Dreamcast magazine

The world's most advanced console magazine!

COLIN MCRAE RALLY 2.0
WORLD EXCLUSIVE!
The full specs revealed!

VIRTUA TENNIS
Sega's new sports game - it's a smash!

F1 WORLD GRAND PRIX 2
Can video systems find the right formula?

UNREAL TOURNAMENT
We've got this online shooter in our sights!

PLUS! Sydney 2000, Deep Fighter, Time Stalkers, Tokyo Highway Challenge, Maken X, Planet of the Apes, Fortris, M-SR and so much more...
AXE'N' AND RELAX'N' MULTI-PLAYER FUN IN THE SUN!

The follow up to the arcade smash hit Gauntlet

36 different levels and subquests to complete

Chop till you drop with 9 new characters - including 4 arcade classics
Editorial

Sport, eh? It really is a funny old game.
Personally speaking, I am tremendously incapable of kicking balls, running, jumping and all things that require the wearing of shorts.
Fortunately, we have people to do that sort of thing for our country. Out on the international stage they dazzle the world with their skills... well, maybe not.

That's where videogames come in - at least for those of us without the desire, ability or predisposition to dedicate our lives to sporting greatness.
Apart from giving us all the morally questionable opportunity to shoot and beat on people, they also give us the chance to replay those lost matches and 'show 'em how it's supposed to have been done'. Believe us, we've played some of those England games a lot over the last few weeks and it provided no small amount of comfort to know that unlike the English football team, we tended to win and win a lot.

However, with thoughts of Euro 2000 rapidly becoming a hazy, yet painful memory we turn once more to desperate hopes that Tim Henman might actually beat Pete Sampras in the Wimbledon finals... mmm, not very likely. However, Sega has thought of that too and has sent us a near-completed version of Virtua Tennis and whilst there's no sign of the aforementioned American ace, Tim's there and there's even a tennis court that bears a striking resemblance to Wimbledon too...

It's good to know that when our sports stars let us down, we can at least be sure that videogames will give us the opportunity to see if we could do it any better.

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

Colin McRae Rally 2.0

Features

Arcade Special

So you reckon all we do is play games all day? Well, you'd be right...

Park Life

World Rally

Sega Rally 2

DC-Online

Online gaming becomes a reality - we show you how!

AT A GLANCE

red hot

GAMES

These very pages will make your eyes water even more than Jalapeno sauce!
CHEATS & TIPS FOR OVER 3000 GAMES
CHEATS UNLIMITED
DREAMCAST CHEATS, TIPS & WALKTHROUGH GUIDES
A SIMPLE CALL AND YOU'VE GOT THE CHEAT!

A
A Bug's Life
Aero Dancing
Aerowings
Air Force Delta
Armada
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Chaos Adventure: A-Life
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Climax Landers
Cool Boarders Burrrm
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Dead Or Alive 2
Deadly Skies
Dynamite Cop
Dynamite Deka
ECW Hardcore Revolution
Elemental Gimmick Gear
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Soul Fighter
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Speed Devil
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Street Fighter 3 W Impact
Street Fighter Alpha
Super Speed Racing
Suzuki Alstare Ext. Racing
Sword of the Berserk
T
Tee Off Golf
Test Drive 6

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Reviews

Whoever said 'trust no one' was obviously a little on the paranoid side. However, the only reviews that you can trust are contained within these very pages.

58 Capcom is back with a double dose of fighting action and it's ace!

Newscast

Despite a pretty obvious lack in releases, the future of the Dreamcast is very bright indeed. Look no further than Newscast for the very epitome of luminescence!

Unreal Tournament

We reveal the latest first-person shooter that's about to take the Dreamcast by storm!

Metropolis Street Racer

The car is definitely the star as we check the most detailed racing ever!

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When all is said and done, the Dreamcast is managing to accumulate a superb array of top quality games. However, now that online gaming is up and running, what we all really want is a brace of first-person shooters with which to practice our shooting skills on unsuspecting, and unknown, fellow Dreamcasters on the Internet. Recent announcements regarding Quake III, Half-Life and Soldier Of Fortune have

"Online multiplayer action is about to get a serious kick up the ass"

The King Of Them All

Unreal Tour
done much to allay concerns regarding any fears that the Dreamcast was to become a beat-em-up and fighting game only machine. Well, we've been snooping around and it turns out that one of the best first-person shooters ever, Unreal Tournament, is on its way to the Dreamcast and we're just a little excited.

Damn Fine
Having won universal acclaim and countless awards, there can be little doubt that getting Unreal Tournament onto the Dreamcast is something of a bonus and when officially confirmed, we'll have something else to get very excited about.

Game On!
> Without a doubt, the thing that sets Unreal Tournament apart from its first-person shooter siblings is the wealth of gaming options. Not prepared to just simply offer a straightforward single and multiplayer experience, developers Epic went that little bit further to give PC gamers a breathtaking amount of options. Here's hoping that the Dreamcast version offers more of the same...

Team Deathmatch
You've got Bots to contend with (if you so choose) and you play in Co-operative (team) mode for the ultimate online multiplayer experience.

Last Man Standing
You know the drill. Shoot everyone and hope that you can somehow survive the onslaught to come out victorious.

Capture the Flag
A Doctorate in rocket science is not needed to work out the aim of this game. However, here you have the option to use Bots to bulk up your team so that you can best defend your flag.

Domination
Another team game. This time you and your team have to take control of as much of the playing area as possible. Each area that you manage to hold (for a certain amount of time) will earn your team Control points and the team with the most points wins.

Assault
One team is the defending team who has the responsibility of, er, defending. The other team has to attack. Whichever team is successful wins.

Is Coming To Get Ya!
Sunken Treasure
Development of quite possibly the oddest game ever Gunboat, a game which allows you to ride a hamster over tracks, has been halted by developers Treasure. Development has ceased until ‘conditions are satisfactory’, but quite what this means is up to you to decide.

Lara To Raid DC Again?
Although no official statement has been forthcoming from Eidos the recent issue of Japanese video games magazine, Famitsu, has revealed that the next Tomb Raider game will be on Dreamcast by the end of 2001. As rumors go it's a pretty appealing one, but with no other info we can only lie patiently in wait.

Churning Deal
It seems that more and more company’s are enticing gamers to pre-order games with limited edition goodies. The latest in the line is Capcom who is offering a limited edition poster of Chun Li for anyone who pre-orders StreetFighter III: 3rd Strike. Ooh, we’ll just have to have that... or not.

Head Hunted
Rumour has it that Sega of Japan is working on another survival horror game for Dreamcast with the title of Head Hunter. Apparently it will be similar to Code: Veronica and will make use of the same graphics engine as Shenmue. Should be blood curdlingly good then.

All Around The World
Apparently Sega is considering releasing a version of Dreamcast in Asia that will allow gamers to play games from Europe, America and Japan without the need for chipping. Whether this is a good or bad thing is debatable but surely it doesn’t make financial sense for Sega.

Copping Off
One website this month has leaked the possible existence of Super Strike Fighter: Virtua Cop 3 – a pretty tatty rumour if ever there was one. But that’s not all, because apparently the game will run on three Naomi boards just like Ferrari F355. Now how tantalising is that?

FIRST LOOK
Up, Up And Away!
Take To The Air With The Gaming Wonder That Is Skies Of Arcadia...

If there's one thing we can tell from looking at the list of upcoming games on the Dreamcast, it's that Sega likes its 'epic' adventure games. With titles like Grandia 2, El Dorado’s Gate, Quark and Phantasy Star Online all winging their way towards a console near you in the not-too-distant future, there's plenty of choice for the avid RPG-playing gamer.

There's another game to add to that list though - let's all give a warm welcome to Skies Of Arcadia...

Originally entitled Eternal Arcadia, the story line borrows heavily from the history of civilization but manages to put an interesting twist in the tale. Much like the days of old, the world is split into vast continents with great distances between them. In an effort to establish contact and discover new lands, people have taken to crossing the divides in huge ships... but these are no ordinary ships. You see, the continents actually float way up in the sky so the only way to venture between them is by taking a trip on an airship. See? We told you there was a twist...

Ahoy There, Matey
Just as it was dangerous to take a journey on the high seas unprepared, the same goes for crossing the open skies - pirates lurk behind every cloud, waiting for defenceless ships. In Skies Of Arcadia, there are two groups of pirates; the Black Sky Pirates (boo, hiss!) and the Blue Sky Pirates, of which the main character, Vyse, is a member.

There's very little in terms of game information available at the moment - though from the looks of these screens, it's clear that Skies Of Arcadia will feature plenty of Final Fantasy-esque elements in terms of the fighting and magic mechanics. There's no doubt it's looking spanning gorgeous, though, and we can hardly wait for the PAL release to be announced - pretty dam soon...

Guys And Dolls

> There are three lead characters in Skies Of Arcadia that have been revealed so far... here's a quick rundown...

Vyse
The leader of the pack and main character of the game. His love for exploration is matched only by his courage and goodness.

Alka
The cute, lovable type and Vyse's best friend. Although slightly boisterous, she's always around to help back her buddy up.

Fina
The quiet, mysterious type. Despite growing up in a foreign land, she has managed to become a valuable member of Vyse's team and a loyal friend to him.

“Cor - it's looking pretty spanking gorgeous, eh?”
More Details On Ultimate Fighting Championship Revealed

Let's Get It On!

Mmm, violence. As is the norm here at Dreamcast Towers, we're always up for a spot of the old 'ultra-violence', so we've been drooling at the thought of getting our hands on Ultimate Fighting Championship. Thankfully, we got a lucky break this month — after much badgering, those lovely blokes at Crave slipped a

REALLY early version of the game our way for us to have a bash on. Needless to say, it's looking downright amazing, even at this early stage.

The complete roster of fighters were there to check out (although only a select few were available to actually fight with) and despite only having a small percentage of the moves implemented, Crave is looking to include over 3000 moves in the finished product. As it stands, it's all pretty minty; from the announcer and referee to the crowds and the huge Octagon cage itself, the game oozes the right atmosphere. Sadly, it's still a while until it is released so you'll have to wait — in the meantime, just check out our new and exclusive bundle of screenshots. You know you want it...

Dreamcast Charts

Well, surprise surprise — we'd never have guessed that the latest Resident Evil game would jump straight in at the top spot. Just goes to show how predictable this old industry really is...

<table>
<thead>
<tr>
<th>This month</th>
<th>Last month</th>
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<tr>
<td>Game</td>
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<td>Eidos</td>
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<tr>
<td>2 - V-Rally 2: Expert Edition</td>
<td>Infogrames</td>
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<td>3 - MDK2</td>
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<td>4 - Zombie Revenge</td>
<td>Sega</td>
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<td>5 - Crazy Taxi</td>
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<td>6 - Spyro 3:定</td>
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<td>7 - Tomb Raider: The Last Revelation</td>
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<td>8 - Soul Calibur</td>
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<td>9 - Sega Bass Fishing</td>
<td>Sega</td>
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<tr>
<td>10 - Soul Reaver: Legacy Of Kain</td>
<td>Eidos</td>
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DC Phone Home

Sega & Motorola Team Up

It looks as if Sega is ready to make a move back into the hand-held market with the announcement this month that it has teamed up with mobile phone giant, Motorola. At a press conference in San Diego it was announced that the two companies would be working together on the new Java-enabled wireless mobile phones, pagers and PDAs. For its part, Sega will be producing games for the J2ME devices, including Golf, Columns, Black Jack and a number of Sonic titles.

With this in mind, and Sega's increasing tilt to online, interesting times are ahead for the company.

Sonic Attack

> Here's a list of the Sonic games that will be available for the new technology.

| Sonic Logic | Sonic's Bomb Squad | Sonic Head Or Sonic J |

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Total Game Boy Color

ISSUE: 10
ISSN: 1464-5909 £2.99

After travelling to Japan and the USA, this issue is packed full of all the latest Game Boy games from around the world, including an exclusive preview of Namco's Mr Driller. The best game of the issue is Driver, the PlayStation hit — it makes a perfect handheld conversion!

Dreamcast Solutions

ISSUE: 5
ISSN: 1466-2390 £3.99

If you're looking for complete solutions, tips and cheats for Dreamcast games then DREAMCAST SOLUTIONS has everything you need! The latest issue has an exclusive guide to Chu Chu Rocket!, a walkthrough for Resident Evil Code: Veronica and even more Tomb Raider!
It's Snow Joke
Sno-Cross Slides Onto Dreamcast

If you thought that the Dreamcast was full of racers lacking originality then you'd better watch out for Crave's Sno-Cross Championship Racing. So many racing games have snow-covered courses but never before has a whole game been set on snow, and neither has the vehicle of choice been a Skidoo. Sounds pretty (ice) cool to us! Taking to Yamaha snowmobiles, you'll be able to speed around a whole host of courses from around the world including tracks in Japan, Colorado and Germany while taking in the spectacular views... just check out the screenshots to see what we mean. On top of that, Crave is looking to implement numerous options into the game, amongst which will be Hill Climbing, Head to Head and Championship modes.

In regards to the various Skidoos there will be a decent amount from the outset and you'll be able to buy new parts for them as you go along by winning racers and performing some outrageous stunts in the snow. With any luck we should be seeing the game hit the shops around Christmas - just in time for the snow then... or not, as the case might be.

Graphically, the game is looking impressively detailed.
(2) If you've ever fancied flying over the snow then this is the game for you — build up some speed and hit that jump!

Ccs In The Snow

Within the Championship mode there will be three levels of difficulty. Once you've completed the 500cc and 600cc championships you'll be able to open up the even swifter 700cc mode... and that will be hard.

Snow-Covered

As well as loads of tracks to slip and slide around on, there's also going to be a 'Track Editor' option for you to create your own snow-covered courses around the world.

10 | Dreamcast Magazine | Issue 11
GOOD KNIGHT, SWEET DREAMS...

FORGET ABOUT SLEEPING, AND SAY GOODBYE TO YOUR SOCIAL LIFE AS YOU EMBARK ON THE GREATEST ADVENTURE EVER TO GRACE THE DREAMCAST. SILVER IS AN EXPLOSIVE MIX OF ARCADE ACTION AND ROLEPLAYING ADVENTURE:

× 27 QUESTS, 7 HUGE WORLDS AND HUNDREDS OF LOCATIONS TO EXPLORE
× CONTROL UP TO 5 CHARACTERS
× REAL-TIME COMBAT SYSTEM
× 75 ENEMY TYPES

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Insane In The Membrane

Fox Releases Sanity Aiken's Artifact On DC

Fox Interactive has announced this month that it will be bringing the sci-fi RPG, Sanity: Aiken's Artifact, to Dreamcast later this year.

Set 30 years into the future, a group called the Psionics have emerged with immense psychic abilities, with the intention of taking over the universe.

As Agent Nathaniel Cain, a Psionic himself - but one who serves the interests of peace - you must prevent the Psionics from succeeding in their plans without losing your sanity. With massive character interaction, a bucket-load of spells and tonnes of levels, Sanity looks set to take the gaming world by storm... just don't lose your mind!

Unfinished Monkey Business

As one of the all time great sci-fi films it's a bit of a conundrum why Planet Of The Apes hasn't been made into a game before. But now, at last, the hiatus is about to end as Fox Interactive has, in all its wisdom, decided to bring the apes down to earth for a bit of monkey business.

Monkeying Around

As Ulysses, sole survivor of a spaceship that's crashed into another dimension, you must battle against the ruling race - not humans, but chimpanzees, orangutans and apes - for survival. In the game, you must explore the 15 levels set over various environments including ruined cities, mine shafts and military bases, where you must get to the bottom of the mysteries surrounding you. As ever, it's not going to be an easy business with apes and other creatures never far from sight, but to help there will be a number of weapons to help you along your way.

If Foxes Were Monkeys

Not one to scrimp on details (well, apart from the name of the lead character) Fox Interactive is including all the original characters in the game, amongst whom will be Dr Zaulis, Zira and Cornelius as well as several new ones to spice it up a bit. With a release towards the end of the year this is one game you'd be a right monkey to miss out on!

Ferrari Challenges Again

F355 Sequel On Its Way?

“Could the best racer possibly get any better?”

“Planet Of The Apes is undoubtedly hotting up to be one of the titles of the year”
DISTURBINGLY REAL

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CODE: Veronica

In a word: awesome. A gaming experience unrivalled on Dreamcast. You must have!
Official Dreamcast Magazine - 9/10

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That's Entertainment!

Sierra Enters The Games Rom

New games keep on cropping up on Dreamcast and one that took us by surprise was Sierra's Game Room. The nearest thing we can equate it to is Jimmy White's Cueball as it's basically a room with loads of different games for you to get your teeth into. As well as a pool table, there will be table tennis, darts, shuffleboard, pinball and air hockey - just like the student union then, except no beer. Online play is on the cards although nothing has been confirmed yet, with a release around autumn time - here's hoping it isn't as bad as Jimmy White's...

Dreamcast MOST WANTED

Jet Set Radio

> Aargh! It's so annoying when incredible games are released only a few days after our deadline... which is why Jet Set Radio missed being an Import review in this issue. Don't worry though - we'll have it by the time you're reading this, so you'll be able to read all about it in less than a month's time. Joy!

Mr Driller

> Aargh... again! Namco's latest 'Not Soul Calibur 2' Dreamcast game missed our editorial deadline by just over a day, so we're going to give it plenty of coverage next issue. Honest. At least, we will once we've managed to prise the game out of Martin's hands... he's got a bit of a fetish for that sort of thing.

Colin McRae Rally 2.0

> Simon has been sitting in his chair for the last month, fists clenched and red-faced, so we got the impression that he was excited about something... or needed to go to the loo really badly. Thankfully, he was just looking forward to Colin McRae 2.0 - otherwise we'd be calling DynaRod.

Haunted Houses

First Illbleed Screens Revealed

One game that we're becoming increasingly excited about is Climax's survival horror game Illbleed, and our anticipation increased even more this month with the first screenshots of the game. Judging by these deeply dark and deadly screens it looks as if the game is going to be able to live up to the growing hype and scare factor surrounding it.

The Haunting

For those who missed our story in issue 9, the game takes place in a haunted house specially built by a mysterious millionaire who goes by the name of Michael. After filling the house with traps and monsters galore, he's offered the grand prize of $1 million to anyone who can get out alive. And guess what... no one's come out alive yet! Will you?

"This is one game that's not for the faint of heart"

Dreamcast Threesome For Vatical Entertainment

> With their first Dreamcast title, Elemental Gimmick Gear, having been released over the pond, publisher Vatical Entertainment has picked up three more titles for release on the console. First up there's the highly anticipated PC game System Shock 2, The Next Tetris (oh, how exciting...not) and Sea-Doo HydroCross which is a water-based racing game. Expect in-depth looks at each of these games next month.
Move Aside, Buffy!

Dark Angel Takes The Mantle Of The Dreamcast's First Vampire Hunter!

When Konami announced that it was canning Castlevania: Resurrection for the Dreamcast, our collective hearts sank. With no opportunity to kill the undead armies of the vampire horde in sight, it was a sad day for Dreamcast gamers everywhere... until now. Stop your mourning, people - now is the time to rejoice, because Dark Angel: Vampire Apocalypse is on the way. Hooray!

Combining a healthy mix of blood-curdling action with some rather unique and interesting role-playing elements, Dark Angel is different to your usual hack-'n-slash adventure game.

Taking cues from other games like Soul Reaver and Shadow Man, the story follows a young villager named Anna and her quest to find a cure to the plague that is ravaging her home. It's not every day family and friends turn into salivating, two-headed monsters, so it's up to Anna (that's you) to find out what's going on and who's behind the disease - at least, it is to begin with...

You can expect the usual mix of sword-play, magic and monsters to make an appearance when the game emerges some time towards the end of the year, but for now, we'll happily hold our breath (gasp)...

Bad Blood

Normally when it comes to action/adventure games like this, you can wander around and kill pretty much anything without fear of retribution - after all, those are the perks of being a hero. Not so in Dark Angel though: you'll need to watch who's head you chop off in case you accidentally anger someone else further down the road or change the path of certain events. For example, you may enter a village and have an argument with the local innkeeper, with you ending up chopping him into bite-size chunks... while this might have help you for the moment, you haven't considered the bigger picture. You see, his family actually live in the next village you reach on your travels - when you get there, they'll do their best to teach you a lesson you'll never forget rather than helping you out (which is what they would have done if you'd been less feisty with the innkeeper). Pretty smart, we think you'll agree...

Mind Games

Atlus In deSpiria Shocker

With the European release of Maken X just around the corner, developer Atlus has announced its second Dreamcast title entitled deSpiria. The game takes place late in the 21st century and centres on the clash between two powerful bodies - the 'Church' and the 'Heterodoxy'.

The Mind's Eye

In the game you take on the role of Aluah (a female assassin with the Church) as she goes about the task of getting to the bottom of some dark shenanigans. But this isn't your standard horror/adventure game because it's all in your mind. Aluah has advanced mind powers - Mind Dive and Mind Battle. The former allows you to read the minds of other characters while Mind Battle is used, obviously, to do battle against the hordes of enemies you're guaranteed to bump into along the way. Don't worry if you can't get your head around it, as it's not released until the end of the year in Japan, but we'll be bringing you more on this game in coming issues.

"This isn't your standard horror/adventure game, because it's all in your mind"
Orks Invade Dreamcast
Ripcord Reveals Gorka Morka Details

A while ago we brought you news of Ripcord bringing several games to Dreamcast that will utilise the console’s online capabilities. One of those games was the strangely-titled Gorka Morka and now we've been able to lay our hands on some details and screenshots of the game.

Pigs Might Fly
As you can probably guess from the fantasy-type name, Gorka Morka is a game based on the Ork 'Mobz' and other savoury fantasy beasts from the Warhammer RPG board game. What you probably wouldn't guess is that it's a racing game of sorts. Confused? You should be. Basically Gorka Morka is a fantasy racing game not too dissimilar to Demolition Racer: No Exit, where you have to race around beating the crap out of your rivals. Instead of just ramming into the other vehicles, though, you have a gunner in the back to shoot and destroy anyone who dares get near you. In other words, it's kinda like the Mad Max films.

Pork Chops
However, Gorka Morka sounds as interesting a prospect as the bizarre title. When racing you can switch between playing the gunner and the driver, with the computer's AI taking over the other job. The cool thing here is that as you win races and earn money you can use it to upgrade your AI partner, as well as your vehicle - nice! A load of other cool features are planned too, making Gorka Morka a game definitely worth keeping half an eye on.

Ork-Line Play
With a release later this year, Ripcord has confirmed that the game will feature online options. You'll be able to either team up with another player to take on the Orks or take on other players by yourself with the assistance of the game's AI. Should be gory then.

In The Buff
Buffy Details Revealed
All news on the Dreamcast version of Buffy The Vampire Slayer has gone dead since we reported on it a couple of months ago, but now we've managed to get our hands on some great-looking screenshots and details of the game.

Vamped Up
As Buffy you must roam around Sunnydale cleansing the town of its undead population. It's not just vampires that are on the menu either - there are werewolves, zombies and demons for dessert too. Tasty. Fear not though, as Buffy's guardian angels are in for the ride too including Xander, Willow and library boffin Giles.

The gameplay will reportedly be similar to that of another busty female protagonist, Miss Lara Croft, with plenty of fights to get involved in as well as numerous puzzles and exploration. Locations include the Bronze, the cemetery and the Hellmouth among others, and judging by these screens, they look blood-curdlingly good too. Watch out Lara, there's another babe on the way!

"If you've ever fancied having a go with Buffy, here's your chance"

Stake-out
Just like in the TV series there's going to be loads of vampires to stake and the disintegration effects already look fantastic.
THE NOMAD SOUL

The ultimate out-of-body experience

Exploit the promise of Dreamcast

An epic Action/Adventure game featuring an original soundtrack by David Bowie and Reeves Gabrels

quantidream

EIDOS

www.eidos.com
Fortris

Storming The Fortris...
It's A Puzzling Business

What do you get if you cross the action of Worms with the challenge of Tetris? Well obviously it's going to be a rather strange-looking mutant, but what we actually get is Promethean Designs' latest Dreamcast project, a medieval puzzler entitled Fortris. All we can say is that if it has gameplay that's anywhere near as addictive as either of these two games, then we'll be hooked.

