*
- One PC, connected to the Internet (optional)
- A grown-up to help you... if you're young, easily confused or don't have the permission of the person paying for the Internet phone calls.



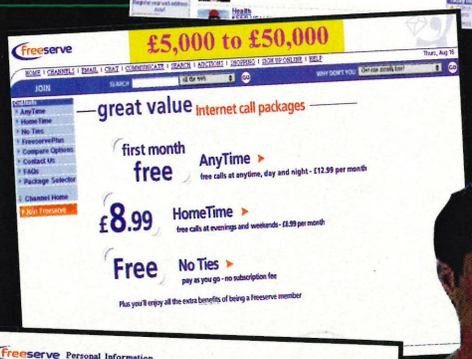
Hi there! I'm David Hasselhoff. You might remember me from such TV shows as *Knight Rider*, *Baywatch* and... err, *Baywatch Nights*. When I'm not living the life of a top television celebrity though, there's nothing I like doing more than playing some online games through my Dreamcast with my American friends. Of course, you Brits can't do that. Why, I was saying to KITT just the other day how unfair it was none of the PAL games coming out these days let you play online... it ain't right, man! It was then that KITT used his super-computer brain to tell me how you guys can buy import games with online options and still play them over the Internet – all without costing you more than the price of a local call! Amazing! He's not just a car, you know...

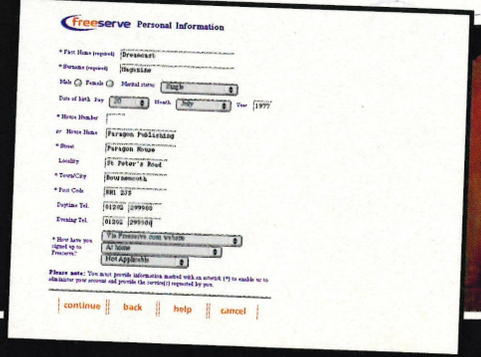
Warning

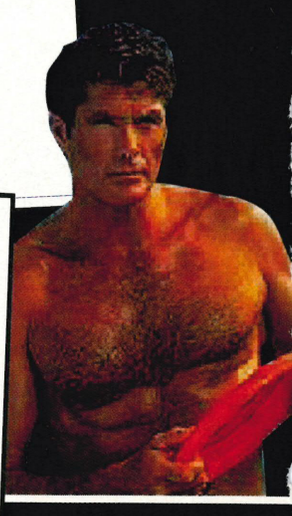
Before you go about changing all the Internet settings on your Dreamcast, there is one thing I should point out that might make you change your mind. Using the method I've outlined here will delete all your old DreamArena settings, meaning that you will no longer be able to use the Dream Key to access your DreamArena account if you've set one up. If you do choose to wipe out your old DreamArena settings, you'll need to make a note of them beforehand and KEEP THEM SAFE! Doing this means that you can restore your original settings; you simply have to boot up your import game that gives you the chance to change the Internet settings, then re-enter the old user name, password and phone number. Just don't come crying to me and my mate Billy Warlock if you forget to do it...

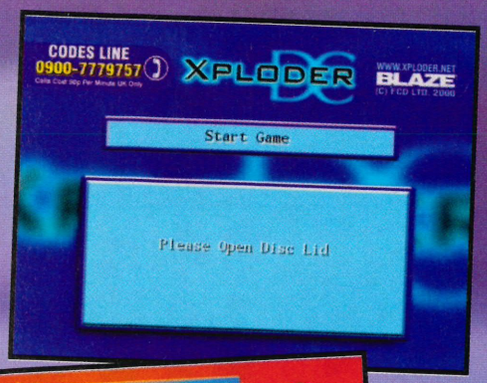
Part One – Signing Up

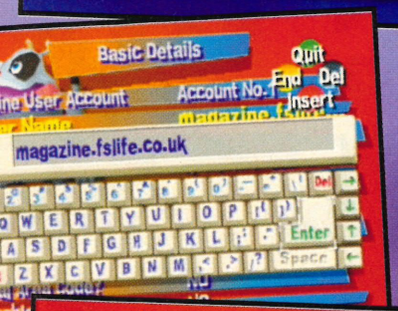
- Using your Dreamcast (or a PC if you have one to hand – it makes negotiating the Freeserve site easier), connect to the Internet and head on over to www.freeserve.com. On the main page, click on the option to Join Freeserve in the top left-hand corner of the screen.
- There are several packages that you can choose from when you join – if you're looking for free Internet calls, you need to pay a monthly charge. Personally, I'd just go for the No Ties option at the bottom; this way, you'll only have to pay for the phone calls, which are charged at a low local rate.
- Once you've clicked on Subscribe, chosen to sign up to Freeserve as a first-time member and accepted the Terms And Conditions on the subsequent pages, you'll have to enter your personal details into the spaces provided. Don't leave anything marked with an asterix out! Click Continue and do the same on the next page before carrying on.

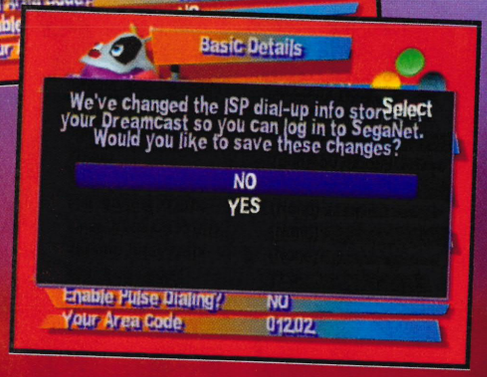












Part Two – Getting Online

- So, in order to get online, you need to boot up your Dreamcast using the Xploder method, described in the Import Games feature back in issue 21 (written by my good buddie, George W Bush), and insert your import copy of *Quake III Arena*, *Unreal Tournament* or *Floigan Brothers*. It's important to use one of these three games rather than any others as they allow you to configure your Internet Service Provider (ISP) details manually.

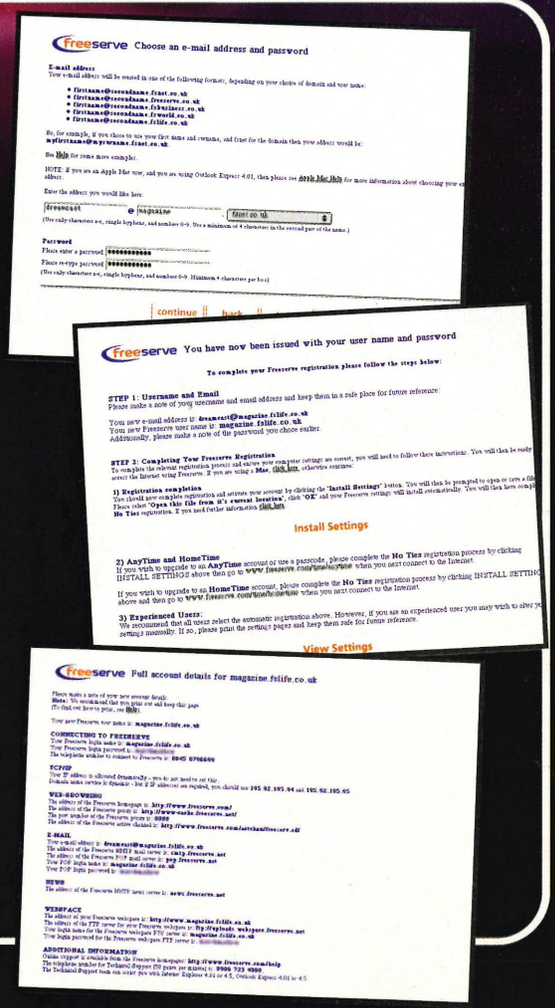
- Choose to go online from the options on the main menu and you'll be given the chance to enter your own ISP details... this is where your Freeserve details come in. Firstly, write down your old ISP information (if there is any – check the Warning! boxout for more information). Now ignore all of the other options and simply enter your Login Name, Password and the Dial-Up Number in the spaces that are provided.

- When prompted that your ISP details have to configured to allow you to connect to SegaNet, confirm that you wish to save these settings to your Dreamcast memory. Voila! Your Dreamcast is now set to dial Freeserve – at the local call rate – but connect direct to the US SegaNet servers and allow you to play people like me online. Hoorah!

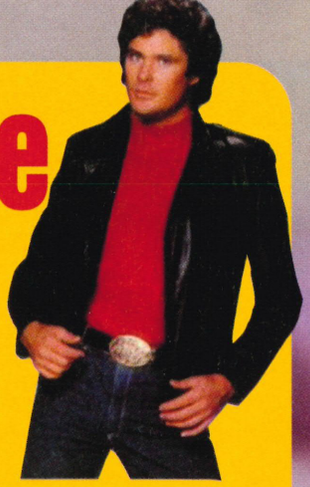
- You'll be given the opportunity to select an email address for yourself, although this isn't important as you won't be able to access it from your Dreamcast. However, you WILL need to enter a password for yourself at the bottom... make sure it's something you won't forget!

- When you reach the final page of the Freeserve application section (telling you that you have been issued with your User Name and Password), STOP! Don't scroll down to the bottom – instead, click on the option in the middle of the page that refers to people accessing the site with an Apple Mac computer.

- This is the important bit... at the next page that comes up, write down all the details in the section marked Connecting To Freeserve. You will need your Freeserve Login Name, Login Password AND the telephone number needed to connect to Freeserve. Don't lose it! Now click on the Done option at the bottom in order to complete your application.



Gimme Five, Man!



> Now that you've learnt how to play those import games online, you'll be looking to get your hands on some won't you? Well, don't fret – here's a quick rundown of the five stunners I've been getting my teeth into recently...

1 Alien Front Online

> No lag, tons of action and up to eight players online at once – what more could you ask for in an online game, eh?

2 Unreal Tournament

> The true classic of the shoot-'em-ups, but now you can play it online against other gamers... if you pick up an American copy instead, of course.

3 Daytona USA 2001

> SEGA swindled you Brits out of being able to race online. Maybe it's time you got yourself a little payback and bought an import copy!

4 NFL 2K1

> Online sports entertainment at its finest. Just remember though... you'll be taking on us Americans and we invented this sport!

5 Outtrigger

> You'll only get up to four people online with this, but considering the PAL version doesn't let you have any... well, who really cares?

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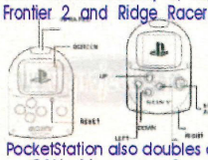
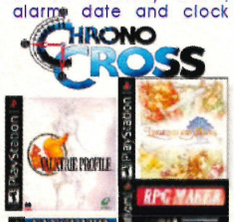


PocketStation also doubles as a PSX Memory Card, alarm, date and clock



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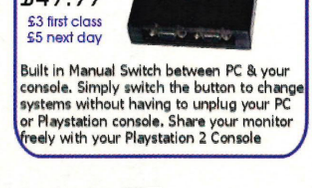

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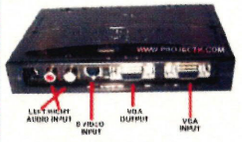

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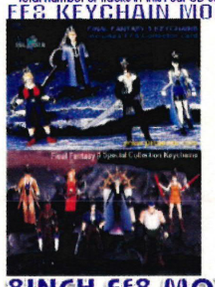

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interact

Only one magazine gives you all of this and more! You're here, we're here, so why not get yourself involved in the fun?

WIN! Mad Catz Peripherals Page 64

Directory

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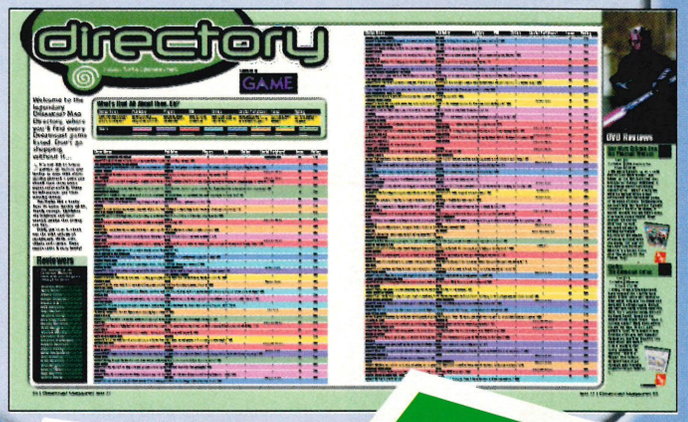

Alien Front Online

72 The complete guide to bashing those pesky invading aliens!

Regulars

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interact Mailbox

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

WIN! Mad Catz Peripherals

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

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

Funk Soul Brother?

Turn up the base line I got 21 seconds to chat this line in time
First of all I'm gonna big up the ladies
Lookin' slender an fine
Mmm, mine
Don't gimmie no deadline
Gimmie some more time
Gimmie 29, seconds to chat this line
Other MCs, wait in line
How old are my 21,
I got 21 seconds till my vocals done
2 multiplied by 10, plus 1
Raymond done
MC Raymond Dennis

DM: Surely, it's bass line? Anyway, that's beautiful, you have a real talent, but not necessarily in the music industry...

World Of Leisure

I just wanted to say thanks for doing that guide to playing Japanese and US games in issue 21. I also want to thank you for covering import games. Had it not been for you I would have never discovered the delights of this fantastic disk. The Blaze Xploder cheat disk. Yeah, the Official Dreamcast Mag can rant on about how reviewing import games is useless as they'll never make it over here. Anyway, back to the cheat disk. Not only is it an awesome and easy way to cheat in games, it also enables people to play great games from the other side of the world. Thanks to Blaze for inventing it. Thanks also to Video Game Centre for helping me get hold of this and being so helpful. One last reminder: don't forget to buy the disk people.
Oliver Scott, via email

DM: Hey, no problem fella. We're pleased that the guide was useful to you as we felt that to extend your Dreamcast gaming pleasure a little import gaming was the way forward.

I Want To Play!

Recently, I've started to think that us Euros don't have much luck with DC games or with any other console. Yesterday when I was reading the review section of your mag I noticed that every single game that was reviewed was... IMPORTED!!... don't get me wrong, I understand that the release schedule for the DC is getting smaller every month but there's got to be some PAL games that could be reviewed for the people who can't afford to play imported games? The truth is I envy the readers who can play imports because I can't! Thank you for letting me get my moan off my chest.

Oh, and is there anything that would allow me to play import games that does not mean getting my DC chipped?
Adam Innes, via email

DM: Sorry fella, PAL games have been a little thin on the ground of late, but that will change over the next couple of months. So our Euro luck must be changing (fingers crossed). As for import gaming – get yourself a DC-X from Blaze that will allow you to play import games. Or, alternatively, you could use the free disc that we kindly gave away with issue 24 of Dreamcast Magazine....

You Gotta Love 'Em

Please let me just say that I think the Dreamcast is the next best thing since sliced bread, (I never discovered toast). But, despite its sacredness, it has led to a glitch in my life. My girlfriend loves it. She is obsessed by it. Every time she came to my student room in sunny Lampeter (where?! I hear you cry) it was not to kiss, hug or seduce, it was to play f**cking Sonic the f**cking hedgehog. This has continued for months. There is no sex life, no chance for it to start, and my wrists are aching. The worst occasion was when she managed to play Sonic for nine hours straight. If only that stamina could be put to better use!

She has the Dreamcast now, in Canterbury, whilst I languish in mid-Wales devoid of a beautiful lady and a damn good console. IT IS NOT FAIR! I have bought many Dreamcast games and duly sent them to Canterbury, hoping my affections will pay off, I start term again soon and I wonder just what will happen.

Please excuse this rant; it needed to be said. You are probably thinking 'sad bastard', and you would be right. I should nail her hands together or something, put my foot down, be assertive. But then, if I did, I would be ripped to pieces.
Oh dear.
Martyn Cameron, via email

*DM: *Snigger* Have some peripherals to give to your girlfriend. It sounds like she needs them!*

contact

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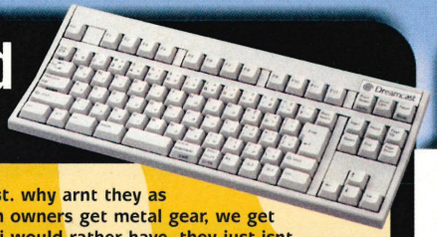
Desperately In Need Of A Keyboard



> Im so sick of the games on the dreamcst. why arnt they as exciting as the playstation, eg: playstation owners get metal gear, we get hidden and dangerouse i know witch one i would rather have. they just isnt decent games on the beloved dreamcast. ok we get some excelent graphics but what good is graphics whe the game gets crap and boring after 2 minutes of gameplay the games arnt long and there no fun
> C Busby, via email

DM: Eh? What? Sorry, but you are dumb!

