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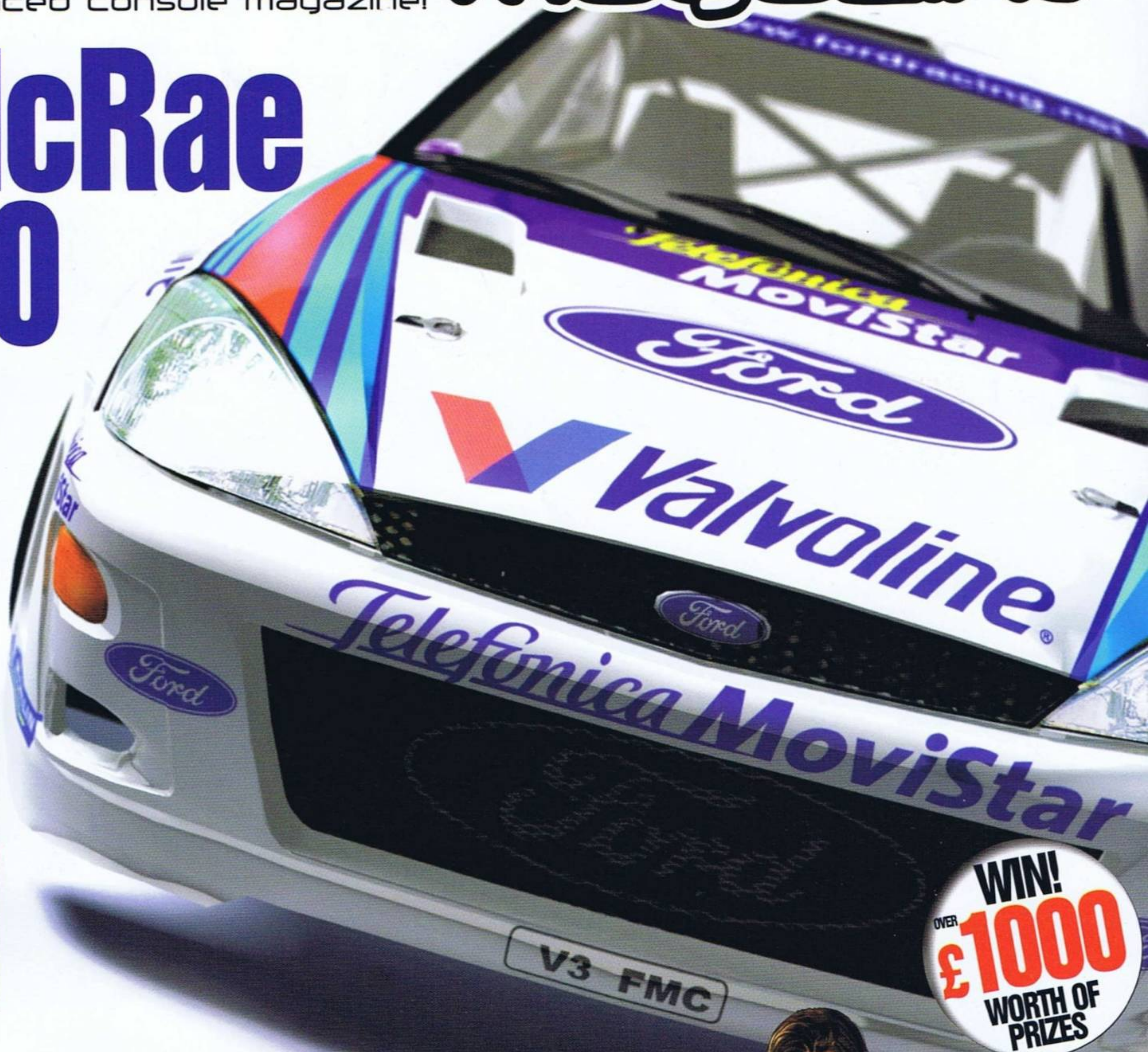
Colin McRae Rally 2.0

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GAUNTLET

LEGENDS

AXE'N' AND RELAX'N'
MULTI-PLAYER FUN IN THE SUN!

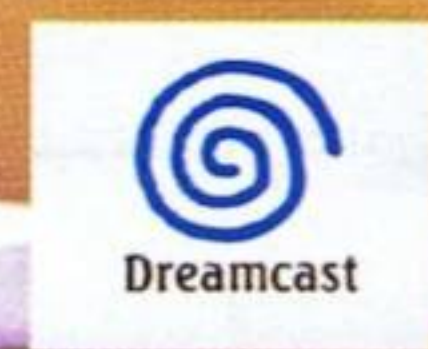
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36 different levels and subquests to complete



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



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Welcome to your dreams

WIN!
Joytech
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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...

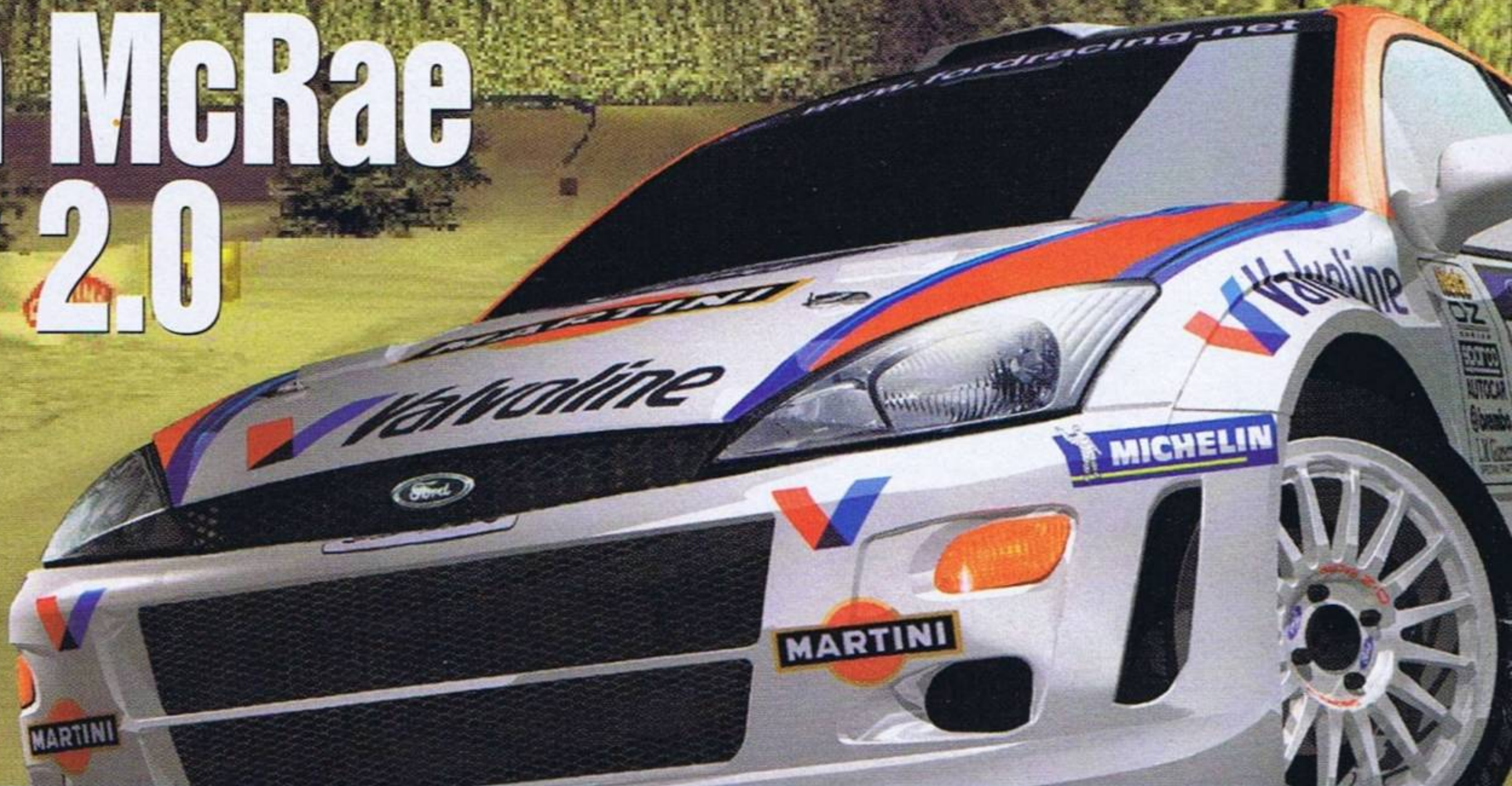
It's good to know that when our sports stars let us down, we can at least be sure that videogames will give us the opportunity to see if we could do it any better.