It's War!
The gameplay is split into two halves - first you must build your fortress in a Tetris-type way before the action of the war sets in... at which stage it all gets a bit messy, as you see your carefully constructed masterpiece bombarded and destroyed. On hand are a variety of weapons as well as foot soldiers (called Twerps) who you can send out to storm the enemy's fortress. Don't you just love war? Tactics, of course, will play a massively important role and you'll need your brain in gear to make sure you're the victor and not the vanquished.

Fortris is going to be one of those addictive games that you won't be able to put down
Sword & The Stone
Legend Of The BladeMasters Dreamcast Bound

After an initial drought of fantasy-styled RPGs on Dreamcast the trend is starting to change, with more arriving every day. The latest to get the Dreamcast treatment is Ripcord's Legend Of The BladeMasters, a tale of cliched fantasy if ever there was one.

Legendary
The game follows the story of Erik Valdemar, a 17 year old boy who stumbles across one of the legendary seven magic blades while out for a walk one day. The problem is, however, that five ruthless guardians are searching for the very same sword... you can guess the rest. With characters aplenty, numerous puzzles, missions galore and online play, BladeMasters looks as if it could turn out to be a mighty game. Check back next month for a more in-depth look.

[1] It might look similar to Soul Reaver but what the hell, if it looks this good! [2] Just one push and it's a long drop to the bottom...
[3] You can expect all sorts of spells and magical items to be littered around in the game.

Friends
As well as Erik, there are loads of other characters along the way. There's O'Lara Kita the elf, August Winslow a guardian spirit of Windor, Lucan the mountain orc and Macon the Knight.

Cops & Robbers
It's The World's Scariest Police Chases... Honest!

World's Scariest Police Chases might well sound like a weird concept for a game, but rest assured it's going to be totally mad. Coming from Fox Interactive, the game is based on the hit American TV show of the same name, with your job being to bust as many asses as possible with the mighty fist of the law.

You're Nicked!
As well as having four basic modes of play - 'Story', 'Bad Boy', 'Exploration', 'Race' - there's also a multiplayer mode which has six different game types within it, catering for four players, which can be played over the Internet. Sweet Jesus indeed. Within the Story mode there's going to be over 50 missions, with jobs including searching for and apprehending suspects, escorting VIPs, waypoint races as well as all the other police-type things. High-speed car chases are undoubtedly going to be the order of the day, with guns firing left, right and centre. Sounds like our type of game then!

“[1] There's nothing better than a good old car chase down the highway. [2] Catch the criminals, show 'em who's boss.

Tooled Up!
Being a cop and all, you're going to be able to get your hands on a pretty impressive array of weapons to help apprehend all those crooks, including assault rifles, grenades, shot guns and the mighty Light Antitank Weapon!!
**Around The World**

**Carry On Cheating**

> Having trouble beating that boss in Code: Veronica? Want to know all the secrets and skills for Crazy Taxi? Then you'll be wanting to enter this competition as we have 20 Prima game guides to give away. All you have to do is tell us... who is the best card player in the jungle?

When you think you know the answer, stick it on a postcard and send it to the following address, making sure that it gets to us no later than 1 August.

**I Want To Be A Girl Guide**

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

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

**Import Charts**

> Things are going a bit slowly in Japan at the moment, but sales are booming in the US! Here's how it's all panning out over the water...

**Jap Dreamcast Top Five**

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<thead>
<tr>
<th>This Month</th>
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<th>Game</th>
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<td>1</td>
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<td>Sakura Wars Limited Edition</td>
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**US Dreamcast Top Five**

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<th>This Month</th>
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<th>Game</th>
<th>Publisher</th>
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<td>1</td>
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<td>Space Channel 5</td>
<td>Sega</td>
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<td>5</td>
<td>Tony Hawk's Pro Skater</td>
<td>Crave</td>
<td>94%</td>
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</tbody>
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**Let's Pretend**

> Surprisingly enough the Let's Make A... series of games from Sega have been some of the biggest selling titles for the Dreamcast over in Japan. Chances of it coming to Europe? Errrr... zilch.

**Horse Play**

**Let's Create A Derby Stallion Racer Announced**

> Those crazy Japanese games developers, they just don't know when to stop! First it's silly dancing games, then it's maracas madness and now we've got horse racing. Horse racing? 'Fraid so.

Following the success of the Let's Make A Pro Baseball and Soccer Team titles comes Let's Create A Derby Stallion Racer. The game offers a top rate horse racing simulation with all the management features you'd expect. As an added bonus you'll be able to race your horses online - only in Japan, eh?

**Broadcast News**

**Sega Goes Broadband**

> Sega made further commitment to its plans for online domination with the announcement that it will be starting a broadband service for Internet connection in Japan as of 15 July.

In doing this Sega is in co-operation with around 40 CATV companies, although a target of 200 has been set. Sega will, however, continue to support broadband services too. The main advantage of CATV Internet is the high capacity and high speed connection that it offers, making online play even faster and giving it greater potential. Nice one Sega!
NEWS

SNK SiNKing?

SNK pulls out of America And Europe

In a shock announcement this month, publisher SNK stated that it would be pulling out of the American and European games markets. The move will effect all its Dreamcast and PlayStation titles as well as the NeoGeo Pocket.

Push & Pull

As a part of this, all software and hardware will be recalled from retailers, including the Dreamcast King Of Fighters title. However, the company will still publish games in Japan so the highly anticipated Cool Cool Toon and King Of Fighters '99: Evolution will still be making an appearance at your local import shop. SNK also stated that its games could still get released outside of Japan, with another company publishing them.

Get With The Groove

Ever listened to Fatboy Slim and thought 'I wish I could do that'? Now's your chance, with the Yamaha DJX11B. We are offering two lucky readers the chance to each win one Yamaha DJX11B. Priced at £199, it has easy-to-use features normally associated with all the gear used by pro-DJs and its big buttons, faders and scratchpads ensure intuitive operation of all its functions.

The 70 on-board patterns, developed in association with some of Europe's top programmers and DJs, can be modified in real-time using the filter and resonance controls and up to 11 separate effects can be applied. Switch and mix between patterns and samples with the big central fader. No extra gear is required, the DJX11B comes fully loaded with a stereo speaker system which can be connected to external systems and the console is fully MIDI (Musical Instrument Digital Interface) compatible for use with computers and other equipment.

To stand a chance of winning these great prizes, answer this question:

Q. How much does the Yamaha DJX11B retail for?

When you know the answers stick them on a postcard and send them to the following address no later than 1 August 2000

Get With The Groove
Dreamcast Magazine
Paragon Publishing Ltd
Paragon House
St Peter's Road
Bournemouth
BH1 2JS

The winner's names will be announced in a future issue. No purchase necessary. The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or its sponsors may not enter. The winners will be available in writing from Paragon Publishing. The sponsors reserve the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.

Sega Shuffle

Sega Re-names Development Divisions

In a move to attempt to streamline Sega's activities, the development divisions of the company have been made financially independent and will now report directly to CSK, the parent company of Sega. Of greater interest though is that the AM# divisions have changed their names in an attempt to sound more hip. In fact, the only ones to keep the same names are Sonic Team and AM#2, which is hardly surprising considering that they're already famous enough. As for the others... well, here's what they've decided to call themselves. Crazy!

AM1 Wow
AM2 Shenmue, Ferrari F355
AM3 Hit Maker (Virtual On: Oratorio Tangram)
AM4 Amusement Vision
AM5 Sega Rosso (Daytona 2)
AM6 Smile Pit (Jet Grind Radio)
AM7 Over Works
AM8 Sonic Team (Sonic Adventure 2)
AM9 United Game Artists (Space Channel 5)

Livin' La Vida Loca

Win Tickets To The Hottest Show Around And A Yamaha DJX11B

We're offering four lucky readers the opportunity to each win a family ticket (two adults and two children, worth £25.00) to the hottest, most happening show around - LIVE 2000 - the UK's biggest home entertainment and Internet show at Earls Court, 21-24 September 2000. Packed with demos, competitions and talks, LIVE 2000 is all about seeing, touching, interacting, learning and experiencing the newest and latest technology.

Experience the Hi-Fi and Home Entertainment Zone by visiting the Demo Village. Be amazed at the Warner DVD experience and the very latest in DVD home cinema and movie releases. See what can be achieved with third generation phones in the Vodafone Telecoms World. Visit The Online Pavilion, sponsored by Freeserve, to have the world of the Internet explained. Or witness products talking to each other in the Intelligent Home, sponsored by HomeChoice.

Save £2.00 on the tickets by booking in advance, either by calling the LIVE hotline on 0870 736 2000 or booking online at HYPERLINK www.live2000.com.

To stand a chance of winning these great prizes answer this simple question:

Q. When and where does LIVE 2000 take place?

When you know the answer stick them on a postcard and send them to the usual address with the heading 'Livin' In Large At Live 2000' no later than 1 August 2000.

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Be nice: your competitors best short cuts.
On the Job All Day And Night!

First Shots Of Le Mans Racing

Racing drivers have an easy life; all they have to do is do a bit of testing then drive around the race circuit, qualify, race for a couple of hours (at most) and then rake in a wad of cash – can't be bad for some, eh? However, there's one race that is very different, one race that garners respect from all quarters, and with good reason. Once a year a bunch of hardcore racing drivers set about competing in the ultimate racing challenge, the 24 Heures Du Mans.

Unlikely the raft of silly racing games and the Formula One titles that are impacting upon the Dreamcast with alarming frequency, Le Mans 24 Hours looks set to offer a somewhat different challenge for those hard enough (or at least capable of keeping awake for 24 hours).

Nuts And Bolts

That said, this is a racing game, and you'll find all the usual racing modes that have become accepted fare for such games. Oh yes, you'll find five game modes: Arcade, Championship, Time Trial, Multiplayer and the formidable Heures Du Mans, all of which form the backbone of what is shaping up to be a rather tidy-looking racing game. Though we have yet to fully playtest this puppy, we are glad to say that at present it is everything that you could ever want from a racer. It's fast, smooth and it looks absolutely stunning – with the possible exception of Ferrari F355 Challenge, it is one of the finest-
"The most extreme endurance race makes its way to the Dreamcast"

looking racers on the Dreamcast. Though it bears the mark of PC heritage, it is quite clear that the developers have stopped at nothing to dramatize squeeze every drop of processing power out of the Dreamcast to create some gorgeous ambient lighting and spot-effects.

With racing games threatening to engulf the Dreamcast to the point the of saturation, it is good to see Infogrames at least adding a valuable contribution to the genre. It could well prove to be indispensable.

As the main event lasts 24 hours (no, really) you can expect to race in all manner of ultra-realistic variable weather effects.
Max Payne

Move aside, Duke Nukem – there's a new king in town. He's big, bad and downright brutal... he's Max Payne, baby. Yeah!

Appreciably, life in New York is a little bit tougher than everywhere else. Gang violence, mob happenings and the odd drug shipment... sounds rather like Dreamcast. Towers on a Friday night. Anyway, this is the setting for Max Payne – a game we revealed way back in issue 4, before it disappeared into that place where all 'In Development' Dreamcast games go. All of a sudden though, it's back in the limelight... at least, it is from a PC point of view. Of course, we all know that the Dreamcast can do anything that the PC can - so while we wait for more details on the console version, here's what you can look forward to...

Considering that very little has been released about the game since it was announced all those months ago, let's recap on what it's all about. You (yes, YOU) take the role of Max Payne, a Drug Enforcement Agency officer currently working undercover deep inside the New York Mafia. Your mission has something to do with drug trafficking, but that’s not your priority – it seems that your parents were slaughtered years earlier by the mob, so there’s a bit of payback on the cards. Unfortunately, the sudden murder of the New York Police Chief is pinned squarely on you, promptly blowing your cover and putting both the cops AND the Mafia hot on your trail. As you might guess, things ain’t looking good...

...In The Neck?

There’s one word that can sum up Max Payne quite nicely – violence. Placing the emphasis firmly on action and the amount of bullets flying through the air at any one time, it’s an ideal formula to bring to the Dreamcast. The icing on the cake is just how great the game is looking; if you don’t believe us, take a gander at the screenshots plastered over this page. These ARE the real PC screenshots, so don’t think for a second that you won’t be drooling when the full game appears. When that will be though... well, Take 2 says 'early 2001' while the Gathering of Developers refuse to even confirm the game’s existence on the Dreamcast. Guess we’d better not hold our breath just yet...
**King Of The World**
- Hey what a surprise, SNK has announced that the latest King Of Fighters game, KOF 2000 is on its merry way to Dreamcast this summer in Japan. Oh the joy!

**Taking The Highway**
- After the disappointment of the first Tokyo Highway Battle (what, only one course?) Genki is pushing the release of the follow-up in Japan by offering a free car with every copy. The catch? Well, it is only a toy car.

**Don't Lose Your Head**
- The headless horseman is galloping to DVD on 24 July as Pathé Distribution Ltd release the rather fabulous Sleepy Hollow. Starring Johnny Depp and the lovely Christina Ricci, the film is as dark and disturbing as you'd expect from Tim Burton. Anyway, enough small talk - we have five copies of the DVD to give to anyone who can give us the correct answer to the following question:

**Q. Which author wrote the book The Legend Of Sleepy Hollow, on which the film is based?**

When you think you know the answer, stick it on a postcard to the following address, making sure that it gets to us no later than 1 September.

**Na-Na Na-Na Na-Na Na-Na Na-Na... Batman!**

- He might not have made the jump onto Dreamcast just yet (although it is rumoured that he will do) but Batman is still doing the rounds, battling against the forces of evil. So in honour of the caped crusader we've teamed up with Warner Bros Family Entertainment to give five lucky readers the opportunity of winning a copy of the new Batman: The Future video (out to buy 24 July) and a Batman graphic novel. To stand a chance of winning just answer this question:

**Q. Name eight of Batman's totally evil arch-enemies**

When you think you know the answer, stick it on a postcard to the following address, making sure that it gets to us no later than 1 August.

**Bodily Functions**
- If you're after a bit of realism when plaguing your enemies with a round from your own personal hand-cannon then Max Payne is the one for you. Normally, it's a pretty simple equation - you shoot man, man falls down. Here, though, it's a bit more complicated than that... and it's a system that can affect you too. Example? Well, let's say that you're busy wandering around an area of New York when suddenly, an enemy appears and shoots you. Fair enough, you might think... but where he shot you might be the difference between getting him back and falling to the floor. In the arm? Well, you won't be able to aim your gun quite so well. In the leg? If he runs, you won't have a chance of catching him. In the head? You won't even know what hit you... nice, eh?
Tie Me Kangaroo Down

Denis Jumps Onto Dreamcast

If Sonic and Rayman weren't enough for you, you'd better watch out for a new kid on the block – a boxing glove-wearing kangaroo going by the name of Denis! Intrigued? Read on.

Denis The Menace

Developed by Titus, Denis The Kangaroo is a platform game akin to Rayman 2, and even has a similar story of escape. Basically, Denis has been captured, taken to a far off land and trained as a professional boxer. As much as he enjoys boxing he yearns for the land of Oz and so when the opportunity comes to make a hop for it, he can't turn it down.

As Denis, you must aid and abet his escape, but with 25 levels set over five worlds it's a long and treacherous journey home. Along the way you'll meet all sorts of weird and wonderful creatures, some friendly, some not so, but a crazy time is guaranteed for all. With a release before the end of the year, could the Dreamcast have found itself a new mascot? Maybe, just maybe...

"You'll be hopping mad if you miss out on this"

Water World

Hydro Sport Racing For Dreamcast

A few months back we brought you news of Promethean Designs' water-based racer Hydro Sprint, now known as HydroSport Racing, and now we're back with a bunch of new hi-res screenshots and details about the game.

‘Water’ Game This Is

The game boasts a vast array of boats (20 in total) with which to skim over the water at breakneck speeds, all with individual handling and specifications, as well as plenty of tracks based on famous cities... which means Venice is guaranteed a spot!

To cause greater concern for the racer, the tides even go in and out, so when it's low tide a greater number of obstacles are revealed and the challenge is made even harder. This coupled with some tough AI in the enemy boats means that it's going to be far from an idyllic boat trip down the river.

What's more, the developers reckon that they've overcome the age-old problem of rendering water by creating a specifically-designed water physics engine for the job. Whether or not this proves to be true remains to be seen. More news next month.
Dear Popz,

Though I enjoy the fresh taste of your Microwave poppable popcorn immensely, I feel the need to bring this matter to your attention. On microwaving the contents of my 3 Sachets (ready salted flavour) I counted a grand total of 999 Pops. However I was appalled to hear that my friend Kevin, who bought his Popz on the same day, from the same store on Brimley Road counted an enormous 1003.

I find this lack of consistency grossly unfair and totally unacceptable. Is this a conspiracy against me? We have since fallen out over this shocking affair, and I would like to seek adequate compensation.

Yours,
Trevor.
FIRST LOOK

Si, El Presidente!
Fancy Running Your Own Island?
Try Tropico On For Size...

It's always been a dream of ours to buy a small island, build up a little community on it and then squeeze it for every penny we can get. Sadly, Alex is the only one that can afford such a sweet deal but at least the rest of us can turn to Tropico in order to fulfil our dictatorship dreams...

After choosing a number of attributes for yourself that affect how the people feel about you as a leader, you need to take control of your island. From here, it's all up to you - whether you choose to turn the island into a tropical paradise full of tourists or just strip-mine the place until there's nothing left, the main objective is to keep the people happy...

Unlike other simulation games though, you don't actually control the people - you just have to provide for them. For example, you can't just build a hospital and leave it at that; you'll also have to build a university so that people can go and train to be doctors, hoping that they'll go and work in the hospital. Sounds complicated, but it ain't... honest.

Although the Dreamcast version of Tropico is a high-on-certainty, PopTop is waiting to see how well its other simulation title, Railroad Tycoon 2, does before officially announcing it. Even though it might not look all that, believe us - this is one game that'll glue you to your Dreamcast for hours...

Old, Bald And Into Rubber

The list of attributes that you have to choose from is rather extensive - it features everything from Forgetful and Bigoted to Perverted and even suffering from Tourette's Syndrome. Hmm, that'll go down well at the Annual Public Address...

FIRST LOOK

Lara Croft? Pah!
Heavy Metal: FAKK 2 Shows Us How Women Really Should Be in Games!

If you look at the screenshots around the page, you'd be forgiven for comparing Heavy Metal: FAKK 2 to another well-known game with a female character at the helm. Well, guess again - try imagining Tomb Raider but much bigger, louder and far more creative and you won't even be halfway towards what Heavy Metal is...

The game centres around a lady called Julia (code-named FAKK 2) and her quest to hunt down the people that blew up her home planet. Of course, what we want is guns and lots of them. Thankfully, Heavy Metal manages to deliver... and then some. Using a unique two-handed fighting system, you can arm Julia with any number of weapon combinations - gun and shield, two guns, two swords and so on.

Offering a nice mix of hardcore action and slightly more cerebral puzzle-solving (although you can choose how you want to play it) Heavy Metal looks like being a new benchmark in action/adventure games. There's no confirmed date for when we can expect the Dreamcast version - besides the guys at Ritual telling us it'll be here 'when it's ready' - but as soon as know, we'll bring you the lowdown immediately.

PC Brought To The DC?

While Heavy Metal: FAKK 2 features plenty of severed limbs and flesh-flaying weapons, there's no 'human-on-human' violence. All the enemies in the game are monsters or mutants so you won't actually be hurting any 'real' people. How politically correct...

1. Take that, evil weeds! Not quite as effective as a battle of Baby Rios, but there you go...
2. Julia's pretty handy with a variety of weapons - check out the ice sword on her, matey!

Only MACH3 Has Streamlined DLC™ Comfort Edge Blades.

It’s not just 3 specially positioned blades working together that reduce irritation, it’s that the blades are Gillette’s thinnest ever. So they glide through your beard easily. That means with MACH3, there’s less drag and pull and less irritation.

Gillette MACH3
THE CLOSEST SHAVE IN FEWER STROKES WITH LESS IRRITATION

www.MACH3.com
Time Sta

Climax is adding the finishing touches to the UK version of Time Stalkers and has promised an adventure with a difference.

Stalkers are found in every society nowadays but developer Climax has been stalking for many years. In the past, Climax has produced two other stalking games, Land Stalker and Lady Stalker on old Nintendo consoles, but now it is about to serve up a new stalking classic on the Dreamcast.

Time Stalkers is an adventure game with a whole lot of difference, but to begin with it contains all the basic ingredients of a standard RPG. Experience is awarded for defeating enemies, and you can choose to attack with your sword or to use magic spells. There are loads of magical weapons for you to pick up and your character improves as you advance levels. All these things we've seen before in classic RPGs like Final Fantasy for smaller less powerful consoles, so what can this Dreamcast version do?
Ikers

For a start, you can search for hidden items with a special search button, but using it too much will make you hungry. Luckily food is available to calm your rumbling stomach, but your search and health meter are totally separate and food does not cure an injured adventurer. Your enemies also have a meter that shows their aggression and the probability of them attacking. When the meter is low you could walk right past the monster, but if the meter is high, you'd better watch out.

Random Maps

The dungeons in *Time Stalkers* are randomly generated, so the map will never be the same each time you play the game. But by using the D-pad you can alter your views of the map and the positioning of the game camera to suit your own taste. The floors are not too large to be frustrating, and the enemies get steadily tougher as you climb to the top. Each time you move up a floor you are offered a chance to improve your attack, or defence, allowing you to improve all the time. Increasing your character's abilities can aid you when it's time to face the final battle on the highest floor.

Nine dungeons levels are waiting to be explored but *Time Stalkers* is not just gloomy, monster-filled pits - it has loads of extra characters to interact with and sometimes control for a short while. There is a fair amount of humour included and the NPCs have been given a few killer lines! The game looks great, with bright, clear graphics and some incredibly detailed scenery, which changes dramatically as you move through the game; sometimes you will be in a cute magical land surrounded by balloons, and sometimes you can find yourself in a massive city with loads of shops and people for company.

*Time Stalkers* has used several old RPG tricks and combined them with a few interesting ideas to give you, in essence, an RPG. The random maps are great, making the game unique each time you play, but it is still an adventure game and will only appeal to RPG fans.

**Spooky!**

The game starts with our hero opening a strange book and being knocked unconscious for some time. When he wakes, the book has gone and the building looks totally different. Whilst searching for a way out, Sword finds himself in a weird land that is never the same twice.

**Dreamcast Rating**

Publisher: Sega
Developer: Climax
Players: 2
% complete: 90%

**Summing Up**

An interesting RPG that will appeal to all adventure lovers. Wait for the full review to find out if it's a Final Fantasy slayer!

"The game looks great, with bright, clear graphics and some incredibly detailed scenery"
AeroWings 2 AIRSTRIKE

Chocks away as the formation flying simulation gets all nasty this time around...

Anybody remember AeroWings? We didn't think many of you would! AeroWings was a beautiful-looking, fantastic plane simulation with a little bit of a problem – no guns! As any hard-arsed gamer who’s been busy with House of the Dead 2 will tell you... guns are fun!

Thankfully, CRI seems to have got its head around this basic fact of gaming and for the sequel, has slapped a variety of lead shot and explosive-based weapons on each and every side of a variety of aircraft. The result is a flight-sim that allows you to blow to smithereens anything bigger than a sparrow. Good eh?

And from our first look, it's not bad at all! The visuals (which were impressive in the original) now look superb. That Dreamcast power is being used to full effect to provide beautiful skies, detailed ground scenery and excellent plane models.

The Friendly Skies?

You can choose from 25 different planes, ranging from old-style propeller planes through to modern masterpieces like the F-16 Strike Eagle! Get your plane off the ground and you can head into 30 different missions of Top Gun-style shooting action, followed by 15 flight competition stages and special bonus missions. There's going to be plenty to keep you occupied, but there's always the Free Flight mode if you feel the need to chill out.

The physics are surprisingly realistic and it promises far deeper gameplay than the average shooter. With graphics this good and gameplay that'll appeal to the average gamer, AeroWings 2 could soar on the Dreamcast.

Minty Visuals

1. Watch your engines roar as you hit the afterspark! Now you're going places!
2. Take an old-school propeller plane for a spin around the city. There's no traffic jams up here!
3. England use new 'air assault' tactics to finally win a game. (4) The hills are alive with the sound of all out Jet Fighter planes blowing each other apart...

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MagForce Racing

I want a futuristic racer with insane power-ups.
Oh, hang on, here's one now...

Racing games generally fall into two distinct categories: either they go for complete realism, authentic tracks and drivers etc or they go for the fantasy angle. The latter is where you will find MagForce Racing, which promises to be the most insane racer so far on the Dreamcast.