Ah, Bless...

I regret to say that I've come to your magazine relatively late, in fact issue 24 was my first purchase. Prior to that I was a subscriber to *Official Dreamcast Magazine*. I was even in the magazine three times in the discussion section, and when Dennis Publishing dumped the magazine without warning I was left scratching around for another DC magazine. The standard of writing on Web sites is generally appaling and my only other magazine subscription, to *Edge*, doesn't provide enough analysis of SEGA and Dreamcast games. Needless to say, I've been pleasantly surprised by the standard of writing in your magazine and I'm going to continue buying it until you cease publishing.

The speed of the collapse of the Dreamcast has been rather startling to behold, but I haven't regretted my decision to buy one for a moment. In fact, I've even bought a spare US machine as my software collection is worth many times the cost of the hardware, and that also gives me one DC in the lounge and another in the study sharing my PC monitor. I only recently bought a Saturn (with 30 games for £40!) and, speaking to friends who owned a Saturn during its supported life, the demise of the DC is far quicker than the fate which befell the Saturn. It's depressing to see a console that has provided me with so many extraordinary gaming opportunities and introduced me to so many new friends falling beneath the wheels of blind, brand loyalty. Just last weekend I visited a friend I met through *PSO* for a party; *Samba* and alcoholic jelly proved a recipe for blurry rhythm related fun. That's just one of the memories I'll treasure, along with helping to organise meets with fellow DC gamers and furious *Soul Calibur* bouts against my girlfriend.

I'm glad to see that you are reviewing import software as I've been buying US releases and cheap Japanese software for a few months now and it's good to get a perspective on the major titles to prevent an expensive mistake. When the Dreamcast releases finally do stop I'm taking a break from gaming for two reasons. Firstly, the new games coming out on the other consoles don't interest me as much as the software which made the DC such a joy to own. Secondly, I need to catch up on some of the real life that the DC, and *PSO* in particular, has stolen from me. Still, as I said, no regrets.

Kindest regards,
Steve 'Vivid' Augustyn

DM: We're have you been? We're sure glad to have you aboard though and it's always nice to be appreciated – in fact, truth be told, it warmed our little hearts (even Martin smiled).

It's 'Im Again...

This is about Short Cuts. Stop printing so many stupid Short Cuts. Print useful ones and interesting ones. For reader reviews stop printing the same review of a game over and over again. There have been about three reviews for *WWF Royal Rumble*. Oh, and print some newer reviews. Last issue only one reader review was of a recent game (*PSO*).
Oliver Scott

DM: Well, that tells us, doesn't it! Get off your high horse, fella... We don't write the Short Cuts, you lot do! If they are silly it's because you crazy people send in silly messages to us. Much the same applies to the reader reviews. We print what we get sent in and many of the reviews we get are too long, too short, too inane and mostly of the same games. What are we supposed to do?

It Might Just Happen...

Try and picture the scene. It's the year 2112 in an old school hall somewhere in the UK. A buzz of excitement comes from the group of people surrounding the table in the corner as a 'tank topped' young boffin blows the dust away from a mysterious white box.
"What is it?" asks the young boy who brought his find to the latest series of the Antiques Roadshow.
"Amazing!" comes the man's reply, as he runs his finger over the faded blue swirl on the surface of the unit, "its an original SEGA Dreamcast. Launched by SEGA in 1999, it was considered a games console for the connoisseur. Mysteriously ignored by the majority of the gaming public, it was supported by original and innovative software of the highest quality. Ironically it was the originality of the games that led to its own demise, with the majority of gamers too naive to move away from recognised sequels and triquels produced for rival formats. However, it did result in SEGA re-focusing on software paving the way to the company's present status as the number one software developer."
"Is it worth anything?" the boy asks, eyes wide with excitement.
"With the game set you have, including classics such as *Shenmue*, *F355 Challenge*, *PSO*, *Sonic* and *Samba De Amigo*, it could fetch more than 100,000 credits at auction. Absolutely priceless to a collector, where did you find it?"
"In my Grandad's loft under a MegaDrive and Saturn box."
The man's jaw drops!
Cheers and Great Mag
Andy Masters, via email

Short Cuts

> Here's some wise words of wisdom to live by: "You can lead a horse to water but you can't make it do the Waltz if it doesn't wanna marry the Duke of York."
> Chris Slinger, via email
> *DM: What?*

> Hey there.
> Recently my dreamcast sprouted wings and flew off with my dog!Wwhat shall I do?
> Tiz, via email
> *DM: Get help?*

> DC is da best PS2 is poo! innit man!
> Jake Thorn, via email
> *DM: We've heard this before...*

> Please could you send me information on the *Crazy Taxi 2* competition. Many thanks.
> Stephen Fulford, via email
> *DM: What?*

> Arrrrr help me, a rabbit's nibbling my toes and eating my bananas!!!!!!!!
> Robert Ackroyd, via email
> *DM: Are you sure?*

> The boy needs therapy. What does that mean (asks James Dean)? You're a nut! You're crazy in the coconut! No, not me. Just everyone else...
> David Goodward, via email
> *DM: ER...*

> Hi, I was just wondering if you received my two letters entering the Outtrigger and M-SR competitions?
> Oliver Scott, via email
> *DM: If you sent them, they will have arrived...*

> Wow exciting news Andy parr.....tridge knows Eric Mudie!
> Robackr via email
> *DM: That's very exciting news and we're very pleased!*

interact Reader Reviews

This month you pick some of the big hitters from the Dreamcast back catalogue!

FREE!

MadCatz Dream Pad For Every Reader Review

If you're desperate to let the world know what you think about a particular game, just put 100 words into some kind of coherent order and send them to us at the address below. Every review that's printed earns its author a Mad Catz Dream Pad controller, so get cracking...

● The views expressed in these reviews are those of the reader and not Dreamcast Magazine.

contact

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

By email...
dreamcast@paragon.co.uk

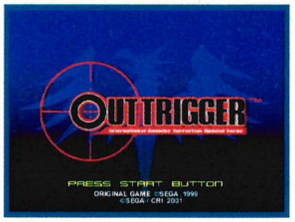
By snail mail...
Reader Reviews
Dreamcast Magazine
Paragon Publishing
St Peter's Road
Bournemouth
BH1 2JS

Space Channel 5

Publisher	SEGA
Developer	In-house
Origin	Japan
Genre	Party/puzzle
Reviewed by	Helena Chapman

Get ready to save the world in a brand new way, and prove you're the funkiest dancer in the universe. Dance your way through the stages with *Space Channel 5*'s reporter Ulala. Out-dance the funky invading aliens and save the dancing hostages, sending your view rating to the max! The soundtracks are outstanding and the sharp graphics are unique. Also, progressing through the game will unlock a cool gallery, where you can view all the characters in the game. Don't miss one of the best ever games on the Dreamcast.

Overall 94%

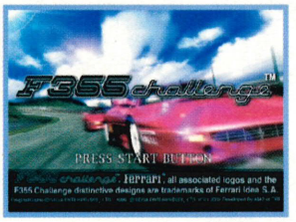


Outtrigger

Publisher	SEGA
Developer	In-house
Origin	Japan
Genre	Shoot-'em-up
Reviewed by	Dominic Youel

Wow! My mates were speechless when I showed them *Outtrigger*, because everything about it is perfect! There are loads of levels, guns and characters. The graphics are as detailed as *Shenmue*, and the gameplay is faster than *Chu Chu Rocket*. It's not exactly realistic – sometimes taking four rockets without dying, but that makes for a longer deathmatch. The best part of *Outtrigger* is the multiplayer aspect – being like *Quake 3*, the only objective is to kill people. The Solo mode isn't as good, but if you have the cash, buy it now!

Overall 93%



Ferrari 355 Challenge

Publisher	SEGA
Developer	In-house
Origin	Japan
Genre	Driving/Racing
Reviewed by	Viral Thakerar

I didn't think much of this initially, and the fact there's only one car did put me off. The first time I played I couldn't control the Ferrari even with all the assists. The Training mode was extremely useful and you really do have to learn each course. The AI of the other cars is so lifelike, and you can have seen cars with this complex code and no slowdown, like the 60fps Two-player mode, with assists that can be altered for a fair race between a novice and a pro. So, if you can understand it, being a simulation, and are prepared to put the hours in, then this game is perfect.

Overall 94%

Soul Calibur

Publisher	SEGA
Developer	Namco
Origin	Japan
Genre	Beat-'em-up
Reviewed by	Clark Bullock

The best beat-'em-up around, I know it's quite old (but it is still my favourite), the game has superb graphics and really good gameplay. One of the best points is the fact that you can win so many new characters, loads more than other beat-'em-ups . The only downside is that some of the missions in Mission mode are so hard that they will make you throw down the controller in anger, but when you complete them you feel like you have kicked the computer's butt! If you haven't got it already, go and get it right now!

Overall 96%

answer back

Voicemail service

Have A Celebrity Answer your mobile

Coolest Answer Phone Greetings Ever!

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

0906 640 9634

ORANGE users please call from a normal phone!

TOP10

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

Stars & Celebrities

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

Humorous

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

Music

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

Bizarre

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

USA

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

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

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

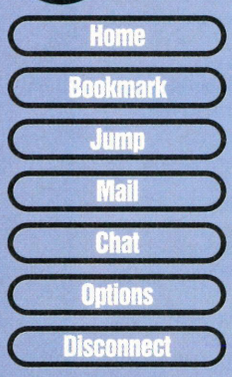
This service is compatible with all handsets and all Networks. **Write your new pin number on a piece of paper and have it to hand.** You will also be given an order number that you can quote in the event of any problems. Please ask permission from the person responsible for paying the phone bill before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

interact DC-Online

Ahh, the Internet... where would we be without it? Short of two pages for the mag, that's where. This month we look at the glorious world of ice cream, pick up some tips on ironing when up the side of a mountain and go back to our youth with those crazy Autobots and Decepticons...

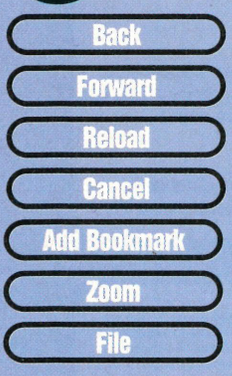
1. **Plug your Dreamcast modem into the phone line.**
2. **Place the Dream Key disc into your Dreamcast and press start. This is your passport to infinite knowledge.**
3. **If it's your first time logging on you will have to register, but if not, you will arrive at the DreamArena, a site only accessible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

Robots In Disguise

www.thetransformers.net

Site Rating 5

> Those of you who are younger than us might not have much of a memory for the Transformers, but we can assure you that they were THE toy to own in the mid-to-late Eighties. Why were they so great? It was probably because one minute they could be robots and the next they'd change into something cool like a plane, a car or a tape recorder (well, we thought that was cool). There were toys, a cartoon series, comics... loads of stuff. Thankfully, some kind soul has sorted it all out here and posted it onto a fan site for you to take a gander at. What's more, those of you with PCs can even download episodes of the cartoon... joy!

Dreamcast magazine WEB SITE OF THE MONTH

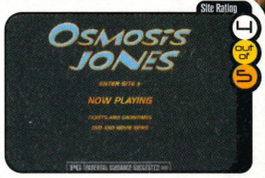
FILM

Germ Warfare

osmosisjones.warnerbros.com

Site Rating 5

> Okay, so a film set inside the body of a man who's dying of a deadly disease doesn't sound like much, but when you have people like Chris Rock and David Hyde-Pierce starring as germs in it... well, then things start getting interesting. Mixing together live action and state-of-the-art animation, this looks like a top-notch movie for both young and old cinema lovers.



Mmm, Pie

www.americanpiemovie.com

Site Rating 5

Gaz's Pick

> If you've seen the first *American Pie* movie, you'll know it was pretty cool, especially because that lovely foreign girl got all nay-kid in it (phoar). Now, the success of the original has brought about a sequel starring exactly the same cast, only slightly older. We can't begin to imagine what totally new and not replicated tomfoolery they'll get up to..!

Oooh, Scary

www.sessionnine.com

Site Rating 3

> Horror films tend to be a mixed bag of shlock rubbish, full of terrible special effects and genuine mind-warping psychotic scary flicks. To be honest, *Session Nine* looks a bit on the dodgy side (it's not exactly packed with stars), but then anything set in a disused insane asylum is bound to get our pulses racing at some point. Simon's going to feel right at home when he watches it...

MUSIC

Do The Math

www.sum41.com/html/home_fullframe.html

Site Rating 4

> Doing the rounds in the office at the moment is the rather great *All Killer, No Filler* album by Canadian punk rockers, Sum 41. They're a bit like Green Day and a bit like Blink 182, only with more members and less numbers in their band name... and that's about all you need to know. The music's ideal for a good headbanging session, so nip down the shops and pick it up soon.

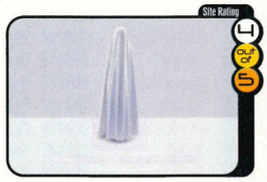
White As A Sheet

www.spiritualized.com/nf_index.html

Site Rating 4

Alex's Pick

> After 1997's phenomenal and award winning *Ladies And Gentleman We're Floating In Space*, Spiritualized are back with a new album in the form of *Let It Come Down* and, believe it or not, it's even better. The Web site's not bad either, with all you'd ever need to know about the band, news and tour dates.

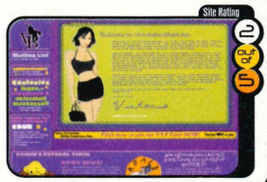


Thick As Vic

www.victoriabeckham.mu

Site Rating 2

> Well, it had to happen some time... didn't it? Seeing as we left her out of our Spice Girls special a few months back (though it wasn't by accident, we have to admit), we felt it necessary to chuck in her 'official' site to make up the numbers. In truth, we can't stand her – not only does she mime terribly, but she has to resort to constant self-promotion just to sell a few singles. Bah.

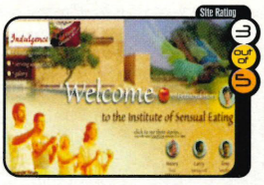


ICE CREAM

We Love This... www.benjerry.co.uk/index.html

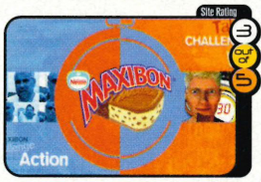
> Yeah, so it's easy to go out and buy a tub of plain old vanilla ice cream... but then where's the fun in that? If you're looking for something a bit more special, there's really only one place to turn – *Ben & Jerry's*. By far the best ice cream we've ever tasted (and coming in the most amazing flavours you'll see anywhere), you'll end up having a freezer full of the stuff... just like Mart then.

... And This... www.pathtojoy.org



> Not quite as incredible as *Ben & Jerry's*, but *Haagen Daz* was easily the innovator in quality ice cream. It's hideously expensive (coming in at around £4 a tub in most places... but then, so is most other decent ice cream) and has more calories in it than a lard sandwich, but who cares? All you need to know is it's lush... and more desirable than a large box full of inflatable Jordans.

... And These Too www.maxibon.co.uk



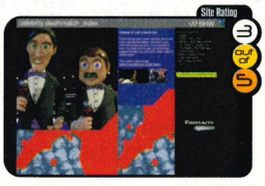
> Moving onto ice lollies and the like, we've become incredibly attached to *Maxibons* – a brick of ice cream with chocolate chunks, half covered in milk chocolate and half surrounded by chewy biscuit. They're more certainly a specialist ice cream for the more discerning amongst you; forget things like *Fab!* and *Feast* because these will have you hooked faster than a fish on a line.