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

Simon Phillips
Editor

Colin McRae Rally 2.0

58 Codemasters puts the 'drive' back into 'four wheel drive'!



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Arcade Special

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



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94 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!



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Guy@Activision, Simon@Project K,
Baby Jesus, the Blues
(JLH had better get well soon).

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Marvel Vs Capcom 2

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



WIN!
Mad Catz
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the big story

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

Unreal Tournament

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



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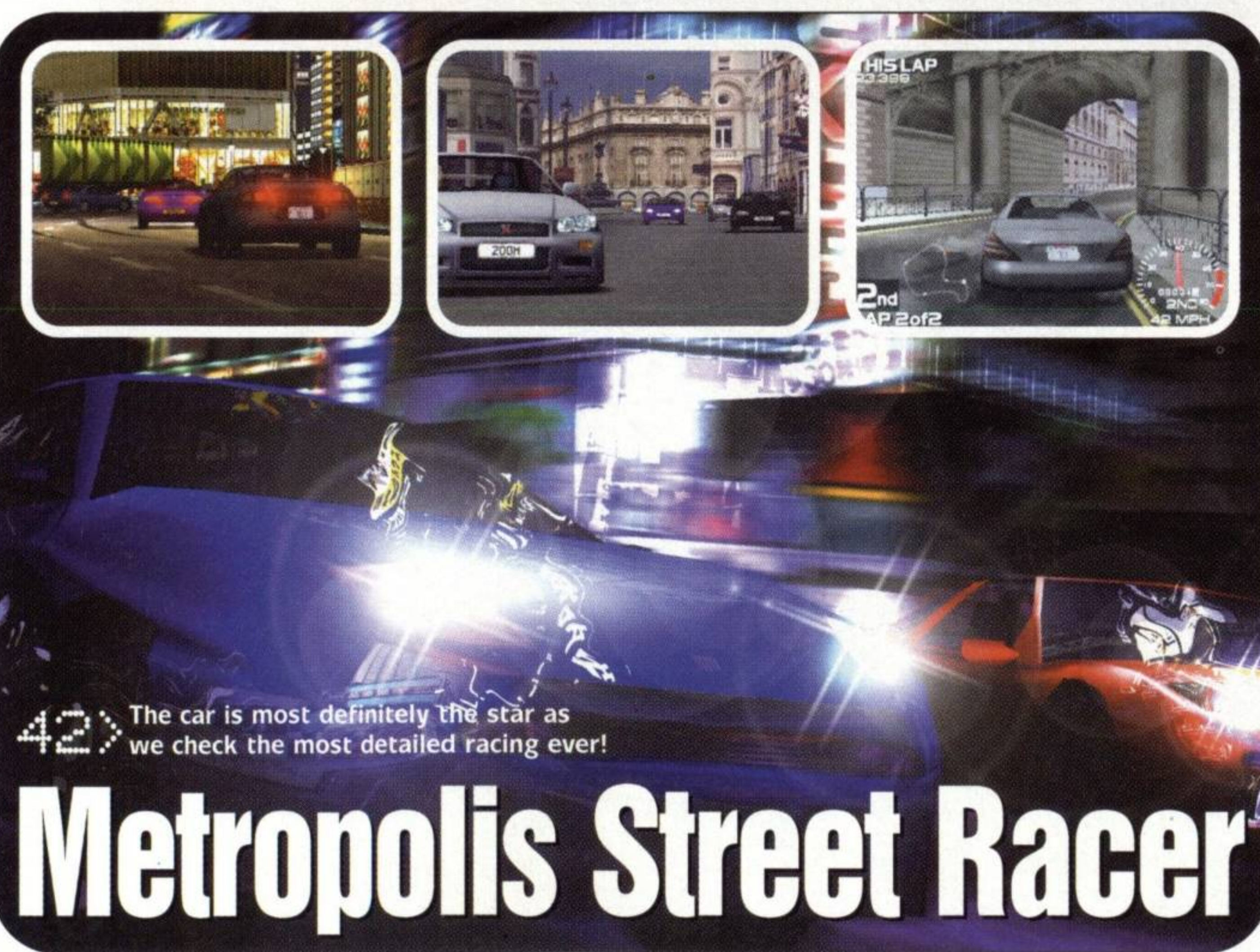
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Metropolis Street Racer

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



world news network

the **big** story



TOURNAMENT



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

softography
previous works>

- > Age of Wonders
- > Jazz Jackrabbit 2

Epic Mega Games

BT.



3 I ripped a stream of meat off her gut, smeared by Kring's Criss 'Yeohaw!



[1] The lighting effects, and the gun flashes are stunning.
 [2] Some people are just asking for a painful death...
 [3] She might be a lady but that doesn't mean that you don't have to waste her!
 [4] Prepare yourself for some all-out carnage!



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.

information

Publisher	Infogrames
Developer	Epic Mega Games
Players	Many
% complete	40%

anticipation rating
 eighty-five percent



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 breath-taking 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 of 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.

BIG ISSUES

The games that you *really* want to know about are here for your delectation!

Planet Of The Apes

It's all a load of monkey business.



Le Mans

The most gruelling race comes to Dreamcast.



Deep Fighter

We go deep, deep down for some serious action.



Sydney 2000

Stretch your muscles, the Olympics are here.



Virtua Tennis

We've smashed it around the court!



Is Coming To Get Ya!

Unreal Tournament



THE RUMOUR MILL

Sunken Treasure

Development of quite possibly the oddest game ever *Gunbeat*, 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 games magazine, *Famitsu*, has revealed that the next *Tomb Raider* game will be on Dreamcast by the end of 2001. As rumours go it's a pretty appealing one, but with no other info we can only lie patiently in wait.