Obviously taking its cue from the PlayStation’s classic WipeOut series, you are placed behind the wheel of some seriously strange vehicles as you battle it out to become the best in the world. Where MagForce Racing varies from other racers is in its speed. This is one seriously fast game, and it’s not just on the straights - here you will speed around corners, using the walls to catapult you ahead. All around the courses, you can collect magnetic energy, which then gives you more control, allowing your craft to speed past your opposition by performing some hair-raising stunts. As well as this energy, there are also a multitude of power-ups available from the defensive such as shields which protect you from enemy attack, to the more destructive landmines or heat seeking missiles. Nothing about MagForce Racing is about sportsmanship, everything here is about winning.

Race Place
Success allows you to unlock more powerful ships and more challenging courses. Not that the original tracks are easy, far from it! Initial races take place in such varied environments as Moscow and Mars. This gives the programmers the opportunity to create some stunning backdrops, whether it be a dark industrial area or the lush surroundings of Hawaii. Don’t spend too long admiring the scenery though, there’s a race to be won!

With Time Trial modes and multiplayer action too, MagForce Racing looks like being a game to watch out for.

On Your Trike!

All of the available ships have their own attributes and these are shown on the option screen. Do you go for a lighter craft allowing instant speed, or take a slower more reliable vehicle? Whichever one you go for, the aim’s the same. JUST WIN!
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It's time to get deep deep down with Deep Fighter - it's a behemoth!

Deep Fighter

The depths of the oceans are not a place to travel lightly, with more secrets, danger, weird and wonderful creatures than a badly lit New York back alley. Be on your guard, as Deep Fighter will take you on an underwater adventure of epic proportions. A quick jaunt down into the unknown depths of the underwater world isn't an alien one to the game's developer, Criterion, however. As its previous sub-aqua epic was none other than PC smash SubCulture. Welcome, then, to that game's heir apparent - Deep Fighter.

Water Wonderland
Set far into the future and deep into space, you're a member of a once great sub-aqua colony which is now faced with crisis - a crisis that you must make sure doesn't erupt and destroy your people. Not only is your home at threat from volcanic eruptions, pirates and threatening sea monsters but even more worrying, from a mysterious alien force - spooky business.
Sub Tuning

Before you set out on a mission you can check that your sub is armed and ready for action, as well as checking other functions too.

"The scope of the game is nothing less than huge, with loads of missions"

Hey Skipper

If you're old enough you might just recognise the commander who gives you all your orders from early Eighties TV show, Butterflies. It is none other than Andrew Hall.

Deep Sea Fishing

Set in lush underwater environments not dissimilar to those seen in Ecco The Dolphin, you take on the role of a recent graduate from the Academy who is now working for the Defence Force, in the battle to defend the civilisation from the outside forces that loom over it like a rank smell. The scope of the game is nothing less than huge, with loads of missions (five acts with six missions in each) to embark upon, the ultimate objective being to save your mothership, the Leviathan, and your civilisation from imminent disaster. As you complete the various objectives throughout the game, which vary from saving fish colonies to scavenging for parts, a complex tale of intrigue and betrayal begins to unravel, revealing the true secrets of your existence. But is it a secret that you want to discover?

Deep Fighter is looking impressively solid. It's not incredible, with the ocean brimming with life - especially enemy subs - acting as a fine backdrop for the fast-paced action of the game. With a release less than two months away, this is already looking to be a mighty fine game, totally at home on the all-powerful Dreamcast.
Move aside, Akira - there's a new Japanese boy racer in town. Have you got the guts to race the highways or not?

Tokyo Highway Challenge 2

Tokyo Highway Challenge was one of the first racing games to appear for the Dreamcast. Sadly, it went largely unnoticed by the general public, who were too busy drooling over big name racer Sega Rally 2. Hopefully it'll get the recognition it deserves this time around.

Tokyo Highway Challenge throws a massively original twist on the often stale and straightforward racing game genre. Instead of tearing around racetracks, you cruise along busy Tokyo highways looking for trouble (or in this case, another Japanese boy racer). A quick flash of your headlights starts a race and you both get busy battling for first place.

You and your opponent have a beat-'em-up style energy bar and the racer in second place slowly loses energy. Keep winning and you'll beat your opponent and get some extra cash. Like any boy racer, you'll use the hard-won wad to soup-up your motor (bigger body kits, wider wheels and go faster stripes).

Sleek Curves

The graphics are much better this time with a much higher polygon count on both the cars and the tracks. The physics engine has been tweaked as well to cut down on the floaty feeling that its predecessor suffered from.

The biggest improvement, though, is the sheer size of the game. There are over 300 rivals to race against and the track size has gone up from 30 to 180 miles of realistically rendered Tokyo highway!

Tokyo Highway Challenge offers a lot of originality which makes up for the lack of properly licensed cars. Let's hope this time it gets more attention, although with Ferrari 355 also racing around the corner, it could sadly end up getting sidelined once again!
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Metropolis Street

The Dreamcast has more than enough racing games, but there's definitely room for more. If you don't believe us, just take a peak at this one!

Wacky Racers was a fantastic race game but a tad on the 'unrealistic' side. If realism is your wont, however, prepare to be wowed by the hottest Dreamcast game on four wheels – Metropolis Street Racer.

Featuring genuine cars from a range of respected manufacturers – Mazda, Peugeot, TVR and Alfa Romeo to name just a few – MSR, from UK-based developer Bizarre Creations, gives you the chance to drive a range of detailed motors through familiar locations around the world.

Driving Passions

This time, it's not the world's greatest race tracks that are your playing field, though, for as the name suggests, Metropolis Street Racer puts you in the driving seat of some seriously mean machines, racing on circuits set in and around some of the world's most well-known urban locations. These include the mean streets of San Francisco, the neon-filled thoroughfares of Tokyo and the remarkably jam-free roads of London. Every track in the game has been painstakingly recreated to give you the impression that you really are powering through the actual city streets – to the extent that all the relevant shops and buildings line the routes.

Running at one and a half to two million polygons per second, this game is fast and incredibly smooth to play. The nearest thing we've experienced to the motoring excitement generated by this game are the car chase scenes in recent Hollywood blockbuster Ronin (they were bloody excellent, in case you missed it).

Everything about the cars in the game has been designed to make driving a vehicle in MSR the next best thing to taking the actual machine for a spin. Always fancied a personalised plate? No problem! This is just one of the many small attentions to detail which make MSR such a promising game. The coolest graphical feature, though (aside from the overall crispness and general level of detail, that is), has to be the driver. If you switch to an out-of-car rear view, he can be seen wrestling with the wheel as you negotiate the hairpin turns and he even reacts to the movement of the car, leaning into corners and swaying his head with the forces exerted upon him. The only catch is that if you use this view for more than about three seconds you end up wrapping your luxury automobile around a lamp-post – but then, you can't have everything and it looks great in the replays!

Street Smart

MSR offers a variety of different playing modes although at the time of writing, we only had access to Time Attack, Single Race and Versus mode. Similarly, while the finished game promises 40 different circuits, we've only actually been able to play on four. That said, even those four kept everyone in the office coming back to the game time and time again and it's safe to say that we can't wait to get our hands on the final code – no racing fan can afford to miss this one!
Racer

“Every track has been recreated to give you the impression that you are powering through the actual city streets”

San Francisco Rush!

> Even if you've never visited San Francisco it's been featured in so many movies and TV programmes that you can't fail to recognise its trademark steep hills and profligate tram-lines. Thankfully, the roads have been cleared off the road for this game so you won't find yourself worrying about anything except getting those extra few seconds on your competitors.

[1] Graphically, MSR is looking absolutely awesome...just check out the backdrops and your jaw will fall open. [2] The cars are fantastically well modelled. [3] With the in-car view, it could almost be real. [4] Come September this is one game you must own.
Sydney

Flex and stretch those muscles, but above all get those fingers warmed up - it's time for some sporting action on Dreamcast.

Once every four years the Olympics come around, regular as clockwork and you can bet that with it come a whole host of athletic games for one console or another. Yawn, yawn. But then the Dreamcast is a bit on the short side of such titles so the arrival of the cunningly titled Sydney 2000 in August is somewhat of a refreshing change - just make sure that your fingers are ready for a pummelling.

Down Under

Funnily enough Sydney 2000 is released just as Olympic fever is taking over Joe Public and his family, so the market should be ready and goggling for it when it does arrive... but is it worth waiting for? Well maybe. Although the version which we played wasn't fully finished the bare essentials were on show leaving us suitably impressed with blistered fingers due mainly to the sheer amount that the game has to offer. There's a total of 12...
varied events from your standard track and field events, including the 100m sprint and javelin, swimming events and even the rapids rush of kayaking. So one thing’s for sure, you’re not going to get bored of this game in a hurry, especially when you consider the various modes of play on offer.

Going For Gold
If it’s a quick athletics hit that you’re looking for à la the glory days of Track And Field then there’s an Arcade mode to satisfy your whim, but if you’re in for the long haul then there’s also the exhaustive ‘Olympic’ mode. Here you don’t just compete in the events but you have to train down the gym then qualify and finally compete in the events and believe us when we say it’s hard work – you’ll have a sweat on as well as your chosen athlete! There’s also a ‘Coaching’ mode which is more or less a Training mode, but best of all is the Head To Head mode where you can take on up to four friends to see who’s the ultimate athlete just like in the good old days. It might well be a frantic button-bashing business, but what the hell when it’s ace fun to play?

Olympic Glory
Graphically, Sydney 2000 is at present looking nothing more than solid although doubtless to say Attention To Detail will be sprucing it up and putting finishing touches over the next month or so. But you can’t fault them for the research they’ve done. All the camera angles employed in the game are the ones to be used in the actual games and all the buildings have been recreated from the originals – all courtesy of the first International Olympic Committee licence for such a game. The team haven’t scrimped on the audio side of the game either with Steve Ryder on board as well as commentary from Stuart Storey and Phil Dickinson. All in all it looks as if you won’t just be watching the Olympics this summer but you’ll be competing too.

"You’re not going to get bored of this game in a hurry with all the events on offer"
Formula 1 Racing Championship

Can Ubi Soft make it to the top with its second F1 game? With Video System behind it, it just might.

When Monaco GP was released last year it promptly flew off the shelves which was hardly surprising considering the popularity of the sport and the fact that there was no opposition. But then along came F1WGP which took no time at all in catching up, over-taking and leave a trail of dust and exhaust fumes. In the end, Monaco GP just couldn't take the pace and crawled back to the pits, engine smoking.

New Formula
But now it's a new season and Ubi Soft is back with a new game and a bigger engine. Formula 1 Racing Championship has one distinct advantage (actually, one helluva big advantage) over last year's model due to the fact that it now has the official FIA licence, courtesy of a deal with Video System, meaning real drivers and real tracks. Should be a cracker then.

As you'd expect, all 16 tracks are present and correct as are all the teams, drivers and most importantly, those faster than fast, slicker than slick, beautiful cars. As for modes... well there's enough of them to keep even the best speed freaks going for a fair old while. Essentially there are two modes – Arcade and Championship – which have all the standard modes of play that you'd expect from such a game. The most intuitive of these is the Training mode which has the racing line marked out on the track, teaching you how best to tame the tracks and get past that winning line with no-one in sight. And if racing isn't enough for you, there's always the garage where you can tinker with your car and tune it so the engine purrs to perfection. Could this be the racing games to beat all others? Maybe not, but it’ll have a damn good go in the process.

Skid Marks

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Virtua Te

Summer's here but where are all the tennis games? Fear not tennis fans because the mighty Virtua Tennis is limbering up to take the world on...

How do Sega do it? You'd think that by now we'd have become used to its ability to take a game from the arcade and slap it on Dreamcast in a new and vastly improved form. But no. Sega simply continues to astound us and Virtua Tennis is just the latest in a long line to make this point. Yes, it's arcade-perfect. Yes, it has loads of Dreamcast extras. Yes, it's superb and it isn't even finished yet. Do you need further proof of Sega's continued brilliance?

It's An Ace

Anyone who's been to their local arcade recently will have found it hard not to have noticed Virtua Tennis, due to the hordes of people continually crowded around it. If you've actually tried it... well, you'll know how excited we are about this title. "To try it is to love it", as they say. But this isn't just a plain old arcade port, no siree! Like Crazy Taxi before it, Sega has taken the liberty to chuck in a

All Around The World

Although you will only start off with access to five courts from around the world, there's a total of ten to play on, each with different surfaces. By earning money from the World Championship Tour you will be able to unlock the other five for the princely sum of $100,000 each.

(1) There are two views from which to play and although this one looks better, it's damn hard to master. [2] Among the training challenges you'll get is 'Wide Receives' where you have to hit the target and score points. [3] 'High five buddy' [4] In the four-player mode, you'll find yourselves screaming at each other.
nnis

whole load of extra features not found in the arcade version to beef it up a bit; not that it would have mattered hugely if they hadn't, such is the divine gameplay and graphics. The gameplay is as addictive as you could ever imagine and as for the graphics... just let the screenshots speak for themselves. Suffice to say, 'life-like' wouldn't be far from the truth.

Extra Extra

On top of the eight players found in the arcade, there's an extra eight characters to buy from within the shops dotted around the World Circuit mode. Those lucky enough to find their way in are the likes of Tesla, Costa, Ventura, Singh and Timberger who join Henman, Courier et al in undeniably the best tennis game ever. There are five more courts as well, making a total of ten including championships in England, America, Australia, France, Germany and Russia. Plenty to do and see then.

But the delights of the game don't stop with the simple pleasure of thrashing a furry yellow ball around a court between friends. A number of Crazy Taxi-style mini-games have also been implemented to help you fine tune your tennis skills and in doing so, they add a further dimension and challenge to the game. Among others there's 'Smash Box', 'Drum Shooter' and 'Pin Crasher', all of which are as addictive as they are infuriating. Oh, and then there's always the newly-introduced four player 'Doubles' mode which will have you screaming at each other just as you would in real life. Add to that a new camera angle which takes you even closer to the action, as if you were almost there on the court yourself, and you have another triple 'A' title of a game on your hands.

Even if you're not a particularly big tennis fan this is a game that you simply have to own because it is simply awesome. Just one question - where are all the ladies, eh?
Maken X
Show Us The Size Of Your Chopper!

You've all played first-person shooters, right? Chances are, though, that you've never played a first-person slasher. Well all that's set to change as Sega is bringing Atlus' Maken X over to the European market later this summer.

**Hacker**
In the game you take on the role of the 'Maken', or 'Devil Sword', a genetically created life-form that has the ability to brainjack humans and take control of their bodies. The 'Maken' has been created to separate evil thoughts from the mind, but just as the scientists are about to awaken it, a group of terrorists come in and ruin the party... at which stage things turn nasty and the bloody battle begins. Not wanting the terrorists to get hold of the Maken, the chief lab technician persuades his daughter to pick up the sword - at which point the Maken reacts to her genes, awakens and takes over her brain, a process known as 'brainjacking'. Throughout the game you'll brainjack various characters - there's a total of 24 to control - and slash through 20 levels based around the world, causing mayhem with the Maken sword. The environments look particularly dark and mysterious, reflecting the sinister nature of the game adroitly, making Maken X into one scary-looking title. With enemies lurking around every corner, it's certainly not a safe place to be all alone. If this all sounds a little odd to you, join the club - in any case, you'll get to find that out for yourselves what it's all about soon enough, with a release just around the corner. Check out our full review in next month's issue.

“Maken X could quite possibly be the most novel game you'll play this year”

**Use The Force Luke**
> We think you'll agree with us that the Maken sword looks remarkably similar to the lightabes used in Star Wars... quite uncanny.
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F1 World GP 2

With the F1 season in full swing it's about time for a new racing game... and Video System is here to oblige again.

Driving around in circles at ridiculous speeds with your ass millimetres from the ground has long been a favourite activity of boy-racers the world over - and the name for this death-defying sport? F1 racing. Undoubtedly the fastest game on earth. Prepare to strap yourselves in tight - it's time for an adrenaline rush of speed.

Grand Designs
With last year's F1GP, Video System certainly had the pick of the F1 bunch, trouncing rival Monaco GP in the process, but although it was a fine game, the thrill and speed of the real thing wasn't fully realised due to a slightly sluggish frame rate. It was good, it just wasn't that good. However, big brother is back in town, having been stripped down and given a new coat of paint and a whole host of new features, making it an entirely more rounded game and enticing prospect than its predecessor.

As well as retaining all the modes of play from last year's model, F1GP 2 has a few more tucked neatly under the bonnet this time around, including Broadcast, Gallery and Tutorial options. In fact most of the new features that have been implemented have been made to make the game more accessible to the non-F1 fan. As part of this, as a supplement to the Tutorial mode, the course
maps now have the names of all the corners, as well as what speed and gear to take them at, thus helping the learner drivers pass the greatest test.

The exhaustive Championship mode remains exactly as it was in its predecessor, with all the practice sessions now included so that you can get the car set-up exactly how you want it. Add this to the Paddock section of the mode and you know that this is one game that you’re going to have to spend a lot of time with if you’re to become a master of the wheel like Michael Schumacher. For those who aren’t up for the long haul of a Championship year, however, there’s always the Arcade mode, which offers all the thrills for half the hassle.

So FIA, So Good

One complaint about the game’s predecessor was that the control mechanism was extremely responsive, thus making it difficult to keep the car going in the right direction. This looks to have been dealt with second time ‘round and is another feature that will make the game more consumer-friendly for the masses.

Graphically, the game has kept the same engine as before, although it has been refined and optimised, making it crisper and more detailed. But with these games, it’s speed that
Check It Out!

In the all-new Gallery option you can check out all the teams in depth. This option offers you driver and team profiles which have all the facts and figures you could ever want, as well as giving you the opportunity to check out the cars in more detail.

A main of the essence and F1WGP2 doesn’t look to disappoint in that area. Whereas the first game ran at a constant 30fps this one will have a higher frame rate throughout, knocking on the 60fps door more often than not, making it extremely sprightly to say the least.

Of course, the game still retains the official FIA license, allowing the developers unprecedented access to all things F1, giving them the resources to make a game so realistic it could almost be real. At times, F1WGP2 could be just that, especially when viewing the replays. Both the courses and the cars are as accurate as you might imagine. From such a reality-inducing game, so much so that when you’re racing with the in-car view you really could be messing with the likes of Mika Hakkinen, Eddie Irvine et al. Talking of which... the AI of the opposition racers has also been tweaked, meaning that they will defend the track more forcibly and will look to overtake you at every opportunity going.

Formula For Success

The VM has also been put to good use this time around as not only can you use it to save your customised cars so you can take them wherever you like to thrash your friends, but in-game it will display the track that you’re racing. It might not be revolutionary but it’s certainly a neat little touch. Which just about sums up this sequel. F1WGP2 is certainly a much better product than the original, both in terms of graphics and in gameplay options, and it should be enough to satisfy even the most die-hard F1 fans come September.
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- Zork III
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- Deathtrap Dungeon
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- Lego Racers
- Dark Forces
- C&C: Tiberian Sun
- Doodledy Racing
- Goldeneye
- Tribes Series
- Homeworld
- Kingpin
- Gun
- Soul Calibur
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Please ask permission from the person who pays the bill before calling. Maximum call cost for under 16's line is £3, and maximum duration is 6 minutes. On the Over 16's line there is no maximum. The Sega Dreamcast competition involves answering so statements worth 1 to 10 points. The person(s) who have the highest score on 30th June 2000 wins the prize(s). The Instant Win competitions involve answer a question, after which you have to break a 5-digit code which changes daily - you are told if you are higher or lower than the answer, if you do not get it correct. If you would like written details, rules, or winners details write with a stamped addressed envelope to TAP Ltd, Kinetic Centre, WDP A7, Tel. 0870-7-727-759.
Black & White

The conversion process is very different from starting and running an original project on the primary platform. With Black & White, the primary platform for development is the PC and this gives us much more room to manoeuvre in terms of RAM, texture space and hard disc storage. So from a technical standpoint we need to address the big technical issues and risks straight way, the landscape/game engine being one of the biggest challenges.

The screenshots that appear this month show the landscape, rendered and now fully lit, the first impressions of the hand, the first glimpse of the little villagers that populate the Black & White world of Eden and a first look at the creatures. Currently the creature is static in the Dreamcast version of Black & White, simply to demonstrate the creature models for aesthetic reasons, so that the art team here at Lionhead can pass on any comments or tips on the overall look and style of the conversion.

Over the coming months, each of the 14 creatures in Black & White will come to life as we begin to implement the 250 separate animation sets for each one. We'll be implementing our impressive skeletal animation system too and the morphing techniques that allow the creature to take the form and shape of any number of variations between small, enormous, strong, weak, fat, thin, good and evil.

In the end he'll be able to walk, run, fight, dance, pick up any object on the landscape, eat, be sick, go to sleep, demonstrate many emotions through facial expression and of course, go to the toilet – particularly in multiplayer games where your creature will quite literally be able to dump on your opponent's village. These are just a few of the creature's animations, so you can imagine how amazingly realistic he'll be on the DC in a few months time.

We keep a very close eye on the conversion - if it's going out of the door with the Lionhead brand stamped on the box it has to be nothing short of brilliant. And that philosophy paid off this month when Peter Molyneux collected five awards from E3 for best PC game, best strategy game and game of the show – not bad for 20 people in Guildford developing a title that was up against 2000 other titles produced by some of the world's finest developers.

Next month, I'll be explaining more about the AI and game code and how we expect to translate the incredible world simulation of the PC version effectively over to console without losing any of the desired impact, realism, humour and effect.

"In multiplayer games, your creature will quite literally be able to dump on your opponent's village"
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"With a 300 watt sub-woofer, two satellite speakers, and separate volume and bass controls, you get clean stereo sound along with pumping bass undertones. Highly recommended" 4.5/5, OFFICIAL PLAYSTATION (US)

"Whether you want to enhance in-game sound effects of Resident Evil 2 or pump out some tunes from Wipeout 3, this makes the whole experience that much more involving" 9/10, EXTREME PLAYSTATION

"From the melodic sounds of Final Fantasy VIII, to the upbeat 70's style music of Vigilante, the SOUND STATION helped provide a great atmosphere throughout" 8.5/10, COMPUTERBITE

SOUND STATION PRESS
Colin McRae Ra
Colin McRae Rally 2.0 is undoubtedly the ultimate rallying experience on all formats, yet on the Dreamcast it's going to get even better – prepare to get reet dirty!

It's not often that we get excited about a driving game, let alone a rally driving game. After all, how many are already out there doing the rounds, driving everyone who plays them around the bend. In a word, lots. More to the point though, how many of them are actually any good? Errr... not many? Why, then, are we wetting our pants about the imminent arrival of Colin McRae Rally 2.0? Duh?! Ask a stupid question. So when we had a phone call from Codemasters asking us to come and have an exclusive look at the Dreamcast version of the No.1 game we were hardly going to turn it down – after all it is only the best driving game... ever.

Rally Masters

It all started over three years ago in the middle of the field in the heart of the Warwickshire countryside where some bright young spark thought to himself: "Hey, let's make a rally game and get some famous rally driver to lend his name to it." A year later the fruits of the project came to seed and the phenomena of Colin McRae Rally was born and thrust into every PlayStation owner's psyche. Although released around about the same time as that other behemoth of a racing game, Gran Turismo, Colin McRae Rally, caught the imagination of wannabe rally drivers the world.
Wired For Racing

The lengths that Codemasters has gone to recreate the physics of the cars is quite mind-blowing with every technique under the sun being used to make sure that they're absolutely perfect. These wire framed bodies are just one step in the pain-staking process, but it's all worth it in the end.

[1] Even though the game is still early in development it's looking totally stunning.

[2] The graphical superiority of the DC version is plain for all to see.

[3] There can be no doubt that Colin McRae Rally 2.0 will be a runaway success, leaving every other game in its dusty wake.

“After all it is only the best driving game... ever”
over with its incredibly realistic presentation and promptly went on to sell a mammoth 1.7 million copies. Not bad for starters.

After such success a sequel was never in doubt, but would it live up to the expectations of all those rally hungry fans? Err, yes.

Released last month on PlayStation Colin McRae Rally 2.0 flew to number one in the charts in just two days of sale day knocking Pokémon Red off the top spot in the process and is currently selling an average 25,000 copies a day. But that’s not all. It was a double success for Colin that weekend as he also won the Acropolis Rally in Greece. Not bad for a weekend’s work really. Now do you see why we’re wetting ourselves over this game?