COMEDY

Here's Johnny! vmaorigin.mtv.com/onair/jackass

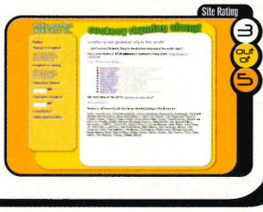
> If you've never been fortunate enough to see an episode of *Jackass*, you're missing out on something special. Basically, it's the show that the phrase 'Do Not Try This At Home' was invented for – a bunch of blokes performing a range of incredibly dangerous and stupid stunts that look like they really, really hurt. It's hilarious... especially that rather infamous 'Cup Testing' scene.

That's Gotta Hurt vmaorigin.mtv.com/onair/deathmatch



> Going even further on the violence scale (although it's all done in claymation, obviously), *Celebrity Deathmatch* has been one of our favourite shows for a long while now. There's nothing quite like watching two or more members of the entertainment business beating each other to a bloody pulp... ahh, the memories. Mind you, that was just this year's ECTS show...

Muuver Brahn www.cockneyrhymingslang.co.uk

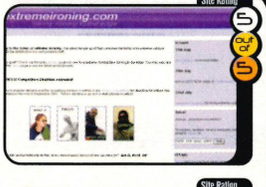


Simon's Pick

> London is the best city in the world and cockney rhyming slang is the best language in the world. Of course, if you're not totally up on your slang then you'll be wanting to come here; the best place for all your rhyming slang needs. It's got over 1000 different slang phrases, as well as a translator and even the opportunity to submit your own slang.

WEIRD

Creased To Hell www.extremeironing.com



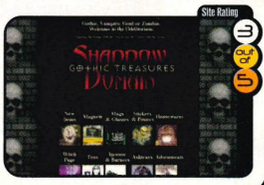
Mart's Pick

> Ironing's a pesky business... one slip and you've buggered up your clothes. If this is all you have to worry about think yourself lucky – there are some people who need to concentrate on hanging on for dear life and not falling to their deaths. Yes, welcome to the world of extreme ironing; a sport that combines outdoor activity with a nicely starched shirt.

Damn Fool www.cutoffmyfeet.com

> We knew that there were some stupid people out there, but this bloke takes the biscuit... in fact, he takes the whole barrel. Basically, he's got some problem with his legs and therefore has decided to cut them off, LIVE on the Internet with a home-made guillotine. All he needs is enough people to sponsor him, so that he can pay for whatever medical attention that follows.

Goth For Goth's Sake www.shaddowdomain.com



> Showing your individuality is all well and good, but there are some people who just have to go the whole hog and dress up like Goths. You know the types – wearing nothing but black, with studs through virtually every orifice available and covered in tattoos. If you fancy taking a dive into this world, you'd do well to check out this site; it's got everything you could ever need!

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?

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- An extensive Web-based knowledge database providing our games specialists with access to the solution of the problem within seconds.
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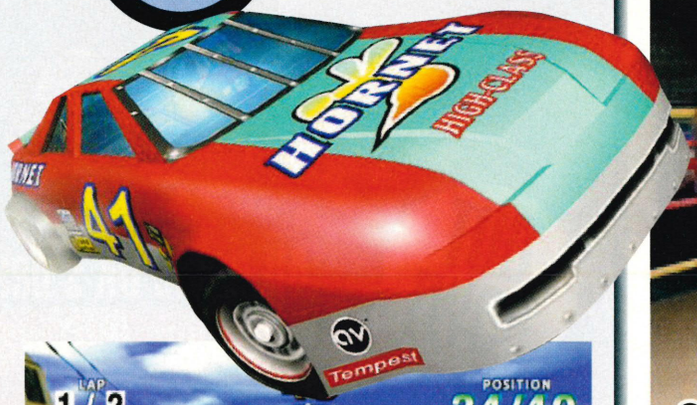
IMPORTANT – Calls cost £1.50 PER MINUTE at all times. Call charges will appear on your standard telephone bill. Please seek permission from the person paying the bill before calling.

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

Dreamcast solutions

Hints, Tips, Cheats and Guides



Daytona USA 2001

It might not have been online but *Daytona USA 2001* was still a classic and offered shed loads of replay value... especially if you wanted to unlock these cool cars.

Unlock Pywackett Barchetta

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

Grip	85
Accel	80
Top Speed	40

Unlock Rule of The 9th

Set 1st place record times on every track in each of its variations – normal, mirror, reverse, and mirror reverse.

Grip	50
Accel	85
Top Speed	85

Unlock Pywackett Barchetta Super

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

Grip	100
Accel	60
Top Speed	45

Unlock The Javelin

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

Grip	20
Accel	100
Top Speed	100

Unlock Unicorn

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

Grip	35
Accel	90
Top Speed	90

Ready 2 Rumble 2

As you'd expect from Midway, there's a load of crazy cheats and secrets to be unlocked in *Ready 2 Rumble 2*.

Unlock Everything

To unlock all boxers, all their costumes and some other goodies press Left, Right, Left x2, Right, Up, Down, R Trigger x5, L Trigger.

Unlock All Boxers

Press Left x2, Right, L Trigger, Left, Right x2, R Trigger x2, L Trigger.

Unlock All Championship Costumes

Press Left, Down, Right x2, Up, R Trigger, L Trigger, R Trigger 20, L Trigger.

Unlock All Holiday Costumes

Press Left x2, Down, Right, Up, R Trigger x8, L Trigger, R Trigger x4, L Trigger.

Unlock Fat Mode

Press Right x2, Up, Down, Right, R Trigger x2, L Trigger.

Unlock Thin Mode

Press Right x2, Up, Down, Right, R Trigger, L Trigger.

Unlock Zombie Mode

Press Left, Up, Right, Down, R Trigger x2, L Trigger.

Unlock Big Head Mode

Press Right x2, Up, Down, Right, R Trigger x3.

Unlock Big Gloves Mode

Press Left, Right, Up, Down, R Trigger, L Trigger.

Unlock Fast Mode

Press Right x2, Up, Down, Right, R Trigger x5, L Trigger.

Phantasy Star Online

Everyone's favourite online RPG is brimming with little secrets for you to unlock and here's how.

Hidden Artwork

Put the game disc in the CD-ROM drive of your computer to find some saucy artwork for your desktop.

Unlock Extra Settings

Complete the offline game to unlock the 'Hard' difficulty setting. Then complete the game on the hard setting to unlock a 'Very Hard' option – and it's tough, we tell you!

Access Alternate Costume Colours

Start a new game and select a character before entering one of the names below to unlock two extra costume colours.

CHARACTER	NAME
Fomarl	DNEAOHUHEK
Fonewearl	XSYGSSHEOH
Fonewm	ASUEBHEBUI
Hucast	RUUHANGBRT
Humar	KSKAUDONSU
Hunewearl	MOUEOSRHUN
Racaseal	NUDNAFJOOH
Racat	MEIAUGHSYN
Ramar	SOUDEGMKSG

Xploder DC Codes

Metropolis Street Racer

Laptime
0:00:000
025388E0
00000000

Countdown
timer frozen
02182EF0
0003FFFF

Infinite jokers
0D182F08
00000001
00182F08
00000005

Start with 6 garage slots
0D183208
00000003
00183208
00000006

1 car passed = 50 cars
PASSED
0D1A0EE8
00000001
001A0EE8
00000034

Start in lap 3
0D19FAB2
00000000
0119FAB2
00000002

Start in lap 4
0D19FAB2
00000000
0119FAB2
00000003

Start in lap 5
0D19FAB2
00000000
0119FAB2
00000004

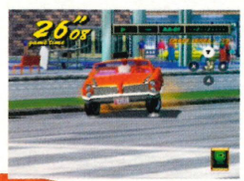
Start in lap 6
0D19FAB2
00000000
0119FAB2
00000005

Start in lap 7
0D19FAB2
00000000
0119FAB2
00000006

Start in lap 8
0D19FAB2
00000000
0119FAB2
00000007

All cars in showroom unlocked
04185954
002D0001
00030003

Crazy Taxi 2



A crazy game just has to have some crazy cheats, doesn't it? Well, you won't be disappointed...

No Arrows

Hold Start and then press A when you find yourself at the Character Selection screen.

No Destination Markers

For this one, hold Y and press A at the Character Selection screen.

Expert Mode

Hold Start + Y and press A at the Character Selection screen.

Unlock Around Apple Map

Complete the first row of the Crazy Pyramid.

Unlock Small Apple Map

Complete the second row of the Crazy Pyramid.

Unlock Push Bike

Complete the third row of the Crazy Pyramid.

Unlock Pram

Complete the fourth row of the Crazy Pyramid.

Unlock Original Characters

Complete the final mini-game, the Crazy Special, of the Crazy Pyramid.

Alternate Displays

For these cheats you'll need to have a controller in port three:

Press B on this controller you will have a first-person view.

Press Y and you'll change to another camera angle.

Press X and a speedometer will appear.

Finally, press L and you'll see that the colour of the arrow will change.

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A Bug's Life	Four Wheel Thunder	Ready 2 Rumble 1 & 2	Suzuki Alstare Ex. Racing
Aerowings 1 & 2	Fur Fighters	Record of Lodoss War	Sydney 2000
Alone in The Dark 4	Grandia 2	Red Dog	Tech Romancer
American Pro Trucker	GTA 2	Resident Evil 2	Tee Off Golf
Army Men Sarge's Her.	Hidden & Dangerous	Resident Evil 3: Nemesis	Test Drive 6
Bangaio	House of the Dead 2	Resident Evil: C. Veronica	The Nomad Soul
Bio Hazard: Code Ver.	Hydro Thunder	Revolt	Tokyo Extreme Racer
Blue Stinger	Incoming	Royal Rumble (WWF)	Tokyo Xtreme Racer 2
CAPCOM vs SNK	J McGrath S'cross 2000	S Wars: Jedi Power Battle	Tomb Raider 4
Carrier	Jedi Power Battles	Sega GT	Tomb Raider Chronicles
Championship Surfer	Jet Set Radio	Sega Rally 2	Tony Hawk's 1 & 2
Chicken Run	Kiss Psycho Circus	Shadowman	Toy Commander
Chu Chu Rocket	Legacy of Kain	Shenmue	Toy Racer
Code Veronica (Res. Evil)	Loony Tunes Space Race	Silent Scope	Toy Story 2
Confidential Mission	Marvel vs Capcom 1 & 2	Silver	Trickstyle
Cool Boarders Burrrn	MDK 2	Skies of Arcadia	UEFA Dream Soccer
Crazy Taxi 1 & 2	Metropolis Street Racer	Soldier Of Fortune	UEFA Striker
D. Mirra Freestyle BMX	Millenium Soldier: Exp.	Sonic Adventure 1 & 2	Ulti. Fighting Champ.
Daytona USA 2	NBA Showtime	Sonic Shuffle	Unreal Tournament
Dead or Alive 2	NFL Q'back Club 2000	Soul Calibur	Urban Chaos
Deadly Skies	NHL 2000	Soul Fighter	Vanishing Point
Dino Crisis	Nightmare Creatures 2	Soul Reaver (L. of Kain)	Virtua Athlete 2000
Dragon's Blood	Nomad Soul	South Park Rally	Virtua Fightr 3TB
Ducati World	Outtrigger	Spawn	Virtua Striker 2
Dynamite Cop	Phantasy Star Online	Speed Devils 2	Virtua Tennis
Ecco the Dolphin	Powerstone	Spiderman	V-Rally 2
ECW Anarchy Rulz	Powerstone 2	Star Wars Demolition	Wacky Races
ECW Hardcore Revol.	Psychic Force 2012	Star Wars: Racer	Who Wants To Be Million
Eighteen Wheeler	Quake 3	Starlancer	Worms Armageddon
Evil Dead: Hail to King	Railroad Tycoon 2	Street Fighter 3: 3rd Str.	WWF Attittude
Evolution	Rainbow 6 & R. Spear	Stupid Invaders	WWF Royal Rumble
Fighting Force 2	Rayman 2	Super Runabout	Zombie Revenge

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Questions and Answers

IT'S THE TONY HAWK SPECIAL!

Love is in the air for the gaming chimps this month – after playing *Samba De Amigo ver.2000* for ages, they've all fallen head over heels for Amiga the monkey. We tried to explain she wasn't real but... oh well. You can help them snap out of it by sending your game queries to:

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

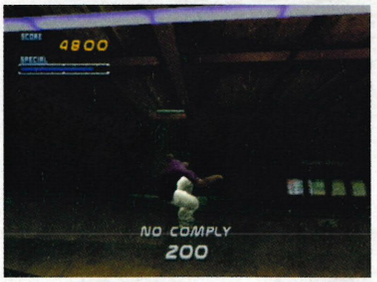
or you could write an email to dreamcast@paragon.co.uk... but that's only really for people who've forgotten how to use a biro.

School 2 • Opening The Gym

› You have to be grinding the Roll Call! Opunsezmee Rail! (which points almost directly at the gym entrance) at the precise moment that the school bell rings. It rings every twenty seconds from the start of the run – at 2:00, 1:40, 1:20 and so on.

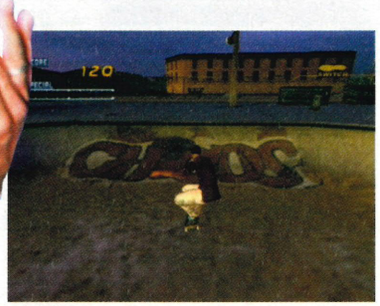
New York • Parking Meter Gap

› Ride past the entrance to the subway and you'll find a broken parking meter on the right. Go up the ramp just past it and turn around, then grind the rail facing the parking meter – now ollie off the end and land a grind on the parking meter itself.



Skate Street, Ventura • Nail The Rail

› Drop into the bowl on the right of the starting point, get some speed up and then ollie out of it on the side with the raised edge – you need to fly over this and land a grind on the halfpipe edge directly opposite.

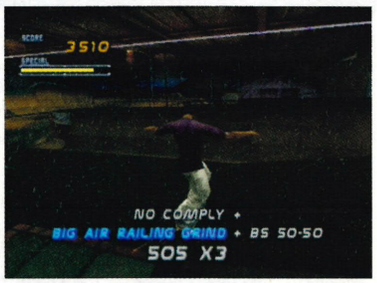


Marseille • Kink Clank

› Using the back of the vert ramp on the right of the raised grassy section, you'll need to jump over the top of it and land a grind on the rail leading down the set of steps directly ahead.

New York • Pillar Air

› Head for the secret area behind the wall ahead of you as the level starts, then skate to the back of it to find two massive pillars on a bank. Try using them as quarterpipes and ride up one, through the air between them and land on the other for the gap.



SSV • Big Air Railing Grind

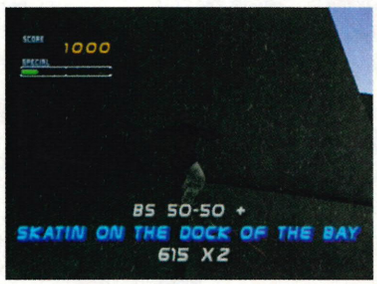
On the far left of the level, there's a raised walkway with a kicker ramp beneath it. Using the halfpipe nearby to get some speed up, you have to hit the kicker ramp and use it to land a grind on the railing of the walkway above. Not easy!

New York • Path Less Travelled

› Go through the park entrance in the far-left corner of the stage and grind the railing on the left, making a huge ollie over to the benches on the right near the end to get this tricky gap.

Venice Beach • 10 Point Landing!

› Get yourself up onto the rooftops above the Seaside Handrail (where the A is when you try to spell out SKATE). Turn towards the gap with the Seaside Handrail way below, then skate off the edge and land a grind on that rail.



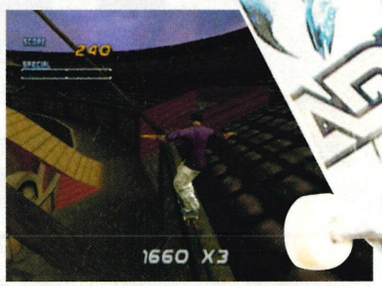
SSV • Skating The Dock Of The Bay

› Head for the Van Secret Area and locate the ledge with a quarterpipe on the other side of it. Just ollie over the short ledge, then grind along the length of the halfpipe to the far end.