Chunning 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 then... 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

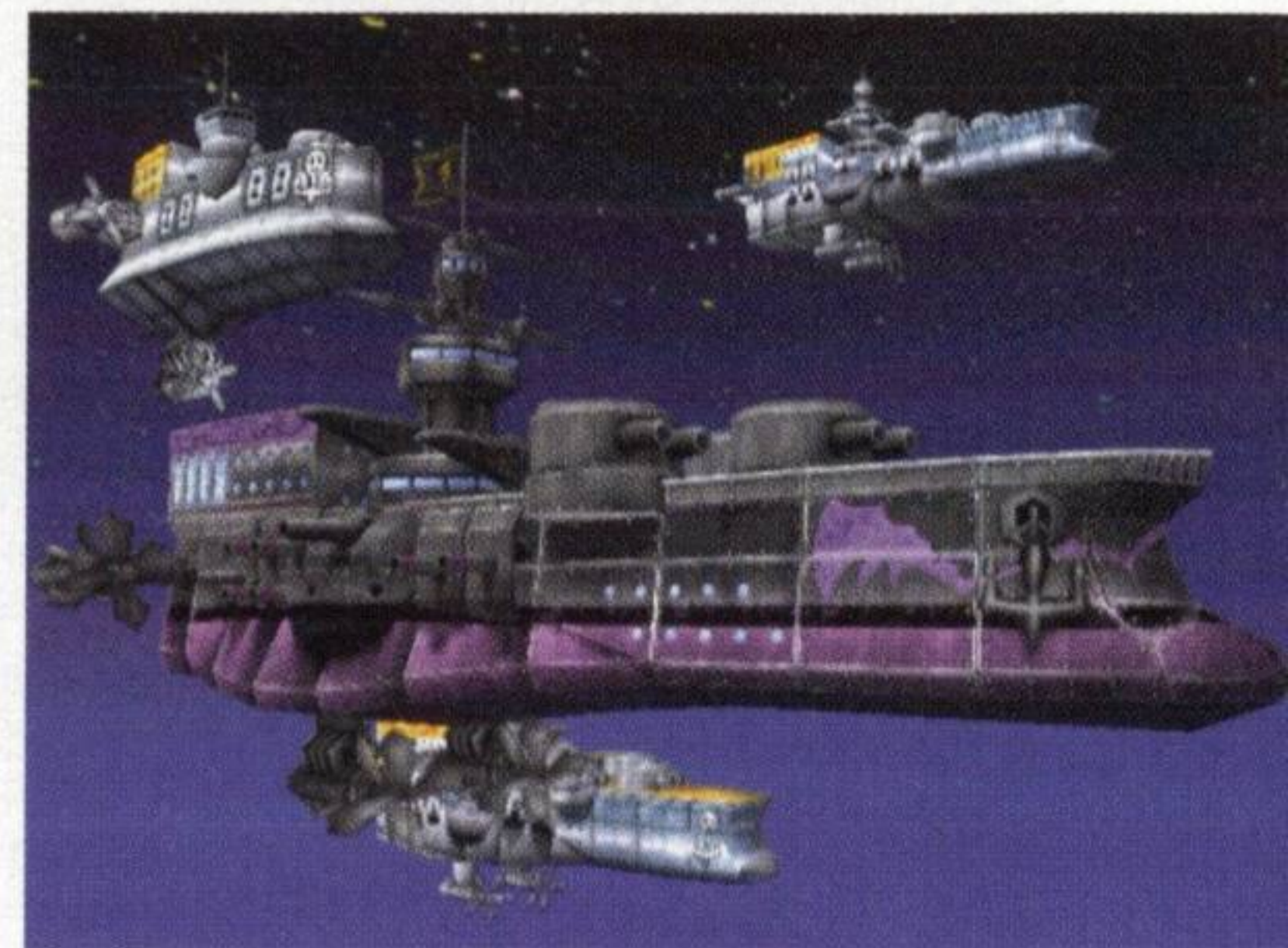
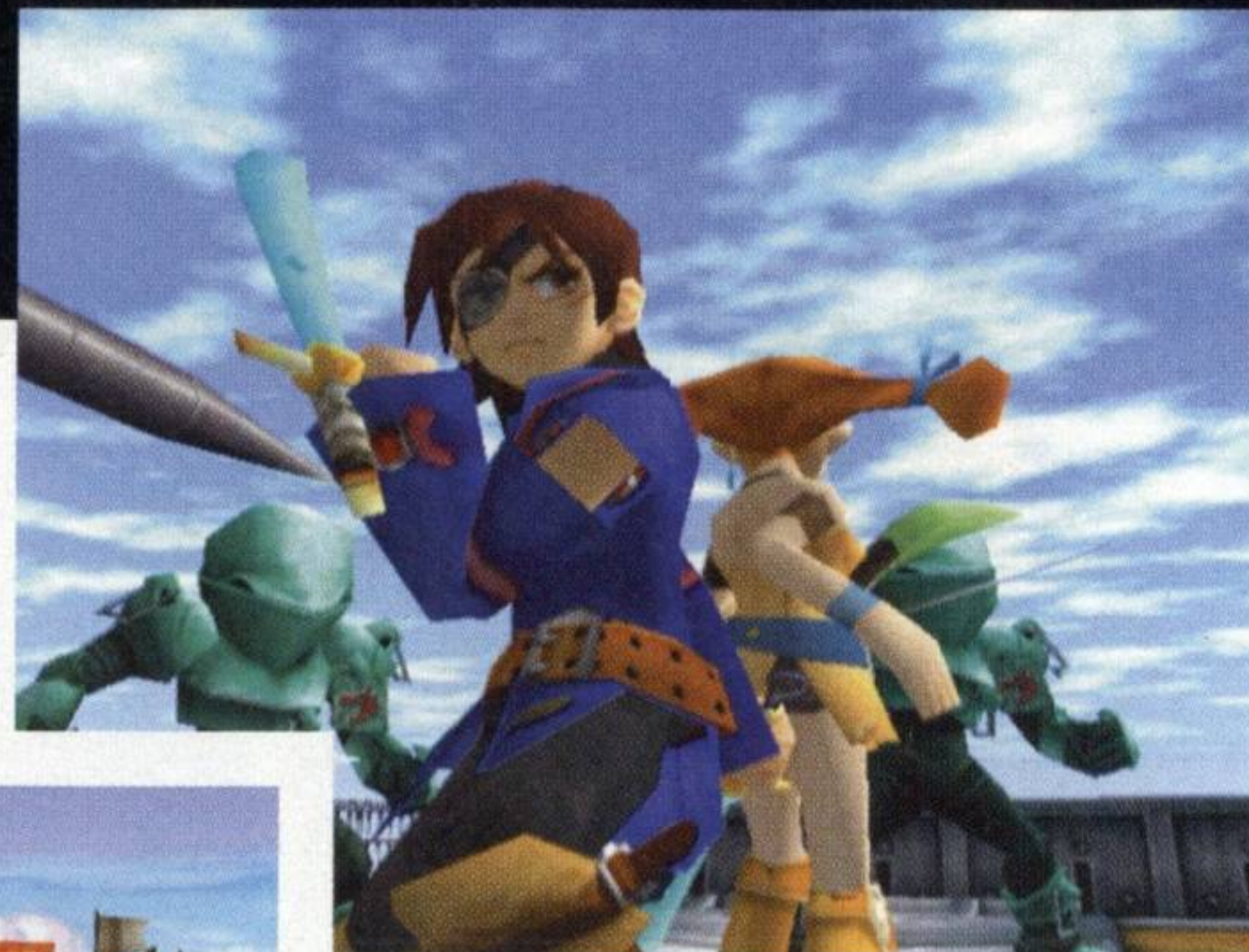
Apparently Sega is considering releasing a version of Dreamcast in Asia that will allow gamers to play games from Europe, America and Japan without the need for chipping. Whether this is a good or bad thing is debatable but surely it doesn't make financial sense for Sega.