The question is, though, what does all this mean for the Dreamcast version of the game which is currently set for release towards the end of the year?

It’s Rally Good

Although the game is being concurrently developed for PC and DC (albeit independently of each other) the word is that the Dreamcast version will be the pick of the bunch in terms of looks and sheer gameplay intensity... and who are we to argue? Already the game is looking incredibly solid and, as you would imagine, immensely more detailed than its PSX brethren thanks to the advanced capabilities of the system. But then it’s small wonder when you consider the incredible amount of research that is done to replicate the cars, tracks and handling to perfection. Trips abroad, model cars, test-drives, technical data from the teams – you name it, Codemasters has gone and done it all in the name of making the most perfectly realised rally game (actually make that driving game) to grace the earth. If this is how good it's looking now can you imagine how good it’s going to be in a few months time? It sends shivers down our spines just thinking about it.

As well as all this Codemasters is still aiming for a slicker than slick 60fps throughout.

“The Dreamcast version will be the pick of the bunch in terms of looks and sheer gameplay intensity”

Interview With A Producer

> While on our travels around the labyrinthine corridors that is Codemasters countryside retreat, we managed to pin down Guy Wilday, producer of Colin McRae Rally 2.0, for a grilling.

DM: This is your first Dreamcast title – what’s it been like developing for a whole new console?

Guy: Having worked on PC and PlayStation versions of the game, the Dreamcast version has been very straightforward as it seems to transfer across very easily. We’ve got the DC version up and running in a very short space of time and it’s progressing very quickly, so much so that it’s already catching up with the PC version. So yeah, we’re pleased with the way it’s going.

DM: Are you planning any extra features for the DC version? Any online plans?

Guy: We’re going to do as much as we can in every area to try and improve it, but we do want the game out as soon as possible so it’s a real balancing act of optimising it. We’re certainly going to try to implement some enhancements, so if we can get extra cars and tracks we will do that, but it’s difficult to make any commitment on that just now. The network side is something we’re looking at very seriously at the moment but again it’s difficult to give 100% commitment now. That said, we are very positive about it and keen to get it into the game, so we’ll do everything we can.

DM: How do you see the game competing in an already saturated racing market?

Guy: There’s always that danger but in all the other markets, PlayStation and PC, we’ve always fared very well and I think that we have the advantage that people see us as the
standard to compete against. I think Colin 1 has pretty much been a constant comparison for every other rally game which is nice, and I really think that Colin 2.0 will become the new standard. I personally think that the DC version will be the best version of the game we do, and it certainly looks the best. Competition is always going to be tight, and we're going to make the best we can and hopefully people will see that.

DM: How do you see it faring against the likes of Ferrari F355 and Sega GT?
Guy: I guess it depends on the timing of the release but I think there's a broad market for racing titles - people like track-based games and people like rally games, so I see them as essentially different games. I don't think that because someone buys Ferrari they won't also buy Colin 2.0 as the racing fans will buy both.

DM: How much has Colin been involved in the production of the game?
Guy: He's definitely involved, much more so than in the first game and he's very enthusiastic about it. As a whole the game has been an enormous success and he's been influenced by that as much as everyone else. I remember him saying that people always used to bring him T-shirts to sign but now it's magazine covers and copies of games. He's very excited about it all and has been really helpful in the development. I've been out with Colin in a car a couple of times, which is quite an experience, which has helped. We've really tried to immerse ourselves as much as possible in the whole rally thing to get the game as close as possible, and hopefully it's worked.

DM: What other research processes have you done for it?
Guy: Well we've been to all the countries to get a feel for them, but the biggest research job on the project is definitely the cars. Getting all the liveries and all the logos takes a while and is incredibly important. We've also worked closely with the Ford team and they've provided us with technical data about the car and telemetry. Colin's played it too and told us what's good and what's not, and Nicky's helped us with the co-driver system and the feel of the countries.

DM: When can we expect to see it hitting the shops?
Guy: It's difficult, but depending on what we do, I'd say pre-Christmas. Definitely.

which would instantly make it one of the fastest running games on the system. Although this wasn't the case when we took it for a test-run (the first non-Codemasters staff to actually do so), the experience of thrashing the famed Ford Focus around the desert track of Kenya was enough to keep us perching precariously on the edge of our seats for now.

**Mud Bath**
Apart from the obvious graphical enhancements the game will essentially be the same as the PSX version with all the cars and tracks that PSX owners are already head-over-heels in love with... which is the real beauty of the game. There's a whopping big 80+ courses set over eight countries which to roam - not that you'll have much of a chance of taking in the stunning scenery as Nicky Grist shouts at you to: "Turn left, turn right," as he tries to ensure that you win the elusive championship. As well as all the Championship courses there are going to be eight more arcade tracks, where you go head-to-head with six other cars, and four Super-Specials.
Although you only start with six cars there’s an impressive total of 21 (although this could increase), including the Ford Focus, Lancia Stratos, Mini Cooper S, Mitsubishi Lancer, Subaru Impreza and a Toyota Corolla. So, for all your off-road fantasies you know where to come.

Top Gear

What extra features the Dreamcast version of the game will sport over the PSX version has yet to be decided, but considering that it is still so early in development and no firm decisions have been made we can at least hope for the best. Online play is an obvious candidate for inclusion, especially as network play will (with any luck) be fully operational by then, as are extra cars and tracks, but whether or not they will be included remains to be seen.

What is undeniable, however, is the fact that Colin McRae Rally 2.0 will undoubtedly give new meaning to rally driving on the Dreamcast before performing some outrageous overtaking manoeuvre which will signal the end for Sega Rally 2 as leader of the pack... and quite frankly we just can’t wait.

“The experience of thrashing the famed Ford Focus around the desert track of Kenya was heavenly”
There's nothing quite like going to the arcade but with home consoles getting better than ever, is it still worth the effort? Of course it is! In fact, we went down to our local Sega Park to prove just how much fun it can be...

Back To The Roots

› It's true that we get all moist and gooey when we think about the amount of arcade games that are being ported over in near-perfect form to our beloved Dreamcast, simply because they're just so damn good. But what fun would that be if you didn't actually go to the arcades and experience the games first-hand? Exactly - that's why we're firm believers in paying regular visits to our local arcade to check out the latest and greatest games in their natural environment. Still don't believe us? Well, let us spell it out for you...

› It's the only place where you can play LAN (Local Area Network) games like Daytona USA 2, Spikeout and Silent Scope 2 with your mates. While online gaming is just taking off in the UK (thanks to the launch of Chu Chu Rocket!), it's still got a long way to go - that's why you'll want to head for your local arcade and check out some multiplayer action the way it's supposed to be!

Tales Of The Tape

› Ladies and gentlemen, welcome to the fight of the century - fought over five three-minute rounds to decide the arcade champion of DREAMCAST MAGAZINE. Before we begin though, let us introduce to you... the competitors!

Simon 'Lips' Phillips
Job On The Mag: Editorial Jetsetter
Age: 25
Likes: Blues, fast cars and travelling abroad for free
Dislikes: Jazz and being branded a 'looo-ser'
Fave Arcade Game: Ferrari F355 Challenge

Martin 'Freelance King' Mathers
Job On The Mag: Games Scrounger
Age: 23
Likes: His new flat, Burger King and Christina Ricci
Dislikes: Writing solutions and taking screenshots
Fave Arcade Game: Silent Scope

Alex 'Bloody Nice BAV Bloke' Warren
Job On The Mag: News-type Fella
Age: 22
Likes: Ladies, booze, ladies, cricket and ladies
Dislikes: People who won't give him free stuff
Fave Arcade Game: Jambo! Safari

Nick 'My Armour!' Trent
Job On The Mag: Design Gibbon
Age: 26
Likes: Crayons, sweet lovin' and curry - lots of it
Dislikes: Useless editorial chimp-types (like us)
Fave Arcade Game: Sega Rally 2

The Rules

› Thankfully, the rules for the Sega Park Challenge were quite simple (well, they'd have to be for the Dreamcast team). As well as the obvious 'No punching, biting or kicking of your opponents while they can still defend themselves' rule, we used the good old 'Even Number' points system - 10pts for coming first, going down to 2pts for the person in fourth place. Easy. Now, let the games begin!
If you're feeling suitably brave (or cruel) you can master games like *Marvel Vs Capcom* and *Soul Calibur* at home before taking your skills into the arcade and pummelling anyone who fancies a challenge into the ground! You might even be able to show off your amazing abilities on games like *Crazy Taxi* or *House Of The Dead 2* to anyone that cares to watch. Fancy playing to a crowd? Here's your chance...

You can actually book out your local Sega Park for a party - whether it's a special occasion like a birthday or you just fancy taking the place over for an afternoon with your mates, it's the ideal place to have a great laugh. They also have regular 'Free Play' nights where, for a small charge, you can play any of the games in the arcade for free! And if you're good enough, you can win the occasional prize.

At the end of the day, sitting in your living room with some mates while having a quick bash on your favourite games just doesn't have the same atmosphere as dropping in on the bright lights of the arcade. It's just a cool place to hang out with friends, play games and generally have a good time. Fact!

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**Sega Rally 2**

To kick off the challenge in fine style, the lads picked three games of *Sega Rally 2*. For some strange reason, this seemed to be Alex's forte - his regular 'research' trips to the arcade were obviously used for more than just that. Storming his way to victory on both the Desert and Mountain courses, it was time for payback: Mart, Nick and Simon went for the triple-team and pounded him into submission. Then Mart stabbed everyone in the back and slipped through the victory... damn him!

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**Score**

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<th>10pts</th>
<th>5pts</th>
<th>2pts</th>
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<tr>
<td>Simon</td>
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<td>Mart</td>
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<td>Nick</td>
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![Image of game scores]

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[1] Nick's cravings for a £1.80 Whopper put him off his driving... [2] Care, just look at the concentration on those faces. It's like stone! [3] Once again, Mart kicks ass... in the proverbial driving sense, of course.
ROUND THREE

Silent Scope

Yup, it's another fantastic game that's on its way to the Dreamcast - we'd better get some practice in. Each team member had one go at the Story mode, all aiming (get it?) to get the highest score. Being the professionals that they are, Mart and Nick both chose the toughest route - the 'Stadium full of innocent people' level - while Simon and Alex both botched and had a crack at the incredibly easy 'Shoot the bloke in the Harrier' stage. Of course, Alex was still cack despite his efforts; as you can see, the crowd (led by young Jacques) weren't impressed with his performance.

1 At least Mart had the sense to use the scope... unlike those other cheating pigs. [2] Bob, check out the pretty lady - Simon couldn't keep his eyes off her [3] Nick's part-time job as a trained assassin didn't do him much good. [4] This is Jacques. He's just seen Alex playing Silent Scope. You'd never have guessed from that face...

ROUND FOUR

Daytona 2

Onto the penultimate round and the team decided to go back to grass roots with a quick blast on Daytona 2. Okay, so it's a bit old-school but with the prospects of Sega releasing it onto the Dreamcast, we love it all the same. Sticking to the Beginner track at Simon's request (because he's a bit crap at racing games) a four-player mad rush for the finish line ensued... at least, it would have done if Mart hadn't screamed ahead and led for the whole race. Guess that's the advantage of playing the game non-stop while at university.

[1] Winner! Winner! No one can stop him! [2] Once again, the boys get serious about beating each other into the ground.
Virtua Tennis

Being the favourite game around the office at the moment, we just had to use the arcade version as our final round. Considering that most of the team (well, Alex and Nick at least) are quite good at it, a well-played contest was expected by all... yeah, right!

Semi-Final: Alex Vs Martin

DREAMCAST MAG's very own Greg Rusedski pulled no punches in his match with Mart - despite winning a few rather stunning points, Mathers was no contest for Alex. A resounding 3-0 defeat sent him packing to go and play Jambol Safari instead.

Semi-Final: Simon Vs Nick

Round two offered a real clash of the titans - Nick's crayons against Simon's beer trousers. It wasn't quite the epic battle that we might have hoped though, as Lips couldn't cope with the barrage of fuzzy balls that Trenty hit him with. A bit like Friday night at Bar Med then...

Final: Alex Vs Nick

As Simon and Mart wandered off to find something else to play, Alex and Nick got it on (so to speak) for the final match. To begin with, it was slightly closer than the previous matches, with both men winning their service games and taking it to 2-2. Unfortunately, someone distracted Nick with a full pack of Crayola pens at that point and Alex managed to snatch the victory from under his nose. Ooh, lucky!

The Final Scores

Despite efforts to put him firmly in his place, Alex still managed to emerge as king of the arcades among the Dreamcast team. Maybe he was genuinely better than the rest of us... or maybe it was the crisp £10 notes he slipped everyone so that we'd let him win. Either way, we all had a great time - ain't that what arcades are for?

Thanks to everyone at the Bournemouth Sega Park (01202 316396) for helping out with our little trip to the arcades. Cheers guys!
NHL2K

Okay, so it's an American sport... but it's still great fun!

South Park Rally
Schw-eeeee! The fab four make a return to the Dreamcast!

NHL2K
Skating on thin ice or top rink action? Well, you'd never have guessed but...

Bust-A-Move 4
With as many sequels as the Rocky movies, it's back and it's ready for you!
All the latest Dreamcast games reviewed and rated!

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

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

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

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

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

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

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

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

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

Dreamcast Import Reviews

84> Super Runabout
We really had high hopes for this fun-looking racer... ho-hum, eh?

86> Rainbow Six
Bungle. Zippy and George... who are the other three?

Dreamcast Import Reviews

Rainbow Six

This month, we've mostly been thinking about... film heroes.

Simon Phillips
The Invisible Man. This is because most of the time he wishes certain people couldn't see him... actually most people don't want to see him either...
Game of the month - GTA2

Martin Mathers
James Bond. Mathers' favourite Bondian escape has to be For Your Eyes Only but that's just because of the ladies...
Game of the month - GTA2

Alex Warren
Pee Wee from Porky's. The poor man has been missing the lovin' of a good woman for far too long and the stress of it all is beginning to show...
Game of the month - NBA Showtime: NBA V: nbc

Nick Trent
Leon - Harder than Mike Tyson's rottweiler, and a heart the size of 'Little Italy'. To top it all off, he's even got a crush on Natalie Portman!
Game of the month - Mr Driller
Marvel Vs Capcom

1000+ beat-'em-ups down the line and Capcom is still churning them out. But do we really need another one? Well, maybe...

Shock horror everybody – Capcom has released another 2-D beat-'em-up... only this time it's damn fine! Who'd ever have thought it? After years of churning out rubbish sequel after rubbish sequel, Capcom has at last created a game that lives up to its reputation as king of the beat-'em-ups. Whereas every other Capcom title has grown tired, repetitive and just plain crap, Marvel Vs Capcom 2 hasn't. It pulls new punches all the way through, making it way better than the first in the series, as well as revitalising the 2-D beat-'em-up genre to a level of glory almost as great as it was way back in the early Nineties.

Blistering Stuff

There can be no doubting that this game is totally mad. In fact, it's utterly bonkers and probably deserves to be given a heavy serum of tranquillisers and a white coat for good measure, such is the tumultuous action of the game. At the same time, you'll probably need to down several cans...
of Red Bull or gobble a bundle of Pro Plus to make sure that your eyes and fingers can keep up with the heavy-handed pace of the game. The incredible speed, mixed with a kaleidoscope of colours, makes it enough to send even the most level of people into some kind of mystic trance.

The action is non-stop. No sooner has one character died a painful death, impaled on some sharpened object or other, than another jumps in to take their place and kick some more ass. By the end of just one fight, your fingers will undoubtedly be aching and after a week, your fingers will be covered in sores and blisters, such is the frantic button-whacking nature of the game. And you'll still come back for more.

Sho-ryu-ken!
There are numerous reasons for this, not least the fact that it is such great fun to play, regardless of whether you're a fan of the genre or not. Another reason for this replayability appeal is that there are a ridiculous amount of fighters to choose from. Is 56 enough for you? Although only 24 are available to start with, there's another 32 to unlock along the way via the Secret Factor shop. What more could you possibly want?

The graphics are all that you'd expect from a game of this type and lightning fast to boot. However, unlike before, the backgrounds are truly 3-D, giving an extra feature and dimension to the game. As for the music and sound effects... well, let's not go there shall we?

The Worm Has Turned
Marvel Vs Capcom 2 is far from being your stereotypical 2-D beat-'em-up in that it's actually incredibly enjoyable to play and not as unoriginal as you might think. It's the epitome of the genre and as such is an absolute must for all beat-'em-up aficionados and even for those amongst you who have up until now abhorred this type of game (that'll be me then).  
Alex Warren

“An absolute must for all beat-'em-up aficionados”

The Secret Factor
The more fights you win in the Arcade mode, the more points you'll receive to spend in the shop on new characters and new outfits, so you can have whoever you want in whatever you want.
South Park Rally

Publisher: Acclaim
Developer: Tantalus
Origin: US
Price: £39.99
Genre: Racing
Release: Out Now

Essential Information:
- Four players
- Vibration pack
- Race controller

Visual Memory:
- Save position: Y
- Logo during play: Y
- Mini-game: N

Having appeared on various other formats, South Park Rally has finally arrived on Dreamcast. But can it compete with last month's excellent Wacky Races? You will respect our authori-aaaah!

It has to be said that the whole South Park phenomenon is growing a little tired these days. Unabated by this fact though, Acclaim has seen fit to release a second Dreamcast title based on the foul-mouthed exploits of Kenny, Cartman and Stan et al. This second foray onto the Dreamcast sees the South Park characters hitting the road for some positively absurd racing action.

Essentially, South Park Rally plays much like the plethora of comedy racing games on other systems - Mario Kart 64, Diddy Kong Racing etc. It will therefore come as no surprise to discover that the game contains all the trimmings usually associated with this genre. Thus players can compete in Championship, Arcade and (of course) the de rigueur Multiplayer mode, which allows up to four players to take part in the action via a split-screen display.
rk Rally

You Suck Ass!

Naturally, the game borrows a great deal of ideas from its source material, so you can expect the same blend of anarchic, obscenity-fuelled comedy that made the series and subsequent movie so popular. Players can initially choose from a selection of eight of the show's characters. However, as progress is made in the various modes, additional hidden characters become unlocked including Death, the Visitor and even Satan! Likewise, the game's generous range of tracks must also be unlocked in sequence.

Early impressions of South Park Rally convey the feeling that this is a cynical rip-off. Indeed, the first stage simply requires players to complete a number of circuit-based laps, whilst passing a series of checkpoints on the way. However, as you delve deeper into the game it becomes clear that Acclaim has introduced some new ingredients into the mix. For example, the third stage - Cows Day - dispenses with the racing aspect of the initial level and instead plays like a variation on the old playground favourite Tag. Each competitor has been infected with mad cow disease and in order to cure them of this affliction, an antidote must be located. The player currently in possession of the cure effectively "by the numbers' Mario Kart rip-off. (1) Kenny becomes acquainted with the business end of a cow. (2) Cartman gets his motor running. (3) Colliding into these multi-coloured boxes rewards players with power-ups. (4) Things get crazy later on in the game.

Bunch Of Arse Mate!

In the comedy racer genre, the multiplayer modes are typically the most enjoyable part of the game. South Park Rally is no exception and, with four players competing against each other, the game really comes into its own. The Battle mode is particularly enjoyable and sees players driving round in a vehicle which is circled by three arses! Your objective is to burst your opponent's arses whilst hanging on to your own. Suffice to say the ensuing antics are a riot!
becomes 'it' and must avoid contact with the other characters until fully recovered. What distinguishes stages such as this is the free-roaming nature of the level designs. Rather than simply sticking to the rigid confines of the racetrack, players are allowed (encouraged even) to explore the brightly-coloured South Park locales. Whilst hardly groundbreaking, the inclusion of such events is laudable and provides a break from the more traditional racing-based stages.

**Chocolate Salty Balls**

Less innovative, is the almost obligatory inclusion of collectable power-ups with which you can wreak havoc upon your unsuspecting opponents. These items can be obtained by driving over the coloured boxes that have been strewn around each of the game's stages. This being a South Park game, the items you collect are a little more 'creative' than the red shells used by a certain moustachioed Italian plumber. For example, rather than a common or garden turbo-boost, players can instead obtain an additional burst of speed through the use of fart powder.

The ludicrous toilet humour doesn't stop there though. In the game's Battle mode you'll find your vehicle being circled by a collection of arses (no really). It's even possible to catch herpes in the game (true to life, this affliction remains with you throughout the duration of the race). Other power-ups range from the absurd to the downright ridiculous and the inclusion of an anal probe within the game must rank as a videogaming first!

**Oh My God...**

So, all the usual elements that go towards making a half-decent karting game are here and present. But how does the game play? Well, after the appalling PlayStation version, this comes as something of a surprise. To its credit, Acclaim has partially delivered on its promise to rectify the flaws that plagued other format's versions of the game. A new level has been added, which is based on the carnival that appeared in episode one of the TV show. The artificial intelligence routine has also been improved, meaning that the console-controlled adversaries now put up a more substantial challenge. Furthermore, the game's courses have been widened, which eliminates the almost claustrophobic feel of the PlayStation game.

Unfortunately, Dreamcast South Park Rally retains several of the key flaws that detracted from the PlayStation version. Firstly, certain events are ludicrously difficult to complete successfully. For example, the aforementioned Cows Day event is too open-ended. Consequently players frequently find themselves in isolation from the rest of the competitors. This regular lack of action generates a feeling of apathy, a feeling that is compounded by your inability to line up your opponents and collide into them. This leads us onto the second major flaw to have survived the transition to Dreamcast - the game's controls. Even after extended play, you'll find yourself haplessly ploughing into the track-side scenery. This occurs time and time again and becomes incredibly frustrating. Perseverance does reap rewards but compared to the handling of Wacky Races, the controls feel lightweight and erratic.

---

1. The variety of characters and vehicles on offer ranges from the sublime to the ridiculous.
2. The game's introduction looks just like an episode of the show.
3. It's possible to get into some very sticky moments - just witness this unfortunate incident.
4. Fans of the series will recognise many of the locations and stages.
5. The computer opponents are pretty smart, so watch out for their dirty tricks!
In terms of visuals, the game does an excellent job of emulating the look of the series—which in many ways may not be a good thing. Indeed, each of the game’s locations will be instantly recognisable to anyone who’s ever seen the show, so you can expect to race about in ludicrously simple environments. Naturally, the lack of detail in the locations ensures that the game runs along at a fair pace and even with four players competing, the smooth frame rate is rarely compromised.

Unfortunately, the same can’t be said of the draw distance, which suffers somewhat during the frantic bouts of multiplayer action. Along with the visuals, the game’s music and sound effects also mirror those of the show. The constant tirade of abuse that issues forth from the characters is relatively amusing, although inevitably, the stock phrases do begin to grate after a time.

Perhaps the greatest problem faced by South Park Rally is the timing of its release. Last month’s Wacky Races has already supplied an excellent template of how this sort of thing should be done. Whilst the two games are structured slightly differently, there’s simply no escaping the fact that both titles share fundamental gameplay similarities. Unfortunately for South Park Rally (and Acclaim) the racing exploits of Dick Dastardly and friends outshine this South Park offering in almost every aspect. With that said, fans of the series will find much to enjoy here and the game represents a far more viable purchase proposition than the throw-away shenanigans of Chef’s Loveshack.

Simon Cann

Opinion

If you like South Park then you’ll like this... probably. It’s the same goofy animation with all the lurid catchphrases shoehorned in for good effect but as a racing game it sucks ass. The fact that it’s not really a proper racing game doesn’t help, although the objective-based ‘races’ are at least novel idea... or rather they would be if it hadn’t already been released on N64 and PS1. It’s not all that bad, but it doesn’t quite cut the mustard as well as a game like Wacky Races. ‘Swoooop’ it isn’t — screw you guys, I’m going home.

Alex Warren

Essentially, South Park Rally plays much like the plethora of comedy racing games on other systems.
NHL2K

It's not so much jolly hockey sticks as damn violent hockey sticks. Hit the ice and slap that puck around, NHL2K is skating your way!

