100% UNOFFICIAL 100% UNBIASED 100% DREAMCAST

dcm@quaynet.co.uk

January 2000 Issue 04

dreamcast MONTHLY

128-BIT TECHNOLOGY • ONLINE GAMING

The ultimate guide to Dreamcast gaming for the year 2000

MILLENNIUM COUNTDOWN

17 PAGE SPECIAL

£2.95

Quay MAGAZINE PUBLISHING A QUAY PUBLICATION

9 771466 790002 01

ALSO IN THIS ISSUE:

Shadow Man • Worldwide Soccer 2000 • Fighting Force 2 • Re-Volt • Vigilante 8: Second Offense
Slave Zero • Stunt GP • Rally Championship • Worms Armageddon • NBA Showtime: NBA on NBC
WWF Attitude • Snow Surfers • NFL Blitz 2000 • NFL Quarterback Club 2000 • Evolution • GTA 2

dreamcast MONTHLY Issue 04 Jan 2000 128-BIT TECHNOLOGY • ONLINE GAMING

THE EUROPEAN
SONIC SPEED CHALLENGE

WITH

Reebok
DMX

Kiss

my sweet Italian

1 minute 26.4 seco

Are you ready to take on the rest of Europe from your front room? Are you fast enough to be the European Sonic Champion and win a specially designed Dreamcast pod?

The European Sonic Speed Challenge is here. Download a special Reebok DMX course from the Sonic Homepage, collect all the shoes as quick as you

SEGA™

butt.

nds.

can, upload your time and if you're in the top 50 fastest times, you'll win an exclusive Sonic / Reebok prize. Check out Dreamarena or the Sonic Adventure Homepage for full terms and conditions. Promotion closes 14/01/2000.

1 minute 26.4 seconds = 1 internet beat

Sega & Dreamcast are either trademarks or registered trademarks of Sega Enterprises, Ltd.

Dreamcast™

Up to 6 billion players

www.dreamcast-europe.com
Dreamarena

mad about life serious about games

get into gameplay

At gameplay.com we take games seriously, so you have more fun – and save money.

Visit our website and see for yourself. You'll get all the tips and cheats, along with all the games and all the chat.

Buying online is simple too. Or you could just pick up the phone, or use interactive TV.

Get your games from gameplay.com, and you'll get a whole lot more besides...

- Over 3000 games at rock-bottom prices
- Advice from real games players
- A money-back guarantee – if you don't like a game, don't keep it!
- Free first-class delivery across the UK
- Free 68 page catalogue - order yours now!
- Plus a free gift with every order

PlayStation Dreamcast N64 PC CD DVD FILMS

All rights reserved. All trademarks recognised.

3 ways to buy

visit the website: www.gameplay.com
call: 0113 234 0444 or on interactive TV: Open....

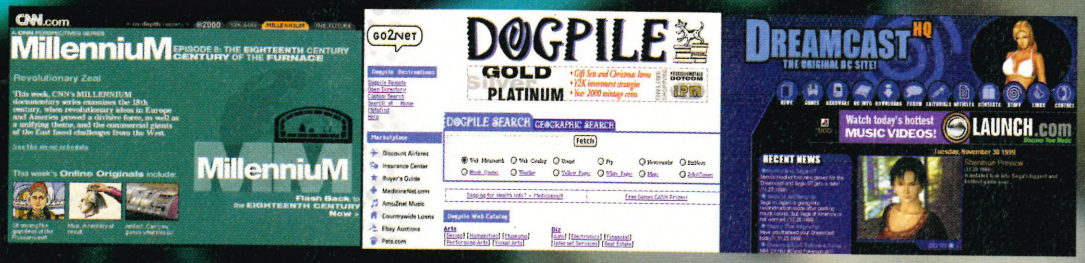
gameplay.com

we're never beaten

highlights

A NEVER ENDING STORY 24

Will the console wars never end? Find out more in our investigative feature.



www.online.com

Find out how to get the best from your net-ready Dreamcast. 74

So here we are then, on the brink of a new dawn and if you want, a new beginning. Can you think of a better way to start the new Millennium than with a copy of Dreamcast Monthly in one hand and a glass of Champagne in the other? Okay, so that's never going to happen, but at least your new year's resolution of not buying another sub-standard game as long as you live is secure for now, thanks to this month's cover feature: Millennium Countdown.

It's a specially commissioned guide to the top forty Dreamcast games available on or around Christmas and the new year. Let's just hope it puts all your minds at rest so you no longer feel the need to call us up at five past nine in the morning and ask us what's worth buying this month (um... what's the magazine for?). All right, so that's a bit cheeky, but Christmas is just so stressful don't you think?

To compliment that this month we've got plenty of top Dreamcast news, previews and features including the almighty Worldwide Soccer 2000 on Page 16 - it looks like UEFA might just have met its match. My personal favourite though has to be Shadow Man. It's nestling comfortably at the front of the review section on Page 50, just ahead of other top games like Fighting Force 2 and the evergreen Worms Armageddon. If that's not enough for you, try the second part of our online guide www.online.com (Page 74). It's got all you need to make the most of your Dreamcast Dream Key software and just a little bit more.

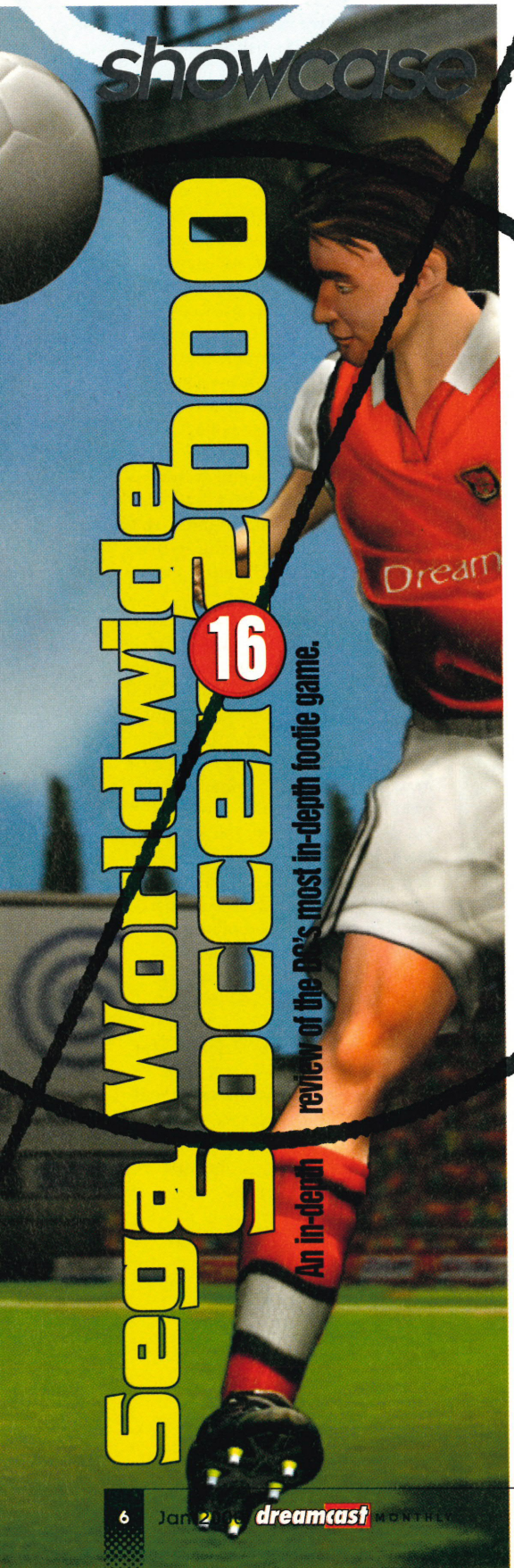
Well that's about it from me for now, but I'll just leave you with news that Dreamcast Monthly will be going up to 132 pages next month. You wanted it, now you've got it - just count it as our little chrimbo present to you.

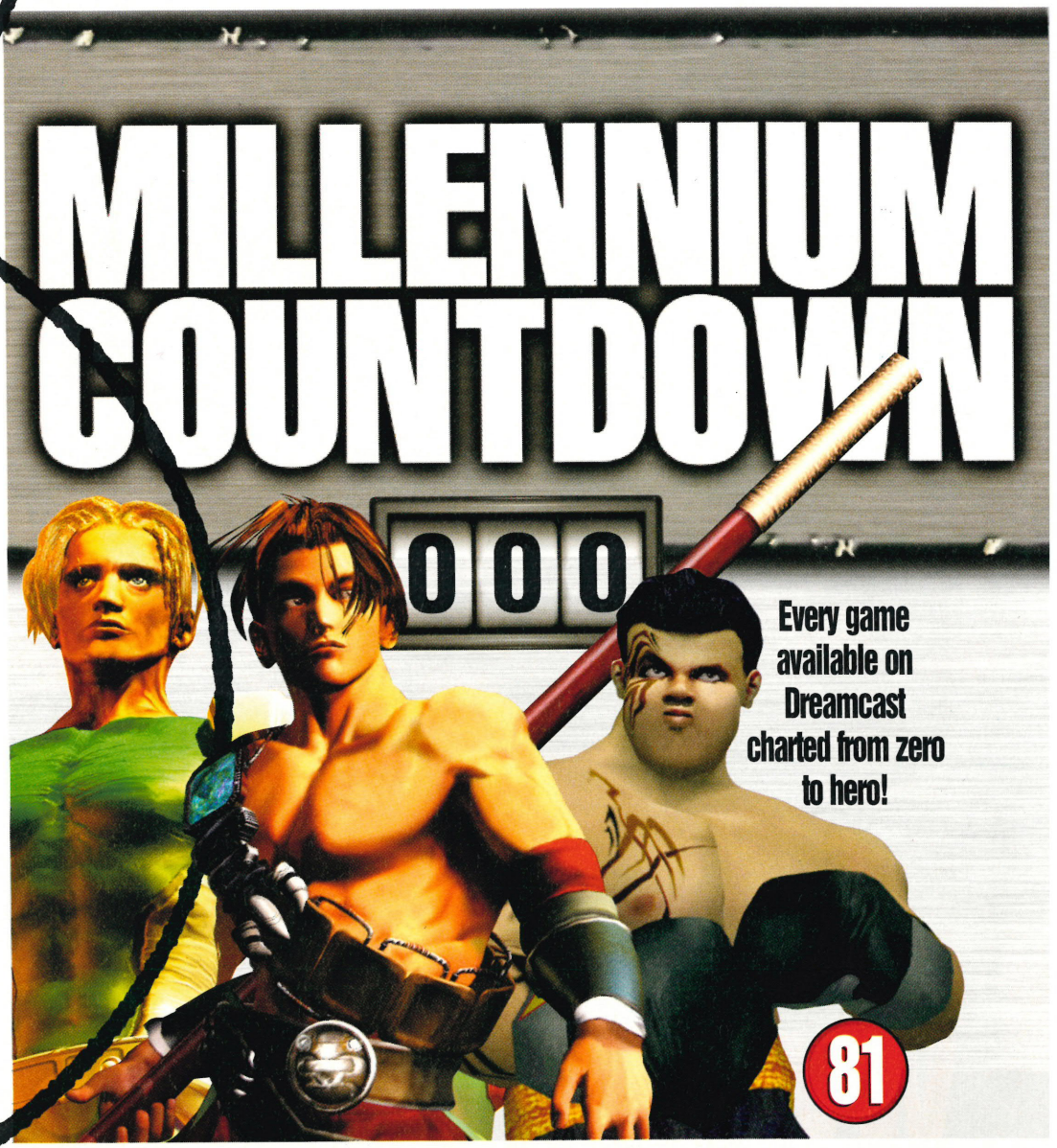
Enjoy the mag and have a very merry Christmas.

Russell Barnes, Editor
Dreamcast Monthly
Quay Magazine Publishing
22 Strand Street, Poole
Dorset BH15 1SB
russell@quaynet.co.uk

issue 04 January 2000

contents





previews

Evolution 30
Grand Theft Auto 2 32
Rally Championship 39
Resident Evil 2 33
Sega GT 31
Slave Zero 42
Stunt GP 26
Tee Off 40
Vigilante 8: Second Offense 34

reviews

Fighting Force 2 54
NBA Showtime 60
NFL Blitz 2000 68
NFL Quaterback Club 2000 59
Re-Volt 62
Shadow Man 50
Snow Surfers 65
Worms Armageddon 56
WWF Attitude 66

dreamcast
128-BIT TECHNOLOGY • ONLINE GAMING MONTHLY

VIGILANTE 8: SECOND OFFENSE

34

The PlayStation was home to the first Vigilante 8. Now see what the DC can do with the same winning formula!

26 STUNT GP

It's hard to characterise any driving game as original, but you'd better start getting used to the idea...

features

A Never Ending Story.....24
Infogrames Into 2000.....46
Millennium Countdown.....81
On Import.....70
Showcase Worldwide Soccer 2000..16
www.online.com.....74

regulars

Cheat Code Central.....78
Forum.....8
Newscast.....10
Next Month.....98
Subscriptions.....73

forum@

HAVE YOUR SAY...

FORUM • DREAMCAST MONTHLY • QUAY MAGAZINE PUBLISHING
22 STRAND STREET • POOLE • DORSET BH15 1SB • DCM@QUAYNET.CO.UK

PAL CONVERSIONS

I class myself as a very keen gamer and own all of the major consoles currently available (so I'm in no way biased). When I say I think the Dreamcast is excellent and a great step forward in terms of technology you know I'm not talking out of my arse. There is one thing, however, that I'm not entirely satisfied with. The PAL conversions of games Sega has provided are excellent, but why isn't it done for all games? I was told Sega was trying to influence third-party developers to feature the option but they are just as bad. Virtua Fighter 3tb, Sega Rally 2 and Dynamite Cop all have horrific borders and no magazines seem to mention it. They can program great games with amazing graphics and sound and then leave borders on the damn screen – it's pure laziness. I know some games don't, but that's not good enough and games developers need telling – can Dreamcast Monthly be the first to do it?

Mark, e-mail

DCM: A very good point well made Mark and we at Dreamcast Monthly are in full agreement. The 50–60 Hz option is slowly becoming more frequently used as time passes but Sega really can't do any more than 'recommend' that third-party developers include the option in their final code. In future, that particular aspect of the game as a whole will be taken into account by DCM, although the amount of people that allow it to sway their purchasing decisions is surely miniscule – would anyone really refuse to buy a great game simply because of slight borders?

PARANOID FREAK OF NATURE

I own a PC and now also a Dreamcast and I must say it's a real winner. But (and this is a big but), I'm slightly worried about Sega's online strategy. With a top PC with a 56k modem, a good ISP (Internet service provider) and a good game server you can enjoy some kick ass gaming. Has Sega really put enough thought into doing it the Dreamcast way? I think not. When you look at the puny 33k modem bundled with the Dreamcast you've got to be worried. Here are three possible reasons for their lack of effort:
1. Sega never really intended the Dreamcast to be an online gaming machine and they added the modem bit to sell more consoles as an afterthought.
2. Because of the cheapness of the console they only bundled a 33k modem knowing later they'll bring out a 56k replacement making them loads of extra money.
3. Sega has cracked the net and can now send more information in smaller packets with hardly any packets dropped thus being no need for a faster modem (though I think this one is highly unlikely).
So am I right or am I a paranoid freak of nature?

'Tit', e-mail

We can expect to enjoy great online games like this from April

DCM: There are some wise words to be heard there, but there are also a few things that need straightening out. Firstly, the online portion of the Dreamcast is a core aspect of the console and Sega has made that perfectly clear from the start. If you look at it's released next year for the simple reason that Sony appears to be making gaming a secondary application. Sony is making big noises about the future of interactive entertainment, but is overlooking the reason we play games – fun. Photo-editing suites, interactive movies, DVD are all well and good, but being a gamer I want games. Realism has its place, but arcade games are not only the past they are also the future and Sega again, along with Dreamcast Monthly, is leading the way. I haven't even bothered to mention N2000 as I, like most of the world (with maybe the exception of Mr Black and Mr Pink) know nothing about it. Keep up the good work and don't forget that it is all about games. The Internet, e-mail etc. are excellent tools, but not the reason I bought a Dreamcast.

Steve, Cheltenham

DCM: Your letter definitely wasn't the only letter we received as far as Issue 3's funny boys are concerned, but stood out with a well-rounded argument. Your comments on PlayStation 2 certainly offer a strong argument too, but probably wouldn't be enough to account for the failure of the platform as a whole. So let us add our ten pence worth and hope it helps! Sony is in great danger of pulling off something of a Blair Witch Project-style blunder. Hype can be your biggest ally one minute, then your worst enemy the next. The whole world is currently waiting with baited breath to see what the almighty Sony can pull off next and are in grave danger of being deeply disappointed. It's software that sells consoles, and the best that Sony are currently promising are remakes and sequels of 2 or 3-year-old PlayStation games. Can it provide enough of an advance in 'home entertainment' to warrant the expense? Still, we'll all see soon enough.

Dear Top Dreamcast Magazine,

I just felt that I had to respond to 'Dear Crap Dreamcast Magazine' from December's issue. I'm sure I'm not the only one who has, but somethings just need to addressed. Firstly, I would like to ask which N64 magazine they were referring to as up until recently when I owned said machine I never managed to find one of quality. How can a magazine for a console that gets maybe six or seven games released a year show quality. I used to read N64 magazine and I found that it was just padded out with anti-Sony comments and nothing else but repeats of previews of games that have been in the pipeline for two years. I also have the full collection of Official Playstation Magazines which up until August was my favourite publication. I haven't bought that mag since then (or probably again) due to the poor quality of the demo CDs which was my original reason for buying it. For someone who is obviously a multi-format gamer to slag off another machine for no intelligent reason surprises me. If you don't want to buy it, DON'T.
Finally, Playstation 2 is going to disappoint gamers when (if)

dcm@quaynet.co.uk forum

American Dreamcasts you'll notice they've actually already got 56k modems installed. This is mainly attributable to online gaming in America being streets ahead of us here in olde England. It's hard for Sega to commit to the European online 'scene' without slight reservations as – compared with the States – it's minuscule. Sega will more than likely introduce a faster modem in the future (profitable indeed), but for now it's quite fair to say that what we've got should suffice. How can we be sure that – considering the DC isn't actually a PC – a 33k modem wouldn't perform beyond your (PC orientated) expectations? We'll see...

BORN SLIPPY

My brother and I are both big football fans and enjoy playing a number of different sports games on the PlayStation. Around October this year, we saw a preview video of the new Dreamcast console and were very impressed. The first games to grab my attention was UEFA Striker and NBA 2000. We were both smitten and decided to convert to Dreamcast almost immediately. So my brother sold his PlayStation and all his games so we could afford Sega's new console and a copy of UEFA Striker. According to your mag it was due out on the 14th October, but to my disappointment the release date had slipped to the 29th. We were both really gutted but decided it was worth the wait and sat tight, until the 29th came and went and still no UEFA bloody Striker! From here it went to 12th November, then the 26th of November – will the slipping never cease?! Could there have been some form of production error along the line, or is it more likely that Infogrames is using nasty delay tactics to cash in the Christmas bonanza? How dare publishers play with the feelings of loyal gamers purely for financial gain? My brother and I went to a lot of trouble to get a Dreamcast and UEFA and now we're just left with a bunch of games we didn't really want to play. Is there any official explanation (as they've made no effort as far as we know) for their behaviour, or are we expected just to sit back and ignore their unbelievable ignorance and lack of respect for serious gamers?

anon, London

DCM: There have been countless occasions in the past where publishers have held back games for various reasons when the game itself is actually complete and ready to go on sale. Christmas is a favourite, of course, and it's quite easy to see why they do it really. In the case of UEFA Striker, however, it has been made clear to us that there were some final changes that had to be made to the game. Gameplay tweaks like these make sure that when you finally got your hands on the game it was as good as you hoped. So, anon, in London, those various slips and slides of the release schedule were all in your best interest. Funny, really, considering your colourful choice of language (that was subsequently subbed and written out of your frankly worrying and volatile letter). Perhaps you'll appreciate and enjoy it more now in the knowledge.

THE 50-60 Hz OPTION IS SLOWLY BECOMING MORE FREQUENTLY USED AS TIME PASSES

Simon Says...

There seems to be a growing division between original PlayStation owners and Dreamcast fans. The console market has never been my thing as I had a PC upbringing, and although enjoying the late nights playing Worms, Tekken, Doom, etc. on my mate's PlayStation I have never been tempted to buy a console... until Dreamcast. I am now a proud owner of Sega's little white box of tricks and as expected, it does what it was meant to do better than anything else on the market.

I think this split is caused by Sega stepping its mighty foot on the toes of what was once solely a PC market, and by doing so, no longer sticking to its console roots. At present, we have Internet capability and a keyboard which is nice. No doubt, with the addition of a mouse, Microsoft will begin to supply 'other' software to run on the Windows CE operating system. With (potential) DVD and Zip Drive capability, PC owners will feel right at home. In the end, they are all running a business, and wouldn't be in business if they couldn't beat the competition. No doubt, when PlayStation 2 comes out, it will be technically superior, as will Nintendo's effort, but by then I'm sure Sega will have its next project (Dreamcast 2?) well under way and you will all have to wait another year for that. Stop worrying about it and start enjoying it. I am.

Simon, London

DCM: Your are obviously of sound body and mind Simon and very much a gamer after our own hearts. That particular argument can be seen in action over on page 24 in our no-holds-barred feature cunningly named A Never-ending Story. Though an extra 10 pence worth would tell you that a Zip drive storage device is definitely on the cards sometime in the new year and the DVD drive will certainly be appearing one way or another. As soon as we get confirmation on whether it'll take the form of an add on or left until the 'Dreamcast 2', we'll let you know.

FAQ

This month's round-up of our most frequently asked questions...

What's the point of releasing Resident Evil 2 on the Dreamcast?

A very popular topic this month coming from Internet users already aware of Virgin Interactive's move to port the now ageing Res Evil 2 to the Dreamcast (check out page 33 for a bit more info). Releasing old-hat games at relatively no cost to the developers/publishers can really rub us up the wrong way here at DCM, but on this occasion we're prepared to forgive (but not necessarily forget). Let's face it, Res Evil 2 is the mutt's nuts after all, and (and that's a big and) it's going to come complete with a demo version of Resident Evil: Code Veronica. What more could anyone possibly want?

When's Shenmue coming out in Japan?

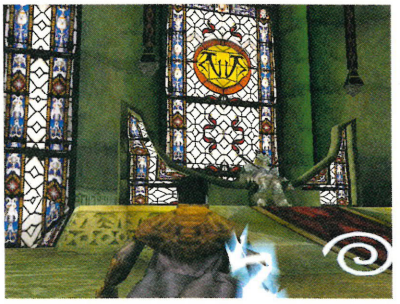
The simple answer is, of course, 29th of December, and Dreamcast Monthly is going to write the biggest, most in-depth import review of it for next issue's magazine. In last month's Newscast, you might have noticed that we said its release had slipped to Spring 2000, but no, it's been brought forward again (kind of ironic really after reading BORN SLIPPY!). I know we're not going to complain (see this month's Newscast for more details).

Where can Dreamcast keyboards be purchased?

We were surprised at the number of letters and e-mails we received regarding Sega's useful peripheral. Surprised mainly because the keyboard can be bought from all major computer outlets across the country. After minimal digging around, we did, however, learn that they are very much in demand with stock levels currently quite low. It turns out that the Dreamcast's excellent online capabilities are being well exploited by many DC users...

newscast

Bringing you the latest news and views from around the world



THE LEGACY CONTINUES

It's a Soul Reaver revolution...

Stand by your beds folks, as just when you thought Raziel was confined to the mediocre PlayStation, we can reveal he's making the jump to Dreamcast.

Legacy of Kain: Soul Reaver is pencilled in for release next March and it goes without saying that those who've not yet had the blood-curdling pleasure will revel in what is a truly epic title.

Since it was released on the PSX and PC in September, Eidos has shipped over one million copies world-wide and the PSX version shot to the number one spot in the UK charts. Eidos has already wowed Dreamcast gamers with the release of Power Stone and Fighting Force 2 (see Page 54) and it seems the stream of blockbusters isn't going to end there as we all prepare for Soul Reaver.

Of course, you can expect some improvements when it arrives on the DC; in fact, it will run at twice the frame rate of the PSX version with higher resolution textures and brand-new special effects. Just when you were beginning to think the game couldn't get any better, along comes the Dreamcast, ay?

For those of you who know nothing about the game, you play the role of Raziel, a Lieutenant to the evil ruler Kain, ruler of Nozgoth. These characters are vampires, Kain and the lieutenants have been subject to evolutionary changes and when Raziel grows wings before the evil Kain he is damned to eternity in the Vortex, a huge sea of energy that devours anything that's thrown into it. A thousand years later, Raziel is resurrected by The Elder who's willing to give him another chance and the opportunity to get revenge on Kain.

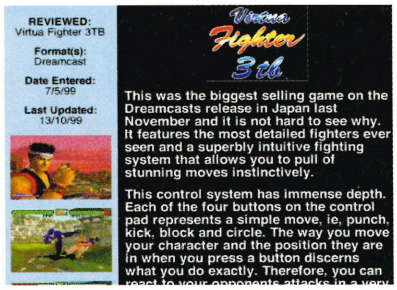
This is a truly massive title that compares only with the likes of Shadowman (see Page 50) in terms of gameplay, graphics and sheer size.

Soon, everywhere we look there'll be no getting away from this game and the fun starts right here as in the coming months we'll have the EXCLUSIVE on this imminent smash hit. Keep it here.

THE STREAM OF BLOCKBUSTERS ISN'T GOING TO END THERE FOR EIDOS AS WE ALL PREPARE FOR SOUL REAVER

HEADLINES

Legacy Continues [10]
Going Live & Online [11]
Chips are Down [11]
V-Rally [11]
Stop Press [11]
Prospects [12]
Online Sonic Competition [12]
Essential Reading [12]
Global News [12 & 13]
New Shenmue Release Date [13]
Match Made in Heaven [14]
New D2 Shots [14]
Virtua Fighter 4 [14]
Toy Commander Xmas Edition [14]
More Namco Games [15]
Easy Driving [15]
Religious Goings On [15]
Competition Winners [15]



THE CHIPS ARE DOWN

Dreamcast Mod Chip about to be released

It was only a matter of time before someone jumped on the chipping bandwagon and produced a chip for Sega's new console. For a mere £27.50 an online mail order supplier can sell you a Mod Chip which will allow you to play import games on a PAL machine. It's not all sweet smelling roses, though, as fitting the clever gadget requires you to desolder the DC's insides thus making your warranty invalid. We feel we should warn you of the possible consequences this invention may bring. Rumour has it that some retailers may actually offer to fit the chip for you themselves which means you'll have to entrust your Dreamcast with perhaps unskilled shop assistants who may actually do it incorrectly. And you don't need us to tell you how this opens up opportunities for videogame piracy. In other words, be cautious.

GOING LIVE AND ONLINE

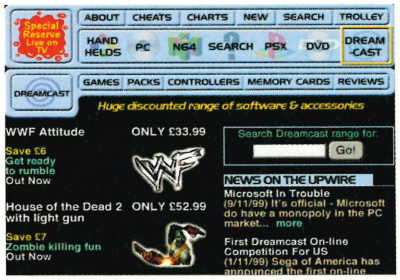
Special Reserve launches Dreamcast Internet site

The world's largest computer and videogames mail order club has done Dreamcast proud with its new in-depth web pages.

As we speak, visitors can buy over 2,500 discounted products online, look at new products, take advantage of over 5,000 cheats and reference hundreds of reviews of the best games complete with screenshots.

The company's programming teams have been working around the clock to overcome the various problems that current Internet sites encounter when gamers attempt to access them via their consoles. Special reserve's Internet Manager, Danny Corder said: "With the launch of the net-enabled Dreamcast plus various other Net TV machines like WebTV and Cable trials, there's a real need for web sites to be clearly readable on a TV screen. Although most web sites are visible on the Dreamcast, users don't want to scroll left and right just to read a paragraph of text. We've taken the best content from our network of sites and optimised it for easy reading on a TV screen".

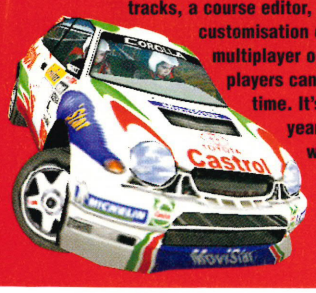
Visit Special Reserves site at the following URLs:
http://tvres.com
http://ukgamestv.com and
http://specialreservetv.com.



V-RALLY COMES TO DREAMCAST

Infogrames is on to a winner...

It was a smash hit on the PlayStation, but we don't want to go by that. According to Infogrames the Dreamcast version is going to be a million times better with improved graphics (goes without saying) and extra features including approximately 26 tracks, a course editor, vehicle customisation options and a multiplayer option where four players can race at the same time. It's due out in June next year and rumour has it will be worth the wait.



STOP PRESS

F355 Update

Sega has shipped an upgrade to the Naomi racer F355 Challenge called F355 Challenge VM Operator. It will be identical to the twin version but will also have VMU support which allows you to save your high scores and settings on the Dreamcast version.

Dreams are made of...

A new PlayStation-to-Dreamcast joystick adapter called the DreamStation is due out which allows you to use your PlayStation Dual Shock controllers on the DC. A definite must-have we think.

A Dual Dream

Ultimate Video Game Accessories is set to release a new peripheral called Dual Dream. This will enable gamers to copy data between two VMUs without having to use a Dreamcast. Not only that but you can also upload and download data from the web – cool.

Hydro Thunder 2

Midway has officially announced that it will be releasing a follow-up to Hydro Thunder. The sequel will imaginatively called Hydro Thunder 2 and hopefully won't be as 'challenging' as the first outing. No release date as yet but as soon as we know, so will you.

Buy, Sell

SCS, a Japanese electronics company, has joined forces with Sega to produce a computer terminal for the DC which lets gamers purchase products and rade shares over the Internet. It's been named R7, but don't expect to see it over here anytime soon.

STOP PRESS

PROSPECTS

Death Crimson 2

Another shoot-'em-up at last and hoorah! Death Crimson 2 promises to be as good as House of the Dead 2 with the addition of invisible enemies and up to four players can play at one time. The first Death Crimson was released on the Saturn, so we reckon it's not going to be too difficult to make this sequel impressive.

Power Smash Tennis

When this title is ported to the DC its new title will be Virtua Tennis. Developed by Sega and R&D Dept 3, it features real-life professional players and ultra-realistic animation. It's in the arcades in Japan already so watch this space.

Alien Breed Conflict

Team 17 is currently working on this sequel to Alien Breed. It's a 3D strategy game set in the future where you control a small band of soldiers carrying out covert operations to destroy an evil enemy. Its release is pencilled in for late 2000, so it's going to be a long wait.

War Monkeys

It's 'action tactics' all round with Silicon Dreams' new title. It's another strategy-based game in which you control massive armies, trucks, planes, the list goes on. The game is due for release early next year so expect to see a preview soon.

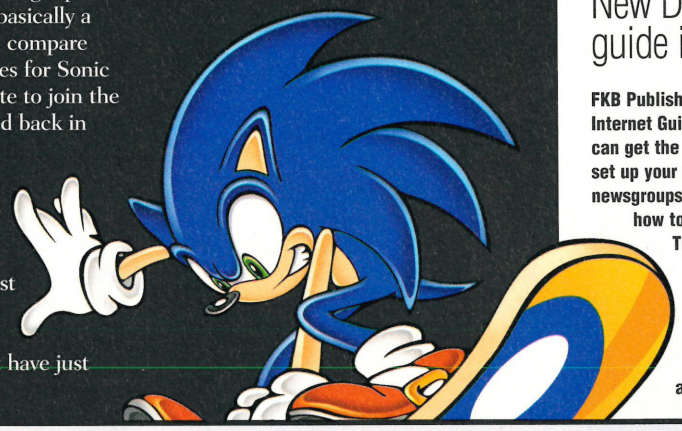
WIN WITH THE BLUE HEDGEHOG

Sonic goes online with Internet contests

Sega is spicing things up online with some new Sonic contests including the Sonic World Rankings, the Sonic 2K Competition and the downloads for special occasions such as the Halloween 'Tremble Park'.

The Sonic World Rankings speak for themselves – they're basically a forum where gamers can compare their best times and scores for Sonic Adventure. It's not too late to join the competition, but it started back in October – so hurry.

Sonic 2K is sponsored by AT&T and here, visitors can download special game levels and compete against one another for prizes. The courses are straight out of Sonic, but have just been revamped to keep it new and exciting. Prizes include a year's worth of free Internet access courtesy of AT&T WorldNet and Dreamcast merchandise. This competition runs until 14th January as a series of three three-week contests.



ESSENTIAL READING

New Dreamcast Internet guide in the shops...

FKB Publishing has launched the Dreamcast Internet Guidebook which explains how gamers can get the most of the Internet. It shows how to set up your own web pages, explains how to use newsgroups, how to download to your VMU and how to use current games with the Internet. There's also an extensive list of great web sites to log on to and explanations on how to get connected, surf, e-mail and loads more of other Internet features. Sounds like an essential buy and for a mere £9.99 you can't go wrong.

global news

THE STUFF DREAMS ARE MADE OF

Just imagine... You come home from work/school/the pub (delete as applicable) and you fancy a quick go on Soul Calibur before you retire to your bed for the night but you can't be bothered to go through the hassle of messing around at the back of your TV set. Well worry no longer, as rumour has it that Fuji is currently working on a new TV set that will include a built in Dreamcast; the thing is it will only be available in Japan.

SEGA OF JAPAN RAIDED

Is Sega of Japan trading fair?

Japan's Fair Trade Commission has paid a visit to Sega of Japan. The commission had reason to believe that SOJ was illegally controlling the prices of its hardware and games titles. The allegation claims that Sega has forced retailers to conform to a set price as well as to keep them from selling second-hand consoles. Sega of Japan hasn't commented on the Commission's accusations so it's only speculation at this point as to whether it's hearsay.

INTO THE GROOVE

Waka's getting jiggy with it...

The Japanese publisher Waka is planning a new Dreamcast sequencer that's set to rival the PlayStation's MTV Music Generator, or at least it will in Japan. Waka's sequencer features 2,500 different samples but will allow you to mix your own music and then save it for whenever you want to listen to it back. We're beginning to feel a little disappointed now as it seems all the interesting products only ever appear in the Orient and not over here, but we can at least hope someone will catch on.

NEW SHENMUE RELEASE DATE

Rejoice and give praise – Shenmue moves to 29th December in Japan

The games creator Yu Suzuki appears in the Japanese demo

Yes, it's true; just when we were all getting used to the idea that Yu Suzuki's masterpiece wasn't going to be found on import for a long time along came Sega of Japan with the best Christmas present – ever.

The news was first announced at http://www.shenmue.com and apparently the development team have worked day and night to finish the changes Suzuki wanted to make to the game ahead of schedule.

It hasn't been an easy ride for Sega with this title; all the way through the summer whispers were exchanged within the gaming industry as well as the public claiming that Sega just hasn't got what it takes to succeed and the set back with Shenmue fuelled the fire, so to speak. March 2000 was the new release date and like the console's delay over here, we all huffed and puffed but had little choice but to bide our time.

It's almost as if Sega did this on purpose, as since this announcement they've expected a surge of interest for the new platform and no doubt it will happen. No doubt Japanese retailers will be advertising the game in a big way from now until its release.

Watch out for an import review next issue folks.

SALES REACH THE 1 MILLION MARK IN THE USA

Far exceeding industry expectations…

The Dreamcast has reached Platinum Status in North America with over one million consoles purchased since its launch on 9th September.

Compared with the PlayStation which sold a million only after being on the shelves for one and a half years, Sega of America now has a good enough reason to celebrate.

Leading industry analyst Sean McGowan said: "One million units in the United States has long been considered a minimum threshold for a platform to be considered successful, and it's a level that usually takes longer than 90 days to reach".

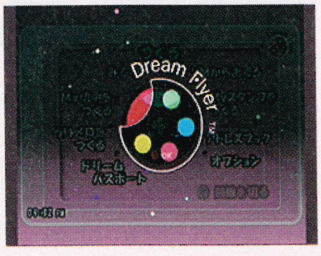
And it's not just the hardware that's selling well – software is also doing well as Sega have reported a 3:1 software to hardware sales tie ratio that's still expected to rise. This means that for every console purchased the typical consumer also buys three games.

But the celebrations don't look as though they're going to stop there: "By hitting the one million units sold landmark, it's clear that the Dreamcast consumer has moved beyond the hardcore gamer and into the mass market. We anticipate a record-breaking holiday sales season", said Peter Moore, Senior Vice President, Sega of America.

Things are truly looking up for Sega, but even Sega can't go wrong with Dreamcast.

SEGA'S LATEST E-MAIL PACKAGE FLIES HIGH

Release date for mail program announced



Sega of Japan has announced that its new e-mail program DreamFlyer will be available from 9th December.

It costs 2,800 yen and is set to become the standard software for the Dreamcast.

However, it can also be read by PC, Mac and Dreamcast Passport 2 by using a special plug-in.

DreamFlyer gives you the opportunity to write in various colours, add photos, pictures and stamps from an extensive collection of well over a thousand graphics.

If you so desire, you can also paint your own pictures which is similar to using 'Paint' which comes built in with Microsoft Windows. It's just going to be a jazzed up version of Microsoft's Outlook Express, no doubt.

A MATCH MADE IN HEAVEN

Jakarta and Freeserve join forces

Freeserve, one of the UK's most successful Internet service providers, has struck a deal with Jakarta, part of Dixons group to launch an Internet games channel.

It forms part of Freeserve's site (www.freeserve.net) and has been up and running since 18th November. If you go to Freeserve's site, just click on the appropriate link and you'll reach www.jakarta.co.uk where you'll find E-Store offering prices that beat the high street and special deals with up to 50 per cent discounts. You can also pre-order new releases and they'll reach your door on the day of release. Their Computer and Videogames Magazine provides up to the minute news, reviews and features can also be found.

It sounds like a match made in heaven and could well give Special Reserve's new site some stiff competition.

Jakarta offers news, reviews, features and even discount shopping

TIME FOR ANOTHER VIRTUA FIGHTER?

Yu Suzuki hints at the possibility of a Virtua Fighter 4

It's only speculation at the moment, but at a recent press conference Yu Suzuki hinted that there'll be a title released next year with the number 'four' in its name.
There's a pretty good chance that it will be a Virtua Fighter title as we've been waiting since the Saturn days for it to happen. We have had the adorable 3tb on the Dreamcast but the prospect of a fourth in the series is just too much for some beat-'em-up fans to cope with (like us).
Nothing has been officially announced yet, but rest assured, when it is you'll be reliably informed of it by our good selves.

WHAT EVERYONE WANTS FOR CHRISTMAS

No Cliché releases a special Christmas edition of Toy Commander

So have we all been having fun playing Toy Commander over the last few months?

No doubt you have and due to the title's success (oh, and that it's Christmas), French developer No Cliché have released a special seasonal edition.

Following along the same lines as Toy Commander, your mission involves you helping Santa find and return the presents that have gone missing from underneath the Christmas tree. Five presents are hidden around the room and each of them are protected by mischievous toys. You have to clear a path full of obstacles using a jeep and a jet fighter so you can then help Santa (with his trusty jet pack) to re-arrange the presents in their rightful places. Sounds easy. It's already out in the shops so be sure to put it on top of your Christmas list.

NEW D2 SHOTS

The game's on its way...

We've pulled out all the stops to get these new screenshots for one of the most eagerly awaited Dreamcast games.
D2 was supposed to be released at the Japanese DC launch but again, it's still delayed. D sold over a million copies so we're expecting great things for D2. In the meantime, take a gander at these...

NAMCO GIVES SEGA THEIR FULL SUPPORT

More titles have been promised for the Dreamcast

There hasn't been a lot of activity from Namco where Dreamcast titles are concerned. Up until now that is, as they've recently announced that there are two new Dreamcast titles on their way to Sega's console in the coming months.
What they're going to be exactly isn't known yet but it's been mentioned that one of them may be a port from a recent PlayStation project.
But it's not just the two titles we can look forward to as apparently Sega are expecting propositions for a new game to be released by Namco at least every four months, though there's no exact release schedule yet.
Let's put it this way, though, if Soul Calibur's anything to go by we can surely expect great things.

Soul Calibur - let's hope Namco have started as they mean to go on.

EASY DRIVING

Logic 3 invents a practical podium...

You can forget all that awkward gameplaying where you have to buckle down your steering wheel to the living room table and then squint at your television set which is miles away from you.
Logic 3 has come up with an innovative product called the TopDrive Podium, the first personal table designed to let you use your console wheel from any seat in the house.

It can be used for any platform, but is particularly good to use with the Dreamcast as you can surf the net from the comfort of your own chair.

Here comes the science bit; it has nine fully adjustable positional settings and a 'highly polished' surface for maximum grip all for the bargain price of £16.99.
Go on, you're worth it.

RELIGIOUS GOINGS ON

Shiny ready to release the long awaited Messiah...

It's taken two and a half years to develop this game and still Shiny Entertainment won't tell us when it's due for release.

Their new title's storyline follows along the same as many others before it. Earth is in disarray and it's up to you, playing a cherub, to flutter on down to the planet to sort out the problems. One snag though, the little blighter has no weapons at his disposal to take on the evil dictators who insist on making the earthlings' lives a misery.

Lucky for us, God himself has blessed the angel with a power to 'possess and control' any of twenty human and non-human characters. This, in turn, adds lots of twists and stings to the tail of the game.

Every one of the characters you possess has their own different characteristics. As the cherub, you have to pick a character carefully depending on what kind of situation you're in and if you get it wrong, you'll only be making slow progress as the game carries on.

After you have taken over a character, up to 20 different weapons will be at your disposal ranging from bazookas to rocket-propelled harpoons. Some characters, however, aren't able to pick up weaponry but that doesn't mean that these aren't without their uses; for instance you can possess a rat so you're able to get to hard to reach places.

And it's not only these never-done-before features that Shiny have been working on for so long. They've also worked long and hard to develop some luscious graphics and a rather innovative animation system. There are amazing lighting effects and every character you come across has been lovingly motion captured to give lifelike movement.

The most appealing element of this game will be that you're able to move freely around your environment. Put that with the gorgeous graphics, intelligent character AI and puzzles that have you stumped for hours and we may even go so far as to say that hell, it's going to be worth the wait.