Copping Off

One Web site this month has leaked the possible existence of *Super Strike Fighter: Virtua Cop 3* - a pretty tasty 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 civilisation 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 spanking gorgeous, though, and we can hardly wait for the PAL release to be announced pretty darn soon...

"Cor - it's looking pretty spanking gorgeous, eh?"

Guys And Dolls

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

Vyse

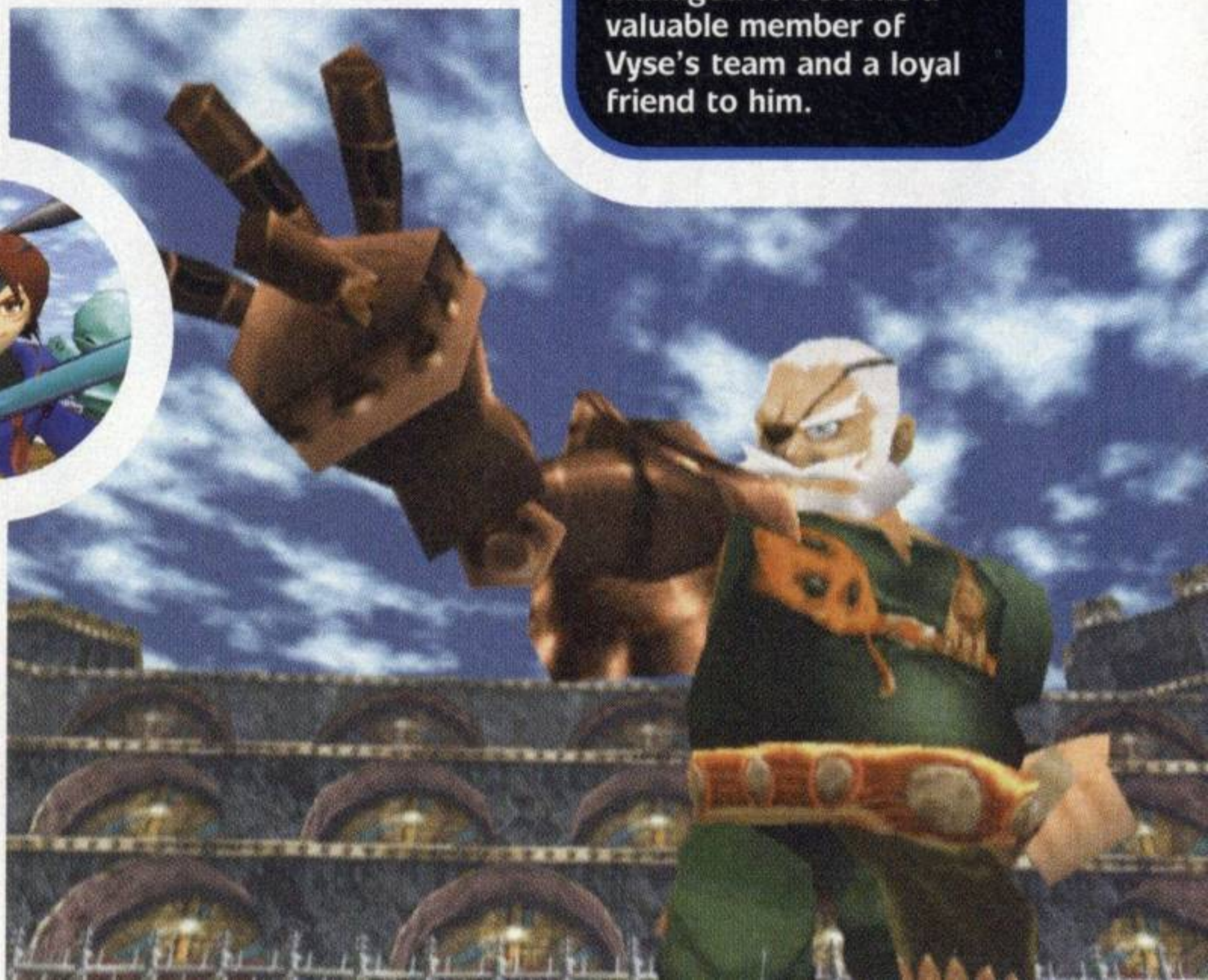
The leader of the pack and main character of the game. His love for exploration is matched only by his courage and pureness of heart.

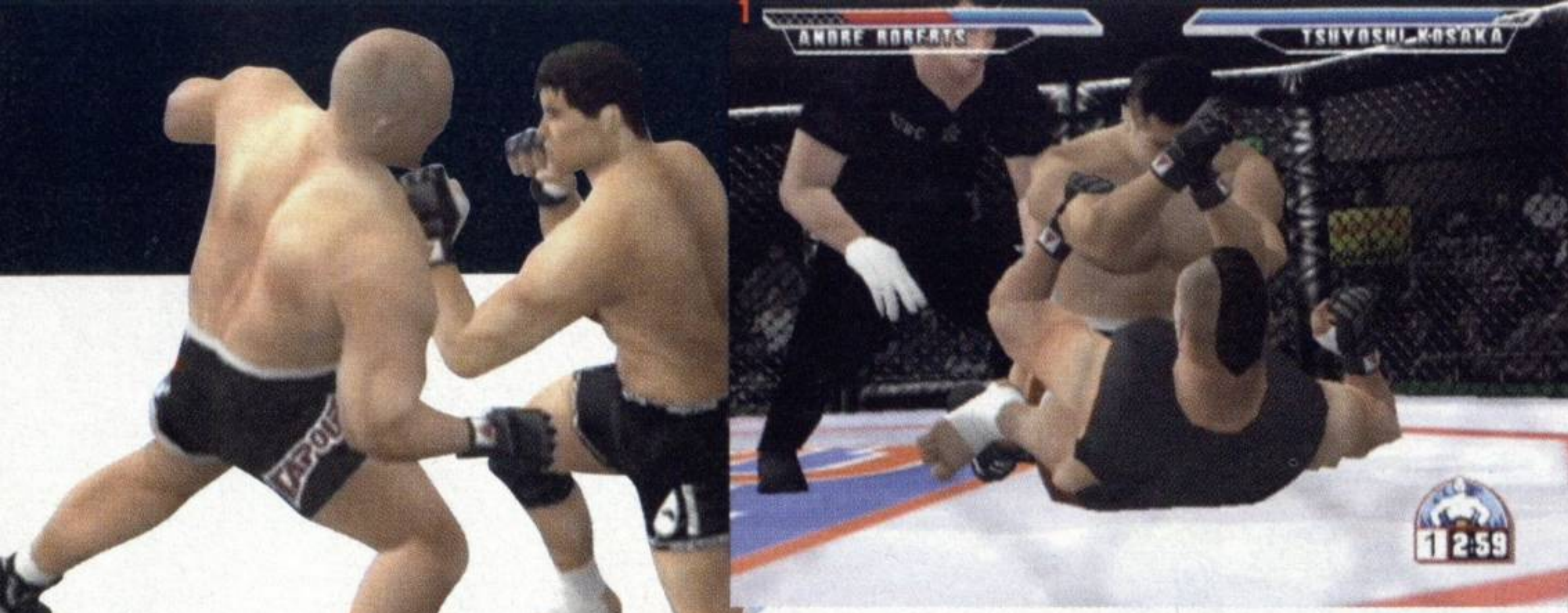
Aika

The cute, loveable 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.