Nope, sorry – there aren't any 'Beat Yourself' challenges this month... instead, we thought we'd sort out all the people who've written to us looking for help with finding the gaps in *Tony Hawk's Pro Skater 2*. We've listed all the requested gaps below, so we should be getting thanks from Steve Anderson, Ross Wain, Alex Wiggins and Andyman1000 (?) who all wrote in via email. Right, here we go...

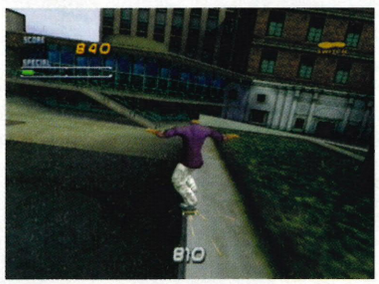
Philadelphia • Death From Above

› A very tricky gap – you have to reach the balcony on the right of your starting point, then get onto the roof above from there. Now grind down the telephone line until you're over the fountain – drop down and land a grind on the pipes below.



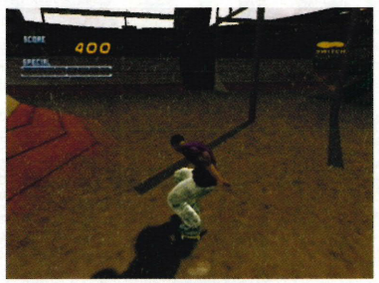
Bullring, Mexico • Finesse Test

› Get all the way up into the stands and grind along the highest wooden ledge – keep going round and ollie over one of the gaps where there's a quarterpipe, landing a grind on the other side for the gap.



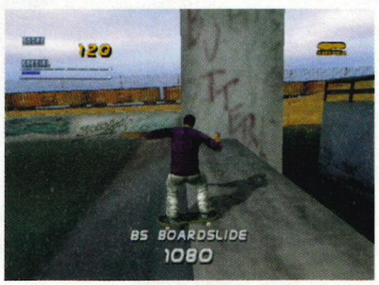
Philadelphia • Just Visiting

› From the start of the level, you have to grind all the way along the white wall just ahead on the left – at the very end (if you make it that far), ollie off and land a grind on the white wall that is below.



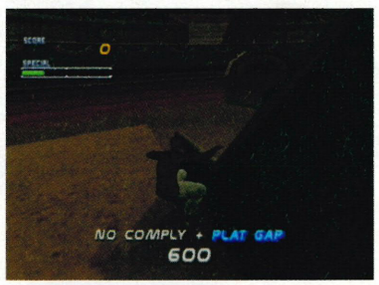
Mexico • Threading The Needle

› Go round the back of the starting ramp to find lots of scaffolding holding it up. Use one of the quarterpipes on either side to leap through the scaffolding and land safely on the opposite ramp.



Philadelphia • Pillar Hop

› Head for the secret skatepark that is at the back of the level and grind along the blue quarterpipe – before you reach the end, ollie and land a grind on the halfpipe ahead, thus avoiding the pillar altogether.



Mexico • Kink

› Ride into the halfpipe below the start and go slightly left – now use the part of the ramp that recedes further than the rest of the halfpipe to leap over the top of the platform and land on the rail behind it.

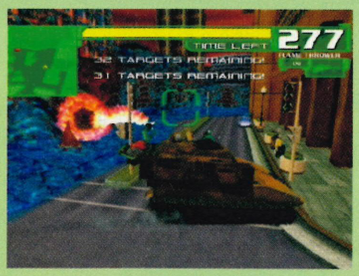
Alien Front

It's one of the best games that SEGA has released for ages – but you're stuck on it already? Sigh... well, we'll just have to help you out then, won't we?

Weapons Of Mass Destruction

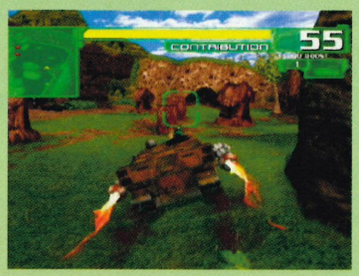
> Alongside your primary weapon, each vehicle has the ability to pick up a variety of secondary weapons – handy for when you need that little bit of extra firepower. Of course, what you get to choose from depends on which side you pick... make your choice, soldier!

ARMY WEAPONRY



Flamethrower

> If you like your aliens flame-grilled, then this is the one for you – it's only really good for close combat, but if you can corner the enemy you'll finish them off in no time.



Turbo Engine

> Tanks are slow machines, so this'll give you the edge when trying to outrun your opponent. The Turbo Engine gives you a burst of speed, making your tank move like lightning!

Grenade Launcher

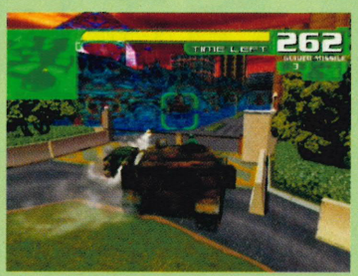
> If you need to get an alien who's hiding behind cover, this could be the answer. The grenades bounce along the ground, giving a deceptive range... but don't run over them yourself, okay?

Hellfire Missile

> By constantly pummelling your opponent with Hellfire Missiles, you can prevent them from getting a solid lock on your tank. Be warned though – the missiles can run out at just the wrong moment...

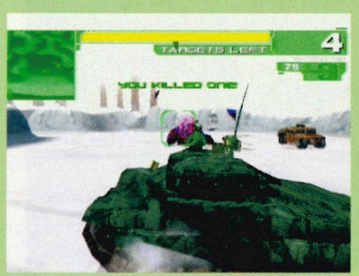
Homing Missile

> You'll only get four of these, but they're ideal for hitting enemies who think that you can't get to them. Lock onto the target, then let 'em go and watch the resulting fireworks.



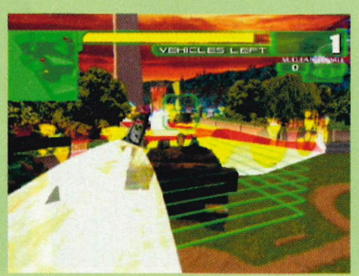
Guided Missile

> Pretty useless in the heat of battle, the Guided Missile should only be used when you've got the element of surprise. You don't even have to be able to see the enemy to hit them with it!



Machine Gun

> It might not sound like much, but the Machine Gun is really handy for laying down some covering fire. The rapid firing rate means you can really give it to those pesky aliens!



Nuclear Missile

> The toughest weapon known to man, the Nuclear Missile can prove to be the difference between victory and defeat. Just aim, fire... and then get out of there as fast as you can!

Online

essential information

Dreamcast magazine

PUBLISHER	SEGA
DEVELOPER	WOW ENTERTAINMENT
RELEASE	OUT NOW (US)
PRICE	£49.99
GENRE	SHOOT-'EM-UP
PLAYERS	1
VM UNIT	SAVES GAME
PERIPHERALS	VIBRATION PACK, MODEM

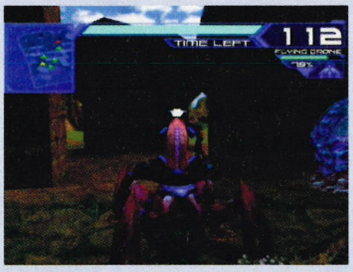
CONTROLS

Master the controls and you'll be blasting aliens in no time!

ALIEN WEAPONRY

Gravity Ball

> Although it doesn't actually do much damage, the Gravity Ball immobilises a single enemy by lifting them up into the air – once there, you can blast them at your leisure!



Flying Drone

> Much like the Army's Guided Missile, by holding down the Secondary Fire button, you can maintain control and guide the drone to its target. Not great, but handy in a scrape.

Seeker Wing

> Lock onto an enemy and then fire one of these little beauties off; it'll track down the target and hit them for six. Good for long-range attacks, as well as close combat.

Light Swarm

> A mad swarm of plasma particles go flying towards any tank you've got in your sights, pounding them with a series of strikes. Useful when trying to finish an enemy off...

Cloak Spore

> It's not a weapon as such; more of a delaying tactic that allows you to escape or gain the upper hand. You'll be totally invisible to the enemy... unless you fire at them or move around, that is.

Cyclops Blast

> The nastiest base weapon of all... although it takes a while to charge up after each blast, the repeated strikes of the Cyclops Blast can disable even the toughest tank in one go.

Alien Spike

> Only useful when up-close and personal to the enemy, the Alien Spike acts like a scorpion's tail and causes a large amount of damage to any tanks that happen to be nearby.

Meteor Shower

> The alien version of the Nuclear Missile – a whole cluster of meteors come crashing down from the skies, thanks to the mothership up above. Just don't be nearby when they hit!

continued >

continued >

ARMY CAMPAIGN

MISSION 001

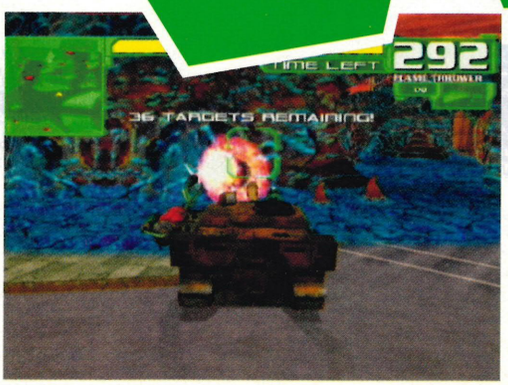
BEHIND THE WHEEL
LOCATION: ARMY FORT
OBJECTIVE: RUN OVER ALL THE TARGETS WITHIN THREE MINS
VEHICLE LIMIT: N/A
BEST VEHICLE: MK2 MERKAVA

A nice and easy mission to start off with – you've got 43 targets positioned around the fortress and it's your job to run them all down. Use the Merkava for the speed value as this will allow you to finish the job in the quickest time possible. Also, this is an ideal opportunity for you to practice your strafing skills; they'll come in very handy later on, so get the hang of them right away!

MISSION 002

BULL'S EYE BLITZ
LOCATION: ARMY FORT
OBJECTIVE: SHOOT DOWN ALL THE TARGETS WITHIN THREE MINS
VEHICLE LIMIT: N/A
BEST VEHICLE: MK2 MERKAVA

Again, this one shouldn't prove too much of a problem as all the targets are stationary... plus they don't return fire. There are 22 of them to take care of, so you can get as close as you want or even practice your long-range shooting. This is also a good time to get the hang of firing and locking onto a target while moving (both forwards, backwards and sideways). You'll thank us later on...



MISSION 006

BURN, BABY BURN!
LOCATION: WASHINGTON DC
OBJECTIVE: DESTROY ALL THE LIVING ALIEN WALLS WITHIN FIVE MINS
VEHICLE LIMIT: ONE
BEST VEHICLE: M109-A6

Another relatively easy level, as long as you're cautious... the task is to burn down all 37 pieces of alien wall with your unlimited Flamethrower, but there are a few aliens around who'll try and stop you. Make sure that you approach these guards from the rear, then burn them to a crisp before they can react – now rush around and torch anything that moves!

MISSION 007

OUT IN THE COLD
LOCATION: SIBERIA
OBJECTIVE: DESTROY ALL THE ALIEN ENEMIES
VEHICLE LIMIT: ONE
BEST VEHICLE: MK2 MERKAVA

There are a total of seven alien vehicles roaming around here, so there's no worry about being outgunned as long as you keep on the move. By using the fastest tank, you can run rings around the aliens and keep clear of their rather powerful weapons – make sure you've mastered the strafing and firing techniques in order to pin down and ultimately destroy all of the targets available.

MISSION 008

TANKS A LOT!
LOCATION: SIBERIA
OBJECTIVE: DESTROY 30 ALIEN VEHICLES
VEHICLE LIMIT: THREE
BEST VEHICLE: M109-A6

Thankfully, you're not on your own here – there are other tanks out there that'll help you mop up the alien threat. What's more important though is that any kills made by your team mates will actually count towards the final score... so you don't even have to do all the work! Just keep back and take care of any straggling aliens that manage to squeeze through. Show no mercy!

MISSION 003

SCOUTS TO TAKE OUT
LOCATION: ARMY FORT
OBJECTIVE: DESTROY TEN OR MORE TARGETS BY YOURSELF
VEHICLE LIMIT: N/A
BEST VEHICLE: MK2 MERKAVA

The alien enemies here are obviously rather weak, so you won't have too much of a problem taking them out. The only setback you might face is that you need to destroy at least ten of the twenty enemies that appear, so you can't lag behind... hence why the use of the fastest tank is essential. By racing back and forth between the two alien camps you can finish the mission in no time.

MISSION 004

TIP TOE THROUGH THE SPAWN FLOWERS
LOCATION: WASHINGTON DC
OBJECTIVE: DESTROY ALL THE ALIEN GUNNER INSTALMENTS WITHOUT ACTIVATING ANY OF THE SPAWN FLOWERS
VEHICLE LIMIT: ONE

You might think that this is quite tough – not only do you have to avoid the gunners but you can't even go near the Spawn Flowers, for fear of setting them off! Thankfully, you'll find that some Guided Missiles appear by your depot after a short while; these can be used to take out all but one of the gunners without having to even move an inch. Take your time... there's no rush!

MISSION 005

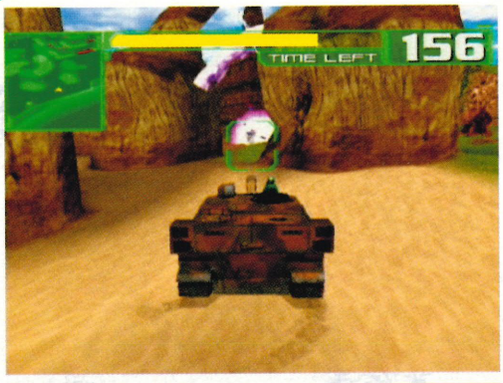
SPAWN STOPPERS
LOCATION: WASHINGTON DC
OBJECTIVE: DESTROY ALL OF THE ALIEN SPAWN FLOWERS
VEHICLE LIMIT: THREE
BEST VEHICLE: M109-A6

Now that you have the ability to destroy the Spawn Flowers, it's time to kick some alien butt! You'll have to move quickly though, as some rather powerful enemies (armed with Light Swarm weapons) will arrive after a minute or so. There are five Spawn Flowers to wipe out, but take care when getting blown up – if your trailer gets surrounded, you'll have had it!

MISSION 009

ALIENS ATTACK!
LOCATION: SIBERIA
OBJECTIVE: KEEP THE ARMY GUNNERS ALIVE FOR FIVE MINS
VEHICLE LIMIT: ONE
BEST VEHICLE: M109-A6

As is always the case with these missions, you only actually have to protect one of the gunners in order to succeed – as soon as the mission begins, move quickly to the middle of the level and guard the gunner near the depot. By doing this, you can constantly pick up any secondary weapons that appear, as well as recharging your energy if you get seriously damaged... it's the only way to win!



MISSION 010

JEEP IN DEEP
LOCATION: THE ISLAND
OBJECTIVE: RETURN SCOUT TEAM SAFELY WITHIN THREE MINS
VEHICLE LIMIT: ONE
BEST VEHICLE: M109-A6

Now, this is a REALLY tough mission. Much like in Mission 16, you'll need to take care of the gunners and recover the lost scout jeep hidden near the back of the level... but it's really well guarded this time. Use the radar to locate the gunners (and which way they're pointing), then head round to the right and take them out systematically. Move fast – you've only got three minutes to do it in!

MISSION 011

GALACTIC CASTAWAYS?
LOCATION: THE ISLAND
OBJECTIVE: KEEP THE ARMY GUNNERS ALIVE FOR FIVE MINS
VEHICLE LIMIT: ONE
BEST VEHICLE: M109-A6

Again, you only really need to protect one of the gunners for the full five minutes to complete the mission... luckily, there are three of them all bunched together in the grassy area just ahead of where you start, so your chances are multiplied. Try to block at least one of them at all times and take care of the aliens as they pour out of the archway on the left with your high-powered cannon.