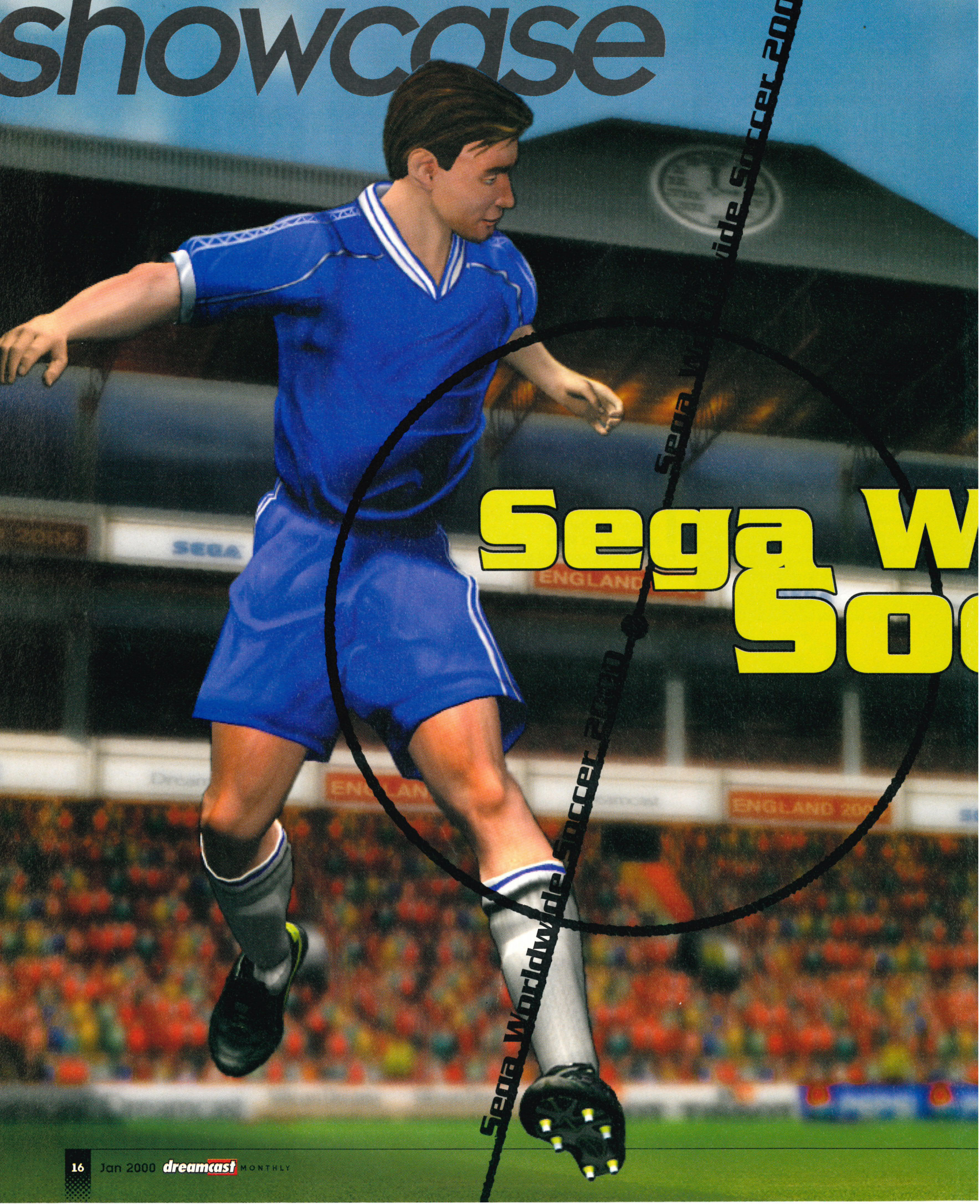
COMPETITON WINNERS

Remember that really easy competition we did way back in Issue 2? Where five of you could win a Dreamcast with a Millennium Soldier logo on it? Well we can now announce the lucky winners who's Dreamcasts should be in a Royal Mail van on their way to them as we speak.

Kieran Townley, Durham
Geoffrey Faulkner, Southampton
Claire Turner, Hull
Jamie Stephenson, Staffordshire
Daniel Mogg, Redditch

Congratulations to all of you and all of you that didn't win, keep sending in entries for all our massive competitions and you're bound to have better luck next time!

showcase


Sega W
Soc
Sega Worldwide Soccer 2000
Sega
ide Soccer 200
SEGA
ENGLAND

who is Silicon Dreams?

Originally an in-house development team at US Gold and subsequently Eidos, Silicon Dreams was bought out by renowned industry figure Geoff Brown to become part of Geoff Brown Holdings.

Since then, the company has worked on the two World League Soccer Games (the second of which was endorsed by a Mr M Owen) and UEFA Champions League. All three have their fair share of supporters, although they're known for not being particularly easy to pick up and play - you need to spend some time with each before you can start to reap true benefits.

They're worth it, though. Oh, and they also have their paw-prints on the Olympic Games and Olympic Soccer titles that came out in '96. But we don't talk about that.

Worldwide Soccer 2000

Sega Worldwide Soccer 2000

Move over UEFA Striker, it's Sega's turn to score. Silicon Dreams does quick one-two and move in on the goalie; hang on a minute, is that Simon Brew on the sidelines? Let's pass over to him for some in-depth commentary on the now-FIRST Dreamcast footie title...

Sitting in the award-laden reception area of Silicon Dreams, it was somewhat unnerving to hear a stampede of feet coming towards me. Suddenly, a good dozen employees had zoomed past me and belted out of the door. The cause of their attention? The announcement that the sandwich truck had arrived. 'False alarm', came the shout from outside, as several weighed up whether it was worth going back inside or whether they should wait for the real McCoy due any minute.

And this is where they made Michael Owen's World League Soccer 99...

Working Hard

It's also where they're busily putting together Sega Worldwide Soccer 2000, the latest edition of Sega's notoriously arcade-based footie game. With the news that UEFA Striker has been slightly delayed, the team has just found that theirs will be the first DC footie game. "It doesn't bother us, though", says Dene Landucci, a man as passionate about your spelling his name right as he is about his beloved Inter Milan. When asked what his job title is, five answers are given - PR Manager, Backroom Boy, Dogsbody, Mincer and Does Very Little. You can make up your own mind.

Moving on to the pitch, it soon becomes clear the game oozes class

Yet Dene knows he's got a winner on his hands. Refreshingly free of promotional gimmicks (although thanks for the T-shirt, Dene), when asked what makes SWS 2000 so special, he simply replies: "We'll let the code do the talking". With that, the honour of Dreamcast Monthly was promptly put on the line as a two-match battle ensued between yours truly and the man who has been testing the game for the past few weeks. It finished one-all; they won theirs thanks to the dodgiest penalty you've seen ("I played for that", my opponent piped up), we won ours by a single goal-of-the-season-winning strike that left even Dene silent. Not for long, though.

Where Do You Start?

So how exactly do you end up writing a football game that's got the word Sega in the title? "We've always had a good rapport with Sega", says Dene, "ever since we did World League Soccer 98 on the Saturn for them. They then approached us and asked if we could put together a football game for the Dreamcast". But why you? "Simple. We've got a good pedigree in the genre and they know they'll get a guaranteed release". So what is it, then? Just a World League Soccer or UEFA Champions League game on the Dreamcast? Apparently not.

"We wanted this one to be easy to pick up and play, but with enough depth so people can still be finding new things several weeks later". Ah, it's not Dene any more. We're now talking with Dave Hamblin, who worked on the graphical side of things. "Everything is brand-new from an art point of view", he says proudly, "and the stadia are the most detailed we've seen, with up to 20,000 polygons". Ah yes, stadia. Is it us, or in amongst the likes of the Nou Camp, San Ciro and Old Trafford, is that Coventry City's ground hiding in there? "It's in there", says Dene, "one of the lads is a mad Coventry supporter". Quite.

Dreamcast Matters

Moving swiftly on, our focus inevitably turns to Sega's box of tricks. After confessing their liking for Ready 2 Rumble Boxing and Power Stone (hey, they've got taste), Dave and Dene admitted the Dreamcast format has broken some of the shackles associated with programming major games. "It felt like we'd had our handcuffs removed", admitted Dave (although we'll forgive the kinky undertones), "and it's inspiring that when you're working on something, you know you're not going to have to drastically cut things down or leave things out just so you can get it to run okay". He continues: "We could design all our graphics with no limitations - the coders just told us not to restrain ourselves and they'd tell us when they couldn't fit things in. So we just did what we did, and only on one or two occasions near the end did we have to slightly tinker with a couple of things".

In a Nutshell

And so finally, as the pub starts to beckon, the immortal question - what makes Sega Worldwide Soccer 2000 so special? "Constant frame rate, a huge selection of options and the work of a group of dedicated footie fans who know what they want". Dene, predictably, takes the more direct approach. "Gameplay to die for", he beams, clearly warming to his task. "We're trying to offer the player a game he can instantly get into, but one they won't know everything about from Day One. For instance, the chip returns can add a new dimension to the way you play". And the future? Whilst they're remaining mum, they did let slip that this isn't the last we've heard from Silicon Dreams on the Dreamcast. Our guess too is, as virtually every game they've done has been a footie title, you can expect another kick-around in the future. But now we've had motion capture, accurate commentary, cool graphics and moving crowds, is there anything left that can surprise us? "There's loads", they announce, before planting a big grin on their faces and ushering me off to the pub. It's a hard life...

what else do they like?

Inevitably, the questioning turned sinister, as we found out exactly what footie games - other than their own - make Silicon Dreams tick. ISS Pro 98 on PlayStation was a clear winner, although passing nods were made to the likes of Sensible World of Soccer and Kick Off 2 - both names that bring tears to the eyes of some of the older members of the audience.

Graphically, they admire FIFA, although they quite fancy Sega Worldwide Soccer 2000 for some reason. Dave Rutter and Giles Parker are their office champions, if you're interested. But we don't talk about Gary Reaney. He's a Villa fan.

Peripherals

The pad does a darn fine job, but nothing else could really do the same job. The controls are simple, so you won't spend hours fiddling with configuration. Another feather in Sega's cap.

COMING SOON...

Virtua Striker 2000

AN UPDATE OF SEGA'S ARCADE FOOTBALL HIT, VIRTUA STRIKER 2. THE GRAPHICS HAVE BEEN IMPROVED, THERE'S NEW AND IMPROVED VICTORY DANCES, EXTRA CAMERA ANGLES AND ADVANCED PLAYER AI. LOOKS LIKE WE HAVE ANOTHER CONTENDER...

Publisher	Sega	**Developer**	Silicon Dreams	**Origin**	UK	**Genre**	Football Sim
Available	Out Now	**Players**	1-4	**Price**	£39.99	**Contact**	0181 995 3399

INITIALLY... BIG CHUNKY PLAYERS. LAVISH PRESENTATION. EASY TO PICK UP AND PLAY. SEGA WORLDWIDE SOCCER IS BACK, AND YOU'D BETTER BELIEVE IT. ALL THE TEAMS, ALL THE PLAYERS AND EVERY SET PIECE YOU COULD POSSIBLY HOPE FOR.

SEGA WORLDWIDE SOCCER 2000

And so now the Dreamcast is home to two footie games, as Sega Worldwide Soccer 2000 takes on the might of UEFA Striker. And do y'know what? It's only gone and bloody won...

SAVE YOUR LEAGUE POSITIONS, TACTICS AND THE HOME TELEPHONE NUMBER OF THE MANAGER'S SECRETARY (FR. ONLY

It's a bit of an odd marriage, this one. Those familiar with the Sega Worldwide Soccer franchise of old will recall it being a top-down arcade offering, leaving the bulk of the strategy side on the bench so you could just have a relatively-accomplished kick-about. Silicon Dreams, meanwhile, has been responsible for pretty-much the opposite - strong titles that require a couple of hours just to get into the swing of the controls. So what do you get when you merge these two approaches? A winner, not to put too fine a point on it.

Lesser-known Brands

The absence of FIFA and ISS Pro from the Dreamcast has left a rare opportunity for some of the lesser-known brands and developers. Just a couple of issues ago, UEFA Striker walked away with an 8/10 (although it wasn't really threatening a '9' at any point), leaving us feeling we'd played a neat game of footie without ever reaching perfection. Sega Worldwide Soccer 2000 doesn't reach perfection either, but must now take its place as the reigning Dreamcast King of the Footie Sims.

But why? Simple really. It's more fun to play. We'll get into some of the more in-depth points shortly, but take note, because everything really comes back to this comment. Take the moment you switch the game on. There's the Quick Start option staring at you from the menu, and it's irresistible. So you start playing, and much to our surprise, with the bare basics of the

MOVING ON TO THE PITCH, IT SOON BECOMES CLEAR THE GAME OOZES CLASS

SEGA WORLDWIDE SOCCER 2000

practice

Listen and learn. In order to get anywhere near the most out of Sega Worldwide Soccer 2000, you're well advised to spend some quality time on the practice park. Yes, we know, practice stinks; you just want to play the game and leave it at that. However, it's an ideal opportunity to get used to the controls and to perfect cool new moves, without the hassle of Inter Milan's defence staring at you. That's got to be a good thing.

showcase

controls you can put together a passable game of footie. You won't feel out of your depth, you won't be looking for too much help, and yet you still have lots to learn. We recommend a spell on the practice park first, but you can read more about that elsewhere on the page.

Anyway, back to our Quick Start. Concerned with only the basic decisions of who's playing and where, it gives you an immediate chance to sample some of the most jaw-dropping visuals ever to inhabit the seedy world of footie games. Forget FIFA for a minute, because the stadia in SWS 2000 are the real thing, leaking perfection from every small detail. We like them, if you can't tell. Heck, even on the training ground, you find graffiti on walls and buildings surrounding you. Pre-pubescent autograph hunters are nowhere to be seen, fortunately.

HECK, EVEN ON THE TRAINING GROUND YOU FIND GRAFFITI ON WALLS AND BUILDINGS SURROUNDING YOU. PRE-PUBESCENT AUTOGRAPH HUNTERS ARE NOWHERE TO BE SEEN, FORTUNATELY

The Options

When you've had your first kick-about, though, there's a trip to optionsland in store. First up? Pull the camera back. The game defaults to a view that's too close to be practical, although it does a good job of showing off the players. Next you can select the usual suspects; environment, look, teams, tournaments and even indulge yourself in the customisation procedures. And even when you're waiting for the game to start, you're offered the chance to vary the skill levels of the teams, as well as mess about with formations and team selection. This ain't a game for the indecisive, clearly.

Moving on to the pitch, it soon becomes clear the game oozes class. The animation is fluid, an astounding feat considering the quality of the graphics, and the usual atmospheric sound effects more than do the job. The commentary is very stilted, though, with Clive Tydlesley and Trevor Brooking stepping up to the mike. The latter improves considerably on his Actua Soccer 2 performance, but poor Clive seems to leave gaps between what he says. Not a bloke to get in a conversation with at the pub, then.

Graphical detail is second to none. Even the studs on players boots look good!

In Control

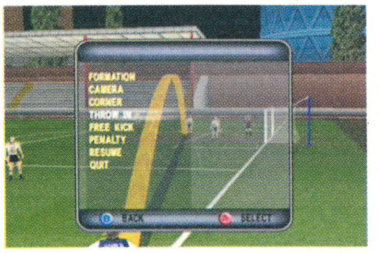
The game itself utilises the full breadth of the controller. The trigger buttons, for instance, control the speed burst and player swapping, whilst the four fire buttons look after shooting, tackling and crossing, as well as several other neat little moves that impress the watching public (your pet cat?). And yet at its essence, it's a simple little set-up - you can get by without knowing the fancy tricks, and can put together a competitive game of footie with relative ease. The short pass and through pass are particularly strong weapons when used correctly, and knowing which to use when determines how many attempts on goal you get.

The through-ball button also doubles up as a

See your best goals through WWS2000's intuitive replay facility

those set pieces

Okay, so you know the set pieces are effective, but how do they work? Simple, really. Silicon Dreams has opted for the straightforward big-arrow approach, which allows you to accurately place where you want the ball. It's no scientific breakthrough, but it suits the user-friendliness of the game to a tee.



IT'S NO CAST-IRON RECIPE FOR SUCCESS, BUT IT'S A GOOD TACTIC TO SHOOT WHEN YOU GET STUCK, AS CHANCES ARE YOU GET A REBOUND OR SOME FORM OF OPPORTUNITY FROM IT

device for crossing the ball, and in the heat of the moment, this is an irritant. On several occasions, we held down the button hoping for a powerful clearance out of our penalty area, only to find we'd crossed it over to the other side of the park and the pressure was still on. You get used to it in time, and you also get used to the fact that elements of aftertouch can give you a lot of control over the height and positioning of the ball. This comes particularly too light when shooting, and it's possible, with a little practice, to accurately bang shots at goal from just outside the centre circle. That too can be a problem; in a game with Inter Milan that was tied tantalisingly at 0-0, it took a 40-yard Jamie Redknapp screamer to give Liverpool the lead with the kind of shot that - even on the numerous replays - looked as if it should've been saved.

It's no cast-iron recipe for success, but it's a good tactic to shoot when you get stuck, as chances are you get a rebound or some form of opportunity from it.

If there's one other problem with the gameplay, it's that occasionally things play a little too much to the crowd. Three or four bicycle kicks in the penalty area from my central defender raised suspicions, and there are times when you're simply after a decent header as opposed to a fancy clearance. Ditto the tackling, which works a great deal better than UEFA Striker (thanks to controlled sliding tackles and an effective foot-in option), yet can still leave you on your arse when all you wanted to do was something quite simple.

Hugely Playable

But we're going to end the gripes right there, and the rest of the review is the good stuff (okay, we'll have a mini-gripe in the conclusion, but we're not going to tell you that yet). And where better to start by saying that Sega Worldwide Soccer 2000 plays a hugely-enjoyable, flowing game of football that nearly cost me a deadline as the call of the game continued to take prominence over the call of the word processor?

For once, the game seems to facilitate a game of football rather than dictating it, and praise should be lavished on Silicon Dreams for picking up on this one point that so many other titles miss. The players pretty-much do as you want, and are intelligent enough to move into positions in space when you need them too, which adds up to a flowing game of football. As with most electronic soccer titles, SWS 2000 still over-rewards an attacking style of play, yet a quick fiddle with the tactics proved it is possible to cram the box and play for a 0-0 draw with a certain degree of success.

Set pieces work well, balancing with some style the ease of use/ease of scoring equation. You can genuinely set up some quite nifty moves, and the rush of satisfaction when you pull off the free kick from above helps negate the fact that you're 8-1 down. We could live without words such as 'throw-in' belting down the screen in favour of a good old referee's whistle and a bit of common sense, though. And yet the bottom line is, whilst SWS 2000 still isn't perfection, and that the Dreamcast still doesn't have a footie game capable of meeting the standards of International Superstar Soccer Pro 98, it does have two classy soccer titles that aren't going to disappoint those who buy them. For the time being WWS 2000 wears the crown of the Dreamcast's best footie game.

Now where are you, FIFA? END

dreamcast MONTHLY
128-BIT TECHNOLOGY • ONLINE GAMING
100% UNOFFICIAL 100% UNBIASED 100% DREAMCAST

VERDICT

Top of the tree as far as Dreamcast footie is concerned, and ideal for a post-pub playabout.
It's much cleaner, more polished and slightly more fun to play than the opposition so stick it on your Christmas list while you've sill got the chance.

8

Written By_Simon Bew_simon@qmaynet.co.uk

competition

dreamcast MONTHLY

WIN

THREE SOUL FIGHTER BRANDED DREAMCASTS

and ten copies of the game!

LAST MONTH, SOUL FIGHTER SCORED A WHOPPING EIGHT OUT OF TEN IN DREAMCAST MONTHLY. THIS MONTH YOU'VE GOT THE CHANCE TO WIN ONE OF THREE EXCLUSIVELY-BRANDED DREAMCASTS OR TEN RUNNERS-UP PRIZES OF THE GAME. IF YOU THINK YOU'VE GOT WHAT IT TAKES TO BE A WINNER, JUST ANSWER THIS STUPID QUESTION...

HOW MANY CONTROLLABLE CHARACTERS ARE THERE IN SOUL FIGHTER?

Send your answers on a postcard by 30th January to:

**Soul Fighter Dreamcast Competition,
Dreamcast Monthly Magazine,
Quay Magazine Publishing,
22 Strand Street, Poole,
Dorset BH15 1SB**

THE CORRECT ANSWER AND A LIST OF WINNERS WILL BE PRINTED IN ISSUE SIX - SO THERE!

Terms and Conditions

Read the following carefully before you enter the competition.
By entering the competition you agree to be bound by the following terms and conditions: this competition is open to all residents in the UK, except for employees of Quay Magazine Publishing, their immediate families and anyone connected with the implementation of the promotion. Proof of posting will not be accepted as proof of delivery. Entries become the absolute property of the promoter and will not be returned. There are no cash alternatives to this prize. The decision of the judges is final and binding, and no correspondence will be entered into.

A never-ending story

Well, the Dreamcast is here; it's sold outrageous numbers against all odds, so where to next? Now that the latest, newest machine is out there, does attention turn to the PlayStation 2 with its impressive specs? Or will the Dreamcast be the machine everyone talks about and become the new must-have?

The constant call for faster machines, better graphics and sound, more intelligent computer opponents, and so-on will never end, but there is another reason why new machines appear every year and seem to disappear before developers have truly mastered them. In case anyone hadn't noticed, exciting new machines don't necessarily mean lots of exciting, original games.

Cynical though it may sound, new machines are brought out not to satiate consumer demand for better games, but to revitalise flagging console sales. Console manufacturers are not at all happy with the way initial interest in their machines flags after a while, so to keep interest high, they announce a new machine with even higher specifications, knowing full well that just about every gamer and anorak will have to have it. How good the ensuing games are is not really an issue. There are, of course, one or two 'dream' titles created at great expense to whet the public's appetite, but, once the new console has sold sufficiently, the hype machine slows and publishers start to churn out the same old 'me too' titles to fuel a now-eager market. It also helps to keep the cost of games high as publishers and manufacturers can claim that consumers have to pay for all the new technology they've developed.

Stunning as the latest consoles may be, it's unusual for a game to come along which makes everyone sit up and take notice. After all, the game-buying public expects, demands even, any new games to be better than the previous ones. The machines may be groundbreaking in their capabilities, but the games themselves are just more of the same kind of thing that we've had since the Amiga days: sharper, faster, brighter, but few are truly original.

There comes a time when the consumer becomes blasé about most things, and computer games certainly aren't the exception. Is Tomb Raider III really that different from II? The Dreamcast is undoubtedly better than

QUANTITY QUICKLY SWAMPS QUALITY, AND BEFORE YOU KNOW IT 'CONSOLE X' ISN'T SO COOL ANYMORE

A Never-ending Story...

Written By Derek dela Fuente derek@quaynet.co.uk

the Saturn, but it won't be as good as Sony's new machine, which will be inferior to Nintendo's next console (repeat till boredom sets in). Have we reached a stage where machine specs are now so good that all the extra bells and whistles really do not mean better games? YES.

So isn't it time to sit tight and concentrate on what we have got? YES, but we're only the people who buy the machines, and the market departments at Sony, Nintendo and Sega will never stop the continual stream of 'look what's coming', 'look what you will miss out on.'

Dave Weightman, MD of developer Creative Edge, is one who does not see the Dreamcast filling a gap until PlayStation 2 arrives: "The machine spec is good and it is going to take a while before developers really start to get the best from it. They're excellent for the price, if you consider that you would need to spend £800 on a PC with similar power and then still have to use a keyboard to play games."

The one over-riding factor, though, will always be that just when a developer starts to master a machine and the public start to build up a great collection of games, manufacturers announce their new all-singing, all-dancing console. How many of you were into the Amiga CD, The MegaDrive CD, even the N64, and just as you get to love the machine, everything comes to a grinding halt and a new console becomes the new flavour! Dave agrees: "I don't think that developers are anywhere near ready for the new round of technical specifications that the Dreamcast and other machines now offer. The fact is, many developers will move onto the PSX2 without a good understanding of the PlayStation! Although there are some really cool developers out there who are pushing their technology as much as they're able, there are also some really bad games coming out too. I personally hope the new Dreamcast technology will shake the tree a little and force a lot of people to really head towards exploiting the machines a little more. There are also other problems – money and staying ahead of the pack.

Can developers here and in the US really exploit all this new technology? Some of the Japanese companies are using 30 to 40 programmers and bucket-loads of artists to produce astounding games, so can the smaller teams elsewhere really produce product which will compete? I don't think many can".

Was Dave being polite? As soon as the PSX2 appears will all the developers jump on the bandwagon? Of course they will!

Having been at the retail end for more than 17 years, Terry Pratt of Kent-based Disc Drive has his own thoughts on the console market. "Everyone is waiting for PlayStation 2 to arrive. Dreamcast did alright at the start, but I have a feeling it's going to suffer badly. Sony is too far ahead in the race to be caught and the only way I can see Sega or Nintendo stealing some of its thunder is to join forces, which will never happen. Even so, there's still a danger in that Sony will regurgitate the same old titles like Gran Turismo and Tekken. They'll certainly look far superior, but will they be better to play? I'm afraid I can't generate much hope that they will".

Originality

That brings us nicely to something of a Holy Grail for developers: originality. The problem is that the smaller teams, who are usually the most creative, continually disappear due to lack of funding and up-to-date technical expertise. Big budgets are poured solely into big graphics, usually at the expense of gameplay, so will any of the consoles do well in two or three years' time when there are only large formula companies producing formula games? You can bet the games of the future will be based more on franchises, marketing and genres than they are today. The space for the one-off 'must have' fluke products simply won't be there simply because publishers are too frightened to take a risk on something original.

That's the whole point: games sell machines, not, as some would have you believe, the other way round. Every consumer will be inundated about MIPS power, the latest technology advancement, how many polygons it can throw at you, blah! blah! blah! Does the person in the street really understand all that technobabble? More importantly, does he care? What he wants are exciting, inventive games that demand repeat plays, something Dave Weightman agrees with: "As a developer, I'd much rather have a machine with a far faster processor than another million on-screen polygons, as we could use the extra processing time to make the Artificial Intelligence smarter, give it better physics or make the sound processing that much sharper. The quest for more realistic graphics will continue for years, to a point where we may eventually not be able to tell the difference between game graphics and real life". But will these future titles truly be any better than today's games because of this? I doubt it.

Wrapped Up

Despite some welcome advances, the games people are seeing for their new console aren't really that better to what went before. Quantity quickly swamps quality, and before you know it 'Console X' isn't so cool any more. No good games mate. Why? As developers have to fund their own research time and new development tools to work on the latest console, they have to offset this extra development work and investment by trying to create games that are easier to produce to save them time and money. Originality suffers, the public becomes disenchanted, and the console sales drop.

Another six months later and another new machine appears on the horizon, along with hope of a whole bag full of new and exciting titles to play. And so it goes on. Let's hope that the focus will stay with the Dreamcast for a little longer than usual. It's you, the consumer, who eventually makes or breaks a machine, so maybe for once machine support will come from the public. Then again the Amiga was untouchable once and look what happened to that.

IN CASE ANYONE HADN'T NOTICED, EXCITING NEW MACHINES DON'T NECESSARILY MEAN LOTS OF EXCITING NEW, ORIGINAL GAMES

Stunt GP

Batteries not included…

Publisher	Acclaim Entertainment	**Developer**	Bizarre Creations
Released	Q1 2000	**Genre**	Action/Adventure

Stunt GP is a high-speed, remote-control car racing game that fuses dynamic racing with extreme stunt action. The colourful, exciting SGP world showcases a completely accurate, true-physics 3D engine. Choose from 16 spectacularly-designed remote-control racing cars, spread over four startlingly distinctive classes which offer radically-varied car handling. Race against dastardly opponents vying for power-ups en-route to victory.

Set in the high-speed world of high-impact miniature racing cars whizzing around unfeasibly stimulating tracks, the players accelerate and bump their way around loops, ramps, jumps, hills, banks and obstacles whilst battling with opponents for victory. The tough little cars can handle massive pile-ups, but be careful; the Turbo Battery might not last forever! Each game level is supplied as a branded racing set, with themed, branded cars and an assortment of features, upgrade components and numerous accessories.

Who's Responsible?

Team 17, the UK developer noted for such titles as Worms, Alien Breed and a whole lot more, has been quiet of late. But don't be deceived; not only have they got Worms for the Dreamcast in the pipeline, but also, in the new year, Stunt GP, one of the coolest, slickest, and most totally dazzling racing games to come our way. I made my way to Wakefield to get an insight into the game, and to get the low-down from the man behind it.

The Head of Development for this title is none other than Mr Team 17 himself, Martyn Brown, arguably the guiding light behind every game the company has created. SGP is his baby, and he believes this is one game that will strike a chord with all games-players. One of the first questions I put to Martyn was whether he thinks the market is already saturated with racing games, and if this will be seen as yet another one riding on the back of a popular genre.

I asked Martyn how long it was since he last played a racing game with so much appeal he just wanted to play and play and couldn't put it down. "Team 17's reputation is built on the gamer seeing our games as those they can play and play from the moment they pick them up! We've put a lot of time and emphasis on the physics. Three years in development has ensured we get the game to play perfectly".

He went on to say they're tried to create a game that looks different, has solid gameplay and is fun and exciting to play. Team 17 has obviously gone down the route of the remote-controlled car feel - but this is complemented by strong stunt car elements, and that's what's so unique.

THREE YEARS IN DEVELOPMENT HAS ENSURED WE GET THE GAME TO PLAY PERFECTLY

STUNT GP

inspiration

The game can be played as either a racer, pure stunts or even a combination of both. Team 17 have married the skateboard culture into the game and tried to give it a wider appeal. "The feedback from showings was positive, and we believe we have a game that's going to be massive. We may even grab a cool licence for it too, but its appeal is in the thrills and spills of the game", said Martyn.

loading

STUNT GP

latest update

As we speak, the game is constantly evolving, with the latest news being that the team has managed to get the new integral start/finish/changing-lane component finalised, and it works a treat. Also being worked on are added features to balance the cars, improve handling and a host of new stunts. I'm also informed there are more exciting features to be added! It's expected for release in March, so we shall certainly keep a check on this game over the next few months!

Perfect!

It's easy to paraphrase the Team 17 line that SGP mixes an arcade feel with that of a simulation, making it fun to play, but with car response that's very true to life. The attention that's gone into the movement of the cars, their inertia and the way they race is downright stunning. Using the control pad was great, with nice, intuitive functions, and there will be a special 'shock' version to please all. SGP surpasses any arcade monster machine I've played, and the version I saw is five months from completion!

The principle of the game is simple; perform stunts and race to finish in the top three to gain money so you can upgrade your car. This may sound very rudimentary, but I can't think of a single racing game to date that's implemented performing stunts in such a straightforward, playable way. Some racing games tend to be too hard, whilst others are too fast or too slow: SGP appears to be spot-on in every area.

The game is also due for release on the PC, but Dreamcast fans should take note that the console version actually looks better, courtesy of a number of specific enhancements and additions, something Team 17 were eager to point out. "There'll be Dreamcast optimisations and additional visual flair. In effect, the message from the team is we think SGP is something very different in racing terms, and is perfectly suited to console play. It's a real gamer's game; we think people will really appreciate the attention to the controls and the reaction the vehicles provide. We've spent a long time refining the controls specifically for the DC version, and all in all, it simply offers a new experience, which is rare in the genre".

IT'S THE STUNT ASPECT OF THE GAME THAT REALLY MAKES IT WORK SO WELL

Flying Nightmare

It's the stunt aspect of the game that really makes it work. While all the physics within the cars, such as their suspension and weight, work with the pure racing driving, it's the ability to move the car while in the air and make sure it's pointing in the right direction when you land that gives the game added appeal. Team 17 is using their ethos of gameplay to ensure it's a hundred per cent playable. "Lots of the stunts are purely the result of accidents caused by your driving", added Martyn. "When you go into a flip, you see points appearing on the screen, and the more time you spend in the air, the more points you win. Doing combos in the air gives you some massive points, all of which are counted up to buy extra equipment. You can actually come second in a race, but if you've performed more stunts, you end up leading!"

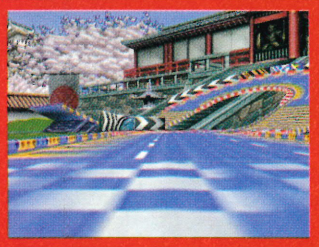
The Objectives

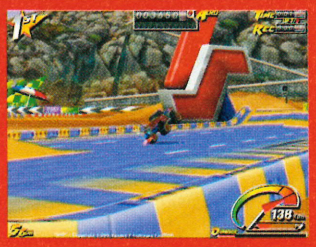
As he got further into the game Martyn continued in greater detail. "You buy cars, you improve them and go to race. It's a bit like box sets from Scalextric cars; there are lots to choose from. Moving through these different sets presents the player with faster and more complex cars. Although the cars have a toy emphasis, the way they race is nothing short of real. We could have gone along the straight simulation road, but that means we'd have to stick to the rules". Of course, the team could have gone for real physics and added new features when they felt the need to. But instead they went right down to the lighting of the scenes, with day and

STUNT GP

the view

With all this fast and frenzied racing, the camera views the player gets are essential, and once again, Team 17 hasn't left a stone unturned. You can race from within the car, which is tough, or to get a better feel of the tracks, you can view things from above. Although all the vantage points have not yet been set, there's enough to please almost everyone.





night racing, so there's always something new on the next track to keep the player's interest, as Martyn keenly pointed out. "We don't want to place the player on the track and simply leave them to race. You must have challenges and ever-changing parameters to keep interest high. Hey, doing a doughnut, that's a stunt - a 360-degree skid has players honing their skills constantly. We like to think it's a bit like Gran Turismo, where you're constantly learning how to drive the car".

Character Building.

The car's performance is based on real physics. Its weight, the distribution of the your vehicle and the angle you turn a corner all take affect, ensuring real challenging excitement. All these parameters change as you progress throughout the game!

Cars for stunts, speed, 4x4 driving and an extensive range of other vehicles are on offer. Selecting the car to suit your skills and the surfaces of the various race tracks are, of course, very important. Plenty of other set-up options are also on offer: you can install better boosters for fast off-the-spot speed, more effective brakes - the list is endless. It's never a case of just getting the fastest car, as the AI in the game takes note of everything you do, and the other cars playing change how they drive and respond to you. If you barge or crash with an opponent, that car holds a grudge and tries its hardest to oust you off the track.

As for collision detection and damage to your car, Team 17 didn't want to spoil the game by having your car break up after too many collisions, but you find if you have no thought for your, car its performance drops enough for you not to be able to finish in a good position. After each crash, you're placed back on the track and the car performs slightly less efficiently.

The Last Word

My time spent with Martyn was rather enlightening, and it was interesting to see a developer's gaming point of view, so I'll leave you with his final thoughts. "There are a lot of racing games out there, but I believe they've cut a lot of corners. A lot of games are based on approximations, and not real physics. You can become too technological, so we don't like to focus too much on this side when expounding the virtues of the game, but it must be said you can't beat doing it the right way. Everything you see regarding the movement of the cars on the tracks is real, and anything that isn't is purely to make the game better. Some games claim to be physics-compliant, but I've seen games where you're driving on two wheels and that can't realistically be done".

AFTER EACH CRASH, YOU'RE PLACED BACK ON THE TRACK AND THE CAR PERFORMS LESS EFFICIENTLY

STUNT GP

locations

Currently the team are working on numerous game locations. So far the list extends to an airline hanger, Japanese garden, beach (day and dusk), an outdoor karting compound, Italian waterfront, a two-level American car lot and the SGP Grand Stadium. The tracks are tight, with lots of crossovers offering lots of action!

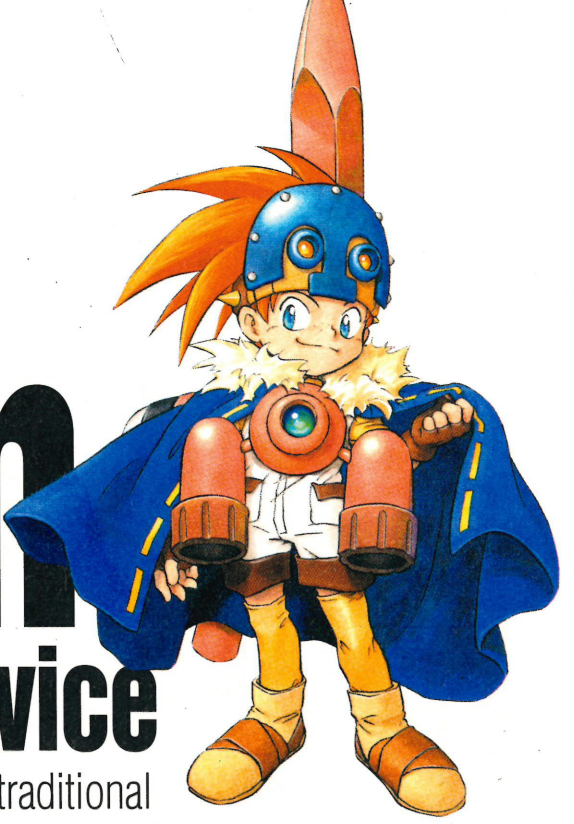
Stunt Car GP offers a wacky rock 'n' roll feel, whilst never straying too far from solid realism, and it's this mix of fun and real sim feel that will no doubt captivate the player. If you like your racing games fast, this is the one for you!

Games that are technology-led always lack certain elements of gameplay, but once again SGP appears to be totally focused toward gaming addictiveness and a cutting-edge look. Team 17 could have a masterpiece in the making!

Publisher	Ubi Soft	**Developer**	Ubi Soft
Released	January 2000	**Genre**	RPG

Evolution

The World Of Sacred Device

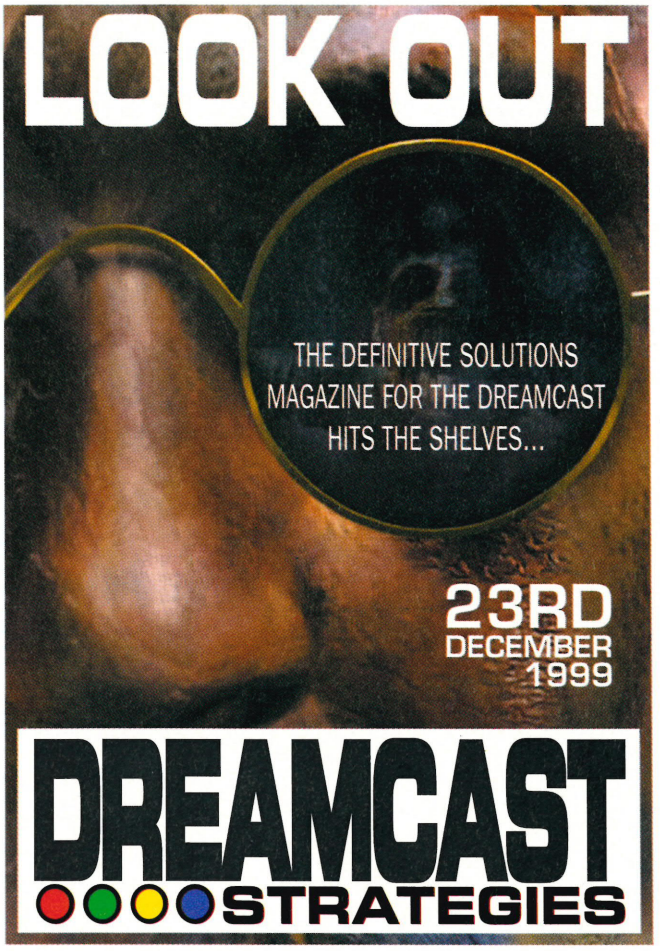


Treat yourself to a traditional RPG. Go on, you know you love 'em.

This is it – the first traditional RPG to hit the Dreamcast! There's certainly no shortage of demand for the genre and it looks like Ubi Soft has got just what the doctor ordered...

The game is set in a fully polygonal world (bringing the genre bang up to date) allowing graphics to be crisp, clean and of a very high resolution. With definite Manga overtones the game is set to be a purely character- and story-driven adventure taking place in the '30s when mystery and fantasy of archaeology (it's all part of the plot) was en vogue.

Being a classic-style RPG it will also offer easy-to-use battle menu systems, plenty of scope for exploration and interaction with the game's many locations and characters. There are said to be more than 150 huge multi-platform dungeon environments that randomly regenerate the game each time you play ensuring no two areas look, or play the same. It's clear that Ubi Soft has gone to great lengths to ensure all RPG fans are in for a treat come January, just sit tight till next issue for the full review...



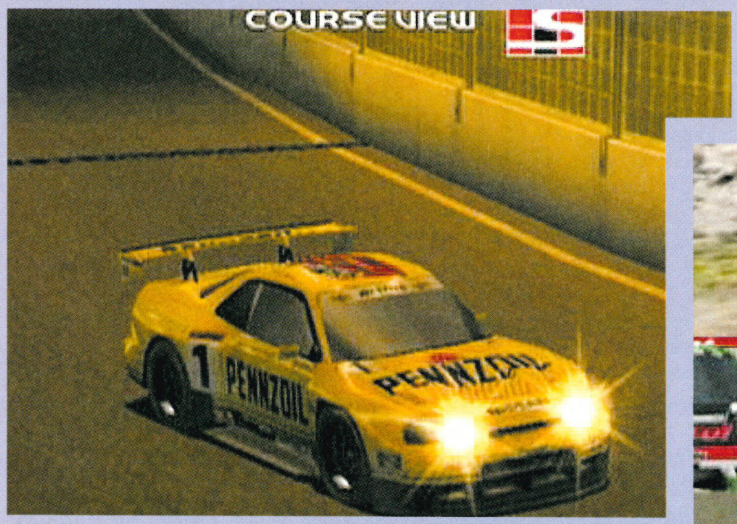
Publisher	Sega	**Developer**	Sega
Released	Q2 2000	**Genre**	Racing

Sega GT

Sega's answer to Gran Turismo?

In response to the phenomenal success of GT on the PlayStation (and the impending GT 2000 on PSX 2) Sega has set one of its most respected in-house development teams the task of creating the biggest, most realistic and playable road racing games in the world. Forget games like Scud Race and Daytona 2 for now because from what we've been told, you can expect an experience much closer to what the Ferrari F355 offers than anything else. Expect ultra-realistic handling and road surfaces as well as fully customisable cars across more than 10 world-renowned car manufacturers. In total, there will be in excess of 100 real cars including the likes of the BMW M3, McLaren F1 and the mind-blowing Ferrari F355 on offer once you've worked your way up through the car classes.

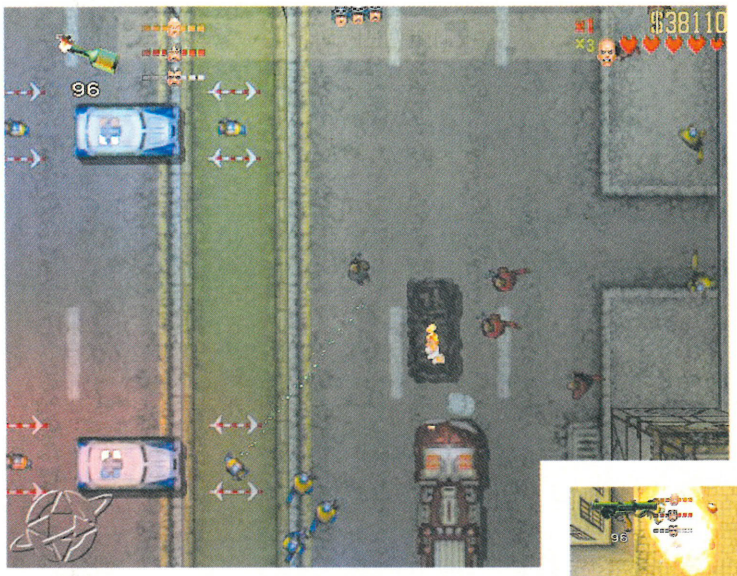
All we need now is for Sega to confirm online capabilities for the game and we've got a real winner. We'll keep you up to date on this and the game's progress as it happens.