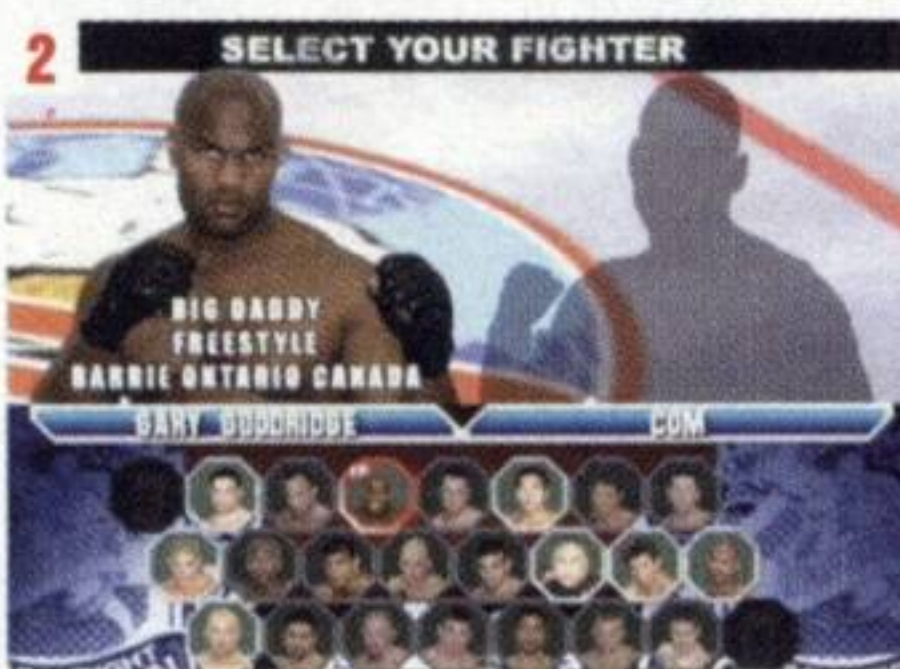


More Details On Ultimate Fighting Championship Revealed

UPDATE



[1] All I asked for was a short back and sides — look what you did! [2] This bloke doesn't look like the Big Daddy we remember...



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 dribbling 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...



Talent Spotting

Still wondering if *UFC* will be any good? Well, let's just say that Anchor Inc (the game's developer) is made up of designers and programmers from the teams behind such classic games as *Tekken 2*, *Soul Edge* and *Toy Fighter*. Pretty good, ne pas?

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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 hand-held conversion!



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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!*



Code: Veronica

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...

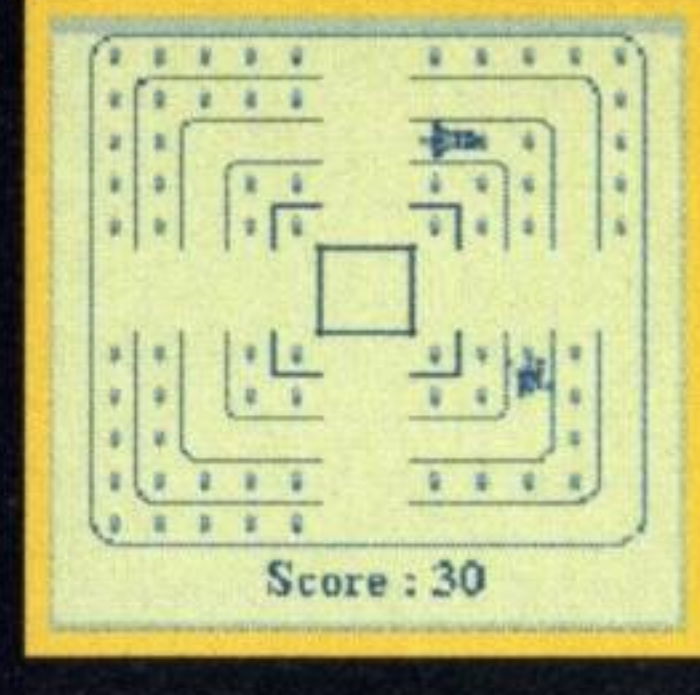
This month	Last month	Game	Publisher	DM score
1	-	Resident Evil Code: Veronica	Eidos	94%
2	-	V-Rally 2: Expert Edition	Infogrames	86%
3	-	MDK2	Interplay	90%
4	-	Zombie Revenge	Sega	81%
5	2	Crazy Taxi	Sega	94%
6	-	SWWS 2000: Euro Edition	Sega	92%
7	5	Tomb Raider: The Last Revelation	Eidos	88%
8	8	Soul Calibur	Namco	94%
9	1	Sega Bass Fishing	Sega	80%
10	6	Soul Reaver: Legacy Of Kain	Eidos	90%

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 On
Sonic J

FIRST LOOK

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!



"Sno-Cross is already looking pretty spanking"



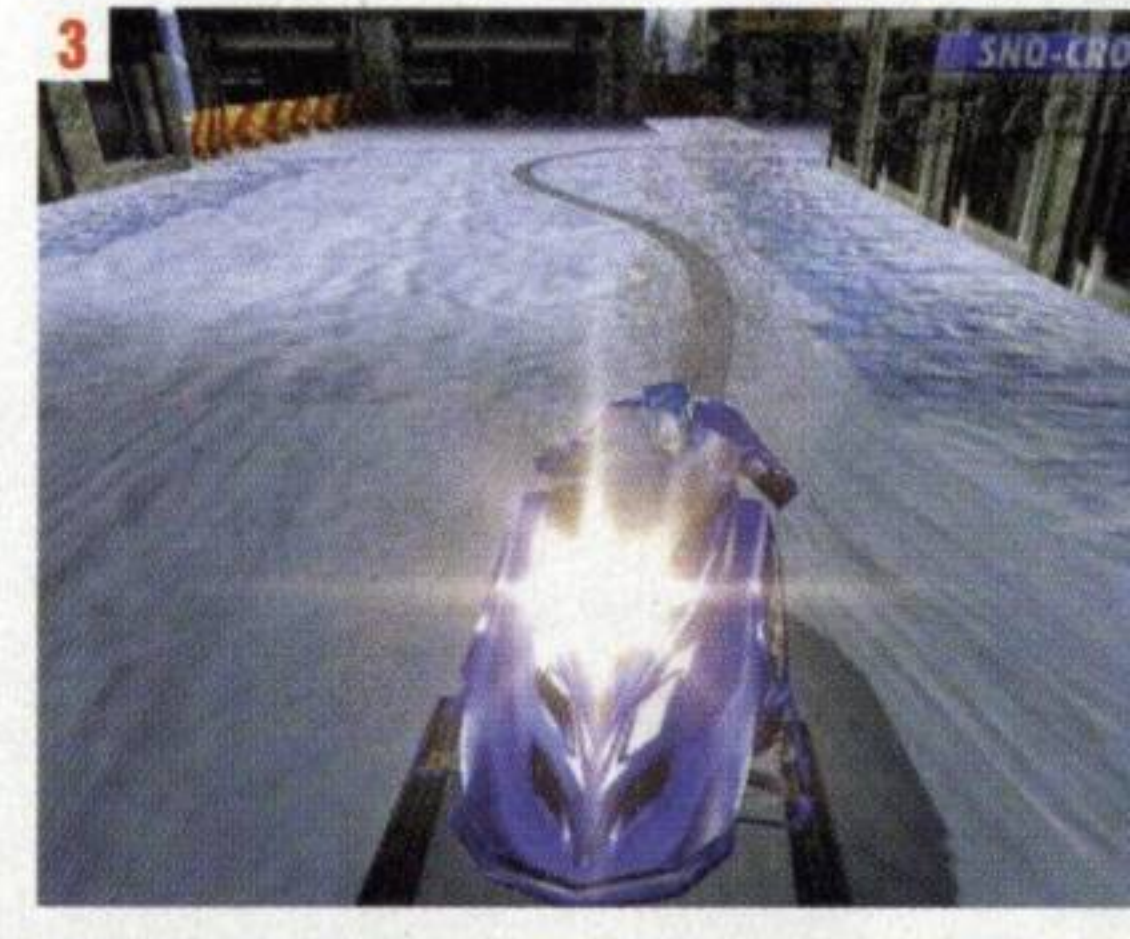
[1] Graphically, the game is looking impressively detailed. [2] If you've ever fancied flying over the snow then this is the game for you – build up some speed and hit that jump!