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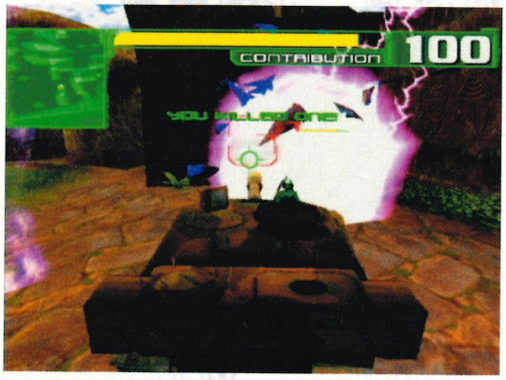


MISSION 012

BEACH BLANKET BLITZ
LOCATION: THE ISLAND
OBJECTIVE: KILL ALL ALIENS WITH AT LEAST 65% TEAM CONT.
VEHICLE LIMIT: N/A
BEST VEHICLE: MK2 MERKAVA

You need to move quickly here in order to maintain a decent rate of destruction – with plenty of allied tanks also intent on wiping out anything that moves, your contribution percentage will drop rapidly if you don't start taking out enemies immediately. Move into the central chamber and blast those Spawn Flowers quickly to boost your rating and stem the wave of attackers!

MISSION 013

WINTER WARPATH
LOCATION: SIBERIA
OBJECTIVE: DESTROY ALL ALIEN GUNNERS
VEHICLE LIMIT: ONE
BEST VEHICLE: M109-A6

There are 20 incredibly accurate gunners to wipe out, so you know what you've got to do... hide! The main advantage you've got is that you don't have to lock onto an enemy to destroy it – edge round corners and walls, then try a few shots to make sure you're far enough round to score a direct hit. There's no time limit so you can take all the time in the world to get all of the targets...

MISSION 014

FOLLOW THE LEADER
LOCATION: SIBERIA
OBJECTIVE: PROTECT YOUR TROOPS AND DESTROY ALL THE ALIENS
VEHICLE LIMIT: ONE
BEST VEHICLE: MK2 MERKAVA

There are four rather tough SP Walkers to deal with here and, seeing as how you've got to protect the scout jeeps at all times, it's not going to be easy. Make sure you use the fastest tank to allow you to run around the aliens – the two on the right of the level are armed with Cyclops Blast weapons, so you'll have to move like lightning to avoid it. Keep moving and shooting and you'll soon come out on top.

MISSION 018

FLOWER FIREPOWER!
LOCATION: THE ISLAND
OBJECTIVE: DESTROY ALL THE ALIEN SPAWN FLOWERS
VEHICLE LIMIT: THREE
BEST VEHICLE: M109-A6

You'll have your work cut out here – there are ten Spawn Flowers dotted around the island and they all take a good pounding before they die. What makes things worse is that they churn out alien walkers at a horrific pace so you'll soon be outgunned unless you move quickly. Try to take out at least three before getting blown up once... you'll be needing those extra vehicles!

MISSION 019

MISSION 19: RISING SUN, FALLEN ENEMY
LOCATION: TOKYO
OBJECTIVE: PROTECT THE CRASHED ALIEN SHIP FOR THREE MINS
VEHICLE LIMIT: ONE
BEST VEHICLE: M109-A6

The aliens here are only out for one thing – to destroy that crashed fighter! Thankfully, that means they won't be trying to blow you up so by blocking the way between the aliens and the ship, you'll be able to save it from destruction. Watch the radar and move to intercept the walkers as quickly as you can, then blow them up before they even get a single shot off.

MISSION 020

FOUR LEGS OF TERROR
LOCATION: TOKYO
OBJECTIVE: DESTROY THE FOUR-LEGGED ALIEN WALKER
VEHICLE LIMIT: THREE
BEST VEHICLE: MK2 MERKAVA

Okay, so you're probably wondering why you need the weakest tank for this... it's because you'll be doing a whole lot of running! You can't hurt the SP Walker by shooting it – even a direct hit with a Nuclear Missile won't damage it. The only way to destroy it totally is to lead it onto the railway tracks and watch it get run down by a train, lead it over them and then get out of the way!

MISSION 015

I CAN'T TAKE SNOW MORE!
LOCATION: SIBERIA
OBJECTIVE: DESTROY ALL ALIEN SPAWN FLOWERS AND VEHICLES
VEHICLE LIMIT: THREE
BEST VEHICLE: M109-A6

Although this might seem like quite a straight forward mission, you'll need to be on your toes – all three of the Spawn Flowers have got two gunners guarding them! The quickest way to win is to storm down the train tracks and get up close and personal with the first Spawn Flower, then move around to the right and wipe out the remaining flowers in turn. Watch out for the incoming aliens!

MISSION 016

SURF AND RESCUE
LOCATION: THE ISLAND
OBJECTIVE: RETURN SCOUT TEAM SAFELY WITHIN THREE MINS
VEHICLE LIMIT: ONE
BEST VEHICLE: M109-A6

Unlike Mission 10, this one isn't actually that difficult as long as you know where the gunners are placed. By heading left and taking out the gunners on the beach, you can then move into the depot and grab some Homing Missiles to take out the two gunners in the arch with. Watch out for the two gunners armed with Cyclops Blast weapons and then dash in and save the jeep... it's easy!

MISSION 017

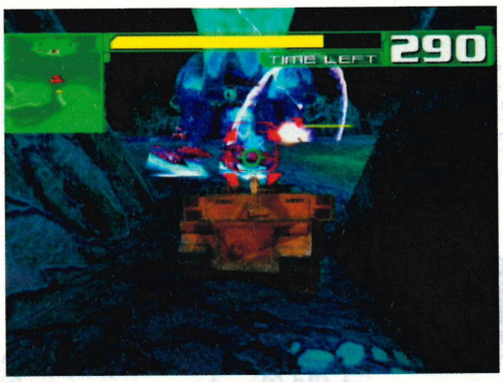
LIFE'S A BEACH
LOCATION: THE ISLAND
OBJECTIVE: KEEP YOURSELF FROM DESTRUCTION FOR THREE MINS
VEHICLE LIMIT: ONE
BEST VEHICLE: M109-A6

Surviving on the island isn't exactly easy... especially when there are hordes of alien walkers on your tail! There are a lot of SP Walkers around towards the final minute, so take care not to run into too many at once. Back away and strafe back and forth to avoid the incoming fire, but be careful not to back yourself into a corner – use the radar to monitor the surrounding terrain.

MISSION 021

TURNING JAPANESE
LOCATION: TOKYO
OBJECTIVE: DESTROY ALL THE ALIEN SPAWN FLOWERS AND VEHICLES
VEHICLE LIMIT: THREE
BEST VEHICLE: M109-A6

There are six Spawn Flowers here, all bunched together in pairs. This means you'll be able to take them all on quite quickly – simply storm forwards to kill the first two, strafing left to find the next set and then finally turning around and using the pagoda for cover when reaching the final pair. You've got three vehicles, so don't panic too much if you lose one along the way...



MISSION 022

FOUR HEADS ARE BETTER THAN ONE?
LOCATION: ALIEN CAVE
OBJECTIVE: PROTECT ALL ARMY INSTALMENTS FOR FIVE MINS
VEHICLE LIMIT: ONE
BEST VEHICLE: M109-A6

It's not easy – you'll start out trapped in a small alcove, so the only real way of surviving is to let the aliens come to you (especially seeing as how there are gunners everywhere ready to blow you up). The army instalment right next to you should be the one you protect, so don't let the aliens get inside the alcove... if they do, the mission will be over before you can even blink!

MISSION 023

BEACON, BE GONE!
LOCATION: ALIEN CAVE
OBJECTIVE: DESTROY ALL ALIEN MOUTH PORTS AND GUNNERS
VEHICLE LIMIT: ONE
BEST VEHICLE: MK2 MERKAVA

Speed and daring is what you need here – as the starting point is covered by at least two alien gunners, you'll need to move like lightning to get out and start blasting. Use the left-hand exit to get a good headstart, then move to the depot to regain your lost energy. Make sure you're good at strafing before attempting this mission... it's an absolutely essential skill!

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MISSION 024

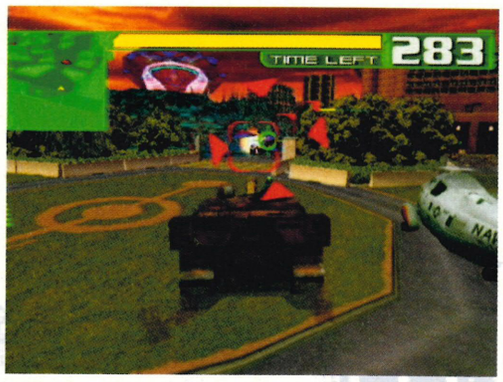
SHOOT THE MESSENGER
LOCATION: ALIEN CAVE
OBJECTIVE: REACH END OF FIELD, KILL ALL ALIENS IN FIVE MINS
VEHICLE LIMIT: ONE
BEST VEHICLE: M109-A6

Unlike the last mission where you needed speed, you'll be wanting to rely on your stealth here. As always, you have to take out the gunners before they spot you so make sure you use the radar regularly to check on the positions and directions of them. The uneven floor can make hitting non-targeted enemies tricky, but don't get too close trying to correct your aim or you'll be sorry!

MISSION 025

RIGHT BETWEEN THE EYES
LOCATION: ALIEN CAVE
OBJECTIVE: DESTROY ALL ALIEN MOUTH PORTS AND GUNNERS
VEHICLE LIMIT: THREE
BEST VEHICLE: MK2 MERKAVA

Again, this is pretty much the same as Mission 23 – you'll need exactly the same tactics of speed and daring to get through, only this time you've actually got three tanks rather than one. This means that you don't have to be quite as accurate with your strafing skills to complete the mission, although you can't be sloppy and let your guard down now... it's the final mission, dammit!



MISSION 026

PRESIDENT'S LAST STAND
LOCATION: WASHINGTON DC
OBJECTIVE: PROTECT THE PRESIDENT'S HELICOPTER FOR FIVE MINS
VEHICLE LIMIT: ONE
BEST VEHICLE: M109-A6

Seeing as how your job is to guard the President's helicopter, you really shouldn't leave it for a second. By grabbing weapons from the nearby depot you can fend off the aliens quite well, but you really have to make sure that the helicopter takes no damage whatsoever – especially in the first three minutes. The attack gets incredibly heavy inside the last 60 seconds – so be on your guard!

ALIEN CAMPAIGN

MISSION 001

POW OVERRUN
LOCATION: ALIEN CAVE
OBJECTIVE: RUN OVER ALL POW TARGETS IN THREE MINS
VEHICLE LIMIT: N/A
BEST VEHICLE: HOV CRAFT

There's no danger here (besides the rather deep pit on the left of the area... don't fall into it) so using the Hov Craft is fine. You'll need to extra speed to whizz around and run over the various humans stuck to the floor – there are 42 targets to hit in total, so keep an eye on your radar to make sure that you don't miss any. Hey, it's the first mission... how can you possibly mess this one up, eh?

MISSION 002

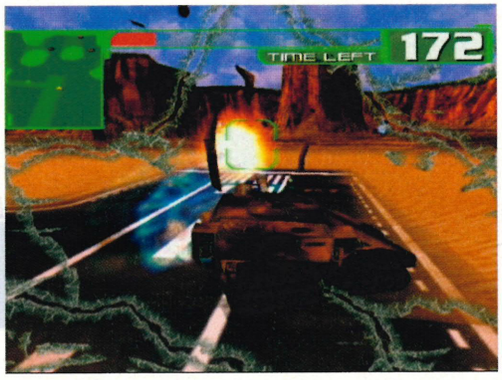
SLIMY SHOOT OUT
LOCATION: ALIEN CAVE
OBJECTIVE: DESTROY ALL SHOT TARGETS WITHIN THREE MINS
VEHICLE LIMIT: N/A
BEST VEHICLE: HOV CRAFT

Another example of nothing to worry about – although there are 26 targets for you to shoot at, they won't fire back at you so stick to the Hov Craft for the speed value. Again, try to make sure you don't accidentally drive into the bottomless pit and use this mission as a way of practising your strafing/targeting skills before the real challenge begins. It gets much tougher from here on in...

MISSION 027

CHOKE ON IT!
LOCATION: WASHINGTON DC
OBJECTIVE: DESTROY ALL THE ALIEN SPAWN FLOWERS AND VEHICLES
VEHICLE LIMIT: THREE
BEST VEHICLE: M109-A6

Not surprisingly, the aliens don't want to give up Washington so they've decided to protect their Spawn Flowers with some very heavy artillery. These gunners will destroy you before you even know what's happening, so be sure to take care of them quickly. If you don't, the Spawn Flowers will start pumping out aliens and then you'll be in real trouble. Try to stay one step ahead of the aliens at all times...



MISSION 028

DOUBLE THE PRESSURE
LOCATION: ARMY FORT
OBJECTIVE: DESTROY BOTH ALIEN DEPOTS WITHIN THREE MINS
VEHICLE LIMIT: ONE
BEST VEHICLE: M109-A6

Both depots here are heavily guarded with gunners, so you'll need to be cautious on your approach – with only one tank available, you can't afford to take much damage. Use the rocky cover as much as possible and get rid of ALL the gunners nearby before taking out the depots; you can't risk ignoring a gunner in case you wind up being blown to pieces. You should take your time and finish the mission professionally!

MISSION 029

TAKE SOME WITH YOU!
LOCATION: ARMY FORT
OBJECTIVE: DESTROY 20 ALIEN VEHICLES, PROTECT A FORTRESS
VEHICLE LIMIT: THREE
BEST VEHICLE: M109-A6

Don't let the fortress be destroyed! The fact that there are aliens everywhere means you shouldn't have too much of a problem getting 20 of them before the mission ends... you just need to watch for the aliens attacking the fortress. Try to stick near the depot, while keeping one eye on the Spawn Flowers that generate the aliens – you'll be able to take them out as they approach you.

MISSION 003

THEY DARE ATTACK US?
LOCATION: ALIEN CAVE
OBJECTIVE: DESTROY TEN ARMY ENEMIES BEFORE THE BATTLE ENDS
VEHICLE LIMIT: ONE
BEST VEHICLE: 2L WALKER

Your first encounter with the human scum shouldn't pose too much of a threat – most of the vehicles they'll be sending out against you are small jeeps, so you won't suffer too much damage. There are two camps, one at either end of the cave; by picking the 2L Walker, you can outrun your fellow Aliens and kill off ten enemies in no time. Try not to fall behind and watch the radar to keep tabs on the Army!

MISSION 004

CRASH AND BURN
LOCATION: TOKYO
OBJECTIVE: DESTROY OUR SCOUT FIGHTER WITHIN 60 SECS
VEHICLE LIMIT: ONE
BEST VEHICLE: SP WALKER

It's not often you'll need to destroy one of your own ships, but this time it's essential... unless you want the Army to get hold of it, that is! Remember that you don't have to have an enemy targeted in order to do it damage – by sneaking around the left-hand side of the level, you can take out three of the gunners and then have a clear shot at the crashed fighter. Be quick though as the time limit is incredibly short!

MISSION 005

MISSION 5: TOKYO HAS GOT TO GO!
LOCATION: TOKYO
OBJECTIVE: DESTROY 80% OF TOKYO WITHIN FIVE MINS
VEHICLE LIMIT: ONE
BEST VEHICLE: SP WALKER

Ahh, a nice easy mission... and a totally satisfying one at that! Blowing up buildings is great fun, if only because they don't shoot back – however, there are three tanks hanging around the area that'll try to put a stop to your destruction. You only have to deal with one of them (the one on the left, looking out from the middle of the area) to have free reign of Tokyo. Go mad – you won't get to do it again!

continued

MISSION 006

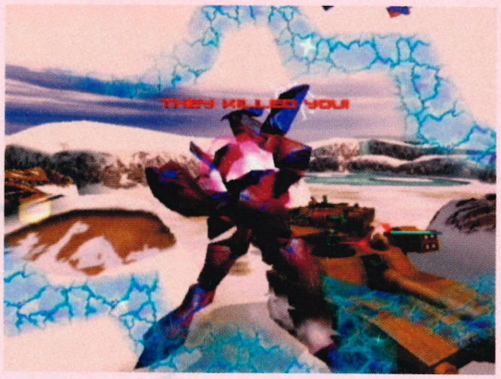
MISSION 6: NO TANKS!
LOCATION: TOKYO
OBJECTIVE: DESTROY ALL ARMY TRAILERS
VEHICLE LIMIT: THREE
BEST VEHICLE: SP WALKER

Hmm, now things get a bit tougher. There are four Army trailers to take out, bunched into pairs – just because you destroy one, that doesn't mean you've finished both off! Watch out for the tanks on this level; they can ambush you quite easily and finish you off with their Flamethrowers and Rockets. The Gravity Ball works especially well as a deterrent here against the bigger guns...