IN TOTAL, THERE WILL BE IN EXCESS OF 100 REAL CARS

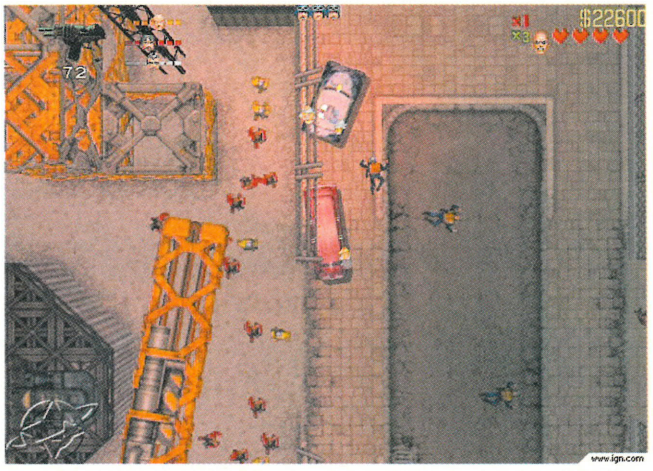
Sega GT's replay option is sure to challenge Gran Turismo in terms of quality.

Publisher	Take 2 Interactive	**Developer**	DMA Design
Released	Spring 2000	**Genre**	Driving



Grand Theft Auto 2

Controversial, callous and cool...



There's a lot of people out there that would like nothing more than to see games just like this banned and their developers flogged with a birch for all to see on Clapham Common. Of course, you can bet it's a local MP desperate for a last-minute opinion poll boost for the coming election. Who else would be into birching on Clapham Common anyway?

So what can we expect from the sequel of one of video gaming's most notorious offspring? Easy: murder, car jacking, robbery, racketeering, bombing and a large portion of gang warfare. Most of the above appeared in the original as you might already know, but one of the main additions to the sequel's gameplay comes in the form of rival gangs wreaking havoc through the game's three large cities. You no longer simply have to go to a pay phone to gain underworld employment – now you have to choose who you want to get the work from! With three rival gangs in each city you'll have more on your mind than avoiding the local law enforcers; step on the wrong set of toes and you'll more than likely have a big can of whoop ass on your plate from the troublesome gangs too!

Most aspects of the original concept are still intact, though tweaks and changes are present to ensure you're kept on your toes at all times - go too far and SWAT teams could be brought in just to take you out. Watch out for more on GTA 2 in the coming months.

TWEAKS AND CHANGES ARE PRESENT TO ENSURE YOU'RE KEPT ON YOUR TOES

Publisher	Virgin Interactive	Developer	Capcom
Released	21st January 2000	Genre	Action/Adventure

Resident Evil 2

Stop-gap gaming?

With Resident Evil: Code Veronica still some way off (it's expected some time in the new year), Virgin has filled the gap with a port of the hugely-successful Resident Evil 2. There's plenty to be said for having such an excellent game on the Dreamcast. It has a great storyline, brilliant puzzles and has been known to induce nervous twitches in those weak of constitution.

We'd like to go on to say there's a good few extra graphical effects (like the PC version), with a higher resolution (like the PC version), but (unlike the PC version), with the preview copy we've received, it's just a bit too early to tell. We do know there are extra modes of play available, and all the gore and violence is totally intact (would we expect anything less?). Here's looking forward to Resident Evil: Code Veronica...

THERE ARE EXTRA MODES TO PLAY AND ALL THE GORE AND VIOLENCE IS INTACT

FAST EFFECTIVE RELIEF FROM ALL YOUR GAMING HEADACHES

Relieves symptoms caused by: GTA 2, Spyro 2, Final Fantasy VIII, Le Mans 24hr, Dino Crisis, Crash Team Racing, FIFA 2000, Tomorrow Never Dies, Music 2000, Demolition Racer, Knockout Kings 2000, Discworld Noir, and cheat-related pains.

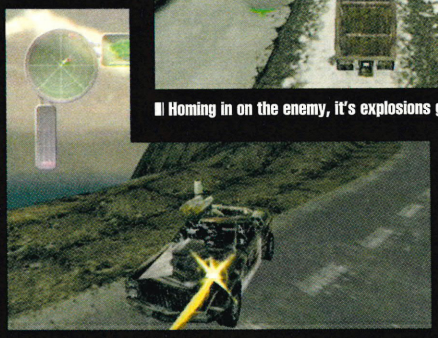
WARNING:
DO NOT PLAY GAMES WITHOUT CONSULTING PLAYSTATION STRATEGIES FIRST

Vigilante 8: Second Offense

Some of us just can't help but re-offend...

Publisher	Activision	Developer	Luxoflux
Released	January 2000	Genre	Driving

Homing in on the enemy, it's explosions galore in Vigilante 8.



Dreamcast owners who are new to the gaming scene may not have seen the original Vigilante 8, but the sequel moves the storyline on with extra bells and whistles, and even eye-candy graphics, in a high-octane action combat racing game to get the adrenaline pumping.

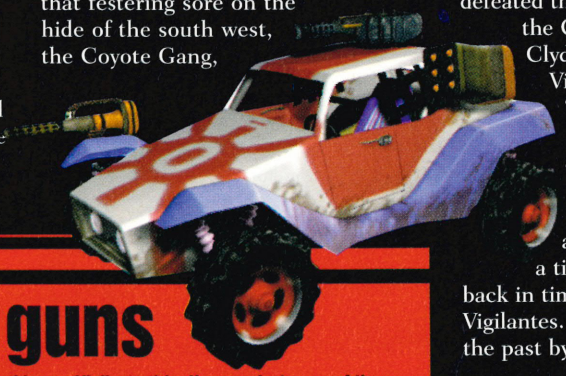
The game is similar to Twisted Metal, where you take a vehicle and battle it out with other trucks and cars, and just waste the opponents. Whereas that game was rather one-dimensional, with boredom creeping in fairly early, Vigilante 8: Second Offense has a stronger storyline, a myriad of exciting vehicles to control and a neat cast of characters, all encased in some really diverse and interesting locations.

This second instalment offers a lot over its predecessor, such as improved gameplay, more action (something one would expect in a sequel), new camera settings, ten new characters and new power-ups. What makes V8 so captivating is you have fully-destructible environments, and everything is over-the-top, which gives real entertainment value. If you're looking for a game to get palms sweating, with more action than a James Bond film and vehicles with which Jeremy Clarkson would have a field day, here it is!

THE SEQUEL MOVES THE STORYLINE ON WITH EXTRA BELLS AND WHISTLES

Back to the Future

Back in the days of dodgy perms, shirts open to the navel and flared trousers wide enough to get lost in, that festering sore on the hide of the south west, the Coyote Gang, was soundly defeated by the Vigilantes. In a plethora of wrecked vehicles Starsky and Hutch would be proud of, the good guys beat the bad guys good and proper.



And the story continues. The year is 2015, 40 years since the Vigilantes defeated the Coyote terrorists. After the Coyote's bitter defeat, Slick Clyde, erstwhile member of the Vigilantes, crossed over to the 'dark side' and became the new leader of the Coyotes and the evil oil syndicate OMAR. Lord Clyde, as he is now known, has amassed a team of henchmen to steal a time machine so they can go back in time and take out the original Vigilantes. That way they can change the past by eliminating their only

VIGILANTE 8: SECOND OFFENSE

go for your guns

There's a plethora of unique weapons on offer in this new Vigilante title. Here are just some of them...

Tantrum Gun:
Blast your opponent while conveniently knocking off his weapons.

Wheel Of Fortune:
It's the luck of the draw. This fires a powerful blast to knock the enemy clear across the arena.

Blazin' Glory:
Impress your opponent (and cause some damage) with your own personal fireworks show.

Rolling Thunder:
The horn blast sends shockwaves through enemies.

Super Saucer Invasion:
summons alien spaceships to attack your opponents.

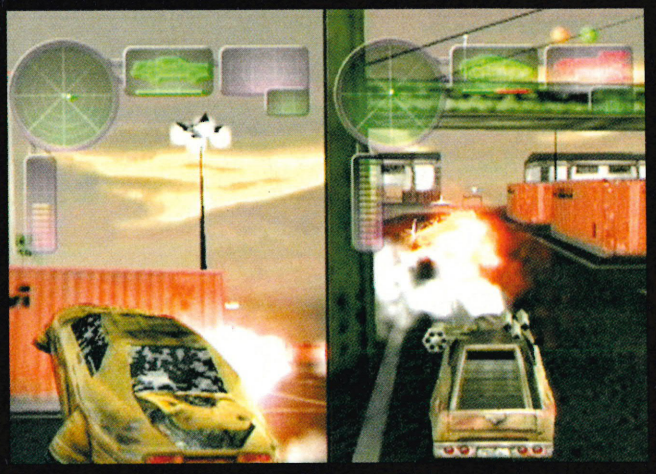
Mega Collider:
Fires a powerful laser that cuts through everything.

Crusher:
Runs opponents though the garbage compactor.

Hades Gate:
Sends evil spirits out to do your dirty work.

Rift Blade:
Slices and dices enemies, while at the same time, can be used to escape attacks by phasing through buildings.

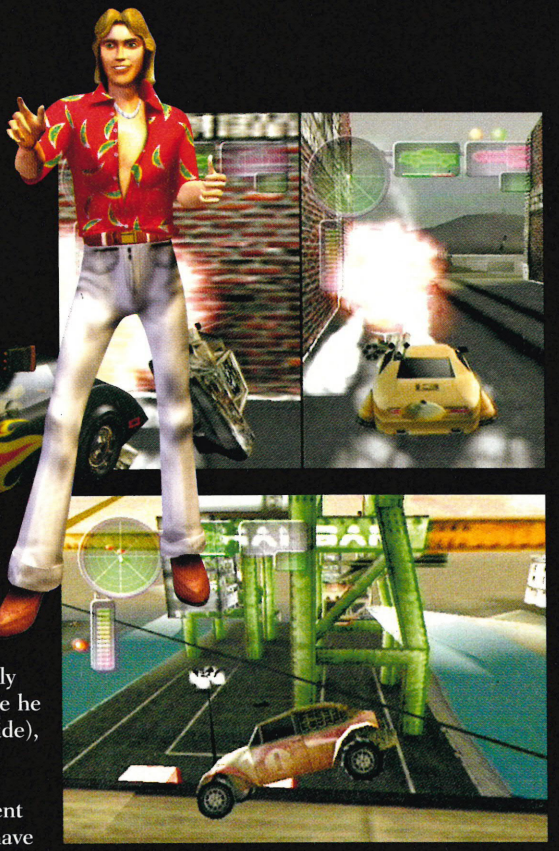
Disco Inferno:
A giant disco ball that spins around enemies and makes them see pretty colours. Very '70s.



Pure, unalduterated two-player mayhem; just what the doctor ordered...

VIGILANTE 8: SECOND OFFENSE

THE KING OF AUTO COMBAT IS BACK ON THE ROAD AGAIN



rivals. Using this time machine, he goes back to correct what went wrong; namely his gang losing the original V8 showdown, which bring us up to date. Or not, depending where you are in the temporal universe.

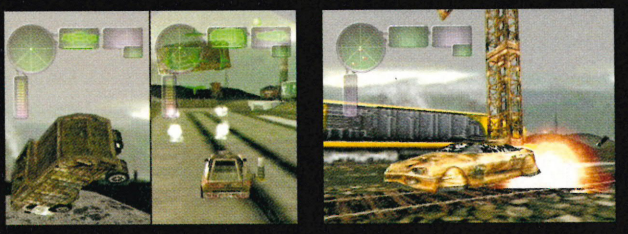
Whereas Vigilante 8 took place in Southwest America, the sequel now covers the whole country. Twelve missions encompassing a diverse range of environments are on offer, each with its own special features and boy, do they look nice. The Steel Mill, for example, has a magnetic crane that picks you up, flammable coal mounds with flames which attack the nearest vehicle and teleporting tunnels. The Bayou setting has grave demons that are released by destroying their tombs, causing the incumbents to get the closest car (I guess you're in the right place if you're killed here). Your hair stands on end in the bobsled run during the Winter Games mission; make it to the bottom in a record time and you're rewarded on the winners' podium. In the Nuclear Plant control room you get to fry enemies if you bump into the computers when the red light is on. Very satisfying! A little hint now - when you get hold of V8: SO, switch between behind-the-wheel and behind-the-car views for a better look at all the havoc you're causing.

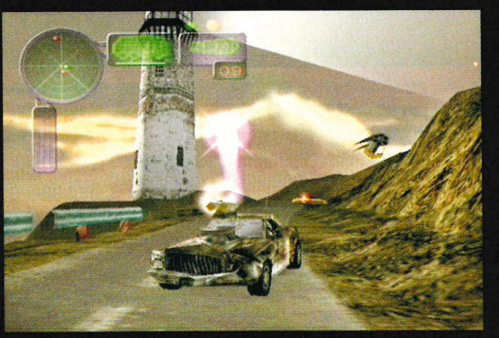
The Cast

There are eight returning characters, namely Sheila, John Torque, Molo, Lord Clyde (formerly know as Slick Clyde before he crossed over to the dark side), Boogie, Chassey Blue and newlyweds Houston and Convoy. They drive different vehicles, and some even have all-new special weapons!

There are ten new characters, ranging from the futuristic Cyber Ninja (and Lord Clyde's right-hand man) Obake to the strange Astronaut Bob O, who has a constant craving for bananas and likes to swing on tyres. There's Agent Chase, an antithesis of James Bond from the future, who likes his Martinis stirred not shaken, and the motorcycle stunt team made up of Romey, Tomey and Leilah, aka the Flying All-Star Trio.

All the characters have unique vehicles that fit their personality. Each car is also equipped with a special weapon designed by that character. These are also brand-new rather than just taken from the first game. For example, Houston drives the Samson Tow Truck and also designed the Tow Hook, a special tow truck hook that allows her to latch onto enemy vehicles, drag them around and then shoot them across the arena. Dallas 13, one of the futuristic characters, designed the Mega Collider, a laser that cuts through everything from steel buildings to enemy vehicles. The aforementioned Flying All-Star Trio drive a bike with a sidecar which fires a special weapon with three rockets that act like bottle rockets (one red, one white and one blue - Uncle Sam's flag colours, very patriotic indeed). Babe magnet Sheila, on the other hand, drives a souped-up dune buggy and fires a Gattling Gun. When the bullets hit an





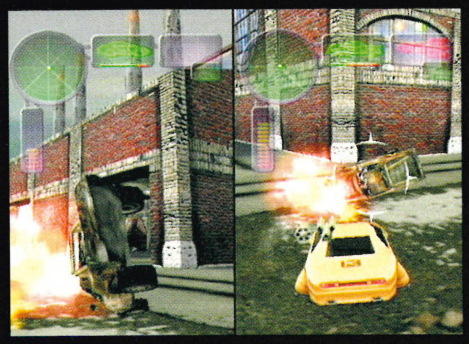
It was planned to be a pleasant weekend by the sea...

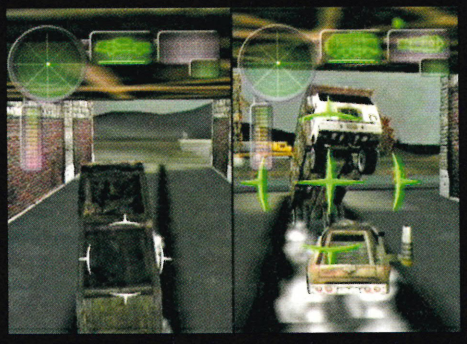
finer details

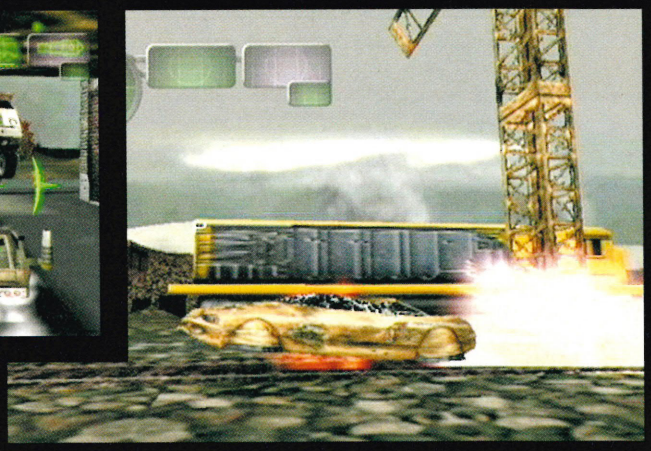
The missions are divided into three groups, one for each gang involved in the game; Coyotes, Drifters and Vigilantes. The Vigilantes protect the environment, Coyotes try to destroy it and the Drifters do as they please (obviously - they're drifters, right?). For instance, one Vigilante mission requires the player to find all the bombs in a level and dump them in the water so that they don't detonate and destroy an oil refinery. A very noble gesture.

All tracks are based on the characters in the game, right down to different styles of music, ranging from Techno, Rock, Heavy Metal, R&B, Soul, Latin and Country. A virtual music cornucopia! For example, John Torque, one of the returning characters, has a new soul track, as does Nina Loco; well let's just say she's been livin' la vida loca way before that Ricky dude.

There are a number of different deathmatch-type modes in the game. In One-Player, there's Survival Mode, where the player faces wave after wave of enemy vehicles to see how long he lasts. When the player's finally destroyed, his stats are displayed on the screen. Also, in Two-Player Co-op Mode, two players can face up to nine enemies in an arena. After each match, the player's stats are revealed.







enemy, they cause damage and apply a force that pushes them around.

The AI changes dynamically throughout the game, depending on the skill of the player. If you damage the enemy vehicles, they run away, searching for weapons and power-ups just like human opponents. They even go after the same power-ups as the player, knocking him out of the way to get it. In the Quest level, the AI gets progressively tougher; they go for more power-ups and team up against the player. You can adjust the game difficulty level and the amount damage caused by weapons.

Each character also has a unique biography, and the Quest Mode is basically a progressive story mode that, through FMV sequences, reveals each character's reason for being involved in the game.

The Vehicles

The player starts out with nine vehicles, with an option to unlock an additional nine cars in Quest Mode. There's also a new feature that allows the player to upgrade the four vehicle attributes: Acceleration, Speed, Armour and Target Avoidance.

Each time a player destroys an enemy, they have the opportunity to collect Salvage Points. Once you collect a certain amount of points (50, to be exact), you get new vehicle attachments such as bumpers for more armour, exhaust pipes for faster acceleration, a spoiler for speed or an antenna for target avoidance. Each vehicle has its own unique set of vehicle attachments.

Once you've maximised the vehicle attributes, you're rewarded with a new vehicle chassis, essentially upping the number of vehicles to 36! In addition to the upgrades, there are three new vehicle attachment power-ups that allow all the vehicles to fly, ski and drive on water.

Attention to detail is what gives this game its WOW factor, along with the detail within the arenas. There appears to be a lot of excitement to be had; the explosions, the vehicles, special effects, plus a lot of outstanding facets. For example, when a vehicle is in a collision, parts of it go flying off when damaged. There are different terrain effects, handling, highly-detailed explosions and spectacular highlighting on the vehicles.

Marked improvements

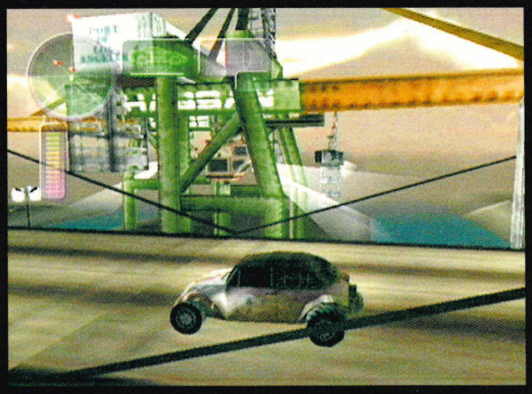
V8: Second Offense is far deeper than the original game, with more action and surprises galore. The action may be over-the-top, but it's enthralling and there's so much of it. The 1970s was a decade well over-the-top anyway, in both dress sense and television shows. Starsky and Hutch and The Professionals were prime examples, although the latter was a British offering. Not only is Vigilante 8: Second Offense over-the-top in gameplay, but the weapons are too - a burrowing one that comes out the ground wherever the targeted enemy is, and something that freezes anything caught within its explosion.

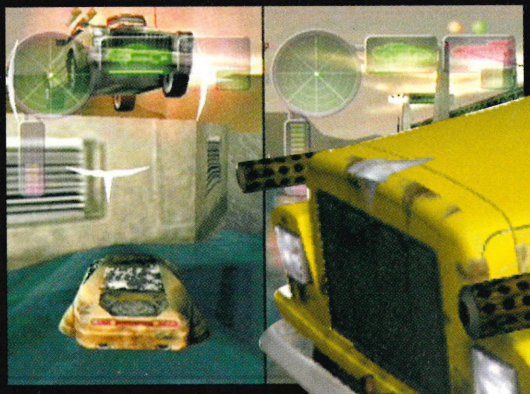
Any good game is all about being in control, and the screen display and controls must be easy. It's when you're driving and being shot at at the same time that it becomes tough. The screen display on the original game was detailed, with radar, player's health, weapons select, targeting and the HUD containing all the essential information a player needs to successfully complete all the missions and pummel the enemies. The radar has been slightly modified from the original for maximum effect - it's more compact and easier to read. In addition to the first-person point of view, the player has the ability to switch to third-person. If the player has analogue joysticks, they can set one of them to move the camera into any position.

VIGILANTE 8: SECOND OFFENSE DELIVERS ALL THE ELEMENTS OF ITS BEST-SELLING PREDECESSOR

Vigilante 8: Second Offense delivers all the elements of its best-selling predecessor: fully destructible environments, over-the-top characters and ground-breaking graphics, while upping the ante with morphing vehicle advancements, special attack moves and explosive realism. The king of auto combat is on the road again!

Some people just have no consideration for nice cars.

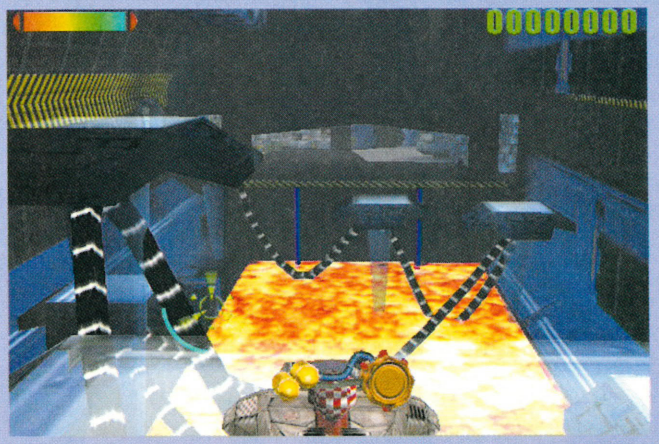


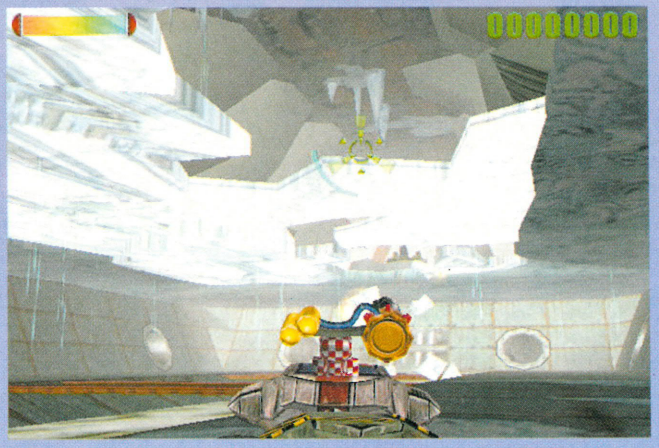


Publisher	Sega	**Developer**	Argonaut
Released	Q1 2000	**Genre**	Action

Red Dog

Ultra destructive, ultra sexy...

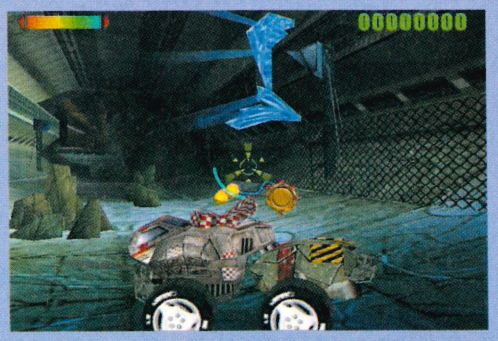




Red Dog first started life at Argonaut as a CGI 3D animation of what the future of 3D action shoot-'em-ups would look like given the right technology. To their surprise Sega liked the concept so much that it was snapped up and turned into Red Dog - a perfect game to showcase the power of Dreamcast.

With a Trojan Horse style story line entailing aliens trading new technologies in return for asylum on Earth the game has clearly come along way since the initial animation that got the ball rolling. What the aliens forgot to say while buttering up us rather gullible human types was that they were in fact hell bent on taking over the Earth and destroying mankind. They definitely weren't banking on Earth fighting back though, and that's were you and your ridiculously powerful tank (Red Dog) steps in to the fray. It's your task to kick some highly advanced alien butt in the most destructive and deeply satisfying way possible, using big weapons, a portion of strategy and a lot of bottle.

Using a brand new graphics engine built by the Argonaut team from the ground up, we've been guaranteed some particularly stunning visuals. To compliment the looks just as much time and money was spent on the control interface and physics model too, ensuring your spree in the killing fields is as enjoyable, and realistic as possible. We at Dreamcast Monthly have been looking forward to getting our hands on review code for quite a while now, but the project has suffered some set backs and it's original pre-Christmas release date has slipped to early 2000. Maybe next month then...



THE PERFECT GAME TO SHOWCASE THE POWER OF THE DREAMCAST

Publisher	Europress Software	**Developer**	Magnetic Fields
Released	TBA	**Genre**	Driving

Rally Championship

The ultimate rally simulation?

There are very few games on the PC that come as highly-acclaimed as Europress' Rally Championship. In the short time it's been available, it's been rated the single greatest driving experience around by everybody who's anybody in the PC business. Thankfully, there's no need to go out and spend over a grand on a PC to get your hi-octane thrills; it's coming to a Dreamcast near you some time in the new year.

So what makes Rally Championship stand head and shoulders above the competition (and there's plenty of that on the PC)? It always sounds so convincing when politicians use their 'facts and figures' to explain a point, so here goes...

Not only are there 25 cars, but each is intricately animated, with a driver using the steering wheel and shifting gears while the co-driver looks down at his notes. The dashboards have fully-working dials, including speed and rev counter. All headlights, side-lights, dips, main beams and spotlights are in full working order. There's full crash deformation of the car's shell, as well as bumpers, wing mirrors and bonnet, but there's more...

ALL HEADLIGHTS, SIDE-LIGHTS, DIPS, MAIN BEAMS AND SPOTLIGHTS ARE IN FULL WORKING ORDER

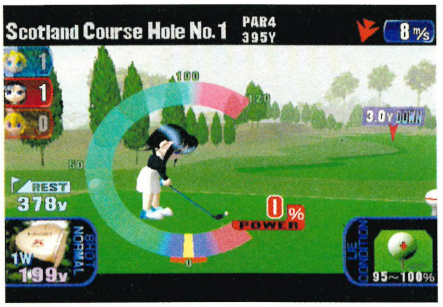
Every inch of the 420 miles of track has been replicated from the 36 official British Rally Championship courses around the country. Don't expect samey stages using the same bends, banks and backgrounds, however - each section of track is totally unique! There are six game modes, including the Official British Rally Championship. Others include easier arcade modes and even a possible eight-player network mode. We'll keep you updated on the game's progress.

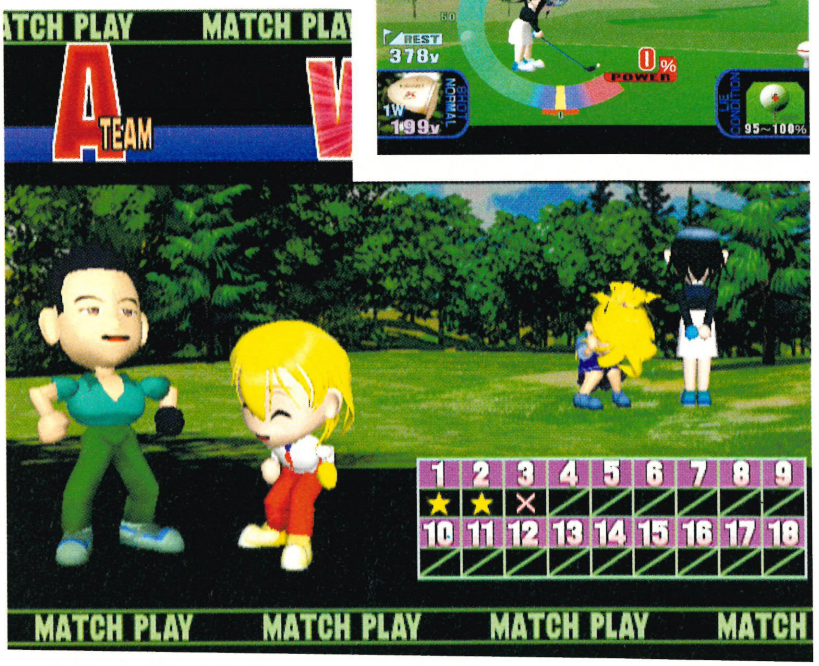
Pretty as a picture - rally driving on a pleasant afternoon in the English countryside...

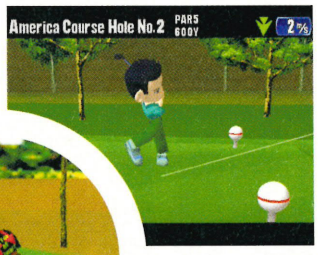
Publisher	Acclaim	**Developer**	Bottom Up
Released	Sport Sim	**Genre**	Early 2000

Tee Off

Anyone for golf? The first golf game for the Dreamcast is hoping to score a hole in one, but will it be buried deep in a bunker or be invited to the club house for a quick pint? It's time to Tee Off...







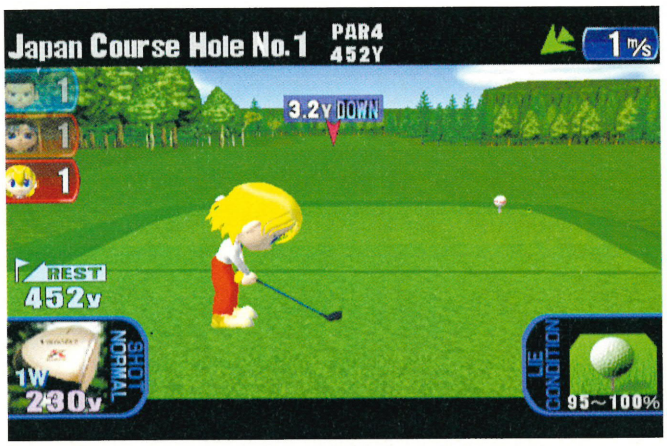
A lazy summer's afternoon, the wind's light, the sun's shining and you've just polished your favourite golf club. If you had the choice, you really wouldn't swap a golfing video game for the real thing now would you? The game does everything for you, spoon-feeds which club is best to use, goes into great detail on the character stats and shows you where to hit the ball.

Maybe we're putting some of you off already; you're thinking: "This isn't a true golf sim", but if it's that you're after and not a whole load of fun, well, you need your head read.

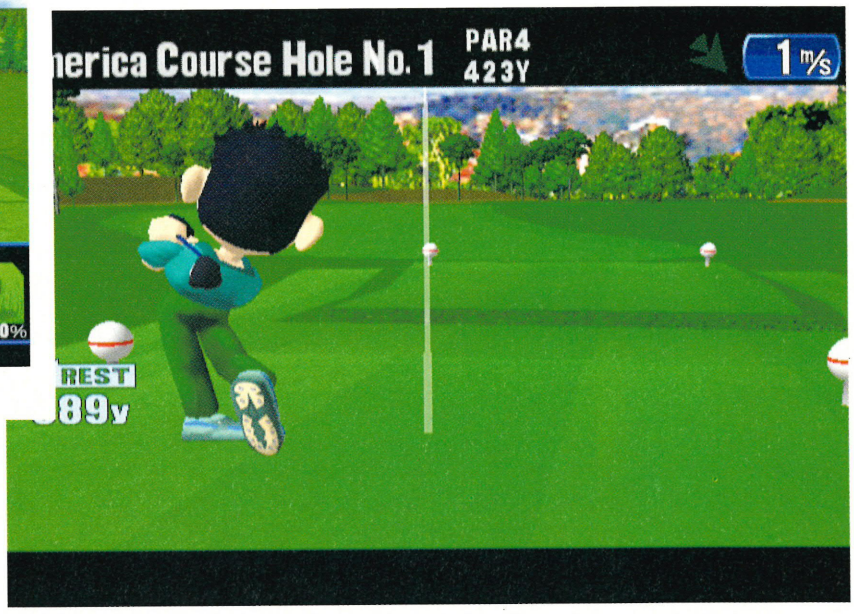
As you can see from the screenshots, it's all very cartoon-like (just the way the Japanese like it). The characters look like children, even though one or two are in their late 30s, and one character bears an uncanny resemblance to Woody from Toy Story; this game is not to be taken too seriously.

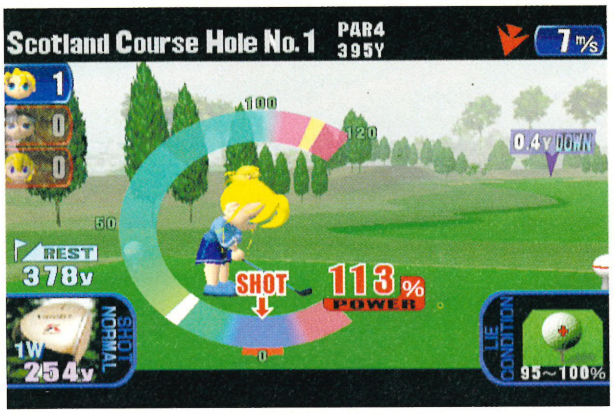
There are four characters to choose from and it's advisable to take a note of each of their strengths and weaknesses: power, control, spin, luck and wise. You can't lose if you choose an all-rounder, though, as you can be

THE GAME SPOON-FEEDS WHICH CLUB IS BEST TO USE, GOES INTO DETAIL ON THE CHARACTER STATS AND SHOWS YOU WHERE TO HIT THE BALL



Make sure you know your maths, or your balls could be lost to the rough...





ACCLAIM HASN'T MISSED A SINGLE THING; THERE ARE LOADS OF OPTIONS AND AN UNPREDICTABILITY ELEMENT THAT COULD HAVE BEEN OVERLOOKED

reassured that if one of your character's skills is particularly sharp, another won't be compromised.

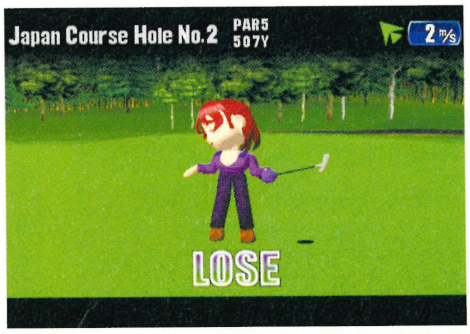
There's no shortage of modes to play either - there are four of them altogether: World Tour, Free Round, Club House Express and G-Ball. The first is self explanatory, but it's a real challenge as your chosen CPU opponent very rarely hits a bad stroke.

In Free Round Mode you can play a Point Tourney, Stoke Play or a Match. These three are by far the best of a good bunch. You can play on your own or with a CPU opponent in the Point Tourney, and you have to at least reach par. If you manage this, it will give you two points; a bogie will get you one point, an eagle gives you four and finally pulling off a birdie will earn you three. Whoever has the most points at the end of 18 holes is the golfing master.

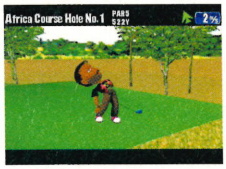
The courses themselves are nothing to write home about graphically. They're very simply put together with no interesting backgrounds - just a massive blue sky rolling into the distance and a few trees. But instead of placing all the importance on the graphics (like most of us do with games).

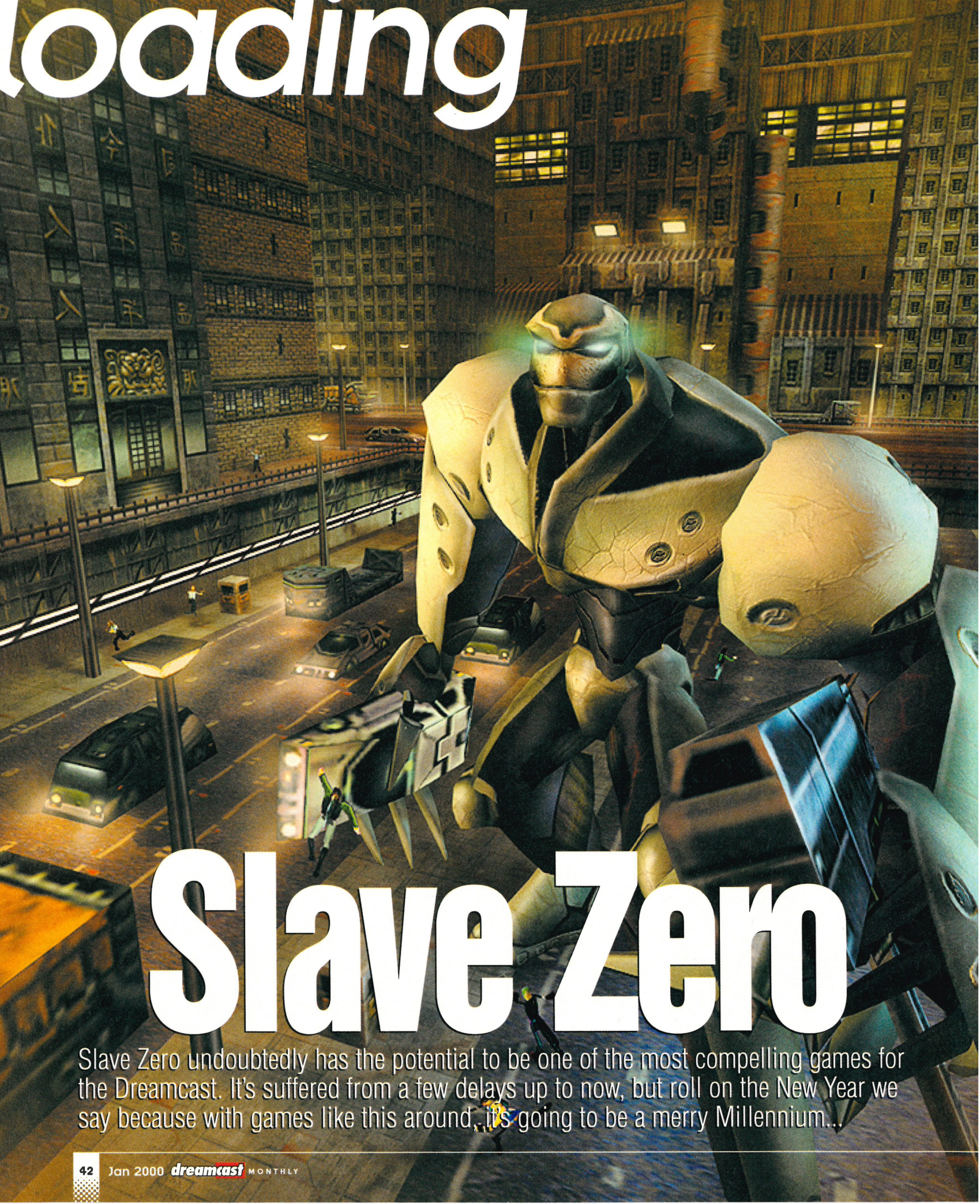
Acclaim hasn't missed a single thing; all possible bases have been covered, there are loads of options, game modes and an unpredictability element that could so easily have been overlooked. This is the kind of game that you could never get bored of and if you play against a group of friends the action becomes, well, competitive.

Japanese-style it may be, but if nothing else, this adds an additional sprinkling of comedy that just simply wouldn't fit so well into any game but this. Look out for a full review soon.



If you don't make par it's game over...

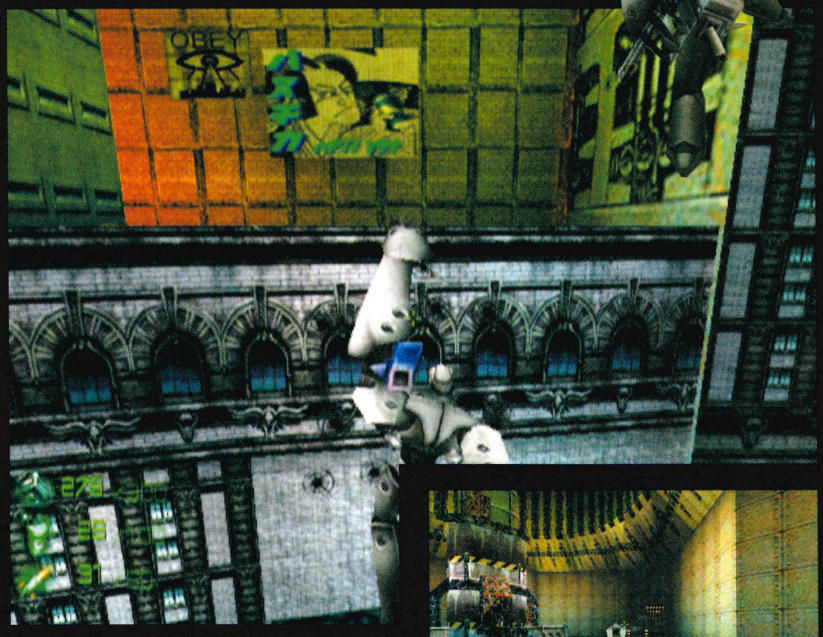


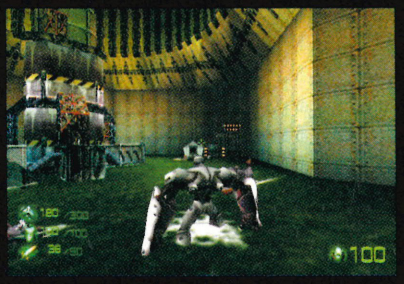


Slave Zero

Slave Zero undoubtedly has the potential to be one of the most compelling games for the Dreamcast. It's suffered from a few delays up to now, but roll on the New Year we say because with games like this around, it's going to be a merry Millennium...

Publisher	Infogrames	**Developer**	Accolade
Released	Early 2000	**Genre**	Shoot-'em-up





The first time we ever heard of Slave Zero was back during the hot, summer months when we keenly spotted the PC version on the shop shelves. Then lo and behold we found out later that Infogrames was going to port it to the Dreamcast.

So off we popped into the heart of London to see it playing for the first time and to have a bash on the PC version, which, by the way, looked absolutely stunning.

But that was about three or four months ago now and a lot's happened since then. The game's been delayed a little but Infogrames have put that down to the team being perfectionists (well, kinda).

So what's the game all about then (as if you didn't know already)? Well, Slave Zero himself is a rather menacing 60-foot biomechanical warrior who forms part of a rebellion force. The vast city of S1-9 has been taken over by the evil dictator, SovKahn who possesses a mystic energy. What this power does, we're not quite sure but it's powerful enough to control the population who reside in the metropolis.