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.



[3] With an impressive-looking Replay mode, as well as plenty of modes of play, this game has it all. [4] It might just be motorcycling on skis, but man is it fun!



Power-Ups

Eidos To Publish PowerStone 2

> With *PowerStone 2* revitalising the Dreamcast games market over in Japan, Eidos has unsurprisingly snapped up the rights to publish the game over here. As a launch title last year, *PowerStone* received praise from all quarters of the games press, being hailed as Dreamcast's first truly great game. The fact that the sequel will be hitting our shores before the end of the year is fantastic news.



HOT bytes COLD cuts

> We spent all of last month down Sega Park playing *Virtua Tennis* but when a Dreamcast version crash-landed on our desks at the start of the month, our golden nuggets were saved. Since then not a day has passed when we've not played one of the most beautiful games ever created. We love you Sega!

> The joys of online gaming were finally realised this month so we couldn't help indulging in online battles of *Chu Chu Rocket!*. Of course, we kicked ass (most of the time) and now our appetites really are whetted for the likes of *Quake III* and *Half-Life*.

> Midway came! For some reason or another, whenever the folks from Midway come down to visit we always end up having a night to remember (even Mathers came out).

> Simon's becoming something of an international jet setter these days, such is his travelling bug at present. First it's Japan, then America and now France via Devon for a blues festival (he stank when he got back from a weekend in a field). One day, one day...

> Having played *Virtua Tennis* and *Chu Chu Rocket!* virtually non-stop all month (hey, even Nick joined in on the action!) our deadline suddenly leapt out on us, wrapped a rope around our necks and promptly hanged us.

> After the bonanza of great games we had last month this one's been a tad dry in comparison. Not to worry, though, as the next couple of months look as if they're going to spawn some great games, including *Jet Set Radio*, *Mr Driller* and *MSR* among others. We can't wait!

GOOD NIGHT, SWEET DREAMS...



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SILVER





Insane In The Membrane

Fox Releases Sanity Aiken's Artifact On DC

Fox Interactive has announced this month that it will be bringing the sc-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!



Ferrari Challenges Again



NEWS F355 Sequel On Its Way?



“Could the best racer possibly get any better?”

Always a site filled with juicy rumours, Amusement Graffiti has thrown up a real scorcher this month. According to the site, a follow-up to Yu Suzuki's *Ferrari F355* is on its way and might even ship to the arcades before the original does to the Dreamcast. With nine courses and a bunch of other improvements, could the best racer possibly get any better? Here's hoping!



UPDATE

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 Zauis, 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!

Planet Of The Apes Details Revealed



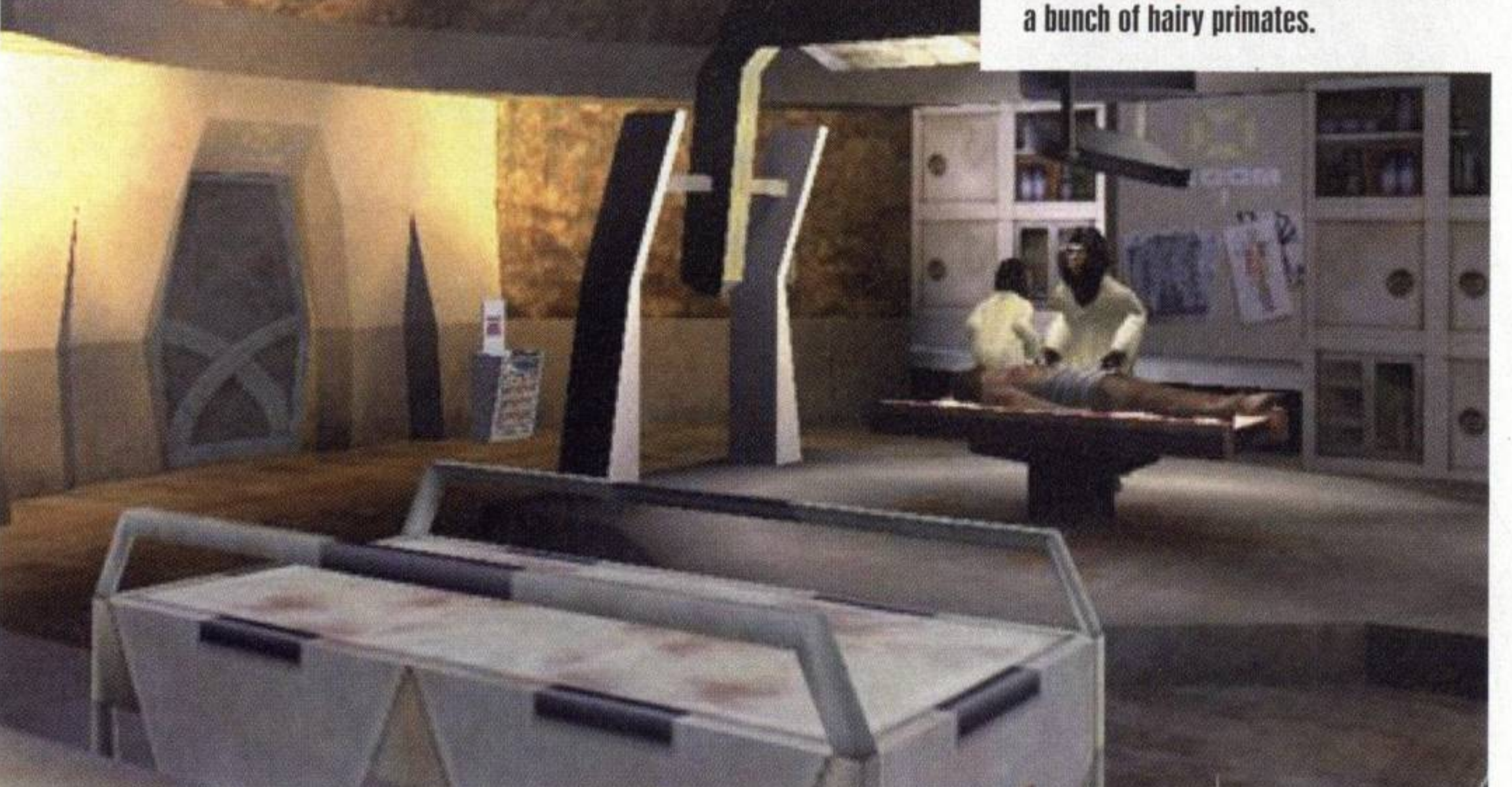
Apes Like Us

> The original *Planet Of The Apes* film was based on the novel by Pierre Boulle which also spawned two film sequels and a hit TV series.