MISSION 007

SQUASH OUT HUMANITY
LOCATION: SIBERIA
OBJECTIVE: KILL ALL ARMY SOLDIERS IN FIVE MINS
VEHICLE LIMIT: ONE
BEST VEHICLE: SP WALKER

Thankfully, there aren't any tanks to deal with here – you'll be able to move around quite freely. That doesn't mean you don't have to pay attention to the radar though, as the gunners are totally unforgiving. Try to sneak up on them or just edge out from behind the walls and blast them without locking on to stop them in their tracks... and stomp on all the Army troopers!



MISSION 008

WHOLE LOT O' TANK!
LOCATION: SIBERIA
OBJECTIVE: DESTROY ALL ARMY TANKS
VEHICLE LIMIT: THREE
BEST VEHICLE: SP WALKER

Unlike the previous mission, Siberia is absolutely crawling with tanks now so keeping your guard up is imperative. Far too many of them are armed with either Guided Missiles or Flamethrowers, so it's a case of trying to fight them from a distance and using the cover as much as possible. Whatever you do though, don't let the Army destroy your Spawn Flowers or you'll lose all your extra vehicles!

MISSION 012

A STAR IS BORN
LOCATION: WASHINGTON DC
OBJECTIVE: KILL ENEMIES WITH AT LEAST 70% TEAM CONT.
VEHICLE LIMIT: THREE
BEST VEHICLE: 2L WALKER

Although staying alive here isn't too tough (the enemies are nasty, but they go down after a few direct hits), you'll have to work your arse off trying to keep your kill rate up. By picking the 2L Walker, you've got more speed with which to outrun both the Army and your allies with – however, you'll have to try and strafe like mad in order to stay alive. Keep your cool and blast anything that moves!

MISSION 013

PUT THEM ON ICE
LOCATION: SIBERIA
OBJECTIVE: DESTROY BARRACKS AND GUNNERS IN FIVE MINS
VEHICLE LIMIT: ONE
BEST VEHICLE: SP WALKER

Not exactly difficult, although once again the gunners seem to have incredible aim and can see you from a mile away. The barracks are obviously your main targets, but you can't take them out without doing battle with the gunners – with 22 targets on offer, you've got your work cut out. You might have a whole five minutes to work with, but it'll soon disappear if you don't get a move on.

MISSION 014

HAUL OUT THE TROOPS
LOCATION: SIBERIA
OBJECTIVE: PROTECT INFANTRY, TAKE TO THE ARMY TRAILER
VEHICLE LIMIT: ONE
BEST VEHICLE: SP WALKER

If you're not quick here, this mission will be over before it begins. There are tanks pretty much everywhere and considering you've got to protect some rather fragile little soldiers, you'll have your work cut out. Watch for the tank coming in from the right at the very start, then loop back to the left and wipe out the three swarming in from the side... and try and make sure you don't stomp on your own troopers!

MISSION 009

MILITARY MELTDOWN
LOCATION: SIBERIA
OBJECTIVE: DESTROY ALL ARMY TRAILERS AND TANKS
VEHICLE LIMIT: ONE
BEST VEHICLE: SP WALKER

Now you've got to deal with everything at once... tanks AND trailers! Obviously, the best course of action is to wipe out the trailers first – that way you'll stop the flow of tanks onto the battlefield. The biggest problem though are the gunners; they're usually found right next to the trailers, so don't just go storming in there or you'll be wiped out in no time. Take your time... there's no rush, is there?

MISSION 010

WIPE UP WASHINGTON
LOCATION: WASHINGTON DC
OBJECTIVE: KILL ALL ARMY GUNNER INSTALMENTS IN ONE MIN
VEHICLE LIMIT: ONE
BEST VEHICLE: 2L WALKER

Oooh, not easy. Although you need to move fast, you also have to be cautious – the gunners will blow you to pieces with their Homing Missiles if they even get a sniff of you nearby. Use the built-up walls of the alien hive to protect you from attack, but don't be afraid to die a few times trying to work out the positions of the gunners and the best places to hide. Show a bit of perseverance!

MISSION 011

DC DEMOLITION
LOCATION: WASHINGTON DC
OBJECTIVE: DESTROY ALL EARTHLING BUILDINGS WITHIN TWO MINS
VEHICLE LIMIT: ONE
BEST VEHICLE: SP WALKER

Just like the demolition of Tokyo, this is your opportunity to do a bit of landscaping... the alien way! There are 22 targets for you to lay into, though you'll need to watch out for the tanks that are stationed at intervals around the capital. They won't attack you until you get close or attack them; seeing as how they're positioned in front of the biggest targets though you might have to deal with them along the way...

MISSION 015

GRUDGE MATCH
LOCATION: SIBERIA
OBJECTIVE: DESTROY ALL ARMY TRAILERS AND TANKS
VEHICLE LIMIT: THREE
BEST VEHICLE: SP WALKER

There are four trailers here, each guarded by gunners – make sure you keep hidden and stay well away while destroying them. The best tactic is to go right and wipe out the trailer at the end of the train track from a distance, then get the one in the middle and then finally go around the back to get the last two. A word of warning though... watch out for the tanks armed with Nuclear Missiles from the back!

MISSION 016

IRINUS, A MISS
LOCATION: TOKYO
OBJECTIVE:RETURN MS IRINUS BACK IN THREE MINS
VEHICLE LIMIT: ONE
BEST VEHICLE: SP WALKER

This can be frustrating – while much of it can easily be completed by following the usual path around Tokyo (heading left, keeping hidden around the corner to destroy the gunners), you'll have to be careful upon reaching the end of the road. DON'T try to shoot the two gunners on the right until you've positioned yourself in front of the speedhover, otherwise it'll be destroyed! Leg it back afterwards for an easy win...

MISSION 017

PETS IN SPACE?
LOCATION: TOKYO
OBJECTIVE: PROTECT CRASHED FIGHTER FOR THREE MINS
VEHICLE LIMIT: ONE
BEST VEHICLE: SP WALKER

This mission seems a lot more difficult than it actually is – there are certainly plenty of tanks around, but their target is the crashed fighter and not you! If you position yourself between the oncoming tanks and the fighter, they won't fire and you'll get plenty of time to finish them off with your cannon. Check the radar to see where the tanks are coming from and then move accordingly... it'll be over in no time!

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MISSION 018

TOKYO TROUNCE
LOCATION: TOKYO
OBJECTIVE: DESTROY ALL ARMY TRAILERS AND TANKS
VEHICLE LIMIT: THREE
BEST VEHICLE: SP WALKER

This mission is pretty similar to Mission 6, although now there are six trailers to deal with rather than just four. As well as the four on the right of the area, there are also two hidden away on the far left – by blasting through the building just past the train tracks, you can cut through and get to it before the tanks arrive. Try to move quickly and take out the trailers, then concentrate on those flippin' tanks...

MISSION 019

ANCESTORS IN RUINS
LOCATION: THE ISLAND
OBJECTIVE: KEEP OUR GUNNERS SAFE FOR THREE MINS
VEHICLE LIMIT: THREE
BEST VEHICLE: SP WALKER

Although the objectives state that you have to protect the gunners from destruction, you really only have to save one for the full three minutes in order to succeed. The two paired together in the archway just outside the starting point are the best to guard, as you've got double the chance of success – just be careful of any attacks from the rear, as you'll have to loop round to stop the tanks from firing!

MISSION 020

ISLAND ASSAULT
LOCATION: THE ISLAND
OBJECTIVE: DESTROY ALL ARMY GUNNERS WITHIN THREE MINS
VEHICLE LIMIT: ONE
BEST VEHICLE: SP WALKER

You'll start off with the Cloak Spore – a very handy weapon. Unfortunately, you'll only get two uses of it so make them count! Ideally, you should cloak to hide from the gunners facing you in the two clusters; take those out and you've got an easy shot on the other three. Don't move about too much though, or they'll see your footprints and blow you away. Don't forget to mop up the rest of the gunners as well...

MISSION 024

SAND SCOUT
LOCATION: ARMY FORT
OBJECTIVE: DESTROY ALL 12 ARMY GUNNERS
VEHICLE LIMIT: ONE
BEST VEHICLE: SP WALKER

The sandstorm might serve to hide the gunners from your view, but it doesn't stop them from shooting at you. Try to keep your distance and use the radar to see where each of the gunners are – if you get close enough to see one you're going too far! Remember to use the cover provided (although there isn't much once you get out into the open) and stay behind the sand dunes when tackling the fortress gunners...

MISSION 025

GAME OVER, HUMANS!
LOCATION: ARMY FORT
OBJECTIVE: BREAK ALL FOUR ARMY GATE OPENINGS
VEHICLE LIMIT: THREE
BEST VEHICLE: HOV CRAFT

Again, you'll need the speed of the Hov Craft in order to avoid the blast radius of those Nuclear Missiles – virtually every tank present has got one, so you'll have to keep on the move. Go for the gates, dodging the gunner fire as best you can; don't bother trying to take out the gunners themselves as they just respawn. This isn't an easy mission, however, so if you die a lot don't go blaming it on yourself!

MISSION 026

WASHINGTON WIPEOUT
LOCATION: WASHINGTON DC
OBJECTIVE: DESTROY ARMY TANKS, KEEP ALIEN GUNNERS SAFE
VEHICLE LIMIT: THREE
BEST VEHICLE: SP WALKER

You've only got six tanks to deal with in this mission – three medium-sized M1A Abrams and three massive M109-A6. Unfortunately, you need to keep your gunners alive and if two or more tanks get near a gunner... well, you get the picture. Grab the Alien Spike and get nice and close; it'll do some serious damage to those tanks. You need to be swift here in your destruction, otherwise you'll fail the mission miserably!

MISSION 021

MISSION 21: SURF'S UP AND OUT
LOCATION: THE ISLAND
OBJECTIVE: STAY ALIVE FOR THREE MINS
VEHICLE LIMIT: ONE
BEST VEHICLE: SP WALKER

Considering the objective is to stay alive, the tactics necessary here are obvious – let the enemy come to you. Stay inside the area near the waterfall and take out the tanks as they wheel through the archways – use all the weapons that appear to kick some human arse. Just be careful of the tanks with Nuclear Missiles that appear when there's only a minute to go... take them out quickly with the Gravity Ball!

MISSION 022

FORTRESS OF FEAR
LOCATION: ARMY FORT
OBJECTIVE: DESTROY 15 TANKS WITHIN FIVE MINS
VEHICLE LIMIT: ONE
BEST VEHICLE: HOV CRAFT

No, it's not a printing error – you'll absolutely have to pick the Hov Craft for this mission, unless you fancy dying in less than a minute. You see, most of the tanks that appear from the fortress will be armed with Nuclear Missiles and that means unless you've got some serious speed, you'll be dead in seconds. Just stick to skirting around the outside, killing tanks and gunners when you can... it's not that tough.

MISSION 023

KNOW WAR, NO PEACE
LOCATION: ARMY FORT
OBJECTIVE: DESTROY THE FORTRESS WITHIN THREE MINS
VEHICLE LIMIT: N/A
BEST VEHICLE: HOV CRAFT

More Hov Craft action here, as once more you'll be dodging Nuclear Missiles for much of the time... oh, and the blasts from those annoying gunner instalments around the base of the fortress. To complete the mission in under three minutes, you'll have to concentrate your fire on the doors – if you mess around with the gunners, you'll waste time (and they regenerate anyway). A truly tough mission if ever there was one.

MISSION 027

BLAST 'EM TO PEACE?
LOCATION: WASHINGTON DC
OBJECTIVE: DESTROY ARMY VEHICLES/GUNNERS IN FIVE MINS
VEHICLE LIMIT: ONE
BEST VEHICLE: SP WALKER

The fact that you've got an infinite Cyclops Blast is good... however, it does take time to charge up so be sure to use it sparingly. By sneaking around, you can take out many of the gunners without them even seeing you – the objective though is to take out the trailers quickly, before they release the tanks with Nuclear Missiles. Once these little buggers get loose, the mission becomes a whole lot nastier... watch out!

MISSION 028

DEPOT A GO-GO
LOCATION: ALIEN CAVE
OBJECTIVE: DESTROY THE TWO EARTHLING DEPOTS
VEHICLE LIMIT: ONE
BEST VEHICLE: SP WALKER

There's no time limit here and the only threat you'll be going up against are gunners – naturally, you can take your time and be as cautious as you like. The gunners are surprisingly vicious (despite this being a bottom-rung mission) so make sure you stay out of sight when tackling them. Watch the radar carefully before venturing out into the open; if you've overlooked a gunner, you could get blasted from behind!

MISSION 029

OUT LIKE A TRICLOPS
LOCATION: ALIEN CAVE
OBJECTIVE: PROTECT YOUR ALLIES AND STAY ALIVE FOR FIVE MINS
VEHICLE LIMIT: ONE
BEST VEHICLE: SP WALKER

No matter what happens, protect the alien fortress at all costs! The only way to lose the mission (besides dying, obviously) is to allow the gates of the fortress to be destroyed – only one has to remain at the end of the battle, so take out the tanks before they overwhelm you. Weapons appear nearby, so just stay by the fortress and pick them up when you can... the tanks get quite hectic, so be on your guard!

directory

>www.totalgames.net

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

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

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

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

Reviewers

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

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

What's That All About Then, Eh?