Of all the American sports that forever seem to be making appearance after appearance on games consoles, there's only a couple that seem to have much appeal to us Brits. American football games just suck (and it's not just because we don't understand the damn sport) while baseball is just rounders for men and a poor man's cricket. Then there's basketball which, although it strikes a chord and is generally good fun to play, just doesn't seem to have what it takes to make us delirious. Leaving us with the sole delights of ice hockey which, though on a similar level to basketball, has that little something more. Maybe it's because of our own hockey culture or just the fact that it's such a fulfilling sport to watch (and no, it's not just the fights) but ice hockey makes more of a dent in our conscientiousness than all the other US sports. And on videogame format it's no different, as NHL2K adeptly proves, because, everyone, it's ace.
“Everything about the game is exactly as you’d expect it to be”

Jolly Hockey Sticks

The thing with American sports titles is that even before you buy them you know if you’re going to love them or hate them from earlier prejudices. But ice hockey... now there’s a conundrum. As a minority sport, you wouldn’t tend to regard it as having the makings of a great videogame like, say, football is. But you’d be wrong (just check out Ice Hockey on the NES) because as far as NHL2K is concerned, it has all the panache, verve, speed and addiction of any football game currently doing the rounds on Dreamcast... and that’s a fact.

To be brutally honest, there’s not much that NHL2K doesn’t have tucked away in its plentiful armoury. There’s fantastic gameplay, great graphics, plenty of modes and loads of teams for you to puck around with. What more do you want? As well as being an Exhibition (one-off match) mode, there’s the long haul of the Season mode and to cap it all, a Play-off mode. Add to that 28 teams including the Carolina Hurricanes, Tampa Bay and the Detroit Red Wings and you’ll realise that there’s plenty here to keep you busy for a fair old while. Oh, and did we forget to mention the Create-A-Player option? Silly us. Well, when there’s so much to do you’re bound to forget something.

Pucking Around

All this and we haven’t even started playing the damn thing yet. As the game starts to roll the lights dim, the commentary kicks in with player profiles and the players themselves slide slickly onto the ice to rapturous applause. And then we’re away, head-on into undoubtedly one of the roughest games in world sport, wherein lies the real beauty of NHL2K. The gameplay is undeniably great, as well as being unbelievably realistic, and this, coupled with some sweet control, makes it a pretty fantastic game.

Hockey Sticks At Dawn

You might think that simply knocking the puck around the ice-rink is fun enough in itself, but the real fun doesn’t start until the fights kick in. Perform one too many dirty fouls and you could find yourself in the middle of a scrap and headed for the sin bin!
God’s Creation

As with all the Sega Sports titles there’s an in-depth ‘Create Player’ mode where you can customise the players and make your very own super team with which to take on the world... well, America’s finest.

Exhibition Game
St. Louis Blues vs Carolina Hurricanes

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Everything about the game is exactly as you’d expect it to be – there’s no over-the-top moves, there’s no special power-ups à la Midway sports titles and it obeys all the laws of physics. If you think that all this sounds a little boring and uninspirational then you couldn’t be more wrong. Frantic is one word that comes to mind, as it’s real end to end stuff – blink for just one second and you could easily find the puck in the back of your net, such is the pace of the game. However, despite the impressive control offered via the analogue pad, it’s still far from being the easiest game to master, and you’ll be lucky (or just damn good) to be slotting more than five or six goals in a game. This comes as a result of some incredibly fast-thinking and tactical AI, making it a game which you have to sit down with for a while, work out the best tactics and then implement them. Only then will you become a master of the rink, and it’s great fun in the process.

Icing Sugar

Can things get any better than this? Well yes. The icing on this already sumptuous cake is the visual quality of the NHL2K Mouth-wateringly good isn’t praise-worthy enough because it’s just so goddamn gorgeous. But what else would you expect from a Sega Sports title? The action is fast, furious and incredibly slick throughout. There’s no slow-down, no pop-up and damn all clipping. But it’s not so much the overall finesse and highly-polished nature of the game that draws the eye but rather the little-iddly bits and dainty touches. Little things count too.

“There’s fantastic gameplay, great graphics and plenty of modes”
you know. You need look no further than the faces of the players which are etched with detail and expression (courtesy of God knows how many motion-captured images) for an example of this. Add to this the neat spraying and marking of the ice which, though not particularly necessary, makes it even more glorious than it already is. Oh, and the reflections on the ice are pretty minty too.

**Sticking Around**

As for the sound effects... well they're exactly as you'd expect them to be, but they do the job. The general standard of the commentary is surprisingly good, even entertaining at points, but once you've been playing for a few hours the repetitiveness of it all will put you in a time-warp and transport you back an hour or so ... only this time you'll have actually scored a goal. If you do get fed up with it, though, you can change all the noise levels (crowd, commentary, music, sound effects) to how you want them, which helps.

In the end, there's not much that you can fault NHL2K with as it is an incredibly well-rounded sports title like NBA2K and NFL2K before it. It could maybe have benefited from an extra option or two - a Practice mode wouldn't have gone amiss - but on the whole, there's not much to complain about. It looks fantastic, it's a laugh to play (on your own or with three other mates) and it's the sort of game that you'll keep coming back to when you get fed up of those damn football games.

Alex Warren

"There's not much that you can fault it on"

**King Of The Rink**

- To celebrate the glorious NHL2K we had a little tournament to see who was king of the rink.

**Nick 1 – Simon 4**

After his success at Virtua Tennis Nick couldn't quite manage to get to grips with the hockey sticks and promptly got thrashed.

**Martin 2 – Alex 3**

With a public school upbringing, Alex had no trouble seeing off the threat of Martin, despite two late goals from the Megabyte Millionaire.

**The Final Simon 4 – Alex 5**

As ever with these two it was a game of two halves (well four quarters). After going 2-0 up it looked as if Simon was going to cruise it but then the fight back began, but not before a vicious fight on the ice left Alex with a nasty head wound and a man in the sin bin for Simon. With a minute to go it was all even at 4-4, but refusing to buckle under the pressure, Alex just managed to squeeze one in in the dying seconds.

Simon Phillips

**DM Rating**

- Summing up - NHL2K is fast, frantic and great fun to play, making it easily one of the best sports games yet to grace the Dreamcast.

- Scheme Rating - NBA2K > NFL2K

- Visuals 82%
- Sounds 88%
- Gameplay 88%
- Value 82%

- Puck - American sport - Limited appeal
- Suck - Disjointed to play - Too frequent
- Trick to score goals

POUNDATION

Pound the puck, fire away, make the saves!
Bust-A-Move 4

If you think that the tinkling music and pretty bubbles make this a harmless, cute game... well, you can't have met Bust-A-Move before.

Bust-A-Move's first Dreamcast appearance won't come as much of a surprise to puzzle lovers. Although the game has had a few tweaks and a few pulleys added since its last outing, the cute characters, the style of play and the bubble matching make it instantly recognisable.

For those who don't know, Bust-A-Move 4 is a game involving colour matching of bubbles. The theory is that if three of the same coloured bubbles are touching then they burst, allowing any beneath them to fall away, causing the characters involved to experience a joy so deep, it goes off the Richter scale by which we measure emotions.

The aim is to get rid of all your bubbles. Sounds simple doesn't it? But make no mistake, Bust-A-Move has always been able to possess the soul of even the most casual gamer, and number four is no exception. This game could easily force the uninitiated 'Mover' (a slang term for Bust-A-Move addicts) to stare at the TV until their eyes dry out.

Shiny New Bits

For those who have already 'Moved', there is enough here to make this a fairly worthy addition to your DC collection. The new system of pulleys and ropes, which gives us the one-player puzzle mode, presents us with a new challenge. Like the
The Just Demise Of Jar Jar

It was somewhat unpleasant surprise to discover that Jar Jar Binks features in this game, even if he is using the name Bramb, and has somehow reduced himself in stature. We'd recognise those bug eyes on stalks anywhere. Imagine our horror when we found that, on failure of a level, Jar Jar appeared to catch fire. How very unfortunate.

Lock up your Sons

However, the Dreamcast is in need of a few more decent puzzle games and old Bust-A-Move has still got a good few rounds of the block left. For those of us who have experienced the effects of 'The Move' in the past, this is a welcome return which makes enough departures from the older versions to suck us back into its warped world. For those unfamiliar with it: stop worrying about 'Zombie Killers: The Revenge'! This is what is destroying your children's minds!

As addictive as crack, as mind-numbing as William Hague and almost completely impossible to turn off, Bust-A-Move is going to bite a huge chunk out of your social calendar.

Nerys Coward

Every Rose...

Having said all this, there are a few things missing from Bust-A-Move 4 which need to be addressed. For example, where exactly is the four-player mode? The Dreamcast has four controller ports (or did the last time we looked) so why don't we get a four-player option? The graphics are hardly cutting edge enough to leave the console so drained of memory that it can't run with more than two players on screen. And now that we have Chu Chu Rocket!, what about a spot of online gaming?

2nd Opinion

Bust-A-Move 4. We love it. What more do you expect? This game certainly hasn't changed much since the early days but that doesn't really make a difference - being the first Dreamcast version, you really MUST get hold of it. It's a shame about the lack of a four-player mode (there are four joypad ports... why not use them?) but overall, this is another game to add to that growing pile of titles that you should sell a kidney just to own.

Martin Mathers

Infoburst

> Do not confuse Bust-A-Move with the Bust-A-Groove series, which is a dancing game.

> Nor is Bust-A-Move to be confused with Bubbles, the pet chimp that belongs to a certain Mr Michael Jackson...

> Or Buster Bloodvessel, a fat ex-pop star.

DM Rating 84%

>Addictive gameplay and two-player mode

>Balls

>Visuals 80%

>Sounds 84%

>Gameplay 88%

>Value 82%

 alternate choice: Wetrix + Chu Chu Rocket!
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Super Run

Girl meets boy. Crazy Taxi meets GTA2. The two have an illicit affair, and — hey presto! — Super Runabout is born.

When a copy of Super Runabout found its way up to our offices all the way from Japan, we were pretty excited about it. After all, the original wasn’t too bad and any game that takes the best bits of Crazy Taxi and GTA2 and puts them in the mixer together can’t be too bad, can it? Umm, ’fraid so.

The problem with Super Runabout is the massive dichotomy between the idea of the game and its implementation. There’s no argument that the concept behind the game is pretty sweet, but it really is the only decent thing about it. There’s loads of crazy missions, as well as 32+ vehicles in which to complete them — all in a massive, free-roaming city. Cool! In theory it should be a fantastic game but in this harsh world that we live in, the reality is oh so different and once you’ve been playing the game for around 30 seconds, you’ll realise this for yourselves. Only then will you understand the mistake you’ve made, having been suckered in by the alluring concept of the gameplay, and by then it’s all too late, making a trip down to the second hand games shop inevitable. Why, then, can a game with such a great idea behind it be so bad? Errrr... where do we start?

Rundown

The first thing that hits you right between the eyes with more of a slap than a dull thud is the control interface of the game. The responsiveness of the various vehicles is nothing short of atrocious, but that’s hardly surprising when you consider that they’re all floating several inches off the ground... or so it seems. Of course, some vehicles are better than others, but on the whole you’ll be lucky to get it to do exactly what you want it to do. Not to be outdone, the graphics are just as bad. The visual effects are like a bed full of nails – attractive from a distance but when you get up close you can almost feel the pain. The city itself is fairly lush; not Crazy Taxi standards but
about

still pretty impressive... that is until you start moving around it. Once you've put your foot to the floor you'll encounter the worst case of pop-up and clipping yet seen on the Dreamcast and it's still only chugging along at a paltry 20fps. As for the collision interface... well let's not go there. Anyway, you get the idea.

Run Away!
The effect of this on the potentially thrilling gameplay is crippling and makes what could have been a highly enjoyable game nothing short of a painful experience. Sure, driving around completing the missions is fun in itself but when it's plumped in the company of such shocking control, graphics and sound effects the sheen of the pleasure is rubbed right off leaving just the bare bone showing, and that's not a pretty sight.

To put it bluntly, there is absolutely nothing about this game, save the concept, that should persuade you to want to go out and buy it. Maybe if the developers had spent more time on getting rid of the numerous deficiencies Super Runabout could have lived up to its obvious potential, but as things stand it's a pretty goddamn awful game. Approach with caution!

Alex Warren

Class Warfare

> There are two scenarios in the game - 'The Poor Have No Leisure' where you control a bunch of no-hoppers and 'Bad News Has Wings' where you take on the roll of law enforcement officers. Each one has its own garage, with 16 cars which you can customise to your own preferences.
Rainbow

Who said that leading a team of Special Forces operatives was going to be easy?

Special Op soldiers are a hardy bunch — trained in every single weapon and ready for any possible situation — anywhere. These hard-nosed leatherncks just can't wait to leap into action at the shortest notice and kill as many Colombian drug barons as possible before their tea gets cold... after all, it's what they live for. These are the men that are ready for your every command and these are the fathers and husbands who are going to die like it's about to go out of fashion because you were too lazy to read the bloomin' manual.

Welcome to Rainbow Six, a game that was never meant to be a gung-ho turkey shoot. Every mission has to be meticulously planned out complete with way-points, attack strategies and the correct equipment. Well, you can do that or just let your Dreamcast give them a default plan and standard equipment so you can get on and see what a Tom Clancy novel in game form has to offer... but only after what must be some of the longest loading times in video game history. Is this a way to demonstrate life in a real war, where long periods of boredom are occasionally intersected with short bursts of violence? Nah, it's just Windows CE being — well, Windows CE on valium.

Fire, Reload — Wait

So, you've finally managed to get to Mission One and it's time to storm the Belgian embassy in London. Some Neo-nazis have taken the ambassador and wife hostage and it's time to tell these terrorists what 'No Negotiations' means in plain and simple terms. Yep, they're going to die. Stalking around Rainbow Six is an exercise in calm, calculated movement. You've got to check each...
Six

"Enough tension for you to forget that you seem to be wandering around well-lit dolls' houses"

room for targets, while making sure that no one has the chance to empty an Uzi into your skull. In the real world there are no energy bars, so one tiny 9mm round through your light body armour and your man is out of there. It's this instant death factor that provides Rainbow Six with enough tension for you to forget that you seem to be wandering around well-lit dolls houses that have less audio/visual appeal than ear wax. You're too busy hearing stock phrases of your men as they monotonously declare 'I'm in position' or 'Man down, MAN DOWN!'

Unfortunately, these heroes of the free world, who are so eager to tell you what's going down, have been dealt all the low cards in the IQ stakes. While they are perfectly adept at climbing ladders, picking locks or assassinating foreign nationals with extreme prejudice, they can't grasp the fact that when a door opens toward them, they should step back. This pig-thick level of AI can lead to some tragic moments, especially when they refuse to let you pass, and the only way to finish the mission is to shoot them in the face.

Ain't War Hell?

Rainbow Six is a carbon copy of its PC originator and includes every tiny detail, bar the awesome multiplayer option. But hey, loneliness on the battlefield is not your biggest problem. With a PC you've the luxury of a mouse and keyboard. With a Dreamcast you've one pad and over thirty five buttons to master. Take your time, stick with it and don't give up hope because underneath pointless complexity squats a decent spec-op simulation that could have just done with re-siting a few exams and taking a bath.

Will Johnston


2nd opinion

Considering how long Rainbow Six has taken to arrive on the Dreamcast, you'd have thought that they might make a slightly better job of it. Yes, it's a virtually-perfect port of the PC version... but that doesn't make it a good Dreamcast game. With some of the most atrocious loading times we've ever seen, controls that'll take an age to memorise and no multiplayer modes (even if there was no split-screen, what about online support?) this Dreamcast conversion turns a great game into a mediocre one. And we were hoping for so much more...

Martin Masters

Dreamcast Magazine

S.A.S.

- Accurate response
- High tension atmosphere
- Well, at least it loads quickly

A.R.S.E.

- Your men are stupid
- Too many controls to get used to
- Really... long loading... does

Visuals

78%

Sound

78%

Gameplay

75%

Value

75%

DM Rating

78%

Wise Man Say 'Noisy Pants, Dead Men Make'

> When dressing up your GI Joes, you have to remember that giving them the most body armour and biggest guns isn't always a great idea. Enemies have fully functioning cars and can detect the rustle of kevlar against cotton or the jangle of a belt full of tear gas grenades. And remember - shotguns may look cool, but they make a hell of a bang. Get the right kit for the job and you're laughing.

Rainbow Six is an imaginary collection of soldiers made up of the world's Special Forces.

America's version of the SAS is called Delta Force, which just sounds like a crap action toy that you can pick up in a flea market.

The program for the next-generation cyber-soldier is called the Joint Expeditionary Defence Initiative. Yep, they're building J.E.D.I.
SCREW YOU GUYS, I'M DRIVIN' HOME!

SOUTH PARK RALLY

HELLA-COOL RACING ACTION!
FACE OFF AGAINST CARTMAN, GRANDPA, SCUZZLEBUTT, STARVIN' MARVIN AND THE REST OF SOUTH PARK IN THE WILDEST, RAUCHEST ROAD RACE EVER. WE'RE TALKIN' DOZENS OF INSANE VEHICLES AND SWEET CUSTOM SOUND-BITES!

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

Stuff & Nonsense
120 More cool toys and great gadgets are to be found here.

Chu Chu Rocket! Online
94 Finally, we get to play together as we get online for some action!

Regulas The informative and fun bits that nobody should miss!
So what have you lot got to say for yourselves? Let's just have a look, shall we?

Peripheral Concerns
First of all I would like to thank you for making the BEST games magazine ever, keep up the good work. Anyway here are my questions, I would be really grateful if you could answer them:
1. When are the coloured peripherals coming out in Europe?
2. When is the MP3 player coming out for the DC?
3. Are there any music games coming out for the DC like Music 2000 on the PlayStation, and if so will it be compatible with the MP3 player?
4. Will there be a faster modem coming out in Europe?
5. What arcade games can we expect for the DC in they future?
6. When is Soul Calibur 2 coming out? PS I totally do not agree with the rating you gave WWF Attitude. 42%! What were you thinking? It should have been 12%. Yours faithfully.

Sean Ralph

DM: Cheers matey! We try our best - as this is being written on a Sunday, you can tell that we're pretty devoted to our jobs!
1. The coloured peripherals are due to be launched in the US in the Summer. However, there's been no official word as to a release date here in the UK. However, we reckon that they'll be released in time to fill Santa's sack.
2. It's due to be launched in Japan in September so that people will be able to download extra Samba De Amigo tracks for their enjoyment. We'd expect that Sega of Europe would look to release the MP3 player here in the UK after the launch of said maracas game and that means it'll probably hit our shores just before Christmas or perhaps as late as Easter 2001.
3. With Codemasters well and truly on the Dreamcast wagon anything is possible but there's been no official word as yet...
4. When the phone network supports it fully there'll be better modems. However, Sega are now focusing on Broadband, which will ensure near-supersonic levels Internet connection speeds, which might negate the need for better modems altogether.
5. Hey, we give you that information every month!

Talking About REVolution
I have one thing to say before I ask my questions: congratulations on a brilliant mag!
1. Will American VM's work on a PAL machine?
2. Is there a DVD player for dreamcast?
3. Is there Dreamkey2?
4. When is Sonic Adventure 2 coming out?
5. Is a motorbike game like SegaGT coming out?

Tom Clark, via email

DM: Cheers matey!
1. They do indeed.
2. Not at the moment, but there will be!
3. Soon - it's been released in the US so it's only a matter of time.
5. Ducati will sate your two-wheeled desires.

Summertime Blues

Yo people! Great mag, I'm sure you're sick of hearing that by now. Anyway, I'd be really grateful if you could pass on the following: SEGA, YOU ABSOLUTE B**ST* R**DS!! I'm 16 and in the middle of my GCEs and what do you do? You go and release Code: Veronica. Ecco and worse still, you give away ChuChu Rocket! How the hell am I supposed to revise? Thank you in advance for my failure!

Tied in with that idea of failure, how exactly do you go about getting a job like you guys have?

Colin McCutcheon, via email

DM: It's a tough one eh? We've all been there and we've all had to make the decision to revise and postpone that game playing (only for a short while). It's worth remembering that if you are serious about a career in videogame journalism then the more qualifications you have the better! Good luck with your exams, fella and have some lovely peripherals to enjoy after you have finished those all-important exams!
Men In Tights!

It was my birthday a couple of days ago and I couldn’t wait to get my greedy little hands on a copy of WWF Attitude as I simply LOVE wrestling. My friends had it on the PlayStation and they said it was great. So, thinking it would be better on the Dreamcast I went into my local Blockbuster store and asked for it. Fortunately for me for I rented it. I was not at all pleased. The wrestlers arms went through the opponents bodies, the graphics were really bad and it was not realistic at all. I mean come on lads, surely a console as powerful as the Dreamcast is worthy and capable of better things than this. By the way, congratulations on such a great mag.

David John, via email

DM: We did say...

The HypeStation?

Why are people so small-minded? My friends seem to think that no computer games exist outside of Sony. They keep saying that Dreamcast is bad and that the PlayStation2 is a lot better. It may well have better graphics than the Dreamcast but that does not make a computer game good. But my friends only go by the fact that PlayStation2 is made by Sony that it will be good. Lets not forget that the PlayStation2 is harder to program for than the Dreamcast as the PS2 uses two processors and that this was one of the problems that the Saturn had. No doubt the PS2 will sell well but it is only because it is made by Sony. If the Dreamcast was made by Sony it would probably be selling even better than it is now.

Mikael Fodor, via email

DM: We know, we know, and we agree with you. However, as long as you know that you have the best console that has without a doubt the best games lineup for the foreseeable future you can enjoy a period of prolonged gloating.

Scrap, Scrap, Scrap!

Hello again, I am writing to you to see if you could tell mug Sam Kulahan Re: issue 9 of your excellent mag, in which he called me a “Dumb ass that’s probably never played football in my life.” I have been playing football since the age of 7 and I am now 15 so who’s never played football then? As for the comment about UEFA Striker being a 92% game I think you should reverse the digits it should read 29%. Since when has football been played at 20000000 mph. I know the Premiership is the fastest league in the world but come on, the speed on UEFA is a bit excessive. Keep up the good work lads.

Rob Bickerdike

DM: Anger leads to the Dark side... Fair play though, if you know the game, then you are in a good position to speak from the benefit of your knowledge. I wonder if Sam has anything to say on the matter, not that we want to start a fight or anything...

Disc Misc

Congratulations on a great mag. Are you considering a demo disc on your mag as this would make it a lot better? Secondly, when is Time Crisis II coming out, because the arcade is amazing and I cannot stay off it, and also will it be a straight conversion or will it have home features like HOTD 2? Finally, are LucasArts planning to release a version of Dark Forces II Jedi Knight, using the fishing rod as a light saber à la Soul Calibur? This would be a cool game and I would most certainly buy it.

Robert Bambridge, via email

DM: Unlikely, unless we could guarantee that it would be free! Time Crisis II has been mooted as a possible release in the future but our sources at Namco in Japan are staying tight-lipped. Unfortunately, there is little chance that you’ll be able to enjoy some violent rod action courtesy of LucasArts in the near future.

Footie Concerns

I was just wondering if you could answer me two questions. Firstly; could you tell me if SS5 is going to be released for the dreamcast and if so when, as so far I feel there has not been a football game released to compete with it. My second question is could you please tell me the release date for Sega GT?

Robert Lewis, via email

DM: SS5 is a bit special isn’t it. We were told that it was on the way, however, since that snippet of info it has seemingly all gone a bit quiet. As soon as we hear anything new we’ll let you know...

Expect Sega GT to hit the street in October along with juts about every other top Dreamcast game – you’d better start saving...

Bargain Hunters!

We asked you to inform us of those minty bargains and you haven’t let us down. Here are this month’s best buys!

Hi, I would like to say thank you for the great mag. I’ve bought every issue so far, I would also like to say that Simply Games are selling Dead or Alive 2 with a VMU for just £29.99 @ www.simplygames.com.

Steve Allen, via email

There is a fantastic deal on Dreamcast at Simply Games, Dreamcast console plus VMU £119.99! Just go to www.simplygames.com to find out more.

James via email

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Reader Reviews

Whether you sing their praises or slate a game that has irritated you, the Reader Reviews page is where you get to voice your opinions!