[1] You wouldn't want to get into any monkey business with this ape! [2] As with the films, there'll be plenty of fisticuffs to keep your violence levels topped up. [3] They're pretty clued-up for a bunch of hairy primates.

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





DISTURBINGLY REAL

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Official Dreamcast Magazine - 9/10



Dreamcast

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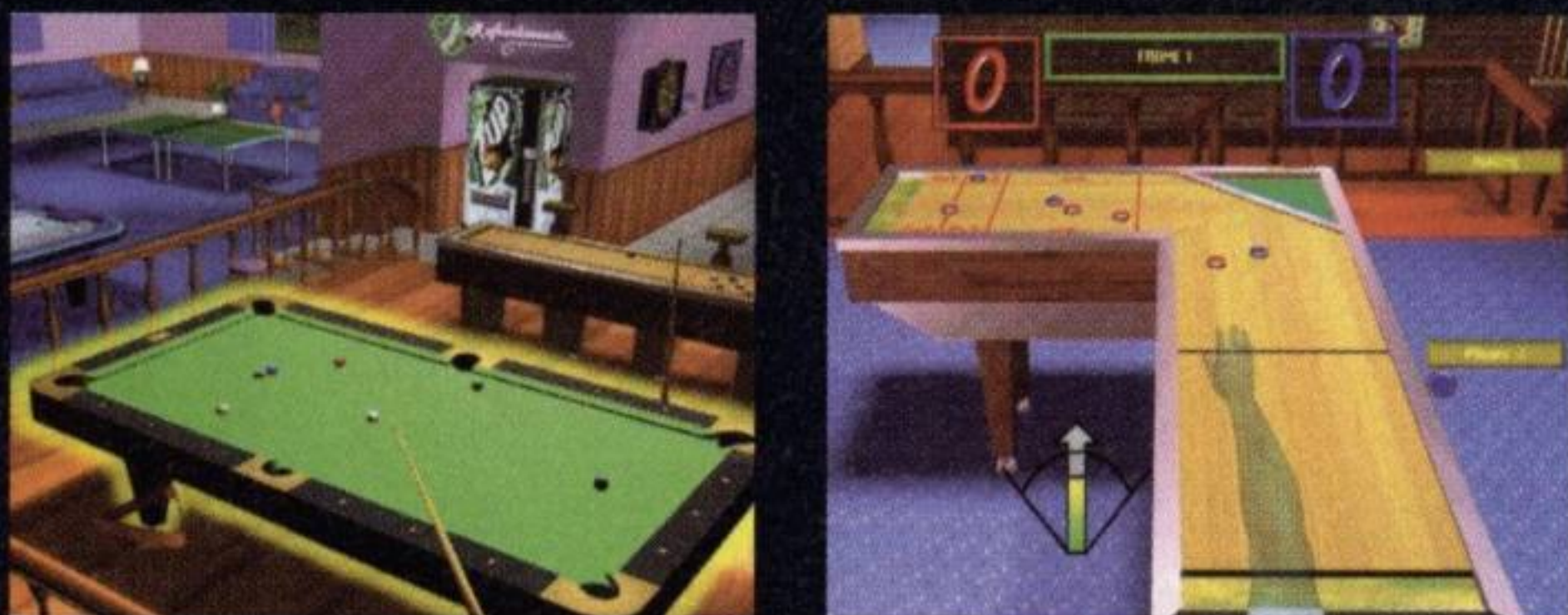
EIDOS
INTERACTIVE



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 2: 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.

UPDATE 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 deathly 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