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

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

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
18Wheeler: American Pro Trucker	**Sega**	2	✔	✗	Steering Wheel	22	71%
We Say: "If only there was more to the game it would be another instant Sega classic." AW							
102 Dalmatians: Puppies To The Rescue	**Eidos**	4	✗	✗	✗	17	66%
We Say: "A great game if you're a kid who's yet to savour the delights of 'real' games but otherwise one to avoid – unless you've got a thing for dogs." AW							
4Wheel Thunder	**Midway**	2	✗	✗	STEERING WHEEL	08	79%
We Say: "*4Wheel Thunder* is generally an incredibly well rounded game, making it a total winner in our books." AW							
4x4 Evolution	**Take 2**	4	✔	✔	STEERING WHEEL	19	66%
We Say: "Dull and uninspired racing game, slightly saved by its online capabilities. You'd be better off getting *M-SR* or waiting for *Daytona USA* to come out." MH							
AeroWings	**Crave**	4	✗	✗	✗	03	68%
We Say: "As a flight simulator, *AeroWings* is up there with the best of them, but as a game it lacks life. If you like a bit more action then stay away." AW							
AeroWings 2: Airstrike	**Crave**	2	✗	✗	✗	12	73%
We Say: "For a simulation that prides itself on depth, it severely lets itself down on any detail that could actually be deemed 'fun'!" WJ							
Alone In The Dark: The New Nightmare	**Infogrames**	1	✗	✗	✗	23	68%
We Say: "You'll lose many hours wandering through the game's obscure puzzles... and we mean lose." WJ							
Armada	**N/A**	4	✗	✗	✗	05	71%
We Say: "In spite of first impressions, *Armada* offers the kind of depth sorely lacking in the majority of its contemporaries." ST							
Army Men: Sarge's Heroes	**Midway**	4	✗	✗	✗	17	61%
We Say: "As good as this might be, there's nothing in it that we haven't seen before and for that, it kinda sucks." AW							
Aqua GT	**Take 2**	2	✗	✗	STEERING WHEEL	18	67%
We Say: "It might not look fantastic but it's actually really good fun to play." AW							
Bangai-O	**Virgin**	1	✗	✗	✗	14	69%
We Say: "Mad, crazy shoot-'em-up with absolutely no point – you'll either totally love it or loathe it with a passion." MM							
Blue Stinger	**Activision**	1	✗	✗	✗	02	53%
We Say: "It's *Blue Stinger's* failure to really excite the player at any moment that is its main problem." GN							
Buggy Heat	**SEGA**	2	✔	✗	STEERING WHEEL	02	61%
We Say: "For a different kind of racing game that is going to hold a challenge in order to master it, you can't go far wrong with *Buggy Heat*." LW							
Bust-A-Move 4	**Acclaim**	2	✗	✗	✗	11	84%
We Say: "A welcome addition to the puzzlers already out on Dreamcast." NC							
Buzz Lightyear Of Star Command	**Activision**	1	✔	✗	✗	19	66%
We Say: "Even for a kids' game this is way too short, although while it lasts it's moderately enjoyable to play." AW							
Caesars Palace 2000	**Interplay**	4	✗	✗	✗	12	55%
We Say: "Surprisingly, it's not as bad as you might think... but it's still not Dreamcast material." MM							
Capcom Vs SNK	**Virgin Interactive**	2	✗	✔	ARCADE STICK	17	91%
We Say: "This is the best 2D beat-'em-up available. As a pure arcade fighter with loads of options, it's the bees knees." CN							
Championship Surfer	**The Learning Company**	4	✔	✗	✗	19	46%
We Say: "Unless you absolutely must own a surfing game, you should leave this one well alone. Really, you should." MM							
Charge'N Blast	**Xicat**	2	✗	✗	ARCADE STICK	21	46%
We Say: "If you've ever needed an example of how great graphics don't make a decent game, this is it." MM							
Chef's Luv Shack	**Acclaim**	4	✗	✗	✗	03	61%
We Say: "As party games go, *Chef's Luv Shack* is up there with the best of them and is a game enjoyed after a curry and a few pints of lager." AW							
Chicken Run	**Eidos**	1	✗	✗	✗	17	72%
We Say: "Not that much here for mature audiences, but younger kids and addicts to Aardman paraphernalia will warm to its undeniable charms." WJ							
Chu Chu Rocket!	**SEGA**	4	✔	✔	✗	10	90%
We Say: "The hottest party game we've ever seen, with plenty under the hood for those who are 'sans' friends. Ahhh." MM							
Confidential Mission	**Sega**	2	✔	✔	LIGHTGUN	22	89%
"A worthy companion for the Dreamcast's other lightgun shooter." MM							
Coaster Works	**Xicat**	1	✔	✔	✗	21	56%
We Say: "Good fun while it lasts but nowhere near enough to make you want to play all through the night." AW							
Crazy Taxi	**SEGA**	1	✗	✗	STEERING WHEEL	05	94%
We Say: "*Crazy Taxi* is a fully-leaded adrenaline rush experience – it's pure concentrated fun, stuffed onto one SEGA-patented GD-ROM..." ST							
Crazy Taxi 2	**SEGA**	1	✗	✗	✗	23	92%
We Say: Top visuals, top music and top gameplay... but as good as the original? Err, well...MM							
Dave Mirra Freestyle BMX	**Acclaim**	2	✗	✗	✗	16	74%
We Say: "A fun game with lots of potential that is sadly let down by a poor control system and annoying camera angles." MR							
Daytona USA 2001	**SEGA**	4	✔	✔	STEERING WHEEL	20	90%
"A more than arcade-perfect conversion that is guaranteed to impress fans of the ageing original." WJ							
Dead Or Alive 2	**Acclaim**	4	✗	✗	ARCADE STICK	08	92%
We Say: "*DOA2* might not be the best beat-'em-up ever, but it is great fun to play and there's no doubting that it looks absolutely stunning." AW							
Deadly Skies	**Konami**	1	✗	✗	✗	06	78%
We Say: "Soaring through the skies has never been such an exhilarating experience – a must for Tom Cruise wannabes." AW							
Deep Fighter	**Ubi Soft**	1	✗	✗	✗	12	68%
We Say: "It's not that bad to play once you get past the annoying FMV and incredibly slow gameplay." MM							
Dino Crisis	**Virgin**	1	✗	✗	✗	16	76%
We Say: "Direct PC conversions are always disappointing and this one's no different. All we can ask is why, Capcom... why?" MM							
Dinosaur	**Ubi Soft**	1	✗	✗	ARCADE STICK	16	69%
We Say: "It's not awful to play, but *Dinosaur* won't be keeping your attention for longer than a week at most." MM							

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

DVD Reviews

Star Wars Episode One: The Phantom Menace

Cert	U
Publisher	20th Century Fox
Price	£19.99

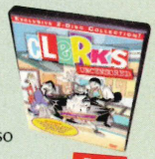
> We were brought up on a solid diet of *Star Wars* movies, you know. As the film franchise that brought us through childhood, it has always meant something special to us... which is why we were so excited when it was announced that there were going to be more of them. Unfortunately, we can't help but feel that *Episode One* was a bit of a let down; it wasn't terrible, but we didn't enjoy it as much as we should. Now though, it's out on DVD and, as such, we think it's worth picking up simply because of the wealth of extras included with the movie. Oh, and the fact that *The Phantom Menace* is a better name than The Attack Of The Clones. Urgh.

4/5

Clerks: The Animated Series

Cert	15
Publisher	Miramax
Price	£17.99

> Okay, so we probably should have covered this a while back when it first came out; but seeing as how we've only just sat down and watched it all over again though (and thus the memories have been recalled), we feel you really should own this DVD. It's a cartoon series created by Kevin Smith, based on his movie of the same name... wait. A cartoon series? Well, don't worry – it's not for kids. In fact, ABC pulled it from TV screens across America after just two episodes. Believe us, you'll be laughing non-stop when you watch it as it really is that funny. However, be warned - this is a Region One release, so you'll have to go through your friendly importer to get hold of it...



4/5

continued >

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

continued

CD Reviews

Artist: Spiritualized
Let It Come Down

Label: Arista

After the massive critical success of 1997's *Ladies And Gentleman*, you'd have thought that things couldn't get any better for Spiritualized. Well, you'd be wrong, as *Let It Come Down* is their best moment yet. Undeniably grandiose, this is an album of epic proportions, but then it would be with gospel choirs and 100 strong orchestras in full attendance. Highlights include *The Straight And The Narrow* and *The Twelve Steps*, but there isn't actually a bad song here. Stunning stuff.

5/5

Artist: Kinobe
Verse, Bridge, Chorus

Label: Pepper Records

You probably don't know them but you'll know their work thanks to their single, *Slip Into Something More Comfortable*, featured in the Kronenburg advert with the easily-distracted French blokes. However, there's more to Kinobe, and the 'masters of chill' are back. Like their previous LP, *Soundphiles*, Kinobe return to familiar ground with a warm, downtempo vibe mixed with cool samples and beats that makes perfect late night/early morning listening.

4/5

Artist: Starsailor
Love Is Here

Label: Chrysalis

It's always the same, year after year, there's one band that the music industry whips up huge and totally over-the-top hype about, and this year it's the turn of *Starsailor*. With three stunning singles behind them already, *Fever*, *Good Souls* and *Alcoholic*, you could be mistaken for thinking that *Love Is Here* would be a classic album in the making. Unfortunately, although it was one of the most anticipated albums of the year it is, in fact, one of the most disappointing. Sadly, the truth be told it's just too limp.

3/5

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

best of GENRE

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

Action/Adventure

Resident Evil Code: Veronica

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

Beat-'Em-Up

Soul Calibur

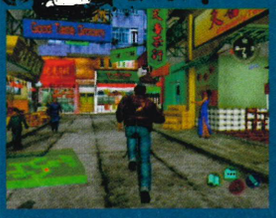
The most gorgeous-looking game ever. With so much depth and a wealth of characters, this has to be the fighter of choice. And then there's the two-player mode...

Driving/Racing

M-SR

The most comprehensive and original driving game on any console and the closest thing to driving perfection you are likely to ever see. So why haven't you bought it yet?

MOST PLAYED



Shenmue: Chapter 2

> Seeing as we've managed to give you a massive eight-page preview on the most anticipated Dreamcast game ever, you'd be right to think that we've been playing it to death since getting hold of some preview code. It's much, much bigger than the last game, and it features even more glorious graphics than before... we bet you can't wait!

SEGA Bass Fishing 2

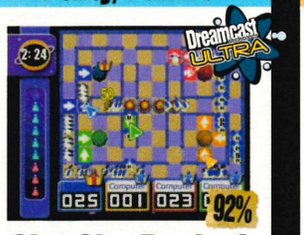
> Despite having taken a slightly more realistic slant on the sport than the last game, *SEGA Bass Fishing 2* has managed to reel us in (ho, ho) for a fair old bit of fishing action this month. Chandra's managed to take control of his rod (fnarr) and show us the state of his tackle (fnarr fnarr)... and that's even before we turned the game on.

Headhunter

> Before *Shenmue* arrived in the office though (at the eleventh hour, we hasten to add), we had *Headhunter* – possibly the finest game we've played in a very, very long time. It's got action, stealth and plenty of puzzle solving, mixed with a story that'll suck you in and keep you glued to the Dreamcast for hours... now THAT's special.

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

Party/Puzzle



Chu Chu Rocket!

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

Shoot-'Em-Up

StarLancer

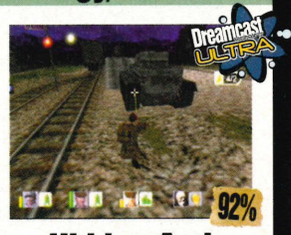
Walking away with the title of 'Best Shoot-'Em-Up' on the Dreamcast, *StarLancer* deserves all the praise it gets. Top blasting action AND online play? Amazing!

Sports

Tony Hawk's Pro Skater 2

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

Strategy/Simulation



Hidden And Dangerous

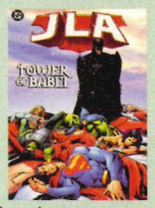
Being all stealthy and cunning is the name of the game here. Initially tricky to get to grips with, persevere and you'll fall in love with it.

Comics

JLA: Tower Of Bable

Publisher | Titan Books
Price | £9.99

>*Tower of Bable* was a victim of its own hype. JLA fans were buzzed when it was announced that a serialisation would see one of its members betray his friends. Sounds cool; reads badly. The double-crosser is predictably Batman, the tale lacks rhythm and what could have easily been a one shot is spread thin across four issues. Apparently, the Dark Night has always kept tabs on each of his team mates' weaknesses and when this information is stolen from him by Ra's Ah Gul and used against the League, everyone gets a bit narked with the Bats. For Leaguers only!



2/5

Ultimate Spider-Man (Ongoing)

Publisher | Marvel Comics
Price | £9.99

> Realising that they may have tampered with their most popular character just a little too much for their fans to swallow, the kings of comics decided to scrap *Spider-Man*, and start all over again. This basically meant cancelling each title featuring the webbed one and starting all over again from issue one. The upshot of this was adding an extra monthly title, *Spider-Man Unlimited*. Retelling the trial of Peter Parker from his high school beginnings, this is the famed origin story brought up-to-date for the 21st Century. Think *Batman: Year One*, but for the DVD generation.

2/5

Daredevil The Man Without Fear (Ongoing)

Publisher | Marvel Comics
Price | £12.99

> Wanna know what Kevin Smith comics are like when he's working for the big boys? Then take a look at this. Smith literally saved Marvel's backside when he re-launched this title in 1998. Attorney Matthew Murdoch was, not only blinded in an accident with a truck carrying toxins, but his remaining senses were heightened to superhuman proportions. So, Matthew does the natural thing, puts on a pair of red PJs and spends his nights swinging around the Hell's Kitchen area of New York city fighting crime. Smith's no longer on the title, but it's still a mag certainly worth your monthly attention.

5/5

continued >

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

ontinued >

Videos

Bridget Jones's Diary

Publisher	Columbia TriStar Pictures
Cert	15
Price	£16.99

> We are a tad tired of the book-to-film tie-in populist tat we're forced to endure. Everywhere you turn otherwise-sensible people can be found reading Harry Potters' fortieth outing, but not so long ago it was *Bridget Jones's Diary*. Such was the popularity they made a film of it starring Renée Zellweger (who beefed up and learnt to speak the English properly), Hugh Grant (sans foppishness) and Colin Firth. It's quite funny in that *Four Weddings and a Funeral* kind of way.

3/5

The 6th Day

Publisher	Columbia TriStar Pictures
Cert	15
Price	£12.99

> A few years ago the Austrian Oak could be relied upon to rake in the cash. This ain't the case anymore; people are no longer impressed by rippling flesh, badly pronounced words, poorly conceived films and Arnie's 'humour'. *The 6th Day* could've been half-decent had they re-written it, recast the lead role or hacked off 30 minutes of the run-time. We suggest that rednecks only need bother to subject themselves to this.

1/5

Superman 1 & 2 Twin Pack

Publisher	TBC
Cert	PG
Price	£19.99

> Hurrah, the two best *Superman* films are now available together in a rather splendid double-pack! You know how it goes, *Superman* does the whole 'baby from Krypton sent to earth who grows up to become bespectacled mild-mannered reporter/tights-wearing hero', whilst the sequel does the relinquishing powers and responsibility for love thing. It's all good clean stuff that's great for kids and a good laugh if you remember them the first time round.

4/5

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

import directory

Import Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Aero Dancing F	**CRi**	1	✗	✗	✗	08	82%
Arabian Nights: Price Of Persia 3D	**Mattel**	1	✔	✗	✗	26	54%
Atari Anniversary Pack	**Infogrames**	4	✗	✗	✗	25	65%
Bakuretsu Muteki Bangaioh	**ESP**	1	✗	✗	✗	05	65%
Berserk	**Ascii**	1	✗	✗	✗	05	75%
Biohazard	**Capcom**	1	✔	✗	✗	06	93%
Carrier	**Jaleco**	1	✗	✗	✗	09	69%
Cannon Spike	**Capcom**	2	✗	✗	ARCADE STICK	21	62%
Capcom Vs SNK Pro	**Capcom**	2	✗	✗	ARCADE STICK	25	91%
Centipede	**Hasbro**	4	✗	✗	✗	06	38%
Chu Chu Rocket!	**SEGA**	4	✗	✔	✗	04	92%
Climax Landers	**SEGA**	1	✗	✗	✗	02	52%
Cool Boarders Burn!	**UEP**	2	✗	✗	✗	02	44%
Capcom Vs SNK	**Capcom**	2	✗	✗	ARCADE STICK	14	87%
D2	**SEGA**	1	✗	✗	✗	07	60%
Dance Dance Revolution 2nd Mix	**Konami**	2	✗	✗	✗	07	93%
Death Crimson 2	**Ecolé**	1	✗	✗	LIGHTGUN	05	53%
Densha De Go! 2	**Taito**	1	✗	✗	✗	10	26%
Espion-age-nts	**NEC**	1	✗	✗	✗	02	73%
Elemental Gimmick Gear	**Vatical**	1	✗	✗	✗	06	73%
FirePro Wrestling	**Spike**	4	✗	✔	ARCADE STICK	21	87%
Giant Gram 2000	**SEGA**	4	✔	✗	ARCADE STICK	13	93%
Giant Gram All Japan Pro Wrestling 2	**SEGA**	4	✗	✗	✗	02	84%
Giga Wings	**SEGA**	1	✗	✗	✗	04	35%
Godzilla Generations: Maximum Impact	**SEGA**	2	✗	✗	✗	06	40%
Guilty Gear X	**Spike**	4	7	7	ARCADE STICK	21	80%
Gunbird 2	**Capcom**	2	✗	✗	✗	09	81%
Gundam Side Story: 0079	**Taito**	1	✗	✗	✗	10	80%
Heavy Metal: Geomatrix	**Capcom**	4	✔	✗	ARCADE STICK	26	68%
Hoyle Casino	**Sierra**	4	✗	✗	✗	25	61%
IIIBleed	**Crazy Games**	1	7	7	7	23	87%
Industrial Spy – Operation Espionage	**UFO Interactive**	1	✔	✗	✗	26	74%
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%