Taking control of Slave Zero, it's your duty as part of the rebellion force to rid S1-9 of SovKahn's troops and to restore peace and tranquillity. Ahhh, sounds like we're in for a happy ending.

So that's all you need to know about the storyline, what about the ideas and inspiration behind the whole thing? Claire Webster posed a few probing questions to the Producer of Slave Zero, Matt Powers from Accolade...

Matt Powers - Producer of Slave Zero.

DCM: Infogrames seem to have quite a few titles in the pipe-line for the Dreamcast, how has the machine lent itself to helping make Slave Zero a title to be reckoned with?

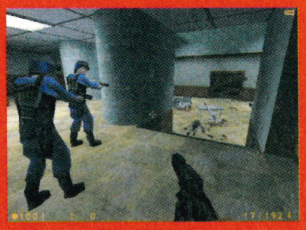
MATT: The Dreamcast is currently the most powerful game's console. It's good that Sega has provided us with a machine which we can create Slave Zero on effectively. Previous to Dreamcast we couldn't deliver the vision of Slave Zero on any machine other than the PC.

Slave Zero doesn't use the Windows CE operating system and instead we opted to go with Kamui because we thought it would offer better performance. Developing for the Dreamcast hasn't been too difficult. There have been many of those 'first generation' woes with working out problems that exist because the hardware and the drivers are new. But overall we've had a

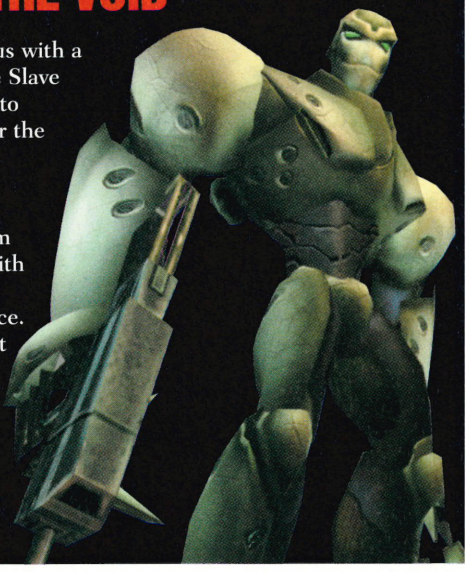
SLAVE ZERO

inspired by...

The design of Slave Zero was influenced by all the great action games on the PC and various consoles. The team plays a lot of Quake and Half Life. Accolade also looked at Einhaunder (PlayStation), GoldenEye (N64), Metal Gear Solid (PSX), and even games like GunStar heroes on the Sega Genesis. They wanted to create a fast-paced, finger numbing action game.

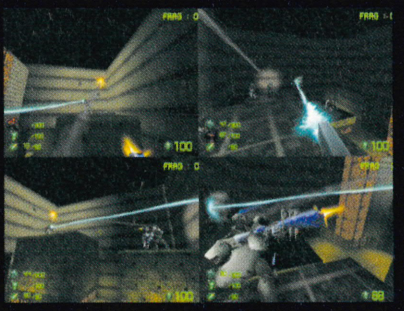


THERE AREN'T MANY ACTION SHOOTERS AVAILABLE FOR THE DREAMCAST AND SLAVE ZERO FILLS THE VOID



loading

WE SPENT A LOT OF TIME ENSURING OUR ARTISTS AND DESIGNERS WOULD BE ABLE TO CREATE CONTENT AND GET IT INTO THE GAMEPLAY



very positive experience developing for the Dreamcast and working with Sega.

DCM: The DC version of Slave Zero is exactly the same as the PC. Is there any aspect of the game you've had to sacrifice or thought you may have to sacrifice?

MATT: The main difference between the PC version and the DC version of Slave Zero is the multiplayer option; the Dreamcast supports up to four players simultaneously. There are eight unique multiplayer maps and players can play to a frag limit or a time limit. There are also four different character models.

But then there are some basic differences like the different controls and the presence of a VMU on the Dreamcast. The team spent many months specifically working on the Dreamcast version to ensure it played like a Dreamcast game.

The environments on the DC are slightly more sparse than on the PC. The PC is an open architecture which allows for a more scaleable environment. Slave Zero on the PC supports a variety of audio and video cards each with their own features set. For the Dreamcast we needed to get everything to work on one fixed hardware, but that wasn't too much of a problem.

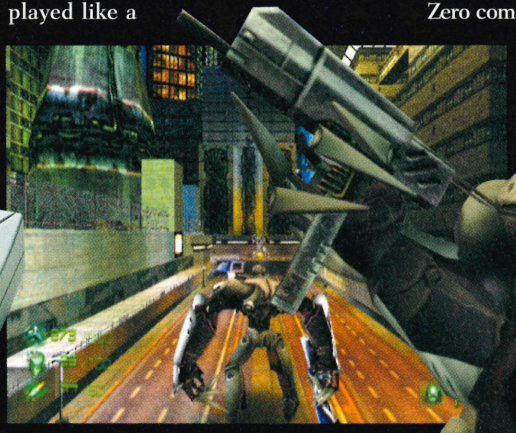
DCM: Where did the inspiration for Slave Zero come from?

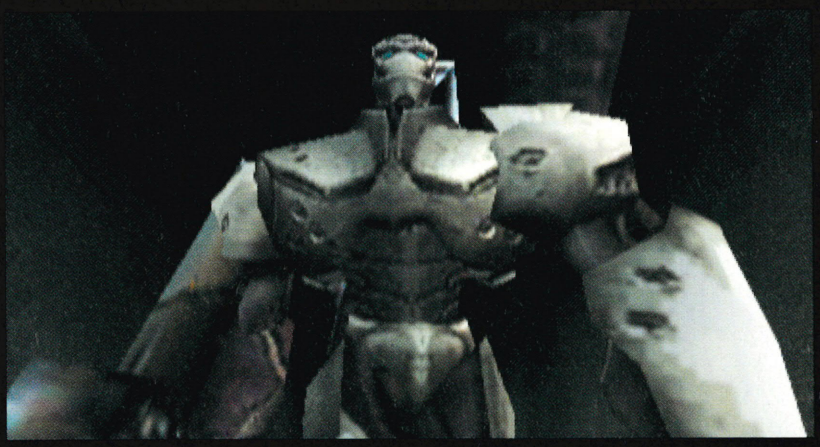
MATT: Anime was one of our reference points for the speed and agility of the robots, as well as for characterisation. Neon Genesis Evangelion was a big influence in that it's a really outstanding example of old-school anime elements. A lot of anime from the 60s and 70s like Grandizer, Getta, Robo, Mazinger, anything Go Nagai, Giant Robo, Ultraman and Godzilla dealt with singular, unique hero robots that fought a variety of singular, unique enemy robots. There was more of a magical, superhero feel to them. Most modern anime is very militaristic, where the robots are portrayed as human-shaped vehicles piloted by human characters. The focus is on the characters inside the (replaceable) machinery. Since our 'pilot' and the robot 'Slave Zero' are one in the same we went with a more 'classic' superhero-ey approach. Since the bosses are made from the same bio-mechanical process as Slave Zero, we used the

SLAVE ZERO

online?

When work started Slave Zero Infogrames told us they were very excited about the possibility of playing online with the Dreamcast. Unfortunately, Sega has been unable to deliver the online Sega Dream Key. This meant they had to cut their online game scheme not only because of that but also because of the problems Sega has been having in establishing its full Online System for the Dreamcast





same approach on them - singular, unique, memorable supervillains. The fodder enemies in the game do use the mass-militaristic approach though: there's tons of them, here's your gun, go. I tend to think of our 'style' as more influenced by European graphic novels than anime - dark, dirty, textured. We stayed away from straight anime stylization: no big eyes, bright colors, poppy intro music, or romantic melodrama. Anime in America is kind of a niche, novelty thing. I didn't want to spend energy emulating another culture's style - it's not my culture so I couldn't do it justice. And pretty much every thing I see that's not Japanese but emulates the anime style has come across kind of second-rate for that very reason. I think what we ended up with on SZ is a very hybrid, American thing. Influenced by a lot, but not strictly any one thing.

DCM: Is there any aspect of the game which is completely unique or sets it apart from other games for the DC?

MATT: There aren't many action shooters available for the Dreamcast and Slave Zero fills that void. A recent review from GameWeek stated that it was good looking, addictive, fast, and furious and it fills a tremendous void in the Dreamcast action/adventure game library and will be sought out by many, which was very flattering.

But as well as that, with the Dreamcast version you can play with up to four players at one time. There are very few four-player games available for the Dreamcast at the moment.

DCM: We understand that Infogrames/Accolade have designed and produced a new engine for Slave Zero and other future games of yours. What exactly does it do differently to any other engine?

MATT: Slave Zero was created using the Ecstasy Engine. It's the first product available which uses the Ecstasy Engine but we're developing other products with the technology. When we first started on the Engine we wanted to create a technology that would allow us to make cutting-edge games on multiple platforms. We wanted something that could provide us with detailed environments, highly interactive worlds, TONS of animation and most importantly, lots of action. The Ecstasy Engine is also a tool set and a content pipeline. We spent a lot of time ensuring our artists and designers would be able to create content and get it into the game easily.

DCM: The game has been put back a few months - any particular reason?

MATT: The game has been delayed for a few months to allow us to fully localise the game into several European languages. We could've released an English only edition, but we felt that it was more important to our European customers to deliver a version in their native languages to increase their enjoyment of the game. Obviously adding new languages has meant that we need to test the game again to make sure those languages work; a delay was always expected but we believe the wait will be worth it.

DCM: What kind of response have you had from the PC version?

MATT: So far the response has been very favourable. It's gone down very well with the press in the States, as has the Dreamcast version. The public are happy as well, sales across both formats are excellent.

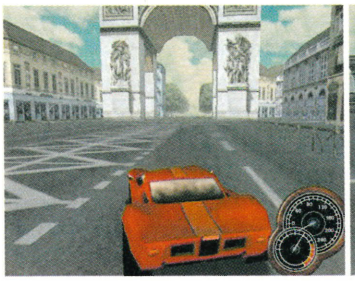
DCM: Are you expecting the DC version to be more popular than the PC?

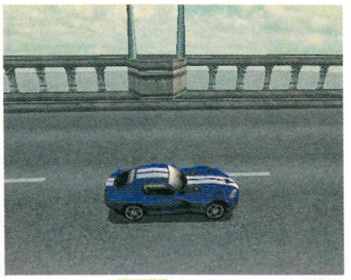
MATT: I expect the Dreamcast will sell more than the PC version because Slave Zero fills a hole in the Dreamcast line-up. There's a need on the Dreamcast for a top quality multiplayer action shooter so I think both versions will continue to receive praise and sell well.

extreme PLAYSTATION magazine
presents...
F1 WORLD GRAND PRIX
The Formula One season's over, but you can race it again with Video Systems' hot new game. Read all about it in EPM...
DINO CRISIS • GTA2 • FIFA 2000 • CRASH TEAM RACING • LE MANS 24 HOURS • SOUTH PARK • CARMAGEDDON • 40 WINKS
ON SALE: 25:11:199

Test Drive 6

Released April 2000





Cars, speed and thrills are high on the priority list in Test Drive 6. Infogrames has licensed 17 car manufacturers to give this the final seal of approval. While some games have lacked a good selection of vehicles, TD6 offers a wide choice of racing favourites from American, European, and Japanese companies. Gamers will be able to pick from the often-seen Dodge Viper and Ford Mustang to other models from Jaguar, Caterham, Lotus and McLaren. Locations include Rome, London, Hong Kong, Paris, and with more to be added, the backdrops present the player with all the popular landmarks, the Eiffel Tower being a favourite. Being the sixth version in the series, attention to refinement and added extras is essential. You can look forward to crowded streets where you can make huge jumps, and far more interaction is available because the whole world is full of breakable objects. The advanced police AI now makes the car chases special because the cops were, to be honest, a bit thick in the previous games. The all-important physics engine has been tuned to thrill so all the vehicles will have their own unique feel and road hold. Test Drive 6, with its mix of outrageous driving, speed chases, traffic jams and roadblocks, will have something for everyone, not forgetting endless options to upgrade your car. Graphically, the game is looking sharp, but it's got to look the business if it's going to be a serious contender on the Dreamcast against some stiff competition.

turning tracks

Fifteen brand-new tracks, including five very long linear roadways, that have become one of the hallmarks of the series. On top of that, there are several new gameplay features, including the ability to collect and customise cars to your own personal taste, displaying them in your virtual garage.

into 2000

infogrames

Infogrames, the French giant, appears intent on becoming the **number one** publisher in THE WORLD and is throwing its might and support behind the **Dreamcast**, ensuring, as we move into the Millennium, an exciting range of TITLES will be **on offer...**

Alone in the Dark 4

Released November 2000

For those of you not familiar with the AITD series, it is adventure gaming at its very best with stylish graphics, a cool interface and blood-curdling storylines...

If you're into goth horror like HP Lovecraft, the dark and sinister universe that the team has created could raise the stakes [*nice pun - Ed*] if this is measured on a fear factor scale. Although news at present is sparse, Infogrames has stated that this is going to be innovative with survival and Lovecraftian themes central to the creation of tension and terror. "We've tried to create a completely original universe based on themes of the genre," explained a spokesperson. "The player/hero, involved in the adventure for personal reasons, finds himself trapped in a hostile and disturbing world. We could say that the goal of the player is merely to survive, but we also have to understand why he has come to be involved in this adventure and why he is forced to go all the way to the end. The developer has taken pains to ensure the main protagonist's actions have a direct baring on the way the story unfolds".

time for change

In the first few minutes of the game, the universe in which the player exists is relatively restricted, but it enlarges as he progresses. The team's intention is that certain events be attached not to a place but rather to the player's actions and behaviour.

2000

V-Rally 2

Released June 2000

Riding off the back of the massive success of V-Rally 1 and 2 on other formats, the Dreamcast version will be due early in the New Year but will come with improved functionalites. V-Rally 2 isn't solely focused on sanctioned Rallying, but offers a lot more. The essence of the gameplay revolves around finding the quickest path to the finish, controlling high-speed power slides and kicking up foreign soil in numerous locations around the world. Main features include a vast amount of tracks to race alongside a track editor. A total of 26 (to be confirmed) stunningly detailed cars with high output engines, beefed up suspension, vehicle customisation options, multiplayer modes for up to four people, gritty competition with extremely aggressive AI, and intensely fast gameplay. "Forget all those other games like Grand Turismo", say the team. "This is going to be the one that will captivate with its look, stylish gameplay and total realism!"

Supreme Snowboarding

Released November 2000

Due for release late 2000 and tying in with the lifestyle ethos of the Dreamcast, comes what Infogrames believes is one of the 'most realistic snowboarding video games of its generation'. Featuring nine tracks in three different environments including Alpine, Forest and Village, you will feel the chill of the snow as you snowboard within some of the most realistic environments created. Real-name boards and gear are on offer to the player to kit up with, along with contemporary music to get you in the mood! The tracks have been designed to have every type of riding surface that affects board handling and riding speed differently: normal and powder snow, ice, rock and water. All tracks in Supreme Snowboarding have variable weather and lighting conditions. You could ride in daylight, sunset or darkness, or even snowfall and fog.

up for a challenge?

The varied options include practices and free-ride sessions to pure freestyle riding. Moreover, the game structure provides various challenges that are split between single races (Arcade Mode, Multiplayer Duel, One event exhibition and the Championship Mode).

Wacky Races

Released June 2000

Cartoon capers, fun and thrills are making their way to the Dreamcast in Wacky Races... Eleven weird characters riding equally strange vehicles raced across all manner of terrain in an attempt to win the Wacky Races. Ingenious inventor Pat Pending with his Convert-A-Car had the same chance of winning as glamour puss Penelope Pitstop driving her Compact Pussycat. Only Dick Dastardly and his sniggering sidekick Muttley resorted to foul tactics and villainous scheming in their attempt to cross the line first. Other contenders on the starting grid are: Red Max in the Crimson Haybailer; Luke and Blubber in the Arkansas Chuggabug; The Ant Hill in The Roaring Plenty; The Slag Brothers in their Bouldermobile; chisel jawed Peter Perfect in the Varoom Roadster; The Gruesome Twosome in the Creepy Coupe; Sarge and Meekly with the Army Surplus Special; and Rufus Ruffcut and cowardly Sawtooth in The Buzz Wagon.

Although the TV show spread across 52 episodes, Infogrames is offering you the chance to take part in the craziest racing game ever seen. With a combination of white-knuckle racing, weird and wonderful weapons, vehicle enhancements and tricky objects, the Dreamcast version of Wacky Races could be the most fun you've experienced.

A SMALL sample of recent convictions:

Anthony Shaw	Cardiff	6 months prison
John Edgar	Wakefield	£400 fine & £120 costs
Brian Kane	Liverpool	4 x 50 hrs Community Service
Colin Jackson	Sunderland	£200 fine & £200 costs
Norman Mockford	Surrey	8 Months Prison & 180 hrs Community Service
Anthony Scaccia	Cardiff	£2000 fine & £1585 costs
Mark Hopkins	Newport	£100 fine & £100 costs
Rowan Pastile	Buckingham	5 x £400 fine & 6 x 150 hrs Community Service
PCs Direct	Northampton	3 x £2500 fine
Mark Williams	Aberaeron	£400 fine & £5000 costs

ALL RELEVANT EQUIPMENT OWNED BY OFFENDERS WAS SEIZED AND FORFEITED FOLLOWING CONVICTION

Police and Trading Standards are cracking down on computer games piracy.
Offenders will receive a criminal record plus a fine or up to 10 years in prison.
DON'T RISK IT.
For information on software piracy, call "in confidence"

0990 133405

www.ELSPA.com

EUROPEAN LEISURE SOFTWARE PUBLISHERS ASSOCIATION LTD
ELSPA

review contents

Fighting Force 2 54
Fists flail and sparks fly. Action at its best.

NBA Showtime 60
NBA Jam has a face lift.

NFL Blitz 2000 68
Arcade-style American Football action.

NFL Quarterback Club 2000 59
Full-on American Football sim.

Re-Volt 62
Remote-controlled racing mayhem.

Shadow Man 50
Lock your doors and turn on all the lights in your house.

Snow Surfers 65
UEP System's Cool Boarders DC.

Worms Armageddon 56
Mindless violence, spineless creatures.

WWF Attitude 66
American wrestling. 'Nuff Said.

CASTING VOTE - How we rate the games

10 Don't expect to see a game awarded this prestigious mark in DCM very often. It's a score that's solely reserved for games made of the purest gold, fashioned into a veritable work of art.

9 It's not a rule, but in general this will be the highest score you'll encounter in the magazine. Games of this quality are the reason you bought a Dreamcast in the first place.

8 An incredibly accomplished game that features some ingenious touches. Games awarded this mark have all the required components to keep the fussiest player happy.

7 An above-average game that does the genre it represents justice without necessarily being particularly innovative. A game receiving this score may have a few niggles, but is an enjoyable experience.

6 Flaws are starting to become more evident here - you'd have to be a fan of the genre to really appreciate a game of this quality's worth.

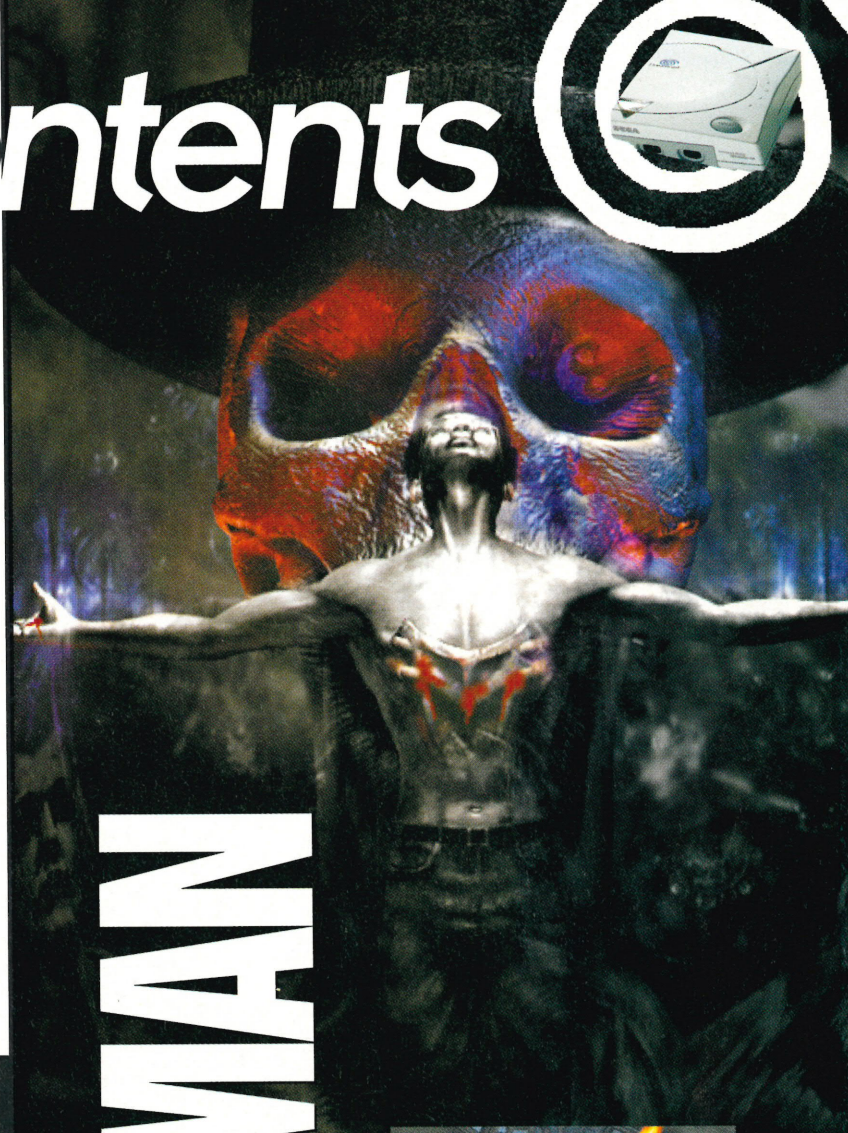
5 Average games like these often have redeeming features, but will be seriously lacking in areas like longevity, gameplay or control. Bugs and glitches are most likely evident.

4 Games awarded this mark might hold your interest for an evening or even two, but beyond that you're looking at a very expensive coaster. Best avoided unless you're a really flash git.

3 We're getting into the realm of the unplayable game now. Just an hour's play will be enough to make you to slit your wrists with the otherwise redundant CD.

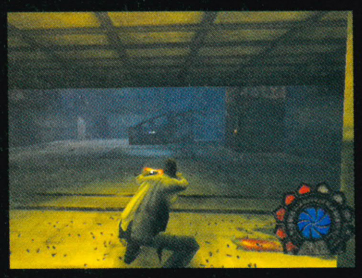
2 There's a fine line here between this and the next mark down. Perhaps the dire quality of the game/graphics/voice-overs gives you a laugh or two before it gets binned.

1 Complete and utter pants. Don't even rent games receiving this score, you'll regret the £1.50 overnight fee and realise you'd have enjoyed throwing your money down a drain much more.



SHADOW MAN 50

Who needs Tomb Raider anyway? Shadow Man is here



COMING SOON...

Soul Reaver: Legacy of Kain

IT WAS A SMASH HIT ON THE PSX SO PREPARE FOR SOME AWESOME GAMEPLAY WHEN IT ARRIVES ON THE DREAMCAST. IF THERE'S ONE TITLE THAT COULD CHALLENGE SHADOW MAN, THIS IS UNDOUBTEDLY IT.

SHADOW MAN

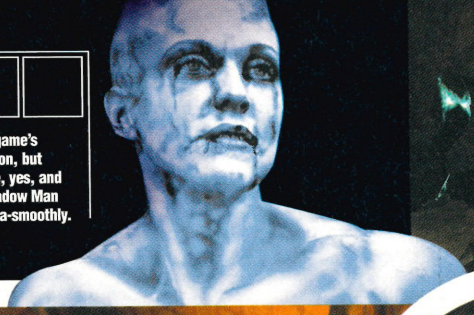
Mass murderers, voodoo and the threat of Armageddon; sounds like the recipe for a fantastic game...

INITIALLY... YOU HAVE TO BE IMPRESSED BY THE PRESENTATION AND GRAPHICS, BUT THE CONTROL METHOD COULD TAKE SOME ADJUSTMENT AS SHADOW MAN'S MOVEMENT CAN BE A TAD SLUGGISH. YOU MAY ALSO FIND YOURSELF ASKING "WHERE NEXT?" AT TIMES.

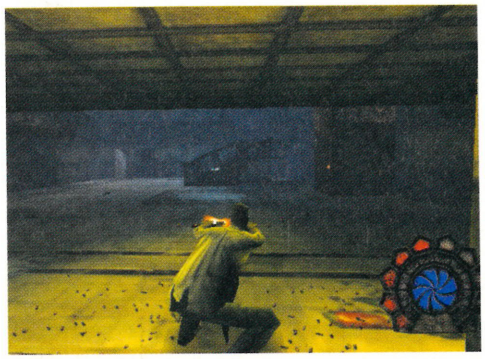
MAKE SURE YOU HAVE PLENTY OF SPARE BLOCKS, THOUGH, AS SHADOW MAN IS A MASSIVE GAME AND WITHOUT A VMU, PLAYING WON'T BE EASY.

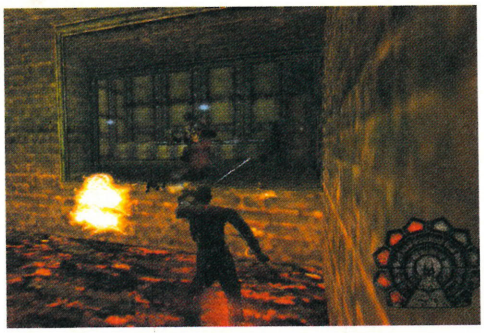
Peripherals

Work has clearly been done to the game's controls since the PlayStation version, but they're still not perfect. Responsive, yes, and using the analogue stick means Shadow Man moves around his environments ultra-smoothly.

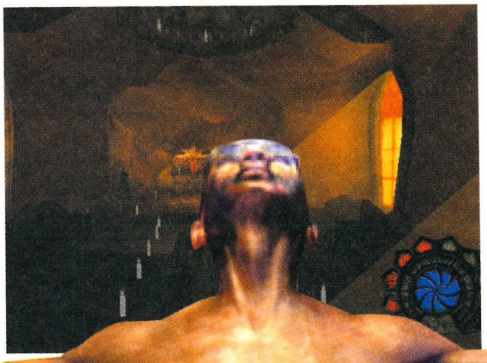


THIS IS AN EXCELLENT EXPLORATION INTO ALL THINGS DARK AND EVIL





Light Sourcing is used extensively to create atmosphere.



Shadow Man is one of those games plucked from obscurity that you only get once in a blue moon. And it's only right that when we're graced with something this different and disturbing, it gets the attention it so rightly deserves. As you'll find out, Shadow Man does have its flaws, but despite them and the fact that it's set in such a grotesque world, it still manages to come out smelling of roses.

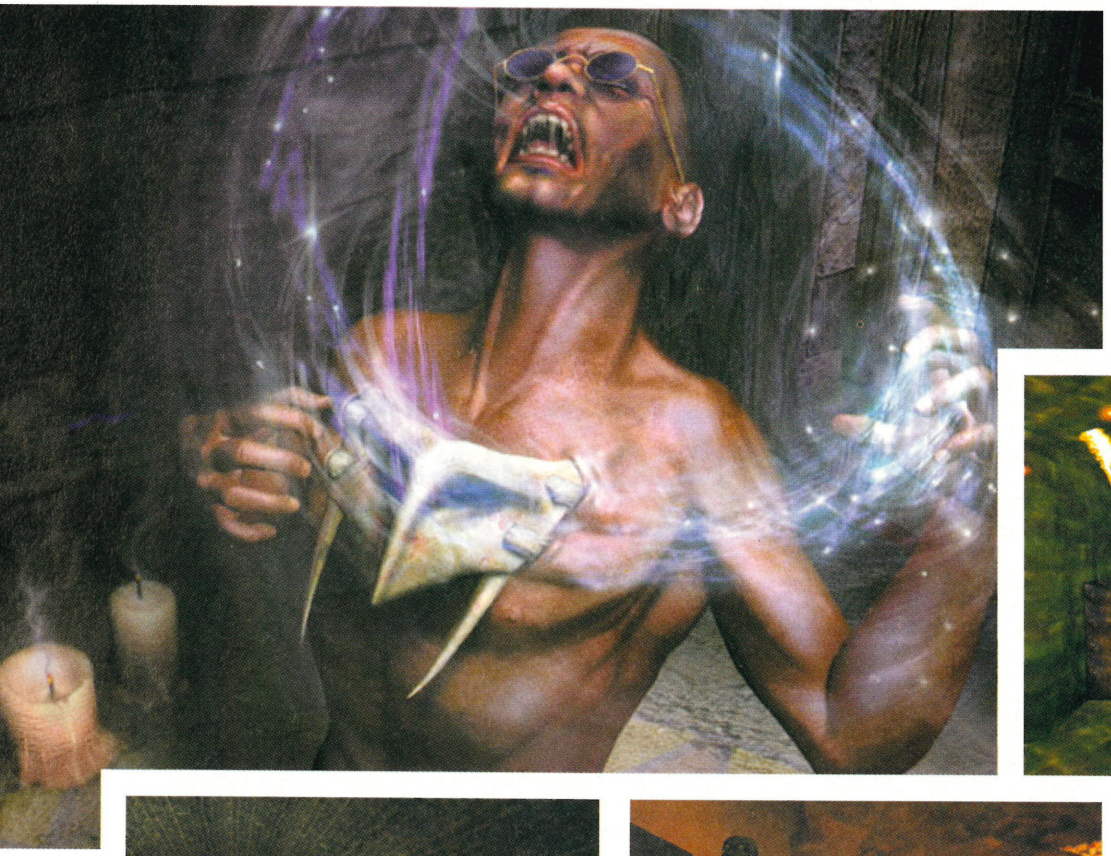
Shadow Man the game is based upon the popular comic book series, focusing on the life of student-turned-assassin Mike LeRoi. LeRoi is taken under the wing of the voodoo sorceress Nettie, having noticed that our Mike isn't such a nasty chap after all, and gives him the chance to atone for his sins. His objective is to save mankind from the impending doom threatened by the source of all evil Legions and his collective of five mass-murderers, cunningly named as 'The Five'. You might not be aware of this, but there are actually two forms of existence in Liveside (what you and I define as life) and Deadside. Deadside is a horribly messy, dirty, evil-infested land filled with what are known as dark souls. And it's up to Mike to switch between worlds by use of his enchanted teddy bear, collect the dark souls to increase his strength, and face the Five before it's brown trousers time for the rest of us.

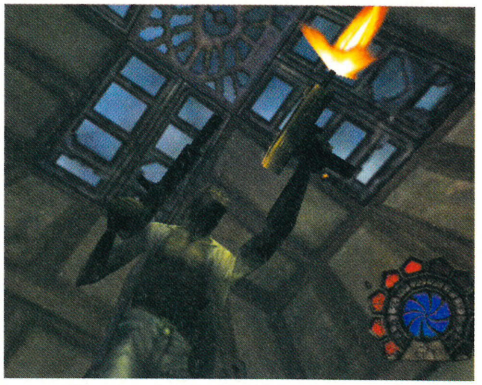
It becomes apparent right from the opening sequence that Shadow Man is something different; a bit special. With the first of several CGI sequences portraying the final minutes of the notorious 19th-Century murderer Jack the Ripper's life, you immediately get an idea of the macabre story that is about to unfold. And it's the script and characterisation that help make this game so convincing and horrific, as we hear Legion and Jack speak in an accurate olde English tongue. It's also clever the way the programmers have juxtaposed humorous sequences with frightening game action, not only lightening tension, but also highlighting the extent of the game's depth. Examples of this include the encounters between LeRoi himself and Nettie's undead serpent, and also when LeRoi is greeted by screams of "My

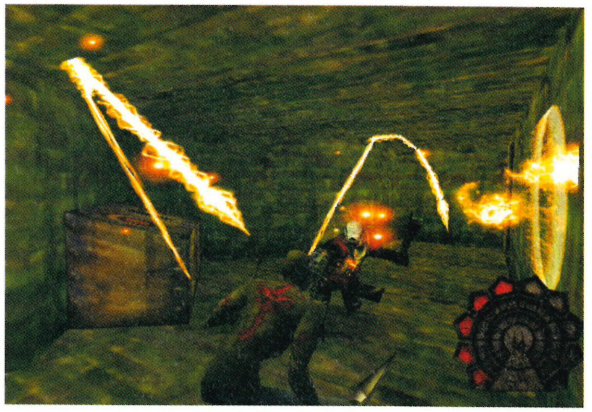
inventory

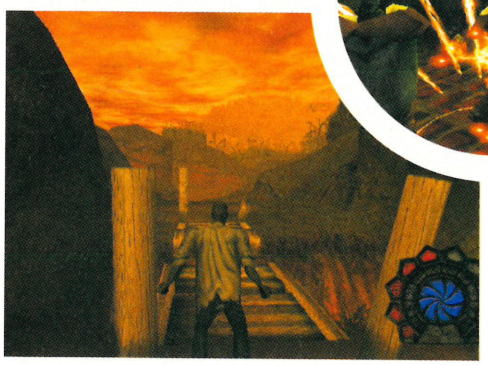
One particularly important element within Shadow Man is the inventory. This has the capacity to hold a large number of items that can be collected, stored or combined. Items range from documents revealing key information about the Five to Shadow Man's various weapons (Asson, shotgun). There is also the teddy bear, an apparently innocent yet enchanted device, allowing you to teleport between locations.

SHADOW MAN FEATURES SOME OF THE MOST VIOLENT SCENES TO APPEAR ON THE DREAMCAST









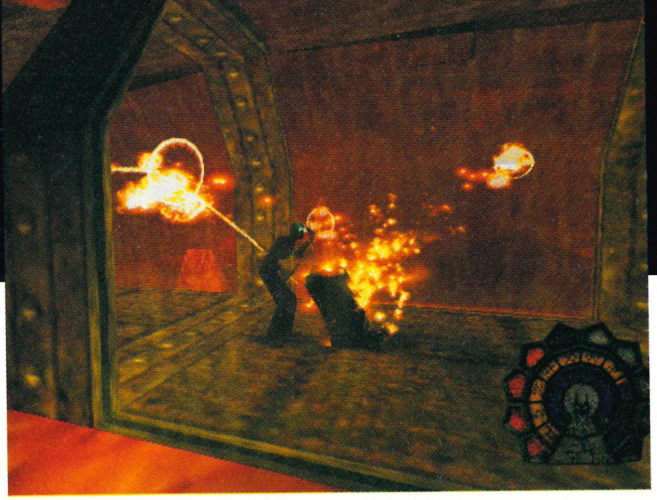
Careful on the bridge, it looks like it might just collapse...

mamma she never kiss you" by one of the Five.

As I'm sure you've already guessed, you take control of Mike 'Shadow Man' LeRoi as he uses his new powers to combat the evil creatures. Armed with various weapons and devices that can be collected and added to the inventory throughout the game, Shadow Man can blast enemies, flame them and even read up about them in secret FBI files given to him by Nettie. He also has the ability to combine certain items such as torches and guns, allowing him to see and shoot into dark areas.

Clever stuff, eh? It becomes increasingly important to discover and utilise these abilities, as does the various tactics that you need to employ when tackling various monsters. What's particularly pleasing about this game is that the Dreamcast version has really got the edge over its console rivals. This is because Shadow Man is a huge game, comprising a potential 70 hours worth of gameplay, and it's only on a grand system such as this that other departments such as graphics and depth of gameplay aren't sacrificed to compensate for the size.

A particularly necessary device in the game is the view change button, allowing you to view and shoot anywhere around you. Apart from being able to pick off some ugly little blighter in the distance, this also allows you to judge distances better and therefore avoid any unnecessary mishaps involving lava pools. Shadow Man's movement has been noticeably improved from the other versions, as his jumps and shooting are much more responsive to the joypad. This is an important change that needed to be made, as the lack of responsiveness on the PlayStation version was one of its main downfalls. That said,



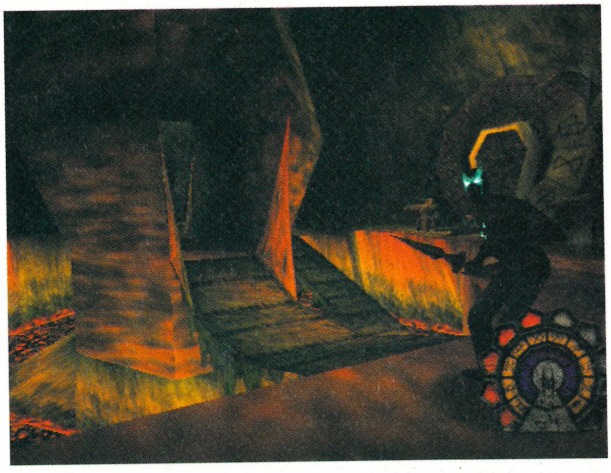
There's plenty of stunning visual FX to be seen - the explosions are some of the best yet.

Publisher	Acclaim	**Developer**	Iguana	**Origin**	UK	**Genre**	Adventure
Available	Out Now	**Players**	One	**Price**	£39.99	**Contact**	0171 344 5000

SHADOWMAN

messing with the mind

Shadow Man features some of the most violent scenes yet to appear on the Dreamcast, ranging from the suicide of Jack the Ripper to chainsaw-wielding monsters. This is one of those games that you'll end up dreaming about.



the movement is still not quite as fluent as I'd prefer, and the camera angles can become a real hindrance at times.

Shadow Man requires two main gaming attributes and you must be cunning and thoughtful when figuring out how to approach certain situations (such as allowing Mike to use his powers in Liveside) but also skilful in trawling past the various obstacles and defeating some rather unsightly foes. You must also be prepared to explore and use trial and error to develop an understanding of how the game works. This is because Shadow Man has several unexplained elements, such as the need to go back to characters such as Nettie or her serpent and seek their advice, when the direction of the game would suggest otherwise.

Nice Atmosphere

The game is just overflowing with atmosphere thanks to an inspired story line, demanding gameplay and some incredible graphics. Locations are often large, open but at the same time dingy affairs, ranging from blood-splattered rooms of the Asylum to cold, earthy exteriors. The imagination and design that has clearly gone into this game can't fail to impress, and its aspects such as the lighting effects and animation of monsters that gives the game a real sense of involvement, as if you're part of a horror film.

Shadow Man is an essential purchase for those of you who like a chilling and thoroughly involving experience, as its depth and immense size are enough to immerse you for quite some time. Take time to get used to the style of gameplay, allow yourself to become part of the adventure and you're in for a real treat. Shadow Man just continues to improve as you get further into it, and the fact that it betters the Nintendo and Sony versions is a credit to how Acclaim has harnessed the Dreamcast's potential. END

THE IMAGINATION AND DESIGN THAT HAS CLEARLY GONE INTO THIS GAME CAN'T FAIL TO IMPRESS

dreamcast MONTHLY
128-BIT TECHNOLOGY • ONLINE GAMING
100% UNOFFICIAL 100% UNBIASED 100% DREAMCAST

VERDICT

This is an excellent exploration into all things dark and evil, a truly nightmarish experience. Give Shadow Man the attention it deserves and reap the rewards. For a similar alternative, you could check out Soul Reaver in the near future.

9

Written By David Foggon david@quaynet.co.uk

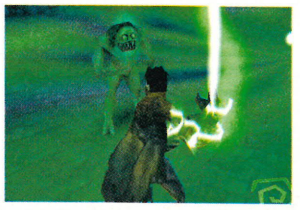
Peripherals

Fighting Force 2 has been specifically designed for use with Sega's official joypad so there's no need to pansy around buying expensive peripherals here.

COMING SOON...

Soul Reaver

EQUALLING THE ALMIGHTY TOMB RAIDER SERIES ON THE PLAYSTATION, WE AT DCM HAVE VERY HIGH HOPES FOR SOUL REAVER. WHILE NOT A CARBON COPY OF THE AFOREMENTIONED TITLE IT'S DEFINITELY SET TO TAKE THE ADVENTURE GENRE TO NEW HEIGHTS. CHECK OUT NEWSCAST FOR MORE INFORMATION...



INITIALLY... GRAPHICALLY IMPRESSIVE IS THE FIRST PHRASE THAT SPRINGS TO MIND. EVEN THOUGH HAWK MANSON ISN'T QUITE AS EASY ON THE EYE AS LUSCIOUS LARA, HE STILL HAS SOME PRETTY SHARP MOVES, A COOL FIRST-PERSON MODE AND LOADS OF ATTITUDE.

THE VMU ONLY SERVES TO SAVE YOUR PROGRESS AT PREDETERMINED POINTS THROUGH FIGHTING FORCE 2. YOU ONLY NEED SIX SPARE BLOCKS TO SAVE, SO DON'T EVEN THINK ABOUT YOUR SONIC ADVENTURE CHAO'S, PUNK!

FIGHTING FORCE 2

'You're only supposed to blow the bloody doors off!'

Hang on a minute! No Lara? Core Design can't be turning politically correct on us surely?

There's a pretty good chance you've never actually seen the original Fighting Force. Even if you did you're probably a little tempted to skip this review and head onto the next page, but sit tight! It's been two years since the original (slightly crap) game appeared on the (slightly crap) PlayStation and was received by an unimpressed audience. Its main drawbacks included a gamesplaying experience too close for comfort to retro scrolling beat-'em-ups like Final Fight and Double Dragon. That's not to say that those particular games were bad, just that they'd had their day to be honest. Too much kick, kick, punch and not enough challenge pretty much accurately sums it up. Even though there were four hard-as-nails characters and a two-player mode it just didn't have the big brass balls of other titles of the time like Final Fantasy VII and, of course, Tomb Raider 2.

THE GRAPHICS AND OVERALL GAME PRESENTATION ARE SECOND TO NONE

Since then, though, technology, programming skills and game design have come on a long way, and Core Design is convincingly confident that Fighting Force 2 has got what it takes to be a top dog Dreamcast title. Less competent and more impressionable journalists might agree with Core after only a brief look at the incredibly hi-res graphics and nifty character animations, but here at Dreamcast Monthly, views always

Publisher	Eidos	**Developer**	Core Design	**Origin**	UK	**Genre**	Action/Adventure
Available	TBA	**Players**	One	**Price**	£39.99	**Contact**	0181 636 3000

The first-person weapons mode really adds to the action...

run much deeper than that. Sure, the graphics and overall game presentation are pretty much second to none, leaving the player with the feeling that they're playing a truly classy game. Immediate playability isn't slowed to a crawl with long-winded story scenes, yet you're sufficiently motivated by the unfolding plot which is neatly integrated into the game offering an edge of realism that's rarely exploited. The fact that the plot is actually no more realistic than the latest James Bond flick fades into the background and offers an opportunity to really get involved in the game. Clever touches like this continue throughout the forty levels Fighting Force 2 offers through Core's efforts to ensure that all the environments Hawk comes into contact with (that's full contact!) are totally interactive. You name it, you can blow the crap out of it - and I don't cuss lightly. Computer monitors, drinks machines, boxes, crates and even photocopiers spill their guts occasionally rewarding your efforts with health, weapons and ammo.