Resident Evil Code: Veronica
Publisher: Eidos
Developer: Capcom
Origin: Japan
Genre: Survival Horror
Reviewed by: James Smith

Buggy Heat
Publisher: Sega
Developer: CRI
Origin: Japan
Genre: Racing
Reviewed by: Marcus Antonsen

Sega Bass Fishing
Publisher: Sega
Developer: In-house
Origin: Japan
Genre: Sports
Reviewed by: Mark Kiley

Resident Evil Code: Veronica
Publisher: Eidos
Developer: Capcom
Origin: Japan
Genre: Survival Horror
Reviewed by: Gornall Bell

What a truly sick game! That’s probably why everyone loves Resident Evil. The first thing that really grabs your attention is the opening sequence – it’s superb! When you start playing the game the graphics still don’t disappoint and there are some amazing plot twists and turns, with some truly pant-wetting moments! This game does everything to keep you on the edge of your seat, from the thumping heart beats to the extremely annoying opening doors, and mixes the puzzle element of the first with the playability of the second. A truly amazing game!

When I bought Buggy Heat, I didn’t expect so much, mainly because I had seen pictures of the game in various magazines before. Now most of you probably think I’m stupid, but I reckon Buggy Heat is more fun than Crazy Taxi. Maybe it’s just because Buggy Heat is new, but my advice is that anybody who wants a fun driving game should buy this. Why? Because it’s just so damn good! Everyone who likes this sort of game will probably want to go for 4Wheel Thunder because of the incredible graphics, but I think you should buy Buggy Heat instead.

After months of delays, Sega Bass Fishing finally arrived on the shelves. This game is along with that wonderful fishing rod. But was it worth the wait? In my opinion, yes – most definitely! The graphics are excellent, the gameplay is good and when you play this game with the rod it feels like the real thing (well, as close as you can get without sitting on a soggy riverbank). It also has the sort of lastability to keep you busy for months, with all the tournaments it has. Overall, I would recommend this game to any Dreamcast owner even if you are not a lover of the sport, simply because it’s so much fun.

Wow! What a brilliant game this really is! I have Resident Evil 2 on my PC (which is okay) so it was with some trepidation that I bought RE Code Veronica. But all my worst fears were not to be – the intro is truly spectacular, the cut-scenes are superb and the in-game graphics are a joy to behold! This is a game they should have been playing all those display Dreamcasts – it would certainly show off what the Dreamcast can do and probably sell a bucketload of them as well! If you have to buy one game for your Dreamcast, then this is it – it’s just totally amazing!
SAVE YOUR PRIVATES

"H&D is one of the most atmospheric, utterly engrossing pieces of gaming entertainment to grace the video games scene in the last 12 months"

HIDDEN & DANGEROUS
THE TAKE 2 BESTSELLER NOW ON DREAMCAST
Let's Play Together...

It's taken a while - for some it's been too long a wait - but now it is here and online gaming is very much a reality. If you have registered on the DreamArena then you should have received your free copy of the first online capable game, the superb Chu Chu Rocket! Though perhaps not as exciting a gaming experience as Quake III it is clear that many of you have taken Chu Chu Rocket! to heart and visit the site to enjoy a little piece of history right there in your living room...

How To Chu Chu

In spite of the sheer simplicity of the game DREAMCAST MAGAZINE has had numerous calls and emails from readers asking us just how to play Chu Chu Rocket! online, so to help you out here's a step by step guide.

**One**

Boot the game up on your trusty 128k wonder console (not forgetting to plug yourself into the phone line before you turn the Dreamcast on, of course).

**Two**

If you want to play online then select the Network option on the main game screen - choose the number of players and then hit the Connect icon to go online.

**Four**

As soon as you're connected, you'll have to enter a username and password. This will save itself onto your VM so that you don't have to enter it every time.

**Five**

Choose the server that you wish to play on - remember that you'll have to choose a 50Hz or 60Hz server depending on the type of screen you're using.

**Seven**

Now either create your own Game Room or enter one that has already been set up. You'll need to wait until other gamers show up before you can play.

**Eight**

Create a Battle Room within your Game Room to form a team of four gamers. This is the important part - from here, you'll be able to start your own game!
You!

Be patient while the game dials the online server for you - pay attention to the information about online etiquette that it gives you while you wait.

Network

Dialing... Caution: When you are online... Ask other players if they agree to join the game.

Enter one of the many areas available, depending on your skill level - everything from 'Quick Battle' to 'Beginner' or even 'Expert' is available.

Hit the Start icon and play the game! Make sure you make a note of which colour you're playing as from the screen before the game or you'll lose track.

Your rocket color
BLUE

Tips for online play
Please be considerate! Do not reset the game, or disconnect during an online game.

Give It A Name...

We're not sure about Sega's latest television campaign. We are always pleased to see the Dreamcast advertised on TV and given that these commercials are running at the time of Euro 2000, it is certainly a good marketing ploy. However, given that Euro 2000 is supposed to be about healthy rivalry between nations, these ads are perhaps a little close to the mark. We see every nation depicted in a stereotypical way but is this funny, quirky or just plain offensive? What do you think? Letters and emails to the usual address...

Come And Have A Go If You Think You're Hard Enough!

Now that Chu Chu Rocket! is live, why not take the opportunity to play against, or perhaps chat to the team behind DREAMCAST MAGAZINE. Over the course of the next month we'll be playing Chu Chu Rocket! every Thursday evening - we'll be on the Beginners 1 area of the site and we'll even set up a Games Room called 'Dreamcast Mag'. So if you think that you can take us on, why not challenge us?
Okay, so you've connected your Dreamcast to the Internet... but what should you look at? Well, don't fret - we've got the best sites of the month right here!

1. Plug your Dreamcast modem into the phone line.
2. Place the Dream Key disc into your Dreamcast and press start. This is your passport to infinite knowledge.
3. If it's your first time logging on you will have to register, but if not, you will arrive at the DreamArena, a site only accessible via the Dreamcast.
4. Once you're logged on you're free to wander where you like by just typing in the address of the site you want to go - what could be easier?
5. To help you on your travels Sega has included some short cuts, and these options will appear when you press the left and right shoulder buttons.

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**SITE OF THE MONTH**

**The Ben & Jerry's Ice Cream UK Site**

Wow. Not only do these guys provide us with our favourite brand of ice cream, but they've also got a kick-ass Web site to boot. There's so much here, we don't know where to begin - there are greeting cards to send your friends by email, the chance to get a psychic reading from Mystic Mo, the opportunity to buy Ben and Jerry goodie bags and even the Bizarre World Championship which lists how to enter yourself into anything from a Nettle Eating contest to the national Bog Snorkelling Championship. Like we said... wow!

**The Lord Of The Rings**

Forget all that rubbish about the new Star Wars trilogy... this is where it's at! People who want a real epic film should check out the upcoming Lord Of The Rings movies - okay, so they might not be coming to the cinema until next year but if you want to keep up to date on all the news, previews and gossip then you can't do better than this.

**X-Men: The Movie**

With the film arriving on our shores in the next few weeks, we've been glued to this site for a while now. It's got biographies on the characters as well as plenty of behind-the-scenes stuff, photos and other gear. Of course, once you see the pictures of Rebecca Romijn-Stamos as Mystique, you won't be able to turn it off... growl.

**Shaft**

Don't deny it - you know that any film with Samuel L Jackson as a bad-ass crime fighter is just going to rule. The site is the usual mix of information, interviews and other goodies from the film, including several rather groovy pictures and promo photos taken especially for the site. Now we've just got to wait for the film. Damn.

**The John Lee Hooker Site**

The legendary (and soon to be late) John Lee Hooker might be closer to death's door than our beloved Editor might wish - he still hasn't managed to see Mr Hooker play live - but at least his Web site is cool. Read about his past! Discover his musical classics! Find out which tours dates he's cancelled due to ill health! Wonderful.

**Official Muddy Waters Fan Page**

You can tell that this official site is overseen by the Muddy Waters Estate (or McKinley Morganfield if you want to be picky) itself - there's so much stuff on it. There's a total history of the blues legend and a complete guide to all his music, as well as a whole host of products to buy and a list of all the awards that he's won over the years. Show-off.

**The Official BB King Web Site**

Another of Simon's favourite blues musicians (he's just released an album with Eric Clapton, you know... no, really) BB King's official site has pretty much everything. Photos, a full biography, plenty of merchandise, latest news of Mr King and even a section about Lucille, BB's beloved guitar. Talk about overkill... (right that's it, two slaps across the face - Ed).
The Mysterious Cities Of Gold

We've raved about this rather epic Eighties cartoon series before, but now those of you that didn't know what we were on about have the chance to find out. Not only has this site got loads of pictures, episode guides and character biographies but there's even info on how to get the whole series on video or VCD - we've ordered ours already...

Ulysses 31

Another of our favourite old-school cartoons from our childhood, we could happily spend all day exploring all the links, episode guides and ship tours on this fan site. There are also plenty of pictures and other things to check out if you don't know what it's all about. Just make sure you enter the right section of the page or you'll be reading it in French. Duh.

Watched It!

If you're looking for something a little more general when scanning the Net for those classic kids TV shows (and we're talking from more than ten years ago) then head for Watched It! All the stuff we remember from our childhood - and even shows we're too young to have seen - are here for you to peruse at your leisure. Lovely.

Mr Monkey's Home Page

Not surprisingly, we found this damn funny. It's got a complete database of famous monkeys around the world, an art gallery of pictures inspired by Mr Monkey, monkey jokes and the adventures of Mr Monkey, involving him gatecrashing a wedding and making a nuisance of himself at a local convention. Surreal.

Private Eye Online

Okay, so maybe if you don't keep up with current events or consider yourself a commoner, this might be a bit high-brow for you - of course, the rest of us think it's downright hilarious. The online version of the mag has plenty of content to check out if you can't be bothered to go and buy the proper magazine and it's updated every week... which is nice.

Helmet Lives!

What's that? What do you mean you've never heard of the legendary Northern comedian Bernard Helmet? Well, you obviously haven't lived. While 'Helmet Lives!' follows his journeys around the country, you can also check out the PAP news link for the reports of his recent (and faked) death...

The Garbage Pail Kids Archive

Virtually everyone at Dreamcast Towers remembers collecting these while they were at school - before their mums made them throw them away, that is. You can check out EVERY card from all ten series in the Virtual Card Collection, and bid for limited edition cards in the auction house. Let's go!

The Cat Scan Contest

Ever wondered what might happen if you try to scan something into a computer other than pictures, like... well, a cat? Well, now you can find out! The first official Cat Scan Contest is over (though the winning entries are still on the site), but the next one is just around the corner. Let's just hope that Sega releases a scanner for the Dreamcast, eh?

Test My Brain!

Ever fancied finding out exactly how clever you are? Well, if you're up for a brain-teasing challenge (without the hassles of having to post off for the results or pay ridiculous sums of cash for the privilege) then check out one of the many free tests floating around this site. We did them and found out that we're super geniuses. No, really...

A Super-duper Ben & Jerry's Goodie Bag!

Mmm, ice cream. As you might have guessed, we like ice cream a lot, so much so, in fact, that we just had to give the Ben & Jerry's b site our Site Of The Month award. After all, they do make the tastiest ice cream in the whole world... oh, and the Web site is damn cool too (cool... get it?)

So thank you for blessing them with such a prestigious award. These very people at Ben & Jerry's have offered for us to give away a stack of prizes to ten readers. We've got a pile of Ben & Jerry's goodie bags, each containing a cool T-shirt, a fridge magnet, two window blinds, a pair of Ben & Jerry's freezer mitts, a Ben & Jerry's mobile phone cover AND tokens for 2 free tubs of delicious Ben & Jerry's ice cream (and yes, we are giving them away... put that down). It's a chance of taking home one of these amazing prize packs, you need to do is answer a very simple question:

Which of these five names is NOT a real Ben & Jerry's Ice Cream flavour?

Phish Food
Chubby Hubby
Cherry Garcia
Tuna Bhoona
Chunky Monkey

you think you know the answer can check the Web site if you're not sure) then stick it on a postcard to the following address, make sure that it gets to us no later than 1 September... or we'll eat all the prizes:

Fancy an Ice Cream Headache?

Dreamcast magazine
Ragon Publishing Ltd
Ragon House
Peter S Road
it

RULES: The editor's decision is final. No correspondence will be entered into. Employers of Paragon Publishing or its sponsor Ben & Jerry's may not enter. The winners will be notified in writing by Paragon Publishing. The sponsors reserve the right to supply prizes of equal or higher value rather than those illustrated. No cash alternatives.

Stuck On A Dreamcast Game?

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

0906 466 4492

Call charges will appear on your standard telephone bill. Please seek permission from the person paying the bill before calling.

For other enquiries contact: 0870 800 6195 (no cheques will be given out from this number).

Please note: DREAMCAST MAGAZINE cannot be held responsible for the content of any of these Web sites. The views expressed on these Web sites are of the relevant authors and NOT of the staff of DREAMCAST MAGAZINE or Paragon Publishing.
It's the invaluable cheats section where month after month we collate the best hints and tips to make gaming even more fun!

Dreamcast Solutions
Hints, Tips, Cheats, and Guides

Resident Evil Code: Veronica

- **Battle Mode**
  Complete the game with any ranking and the Battle mode will automatically be saved to the VMU, making it selectable at the main menu.

- **First-Person View**
  In Battle mode pick up Alexia's sniper rifle once she drops it towards the end of Disc 1.

- **Play As Alternate Claire In Battle Mode**
  Do well with Claire in Battle mode.

- **Get Linear Launcher In Battle Mode**
  To unlock the Linear Launcher get an A ranking with Chris, Steve Burnside, Albert Wesker and both versions of Claire in Battle mode.

- **Get Rocket Launcher**
  Get an A ranking in the normal game by completing it without saving and without using any first aid sprays, and no retries. Also save Steve from the Luger quickly give the medicine to Rodrigo and complete the game with a time less than 4:30.

- **Play As Storm Burnside In Battle Mode**
  Get the Gold Luger's from the basement office in Disc 2. The right combination is red, green, blue and brown. You can also unlock Steve Burnside by doing well with Chris in Battle mode.

- **Play As Albert Wesker In Battle Mode**
  Do well with Chris in Battle mode.

Dead Or Alive 2

- **3-D Character Select**
  Turn off the 'Quick Selector' in the Vs mode options.

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

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

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

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

NHL2K

- **Play As Programmer Team**
  Hold L+R and press Bx2, and X on controller 4 at the 'Black Box' logo.

- **Big Head Mode**
  Hold L+R and press A, B, Y on controller 4 at the 'Black Box' logo. If done correctly the words 'Oh Black Box Baby' will be spoken.

- **Wayne Gretzky Message**
  Enter 'Wayne Gretzky' as a name in the 'Create a Player' option to see the message 'Thanks For The Memories' appear.

- **Dale Hunter Image**
  Enter 'Dale Hunter' as a name in the 'Create a Player' option to see his picture in the 'Edit Lines' menu.

- **Marty Reasoner Image**
  Enter 'Marty Reasoner' as a name in the 'Create a Player' option to see his picture in the 'Edit Lines' menu.

- **Ron Hextall Image**
  Enter 'Ron Hextall' as a name in the 'Create a Player' option to see his picture in the 'Edit Lines' menu.

Tony Twist Image
Enter 'Tony Twist' as a name in the 'Create a Player' option to see his picture in the 'Edit Lines' menu.

Other Players
Enter any person that retired during the 1998-1999 season in the 'Create a Player' option to see his picture in the 'Edit Lines' menu.

Programmer Images
Enter any of the names from the development team that are listed in the instruction manual in the 'Create a Player' option and the picture of the corresponding person will appear in the 'Edit Lines' menu.
**South Park Rally**

**Cheat Mode**
Complete Championship mode without using any tokens to unlock all tracks, cars, skins, and other cheat options.

**Random Checkpoints**
Complete Championship mode.

**Speech Test**
Complete Championship mode.

**Cheat Sheet**
Win the Rally Days 1 race without collecting any pick-ups.

**All Skins**
Collect the three hidden pick-ups in the Valentine's Day race.

**Race As Bebe**
Win the Pink Lemonade race.

**Race As Cartman Cup**
Win the Pink Lemonade race with the ball in the Read-A-Book Day race.

**Race As Damian**
Win the New Year's Eve race and be the only racer to touch the wooden bridge.

**Race As Death**
Win the race Halloween race after dropping off four candies at a time.

**Race As Grandpa**
Win the Halloween race.

**Race As Ike**
Collect the hidden pick-up top of the airplane in the Memorial Day race.

**Race As Jesus**
Win the Christmas race.

**Race As Mephisto**
Win the Independence Day race.

**Race As Mr. Garrison**
Activate all four checkpoints on the Rally Days 2 race.

**Race As Mr. Mackey**
Win the Spring Cleaning race.

**Race As Mrs. Cartman**
Drop off all mailboxes without letting anyone else get to the checkpoint in the Pink Lemonade race.

**Race As Ned**
Collect thirteen turbo pick-ups in the Independence Day race.

**Race As Pip**
Activate checkpoints one and four on the Rally Days 2 race.

**Race As Satan**
Win the New Year's Eve race.

**Race As Scuzzlebutt**
Find a Phillips Phart on the Easter Egg Hunt race. Then find the waterfall and Phart your way to the Golden Cow next to the waterfall.

**Race As Sheila Breitlovsky**
Collect the Pot Pie next to the building on the Easter Egg Hunt race.

**Race As Shelly**
Win the Valentine's Day race.

**Race As Starvin Marvin**
Lose the Thanksgiving race without collecting any turkeys.

**Race As Terrance and Phillip**
Collect the four hidden pick-ups in the Christmas race.

**Race As Tweak**
Collect five caffeine pick-ups in the Spring Cleaning race.

**Race As Visitor**
Collect the hidden pick-up above checkpoint one and the other pick-up that is between check point four and the wooden bridge in the Memorial Day race.

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**Marvel vs Capcom**

**Play As Lilith**
To play as Lilith highlight Zangief at the Character Selection screen and then press Left x2, Down x2, Right x2, Up x2, Down x2, Left x2, Up x2, Right x2, Down x2, Left x2, Down x4, Right x2, Up x4, Left x2, Down x4, Right. Down. Lilith will then appear before War Machine.

**Play As Roll**
To play as Roll highlight Zangief at the Character Selection screen and then press Left x2, Down x2, Right x2, Down x2, Left x2, Up, Right, Up, X, Right x2, Roll will then appear for selection to the right of Mega Man.

**Play as Gold War Machine**
To play as Gold War Machine highlight Zangief at the Character Selection screen, then press Left x4, Down x2, Right x2, Down x2, Left x2, Up, X, Right x2, Left x2, Down x2, Right x2, Down x2, Left x2, Up, Right x2, Down x2, Left x2, Down x2, Right x2, Down x2, Left x2, Up, Right x2, Down x4, Right. Right. Down. Lilith will then appear before Zangief.

**Play as Shadow Lady**
To play as Shadow Lady highlight Morrigan at the Character Selection screen, then press Up, Right x2, Down x4, Left x2, Up, X, Right x2, Left x2, Down x2, Right x2, Down x2, Left x2, Up, Right x2, Down x2, Left x2, Down x2, Right x2, Down x4, Left x2, Right x2, Down x4, Up, X, Right x2, Down x2, Left x2, Down x2, Right x2, Down x2, Left x2, Down x2, Right x2, Down x4, Left x2, Right x2, Down x4, Up, X. Red Venom will then appear for selection above Zangief.

**Play as Red Venom**
To play as Red Venom highlight Chun-Li at the Character Selection screen and then press Up, Right x2, Down x2, Left x2, Up, X, Right x2, Down x2, Left x2, Down x2, Right x2, Down x2, Left x2, Down x2, Right x2, Down x4, Left x2, Right x2, Down x4, Up, X. Red Venom will then appear for selection above Chun-Li.

**Play as Orange Hulk**
To play as the Orange Hulk highlight Chun-Li at the Character Selection screen and then press Left x2, Down x2, Left x2, Up, X, Right x2, Down x2, Left x2, Down x2, Right x2, Down x2, Left x2, Down x2, Right x2, Down x4, Left x2, Right x2, Down x4, Up, X. Orange Hulk will then appear for selection above Ryu.

**Play as Evil Ryu**
To play as the Evil Ryu press Down, Down, Back, Back, Fierce Punch. NB. You must have reached at least Level 1 on you hyper-combo bar.

**Play as Red Ryu**
To play as the Red Ryu press Down, Down, Back, Back, Medium Punch.

**Play as Onslaught**
To play as Onslaught you must unlock all the hidden characters and then the Onslaught option will appear in the game menu.

**Full Pause Screen**
Press Y for a full pause screen.

**Jackpot Cheat**
To increase your chances of hitting the jackpot save your game after every race in the Championship mode and then if you do get to go for the jackpot, you can reload your game until you do win.

**Extra Tracks**
Complete Championship mode to unlock six more tracks, Arcade Outdoor mode for eight more and Arcade Indoor for five more tracks.

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**4Wheel Thunder**

**Full Pause Screen**
Press X+Y for a full pause screen.

**Jackpot Cheat**
To increase your chances of hitting the jackpot save your game after every race in the Championship mode and then if you do get to go for the jackpot, you can reload your game until you do win.

**Extra Tracks**
Complete Championship mode to unlock six more tracks, Arcade Outdoor mode for eight more and Arcade Indoor for five more tracks.

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**Virtua Striker 2: Version 2000.1**

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

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

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

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

**Access Bonus Teams**
To access bonus teams complete the Ranking mode with a high grade to unlock the team that was defeated in the finals.
All your gaming problems are sorted out by our very own games experts – we are here to help you!

**Hydro Blunder**

**Q** I've been playing *Hydro Thunder* for a while now and I've managed to unlock all of the easy, medium, hard and bonus courses (13 in total). I tried to enter the cheat you printed for an additional course, but it doesn't work - there isn't a 'Back' button listed in the Options as you said. I've tried to make the cheat work, but nothing happens. Please can you confirm if there is another track and if so, how it can be found?

Many thanks,
Derek Woolhouse, via email

**A** Err... well, we've got a little confession to make to you Derek. As far as we can make out, both you and the chimp that decided to put that particular cheat into our mag have been 'had', as it were. There are only thirteen tracks in the whole game – three for each difficulty as well as four bonus tracks, so there isn't an extra course on top of that. Sorry if we misled you... needless to say, the chimp responsible has been shipped off to work on Michael Jackson's ranch.

**Cheeky Beggar**

**Q** Good job on the mag – I love reading it. Anyway, I've been trying to play *WWF Attitude* for a couple of months now and I can't seem to find any cheats for it at all. Can you please give me some cheats for it... oh, and for *Ready 2 Rumble* as well.

Thanks – keep it up!
Pat (no last name... duh), via email

**A** Crikey – you want the moon on a stick, do you. Anything else we can do? Shine your shoes? Scratch your arse? Okay, we'll just give you the cheats then...

To unlock the cheats in *WWF Attitude*, you're going to have to finish various parts of the game; you can't just put them in from the start. By playing through and completing the different Pay-Per-View events, you'll unlock more characters and options in the Cheats menu for you to use.

As for *Ready 2 Rumble* cheats, you can just enter your gym name as either 'Rumble Power', 'Rumble Bumble', 'Mosma' or 'Pod 5' to unlock the various levels. Also, hold down the two Shoulder buttons and 'X' on the Character Select screen to get the secret Leprechaun fighter. Are you happy now?

**Rocket In My Pocket**

**Q** Help! I know it's probably just me being incredibly useless, but I'm having problems completing one of the Stage Challenge levels on *Chu Chu Rocket*! I can't get the level to progress.

No matter how much I try, I can't manage to feed the Capu Capu on stage C5 - he keeps falling into the pit! Have you got any pointers that might be able to help me finish this before I pull all my hair out?

Yours desperately.
Scott Massey, via email

**A** Not being able to give you a step-by-step guide to the level (because that would probably take up most of this page) it's going to be a bit tricky. Still, stick with us on this one...

You'll see that the Chu Chus are running in circles in their little pens – there are several of these 'stop points' around the level that you'll be able to use to take a quick breather. Work out the path between each stop point, then move the Chu Chus quickly using your limited supply of arrows. It'll take a bit of practice and memory use but once you know the route, you'll be able to do it easily.

**Monkey Drinks Kerosene?**

**Q** Do me a favour, will you? Can you print me some MDK2 cheats because it's one of the toughest games I've ever played in my entire life!

Cheers guys.
Steven Culverwell, Bromley

**A** Hmm, abrupt and to the point – you're a bit pushy, ain't ya? Never mind... we'll let you off just this once and help you out, sonny. There aren't any cheats to make the game easier; mind you – they're just for fun...

Kurt In Boxers Shorts: Hold down L and R on the main menu, then press X, Y, Y, X to make Kurt lose his suit.