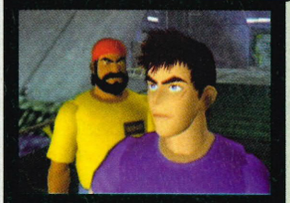
2nd Coming

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

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

Import Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Last Blade 2	SNK	2	✗	✗	Arcade Stick	22	39%
Maken X	Atlus	1	✔	✗	✗	04	75%
Mars Matrix	Capcom	2	✗	✗	Arcade Stick	22	74%
Marvel Vs Capcom 2	Capcom	2	✔	✔	Arcade Stick	08	92%
Metal Gear Solid	Capcom	1	✔	✗	✗	26	93%
Mr Driller	Namco	1	✗	✗	✗	12	83%
Neo Golden Logress	Success	1	✗	✗	✗	25	83%
NHL2K Sega	SEGA	4	✗	✗	✗	08	84%
Phantasy Star Online Ver.2	SEGA	1	✔	✔	Keyboard	25	82%
Pop N' Music 2	Konami	1	✗	✗	Keyboard	02	73%
Power Stone 2	Capcom	4	✗	✗	Arcade Stick	10	92%
Puzzle Bobble 4	Taito	2	✗	✗	✗	09	92%
Rainbow Cotton	Success	1	✗	✗	✗	07	69%
Rainbow Six	Majesco	1	✗	✗	✗	11	78%
Ring	Asmick	1	✗	✗	✗	08	59%
Sakura Wars	SEGA	2	✗	✗	✗	08	77%
Sakura Wars Song Show	SEGA	1	✗	✗	✗	09	33%
Samba De Amigo	SEGA	2	✗	✔	Maracas	10	95%
Seaman	SEGA	1	✗	✗	Microphone	14	84%
Sega GT: Homogolation Special	SEGA	2	✔	✗	Steering Wheel	07	92%
SEGA Marine Fishing	SEGA	1	✔	✗	Fishing Rod	24	69%
SEGA Smash Pack	SEGA	1	✔	✗	✗	21	47%
SEGA Sports Jam	SEGA	2	✔	✗	✗	24	82%
Sorcerian – Apprentice Of Seven Star Magic	Victor Interactive	1	✗	✗	✗	10	49%
Space Channel 5	SEGA	4	✔	✗	✗	06	91%
Spec Ops: Omega Squad	Ripcord	1	✔	✗	✗	26	18%
Star Gladiator 2: Nightmare Of Bilstein	Capcom	2	✗	✗	✗	05	65%
StreetFighter III W Impact	Capcom	2	✗	✗	✗	05	44%
StreetFighter Zero 3	Capcom	2	✔	✗	✗	02	85%
Super Magnetic Niu Niu	Genki	1	✗	✗	✗	07	71%
Super Runabout	Climax Entertainment	1	✗	✗	Steering Wheel	11	48%
Time Stalkers	SEGA	1	✗	✗	✗	09	70%
Tokyo Bus Guide	Forty Five	1	✗	✗	✗	07	82%
Toukon Retsuden 4	Tomy	1	✗	✗	✗	02	49%
Treasure Strike	Kid	4	✔	✗	✗	09	72%
Twinkle Star Spirits	SNK	2	✗	✗	✗	10	79%
Typing Of The Dead	SEGA	2	✔	✗	Keyboard	20	88%
Virtua Cop 2	SEGA	2	✗	✗	Lightgun	08	69%
Virtua On	SEGA	2	✗	✗	✗	05	80%

Blue Stinger



› Or 'Blue Ringer' as it's affectionately known as in the office. It was the Dreamcast's first survival horror game and at best it was a poor man's (very poor!), *Resident Evil*. But back in issue #02, little did we know the true power of the machine, which wasn't truly realised until *Code: Veronica* arrived. And that showed *Blue Stinger* for the pants it really was.

Before 65%

Updated Score **53%**

Chef's Luv Shack

› Generally party/quiz games on consoles are generally a bit on the dodgy side and the two on the Dreamcast are no exception. There's no doubt that *Chef's Luv Shack* is better than *Who Wants To Be A Millionaire*, thanks to the typically South Park humour and the ridiculous mini-games, but even so you won't want to play it more than once.

Before 76%

Updated Score **61%**

Dragon's Blood

› As far as medieval adventures go *Dragon's Blood* isn't a particularly bad game, it's just a little on the bland side and has too many annoying nuances for it to have received an original score of 79%. The camera angles let it down badly, as does the fighting system, which leaves you frustrated. It's repetitive as well, but fun all the same.

Before 79%

Updated Score **65%**

Box Office

American Pie 2

Distributor Universal Pictures

Jumping on the bandwagon of shock-comedy movies last year, *American Pie* was a damn funny movie. Band camp, naked girls... that pie scene – we loved it to pieces. Of course, a film that makes money demands a sequel and here's *American Pie 2*. Is it as funny as before? Well, not exactly... even though it reuses several of the same jokes. Still, it's well worth a look if you're into rude, crude and downright nasty comedy... or you're just a weirdo.

3/5

Jay And Silent Bob Strike Back

Distributor Dimension Films

If you've ever seen a Kevin Smith film (and if not, what's wrong with you?), you'll know who *Jay and Silent Bob* are. They've always played second-fiddle in the past, but now they've got their own movie – complete with tons of cameos, plenty of laughs and more carnage than anything you've ever seen before. It's one of the funniest films we've seen all year, so you've got to see it...

5/5

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

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Dreamcast

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Black/Matrix AD
Blue Stinger

C
Carrier
Caesar III
Champ Manager 2
Chef's Luv Shack
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 Bizarre Adventure

K
Kessen
Killer Loop
King of Fighters Dream Match '99

L
Legacy of Kain

M
Mag Force Racing
Maken X
Marvel vs. Capcom 2: New Age Of Heroes
Marvel vs Capcom
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
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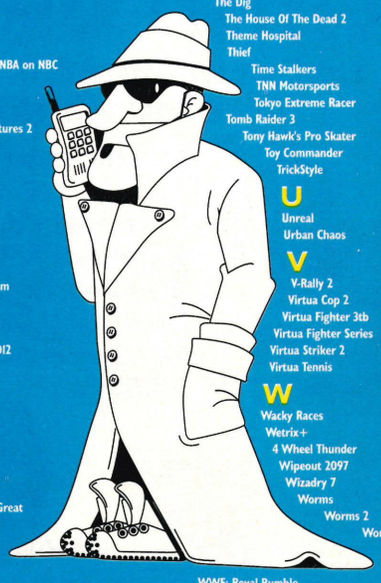

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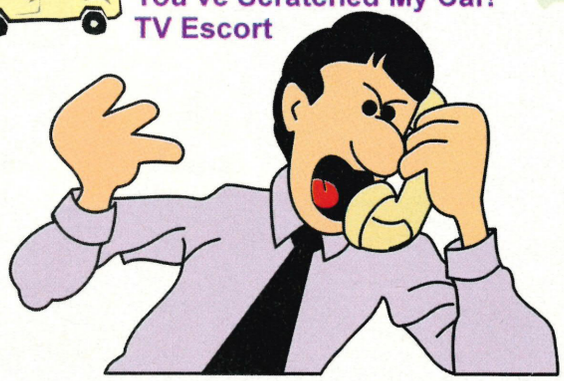

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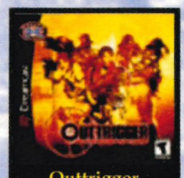
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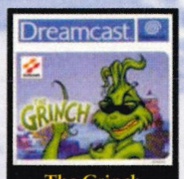
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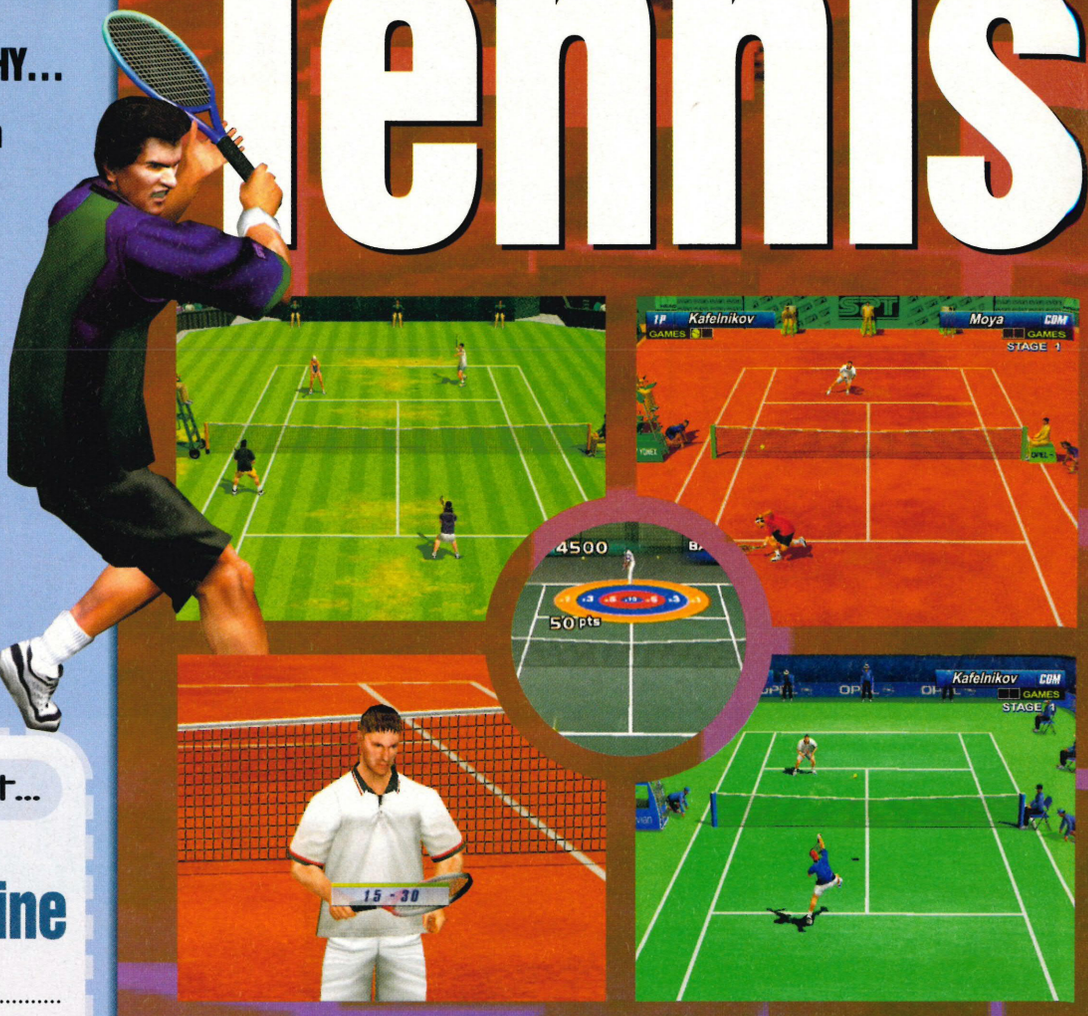

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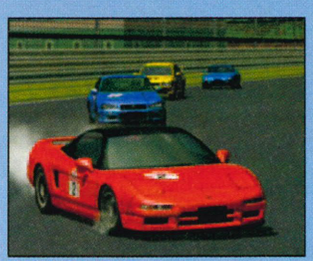
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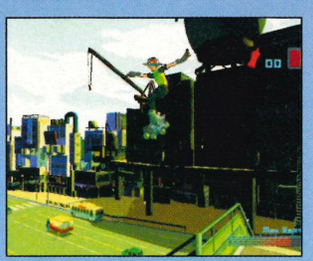
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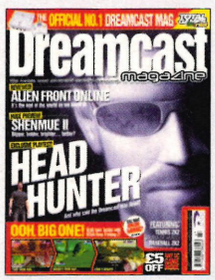

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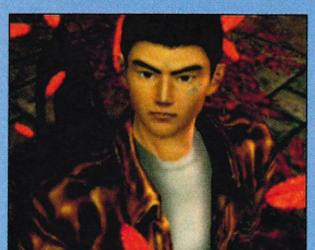

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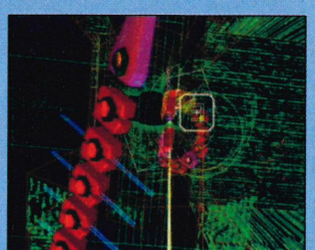

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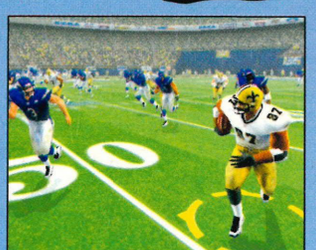

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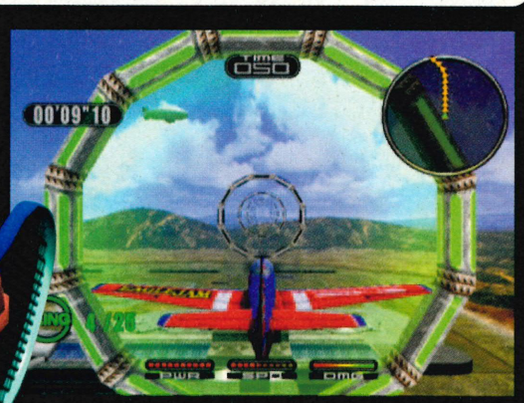

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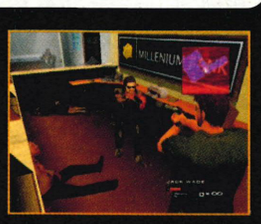

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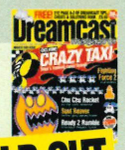

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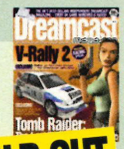

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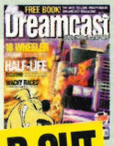

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Outtrigger

Advanced Level, Mission 15

"My wings are like a shield of steel!"

Ahh, guns... there's nothing quite like them in a videogame. Although we're partial to a good beat-'em-up, sports or platform game, it's a pretty safe bet that a great multiplayer shoot-'em-up will always win hands down. Not only does it mean that we get to sit around in a group and take the mickey out of each other, but we also get to blow each other to smithereens for a good hour or so. Not surprisingly, our choice of game recently has always been *Outtrigger*, SEGA's frantic blast-'em-up that came out a few months ago. It's the only game worth playing with your friends right now and, what's more, you can even play it online if you rush out and get yourself an imported US copy.

When you can't get your mates round for good old-fashioned arse kicking though, *Outtrigger*'s still got the joys of the single-player Mission mode to keep you busy... and keep you busy it will. As you get through to the later missions, you'll find yourself coming up against some stiff competition in the form of rock-hard terrorists intent on kicking you squarely into next week. Still, these freaks are nothing compared to the might of the reinforced Salamander – an armoured monster with cannons for arms and a serious attitude. It'll take all your skill to take him down and complete the game... are you up to the job?

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Issue 28 On Sale 1 November 2001

Dreamcast magazine

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Thanks to:
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SUBSCRIPTIONS
Subscription rates (6 Issues) UK £17
Europe £22 World £30
Subscription Hotline 01454 642442

Printed by ET Heron & Co.
The Bentall Complex, Colchester,
Haybridge, Maldon, Essex
Distributed by Seymour Ltd, 1st Floor, 86
Newman Street, London W1P 3LD
Tel: 0207 3968000

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Dreamcast Magazine
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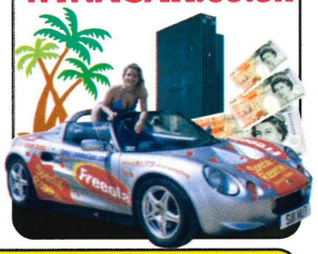

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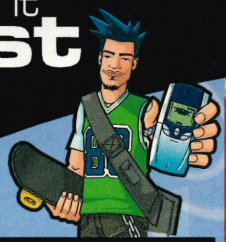

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Shake To Unlock	809301

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NEW	Éire	190752
NEW	GOD	190767
NEW	PAPA ROACH	190780
NEW	PIMP	190814
NEW	SCOTLAND	190824
NEW	Sex Kitten	190826
NEW	knickers	190851
NEW	BIOLOGICAL HAZARD	210492
NEW	BOYBAND	210496
NEW	SWENGLAND	210509
NEW	THE MOB	210526
NEW	SCARRED	210520
NEW	USHER	210187
NEW	EVIL	190754
NEW	Floozy	190760
NEW	Football Fizzy	190761

LOGOS

	GRAFIX	CODE
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		308797
		308926
		309241
		308745
		309582
		100365
NEW	disco diva	180300
NEW	nutty tart	180309
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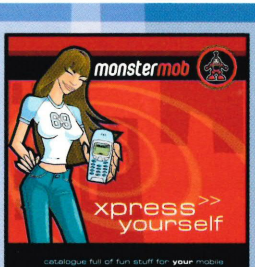

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