Fighting Talk

The third-person action is complimented nicely by some adventure elements including Metal Gear Solid-style sneaking, Quake-style key-card collecting and even a Legend of Zelda-type first-person weapons mode! Each of these elements works tightly together ensuring the flow of gameplay isn't bugged by fiddly button presses and awkward combinations. Even the dumb crony enemies act reasonably intelligently and are strategically placed around levels ensuring tactical moves are required on your part.

So in essence it's clear to see that Fighting Force 2 is pretty much a top dog Dreamcast title. But just like all other top games there are still problems to be seen. I'm not going to drivel on about camera angles and slightly iffy sound effects because Fighting Force 2 suffers no more than the likes of Sonic Adventure and Shadow Man in those respects. If I was to name just one important mistake, it would have to be the lack of a two-player mode. I know the game is much more than just a scrolling beat'-em-up and wouldn't work quite as well without a little tweaking, but surely it would have been worth the trouble? Why not an Arcade-style two-player option or even a split-screen mode in which both characters team up to kick butt on Dr Zeng and his minions? Surely there's plenty of fresh gamesplaying opportunities arising from that possibility. Still, I don't make the games, I just find faults in them! END

FIGHTING FORCE 2

character profile

Got a problem neighbour? Need to 'tidy' a messy situation? Hawk Manson's your man. Just check out these credentials...

1987
Enrolled in US Marines. Saw active duty in Panama, Grenada and the Middle East. Served one year in the elite Navy Seals unit.

1995
Suffered severe injuries and discharged on medical grounds.

1996-1999
Freelance security advisor for local law enforcement agencies in the US and Europe. Though no hard evidence exists Manson is suspected of enforcing vigilante-style law enforcement and has been linked with paramilitary training in Texas and Nevada.

2000
Part of the team that uncovered and stopped Dr Zeng from wiping out the entire population of planet Earth.

2001
Specialist advisor to the Unite Nations analysing global terrorist threats and illegal weapons programs,

2003
SI-COPS agency recruit Hawk Manson into their covert operations program.

dreamcast MONTHLY
128-BIT TECHNOLOGY • ONLINE GAMING
100% UNOFFICIAL 100% UNBIASED 100% DREAMCAST

VERDICT

Highly polished, mightily playable and as pretty as a particularly pretty picture. Core design shows the world that it's more than just a one-franchise wonder. Might have benefited from some multi-player action, however.

8

Written By Russell Barnes russell@quaynet.co.uk

Peripherals

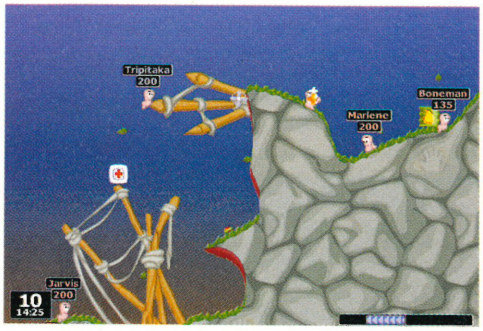
If you're used to using a keyboard on the PC version, it takes a while to get to grips with the pad. It doesn't take long to get the hang of it, though; in fact, I'd say it's a lot more natural and instinctive.

INITIALLY... THIS IS DEFINITELY WORMS, ONLY WITH EXTRA TASTY INGREDIENTS TO GIVE YOUR OPPONENTS A RATHER BITTER TASTE IN THE MOUTH. MORE WEAPONS, REDESIGNED TERRAINS AND EXTRA GAME MODES; IT DOESN'T GET MUCH BETTER THAN THIS.

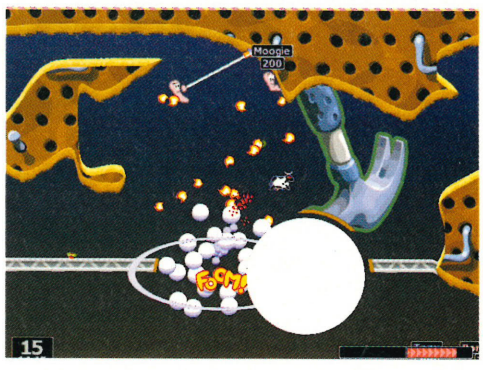
IN WORMS ARMAGEDDON, THE VMU SAVES YOUR PROGRESS THROUGH THE MISSIONS AND ALSO YOUR CUSTOMISED TEAMS. TAKE A LOOK AT THE VMU'S SCREEN WHILE YOU'RE PLAYING FOR EXTRA WORMS ENTERTAINMENT.

WORMS ARMAGEDDON

The popular series continues; flying sheep, exploding bananas and little old ladies are the secret weapons. Worms are on the warpath again, and this time they mean business...



Hallelujah! Wormy goes for gold with the famous holy bomb - wahey!



If there's one game you could lose friends over, it's Worms. If I could count the number of hours I've spent kicking ass playing this game, it would leave you thinking I was completely sad. But Worms is like a tube of your favourite flavour Pringles; once you pop, you just can't stop. Yes, this must be the most addictive game ever released.

Worms 2 was pure gaming pleasure, whether you were playing on your lonesome or with a handful of friends after you stumbled in from the pub. So Hasbro and Team 17 had a big job on their hands to create more wormage that would offer something better than the rest.

Of course, they haven't changed the principle of the game; for those of you who don't know what that is (where have you been?), up to four of you play at a time, with a chosen number of worms each. Then all you have to do is choose a

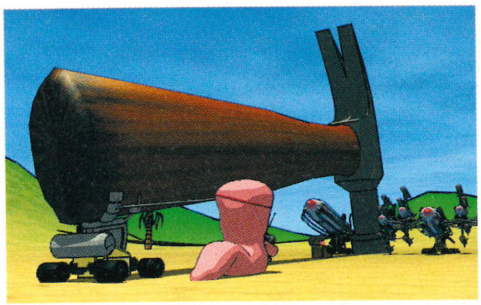
What Team 17 says...

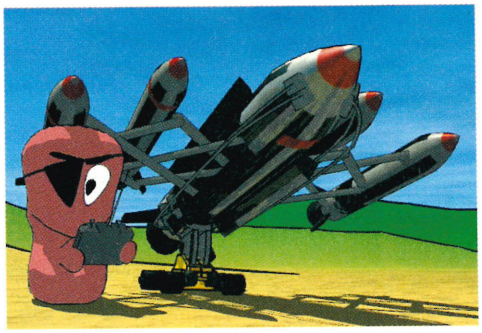
We asked Paul Kilburn, the producer of Worms Armageddon, what it is that makes this game so addictive:

"No idea; if we had the recipe, we'd put it in everything. It's just so much fun. Since you never get the same game twice and there are so many different styles of play, you can never quite guarantee a result, and it gives everyone a chance. It's almost always hilarious consequences that keep you coming back for one more go".

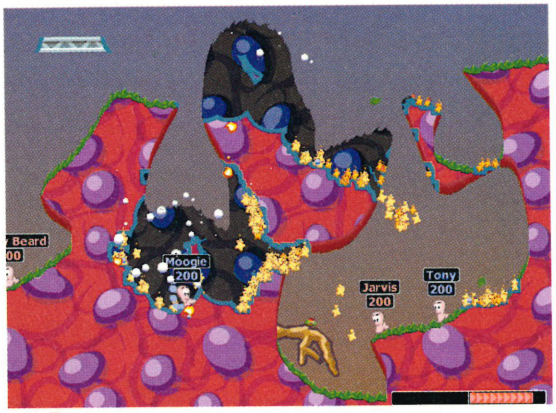
WORMS ARMAGEDDON

Publisher	Hasbro	**Developer**	Team 17	**Origin**	UK	**Genre**	Strategy
Available	Out Now	**Players**	1-4	**Price**	£39.99	**Contact**	0181 569 1234

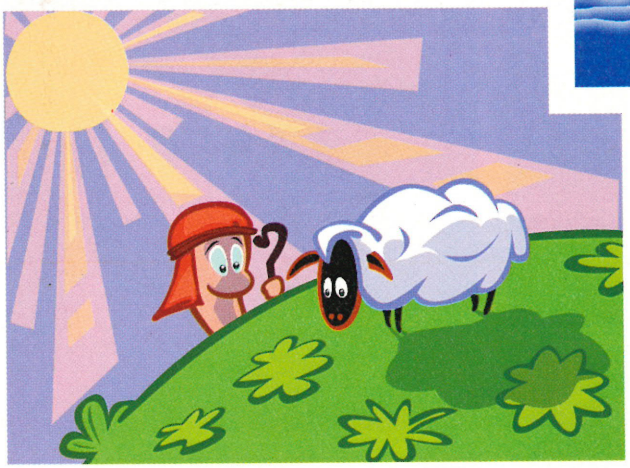




If you get bored of the game (ay?) you can always watch the clips...



THIS MUST BE THE MOST ADDICTIVE GAME EVER RELEASED

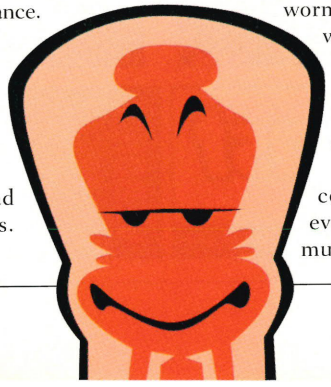


weapon, aim at one of the opposition's pink soldiers and watch on to see if you've completely missed or caused so much damage they're dead and buried. Sounds easy, doesn't it? It is when you know how, so if you're new to Worms you may need a little patience and perseverance.

Incommminnnggg

In total, there's a massive 55 different weapons on offer in this new Worms title. Most of the original ones are still going strong, like the old, reliable mad cows, sheep and little old ladies. And there's no better way of getting around the terrain than by using ye old faithful ninja rope; which has, by the way, been improved considerably and now extends considerably further than it did in the previous games, so now it's easy to get to those hard to reach places. The old classics still work, then, but there's always room for bigger, stronger and more comical weapons. Two examples spring to mind, the first being the skunk which your chosen worm just throws and must detonate to release a rather potent spell which makes the surrounding worms cough and splutter for the rest of the game. Secondly, the mole bomb, which again your worm skilfully throws and then watches as it gnaws its way through the ground and then explodes - seeing off any innocent worms unfortunate enough to be in the vicinity.

But it doesn't end there; I could carry on listing each and every weapon, but I feel you must find out for yourselves just



sir, yes sir!

You can do this the hard way, or the easy way. Choose the Basic Training option if you want to put your worm through its paces, or you can choose from the following not-so-daunting tasks:

Super Sheep

Did I say this was easy? What was I thinking? Here you must launch the super sheep and leave it to fly around the landscape for as long as possible. If you manage to collect crates, extra seconds are added to the timer. However, this isn't without its problems as you're firing the sheep from an awkward fixed location, and if you don't fire him far enough away from you, it could all go wrong and you could find yourself flattened by the fluffy farm animal, and it's not pleasant. If you do manage to hold on and collect more time, depending on how long you last, you receive a gold, silver or bronze medal. Get to work, soldier.

Target Practice

Shoot the targets dotted around the terrain to add valuable seconds to the timer. If you run out of time, it's curtains for you. This is quite an easy one, and I can guarantee you'll find a marked improvement in your shooting skills when you come to play against real opponents.

The Art of Ninja

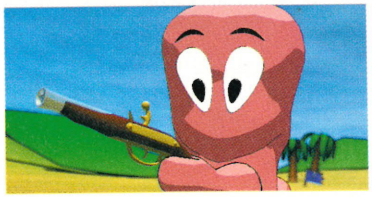
Use your handy ninja rope to swing from crate to crate, adding extra seconds to your timer. Whatever you do, don't let the timer reach zero or it's all over. This is one of the most entertaining tasks in your training, and it's easy to become a ninja rope expert with a little practice.

Grenade Launching

From a fixed position, use your artillery to blow the targets. You receive extra time for each target you hit. Training's over when the timer reaches zero. This definitely ain't easy. You have to press A to power up your grenade, and it's easy to give it too much wellie and send it flying into oblivion. But never fear, once you've mastered this, grenades soon become your favourite weapon.

Little Old Ladies

Here you have a selection of weapons at your disposal, which you must use to take out the old ladies which appear around the landscape. You have to do this as quickly as possible to see how long you can stay in the game. This task is pretty easy really, as you're given some good weapons and the old lady placement is kind. Would it be fair to say how satisfying it is too?



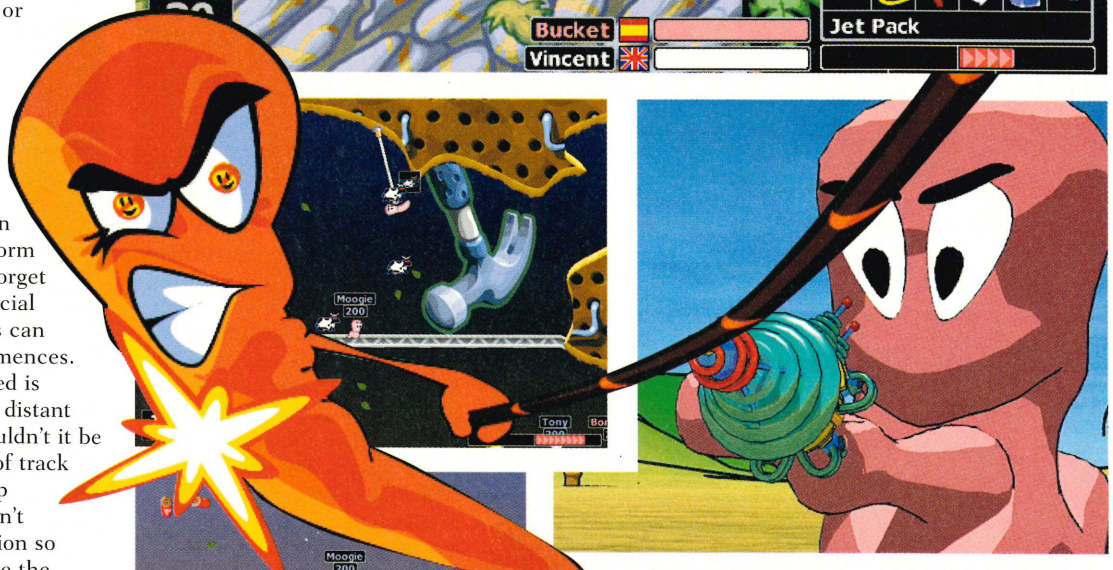
IF THERE'S ONE GAME YOU COULD LOSE FRIENDS OVER, IT'S WORMS

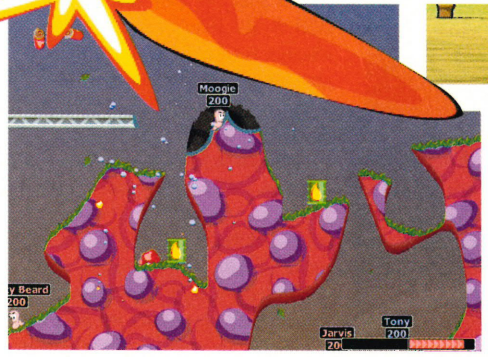
how entertaining each of them are, so what are you waiting for?

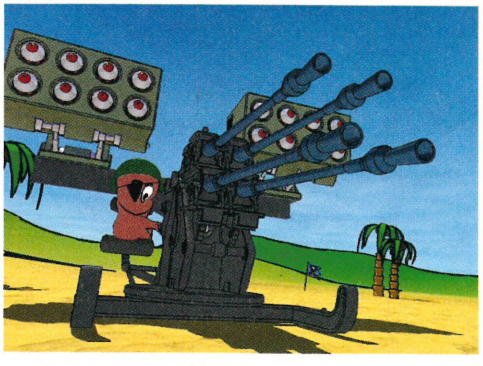
As for game modes, well, there's plenty of those. If you want to play on your own, you can choose to play against CPU-controlled worms or you could start some training. This is the one niggling thing that Worms Armageddon has. They've called the training 'Basic', and you have to complete this basic training before you can open up Missions Mode. However, you soon see it's not as easy as its title suggests. So if you do manage to complete the training, I suggest saving as soon as you've finished so you don't have to go through the annoying experience again. There are additional training lessons where you can earn yourself a gold, silver or bronze medal, depending on how quickly you finish your set task. These aren't so hard, and are darned useful while they're at it.

As with all the Worms titles, you can edit your own team. Choose your team name, pick the silliest-sounding names for your worms then go on to set how much time each worm has to complete a move, and don't forget to carefully pick out your team's special weapon. It's all good fun, and things can become very personal as battle commences.

The question that's left unanswered is whether there'll be a Worms 4 in the distant future? Maybe a 3D offering? Or wouldn't it be the same? The series hasn't run out of track just yet, I hope, and we can only keep our fingers crossed that Team 17 hasn't exhausted all their ideas and inspiration so much they've got nowhere else to take the game. Somehow I doubt it... END







This pink soldier really has got his tackle out and very big it is too!

Written By Claire Webster claire@quaynet.co.uk

dreamcast MONTHLY
128-BIT TECHNOLOGY • ONLINE GAMING
100% UNOFFICIAL 100% UNBIASED 100% DREAMCAST

VERDICT

The classics never lose their touch, and that's exactly what Worms Armageddon lives up to. Every time you play, something different happens; killing your friend's worms gets ever more hilarious, and time simply flies by at killer speed. If you've never had the pleasure of Worms, now's a good time to start - yes, sir!

8

Peripherals

Learning the controls is a thankless task, but the control stick works well while you're running. All controls are responsive enough, just over-complicated.

ALTERNATIVELY...

NFL Blitz 2000

REVIEWED THIS ISSUE, NFL BLITZ 2000 IS AN ARCADE VERSION OF THE AMERICAN SPORT. FEATURING CHUNKY GRAPHICS AND SHARP ANIMATION IT HITS HARD WHERE IT HURTS! THE FULL REVIEW CAN BE FOUND ON PAGE 68.

NFL QUARTERBACK CLUB 2000

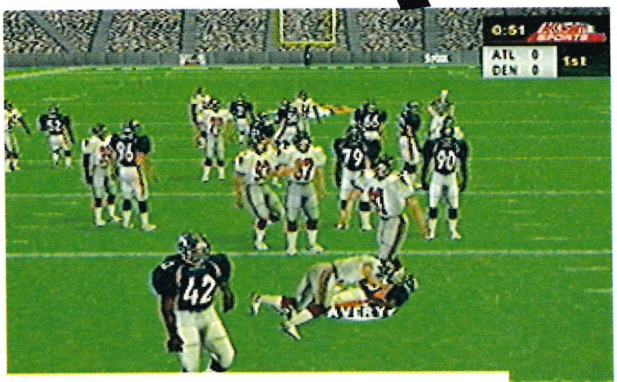
Publisher	Acclaim	**Developer**	Iguana	**Origin**	UK	**Genre**	Sports Sim
Available	Out Now	**Players**	1-4	**Price**	£39.99	**Contact**	0171 344 5000

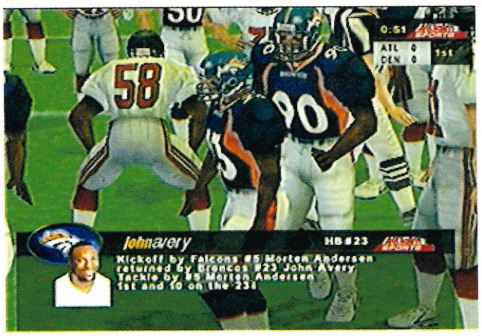
INITIALLY... PICK A PLAY, PICK ANOTHER PLAY, PRESS A BUTTON, RUN INTO EACH OTHER - THIS ONE'S JUST NOT CUT OUT FOR INSTANT APPEAL. IT TAKES CONSIDERABLE TIME TO GET USED TO THE GAME'S SIMULATION-STYLE GAMEPLAY.

USE THE VMU TO SAVE YOUR GAME POSITIONS, SEASONS, ETC. NO SURPRISES THERE, THEN...

NFL QUARTERBACK CLUB 2000

47, 23, 38 - once again, Ian's lottery numbers fail to win, but is NFL Quarterback Club 2000 a winner?





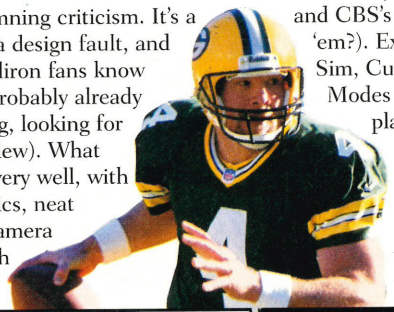
INSTEAD OF FEELING LIKE SOME KIND OF TURN-BASED WARGAME, THE ACTION IS PURE

You certainly can't fault this one on accuracy. Iguana Studios has gone all-out to make NFL Quarterback Club 2000 as realistic as possible, and it shows. If you're a real gridiron nut looking for the closest experience to the real thing without risking terminal head injuries, this is the game for you. However, most casual gamers will find it too realistic for its own good.

Let me explain. This game is bloody hard to get into. The menus are logical, with the 31 playbooks (customisable) very accessible, but when it comes to making that all-important pass, you need the reflexes of a genuine quarterback. By making the controls as accurate and comprehensive as possible, the game makes it incredibly difficult to achieve the bare-bones basics of the game. Once again, this is one for the simulation nuts who've already played several American football sims to death. For the casual gamer, it's like running into a blocker with your eyes shut.

Hut! Hut! Hut!

Still, this is hardly a damning criticism. It's a design fact rather than a design fault, and the casual armchair gridiron fans know who they are (and are probably already flicking through the mag, looking for the NFL Blitz 2000 review). What the game does, it does very well, with superbly-detailed graphics, neat animation, a range of camera views and a silky-smooth running speed. More than 1500 NFL players are there, and the commentary is provided by ESPN's Mike Patrick and CBS's Randy Cross (anyone heard of 'em?). Exhibition, Playoff, Season, Historic Sim, Custom Sim and (phew!) Practice Modes are catered for, and you can trade players to build up your team.



For the hardcore sim fan who knows every play off by heart, the game's a blast. Those less knowledgeable and practised would get more fun being stabbed by OJ. END

dreamcast MONTHLY
128-BIT TECHNOLOGY • ONLINE GAMING
100% UNOFFICIAL 100% UNBIASED 100% DREAMCAST

VERDICT

It can't be stated often enough - this is a game for hardcore enthusiasts only. It achieves its aims well, but all this simulation-style realism makes the game very inaccessible. Takes a while to master, but the rewards are there - if you can be bothered.

7

Written By Ian Osborne ianno@quaynet.co.uk

Peripherals

As NBA Showtime's roots are planted in arcade ground, the Arcade Stick would make sense. However, the pad does a reasonable enough job; just don't bother with the analogue stick – it's too much like hard work.

INITIALLY... NBA SHOWTIME APPEARS TO BE NOTHING MORE THAN A DREAMCAST UPDATE OF NBA JAM FROM THE ARCADE AND SUBSEQUENT CONSOLE CONVERSIONS. THERE'S OBVIOUSLY A DARN SIGHT MORE POLISH TO BE SEEN AS FAR AS THE GRAPHICS ARE CONCERNED.

NBA SHOWTIME: NBA ON NBC

Arcade b'ball action at its best?

THE VMU SERVES TO SAVE THE EVENTS OF EVERY GAME, INCLUDING THE ACTIONS OF EACH PLAYER. YOU CAN VIEW YOUR PLAYER'S STATS ON THE VMU WHILE YOU'RE PLAYING AND STORE YOUR VERY OWN CHARACTER CREATION FOR LATER USE.

In an attempt to continue the success of the NBA Jam series from the early Nineties, Midway has directly ported its arcade hit (well, in America anyway) of the same name to the Dreamcast, conveniently in time for Christmas.

Has it managed to keep the same level of sheer playability and fun? Is it still the ultimate in multiplayer hilarity? And still as addictive as being naughty with a married woman? Well, it's all those things and more (maybe not the last one), although one question was sadly neglected: has the game made any attempt to exploit the wonderful specifications of your spanking new Dreamcast? It would be as easy as pie just to say 'No' and take the rest of the day off, but that's not how we do things around here, so I'll explain...

NBA Showtime is indeed nothing short of a pure arcade thrill-a-minute bash-a-thon.

ITS PURE ARCADE NATURE FAILS TO DELIVER A CHALLENGE WORTHY OF A HOME CONVERSION

NBA SHOWTIME

create-a-player

NBA Showtime's Create Player feature is probably the game's strongest aspect. You can edit just about every attribute from head to toe. Here you can see Dreamcast Monthly's Deputy Editor, Claire taking part in the action. She's got some wicked hooves (sorry, moves). Seriously, though, she's one of my 'mane' players.... I'll get my coat.

NBA Showtime is nearly identical to NBA Jam from the early nineties, shame really

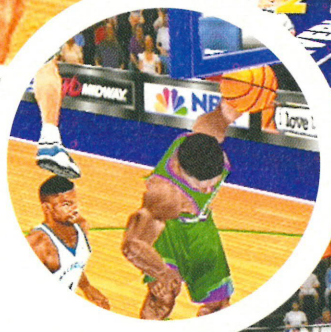
COMING SOON...

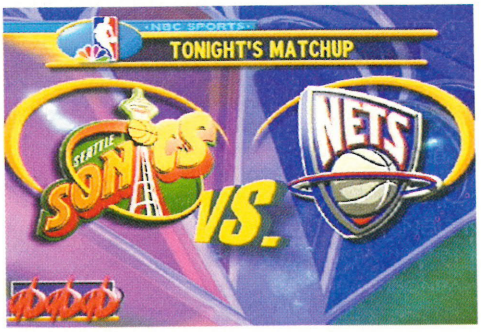
NBA 2K

IF YOU FLICK OVER TO PAGE 70, YOU'LL CATCH A GLIMPSE OF SEGA'S OWN B'BALL OFFERING. IT BOASTS REAL SIMULATION GAMEPLAY, ALL THE TEAMS AND PROPER RULES. HOWEVER, IT'S HARD TO PLAY THIS AND NBA SHOWTIME OFF AGAINST EACH OTHER AS ONE IS ARCADE-ORIENTATED AND THE OTHER'S A SIM. IT'S MORE ABOUT PERSONAL PREFERENCE, REALLY...

Publisher	Midway	**Developer**	Midway	**Origin**	UK	**Genre**	Sport
Available	Out Now	**Players**	1-4	**Price**	£39.99	**Contact**	01306 885231

Boomshackalak! The commentry on offer is just as bad as the original...





MIDWAY COULD HAVE GONE TO TOWN IN THE GRAPHICS DEPARTMENT SHOWING WHAT CAN REALLY BE DONE WITH 128-BIT TECHNOLOGY

There's plenty of mad dunkin' action to be had, but unfortunately its pure arcade nature fails to deliver a challenge worthy of a home conversion. The run-of-the-mill arcade to home conversion would normally entail extra levels being added, more game modes and maybe some extra characters. Even the greatest arcade games in the world have tweaks made to suit the more fickle home user, Soul Calibur being one such example.

Bad Showmanship

In the case of NBA, however, nothing has been done as far as gameplay and challenge is concerned to 'beef up' the overall experience. Although there are tons of teams and potential pairings to choose from, there's no way to select an opponent team in single-player mode – the CPU just randomly selects one for you. Once the match-up is complete the game pretty much soft-resets itself and goes back to the start screen. Fine, if you're at Sega Park and three minutes counts as a good go, but at home, after spending forty quid, it's not unreasonable to expect quite a bit more for your money.

Other sad disappointments occur in the lacklustre sound effects, especially the commentary ,which doesn't even manage to equal the quality of the original NBA Jam let alone any actual Dreamcast game to date. Though the graphics are big, bold and in- yer-face, there are several gripes to be had even though there are only ever only four characters on screen at one time! Surely Midway could have gone to town in the graphics department showing what can really be done with 128-bit technology, but alas, disappointment reigns.

On a lighter note, though, with a group of four close friends it's a remarkably fun and addictive game. Simply add a crate of 24 Stellas, four pads and mix thoroughly. END

dreamcast MONTHLY
128-BIT TECHNOLOGY • ONLINE GAMING
100% UNOFFICIAL 100% UNBIASED 100% DREAMCAST

VERDICT

Unless you've got three gamesplaying friends, four pads and an interest in b'ball you're much better off saving your money. Should you still be interested, I'd still strongly advise a trip to Blockbusters for one night's rental to be safe. That's about all it's worth.

4

Written By Russell Barnes russell@quaynet.co.uk

Peripherals

Usually, I'd say the steering wheel is the better option in driving games. However, seeing as you're racing a remote-controlled car using the pad is kind of similar to using the real thing.

COMING SOON...

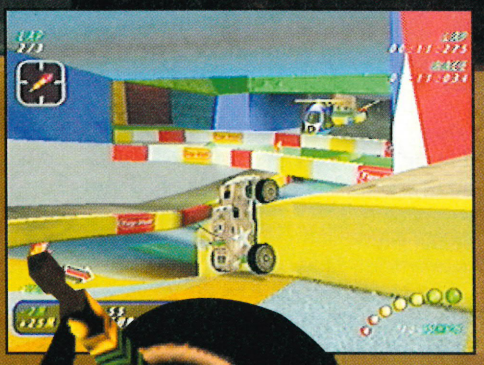
Stunt GP

A HIGH-SPEED, REMOTE-CONTROLLED CAR RACING GAME THAT FUSES DYNAMIC RACING WITH SOME SERIOUS STUNT ACTION. TURN TO PAGE 24 TO FIND OUT MORE...

INITIALLY... IT'S A COOL IDEA, BUT ONLY TIME WILL TELL IF THIS GAME'S GOING TO BE AS COOL TO PLAY. MY FIRST RACE WENT WELL CONSIDERING MY OPPONENTS WERE MAKING MY LIFE DIFFICULT BY THROWING WATER BOMBS AND FIREWORKS MY WAY – OBVIOUSLY, I'M NOT GOING TO WIN BY PLAYING FAIR.

RE-VOLT

There's always room for variations of the same old racing genre and this is just the job. Acclaim has ditched the usual racing conventions for something extra special - a toy car challenge with a difference...

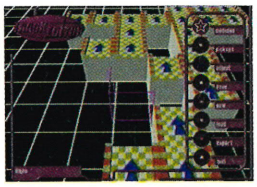


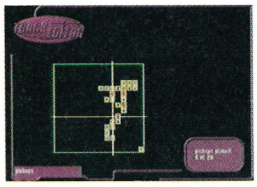
THE VMU COMES IN HANDY ONCE YOU'VE USED YOUR ARTISTIC GENIUS TO CONSTRUCT YOUR OWN TRACK AS YOU CAN SAVE YOUR CREATION AND THEN RELOAD IT WHENEVER YOU CHOOSE.

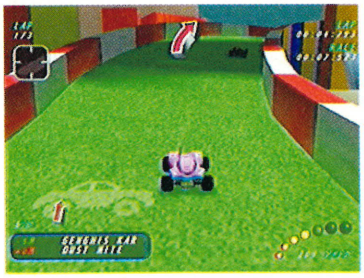
Publisher	Acclaim	Developer	Probe	Origin	UK	Genre	Racing
Available	Out Now	Players	1-4	Price	£39.99	Contact	0171 344 5000

diy tracks

Creating your own track is definitely worth doing. You can place different sections of the track on the grid and alter their size and shape. Then you can start the real construction by adding a variety of corners and track sections such as dips, bumps, tunnels, chicanes and ridges. You make your course as difficult or simple as you please; the only thing you can't edit yourself, though, are the backdrops. But hey, you can't have it all...





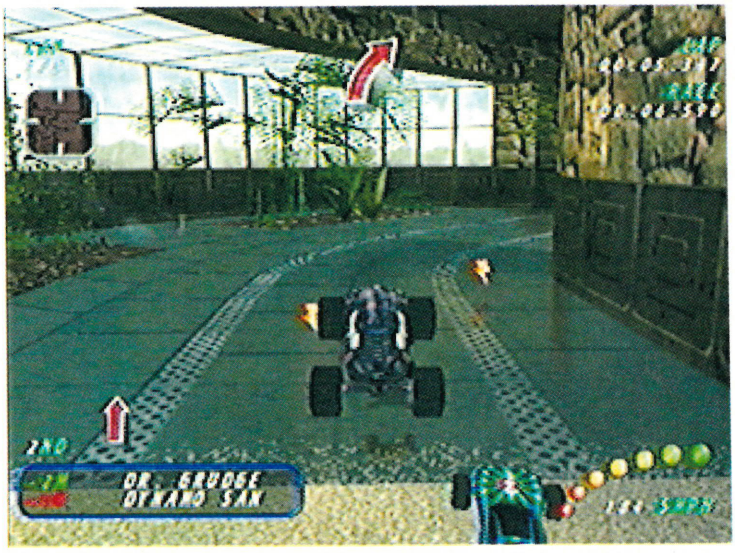


I'm going to have to tell you the storyline behind this game – it's surprising enough that there actually is one. But here goes... For years, Toy-Volt produced games and toys for children all over the globe. Within months of producing its first products, the company shot to the top of the trade. Strangely enough, though, during this time, the products started to develop minds of their own. They managed to escape from the shelves that, for so long, had held them prisoners and now they've entered the real world, creating chaos as they enjoy their new-found freedom. The Toy-Volt R/C cars have Re-Volted! Now is that cheesy or what? It's not often that a racing game involves a storyline – can you see why?

There are plenty of fine qualities to this game, but unfortunately I'm afraid I have to report that it also has a few weak points. But good news before bad and all that. The principle behind Re-Volt is undeniably a breath of fresh air. Racing remote-controlled cars around weird and wonderful tracks was clearly dreamt up by a genius (well, almost).

RACING REMOTE-CONTROLLED CARS AROUND WEIRD AND WONDERFUL TRACKS WAS CLEARLY DREAMT UP BY A GENIUS

This game has already been introduced to the PSX where it hasn't exactly been received with open arms by the gaming public. Of course, we don't go by what the PlayStation people say; I mean, we're talking Dreamcast here, right? And lo and behold, there are some notable improvements. Take the graphics, for instance. The PlayStation version looked awful (let's be honest). But with the DC, the polished floors of the supermarket and the marbled hallways in the museum appear so sparkly and shiny that there's a good chance you could see your face in them.



Part of Re-Volt's appeal is that you can send your car flying off ramps.

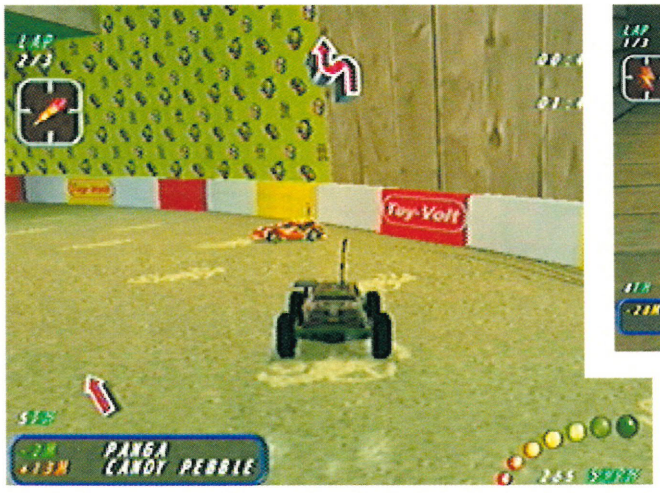
There's clearly no excuses now for bad graphics – obviously Acclaim wanted to make sure the finger wasn't accusingly pointed at them.

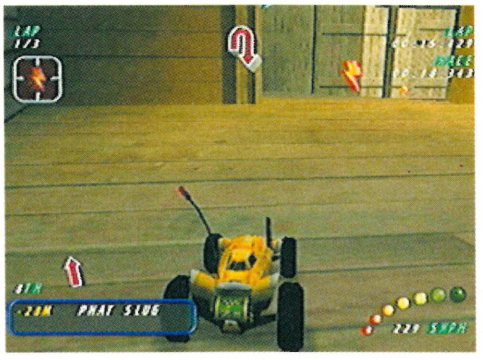
Then there's the control issue. The only fault I could find here was the tendency for your car to do a 180-degree spin even when you delicately push the analogue stick left or right. The only way I could find to solve the problem was by not letting go of the accelerator; now surely that can't be realistic?

There are eight cars available to choose from at the start, but eventually another 20 become available as you win more races. They all come with their own statistics for class, rating, speed, acceleration and weight. Out of all of them, acceleration and weight are the most important stats to look out for as the heavier your car, the less likely it is to crash and the better it will be at turning corners. If you do wipeout, you'll still have the acceleration to keep up with the rest of the pack.

So far as game modes are concerned, well there's no shortage of them. Take your pick from Single Race, Championship, Multiplayer, Time Trial and Stunt Arena. The most challenging of all is the Championship. You have three attempts overall to complete each cup.

STEER THROUGH CHAIR AND TABLE LEGS, SWIVEL ROUND MODEL DINOSAUR EXHIBITIONS AND PERFORM JUMPS OFF THE RAMPS THAT LITTER THE FOOTPATHS





Power Drain

Choose your vehicle carefully and don't expect to win the race unless you grab the weapons which are dotted around the tracks. These weapons definitely add to the gameplay; you can pick up water bombs, fireworks, turbos, oil and electrical charges which drain your opponents' batteries.

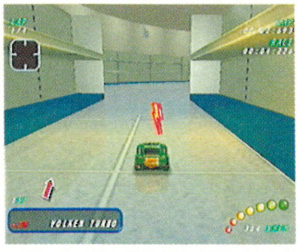
One feature that's lacking is shortcuts. Yes, there are the odd one or two to be found, but they're not exactly shortcuts as most of the time you end up dropping a few places rather than making them up.

Then there are the directional arrows which are supposed to give you a faint idea of where you're heading. They don't appear on the screen until the last second before you have to make a turn so half the time you can end up going in the wrong direction. What's worse is that it won't tell you so until you've gone miles out of your way, so learning the tracks is the only way to win.

The Single Races work in the same way. There are plenty of courses on offer, and you'll find yourself controlling your car round a toy shop one minute and a mock up of the Titanic the next. One thing they've definitely got right is the feeling that you're actually racing a remote-controlled car, both in the way they handle and through the sense of perspective when you're driving past a 'real life' car parked up at the side of the road. Steer your way through chair and table legs, swivel around model dinosaur exhibitions, and perform some cool jumps off the ramps that litter the footpaths and you'll see what I mean.

Because it does have a novelty value about it, Re-Volt does have a certain appeal and I'm under no misconception that it will be more popular on the Dreamcast than the lowly PSX. If you want a refreshing change from the usual racing games then this is a title to be interested in, and seeing as it is particularly unique, I forgive its few annoyances. END

Narrow hallways in the museum mean if you don't drive carefully you could end up on your back!



dreamcast MONTHLY
128-BIT TECHNOLOGY • ONLINE GAMING
100% UNOFFICIAL 100% UNBIASED 100% DREAMCAST

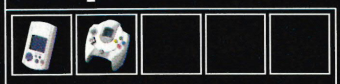
VERDICT

A racing game with a difference; just what we need. Re-Volt serves its purpose well, although the controls are a little dodgy at times. If you're into remote-controlled cars this will spark your interest, but if you're not there's more than enough entertaining gameplay around to keep you occupied.

8

Written By Claire Webster claire@quaynet.co.uk

Peripherals



Only the pad will do for Snow Surfers. Pulling off tricks is easy, and the analogue stick is just the job for making tight turns.

COMING SOON...

Supreme Snowboarding

INFOGRAMES IS WORKING ON THIS LITTLE GEM AS WE SPEAK, BUT IT WON'T BE AVAILABLE UNTIL NEXT YEAR. IF YOU WANT TO KNOW MORE, FLICK TO OUR INFOGRAMES FEATURE ON PAGE 46.

Publisher	Sega	**Developer**	UEP	**Origin**	UK	**Genre**	Sports Sim
Available	Out Now	**Players**	1-2	**Price**	£39.99	**Contact**	0181 9953399

INITIALLY... WOW, I WAS EXPECTING ANOTHER COOL BOARDERS CLONE, BUT WHAT I GOT IS COMPLETELY DIFFERENT. I'M NOT A SNOWBOARDING FANATIC, BUT THIS IS ACTUALLY QUITE ACCESSIBLE, EVEN FOR ME. NOT MANY GAMES GET ME ADDICTED IN THE FIRST TEN MINUTES - THIS DID!

SNOW SURFERS

Is a change as good as a rest?

See the panoramic views as you launch into a trick...

If you don't perform some gob-smacking tricks, time runs short and, well - you lose!

You can feel the chill in the air, can't you? Winter's unleashing its cold, miserable weather, and all you feel like doing is snuggling up next to a warm log fire with your favourite slippers and a warm cup of hot chocolate. But if you feel like doing some winter sports this Christmas, you don't have to get frostbite to do so.

I'm not saying that Sega's Snow Surfers should be at the top of your Christmas list, but if you've got some left-over cash from that fiver your fave granny gave you, you could put it towards it.

You wouldn't believe it from playing, but it's from the same developers that bought us the ever-popular Cool Boarders series. However, they've taken a different angle on the old winning formula, and for me, they've succeeded in making it a lot more accessible to the non-snowboarder.

Winter Woollies

There are only six boarding characters to choose from, and instead of your usual brand-name sponsorship clobber, they're wearing funky outfits; blimey, the girlies are wearing skimpy tops and shorts! But that's not the point; I don't want to give you the wrong impression before I've started. Yes, there are proper boards to use, tricks to perform and half-pipes to clock up some valuable pointage, but it's just not the simulation you might be looking for.

Try the Free-Ride Mode to start with, which basically involves you getting to the finish line within a time limit and collecting enough points by performing tricks to open the next track. There are five courses in total (not many, I know), and they become progressively harder as they're opened. This mode is very arcade-like; you have to carefully negotiate obstacles like falling rocks, trees and sheep, or precariously balance along narrow precipices, being cautious not to fall off. And to be honest, that's what I like about this game. If you want full-on, competitive trick-related games, you can find them elsewhere, but Snow Surfers takes a small element of both and skilfully combines them into an extremely playable experience.

Once you've mastered the art of Free-Ride you can move to the Super Pipe, which (as you can imagine) involves you clocking up points and wowing the crowd with flash tricks - the novelty does wear off eventually, though, as there are only two half-pipes to turn your attention too.

So it's not Cool Boarders, but so what? Snowboarding doesn't have to be a serious venture, and if it's arcade action you want, you'll find it right here. END

IF YOU WANT FULL-ON COMPETITIVE TRICK-RELATED GAMES YOU'LL HAVE TO FIND THEM ELSEWHERE

dreamcast MONTHLY
128-BIT TECHNOLOGY • ONLINE GAMING
100% UNOFFICIAL 100% UNBIASED 100% DREAMCAST

VERDICT

Sega has taken the bull by the horns and produced a game that's accessible to anyone and everyone. Snow Surfers is addictive, challenging and, most importantly, a lot of fun to pick up and play. But if you're looking for a Cool Boarders 3 experience, I'm afraid you'll have to look elsewhere.

6

IN SNOW SURFERS, THE VMU COMES IN VERY HANDY TO SAVE YOUR PROGRESS, PARTICULARLY IN FREE-RIDE MODE.

Written By Claire Webster claire@quaynet.co.uk

Peripherals

The game works well with the Joypad, the wrestlers moving around the ring with ease. All the special moves are easily accomplished, with the button layout logical and helpful.