Indy J 500 Camera: Pause the game and hold the L and R buttons, then press B, A, B, A for a new view on life.

Slow Motion Max: Hold R and press Up four times on the D-pad to slow the whole game... right... down.
beat Mathers’ Challenge!

Since Mart issued the challenge for you lot to beat him last issue (though not in the physical sense, obviously) we’ve had a veritable flood of mail from people claiming to have topped his wonderful high scores. Of course, to give everyone a fair crack of the whip we’re not going to print them this month... you’ll have to wait until next time to see if you’ve won a prize.

That’s right – each month five lucky people who manage to beat our scores will win a colourful controller, Memory Card and Advanced Joit Pack all courtesy of Joytech! So if you want to add a bit of colour to your Dreamcast gaming you’d better get beating those scores. Good luck!

1. Crazy Taxi
   Highest Score - $16,009.09
   (Awesome Ranking, 48 passengers)
   (Arcade Mode, 70secs, Normal Difficulty)

2. Soul Calibur
   Fastest Complete Time - 83:42:33
   (Time Attack, Normal Difficulty)

3. Tony Hawk’s Skateboarding
   Record Score - 70,607 pts
   (Downhill Jam Stage, Single 2min Session)

4. Sega Bass Fishing
   Biggest Fish Caught - 9715kg
   (Consumer Mode, Normal Difficulty)

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Resident Evil: Code Veronica
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Trickstyle: U
UEFA Striker
Vigilante 8: 2nd Off
Virtual Striker 2
V-Rally 2
WWF Attitude
More zombies, more blood and plenty more action... what more could a young girl want?

Last issue, we brought you through to the end of Disc 1 of Resident Evil Code: Veronica. You'd fought the Tyrant (and won, of course) and thrown him from the back of the plane, giving yourself a clear ride to safety... or so you thought. You see, Alfred is right behind you in his Harrier and isn't too keen on watching you get away! He'll cause the plane to divert course and head for the frozen wastes of the Antarctic... and now, the horrific conclusion!

When you can finally take control of Claire again beneath the crashed plane, run along the balcony to the right and climb down the ladder to the level below. Ignore the double doors for the moment and continue along the balcony, nipping through the small door near the top of the stairs.

This is the dormitory naturally. It's pretty dark and dingy. Walk around the bunk beds and head for the twinkling object in the corner; pick up the Explosive Bolt Powder from the table and then search the locker on the right for some Bullets and a First Aid Spray. Now, can you guess what's going to happen next?

Well, there's a surprise as soon as you try to leave the room, a whole bunch of zombies spring to life and try to eat you. Blow them all away with your Handgun (watch out as there are quite a few of them) and then search the rest of the room to find some more Bullets and a map of the Antarctic Transport Terminal; that's where you are, it would appear. Now leave the room and turn right to head down the stairs.

Ooh, look at the mess here. We'd say that some pretty big bugs must have done this... ignore it all for now though and run ahead to find a door. Go inside and
grab the Crossbow Bolts (combine with the Explosive Bolt Power for some more Explosive Bolts), the Green Herb and the Ink Ribbon. Dump any unnecessary items in the Storage Box and then save the game before going back out into the corridor.

Walk right to meet a rather nasty group of poisonous moths – shoot them all quickly, but watch out for them laying eggs on your back. If they do, move around and wait for them to hatch, then press the X button like mad to brush them off. If you manage to get poisoned, use the everlasting Blue Herbs in the corner of the passage to cure yourself. Now walk through the double doors on the right-hand side.

Kill all the zombies in this room, then run around to the right and past the small flight of stairs next to the wall. Ignore the first set of doors and continue round to find another set marked 'Weapon' – go inside and make mincemeat out of all the zombies in this room. Collect the Mining Room Key from the bottom of the conveyor belt, then dash around through the gap in the fence to find a dead body.

Search the body to find the Detonator – immediately turn left and place it in the block of C4 stuck to the door of the cabinet behind you. Now head back towards the door, stopping briefly to open the gun drawers on the left; you'll find a rather nifty Assault Rifle inside. DON'T USE IT!

This is another of those weapons that you'll have to dump in the Storage Box for Chris to find later on...

As you leave the Weapon room, run across to the other set of double doors marked 'BOW'. Go inside and get your Grenade Launcher ready – there are two massive spiders inside waiting to eat you!
Nosferatu

Considering he's the last boss of Claire's adventure, Nosferatu is a bit of a pushover. As long as you keep your distance, you'll be fine – but then, keeping away from him means that you won't be able to see where you're aiming with your weapons because of the blinding snow! Keep at least half the distance of the roof away from him and use the Sniper Rifle to aim at the throbbing heart in his chest; make sure you hit it because there isn't very much ammo!

If you do run out of Sniper Rifle ammo before he goes down (and you probably will) switch to your Explosive Crossbow Bolts and pummel him into submission. You should have around 20 bolts left so finishing him off shouldn't be too tough – just make sure you've got some Green Herbs so you can heal yourself if he manages to hit you!

With Nosferatu dead, Claire can finally escape with Steve. Jumping in the snowmobile, they ride off into the sunset... or do they? As you'll see from what occurs afterwards, things are far from over. Is Alfred dead? Does Alexia really exist? And what was that tentacle that destroyed Claire's ride to freedom? Well, you'll soon find out...

At the back of the room is a bookcase; push it and you'll discover a secret passageway. Head for the lockers at the end (watch out for the rat!) and read the note inside before you push the secret switch. Go inside the chamber to see a rather nasty monster below you; don't worry, he can't escape... yet. Grab the Plant Pot, enter the inventory and examine it – if you turn it upside down, you'll find the Machine Room Key stuck to the bottom.

Leave the secret passage and go back to the hallway outside, then climb the stairs to reach the balcony at the top. Run along and enter the double doors at the bottom of the ladder – on the next balcony (overlooking the crate room), run left and open the door at the end with the Machine Room Key.

Go inside, but don't approach the control panel ahead – instead, run left and enter the door in the corner. Cross the walkway and grab the Valve Handle before going back into the Machine Room to meet Steve. Once he causes a major gas leak, it's...
up to you to fix it – go back around the balcony and through the door on the other side, entering a small room.

Ignore the zombie in the cage; he can’t get out. Run past into another small area where a Metal Cutting Machine waits – use the Valve Handle on it to shape the end into a cylinder (see, we told you that the shape was important!). Now run back to the room where the crashed plane is and go down the stairs into the moth-filled hall.

Kill more moths and head left, passing through the double doors at the end. Blast all the zombies (where did they come from?) and climb the small steps on the left, entering the door at the top – don’t forget to put on the Gas Mask when it asks you, or you’ll suffocate!

Turn right and climb up the large steps to the plateau at the top. Run past the digging machine and jump the next flight of stairs to find a shut-off valve for the gas – use the Valve Handle on it to stop the leak and save the day... again. Of course, something happens to stop you from celebrating; Alfred’s back! After Steve saves you for the third time in this adventure, run down to the edge of the pit and pick up Alfred’s Sniper Rifle – this will come in handy very soon.

Sit back and watch the cut-scene that unfolds – you’ll need this break to prepare for what’s coming next! As soon as you’re on the roof of the Antarctic Base, head down the stairs near Steve; it’s time to put down Alfred’s little pet for good!

**Chris’s Adventure**

Chris only has one reason for being on the island – to rescue his sister! You begin the adventure beneath the main Umbrella base in a narrow passageway... just as you start to move, the whole entrance caves in and traps you!

Move down the passage until you bump into an injured Roderigo, who informs you that Claire should have already escaped. Just then, that giant worm that Claire avoided outside the Training Facility pops up and eats him whole! No! Go to the end of the tunnel and search the Storage Box for that Assault Rifle that Claire left behind, then head through the door on the right to try and get Roderigo back!

Just before it dies, the worm will cough up Roderigo. Don’t waste any tears – he’s already close to death. He’ll hand over Claire’s Lighter before popping his clogs; now turn around and head back through the door towards where you started.

Just a short walk down the path, you’ll find a statue on the wall – examine it and a shelf will appear with two rather nifty Machine

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**Giant Worm**

Taking care of the giant worm shouldn’t be too tough – you can shoot him anywhere to do him damage and he’s not exactly big in the attack department. Keep moving around, watching the ground to see where he’s going to pop up next; when he appears, just point that Rifle and blast away until he goes underground again. Watch out for when he pops up for just a second and save your ammo for when he fully emerges. If he hits you, you’ll fall over – thankfully, you can use the Green Herb in the corner opposite where you entered to refresh yourself until the worm finally goes down.
Guns on... unfortunately, there a grating in the way. Use your Lighter on the torch that the statue is holding and voila – the grating will move aside so you can get hold of them. Smart! Now go back to where you killed the giant worm and follow the rocky cavern to the small lift set in the wall at the far end, picking up the Bullets as you go. Go up in the lift where you’re done.

Seem familiar? That’s right – you’re back in the garage where Steve had to kill his zombified father earlier on. Kill the zombies that greet you, then head for the double doors directly opposite the lift. Once outside, run around the back of the tank and hit the button (just like Alfred did earlier) to bring up the secret lift. Grab the Bullets, then take this down to the Aircraft Hanger.

Run down the hallway and grab the Green and Blue Herbs as well as the Shells. Enter the first doorway along to find a Safe Room: grab the Bullets and the Acid Rounds, as well as the Green Herb if you need it. Save the game (things get a little rough from here) and then check out the drawers in the corner of the room. There’s a Luger Replica stored in the gold drawer at the bottom that can be collected to unlock Steve in the special First-Person Mode later on – just open the red, then green and finally blue drawers in order to unlock it, then place the Luger in the Storage Box.

Leave the room, turn right and run to the doors at the end – these lead into the main hanger, but they’re locked right now. Pick up the Battery, then get your Rifle ready and head back down the corridor; when the two large (and rather poisonous) spiders appear, blow them apart before running back to the lift. If you get poisoned, there’s an everlasting Blue Herb in the Save Room you’ve just come out of.

Return to the garage and place the Battery in the cargo lift on the right; use it to reach the ledge above and grab the Chemical Storage Key from the shelf on the left, then exit through the door just along the balcony. Run along the passage until Chris spots the video screen in the room ahead. Alexia’s alive! Even worse, it looks like an old friend is back in town with some nasty plans in mind for Chris... if you’ve played the original Resident Evil, you’ll have an idea who it might be!

Leave through the door on the left to watch that ever-so-useful Eagle Shield fall into the river below! Oh well... you’ll get it back later... if you survive, that is! Run across the balcony to the door opposite and go inside, killing all the zombies here (watch out for the one with a C4 pack strapped to him!) and collect the Sidepack to increase your inventory size.

Go back the way you came and take the lift on the
other side of the balcony down to the basement – walk past the statue on the wall and turn left to go down same metal steps to the bottom. Grab the shotgun off the wall (this makes the stairs rise... don't worry about it for now) and then exit through the door on the left.

Ignore the Incubation Tubes – they're perfectly safe – and run upstairs to the upper balcony. Examine the control panel at the far end and hit the button to lower one of the tubes; there's more ammo for your Assault Rifle on top of it. Pick this up, then go through the double doors next to the control panel.

You'll have been here before as well – enter the door on the right and move through the various sliding doors until you reach the destroyed lab area. Go over to the Chemical Storage Fridge on the other side of the table, then open it with the key you picked up earlier. When you're asked to set the temperature, set it to 12.8°C (it's the same date – 12/8 – as when the Training Facility was founded... but then, you already knew that didn't you?) to make the Clement E inside turn blue rather than yellow. Turn around and leave the lab again.

When you get back to the electrical room, run over to the lift and pick up the shiny Door Knob sitting on the floor. Make sure you've got that Shotgun handy though... because you're about to meet the Hunters! There are two of them and they can be pretty nasty – just wait until they get quite close and then blast them square in the face! Once they're dead, retrace your steps back to the lift by running through the Incubation Tube room and hanging the Shotgun back up on the wall to lower the stairs again.

Take the lift up to the second floor and go through to the room where you picked up the Sidepack on the other side of the balcony. Run around the corner to find another small door – pass through it and use the Door Knob on the door to the left. Through here, you'll be on another balcony above the garage area; run left and grab the Tank Replica before going all the way to the lift again... take out for those Hunter Spotters!

Go to the first floor and go right to the door at the end of the passage. Inside, place the Tank Replica on the Training Facility model to make the painting behind you move. There's a lever here, protected by three laser beams – to shut them down, you'll need three proofs... the ones Claire left at the Airport. Aargh!

Take the Turntable Key from in front of the laser beams, then return to the lift and take it down to the basement again. Go down the steps on the left and take that Shotgun again (reload it if you have to) before re-entering the Incubation Tube room. You'll meet that long-lost acquaintance face-to-face this time... but before he can kill you, a Bandersnatch escapes! Kill it with your Shotgun, then go through the double doors at the end of the upper balcony.

Use the Turntable Key on the lift where the two Hunters first attacked you, then dash through the hole in the wall at the top to face more zombies in the foyer of the Training Facility. Blast them out of the way and work your way into the Copier room until you find another hole – go through and head for the door on the right. Pass through it and then follow the crumbling ledge around the fence until you reach the ladder in the floor.

Go down and activate the lever to turn the ventilation system back on, then run to the end and kill everything in sight before dropping down into the room... you DID open the gate while you were playing as Claire. didn't you? If not, you'll need to find that Emergency Card again...

Go right and enter the door in the alcove - watch out because there's a Hunter waiting on the other side for you. When it's dead, cross the room and go through the door opposite to find the workshop; head for the table around the corner and upgrade your Handgun before picking up the Clement A from the shelf on the right. Combine this with the Clement E to create a purple metal-dissolving solution. Great.
Run back through the Ventilation room, up the ladder and through the next door to get back to the Training Facility. Head for the foyer and go through the front doors to be faced with two more Hunters – blast them both before going taking the main lift on the right down to the Airport area. At the bottom, dump all your unnecessary items; after all, you'll need three empty slots in your inventory to store those annoying proofs, won't you? Through the shutter, blast the Hunter that attacks and then take the lift on the left up to the balcony. Go through the door at the end, cross the bridge to the next shutter and then check the flashing wall panel just inside the door – the power is off, so you'll need to re-activate it. To do this, you'll have to hit the buttons in the correct order:

Press the 3-hour button FOUR times.
Press the 5-hour button ONCE.
Press the 10-hour button ONCE.
Press the 3-hour button ONCE to complete the puzzle.

When the power comes back, so will those zombies in the corner behind you – blast them all and then head back across the bridge outside to the control panel near the door.

Throw the switch to lower the bridge again, then go back through the door and head down on the lift. Go through the shutter opposite where you entered and cross the bridge, blasting the Hunter that jumps down as you go. On the other side, enter the door and kill the three zombies inside before making a U-turn and opening the door to the right of the Aquarium.

Kill the Hunter and then press the switch near the flashing screen to shut off the power to the panel with the proofs on. Pick all three of them up, turn around and run ALL the way back to the Training Facility – past the Aquarium, across the bridge and back up on the main lift.

Watch out for the two poisoned Hunters in the Facility courtyard.

Enter the Facility, run through the Copier room and back out onto the crumbling ledge. Head down the ladder into the Ventilation room, take a left and go through the door to reach the small lift again. Ride it up to the first floor and enter the Facility model room – place the three proofs in the panel and pull the lever to make the model move and reveal a hidden ladder. Make sure you save the game now before going down there though...

Kill the two massive spiders here (watch out for getting poisoned) and climb down the ladder at the end of the passage. Move out into the water room and be ready for a shock... quite literally!

When the Albinoid snuffs it, jump into the pool and grab the Eagle Shield from the middle before going back up the ladder again. Use the mixed Clement on the Eagle Shield to make it dissolve and leave you with a Gold Halberd... didn't Alfred use one of these to get into the Aircraft Hanger? That's right – and so can you!

Return to the Facility model room via the ladder and use the lift outside to go up to the second floor. Head left and go through the door, take the cargo lift down to the garage floor and then exit through the double doors on the left. Use the lift under the tank to go down into the passage below before following it to the end and using the Gold Halberd to open the hanger... watch out Antarctica, here comes Chris Redfield!

When you finally arrive at the Antarctic base, run left along the balcony and pass through the double doors. Blast the tentacles repeatedly to make them shrink back into the walls, then use the ladder to drop to the lower ledge. Ignore the double doors for the moment and head down the stairs to the end of the balcony to reach the narrow hallway at the bottom.

Run ahead – don't worry, there aren't any poisonous moths here now – and enter the study above where Nosferatu was. Use the Gold Halberd on the wall plaque to open the cupboard to the left; inside, grab the Puzzle Die before turning around and saving the game. Before you leave here, grab that Fire Extinguisher out of the Storage Box... we said you'd need it!
Adult Albinoid

You knew you would have to face one of these sooner or later didn't you? In all honesty though, it's not exactly difficult - it just depends on how good a shot you are. The Albinoid with never leave the water, so you're pretty safe moving around the ledge on the outside of the pool. Wait for it to come near, then lay it into it with some downward-pointing Shotgun blasts to put it out of commission pretty quickly. One thing though - under no circumstances should you get into the pool. You're bound to take some serious damage and you may even die here. Just play it safe and take pot shots at it until it's floating belly-up in the water.

Go back upstairs and through the double doors at the base of the ladder. Check out the MASSIVE spider under the ice... scary. Anyway, head left along the balcony and go through the door at the side to enter the upper level of the valve room (where Claire sealed off the gas leak all that time ago). Because there's ice everywhere, you can step down and run over to where the Valve Handle still sits - in the gas pipe valve. Grab it, but be ready for the rather 'frosty' reception from a group of zombies that pop up... 'frosty', Get it? Oh, we're so funny...

Head back through the door and out onto the ice with the spider underneath - now cross to the opposite balcony and climb up onto the ledge before going through the door on the left. Go through the first door along to enter the Tank room: press the glowing button to raise the barrel of Extinguisher liquid before refilling that Fire Extinguisher of yours. If you take the lift on the left down, you'll be able to put the flames out and then grab the Colt Magnum and a whole stash of bullets before going back up to the Tank room.

Return to the corridor outside and run to the end, jump into the lift and take it down to the bottom. Enter the door directly ahead and then go into the opening on the immediately left to find the Power room. Kill everything inside and then use the Valve Handle on the port in the corner before flicking the switch on the left - this restores power to the complex. Before you leave, you can dump your Shotgun in the Storage Box for Claire to use in a few minutes... now go back outside and follow the passage to the very end before going through the door there.

Ooh, talk about deja vu... the original Resident Evil anyone? First off, push the statue over to the cracked floor tile on the left so that it drops down and lets you reach the map inside. Now run through the curtain into the passage beyond and follow it to the Tiger statue at the end - remove the Blue Eye and collect the Brass Fitting (combine this with the Valve Handle to create a new four-sided Crank) and then replace the Blue Eye and remove the Red Eye for some Magnum Rounds. Make sure you replace the Red Eye before turning around and taking the lift behind you.

Out of the lift, grab the Dragonfly Wing from in front of the giant hive and then run right down the next passage. Go over to the control panel in the far right corner and activate it - when prompted, enter the following code:

AA Crown, Heart, Spade

When the drawer opens, place the Puzzle Dice inside and watch as Alfred falls out of the Incubation Tube behind you. Examine his hand to find a ring - by checking this in your inventory, you can extract the Blue Gem from it. Go back to the hive, use the lift to return to the upper floor and then work your way back through the complex to the Tank room where you refilled your Fire Extinguisher.

Use your newly-shaped Valve Handle to drain the water in the tank, then climb inside using the ladder and pick up the Crane Key. Mash the Hunter that jumps in to surprise you, then go back outside and follow the passage right to the large spider-filled ice sheet. Use the Crane Key in the booth on the right to bring up a rather frozen Nosferatu - as it turns out, he was Alfred and Alexia's father! When the giant spider finally attacks, blow him to pieces with some big weapons (although you don't have to kill it if you don't want to) and then grab the earring from beside Nosferatu's body; check it in the inventory to reveal the Green Gem.

Go back through the door towards the Tank room, take the lift down to the lower level and then, instead of going through the door ahead, take a left and run down the passage to the courtyard. Blow away another Hunter and grab the two Dragonfly Wings (one by the carousel, the other in the water near the pedestal) before going through the double doors to find another rather weird flashback...

Run up the stairs and grab the Combat Knife, then go
back down and check out the alcove behind the staircase to find... Claire! Use the Knife to free her and then see if she's okay — if she was badly poisoned during the fight with Nosferatu, you'll have take Chris ALL the way back to the Tank room and use the small lift to ride down, grabbing the Blood Bag from the shelf before returning to give it to her.

Once Claire is fine (or if she's fine already) and you're in control of her, grab all the items in the room and place them in the Storage Box. If you left the Shotgun here earlier, you can now take it and place it on the wall rack behind the bookcase to reveal more Grenade Rounds — take these, then pick the Shotgun up again and stick it back in the box for Chris to recover. Make sure you've got plenty of Green Herbs and/or First Aid Sprays... you'll need them in a minute!

Go through the door on the left and follow the passage around, blowing away the tentacles that appear with your Grenade Launcher (charged with Flame Rounds, naturally). Enter the door at the end and run through the cell area, climbing the stairs on the left to find a rusty cannon — read the file placed underneath it, then turn the handle on the cannon to reveal a Glass Orb with an Emergency Card inside. Watch out! The stone slab above will come crashing down; if you're underneath it, you'll be squashed.

Quickly dash under the slab as it rises and pick up the Glass Orb... now comes the tricky part. You've got to step slightly under the slab and then step back again to set the trap off without killing yourself; as the slab rises again, dash underneath and enter your inventory to use the Glass Orb before it comes crashing down again. Claire will place the Orb on the floor and move aside, letting the slab crush it. So far — so good. Now you have to set the slab off again without getting killed, then quickly dash underneath again and grab the Emergency Card before the trap resets... if you miss, you're dead! Once you pick up the card though, the trap will lock and you'll be safe to walk out again.

Return to the cell area and enter the small door near where you entered — inside, use the Emergency Card on the control panel to unlock the steel gate on the left. Run inside to find Steve chained to the wall... we won't spoil what's going to happen next. As soon as you regain control of Claire, press Down and A to turn around quickly before legging it back towards the steel gate. There's no way to avoid being hit by the giant monster behind you — each swing of his axe will catch you in the back. Each time he hits you, enter your inventory and heal yourself up before you continue running for the exit. Eventually, you'll slide under the gate and make it safety... or so you think!

Back in control of Chris, things are starting to get a bit hairy. Wesker has shown up and is demanding that Alexia hands over the T-Veronica virus... even though it's in her body! Not surprisingly, she isn't impressed and transforms into one of the meanest monsters we've ever seen! After tossing Wesker about for a bit, it's your turn to fight her!

With Alexia out for the count, run over and grab that jewelled necklace that she dropped when she changed into a monster. Examine it like the other items of jewellery to find the Red Gem — you should now have a Red, Blue and Green Gem. Head up the stairs and place all three of them in the family portrait at the top; it'll move aside to reveal a secret doorway. Go inside and waste all the zombies, then quickly duck into the Lab area on the right.

Go down on the small lift and then hit the glowing button on the console to open the glass capsule — now check inside to find the final Dragonfly Wing. Grab all the supplies in the room and then head back outside, turning left at the junction and going into Alfred's study. Search the drawers of the desk on the right-hand side to find the Mansion Key, then turn around and head back to the main foyer where you fought Alexia.

Use the Mansion Key on the doors to the right of the main entrance, then go through the front doors and return to the Power Room (run past the fountain, down the passage and take the door on the left, then through the door immediately inside this entrance). Throw the switch again to shut the power to the complex down, then retrace your steps back into the mansion.

Go through the double doors on the right, following the left-hand passage to reach the Tiger statue again. Remove both the Red and Blue Gems from the eye sockets (because the power is off, the statue won't move) and then go back to the main foyer and upstairs through the secret doorway. Kill the new swarm of zombies that have appeared and follow the passage round to the left, entering the door at the end of the passage to find a replica of Alfred's bedroom.

Examine the statue on the wall to find a secret doorway, then switch off the Music Box in Alexia's bedroom to close the lid. Place the Red Gem on the Music Box to open it up again, taking the Music Press from inside. Return to Alfred's bedroom and place the Blue Gem on the lid of the other Music Box, putting the Music Press inside to lower the roof of the bed down and reveal a ladder...
BOSS FIGHT T-Veronica Alexia – The Final Battle

Make sure you’re armed with something substantial that isn’t the Grenade Launcher – you need a long-distance weapon to start out with. As soon as Alexia starts approaching Claire and you regain control of Chris, aim and shoot one bullet at her; if you don’t, Claire dies and the game is over! Once Alexia transforms into your worst nightmare, it’s time for round two.