WWF ATTITUDE

INITIALLY... FIRST IMPRESSIONS AREN'T GOOD. THE PRESENTATION GRAPHICS AND ANIMATED SEQUENCES WHERE THE WRESTLERS ENTER THE RING LOOK ALMOST IDENTICAL TO THOSE ON THE PLAYSTATION. THIS ISN'T GOOD NEWS WHEN YOU'RE DEALING WITH A MACHINE 15 TIMES AS POWERFUL.

USE THE VMU TO SAVE OUT GAME POSITIONS AND CREATED WRESTLERS. IT'S ESSENTIAL FOR THE PAY-PER-VIEW MODE.

It's time for the WWF's finest to bend bones once again, in the first wrestling game to hit the Dreamcast. But has it got enough attitude for fight fans? Time to climb the ropes...

This one should've been a wrestling fan's dream. Featuring 40 of the WWF's best bone-benders (and one or two who have since left the organisation), fan faves on offer include Stone Cold Steve Austin, Farooq, Al Snow, Val Venis, Goldust, The Rock, Triple H, Mankind Kane, The Undertaker and even the late Owen Hart, who was tragically killed in an in-ring accident earlier this year.

You're not short of options either. WWF Attitude gives you the chance to recreate just about any of the specialist matches so beloved of the WWF. Look out for Hardcore, Lumberjack, Last Man Standing - the list's

WWF ATTITUDE

frankenwrestler...

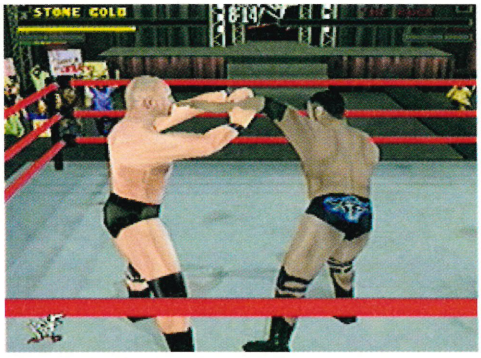
One very impressive aspect of WWF Attitude is the game's Create Wrestler mode, where you can build a bone-bender from scratch, designing his or her body, head, hair, face, make-up, clothes and even minor details like tattoos and jewellery. For once, they actually look realistic when in the ring - many grapplers' create-a-wrestler options turn out deformed monstrosities that look totally out of place with the genuine in-game wrestlers.

WWF ATTITUDE

COMING SOON...

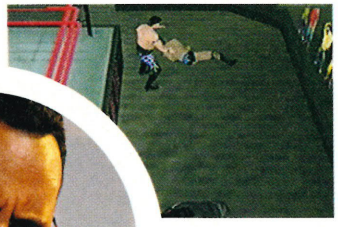
WWF CAN BE DESCRIBED AS NOTHING BUT A MISSED OPPORTUNITY. IT'S THE FIRST WRESTLING GAME FOR THE DREAMCAST BUT IT HASN'T EXACTLY SET A HIGH STANDARD FOR ITS FOLLOWERS TO LIVE UP TO. UNFORTUNATELY, THERE'S NO SIGN AS YET OF ANOTHER WRESTLING TITLE RELEASE, WE'LL JUST HAVE TO KEEP OUR FINGERS CROSSED.

Publisher	Acclaim Entertainment	**Developer**	Acclaim Sports	**Origin**	UK	**Genre**	Beat-'em-up
Available	Out Now	**Players**	1-4	**Price**	£39.99	**Contact**	0171 344 5000



Would you believe this guy is almost seven feet tall? IN REAL LIFE?

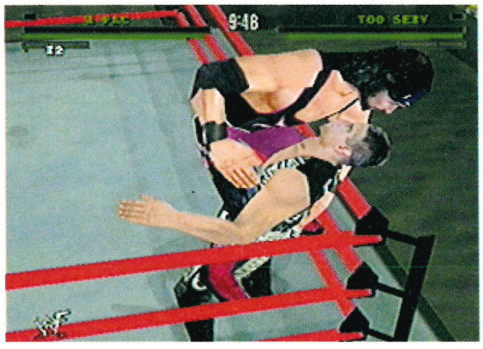
Four-player frenzies can get very messy indeed.



IT JUST DOESN'T UTILISE THE SUPERIOR CAPABILITIES OF SEGA'S KILLER MACHINE

almost endless, and if you've seen it on Sky, you can almost certainly do it here. You can even create your own Pay-Per-View. It's only when you get beyond the options screens and into the in-ring action the game starts to look a little ropy (no pun intended).

The first thing you think as your chosen grappler leaves the dressing room is, 'Is this really a Dreamcast game?' The arenas look more like sheds than stadiums, with blocky graphics and a distinct lack of pizzazz. And why do the wrestlers' hands look like shovels, with the fingers painted on?



Good use of the ropes...

Bone-Bending

It's not that WWF Attitude is a bad game - far from it. The wrestlers animate very fluidly, the moves are logical and easy to chain together and (for once) you're actually wrestling, not just fighting. The helpful in-game moves menu lets you know what you can do next, and there are plenty of moves available. Kicking and punching gets you through the early battles, but to progress much further you need to understand your wrestler's individual throws, suplexes, submission holds and the like. Needless to say, the wrestlers have some moves unique to themselves, including (of course) their finishers. Once again, you must wrestle, not just fight.

Unfortunately, the game seems to have been ported directly from the PlayStation. Look at the screenshots - even on the PSX the bone-benders looked drab while static, and on the Dreamcast (15 times more powerful) they're pretty-much the same. The game may have taken the wrestling genre to lofty new heights on Sony's five-year-old console, but the Dreamcast is capable of a lot more - so where is it? The only significant polish is on the crowds, who no longer look like cardboard cut-outs, but this is hardly the heart of the game. Why couldn't the wrestlers appear more detailed and move around the ring more realistically? Their fighting mores are animated fluidly enough, but again, the DC is capable of more.

Pass the Port...

Perhaps I was expecting too much. Acclaim's licensing deal with the WWF has almost expired, and as it wasn't renewed, they've only a limited amount of time to get their game into the shops. There just wasn't time to re-do the motion capture, re-draw the wrestlers and really turn the Dreamcast's WWF Attitude into everything it should be. Its 32-bit roots show quite badly, and although far from a disaster, it just doesn't utilise the superior capabilities of Sega's killer machine. Maybe there's light at the end of the tunnel. Acclaim has signed a deal with the hardcore, weapons-and-blood-infested Extreme Championship Wrestling (ECW) and intend to release a game based on the Attitude engine sometime next year. Hopefully they'll bring it to the Dreamcast and offer a polished performance rather than a lazy port. Only time will tell... END

Written By Ian Osborne ianno@quaynet.co.uk

dreamcast MONTHLY
128-BIT TECHNOLOGY • ONLINE GAMING
100% UNOFFICIAL 100% UNBIASED 100% DREAMCAST

VERDICT

WWF Attitude is acceptable in the console's early days, but direct PlayStation ports won't be tolerated forever. Fans of the WWF will love it, but it will be overtaken by a more DC-friendly wrestling game sooner rather than later.

5

Peripherals

Just the joypad here, people. And we wouldn't bother with the analogue stick either, as the digital pad does the job just fine and dandy.

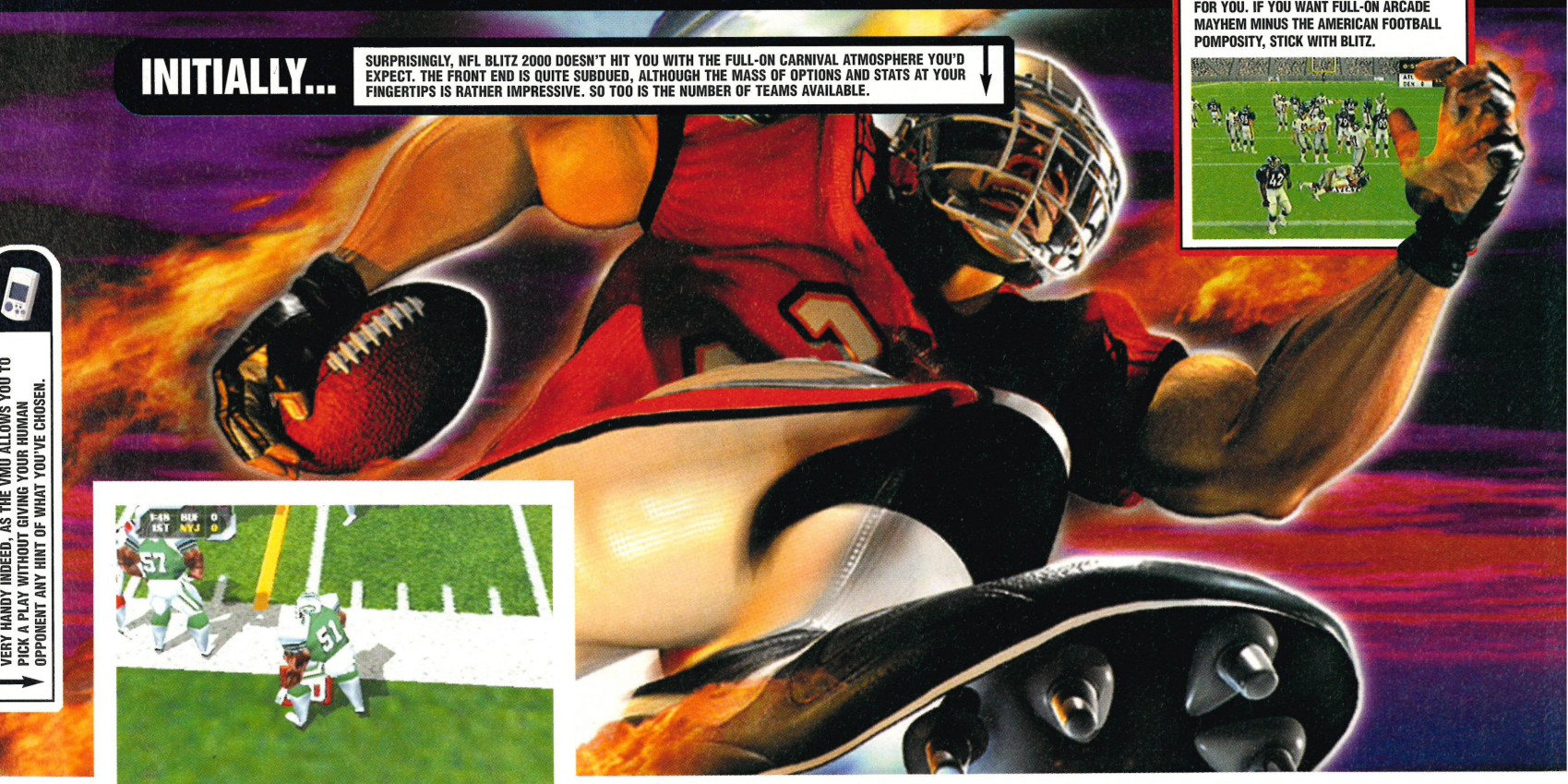
COMING SOON...

NFL Quarterback Club 2000

REVIEWED THIS ISSUE, NFL QUARTERBACK CLUB 2000 IS A DIFFERENT AND LESS ENJOYABLE KETTLE OF FISH. BEING MORE SIMULATION THAN ARCADE-BASED, THOUGH, IT'S HARD TO REALLY COMPARE BLITZ AND QUARTERBACK 2000 DIRECTLY. IT'S SIMPLY DOWN TO WHAT YOU'RE AFTER. IF YOU WANT THE WORKS, QUARTERBACK CLUB IS FOR YOU. IF YOU WANT FULL-ON ARCADE MAYHEM MINUS THE AMERICAN FOOTBALL POMPOSITY, STICK WITH BLITZ.

INITIALLY... SURPRISINGLY, NFL BLITZ 2000 DOESN'T HIT YOU WITH THE FULL-ON CARNIVAL ATMOSPHERE YOU'D EXPECT. THE FRONT END IS QUITE SUBDUED, ALTHOUGH THE MASS OF OPTIONS AND STATS AT YOUR FINGERTIPS IS RATHER IMPRESSIVE. SO TOO IS THE NUMBER OF TEAMS AVAILABLE.

VERY HANDY INDEED, AS THE VMU ALLOWS YOU TO PICK A PLAY WITHOUT GIVING YOUR HUMAN OPPONENT ANY HINT OF WHAT YOU'VE CHOSEN.



You can easily see who came off better in this battle...

NFL BLITZ 2000

American Football. Don't you just love it? Oh, you don't? Well never fear, 'cos Midway's here, and they've just turned one of the world's most boring sports into a full-on arcade mash-up. And we love it...

Ever since the first John Madden game on the Sega Mega Drive, American football has had a solid footing in the videogame world. How this has happened in the UK, I don't know. Gridiron isn't exactly a great British tradition, but it seems a rulebook the size of War and Peace and more stopping and starting than a 20-minute Virgin Trains journey is the perfect formula for a game. Midway, though, have only gone and messed with it.

If, like me, you'd rather watch a Mongolian pub soccer match on Eurosport than receive free VIP tickets to see the London Monarchs, Midway's slant on American football could be just the angle you need. See, in doing away with the majority of that two-ton rulebook and halving the number of men on the field, they've created a game that looks like American football, plays like American football and even feels like American football, but it's simply not American football as we know it. Jim.

BLITZ 2000'S CONTROL SYSTEM IS THE BEST I'VE EVER ENCOUNTERED IN A GRIDIRON GAME...

Mind on Strategy

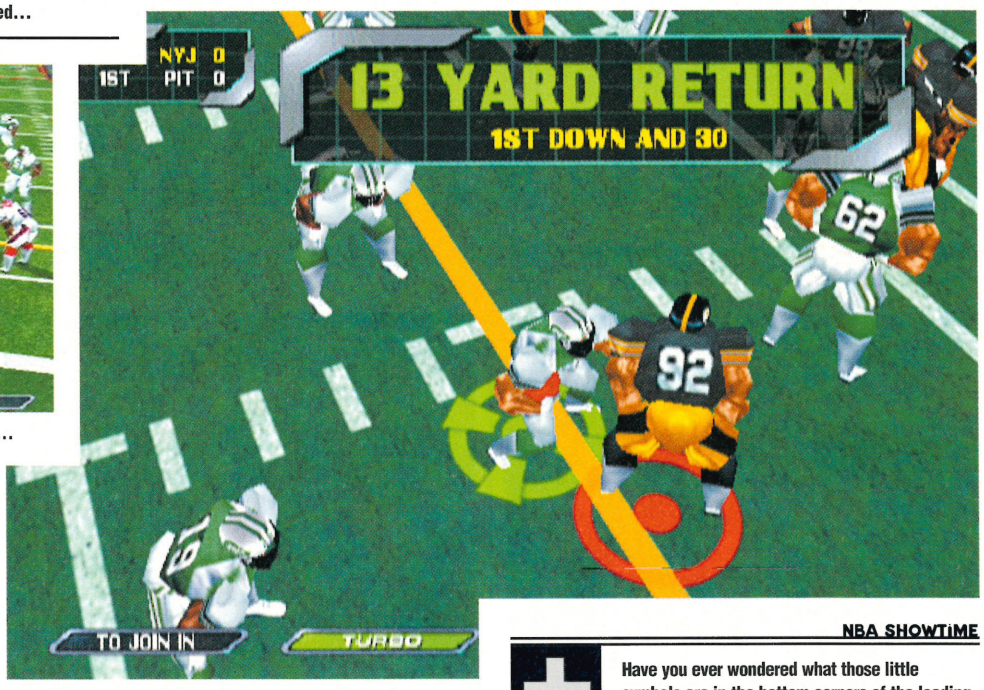
NFL Blitz 2000 still requires you to choose apt plays before the action starts, and it still requires the strategic mind-

all-out war

If you've got three friends and four joypads, NFL Blitz 2000 offers some of the best multiplayer sporting action the Dreamcast has to offer. Okay, it may be a great game in single-player mode, but get those friends around, crack open a few bevvies (age permitting) and you find yourself set for one of the most enjoyable games-nights you've ever had. The action itself becomes very hectic with four players, but the hilarity of some of the situations you encounter whilst playing your mates really has to be witnessed. Careful, though, as the rivalry created may lead to fisticuffs, as a four-player game of NFL Blitz 2000 can easily turn to all-out war. You have been warned...

Publisher	Midway	**Developer**	Midway	**Origin**	UK	**Genre**	American Football
Available	Out Now	**Players**	1-4	**Price**	£39.99	**Contact**	01306 885231

If this game wasn't so darn good we would recommend you to turn over...



set the real game demands, but instead of feeling like some kind of turn-based wargame, the action is pure, simple, unadulterated fun.

It doesn't feel like a strategic nightmare to choose the right play either. This is because there are fewer plays here than you'd find in other American football games, but also because the names of the moves and little diagrams that depict them are so easy to understand. Once you know what type of move you want to play, be it a passing, running or all-out full frontal assault, it's just as simple a case to actually execute it on the pitch too.

INSTEAD OF FEELING LIKE SOME KIND OF TURN-BASED WARGAME, THE ACTION IS PURE, SIMPLE, UNADULTERATED FUN

NFL Blitz 2000 only uses three buttons; Turbo, Pass and Tackle. The buttons have different functions depending on whether you're in possession of the ball or not, but the basis of the control system is so simple you could stick a pointed hat with a 'D' on it and make it stand in the corner of the room without it looking out of place. Which is in no way a derogatory comment, as Blitz 2000's control system is the best I've ever encountered in a gridiron game. It allows the beginner to pick-up-and-play immediately, and the more advanced players to make the most of its subtle nuances, making for a game anyone can pick up, play and enjoy, which in our reckoning is what it's all about.

The Visual Stakes

So what of the visual side of things? Well, for all of the Dreamcast's dedicated gaming hardware, NFL Blitz 2000 doesn't exactly push the eye-candy boat out. Well it does, it's just that it gets stuck on a sandbank before it gets out of the harbour.

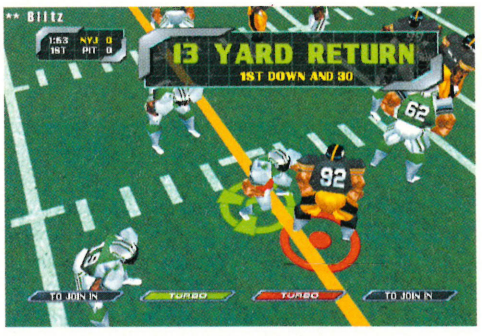
This isn't to say that Blitz 2000 isn't a good-looking game, as it is. The player animation is smooth and flowing (much like the game itself), and everything from the field to the stadium and the front end of the game is up to a very high standard. So what's my problem? Well, I've played NFL Blitz on the PlayStation, and the Dreamcast version only just manages to top it in the visual stakes. I just wonder how a five-year-old machine and a one-year-old game can look almost as good as basically the same game running on the Dreamcast?

Still, NFL Blitz 2000 oozes so much in the way of gameplay you hardly notice the lack of 128-bit graphical wizardry. What you do notice is how incredibly playable and addictive it is, and the fun you can have with seven padded men, one oval-shaped ball and a superb control system. NFL Blitz 2000 may not satisfy the hardcore gridiron freak, but as for the rest of us, who've always fancied a shot but couldn't get past those rules, the train-like stop-starting and the general pomposity surrounding the game, NFL Blitz 2000 offers an opportunity to enjoy one of the best arcade-based sports games ever. END

NBA SHOWTiME

you cheat!

Have you ever wondered what those little symbols are in the bottom corners of the loading screen, found in most Midway games? Ever wondered why they change when you press certain joypad buttons? Well wonder no more, as we can tell you they're the cheat-code system that Midway have baffled us with for years. NFL Blitz 2000 is no different; there's literally hundreds of codes in here, ranging from the usual big heads/little bodies visual touches to very useful stuff that can help you in the game. The good thing about this cheat system, though, is rather than waiting for a rag to print the codes for you, you can fiddle around with different combinations yourself as the game loads. This way, if you find a good code, you can simply keep it from your mates and use it to your advantage without them knowing a thing. Now we like that!



dreamcast MONTHLY
128-BIT TECHNOLOGY • ONLINE GAMING
100% UNOFFICIAL 100% UNBIASED 100% DREAMCAST

VERDICT

As you can probably guess from the review, NFL Blitz 2000 is a superbly playable but an average-looking take on American football. Its arcade slant, though, is what makes it a winner and fan or not, you really should give it a go.

8

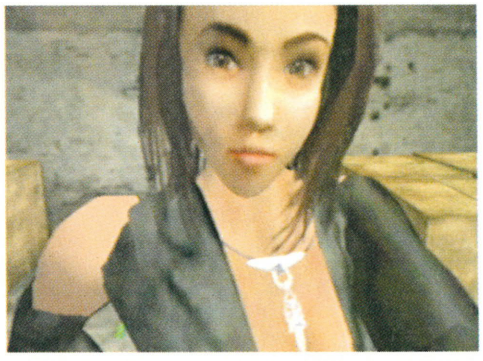
Written By Saul Trewern saul@qupmet.co.uk

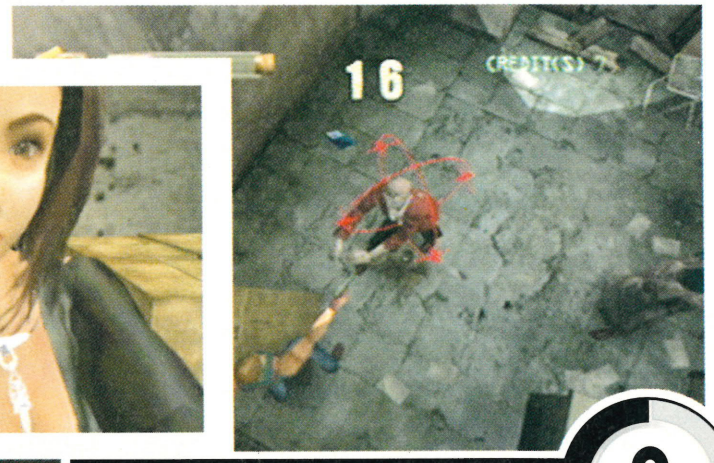
On import

Over the next couple of months we're going to bring you the best of the Import bunch, starting right here with NBA 2K and the almighty Zombie Revenge...

Zombie REVENGE

Publisher	Sega	**Developer**	Sega
Price	£54.99	**Genre**	Action





SCORE 8

It's hard to believe that the highly acclaimed Zombie Revenge has actually come from the same stable as the pretty much dire Dynamite Cop (check out the Millennium Countdown for proof - Page 81). Having the licence to use House of the Dead imagery was bound to help, but it's the sheer class of both graphics and gameplay that really sets it apart from the competition. Indescribably detailed background graphics really help to set the scene using extensive light sourcing to heighten the atmosphere and 'horror flick' appeal.

You'd think it would seem strange that it's not a gun game (even though it's got the HOTD licence), but because it's so polished and subtly done it just feels right.

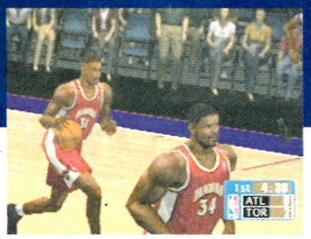
The action takes place as most scrolling beat-'em-ups do, though there's a definite hint of Resident Evil in there, mostly due to the amount of weapons and ammo it's possible to get through before you get down to good old fashioned fisty-cuffs. Killing the various types of zombies and monsters throughout the game rewards you with ammo and health though it takes a fair bit of mutilation to kill them - they just keep getting up even when you've blown the best part of their head off!

Thanks to large levels, excellent multiplayer options and multiple game routes, Zombie Revenge is blessed with the all important replayability factor that was definitely missing from Dynamite Cop. As long as 3D scrolling beat-'em-ups are your thang, you'll certainly be in hogs heaven, otherwise it's just another well accomplished game from Sega. Just think of Streets of Rage, (from the Mega Drive) then add the Dreamcast and you should have a pretty good idea what Zombie Revenge is all about.

LIGHT SOURCING IS USED TO HEIGHTEN ATMOSPHERE AND 'HORROR FLICK' APPEAL

NBA2K

Publisher	Sega	**Developer**	Visual Concepts
Price	£49.99	**Genre**	Sport Sim



Shootin' hoops and jammin' home just isn't appreciated in England as it is in the US. The average Englishman is more likely to think of hoopla and mum's good, old-fashioned raspberry preserve long before basketball springs to mind - and let's face it; it just isn't cricket. Should you concur with this generalisation, now's probably a good time to turn the page, but if you're still with us, you're definitely in for a treat.

Let's open up with the first, most noticeable aspect of the game - the graphics. There's no doubt that Visual Concepts have done their homework on the Dreamcast's potential. Every player sports lavish detail, which is bumped up for the sake of instant replays and leaves many first-generation games looking decidedly dated. Each basketball court comes complete with all the atmosphere you would expect from such a popular American sport, thanks to the excellent crowd and sideline animations, spot effects and TV-style camera angles. Graphics aren't the be-all and end-all, though (or are they?), so it's kind of lucky NBA 2K has some pretty hardcore gameplay to offer hoop fans too. As I'm sure you can imagine, all the teams, players and rosters are there for you to drool over if you wish, as well as plenty of different game options like Exhibition, All-Stars and League games to keep you coming back. The only area in which the game sadly suffers is a loose control method that can sometimes force passes out of court, and if you ask me, that's just really, really naughty. It's the oldest and most obvious cliché in games journalism but NBA 2K is best suited to fans of the genre. Jesus, what a cop-out, but it's true (no, really it is!).

SCORE 8

IT OFFERS HARDCORE GAMEPLAY FOR HOOP FANS

WAREHOUSE PRICES

GOOD NEWS GAMERS!!

wilrons.com is a brand new company offering the best products and games at wholesale prices!!

which means £££'s in your pockets!!

Dreamcast

PlayStation

0207 237 3342

WWW.WILRONS.COM

FROM UNDER £30

FROM UNDER £30

FROM UNDER £30

PLUS MONTHLY CHANCES TO WIN A FREE CONSOLE & GAME OF YOUR CHOICE

this is a subscriber based mail order service. you can subscribe for £15 a year and save around £10 on every game and £££'s on any consoles & prepherials purchased all major credit cards accepted. Wilrons Ltd. P.O.box 23345, London SE16 4ZU

TRADE ENQUIRIES WELCOMED

VISA | EUROCARD MasterCard | SWITCH | DELTA

SPECIALIST IN MAIL ORDER IMPORT VIDEO GAMES AND ACCESSORIES

www.projectk.com Email: info@projectk.com TEL: 0181 508 1328

PROJECT K

FAX: 0181 508 3845

PROJECT K, The Seedbed Centre, Langston Road, Loughton, Essex, IG10 3TQ

For a free price list of imported games, accessories and merchandise send a Stamped Self Addresse Envelope

Cheques and Postal Orders made payable to PROJECT K Add £2 per item for P+P £15 for INSURED COURIER on Hardware

PLAYSTATION IMPORTS

POCKETSTATION

Compatible with UK and USA games including FF8 and Ridge Ridge Racer 4

Dance Revolution Mat	£34.99
Guitar (for Guita Freaks)	£35.99
NTSC to PAL Booster	CALL
PSX Video CD Card	£39.99

Guitar Freaks

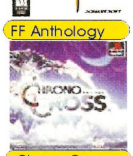
Compatible Guitar £35.99

Dance Dance Revolution Compatible Dancing Mat £35.99

Clock Tower 2

FF Anthology

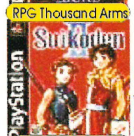
Chrono Cross



Runabout 2

RPG Thousand Arms

RPG Suikoden 2



JAP Gran Turismo 2	CALL
JAP Chrono Trigger	CALL
JAP Chrono Cross	CALL
JAP Star Ixiom (Namco)	CALL
JAP Silent Bomber	CALL
JAP Dew Prism Squaresoft	IN STOCK
JAP Assaults Suit Valken 2	£39.99
JAP Pocket Tuner	£47.99
JAP Guitar Freaks	CALL
JAP Everybody's Golf 2	£39.99
JAP Microman	£39.99
JAP Dance Dance Rev	£49.99
JAP DD Revolution 2nd Mix	£52.99
JAP Dr Slump	£39.99
JAP Cybernetic Empire	£44.99
JAP Parasite Eve 2	£49.99
USA Resident Evil 3	IN STOCK
USA Bass Landing + Rod	CALL
USA Tail Concerto	CALL
USA Clock Tower 2	CALL
USA Jade Cacoon	£34.99
USA Need for Speed 4	£19.99
USA Parasite Eve	IN STOCK
USA Dino Crisis	CALL
USA Soul of the Samurai	£45.99
USA Final Fantasy Anthology	CALL
USA Medal of Honour	£45.99
USA Legend of Legaiaa	£44.99
USA Thousand Arms	£47.99
USA Street Fighter Zero 3	£37.99
USA Resident Evil 2 Dual Shock	£39.99
USA Lunar Silver Star Story	CALL
USA Dune 2000	CALL
USA Star Ocean	£47.99
USA Suikoden 2	IN STOCK
USA Grandia	CALL
USA Tommorrow Never Dies	CALL
USA Messiah	CALL
USA Vandal Hearts 2	CALL

INFRA RED

DUAL SHOCK JOYPAD £24.99

Infra Red Dual Shock Joypad No Leeds, No Tangles. Transparent Case Includes Auto Fire

REPLACEMENT PSX LASERS IN STOCK

1002 Series £CAL

Replacement Lasers currently in stock
Please specify model no. when ordering

BEATMANIA POCKET 2

9 Arcade Tunes
5 Arcade Buttons
Scratch Deck
Funk Jazz Groove
DJ Battle
Reggae
Break Beats
Rave

£34.99

PROJECTORS & DVD IMPORTS

100inch LCD Projector	£995
All Region DVD Players from	£339
Region 1 Macrovision Disabler	£86
BLACK BOX NTSC to PAL Convertor	£70

www.projectk.com

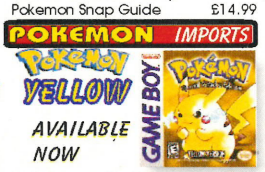
Latest products for the PSX, DREAMCAST, NINTENDO. Loads of the latest cool merchandise from FF8, Fist of Northstar, to VF3 and Pokemon. Come see the latest previews of the latest cool video games happening across Japan and USA. Previews, news and updates on any that matter from Dreamcast, PS2, Dolphin as well as release schedules. Order online or give us a call checkout www.projectk.com Updated 3 times a week, with links to walkthroughs to Bio Hazard 3, FF8, Dino Crisis and more. Latest game codes too. Note: no tips can be given over the telephone

20 Pokemon Miniature Models £19.99

NINTENDO 64 IMPORTS

Hi Res Pak	£21.99
Dex Drive	CALL
USA Rainbow Six	£49.99
USA Pokemon Snap	CALL
USA Pokemon Stadium	MARCH
USA Winback	IN STOCK
USA Star Wars Pod Racers	CALL
USA WWF Wrestlemanisa	CALL
USA Jet Force Gemini	CALL
USA Resident Evil 2	CALL
USA World Driver Champ	£49.99
Pokemon Snap Guide	£14.99

POKEMON IMPORTS



AVAILABLE NOW

USA Pokemon YELLOW	IN STOCK
Pokemon Pinball (inc rumble)	CALL
Pikachu Boxed Set Models	£12.99

Pikachu Plush Toys

25cm LARGE £23.99
40cm EXTRA LARGE £39.99

Pokemon Beanie Toys £14.99

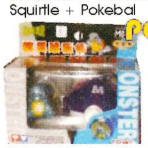
PIKACHU TALKING TOY

RECORD UP TO 6 SECONDS OF ANY MESSAGE SILLY OR CRAZY MAKE PIKACHU SAY WHAT YOU WANT

£19.99

Record Button Play Button

Pikachu Alarm Clock	£19.99
Charmander + Pokeball	£14.99
Charmeleon + Pokeball	£14.99
Bulbasaur + Pokeball	£14.99
Squirtle + Pokeball	£14.99



POKEBALL

Charmander
Charmeleon
Bulbasaur
Squirtle

£14.99

Pocket Monster Muppet	£9.99
Remote Control Pikachu	£29.99
8 Pokemon Keychains	£11.99
20 Pokemon Mini Models SET 2	£19.99
23 Pokemon Mini Models SET 3	£21.99
12 Pokemon Mini Models SET 4	£12.99
Pokemon 5inch Figurines	£13.99

POKEBUILDER TOYS £7.99

Build your own favourite Pokemon £7.99 Each Choose from Pikachu, Mew Raichu, Squirtle, Venusaur + Charizard

DREAMCAST IMPORTS

£CALL

Import Dreamcast	£149.99
Universal Dreamcast	CALL
Light Gun	CALL
Joypads	£27.99
PSX to DC Joypad Adaptor	£19.99
Puru Puru Pak	£19.99
SVHS LEADS	£14.99
RGB Scart lead	£14.99
Virtual Memory System	£24.99
VGA Cable	CALL
VGA Box (3rd Party)	CALL

VGA CABLE PLUG DIRECTLY INTO MONITOR FOR HI RESOLUTION GRAPHICS

JAP Virtua Striker	CALL
JAP Crazy Taxi	CALL

JAP Virtual On	£47.99
JAP Zombies Revenge	CALL
JAP Bio Hazard 2 Plus	CALL
JAP Virtua Fighter 3	£29.99
JAP Sega Rally 2	£37.99
JAP Air Force Delta	£35.99
JAP Seventh Cross	£19.99
JAP F1 Monaco GP	£24.99
JAP Giga Wings	£47.99
JAP Chu Chu Rocket	£39.99
JAP Marvel vs Capcom	CALL
JAP Psychic Force	£24.99
JAP Aero Dancing	£24.99
JAP House of the Dead 2	CALL
JAP Coolboarders	£45.99
JAP King of Fighters	£29.99
JAP Soul Calibur	£45.99

JAP Shen Mue	CALL
JAP Giant Gram	£44.99
JAP Espion Agents	£45.99
JAP Maken X	CALL
JAP Star Gladiator 2	£47.99
JAP Death Crimson	£47.99
USA Rainbow Six	CALL
USA Ready To Rumble	£39.99
USA Sonic	£39.99
USA TNN Hardcore Heat	£34.99
USA Hydro Thunder	CALL
USA NFL 2K	£42.99
USA NBA 2K	£42.99
USA Shadow Man	£42.99
USA Virtua Fighter 3	CALL
USA Evolution	CALL
USA R.E. Code Veronica	APRIL

MERCHANDISE...MUSIC CD'S...POSTERS IMPORTS

FINAL FANTASY 8 POSTERS IN STOCK

FINAL FANTASY 8 SPECIAL COLLECTION KEYCHAINS

FF8 Keychain Models EACH £6.99

SQUALL SEIFER RINONA ZELL GUNBLADE

FF8 Special Collection Keychain Models EACH £6.99

IRVINE EDEA KIROS WARD LAGUNA SELPHIE QUISTIS

CLOUD ON BIKE POSTER + MODEL £19.99

Pikachu Boxed Set Pokeball in Stock

South Park 10 Set Keychains £19.99

PORCELAIN 1:8 SCALE MODELS

FINAL FANTASY 8

SQUALL LEONHARTS GUNBLADE FINAL FANTASY VIII KEYCHAIN £6.99

20" x 14" Final Fantasy 8 Posters £5.99

Final Fantasy VIII Music CD £15.99

Be part of the SeeD Magical Group with this EMBLEM found only in the 4 CD- FF8 COLLECTORS BOX SET

FF8 4CD Music Collectors Edition, Includes Four Picture Printed Collector Music CD's, One Artwork Book Three Collector Cards and Squall's Emblem Keychain

FF8 4 CD Collectors Set with SeED Keychain and Collector Cards £65.99

FINAL FANTASY 7

FINAL FANTASY KEYCHAIN MODELS £5.99

3inch FFVII Keychain Models (£5.99 EACH)
Sephiroth Barrett Wallace Cait Sith Cid
Tifa Lockheart Vincent Yuffie

FF VII Music CD's EACH	£15.99
FFVII 4 CD Soundtrack, Poster & Model	
Parasite Eve Movie	CALL
20" x 14" Final Fantasy 7 Posters	£5.99
Tobal 2 Models Set (Pack of 3)	£8.99
Xenogears Music CD	£19.99
South Park 10 piece Keychains	£19.99
Star Wars set of 13 Models	£19.99
3inch Tekken 3 Models	£12.99
Fist of Northstar Models	£25.99
Rockman Models	£10.99
1:8 Scale Porcelain Models	£79.99

Mai Ryu Ken Chun Li Gouki Barrett
Diddy Kong Keychain Models £8.99

SNK Models (5 different Sets)EACH	£10
City Hunter Music CD	£15.99
Tekken 2 Music CD	£10.99
Soul Edge Music CD	£17.99
Dragon Ball Z Music CD	£15.99
Ghost in the Shell Music CD	£16.99
Laputa Music CD	£18.99
Ki Ki's Delivery Service Music CD	£18.99
My Neighbour Totoro Music CD	£18.99
Dragon Ball GT Video	CALL

VIRTUA FIGHTER DANCING SHADOWS MUSIC CD £17.99

Zelda Music CD £29.99

Boxed Set of 3 Zelda Models £15.99

Customer Name .....

Address .....

.....

.....

.....

POSTCODE .....

TELEPHONE .....

ITEM	QTY	ITEM TOTAL
.....	.....	.....
.....	.....	.....
.....	.....	.....
.....	.....	.....
.....	.....	.....
P+P		.....
TOTAL		.....

FINAL FANTASY 8 5 INCH MODELS £15.99
FINAL FANTASY 8 MUSIC CD £15.99
FINAL FANTASY 8 KEYCHAIN MODEL £6.99
FF8 SPECIAL COLLECTION KEYCHAIN £7.99

FINAL FANTASY 8 POSTERS £5.99
FINAL FANTASY 7 MUSIC CD £15.99
FINAL FANTASY 7 KEYCHAINS £5.99
FINAL FANTASY 7 POSTERS £5.99

XENOGEARS MUSIC CD £19.99
SEIKEN DENSETSU 3 MUSIC CD £19.99
TACTICS OGRE MUSIC CD £16.99
DRAGON QUEST V MUSIC CD £29.99

TEKKEN 2 MUSIC CD £10.99
DANCING SHADOWS V F MUSIC CD £15.99
GHOST IN THE SHELL MUSIC CD £16.99
OCCARINA IN TIME MUSIC CD £29.99

YOU'VE ALREADY GOT THE UK'S BEST DREAMCAST REVIEW MAGAZINE...

SUBSCRIBE

...NOW MAKE SURE YOU GET IT FIRST EVERY MONTH!

SAVE OVER 30%

UK £26 • EU (Airmail) £35 • World (Airmail) £65 • 13 issues per year

Please start my year's subscription to Dreamcast Monthly from next issue

Name .....

Address .....

.....

.....

.....

.....

Postcode .....

Tel .....

Please send a cheque or postal order made payable to:
Quay Magazine Publishing Ltd
Subs Department
22 Strand Street • Poole • Dorset BH15 1SB

dreamcast 128-BIT TECHNOLOGY • ONLINE GAMING MONTHLY

BACK ISSUES

Showcase: Soul Calibur
Reviewed: Sonic Adventure, Virtua Fighter 3tb, Incoming, Sega Rally 2, Expendable, Power Stone, House of the Dead 2, Racing Simulation: Monaco GP

Showcase: UEFA Striker
Reviewed: Blue Stinger, Cool Boarders Burrrn, Monaco GP, Speed Devils, Super Speed Racing, Toy Commander, Trick Style

Showcase: South Park
Reviewed: F1 World GP, Hydro Thunder, Jimmy White's 2: Cueball, Marvel Vs Capcom, Pen Pen, Ready 2 Rumble, Sega Bass Fishing, Street Fighter Alpha 3, Soul Calibur, Soul Fighter, Suzuki Alstare Racing

The price of back issues is £3.95 in the UK (EU £4.95; World £6.95)
Please send me the following copies of **Dreamcast Monthly:**

Issue 1 .....copies £.....
Issue 2 .....copies £.....
Issue 3 .....copies £.....

Name .....

Address .....

.....

.....

.....

.....

Postcode .....

Tel .....

Please send a cheque or postal order made payable to:
Quay Magazine Publishing Ltd
Subs Department
Quay Magazine Publishing
22 Strand Street, Poole, Dorset BH15 1SB

dreamcast 128-BIT TECHNOLOGY • ONLINE GAMING MONTHLY

Written By Matt Leppard
matt.leppard@quaynet.co.uk

www.online

Get online and get surfing with this issue's guide to getting the best from your Net-ready Dreamcast

book him

If you've got a memory card, you can save (bookmark) Web site addresses (URLs) so you can return to them without having to remember the address. Try these for size:

Yahoo!

http://www.yahoo.com

One of the most easy-to-use sites for finding stuff, but a little basic.

Dogpile

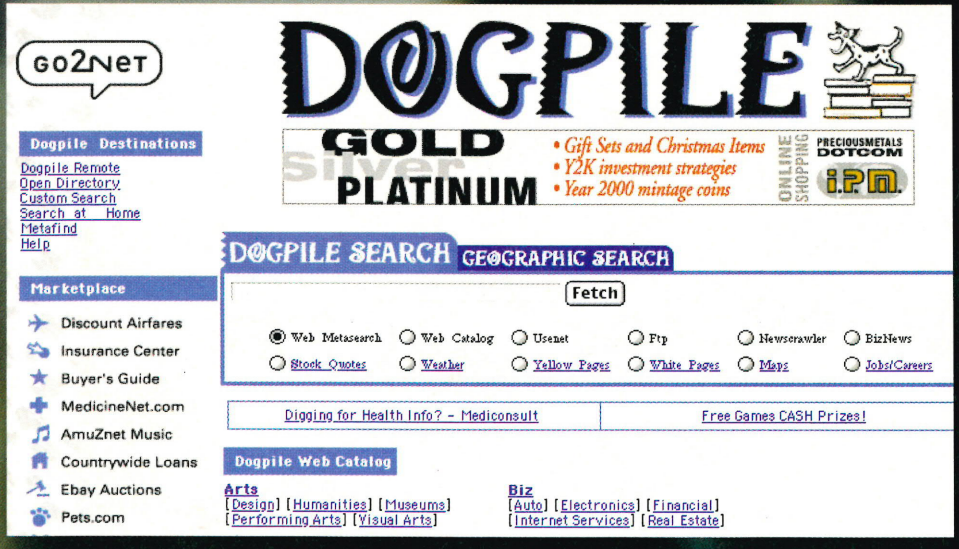
http://www.dogpile.com

This search engine throws any search query you have at 14 other search engines. You can also refine searches by putting quotation marks around a name or phrase so the site looks on the Web for that phrase; or use a plus sign (+) between words so that the searcher looks for both the words together. Just typing in loads of words will result in the search engine looking for a site with any of the words on it.

Internet Movie Database

http://www.imdb.com

A god among sites. A leviathan of celluloid information. A... [*that's enough now - Ed*]. The IMDB contains extensive information for over 150,000 English and foreign-language films dating from the late 1800s through to those due in 2005. Essential.



Dogpile is an extremely user-friendly search engine - if you want to find something on the Web, this is the place to bookmark.

Right. You've got your Dreamcast. You read our FAQ and Internet glossary last issue. And you've may have already used the small white box to access the Web and e-mail. What we're going to do this issue is examine how to put the Dreamcast to its best Net use.

First, let's go over some old ground. You're using your Dreamcast to access the Internet, which is a vast network of computers and phone lines. Apart from the physical structure of the Internet, it also comprises specific languages - or protocols - which allow computers to exchange information. One such protocol is hypertext transfer protocol (http://) which allows graphical and text-based web sites to be viewed on any viewing platform (ie. a PC, Mac, Dreamcast, or whatever). A separate part of the Net is e-mail, which uses a different protocol.

In order to access the Internet, you need to connect to it. Unless you're fabulously wealthy, you won't be able to afford a permanent, fixed connection to the Net. Therefore, you need to use an Internet service provider, which allows users to dial into its Web servers and out to the Net. The signals from your PC or Dreamcast are 'modulated' by a modem, allowing them to be transferred down the phone line.

When you first use your Dreamcast for Web browsing, you sign up to the Dream Arena service, which is Sega's ISP for the UK. The service also facilitates e-mail, chatting and, eventually, online gaming - or so we're told. In this issue, we're going to tell you how to use the Dreamcast to view web sites while not breaking the bank. Oh, and we'll also unravel some common quandries.

All in the Service

Now Sega has been a little brief in its instruction pamphlet. I'd say book, but to be honest, presumably owing to the fact that the company had to squeeze tons of Euro languages into one volume, they're not extensive. So let's go over the basics.

First, you need to connect to the phone

.CNN

NOBODY WANTS REAMS OF CABLES CLUTTERING UP THEIR LOUNGE, SO IF YOUR DREAMCAST IS IN A STATIC POSITION, WHY NOT GET A LINE SPLITTER FROM AN ELECTRICAL SHOP?

line. For this, you use the connector supplied with the machine. Simple. But nobody wants reams of cables cluttering up their lounge, so if your Dreamcast is in a static position, why not get a line splitter from an electrical shop? This handy device means you can plug your Dreamcast and phone into one line and don't have to swap leads every time you use them. You can't use the phone when you're online and you can't go online when you're on the phone, but at least it gets rid of the hassle of plugging and unplugging.

The registration procedure is simple - and essential - so don't try to skip it or enter false information. It's also worth writing your password and e-mail address down; you'd be surprised how easy it is to forget... Once you've registered, the Dream Key resets itself, and presents a 'Connect' command. So, press it and off you go. It's worth memorising what the buttons do, and there's no better way than trial and error. If you're a gamer, you'll already be manually dextrous, but get used to the left and right trigger keys - these are your gateway to hassle-free and smooth surfing.

The CNN site (http://cnn.com/SPECIALS/1999/millennium) showcases Flash animation with a - yawn - Millennium theme.

a rich man's web?

"I'm not going on the Net. It'll cost a fortune in phone bills." How many of you or your parents have said this? Well, while using Sega's Dream Arena does cost at the same rate as a local call, there are ways and means of cutting these costs. First, there's your dial-out number. This can be found on when you register. When you get to the bit where you've filled in all your details and have to confirm and enter your password, you'll notice an 0845 number.

Once you've got the number, you can put it on Friends and Family or your equivalent, or even BT's Best Friend number for the maximum discount. Obviously, if you or the wayward fruit of your loins spend hours on the phone chatting to a loved one, it would be a better idea to put that number as your discount. But you can always change it. Also, bear in mind that connecting during weekdays will cost more than evenings and weekends.

trouble at t'mill?

So you've got your DC, your phone line and a long list of web sites to visit, but you can't make it work (I bet this is responsible for at least half of all family upsets this Christmas Day). Try this troubleshooting guide before you pick up that phone and start abusing the Sega tech support. And don't worry, we're not going to insult your intelligence by reproducing the Dream Key manual...

I CAN'T CONNECT...

Have you registered? Don't just plug the thing in and expect it to work! Read the instructions. Obvious? You'd be surprised how many people...

Is the phone off the hook or in use? If you share a connection with a phone using a line splitter, you can't use one when you're using the other. If you are using a line splitter, plug the DC straight into the socket to make sure the splitter isn't at fault.

Have you typed the correct password? Remember to use the correct case (caps or lower-case).

Do you have voicemail? It would be better to disable this every time you go online.

Disconnect all other phone devices like answer machines as you might simply have too many devices connected to the line or one may be causing interference.

Try, try and try again. BT had a load of problems with over-subscription; lines may just be too busy...

I CAN'T RECEIVE E-MAIL...

Once again, make sure your password is correct. Also, bear in mind that the DC e-mail system uses Internet Message Access Protocol, and mail is left on the server until deleted. So remember to delete unwanted mail manually using your Dreamcast. We'll be looking at e-mail in greater detail next issue.

I KEEP GETTING DISCONNECTED...

Have you disabled call waiting? This may sort the problem - it may be best to consult your line provider (ie. BT) for advice on this. Also, check your disconnection time - if left unused, your Dreamcast will automatically disconnect after this period.

I CAN'T VIEW A WEB SITE...

The Internet, like love, is a many-splintered thing and just as frustrating at times. Web sites vanish, and get re-named and re-designed on a daily, even hourly, basis. When a site is being updated, it will go offline. In addition, some site designers don't optimise pages for quick download. The result is finger-tapping boredom as the page fills. Patience! Also, make sure you've typed the address in correctly, paying attention to capitals and lower-case. And remember that Dream Key has a filter on it that prevents sensitive eyes viewing all the 'adult' material we all hear about... This can be disabled by following the instructions when you register.

SOME PARTS OF A WEB SITE WON'T LOAD...

Once again, remember that site administrators often forget to load images onto servers, or load the wrong file formats. Bigger sites won't have this problem, and remember, the DC may very well not recognise certain files.

I CAN'T FIND THE SITE I WANT TO...

The Net's a big place - some search engines will find sites, other won't. Check out our ongoing guide to the best sites to bookmark (assuming you've got a VMU in place).

Memories Are Made of This

If you've got a memory unit, you can change the settings on the web browser supplied on the Dream Key disc - just choose 'Browser' from the left-hand trigger menu. Some are obvious, others are part of an arcane language foreign to most non-nerds. Obviously, set Stereo or Mono according to what sort of TV you have, and set the scrolling, screen size and keyboard options according to taste. As far as JavaScript goes, this programming language allows web sites to be more dynamic, but can slow down site access. Basically, I'd advise turning it on unless you find pages that having trouble loading. If they do, switch it off. If you do this, remember to press 'Reload' on the right-hand trigger menu.

The timer needs no explanation, although disconnection can be annoying, particularly if you spent ages trying to connect. It's best to set this to the maximum time your wallet will allow. As far as cookies are concerned, a word of explanation first. Cookies are small bits of information that a web server puts into your machine so that if you re-visit the site, it will 'remember' you. Now don't get paranoid. These cookies DO NOT transmit your e-mail address, personal details, or addresses of any mucky sites you might visit. Let's say you go to a sports news site and it asks you which sports you're interested in, and you type or select 'football'. A cookie might then be put into your Dreamcast so next time you go there, only football news appears. My advice? Accept 'em and be damned...

There has been much trumpeting of the DC's multimedia capabilities and you can

AS FAR AS JAVASCRIPT GOES, THIS PROGRAMMING LANGUAGE ALLOWS WEB SITES TO BE MORE DYNAMIC, BUT CAN SLOW DOWN SITE ACCESS

indeed play music, animation and view movies on the machine. In terms of music, the DC supports common sound files. What it doesn't support is MP3 - and there's a damn good reason. MP3 files are compressed sound files; the problem is, you download them to a program on your computer. And in terms of storage memory, the DC is no PC... In my opinion, MP3 is over-rated and you'd be far better off chucking a CD on while you surf. But that's just me. I really cannot be arsed with MP3... But if you're really interested, the fact that the Dreamcast runs on Windows CE means that future operating system updates may include MP3 capability. Sega implied this when we spoke to them, so watch this space.

This is basically the same reason you can't use RealPlayer on your Dreamcast. RealPlayer is a standard format which allows video and sound files to be played back on a PC. As you can't download the actual player onto your Dreamcast, you can't play the files. Also, Sega has been a little misleading in the instruction booklet - MPEG Sofdec isn't widely used on the Internet, it was developed by a Sega subsidiary specifically with games in mind, not the Net. Should we forgive them? Well, it does mean allow you to play MPEG movies - so maybe...

The fact that the Dreamcast supports Flash files is significant. Flash is a multimedia plug-in developed by Macromedia, and it allows sound and animation to be played on Web sites. I guess the best way to understand what I'm prattling on about is to haul your browser over to http://www.macromedia.com and have a gander at the gallery of sites created with Flash.

So now you know how to use your Dreamcast and what you can do with it. Given the sub-£200 price tag plus the games, you're getting a decent Net access machine. The restriction on some file formats isn't significant and the browser seems to handle complex pages pretty quickly. But life's never simple. If it was meant to be, God would never have invented organic chemistry. There will undoubtedly come a time when you can't connect, or have some trouble or other with your connection, so we've included a handy troubleshooting guide. Next issue, we'll have a look at e-mail and downloads in detail. In the meantime, happy surfing!

VMU DOWN LOADS

As you've probably heard, you can download Saves to your VMU and while this aspect of the Dreamcast is still in its infancy, it's worth exploring a few web sites which allow you to do this. So go online, get connected and get to these sites. Oh and make sure you follow the online instructions.

- **Dreamfiles (http://www.dreamfiles.com/)**
- **Dreamcast HQ (http://www.dreamcast-hq.net/downloads/index.shtml)**
- **Dreamcast United (http://www.dc-united.com/vmu/index.shtml)**

The Dream Files and Dreamcast United sites offer downloads for your VMU

cheat code central

Get the most from your Dreamcast games with DCM's cheats, hints and latest codes...

READY 2 RUMBLE

Hint: All of the lightweight boxers generally have speed on their side so your best tactic would be to stick and move. Wait for your opponent to try and punch you and then close in, do a combo and then back off.

Hint: Heavyweight boxers on the other hand usually have more power and a longer reach. Try to corner them against the ropes or in a corner of the ring before you make your move.

SUZUKI ALSTARE EXTREME RACING

GSX-R Supersport bike

Successfully finish Session 3

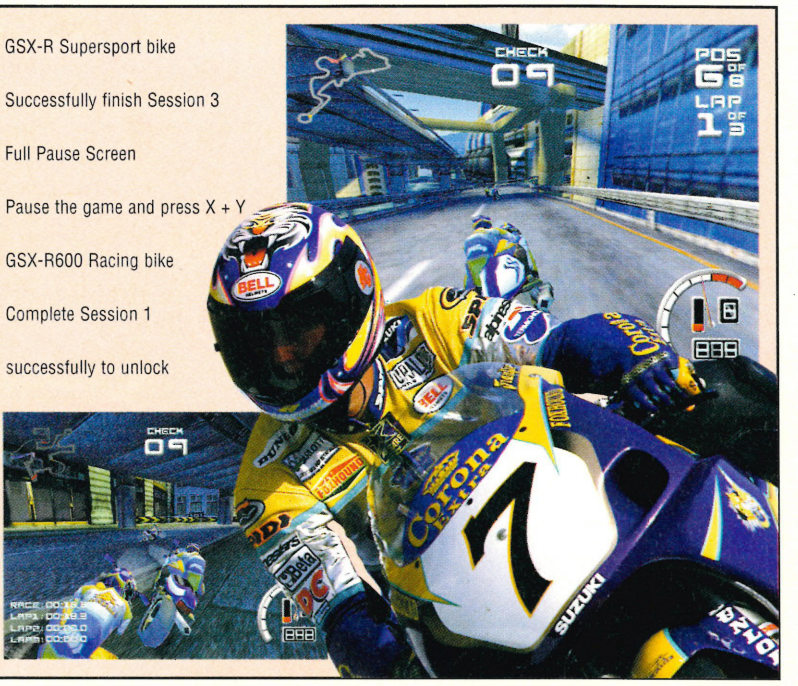
Full Pause Screen

Pause the game and press X + Y

GSX-R600 Racing bike

Complete Session 1

successfully to unlock



SPEED DEVILS

All cars and all tracks

Whilst playing the game press B, ⇨, B, ⇨, ⇧, B, ⇧

Extra Money

During the game press A, ⇨, A, ⇨, ⇧, B, A

Infinite Nitros

During the game press ⇩, ⇧, ⇩, ⇧, A, X, A

Skip current class

Whilst playing the game press ⇩, ⇨, ⇩, ⇨, A, X, A

THE HOUSE OF THE DEAD 2

Red Blood

Successfully complete the game in Original Mode and a selection for 'blood colour' will be available in the Options Menu.

Unlimited Super Ammunition

Successfully complete Training Mode with five red stars in each of the sections. This will unlock ammunition that kills with one shot.

Napalm Gun

Kill the first three zombies in the first episode in Original Mode with perfect head shots. If you do this correctly the napalm gun will appear on the ground.

Goldman Costume

Complete Original Mode and the Goldman costume will appear in the trunk of the car in the next Original Mode game you play.

SUPER SPEED RACING

Bonus pace cars

Successfully complete Championship Mode four times to unlock the BMW M3, Acura NSX, Toyota Celica and Pick-Up Truck pace cars.

Super Speed Mode

Complete the Championship Mode once. Super Speed Mode will remove the mirrors in cockpit view and increase the frame rate to 60fps.

Rainy Weather

While starting the game in Arcade Mode hold ⇦ + ⇨ + ⇩

Extra camera angle

Complete Championship Mode once to unlock a far top view.

DYNAMITE COP

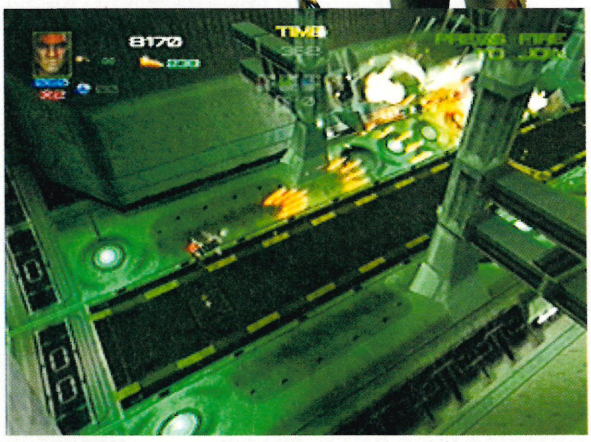
Bonus Game
Complete any mission to unlock the Tranquilliser Gun bonus game.

Extra Missions
Finish the first three missions without running out of continues and you will receive missions four, five and six to play. These missions take place in the same areas but are a lot harder to complete.

Infinite Tranquilliser credits
Finish the first three missions without running out of continues and you'll receive unlimited credits for the bonus game.

Play as Bruno from Die Hard Arcade
To play as Bruno from the original Die Hard arcade collect all of the picture frames in the game.

MILLENNIUM SOLDIER: EXPENDABLE



Extra Lives
At the Pause screen press A, B, X, Y, LEFT TRIGGER, RIGHT TRIGGER, ⇧, ⇩, ⇦, ⇨

Level Skip
At the Pause screen press Y, Y, X, X, LEFT TRIGGER, RIGHT TRIGGER, ⇩, ⇩, ⇧, ⇧

Grenades
At the Pause screen press ⇧, ⇩, ⇩, ⇩, ⇧, ⇩, ⇧, ⇧, ⇦, ⇨

Level Select
At the Pause screen press ⇧, ⇩, ⇧, ⇩, ⇧, ⇩, ⇦, ⇨, Y

Extra Credits
At the Pause screen press A, B, ⇦, A, B, ⇨, B, A, ⇩, RIGHT TRIGGER

UK'S BIGGEST & BEST VALUE SERVICE

CHEATS & TIPS FOR OVER 2000 GAMES

PSX, DC, N64, PC & GBC

INTERACTIVE TELECOM

CHEATS UNLIMITED

DREAMCAST CHEATS & TIPS

A SIMPLE CALL AND YOU'VE GOT THE CHEAT!

A Life
Aero Dancing featuring Blue Impulse
Air Force Delta
Blue Stinger
Buggy Heat
Chao Adventure
Cool Boarders Burn
Daytona USA 2
Dynamite Deka
Elemental Gimmick Gear
Evolution
Flag to Flag
Get Bass
Giant Gram -
All Japan Wrestling
Godzilla Generations
House of the Dead 2
Hydro Thunder
In Nippon Budokan
Giant Gram
Incoming
King of the Fighters Dream Match '99
Marvel vs Capcom
Metropolitan Highway Battle
Mortal Kombat Gold
NFL 2K
NFL Blitz 2000
Pen Pen Tri Icelon
Pop n' Music
Powerstone
Psychic Force 2012
Puyo Puyo
Ready to Rumble Boxing
Redline Racer
Rippin Riders
Sega Bass Fishing
Sega Rally 2
Seventh Cross
Shotuko Highway Battle
Sonic Adventure
Soul Calibur
Street Fighter 3
Street Fighter Alpha
Super Speed Racing
TNN Motorsports
Hardcore Heat
Trickstyle
Virtua Fighter 3tb

THE ABOVE LIST IS ONLY A SAMPLE OF WHATS ON OFFER

TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL

PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK ONE STEP

PERSONS AGED UNDER 16 CALL THIS NUMBER ONLY

09066 098019

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER

09066 098158

Calls to the above numbers cost 60p a minute

This service should only be used with the agreement of the person responsible for paying the bill. Calls to the number for persons aged under 16 years have a maximum cost of £3.00, the call will be terminated by forced release after 5 minutes. Calls to the number for persons aged 16 years and over have no maximum cost and call time restrictions. Ensure you are calling from a touch tone phone. Accuracy of the information is not guaranteed. Please put comments or queries in writing to: Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA

or call CUSTOMER SERVICE: 0800 1982784

NEWAGE
CONSOLES LTD
JUST KEEPS ON GROWING !!!

SALES 0181-686-1680 www.newageconsoles.com

WHOLESALE ENQUIRIES - PHONE THE MANAGEMENT TEL: 0181 686 7700 FAX: 0181 686 0200

283-283A HIGH STREET, CROYDON, SURREY, CR0 1QH.

MACHINES

UK	CONSOLE WITH SCART LEAD + GAME	£230.00
U.S	CONSOLE WITH SCART LEAD + GAME + STEPDOWN	£239.00
JAP	CONSOLE WITH SCART LEAD + GAME + STEPDOWN	£199.00

PRE-ORDER YOUR NEW RELEASES TO GUARANTEE A COPY ON THE DAY (SUBJECT TO A £5 DEPOSIT)

DREAMCAST ACCESSORIES
(NOTE: ALL ACCESSORIES ARE UNIVERSAL)

ARCADE STICK	£38.00
CONTROL PAD	£19.00
KEYBOARD	£20.00
LIGHT GUN	£CALL
SCART LEAD	£12.00
STEERING WHEEL	£38.00
VMS	£19.00
VMS LEAD	£15.00

CALL FOR OTHER TITLES
LOTS OF S.C HAND GAMES IN STOCK

GAMES

	UK	US	JAP
AIR FORCE DELTA	-	£CALL	£47.99
AEROWINGS	CHEAPEST	£44.99	£29.99
BLUE STINGER	CHEAPEST	£44.99	£29.99
BUGGY HEAT	CHEAPEST	£44.99	£44.99
DYNAMITE COP	CHEAPEST	£CALL	£34.99
ESPION AGENTS	-	£CALL	£29.99
EVOLUTION	CHEAPEST	£44.99	-
EXPENDABLE	CHEAPEST	£CALL	£34.99
FRAME GRIDE	-	£CALL	£29.99
GET BASS (WITH ROD)	CHEAPEST	£CALL	£64.99
GIANT GRAM	-	-	£47.99
GIGA WINGS	-	£CALL	£47.99
GUNDAM	-	£CALL	£44.99
HOUSE OF THE DEAD (WITH GUN)	CHEAPEST	£CALL	£69.99
HYDRO THUNDER	CHEAPEST	£44.99	-
INCOMING	CHEAPEST	£44.99	£39.99
JEREMY McGRATH SUPERCROSS	CHEAPEST	£44.99	-
JO JO'S ADVENTURE	-	£CALL	£47.99
K.O.F 99	CHEAPEST	£44.99	£44.99
MARVEL V CAPCOM	CHEAPEST	£44.99	£34.99
METROPOLIS STREET RACER	CHEAPEST	£CALL	£CALL
MORTAL KOMBAT GOLD	CHEAPEST	£44.99	£CALL
PEN PEN	CHEAPEST	£44.99	£19.99
POWERSTONE	CHEAPEST	£44.99	£47.99
RAINBOW SIX	CHEAPEST	£44.99	-
READY TO RUMBLE	CHEAPEST	£44.99	£47.99
RESIDENT EVIL: CODE VERONICA	-	£CALL	£47.99
RESIDENT EVIL 2	-	£CALL	£47.99
REVIVE	-	£CALL	£47.99
SEGA RALLY 2	CHEAPEST	£44.99	£39.99
SHU SHU ROCKET (WITH CONTROLLER)	-	£CALL	£44.99
SPACE GRIFFON	-	£CALL	£47.99
SPEED DEVILS	CHEAPEST	£44.99	£47.99
SONIC ADVENTURE	CHEAPEST	£44.99	£29.99
SOUL CALIBUR	CHEAPEST	£44.99	£47.99
SOUL FIGHTER	CHEAPEST	£44.99	£CALL
STAR GLADIATOR 2	-	£CALL	£47.99
STREET FIGHTER ZERO 3	CHEAPEST	£44.99	£44.99
SUPER MONACO GP	CHEAPEST	£44.99	£34.99
SUPER SPEED RACING	CHEAPEST	£44.99	£19.99
TOKYO HIGHWAY BATTLE	CHEAPEST	£44.99	£44.99
TOY COMMANDER	CHEAPEST	£CALL	-
TRICKSTYLE	CHEAPEST	£44.99	-
UEFA STRIKER	CHEAPEST	£CALL	£CALL
VIRTUAL FIGHTER 3	CHEAPEST	£44.99	£29.99
VIRTUA ON	-	£CALL	£47.99
VIRTUA STRIKER 2	CHEAPEST	£CALL	£47.99
ZOMBIE REVENGE	-	£CALL	£47.99

OPENING HOURS 9.00am - 6.30pm MON-SAT 2.00pm - 5pm SUN (PHONE 0181-666-0285)

SEND YOUR CHEQUES OR POSTAL ORDERS TO N.A.C.
283A HIGH STREET, CROYDON, SURREY, CR0 1QH, OR JUST VISIT THE SHOP AT 283 HIGH STREET, CROYDON
PLEASE NOTE: THESE PRICES ARE STRICTLY MAIL ORDER ONLY. GAME PRICES WILL VARY IN THE SHOP. £1 POSTAL CHARGE PER ITEM.
(PRICES ARE CORRECT AT THE TIME OF GOING TO PRESS AND ARE SUBJECT TO CHANGE WITHOUT NOTICE)

PLEASE CALL BEFORE SENDING CHEQUES AND POSTAL ORDERS FOR ANY PRE-OWNED GAMES AS STOCKS ARE CHANGING ALL THE TIME.

VISA MasterCard

CYBER NET
Video Games Experts

The Best Mail Order Games on the Internet

Tel : 0181-789 7196

MAIL ORDER !

287 PUTNEY BRIDGE ROAD
LONDON SW15 2PT

Visit our web site at : www.cybernet-filmstudio.com

Special Offer!
Buy Any Game and Get 2nd for Half Price
Only one coupon per person valid until end of August 1999 . Coupon must be presented at purchase of game.

Best Trade Prices in U.K!
Price are subject to change without notice!

DREAMCAST - Universal NTSC

Runs US/JAP	£149
Virtual Striker 2	£BEST
Street Fighter 3 Third Impact	£Call
Zombie Revenge	£Call
Virtual On 2	£ Call
Giga Wing	£call
Star Gladiators 2	£Call
Soul Calibur	£48.99
Star Gladiators 2	£48.99
Cool Boarders	£39.99
Sega Rally 2	£34.99
Street Fighter Zero 3	£34.99
Sonic Adventure International	£29.99
Virtual Fighter 3	£29.99
DREAMCAST MEMORY CARD 4M –	
PC Compatible for e-mailing levels etc.	
Dreamcast Pal Booster – Import in colour on any T.V.	£19.99
SVGA Cable DC to PC	£25
Arcade Stick, Virtual Memory Card, Joypads, Scart Lead, S-Vhs Lead	£Call

Saturn

4 in 1 Universal Converter UK/US/ JAP & RAM Cartridge	£28.99
Saturn Chip	£20
Dungeons & Dragon, SF23,	£Call

Link Cable £12 Scart Lead	£12

Playstation Hardware

Pocket Station	£44.99
Universal Playstation	£99
PS 900X Action Replay/Playstation Game Hunter Let you Play UK/US/JAP /CDR Games – (50 PCS £4.00)	£17.99
Playstation PF6 Stealth Chip – including full instructions	£5
Playstation Replacement Parts	£Call
Playstation Laser	£34.99
Playstation Cases – Blue, red, clear etc.	£19.99
Playstation Power Boards	£19.99
Playstation Cables	£Call
Playstation Scart Lead	£3.99
Playstation Pal Booster (Games in Black & White? You need this)	£15
Playstation Controllers	£Call
Dance Dance Mats	£Call
Playstation Guns	£Call
Namco Gun	£21.99
Memory Cards	£Call
Colour 8m	£8
Playstation Games	£Call
Grand Tourismo 2 JAP	£Call
Ace Combat 3 US	£Call

Suikoden 2 US	£Call
Resident Evil 3 USA	£Call
Video CD's (Mpeg1)	£Call
Playstation VCD Card	£39 (not DVD)
availabe for latest 900X Playstation!	£Call

Nintendo 64

Nintendo 64 Universal	£Call
Nintendo 64 to Gameboy Adapter	£Call
Games	
Donkey Kong 64 Nintendo	£Call
Perfect Dark	£Call
Jet Force Gemini	£Call
Pokemon Snap	£Call

Gameboy

Gameboy Color Unit Yellow	£57.99
Gameboy Exchanger	£Call
16M Blank Gameboy Cart	£Call

Pokemon

Pokemon RED/ BLUE/YELLOW	£22.99
POKEMON YELLOW Bundle inc. Gameboy and Poke Yellow Game	£Call
Pokemon Pinball	£29.99
Trading Cards	£Call
Pokemon Plush Various Characters	£Call
Pokemon Keyrings	£Call
Pokemon T-Shirts	£Call

Lastest version Neo Geo Pocket Colour available

Pikachu Virtual Pet £19.99

Please send registered cash, cheques, postal orders to - Console King, PO Box 6, Narberth, Wales, SA67 7YG!

NEO GEO POCKET/ PLAYSTATION/DREAMCAST AVAILABLE

PLEASE E-MAIL/WRITE OR FAX US FOR A LIST!

Credit Card Hotline :-
01834 869268/
0410 425019
Fax:- 01834 860 692
www.consoleking.com
sales@consoleking.com

tel: 01834 869268/0410 425019
www.consoleking.com Sales@consoleking.com

CONSOLE KING
ESTABLISHED 1995

TO ADVERTISE IN THIS SPACE CALL

GIOVANNA HALTON
01202 679000

VIDEO GAME CENTRE

WE HAVE A HUGE RANGE OF NEW AND USED CONSOLES, GAMES & ACCESSORIES. INCLUDING THE LATEST IMPORTS FROM THE USA & JAPAN. WE ALSO HAVE A LARGE RANGE OF GAMES FOR THE OLDER GAMES SYSTEMS.

PlayStation

PLAYSTATION, SATURN, NINTENDO 64, MEGA DRIVE, SUPER NINTENDO, LYNX, GAMEBOY, 3DO, JAGUAR, MEGA CD, NEO GEO (CD), PC ENGINE, TURBO 16 & COMING SOON... DREAMCAST

870 WIMBORNE ROAD, MOORDOWN, BOURNEMOUTH BH9 2DR
TEL/FAX: 01202 527314
www.videogamec.demon.co.uk

NOW OPEN SUNDAY (11AM-4PM)

MILLENNIUM COUNTDOWN

written by Simon Brew

dreamcast
128-BIT TECHNOLOGY • ONLINE GAMING MONTHLY

MILLENNIUM COUNTDOWN

Who'd have thought it? Barely three months after the launch of the Dreamcast, I'm sat all alone having to put together a list of the 41 best Dreamcast games of all time (so far). We would have done 50, but the slackers have only done 41 so far.
Anyroad, this list is an example of democracy at its best. It's an example of what happens when the cream of the Dreamcast Monthly team are banned from the pub until they've come up with a definitive list, ranked in order. It's an example of the power of collective minds. It caused arguments, fights, three broken arms and the death of a Furby. And muggins here has to write the damn thing up. All strapped in then? Kinky sod. We'd best get going...

041 PSYCHIC FORCE 2012

So here it is. Our least favourite Dreamcast game of all. Now, numerous questions immediately present themselves at this point. Was it just forgotten about in the voting, failing to win any recognition for anything as opposed to just being bad? Or was it reviled in numbers, and thought to be worse than anything else that's yet been flung on Sega's new baby? My thoughts - does it bloody matter? It's number 41 in a list of 41, and that tells me everything I need to know.

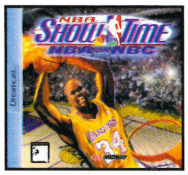
The game? An arcade beat-'em-up from the home of Taito no less. It was the company's foray into Dreamcastland, and we ain't exactly scribbling our names on petitions to bring them back for more. Still, if you have to own every single Dreamcast game in the world - you're a prat.

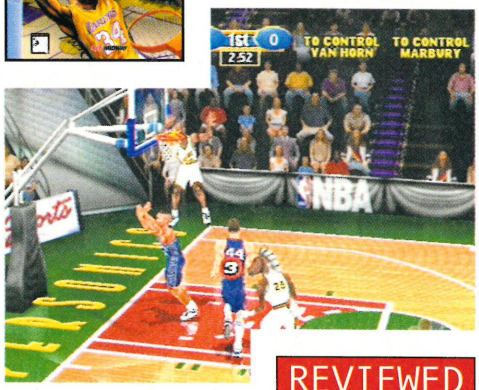
040 MORTAL KOMBAT GOLD

Go on, admit it. A bit of you was curious as to how the ancient beat-'em-up that spawned many sequels, two films and a TV series would fare with all this new technology to play with. I think it's fair to conclude that 'not very well' would be an appropriate phrase.

It's hard to believe that Midway have also given us Ready 2 Rumble boxing, an accomplished and innovative boxing sim that you'll find much closer to the top than this. That's because all they've achieved with MKG is to reaffirm just why some things are best left in the past. Retro in approach, look and gameplay, you must either be an MK completist or a complete nutter to choose this over Powerstone or Soul Calibur. Crap, frankly, and let's hope that's it's a damn sight lower come next year's chart.

039 NBA SHOWTIME: NBA ON NBC





REVIEWED THIS ISSUE PAGE 60

It might sound to you like a bad gag, but it's still a pertinent point. This is the best basketball game on the Dreamcast. It's also the only one, which is a shame as this is a bit of a dog's arse really, forcing you to work way too hard to achieve fairly basic results.

This is what happens when you do a straight point without pandering to any of the beauties of the Dreamcast format. So what you end up with a simple, restrictive arcade basketball game that only really starts to be worth a go when you hit multiplayer mode.

Should you buy it? Should you hell. What if you're interested? That's what Blockbuster is there for. Rent it if you must, but do no more than that.

038 BUGGY HEAT

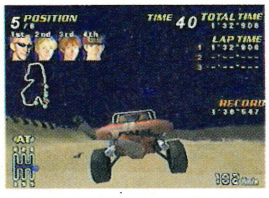
dcm 5

Oh dear. Buggy racing sounded such a cool idea as well, and put in the hands of arcade specialists Sega, we'd have had this one pegged for an appearance near the other end of the chart. But in the words of the great Bard himself - 'not to be'.

Funnily enough, it's the fundamental basics that have gone wrong. The control system, for instance, is a joke - and not a funny one. It's like trying to control a remote-controlled car where the radio signals have been strangely mixed up causing the control pad in your hand to have little or not enough bearing on the vehicle itself. It's enough to put you in a bad mood.

Criminally, there's also limited variety, few tracks and short of giving your buggy a lick of paint, sod all to interest you. Do we hear the word 'rushed' in the distance? You might think so. I couldn't possibly comment.

REVIEWED ISSUE 3 PAGE 76



037 AERO WINGS

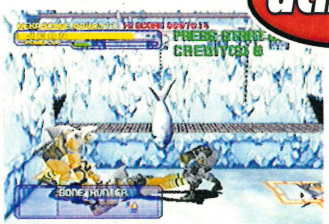
dcm 6

REVIEWED ISSUE 3 PAGE 77

They're not going to win many friends like this are Crave. As one of the earliest flight sims to hit Sega's baby (you know what I mean), Crave could have done something cool here and cornered themselves part of the market. As it stands, the only person going to be cornered here is the shopkeeper when lots of angry punters go and demand their money back. Genuine flight sim fans may be reasonably happy, but dabblers aren't welcome here.

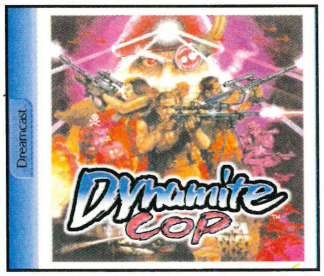
It's simple problems again too. There's just not enough here to interest the player, and whilst fancy graphics (although not that fancy in this case) may hold the intolerance levels down for a while, it's only a temporary measure. Buy it if you must, but we'll be quite happy to say we told you so in a few days' time.

036 DYNAMITE COP



REVIEWED ISSUE 3 PAGE 66

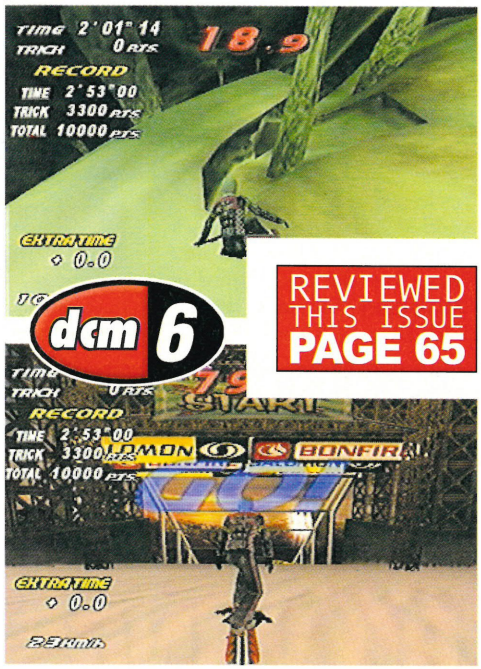
dcm 6



Not one of Sega's best, this. We're in beat-'em-up territory here, as you go through the usual motions to rescue the daughter of a President that you didn't vote for and wouldn't recognise if he turned up on your doorstep selling double glazing. And you just know that his daughter won't really want to go out with you at the end of it all, so what's the point?

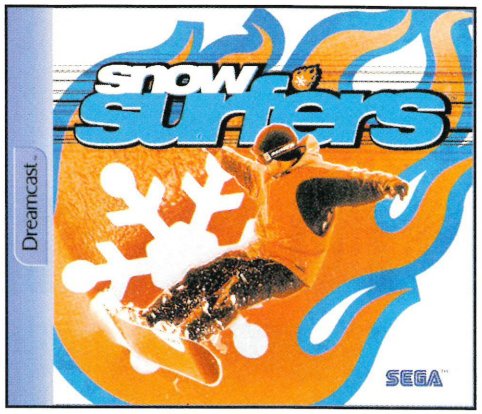
Anyroad, the key problem here is that there's little more than a couple of hours' worth of entertainment here, with even the weakest gamers likely to find their way to the end screen surprisingly quickly. But don't worry. We've still got another 35 games to go for you to choose from...

MILLENNIUM COUNTDOWN



REVIEWED THIS ISSUE PAGE 65

035 SNOW SURFERS

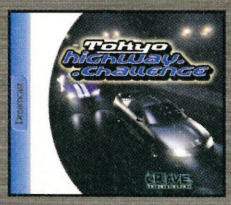


Hmmmm, now if I came out with the phrase 'a snowboarding sim for people who don't really like snow boarding sims', you'd rightly think that I had no innovation or inventive phrases left, and I've still got 34games to go. And yet from the team behind the revered Cool Boarders itself, we're left with a reasonable Dreamcast effort that's little more than a stopgap until something like Infogrames' Supreme Snowboarding comes along

Main problems? There's not enough variety, and whilst the arcadey nature of the game fits well with the Dreamcast in general, those who've experienced this kind of thing on other formats will be disappointed at the lack of depth. Truth be told, this is ideal fodder for the Dreamcast equivalent of a Platinum range. Let's face it, if you went in to a shop with £40, do you really imagine yourself walking out with this?

TOKYO HIGHWAY CHALLENGE

REVIEWED ISSUE 3 PAGE 71



A true story, this. My mate went out and bought a Dreamcast on launch day and mail ordered himself Sonic and Sega Rally 2. Whilst he was waiting for them to arrive, he got a bit impatient and went off down Woolies to see what he could find. He came back with Crave's Tokyo Highway Challenge, played it for approximately two hours before leaving the whole console alone for two weeks whilst he waited for something better to turn up.

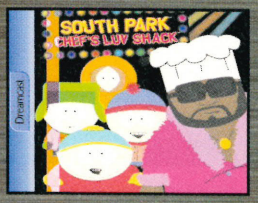
This was a day one release, and felt throughout that it was rushed and incomplete. We're not averse to the notion of a highway racing game, and done properly there's tons of fun to be had. But do you know what? I think my mate had the right idea. Expect to see this in the second hand bin of Electronics Boutique by the bucketload.

034

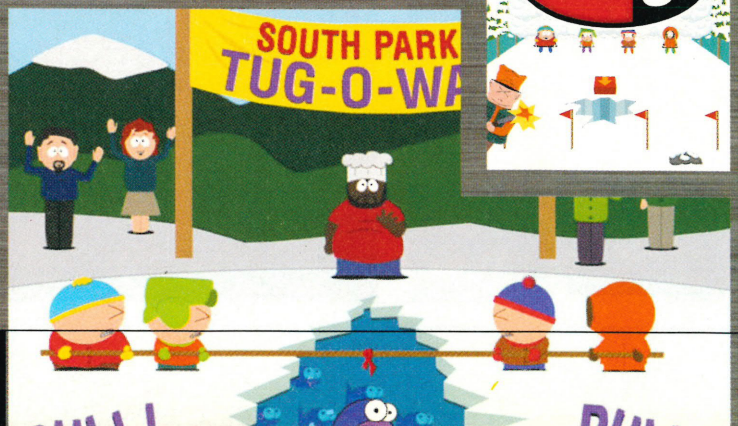
033 CHEF'S LUV SHACK

REVIEWED ISSUE 3 PAGE 16

I'm playing confession corner here. I don't give a monkeys who killed Kenny, I couldn't care less about *South Park* and few things irritate me more than 5 year-olds runningaround supermarkets with their rock-hard South Park T-shirts. Personally it makes me long for the Power Rangers again.

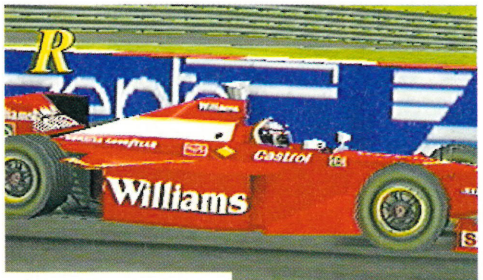


Nonetheless, my bias has nothing to do with the low placing for this reasonably diverting cash-in, although anyone expecting inspiration and groundbreaking features are in for a shock. For whilst the characters and voices may come direct from the TV show, and there are some comedy moments to be had, there's a bare truth to face. You get a quiz. With some sub-games. And a penny change from thirty quid. Now ask yourself - do you really like *South Park* that much?



032

F1 WORLD GP



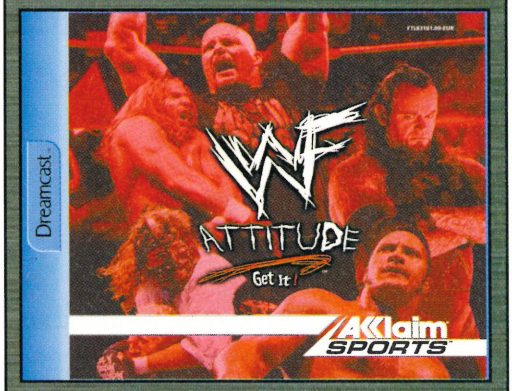
REVIEWED ISSUE 3 PAGE 67

dcm 6

Video Systems are old masters at the Formula 1 thing, producing sizeable hits on several other formats before turning their attention to the land of the Dreamcast. We kinda wished they hadn't bothered off the back of this too, with little contained on the confines of the silver disc that could justify your forty quid.

That's not to say F1 World GP is bad - it's just this feels and looks like a standard PlayStation game. The damn thing even slows down when traffic gets heavy. And yet, it still has its charms, it's still an officially licenced Formula One game, and it's still going to offer something to the dedicated fan.

However, I'm not a dedicated Formula One fan. I like Formula One games that are good, but don't have an enormous amount of time for nice, safe Sunday drivers like this. Sorry.



WWF ATTITUDE

031

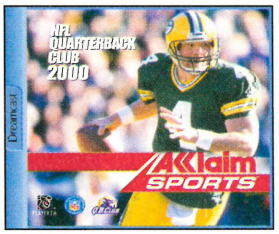
REVIEWED THIS ISSUE PAGE 66

It may have been a critical darling on the PlayStation, but you'll have to do better than this to impress us DC folk. WWF Attitude is a no-holds-barred wrestler that mixes plenty of razamatazz and pomp with the fight proper.

It's a fair old game too, and certainly wrestling fanatics will be hard pushed to find much better than this, whatever other consoles they've got hidden away at home. However, in the world of the Dreamcast, this is a bit of a mixed bag. Sure, it's a good little game at its base level and you'll have some fun playing it. But then already, despite the limited number of titles available, I can name at least five other fighting games that outclass this. Hence, it's number 31 and not a jot higher, pop pickers.

dcm 6

NFL QUARTERBACK 2000

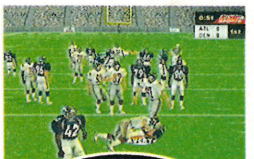


030

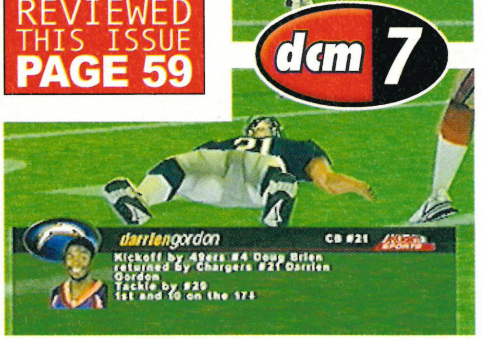
There are two American Football games on the Dreamcast already. Let's consider that for a moment. The format has as many American Football games as it does good old-fashioned British football knockabouts. It's got more American Football games than its got basketball, ice hockey, table tennis and cricket games combined. Okay, it's a product of the American market, but if the stats don't improve by this time next year, we won't be happy.

Anyroad, this is the lesser of the two titles on offer, and to be honest you're not going to have to look too far down the list to find the other. It's an Acclaim Sports release, and whilst the whole thing looks okay, it's back on the shelf time is inside an hour or two. Unless you're a devout American Football fan. In which case you won't give a shit what I think anyway.