Get out your big weapons and keep blasting her belly as fast as you can – don’t aim anywhere else or you’ll be wasting ammo. Move around whenever you can to avoid the tentacles that she throws out at you, as well as avoiding the poison that gets spat towards you. Use the display on your VM to keep tabs on your health and then heal yourself up whenever you need to in order to stay alive. After taking a MASSIVE amount of damage, Alexia will get just a little bit angry...time to finish her off!

Remember that gorgeous-looking Linear Launcher that you unlocked right at the start of the fight? Well, it’s now ready and able to give Alexia’s mutated arm a right good kicking! Run over and grab it – don’t forget to arm it in your inventory as well – then hold down the R button to bring up the sights. Alexia moves around like a giant wasp on acid (and let’s face it, that’s what she looks like) so you’ll need to take careful aim when trying to get a shot off at her. Watch out for the acidic spit that she fires at you and try to keep a steady hand before blasting her – it only takes one direct hit to knock her out for good, so try to make it a good one!

Use a long-range weapon to stop Alexia from killing Claire. (2) Lay into her with everything you’ve got! (3) Finally, get the Linear Launcher and fire a shot straight into her belly to win!

hmm, haven’t we done this before? Climb up onto the bed and use the ladder to access the secret meeting room.

Run around the shelves and out into the main room, checking the bucket of sand on the table. Inside is the stem of that Dragonfly Key that Claire found earlier – if you combine this with the four wings you’ve collected, you’ll have the completed Dragonfly Key. Now head back downstairs, out of Alfred’s bedroom and through into the Lab area again.

Head for the small flight of stairs in the far corner opposite the lift, unlocking the door at the top to reach the passage that Claire ran down earlier. Follow it along to the cells and approach the door on the right; once you’ve talked to Claire, she’ll slip you the Emergency Folder. Check this in your inventory and open it up to find the Emergency Card... it’s time to blow this popsicle stand!

Run down to the far end of the cells and climb the long flight of stairs up to the landing platform. Use the Dragonfly Key to unlock the door opposite the stairs, then go inside and slaughter the two zombies waiting for you. Climb up onto the platform and walk around to the control panel at the end – this is the Self-Destruct Activation Panel and it’s here that you’ve got to make a choice. Once you activate the system, there’s no turning back; have you got enough weapons and Green Herbs/First Aid Sprays to see you through to the end? If not, turn around and run ALL the way back to the Power room, grabbing anything you might need out of the Storage Box and saving the game before leaving.

If you think you’re ready for the last big fight of the game, whip out your Emergency Card and swipe it through the control panel. You’ll be prompted for a passcode to de-activate the safety overrides... this is easy. Don’t you know this by now? Well, if you’re stuck then the code you want is... VERONICA. Duh. As soon as you enter it, the five-minute countdown (yay!) starts and you’ll need to get moving – turn around and run back out to the landing pad for a nasty surprise...
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You’ll also find a handy Best Of Genre section which, funny enough, highlights the brightest and most spangly games that money can buy...

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

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**Director-Key**

- **Publisher:** Company that distributes the game.
- **Genre:** Style of game it is.
- **Issue:** Which issue of DREAMCAST MAGAZINE did the original review appear in?
- **We Say:** A quote taken from the original review.

**Game Descriptions**

- **Action/Adventure:** Blending exploration and puzzle solving with action.
- **Beat’em-up:** Beating up enemies.
- **Driving/Racing:** Self-explanatory, include cars, trucks, bikes and planes.
- **Party/Puzzle:** Brain-teackers, usually for more than one player.
- **sports:** Includes soccer, American football, basketball, golf and so on.
- **Strategy/Simulation:** Covers the likes of flight simulators and strategy war simulators.

---

**Reviewers**

- **Damian Butt**
- **Ryan Butt**
- **Simon Hill**
- **Roy Kimber**
- **Ben Lawrence**
- **Martin Mathers**
- **Paul Morgan**
- **Graeme Nicholson**
- **Snehal Noorani**
- **Simon Phillips**
- **Mike Richardson**
- **Jem Roberts**
- **Nick Roberts**
- **Tom Sargent**
- **Stuart Taylor**
- **Alex Warren**
- **Louise Wells**

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<td>We Say: “This is one of the titles worth buying a Dreamcast for, especially with the amazingly good lightgun to play with.” MM</td>
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<td>We Say: “As a one-player game, there’s perhaps not quite enough in the gameplay to have you drooling at the mouth.” JR</td>
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<td>We Say: Arcade fans will lap it up, serious strategists will scoff at the simplicity of the Campaign mode. You get what you see, basically.” TS</td>
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<td>We Say: “If you really must play, then you might as well pop down the local snooker hall and do the real thing, at least it’ll get you out of the house!” AW</td>
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<td>Jingle’s Bizarre Adventure</td>
<td>Virgin Interactive</td>
<td>2</td>
<td></td>
<td></td>
<td>ARCADE STICK</td>
<td>07</td>
<td>71%</td>
</tr>
<tr>
<td>We Say: “A little too bizarre for its own good, despite trying to do something original, it just ends up mediocre.” MM</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
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</tr>
<tr>
<td>Marvel Vs Capcom</td>
<td>Virgin</td>
<td>4</td>
<td></td>
<td></td>
<td></td>
<td>04</td>
<td>91%</td>
</tr>
<tr>
<td>We Say: “When the people behind the Street Fighter series stick to their predictable guns, they do it with style and this is no exception…” MM</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>MDK2</td>
<td>Virgin Interactive</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td>07</td>
<td>90%</td>
</tr>
<tr>
<td>We Say: “MDK2 is one of the most original games yet to grace the Dreamcast as well as being one of the best. Brilliantly satisfying.” AW</td>
<td></td>
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<td></td>
<td></td>
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<tr>
<td>Midway Arcade Greatest Hits - Volume 1</td>
<td>Midway</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
<td>10</td>
<td>27%</td>
</tr>
<tr>
<td>We Say: “We don’t care how ‘classic’ these games are – they just ain’t worth the cash. Now, if Goulmet was in there somewhere…” MM</td>
<td></td>
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<td></td>
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<td>Millennium Soldier: Expendable</td>
<td>Infogrames</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
<td>01</td>
<td>80%</td>
</tr>
<tr>
<td>We Say: “If you’re a seasoned gamer who remembers the likes of Smash TV then you’ll know exactly what to expect from Millennium Soldier.” NR</td>
<td></td>
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<td>Mortal Kombat Gold</td>
<td>Midway</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
<td>03</td>
<td>77%</td>
</tr>
<tr>
<td>We Say: “Although a dying breed, MKG breathes new life into the series making it one of the more enjoyable Dreamcast beat-em-ups.” AW</td>
<td></td>
<td></td>
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<tr>
<td>NBA2K</td>
<td>Sega</td>
<td>4</td>
<td></td>
<td></td>
<td></td>
<td>06</td>
<td>89%</td>
</tr>
<tr>
<td>We Say: “As an overall package this game is absolutely brilliant, although it does have limited appeal.” AW</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>NBA Showtime: NBA Vs NBC</td>
<td>Midway</td>
<td>4</td>
<td></td>
<td></td>
<td></td>
<td>04</td>
<td>99%</td>
</tr>
<tr>
<td>We Say: “You don’t have to be Shaquille O’Neal to be able to play Midway’s top 12-BB sim, as you can get straight onto the court with a minimum of fuss.” AW</td>
<td></td>
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<tr>
<td>NFL2K</td>
<td>Sega</td>
<td>4</td>
<td></td>
<td></td>
<td></td>
<td>04</td>
<td>74%</td>
</tr>
<tr>
<td>We Say: “When compared to the likes of NFL Blitz, NFL 2K is made to look worn-some and monotonous.” AW</td>
<td></td>
<td></td>
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<tr>
<td>NFL Blitz 2000</td>
<td>Midway</td>
<td>4</td>
<td></td>
<td></td>
<td></td>
<td>03</td>
<td>89%</td>
</tr>
<tr>
<td>We Say: “The beauty of NFL Blitz is that you don’t need to have a clue about the sport to be able to enjoy it.” AW</td>
<td></td>
<td></td>
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<tr>
<td>NFL Quarterback Club 2000</td>
<td>Acclaim</td>
<td>4</td>
<td></td>
<td></td>
<td></td>
<td>04</td>
<td>56%</td>
</tr>
<tr>
<td>We Say: “Dull, boring and mindless. NFL Quarterback Club is American football at its worst, without even a sniff of enjoyment.”</td>
<td></td>
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<tr>
<td>Pen Pen</td>
<td>Infogrames</td>
<td>4</td>
<td></td>
<td></td>
<td></td>
<td>02</td>
<td>88%</td>
</tr>
<tr>
<td>We Say: “You are unlikely to see anything as daft in your life. If you’ve got a few marbles loose, then you’ll love it!” BL</td>
<td></td>
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<tr>
<td>Power Stone</td>
<td>Eldos Interactive</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
<td>01</td>
<td>92%</td>
</tr>
<tr>
<td>We Say: “If Capcom decided to take a new direction with a beat-em-up we set up and take notice, and so should you. This game is truly wonderful.” TS</td>
<td></td>
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<tr>
<td>Psychic Force 2012</td>
<td>Acclaim</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
<td>04</td>
<td>65%</td>
</tr>
<tr>
<td>We Say: “Graphically and aurally there is nothing here that couldn’t have been ably produced on a PlayStation. A poor, poor game.” ST</td>
<td></td>
<td></td>
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<tr>
<td>Racing Simulation: Monaco Grand Prix</td>
<td>Ubi Soft</td>
<td>2</td>
<td></td>
<td>STEERING WHEEL</td>
<td>03</td>
<td>83%</td>
<td></td>
</tr>
<tr>
<td>We Say: “The controls can be a little too sensitive. Nowhere near as good as F1 World Grand Prix.” MN</td>
<td></td>
<td></td>
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<tr>
<td>Rayman 2: The Great Escape</td>
<td>Ubi Soft</td>
<td>4</td>
<td></td>
<td></td>
<td></td>
<td>07</td>
<td>92%</td>
</tr>
<tr>
<td>We Say: “Rayman 2 represents all that is great about the Dreamcast and is as good a game as you’re going to find for it.” AW</td>
<td></td>
<td></td>
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<tr>
<td>Ready 2 Rumble Boxing</td>
<td>Midway</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
<td>01</td>
<td>90%</td>
</tr>
<tr>
<td>We Say: “Make no mistake, Ready 2 Rumble is no patch-dranked biter, but a right swinger that will keep you in the ring well into 2000.” ST</td>
<td></td>
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<td>Resident Evil 2</td>
<td>Virgin</td>
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<td></td>
<td></td>
<td>05</td>
<td>73%</td>
</tr>
<tr>
<td>We Say: “Nothing more than a cheap conversion of the PC version that fails to do justice to the Dreamcast.” AW</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>Resident Evil Code: Veronica</td>
<td>Eldos</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td>10</td>
<td>94%</td>
</tr>
<tr>
<td>We Say: “Resident Evil fans will go mental about this game, the whole affair looks amazing and at times the action will scare the life out of you.” MM</td>
<td></td>
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<tr>
<td>Re-Volt</td>
<td>Acclaim</td>
<td>2</td>
<td></td>
<td>STEERING WHEEL</td>
<td>03</td>
<td>86%</td>
<td></td>
</tr>
<tr>
<td>We Say: “The game has some really smart graphics with realistic scenery and lightning fast speeds along with some great gameplay.” AW</td>
<td></td>
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</tbody>
</table>

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**Sleepy Hollow**

**Cert:** 15  
**Publisher:** Fox  
**Price:** £19.99  
**Okay, so a film about a crazed ghost who goes around decapitating innocent people might not sound great... but it is. Tim Burton’s take on the classic novel about the Headless Horseman is dark, moody and worth the purchase on its own. Thankfully, the DVD extras are pretty nifty as well – you’ve got the usual mix of running commentary from the director and members of the cast, documentary pieces about the making of the film and how many of the special effects were completed and even an artwork compilation featuring various photos and concept designs for the characters. Add these to an already great film and you’ve got yourself a winner.**  
**Martin Mathers**

**Stigmata**

**Cert:** 18  
**Publisher:** MGM  
**Price:** £19.99  
**Can anyone say The Exorcist? This rather dismal possession-style ‘thriller’ has finally emerged for you to own – woo, and indeed, hoo. Still, the fact that the film was about as enjoyable as having several rusty nails hammered into your genitals doesn’t make the DVD bad; in fact, the extras are quite good. There’s an alternate ending to the film, several deleted scenes, a music video and even a Region 2-exclusive documentary going behind the scenes on the making of the film. It’s just a shame that they chose such a dire piece of film-making to attach these great extras to.**  
**Martin Mathers**

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**gearbox**

If you’re looking for those all-important peripherals then this is the place to be!

**Action Replay CDX**

› Dateil  › £29.99

Stuck on a game and can’t get those damn cheats to work? Not to worry, as Dateil has come up with the perfect solution to wipe away all your struggles. The Action Replay CDX allows you to upload a whole load of cheats off a disc (one comes with the pack and more will be made available) onto your VM unit so that you can use them in-game. Pretty sweet. So whether it’s infinite lives or credits, hidden cars or tracks or access to all weapons that you want, it’s all here for you. But that would be cheating, wouldn’t it?
CD Reviews

Bentley Rhythm Ace: For Your Ears Only

Label: Parlophone
It has been a few years since the 'Big Beat' bus rode into town but BRA have managed to keep one step ahead of the pack by inventing everything they do with humour. The first half of the album rattles along at a breakneck pace songs merging together to form one continuous groove. Everything goes a tad haywire when you reach 'Summer Song Blue' though. Overall, nothing on this album is going to surprise you but if BRA put a smile on your face they'll have done their job.

3/5

The Motorhomes; Songs For Me And My Baby

Label: Epic
If you prefer your guitar pop injected with a hefty dose of poignancy and emotion, than you could certainly do a lot worse than getting hold of Motorhomes new album, 'Heaven Sent'. May put you in mind of Badfinger and Embrace, but soon the vocals take on a grand style not heard since Genesis, and you realise that The Motorhomes are actually closer to the epic drama of early Suede than the current motley crew of alternative bands. With festival dates due, the Motorhomes will soon find themselves in the limelight, so here's your chance to beat the queue... damn fine.

5/5

Classic Sinatra: His Great Performances 1953-1960

Label: Universal Island
Summer's here so it's time to bring out 'Ol Blue Eyes' to get you in the mood. This CD focuses on Sinatra's famous 'Blue' recording period with Capitol and the triumphant collaboration with Nelson Riddle. Featuring such classics as 'Ol' Man Blues' and 'Come Fly With Me', it acts as a timely tribute to the singer who died a year ago. Everyone should own at least one album by this influential 'crooner' and there really isn't a better place to start than with this fine compilation.

5/5

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

Action/Adventure

Resident Evil Code: Veronica
Certainly the definitive version of the timeless platform title and one that brings a smile to our faces whenever we get it just one more play...

Beat-'em-up

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

Driving/Racing

Crazy Taxi
Sega's arcade racer ported to the Dreamcast with consummate ease. With a whole new city and 16 tough challenges, this is one of the most enjoyable games ever.
### Game Name | Publisher | Players | VM | Online | Useful Peripheral | Issue | Rating
--- | --- | --- | --- | --- | --- | --- | ---
Tee Off Golf | Acclaim | 2 | Yes | Yes | | 05 | 80%
The Nomad Soul | Eidos | 2 | No | Yes | | 08 | 84%
Tokyo Highway Challenge | Crave | 2 | Yes | No | STEERING WHEEL | 03 | 73%
Tomb Raider: The Last Revelation | Eidos | 1 | Yes | No | | 07 | 88%
Tony Hawk's Skateboarding | Crave | 4 | Yes | Yes | | 10 | 94%
Toy Commander | Sega | 4 | Yes | Yes | | 02 | 86%
Trick Style | Acclaim | 2 | Yes | Yes | | 02 | 79%
UEFA Striker | Informages | 2 | Yes | No | | 02 | 82%
V-Rally 2: Expert Edition | Informages | 4 | Yes | Yes | STEERING WHEEL | 09 | 86%
Vigilante 8: Second Offense | Activision | 4 | Yes | Yes | | 04 | 91%
Virtual Fighter 3 | Sega | 2 | Yes | Yes | | 01 | 93%
Virtual Striker 2 | Sega | 2 | Yes | Yes | | 05 | 78%
Wacky Races | Informages | 4 | Yes | Yes | STEERING WHEEL | 09 | 93%
Wild Metal Rockstar | 2 | Yes | Yes | | 07 | 58%
Worms Armageddon | Hasbro Interactive | 4 | Yes | Yes | | 04 | 73%
WWF Attitude | Acclaim | 4 | Yes | Yes | | 03 | 41%
Zombie Revenge | Sega | 2 | Yes | Yes | | 05 | 81%

### Comics
**Bufy The Vampire Slayer: Bad Blood**
*Publisher: Titan Books*  
*Price: £8.99*

We love Bufy, so we never thought we'd see the day when something Bufy-related left us disappointed... but sadly, Bad Blood is just awful. Yes, it picks up where the previous graphic novel left off (evil vampire lady left for dead comes back with even worse hatred for the Slayer than before) but after that, it just doesn't seem to go anywhere. Bufy and Selkie, the lady vamp, don't even meet through the whole novel! Talk about filler material... we'd wait until the next part comes out.

*Martin Mathers*

**Clarks (The Comic Books)**
*Publisher: Titan Books*  
*Price: £7.99*

If you've got any modicum of taste in your graphic novels, you're going to love Clarks. Following the trials and tribulations of Dante and Randall (characters from the hit film of the same name), The Comic Books offers up two hilarious tales as well as a third 'cut-scene' from the original novel. Whether it's finding out about the world of insider Star Wars figure traders or meeting Santa's husband for dwarf porn (we kid you not, this is incredible stuff), you won't be disappointed. 

*Martin Mathers*

**Star Wars: Tales Of The Jedi – The Collection**
*Publisher: Dark Horse Comics*  
*Price: £12.99*

Set 4,000 years before the birth of Luke Skywalker, Tales Of The Jedi brings together two legendary tales of Jedi past, Ulic Qel-Droma and Nomi Sunobi. The action comes thick and fast while giving an insight into Jedi life and their impact on the generations of people in the galaxy. A history lesson in the Jedi way if you like, but a deeply intriguing read all the same, complimented by some fantastic artwork along the way.

*Alex Warren*
After last month's atrocious performance in Euro 2000 we thought we'd show the England boys how to play football Dreamcast-style and re-invent the death toll of the Romania game.

First up both Neville brothers are dropped – at least we won't be giving away any penalties in the deadly minutes of the game. Seaman's back in goal too, so an altogether more solid defence.

Dazzled by our superior skills, the whole Romanian team are quite literally left standing still, watching in awe as we slot four goals past them in the first half. Owen's already bagged a hat-trick, so there'll be no taking him off this time, hey Kev?

The spectacular display of silky football skills is hammered home in the second half when we casually slot six more between the Romanian uprights. Totally wrong-footed by our superior tactics (that's how you win games, Kev) the Romanians even concede the game before full time's up, such is their utter humiliation. Of course, we then go on and win the tournament... oh, for the land of make believe!

### Import

<table>
<thead>
<tr>
<th>Import Game Name</th>
<th>Publisher</th>
<th>Players</th>
<th>VM</th>
<th>Online</th>
<th>Useful Peripheral</th>
<th>Issue</th>
<th>Rating</th>
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<td>Aero Dancing F</td>
<td>Chi</td>
<td>1</td>
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**e-Data B@nk**
- Manufacturer: Sakar
- Tel: 01253 775660
- Cost: £10.00

**Interactive Yoda**
- Manufacturer: Tiger Toys Ltd
- Web site: www.tiger-toys.com
- Cost: £39.99

**Game Balls**
- Manufacturer: Tiger Electronics Ltd
- Web site: www.tiger-toys.com
- Cost: £4.99

Summer holidays mean long journeys, as you get ferried around the country, which in turn means boredom. But car journeys need not be such a bore, at least not with Tiger’s Game Balls. Play football, basketball, baseball or even go fishing with these games in balls and shake them like mad to score points when instructed to. Ace fun to play, shame about the infuriating sound effects!

**Camedia C-860L**
- Manufacturer: Olympus
- Tel: 0800 072 0070
- Cost: £299.99

Digital photography doesn’t get any better than the latest offering from Olympus, the sleek Camedia C-860. Packed with all the features you’ll ever need (and all the ones you’ll never use) the C-860 creates the perfect picture every time. Throw away your camera film, this is all you’ll want... forever!

**U Turn Sports Tool**
- Manufacturer: William Prophet Design
- Web site: kwantoneofthose.com
- Cost: £18

Anyone who goes skateboarding, skating or biking will know how annoying it is when something breaks when you’re miles from home with no tool kit in sight. Well, fear not as this ingenious tool, which you can hang around your neck, will solve all your worries and fix all your loose bearings and bolts quickly and easily.

**New & ‘Hip Hop’ MP3 Players**
- Manufacturer: Samsung
- Tel: 0800 521652
- Cost: TBC

The new musical revolution is surely upon us as MP3 players continue to flood the market every week. The latest offering from Samsung, the New E, is undoubtedly one of the coolest of the bunch with its translucent casing. Apart from that, it’s fairly standard, with either 32Mb or 64Mb of built-in flash memory to store all your favourite tunes off the Net.
If it's top quality sounds you want to be hearing this summer then look no further than the new SP-2400. It doesn't just make good music sound even better, though, and nor does it just look pretty. Oh no. It incorporates all the latest technology including a SmartMedia-compatible 32Mb MP3 player and a parallel interface for connection to a PC.

If it's kitsch that you want then you can't go wrong with pretty darn sexy photo cube. Comprising of two thick blocks of glass, just slap your favourite picture in, secure it by putting the glass blocks together and the magnets will do the rest. And if you don't like that idea, well you can always use it as a fancy paperweight.

Of all the toys and gadgets that we've had in the office this has got to be one of the best by far... in fact, we were playing with it more than the Dreamcasts! It might look innocent enough with sticky arrows but this innocence belies the truth. It's a mean machine and damn powerful over a short distance at that, so not something you want to get in the way of!

With summer comes colour and you don't get more colourful than Samsung's latest range of digital cameras. Aimed more at the youth market, the SDC-80 comes in four colours — green, blue, orange and white — and houses a whole load of features, including 4Mb of memory, 1.8-inch LCD screen and 850,000 pixels. There's no excuse not to be a happy snapper this summer.

K2 Pro Kickboard

If you want to look cool this summer there's only one thing that you'll need and that's one of these little babies. Scooters are already the new fashion accessory and to be seen without one is to be seen dead. The Pro Kickboard is ideal for pulling off various tricks and is ideal for those who want to look extra cool this summer.
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House Of The Dead 2

"Behold our new leader... the Emperor!"

It's an oldie, but a goodie - even though it was one of the first games to appear for the Dreamcast all those months ago, we couldn't resist going back to House Of The Dead 2 one more time to bring you a truly great Dream Moment. It's still the only game around right now that makes use of the Light Gun (although there are more coming, honest) and manages to bring the whole arcade experience into your living room. Honestly, if it was any more arcade-perfect we'd be trying to find a slot on our Dreamcast to put those pound coins into.

Anyway, it's been one hell of a fight, but you've finally made it to the headquarters of Goldman - the man behind the recent zombie infestation of the local area. You battled your way through waves of lumbering brain-dead monsters, an invincible armour-clad behemoth, a giant hydra, a chainsaw-wielding gimp and even the recreation of the Magician from the original House Of The Dead... but nothing has prepared you for what lies ahead. A confrontation with Goldman himself! Nope - something far more horrible. Possibly one of the toughest boss characters we've ever had the privilege to blow away (even now, we still have trouble beating him), the Emperor deserves a spot in our Dream Moment hall of fame... simply because he's so damn nasty. Aargh!

If you would like to submit a Dream Moment to DREAMCAST MAGAZINE, please send in your suggestions to 'Dream Moment' at DREAMCAST MAGAZINE, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS.
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