REVIEWED THIS ISSUE PAGE 59



dcm 7



MILLENNIUM COUNTDOWN

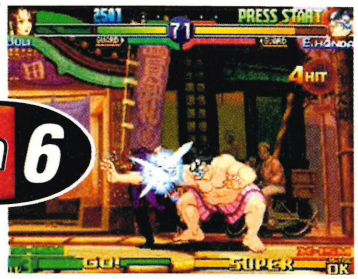
029 STREET FIGHTER ALPHA 3

Yikes - now there's a name to bring back memories. Whether you played it hunched over a SNES or Megadrive, perhaps in the arcades or even swapped discs like nobody's business on the Amiga, chances are that Street Fighter 2 has been part of your life somewhere along the line (even if you watched the film for Kylie).

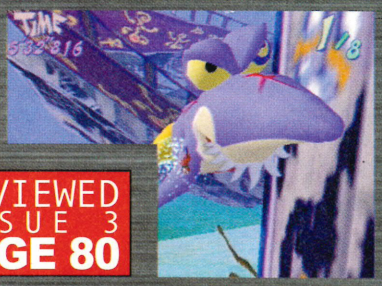
So the arrival of Street Fighter Alpha 3 was like welcoming back an old friend to find out how they're doing. Sure, it may not be the coolest thing on the streets anymore, and in terms of beat-'em-ups the competition has long since passed it, but it's your old friend! And it still looks good, you can have some fun, remember old times. But sooner or later you'll show it the door as you introduce some of those you'd rather spend time with these days. And frankly, Mr Power Stone doesn't like Mr Street Fighter much at all. A fight, perhaps?

REVIEWED ISSUE 3 PAGE 78

dcm 6



PEN PEN 028



REVIEWED ISSUE 3 PAGE 80

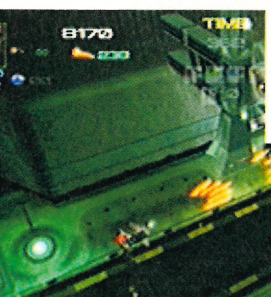
dcm 7

How strange. There's no way in the world I can fully describe Pen Pen in the little space I've got here, so I'm content to go along with the party line of 'it's weird'. It's a kind of racing game crossed with *It's A Knockout* to be honest, which won't help you a great deal, but suffice to say this ain't your standard hit the accelerator and steer kind of thing.

It's cute too, by the way, which is probably where Pen Pen's main appeal lies. It has to be, because for all its quirks and novelties, and despite the fact that this is diverting stuff, it ain't no classic and doesn't contain the vital ingredients that make a classic game. But Claire like the Dress Up feature, apparently. You really don't want to know.

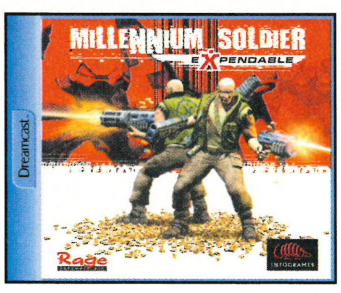
MILLENNIUM SOLDIER: EXPENDABLE

027



REVIEWED ISSUE 1 PAGE 68

dcm 8



Harking back to those glorious days in the 1980s when the likes of Commando and Ikari Warriors won the hearts of bedroom gamers across the land, Millennium Soldier is, despite its very glossy coating, a simple and straightforward blastathon.

Taking full advantage of the technology on offer, it's hard not to fall for the futuristic scenario in which you're placed. Cinematic cut scenes, an atmospheric intro and a screen full of mayhem cover the graphical side of things, whilst a succession of thumping explosions and gunshots that'd sit comfortably in the middle of a James Bond film fill your eyes. Perhaps the only drawback is that the game itself is a fun, if shallow affair. But if money's no object and destruction is your middle name, you'll find this a perfectly acceptable time waster.

INCOMING: HUMANITY LAST BATTLE 026

Beginning its life as a PC title back in the first half of 1998, Incoming was an all-Brit contribution to the launch day of Dreamcast. It's a combination of flight sim and all-out blaster, famed most of all for its ground-breaking look and feel on its first appearance. That fame cuts no ice in Dreamcastland though, meaning it's left to stand purely on the merits of the game as opposed to any fancy trickery.

It's not a bad effort too, although was never likely to be a headline act. Its strength lies in its ability to offer you a simple blast, backed up by plentiful visuals that neatly suck you in to the action. So a good game it is then, although it suffers from a few minor flaws and the fact that you just know that a year down the line, Incoming will be lying deep under a collection of dust as better and more impressive games continue to swamp the market. Worth a shot, though (ho ho).

REVIEWED ISSUE 1 PAGE 62

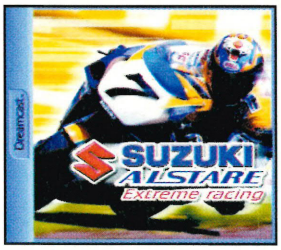
dcm 8

REVIEWED ISSUE 3 PAGE 68

SUZUKI ALSTARE EXTREME RACING

025

Ubi Soft has got off to a flyer with its Dreamcast releases, being responsible for no less than three of the racing games you'll see on this list. This is the weakest, although it isn't without redeeming features. 'Cars suck, bikes rule' claimed John Leaver at the end of his review. He was wrong of course - there's no way I'm swapping my comfy four wheels for two. But don't tell him. He could beat me up.



Once you get used to the samey feel of the game anyway, Suzuki is a nice, competent little racer that bombs along at an impressive speed. Wisely keeping its foot grounded in reality - you'll find no Mushroom Cup here, thank you very much - the game delivers pretty much what it promises - a good, enjoyable motorbike racer. Nuff said?

RACING SIMULATION: MONACO GP

024

Bloody ages it took. No matter how hard I tried, no matter how much I concentrated, I always spun off the ruddy track at the first corner. For the faint hearted, this one isn't.

Monaco Grand Prix sets its stall out quickly and succinctly - this one requires effort, dedication and damn hard work to make significant progress. That's no bad thing though, and it rewards all three over time.

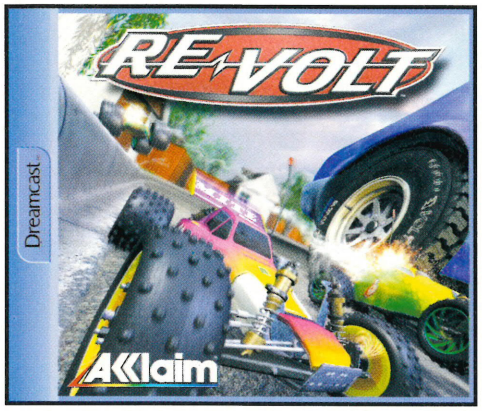
What we're looking at is a Formula 1 simulation for the fan (an Arcade Mode does make things simpler for the more shallow amongst us), with 17 tracks and plenty to get your teeth into. Dull scenery is a drawback mind, with the tracks becoming repetitive a little quicker than they ought. Still, it's been a sizeable hit on other formats, and with this competent Dreamcast version sitting on the shelves, it may be too hard for some of you to resist.

dcm 7

REVIEWED ISSUE 2 PAGE 66

MILLENNIUM COUNTDOWN

RE-VOLT



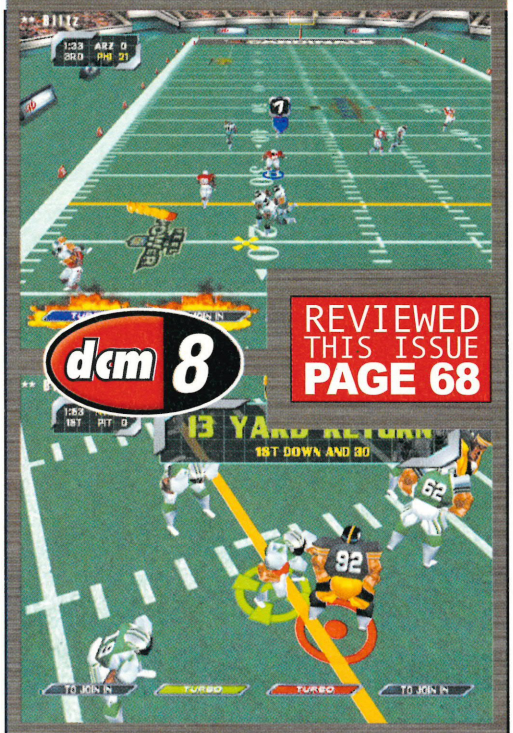
023

If someone were ever to write a book, '101 Great Ways to Spend An Afternoon', you can bet two things. One, it'd be crap. Two, this wouldn't be in it. Useless introduction? Maybe, but my point is that at least Re-Volt has a case for inclusion.

If you can forgive the plot about some cars re-volting (ho ho - *The Beano* would be proud of that), you're left with a pleasantly effective remote-controlled cars race, zooming in out of chairs and table legs like a cat that's had a fright. Options naturally come by the shovel-load, and help prolong the gameplay still further. And really, this is a decent enough catalogue title that ain't going to get any nominations for game of the year, but certainly wasted an afternoon of our time. And I'm sure you'll agree, that's a tricky feat to pull off. Honest...

REVIEWED THIS ISSUE PAGE 62

dcm 8



NFL BLITZ 2000

022

And so welcome to the best American Football simulator on the Dreamcast, a game that still can't get halfway up the chart but still ranks better than Acclaim's effort. Resident on three other formats on top of the DC version, it's a game that's come from the prolific home of Midway, who have already shown that they can give us something special in the form of Ready 2 Rumble Boxing.

NFL Blitz isn't special though, instead playing a middle of the road game of the sport that never matches the peaks that EA Sports' John Madden series seem to scale effortlessly. But as EA greet me with a 'No comment' whenever I ask when they're going to announce anything for the most exciting games consoles of the millennium, you're going to have to stick with this. No tragedy, but you'll want something better soon enough.

FIGHTING FORCE 2

021

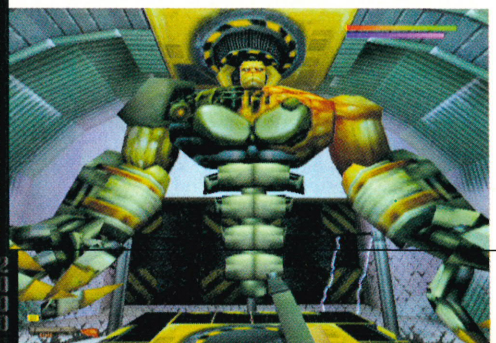
It's strange to think of another franchise coming out of Core Design that doesn't have the words 'Tomb' and 'Raider' in the title. Stranger still is the fact that we've got a sequel to Fighting Force, a game that didn't exactly ignite the hearts of gamers first time around.

But still, here it sits, offering its action based super fighting mission based approach to life, looking pretty but hardly tantalising us sufficiently for a Fighting Force 3. Still, if you like the kind of game where you're expected to go undercover and fight off towering odds, then this could be your bag.

dcm 8

But Core - stop fobbing us off with this. We want Lara. And we want her soon. If she can mode it to the sodding Gameboy, she can damn well pay us a visit.

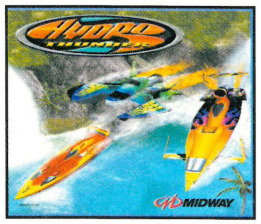
REVIEWED THIS ISSUE PAGE 54



REVIEWED ISSUE 3 PAGE 74

HYDRO THUNDER

020



Cars? Pah! Bikes? They're for sissies! Boats? Oh. Not my best introduction yet, but I'll grit my teeth and carry on.

Hydro Thunder is the Dreamcast's one and only boat racing game, and aesthetically, things are looking good. Graphics are simply peachy, audio is up to scratch, and even the good old gameplay has its strengths. But - oh no! - here comes the iceberg. It's annoying. It's frustrating. And sooner or later you'll either be tearing your hair out or playing Sonic instead. Either way, Hydro Thunder sits neatly in the file marked 'Flawed'. A shame, because when it hits top gear, it could easily have justified itself a top ten slot. But at least it broke into the Top 20.

Nineteen more to go then. Getting excited yet? Or have you bloody cheated and read the top five already? Bet you open your bloody Christmas presents on Christmas Eve...

SOUL FIGHTER

019

Saddled with the clumsy subtitle 'The Curse of Gomar', Soul Fighter is a scrolling fighter based around your village being turned into mad monsters, although you may turn into one yourself the game is that hard. Oh, and it's single player only. That's a bad thing.

Nonetheless, this is another pleasing release which won't have Electronics Boutique opening at midnight, but will still reward the more adventurous fighting fanatic. But you just know there's better than this to be found in Dreamcastland.

How many more times can I try and describe another Dreamcast beat-'em-up to you without losing my mind? I've got to do Marvel vs Capcom next, and it's bloody doing my head in.

REVIEWED ISSUE 3 PAGE 60

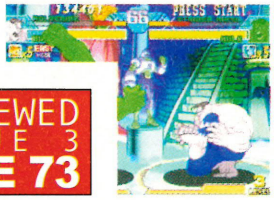
MARVEL VS CAPCOM

018

I thought they were a bit enthusiastic to offer me this job, and the list is rapidly moving away from describing Dreamcast games into a personal test, where I drag up every fighting game cliché in the book to try and get through yet another mid-table beat-'em- up.

This one's made easier by the presence of Marvel or Capcom, whose characters have been merged together in a brave, innovative experiment that completely removes your expectations and relocates them to a far higher plain than you could ever have imagined. Ah, just kidding. You have to beat the shit out of each other again.

It's a good job they've included all the characters though, as apart from the tag team option, there's little else to recommend this competent 2D fighter above all the other Super Mortal Fighting Kombat Alpha Turbo clones. I know. I'm nothing but a cynic.



REVIEWED ISSUE 3 PAGE 73

MILLENNIUM COUNTDOWN

017 BLUE STINGER

Out on launch day and packed with gruesome ghoulies (or something), Blue Stinger is a bit of a mixed bag, bringing together elements of puzzle, action, romance and horror in a kind of I-want-to-be-sort-of-like-Resident-Evil way. The basic objective is to discover what exactly has gone wrong on Dinosaur Island, with the majority of its inhabitants either dead or zombified. So you toddle off through 230-ish locations, killing things and stealing their money so you can buy better things (QVC it ain't) whilst solving the various puzzles.

You need one thing to get the most out of Blue Stinger though, and that's patience. You wham-bam types just aren't going to be happy here, although for those who can wait for the next monster to pop round the corner, this should do nicely.

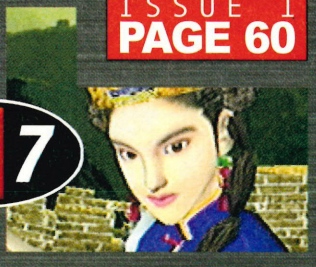
REVIEWED ISSUE 2 PAGE 56

016 VIRTUA FIGHTER 3TB

Another one of Sega's big arcade franchises that was out on launch day, Virtua Fighter doesn't fare as well as the likes of Sega Rally thanks in part to the fact that the Dreamcast seems to be the home of fighters. As it stands, VF certainly looks the business, and offers reliable, if uninspiring gameplay.

The problem stems from the fact that this is a risk-free, safety first release - get it out on launch day, let it look cool in the shop window and keep the player entertained without ever really blowing them away. Which leaves us really with a reasonable enough little fighter that's little more than a warm up for the real thing.

But hey, let's not get too downhearted. We're at number 16 on the list and already you can see the quality of Dreamcast gaming starting to shine through. And it's that bloody fishing game next...



REVIEWED ISSUE 1 PAGE 60

015 SEGA BASS FISHING

Let's get this straight. With Sega Bass Fishing, you're supposed to sit in front of your hugely expensive telly - with a fishing rod? It's true. What's surprising is that it works so well.

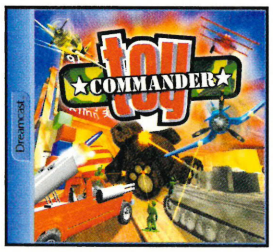
Now fishing has never done it in the slightest for me. The thought of sitting on some muddy bank waiting for some little git to nick a maggot off the end of a piece of string just doesn't hold appeal. And whilst Sega Bass Fishing can only be described as short-term fun - hence it not breaking the top ten - there's no doubt that fun it most certainly is. It's no pushover either, and you'll have to master the elements of your rod (insert a rude gag here if you're so inclined) to achieve success on screen.

Whilst is sounds unkind, this is ultimately one of the more novelty-type releases on the DC so far, and like all novelties, the fun won't last forever, and we can't hand on heart suggest forking out £40 for it. But you should play it, if only for being something radically different from usual fare, and for the satisfaction of ending your gaming day not with a high score, but with a great big fish. You can't do that with Sega Rally, can you?

REVIEWED ISSUE 3 PAGE 70

TOY COMMANDER

014



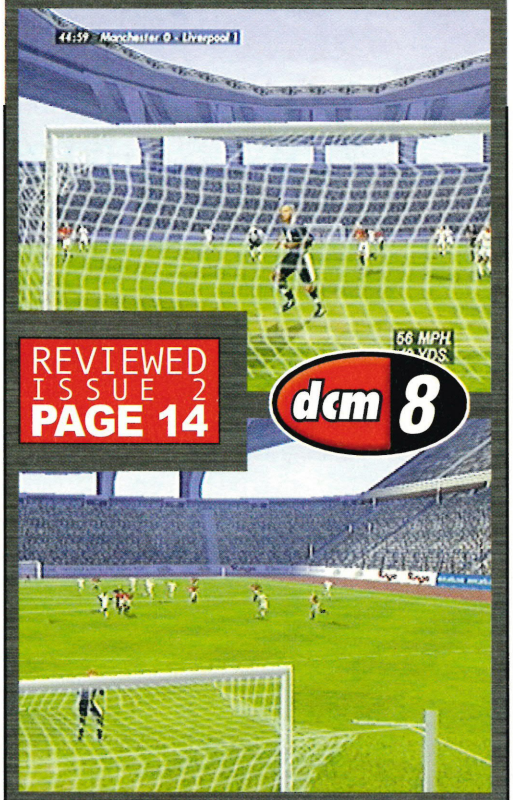
Okay, how did they manage to pitch this one? A full-scale war taking place in someone's living room? Toy soldiers racing around and generally having a scrap? When you put it like that, it doesn't sound that bad after all...

Bundling together a fair mixture of gaming styles - you'll find undertones of Mario Kart, Micro Machines and Tomb Raider cunningly concealed within the gameplay - it's a game that can proudly boast variety in its approach. Fortunately, it can also boast good looks, suave gameplay, and a decent enough Multiplayer Mode that may not match the mayhem of Soul Calibur or Power Stone, but should still keep you and your mates busy when you've had one too many.

Bottom line is we like Toy Commander. For a game that was never going to be anything more than an impressive catalogue title, it's sparky, vibrant and well worth spending time with. Just like me.

dcm 9

REVIEWED ISSUE 2 PAGE 76



REVIEWED ISSUE 2 PAGE 14

dcm 8

UEFA STRIKER

013

And so by one place UEFA Striker misses out on the coveted crown of best DC footie game. And when you consider that thus far there's no FIFA, Michael Owen or Actua in site, that's a bloody lucrative position to be in. Still, you get a damn fine game of footie out of it, with particular plaudits being aimed at the simple yet hugely effective Training Mode. The defensive training sessions could have been written by Mr Wenger himself.

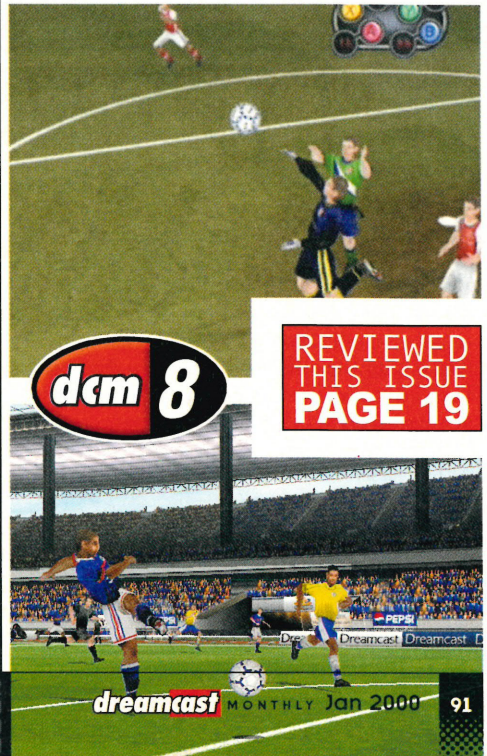
It all flows together nicely, and you're not going to feel hard done by should you choose to fork out the cash. However, the definitive Dreamcast football game has yet to be written, so whilst UEFA Striker happily challenges for the title, in this guise it ain't going to win it.

SEGAWORLDWIDE SOCCER 2000

012

The Dreamcast's best footie game - although not by much - Sega Worldwide Soccer 2000 is a mighty fine kickabout from the chaps at Silicon Dreams. Looking gorgeous, sounding great and fun to play with, it's got all the elements for a good night in.

Up to four players can join in the fun, with user-friendliness and straight enjoyment top of the agenda. Oh, and there are also buckets of teams, buckets of tournaments and buckets of options to fiddle with. Although come three in the morning when you're worse for wear and trying to claw back a 2-0 deficit against your best mate, the finer points of the game may be lost on you. But you'll still be playing it to death, you'll see...

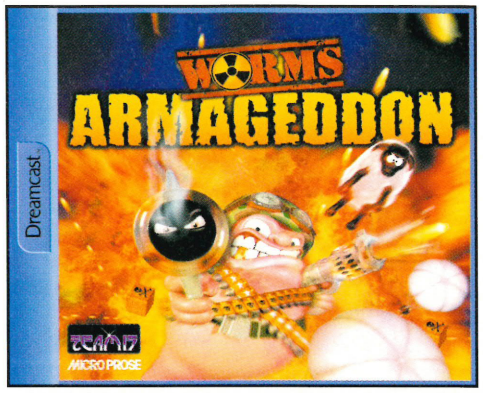


dcm 8

REVIEWED THIS ISSUE PAGE 19

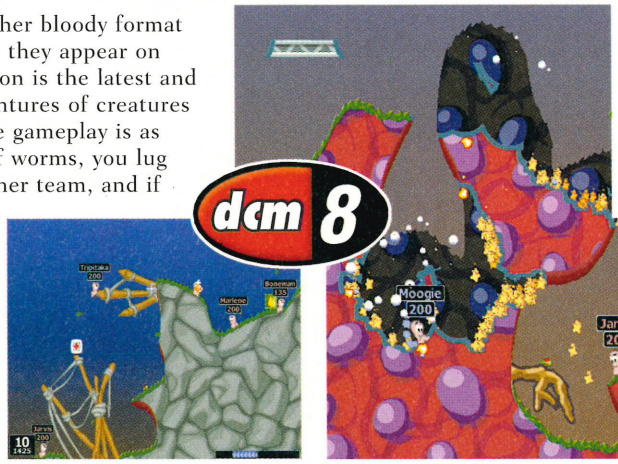
MILLENNIUM COUNTDOWN

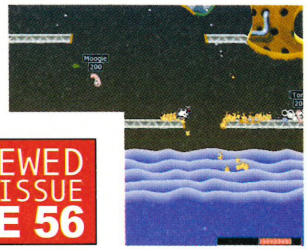
011 WORMS ARMAGEDDON



Well they've been on every other bloody format in the world, why shouldn't they appear on this one? Worms Armageddon is the latest and greatest in the mayhem filled adventures of creatures that are best left underground. The gameplay is as simple as ever - you have a team of worms, you lug lots of weapons and stuff at the other team, and if you've got the last worms standing then you win.

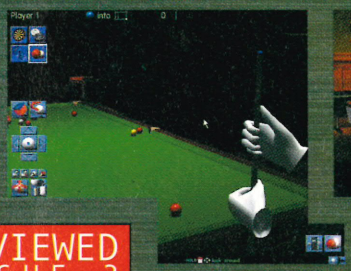
It comes into its own in multiplayer mode, of course, and it's perfect for crashing home from the pub too, worse for wear with nothing in your head but a strange notion that you want to throw a sheep at a worm. Don't worry, you'll understand when you play it.

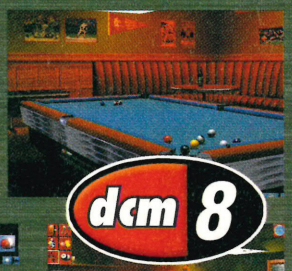




REVIEWED THIS ISSUE PAGE 56

010 JIMMY WHITE'S 2: CUEBALL





REVIEWED ISSUE 3 PAGE 64

The highest placed PC conversion in the chart and the best snooker/pool sim on the Dreamcast? You'd better believe it, although as the only game on the DC that features coloured balls, it's not had much competition in the latter category.

This is as clean a conversion from the impressive original that we could expect, with particular credit for the intuitive way a complicated control system has been seamlessly transferred to the DC control pad. Oh alright, we know it's not the most exciting game on the format, and it's not got big meaty fighters, fast cars or enormous guns. What Cueball offers is a slice of gaming that ain't going to appeal to all of you, but will find its home. And that's what a game of this quality deserves

009 SHADOW MAN

Based on the popular comic book series, Shadow Man may be a flawed game but it sure is a mighty enjoyable one. Even though it's appeared on the PC and PlayStation before (maybe even the Nintendo, but then who'd notice?), it's a fair multimedia treat on the Sega Dreamcast and - yes! - it's sitting quite comfortably at a vertigo-tastic number nine position.

Why? Sod it, you're getting good at this. Alright, it's an atmospheric adventure game boasting incredibly nice graphics and a nice trip into a dark and evil world. You could always take a trip round the DCM offices for the same effect, but we'd charge you more than forty quid. Oh, and it's the best version of the game on any format. So there.

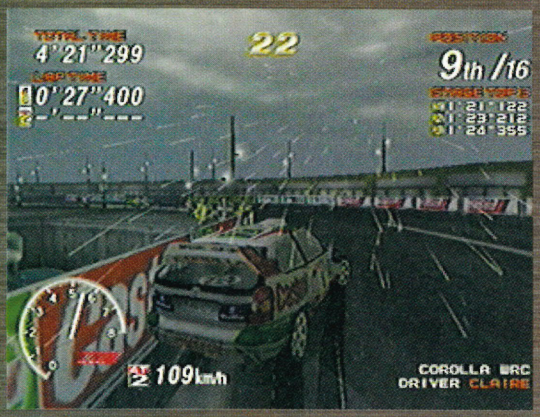
REVIEWED THIS ISSUE PAGE 50

SEGA RALLY 2

008

dcm 8

Let's be honest. However much we happen to like the Dreamcast, how many of us actually went out and bought Sega's last effort, the Saturn? Not me, that's for sure, which is why I missed out on the very first console appearance for Sega's arcade rallying workout. A huge hit in the arcades, it's a franchise that snugly fits the DC, courtesy of Sega Rally Championship 2, the eighth best Dreamcast game of all time.



REVIEWED
ISSUE 1
PAGE 64

Now we're not blind to the fact that plenty of you will have shelled our for SR2 on the basis of the graphics alone - you've got to have something to show off to your mates once they're bored of Sonic. Fortunately, there's more than a little substance to this, so - deep breath - you can choose from various cars, tinker with their set-ups, watch the sun rise (we ain't kidding), go multiplayer or play championship options into the wee hours. So there you have it - no masterpiece, but a firm and substantial bout of arcade racing. All you need now is a bit of Bucks Fizz on the in-car stereo...

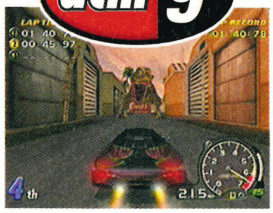
SPEED DEVILS

007

dcm 9

Suspend your disbelief. Right - done it? Good, cos if you can pull it off then you're in for a hoot, as Speed Devils is by far the most entertaining pure racer the Dreamcast has to offer. And the reason? It simply doesn't take itself too seriously.

Running at a blistering speed and with chaos constantly happening around you (from a stomping T-Rex to the occasional building falling apart), this is the land of high production values and utterly compelling gameplay. Why? Absolutely no bloody idea, all I can tell you is that the damn thing holds together fantastically well, and to be honest when I'm taking a corner at high speed whilst avoiding the aforementioned escapee from Jurassic Park, wondering how the programmers achieved particular effects ain't near the top of my agenda.



REVIEWED
ISSUE 2
PAGE 62

On the options side, there are the usual frills and trimmings, with championships, arcade modes, cars and bundles of tricks. But the bottom line is that if you can cope with your racers being a little off the wall, then this kicks Sega Rally's arse.

TRICK STYLE

006

So close. One place away from the majesty of the top five, and yet Trick Style can still live with the consolation of being an essential purchase. That's because it's next-generation snowboarding time, combining the true essence of tricks and speed in a rather juicy, long-lasting cocktail that'll live inside your Dreamcast for weeks.

Boasting a damn-near perfect learning curve and the high-quality production values we're rightfully coming to expect from high end Dreamcast titles, the absolute crux that makes Trick Style work so well is that you can't put the damn thing down. 'Oh it's crap' you'll proclaim at first, only to find yourself asleep in front of the telly when you've got to be at work in five minutes flat.

REVIEWED
ISSUE 2
PAGE 52

So what can we say? Yet another £40 down the drain and loneliness is starting to set in as all my friends slowly desert me as 'that sad bastard who sits in front of the telly all day'. And do you know what I say? Sod 'em all - I'm off for another game of this...

dcm 9

MILLENNIUM COUNTDOWN

POWER STONE

005

Heartless. Absolutely heartless. Here we have one of the best beat-'em-ups of all time, and it's languishing at number five. This can mean one of three things. 1 - The vote was rigged. 2 - There are four better games out there. 3 - I couldn't win an after-pub scrap to save my life. All of the above are true, as it happens, with the obvious exception of the vote rigging.

REVIEWED ISSUE 1 PAGE 72

dcm 8

Eight out of ten Power Stone scored then, and it deserved every single hard-earned point, if not more. Essentially a one-on-one beat-'em-up à la Street Fighter, this is a slice of pure arcade heaven. There are several big reasons why it's so cool, and several other little reasons that only add to the case.

The biggies are immediately obvious. The 3D graphics are chunky, look suitably vicious in a cartoony way and are well animated. The sound is excellent, from the music through to the grunts of the individual fighters as they, er, go about their business.

But then it's the more sedate elements that move Power Stone firmly into the 'Essential Purchase' category. In the midst of Street Fighter, haven't you ever wondered if you could just hurl a table at your opponent instead of just kicking them in the mush? What would you have given for a bazooka to aim straight at their face? They're just some of the goodies to be found.

But the essential beauty of Power Stone is that for some reason, you never get bored. Every good session I've had playing the game, I've found a new trick or tactic to use against whatever mug picks up the other joypad. The game both looks, feels and plays like a true arcade game and combined with Soul Calibur firmly lays down the standard for others to follow. Enjoy.

REVIEWED ISSUE 1 PAGE 74

dcm 8

THE HOUSE OF THE DEAD 2

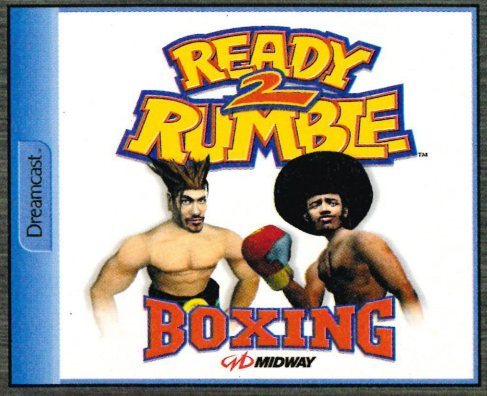
004

Oh yes. Oh yes. Oh yes. The House of the Dead 2, forever rise up as we give thanks for the kind of light gun frenzy that makes the PlayStation's Time Crisis look like something cobbled together by a Blue Peter badge winner.

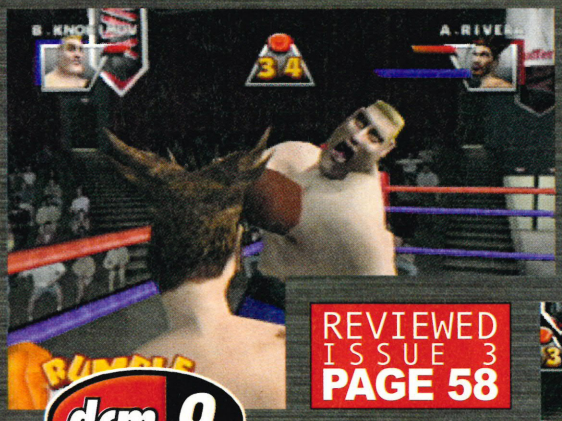
Now my first experience of light guns was some wildly inaccurate thing I used to plug into my Spectrum that'd miss even if it was pressed right up to the screen. But this is now, and out of the three games I got when I first acquired my Dreamcast - Sonic, Sega Rally 2 and this - it was HOTD2 that I had to be forcibly dragged away from by concerned relatives. Put frankly, get yourself a big telly, tell your neighbours to move house, crank up the volume and enjoy one of the best concentrated bursts of gaming the DC has to offer.

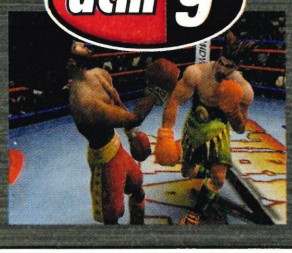
Packaged with a plot as flimsy as Watford's defence, it's best to shift focus quickly onto the game itself, which neatly intertwines the blasting of zombies with cut scenes and conversations - skippable if you're bored. At first glance, it's standard - if highly impressive - light gun fodder. But what lifts HOTD2 so high in this chart is the intricacies. The game comes complete with three different endings for instance, and which one you meet will be influenced by how many people you save and how many secrets you find. Different routes take you different places, and how you aim your gun will determine which one you take. I sound like bloody Yoda.

Make no mistake, HOTD2 is a wonderful arcade conversion, and if it doesn't keep you challenged for too long, you'll always remember the time you spent with it. Or something.



READY 2 RUMBLE





dcm 9

REVIEWED ISSUE 3 PAGE 58

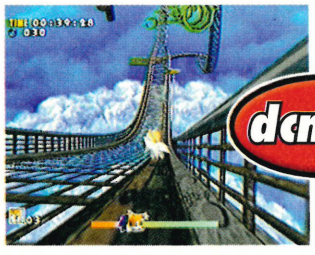
Were you ever to go back in time to the advent of video games, you'd find certain decrees set in stone. Things like 'If at first you succeed, bang out dozens of sequels', and 'If you don't succeed, keep making the bastard things anyway'. However, lower down the list you'll see an additional decree: 'It is given fact that there will never be a brilliant boxing game'. For year after year that decree has become painfully true, with none of the big machines able to come up with a winner. Until now.

003

Ready 2 Rumble Boxing is for most people the surprise package of the Dreamcast. Most of the other big titles you'll see at the top of this list we'd guess you knew about six months ago, but this comical rendition of the world of Queensbury Rules is a surprise hit that you really need to play.

With a cast of, ahem, 'unorthodox' characters, each brought to life in great detail, there's still far more substance here than meets the eye. For instance, you can earn power ups or pull off combo moves, or simply pick the damn thing up for a five minute quickie. And blimey, the looks of the damn thing make this one of the most accessible titles we've yet seen. It's just a shame that Ready 2 Rumble's title bears a striking resemblance to a crap song by them two off Byker Grove. Because other than that, it's damn near perfect.

SONIC ADVENTURE



dcm 9

Thinking about it, there are few better complements we can pay the Dreamcast than to say that its flagship game has already been displaced from its spot as the essential title that everyone should buy. After all, how long did N64 devotees have to wait before Mario 64/Kart/whatever else they stuck his name to was genuinely displaced as its Dixons window title?

Sonic, funnily enough, is stuffed full of those shop window moments. Even last weekend, weeks after Dreamcast Launch Day, a brisk Saturday afternoon walk down my local high street told me that the youth of today are still obsessed with pushing their face up against shop windows to get a view of a hedgehog, or entertaining themselves with a game of how can we exceed the ten minute per person rule on the Dreamcast display unit. You've got Sonic to thank for much of that.

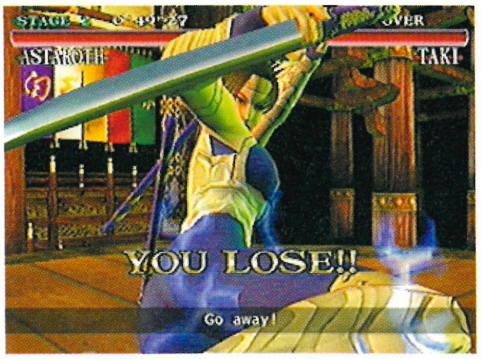
But don't be fooled into thinking that just because this isn't number one, it isn't essential. Sonic is a standard bearer, and moved the usually sedate Russell Barnes to declare that the latest antics of the blue hedgehog were "a true breath of fresh air". Mind you, ten minutes in our office and fresh air ain't a bad idea. The point though is that Sonic Adventure is a gobstoppingly awesome game. Sure, it may suffer from the occasional dodgy camera angle, and sometimes things go so fast you're going to be hard pushed to react with what's happening on the screen, but minor flaws in this case don't tarnish a gaming great.

So step forward Sonic and take a bow. You may only be the second best Dreamcast game of all time, but hell - we still think you're cool. Up for a sequel, perhaps?

002

REVIEWED ISSUE 1 PAGE 56

REVIEWED ISSUE 3 PAGE 54



001

SOUL CALIBUR

dcm 9

And so everybody kneel in admiration of the best Dreamcast game in the world. Ever. For you to be reading this bit can mean only one of three things. You either jumped in to find out what was number one straight away, you got bored around number 25 and cut out a few pages or you've read every single word. Whatever, chances are that you were expecting a blue hedgehog to be standing on top of the podium. Hard cheese.

But let's get one thing straight - Soul Calibur is here purely and simply on merit, and talking to people in the gaming industry you'd be hard pushed to find anyone who disagrees. So any of you who were sitting there thinking we were just being hard and controversial by placing Sonic at two can pipe down thank you very much.

But what exactly is it? A beat-'em-up, frankly, from the company who brought the Tekken and Ridge Racer franchises to the PlayStation. More to the point, it's a beat- 'em-up sitting on a console where fighting games are a bit of a chosen specialised subject - if you'd bought either Ready 2 Rumble or Power Stone for instance, chances are you'd be locked away in your attic blissfully unaware of what could have been.

Your loss, frankly. For this is truly the fighting game for the millennium, bringing a quality of graphics onto your television set that previously you'd only thought about in your sleep. You want more? Then how about thumping sound, perfectly executed gameplay and the kind of addictive powers that have people checking the deceased a night, play it, and then try and avoid getting a late return fee. Is it getting through yet? This isn't just the best DC title ever, it's also one of the best all round games in the world, whatever format your allegiances are too.

Played in a full 3D arena - yup, the old 'peg it off to the corner' tactic still works fine and dandy - this is everything we expect and more from a flagship title. Playable in either Mission or Arcade Mode, and with each character capable of more moves than you can shake a stick at, this is also an absolute must for that magical moment when your PlayStation and Nintendo owning friends come round to play. Just be prepared to wipe foam from their mouths.

AN ABSOLUTE MUST FOR THAT MAGICAL MOMENT WHEN YOUR PSX AND N64 OWNING FRIENDS COME ROUND

And yes, it is the one where you get to see the fighter's knickers. Perv.

This isn't just the best Dreamcast title ever, it's also one of the best all round games in the world, whatever format your allegiances are to
dreamcast
128-BIT TECHNOLOGY • ONLINE GAMING
MONTHLY

next month

SLAVE ZERO

exclusive dreamcast

RIGOROUSLY SHOWCASED NEXT ISSUE

SHENMUE

IT'S FINALLY HERE. DON'T MISS OUR MAMMOTH IMPORT REVIEW!

ISSUE 5 ON SALE JANUARY 20th

dreamcast MONTHLY
128-BIT TECHNOLOGY + ONLINE GAMING

editor
Russell Barnes
russell@quaynet.co.uk

deputy editor
Claire Webster
claire@quaynet.co.uk

contributors
Derek Dela Fuente, Saul Trewern, Ian Osborne, Simon Brew, Matt Leppard

design
Richard Grace
richard.grace@quaynet.co.uk

publisher
Darren Herridge
darren@quaynet.co.uk

art director
Dougal Matthews
dougalm@quaynet.co.uk

managing director
Neil Harris
nharris@quaynet.co.uk

advertising
Giovanna Halton
giovanna@quaynet.co.uk

circulation manager
Karen Wyatt
karen@quaynet.co.uk

published by
Quay Magazine Publishing Ltd
22 Strand Street, Poole, Dorset
BH15 1SB
Tel: (01202) 679000
Fax: (01202) 679002

Subscriptions & back issues
The subscription rate for 13 issues is £26 (UK), £35 (EU) & £65 (World)
subs@quaynet.co.uk

distributed by
Seymour Distribution

Cover artwork supplied by Sega, and Acclaim

Dreamcast Monthly is a fully independent publication and is in no way an officially-licensed Sega Europe product. The views expressed herein are not necessarily those of Sega Europe or its third party software publishers or developers.

No part of this magazine may be reproduced without the written permission of the publisher.

© QUAY MAGAZINE PUBLISHING LTD

100% UNOFFICIAL 100% UNBIASED 132 PAGES! – NEXT MONTH

UK DREAMCAST
£169.99

HOTTEST PRESENT - COOLEST PRICES

FREE Christmas Delivery
FREE 50 Money-Off Vouchers
FREE Gift Wrapping
Freephone 0800 169 2304

simplyGAMES

the best games
the lowest prices
0800 169 2304

Dreamcast.

PC games

games from:	**only £29.99**	peripherals from:	**only £19.99**
keyboard :	**only £19.99**	price beating guarantee:	**of course**

Trademarks and copyrights acknowledged. All prices correct at time of going to press. E&OE.

http://www.simplygames.co.uk

NFL BLITZ 2000™

NO REFS.
NO RULES.
NO MERCY.

Larger, customised playbooks for each team, with powerful playbook editor

New 4 player mode for bruising your friends

Easy-to-learn arcade-style play with new "Icon Passing" for one touch long bombs

"On-Fire" Mode gives super power performance to your hot, star players

Available Now

PlayStation

Dreamcast

THE SUPERBOWL CHAMPION OF AMERICAN FOOTBALL GAMES!

NFL Blitz™ 2000 brings you all of the things you love about american football and none of the things that slow it down. This ground-breaking sequel features awesome weather effects, new secret heads, and scores of new game play features. With more easy-to-run plays and all new animations for taunts, end zone dances and tackles, you're headed for the ultimate in american football action!

OFFICIALLY LICENSED PRODUCT NFL

PLAYERS INC

MIDWAY

www.midway.com

NFL™ BLITZ™ 2000 game © 1998, 1999 Midway Games Inc. All rights reserved. BLITZ and MIDWAY are trademarks of Midway Games Inc. Used by permission. © 1999 NFLP. Team names and logos are trademarks of the teams indicated. All other (NFL-related marks) are trademarks of the National Football League. Officially Licensed Product of PLAYERS INC. PLAYERS INC logo is a registered trademark of the NFL players (www.nflplayers.com). Distributed under license by Midway Home Entertainment Inc. "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. Dreamcast is a registered trademark or trademark of Sega Enterprises, Ltd.