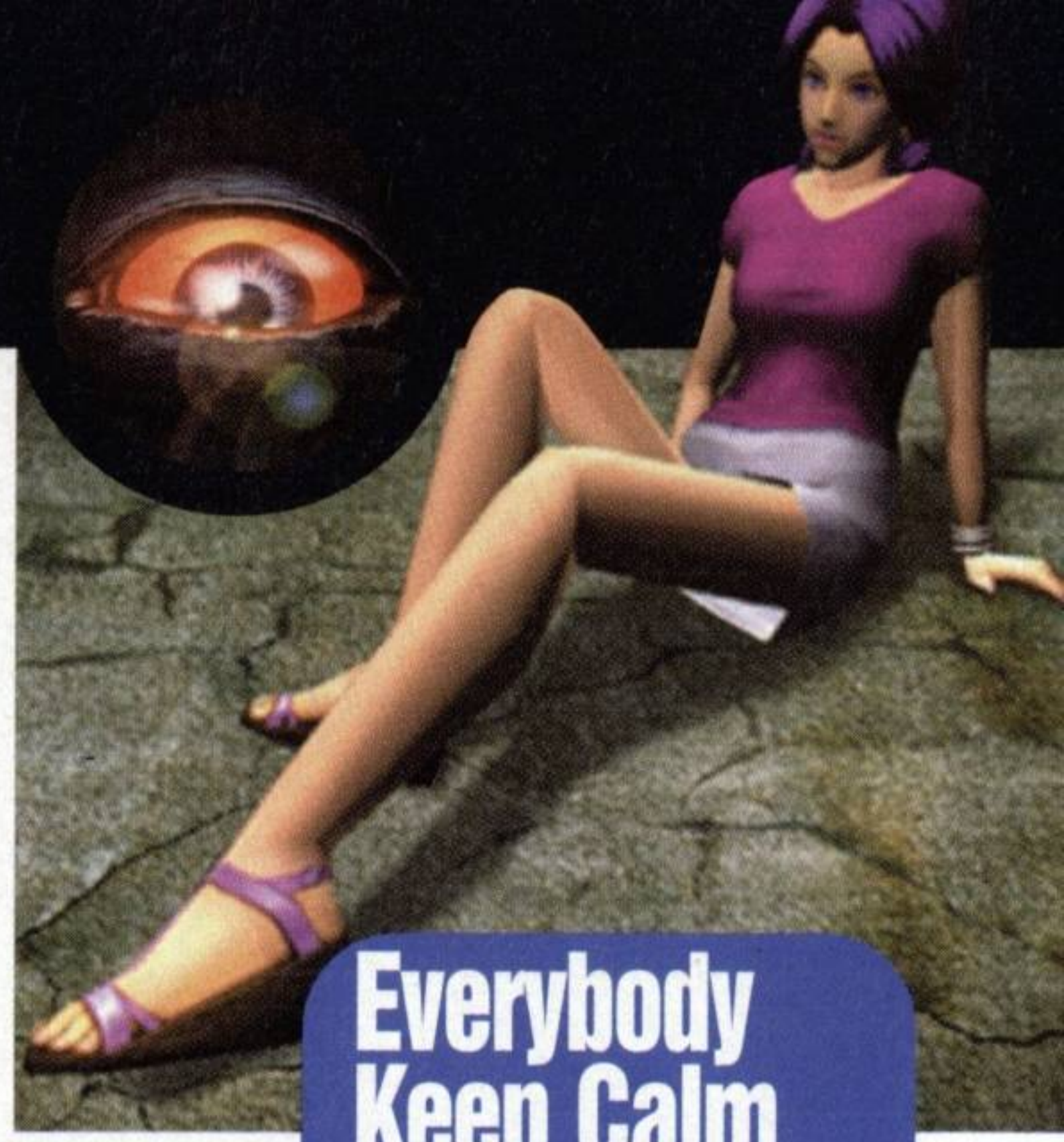
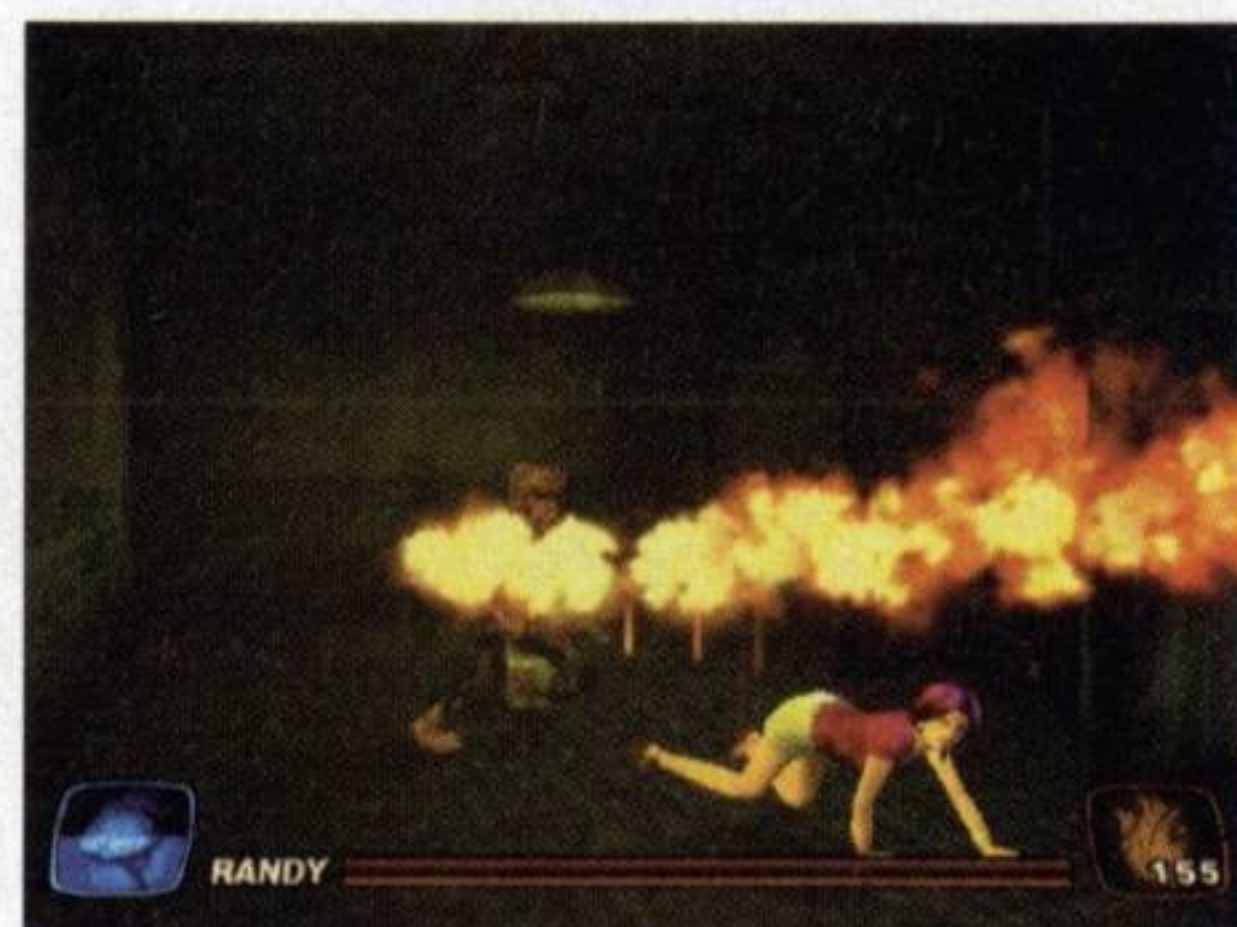
For those who missed our story in issue 9, the game takes place in a haunted house specially built by a mysterious millionaire who goes by the name of Michael. After filling the house with traps and monsters galore, he's offered the grand prize of \$1 million to anyone who can get out alive. And guess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



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

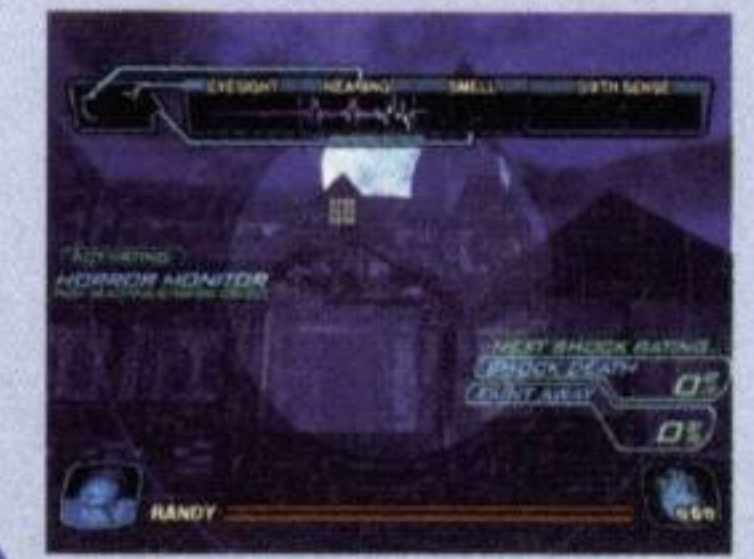


[1] If this isn't enough to scare you off, the beasts on the inside will be. [2] You'll meet more than just fire-breathing nasties when you're inside the haunted house. [3] Don't be surprised if you find yourself making a run for the toilet!



Everybody Keep Calm

➤ One of the coolest features of *Illbleed* are the screens which monitor your heartbeat and senses. If your heart rate gets too high you'll snuff it – simple as that. Stay calm, if you can, and you'll do just fine. Well, maybe...



Vatical Dreams

Threesome For Vatical Entertainment



NEWS

➤ 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* (ooh, 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.

"Dark Angel is different to your usual hack 'n' slash adventure game"



FIRST LOOK

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. Hoorah!

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 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...



MSR Hits The Pits

NEWS MSR Release Delayed

> Sega really knows how to keep a man on the edge of his seat. With August fast approaching we thought we'd have been playing *MSR* for weeks... but no. Yet again Sega has delayed the much-hyped racer's release so that Bizarre Creations, the game's developers, can tweak it to perfection. It's now set for release in September, coincidentally clashing with the launch of another console... funny that. In the meantime, check out page 42 for much more on this dribble-inducing racer.



NEWS

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"





UPDATE

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.

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.

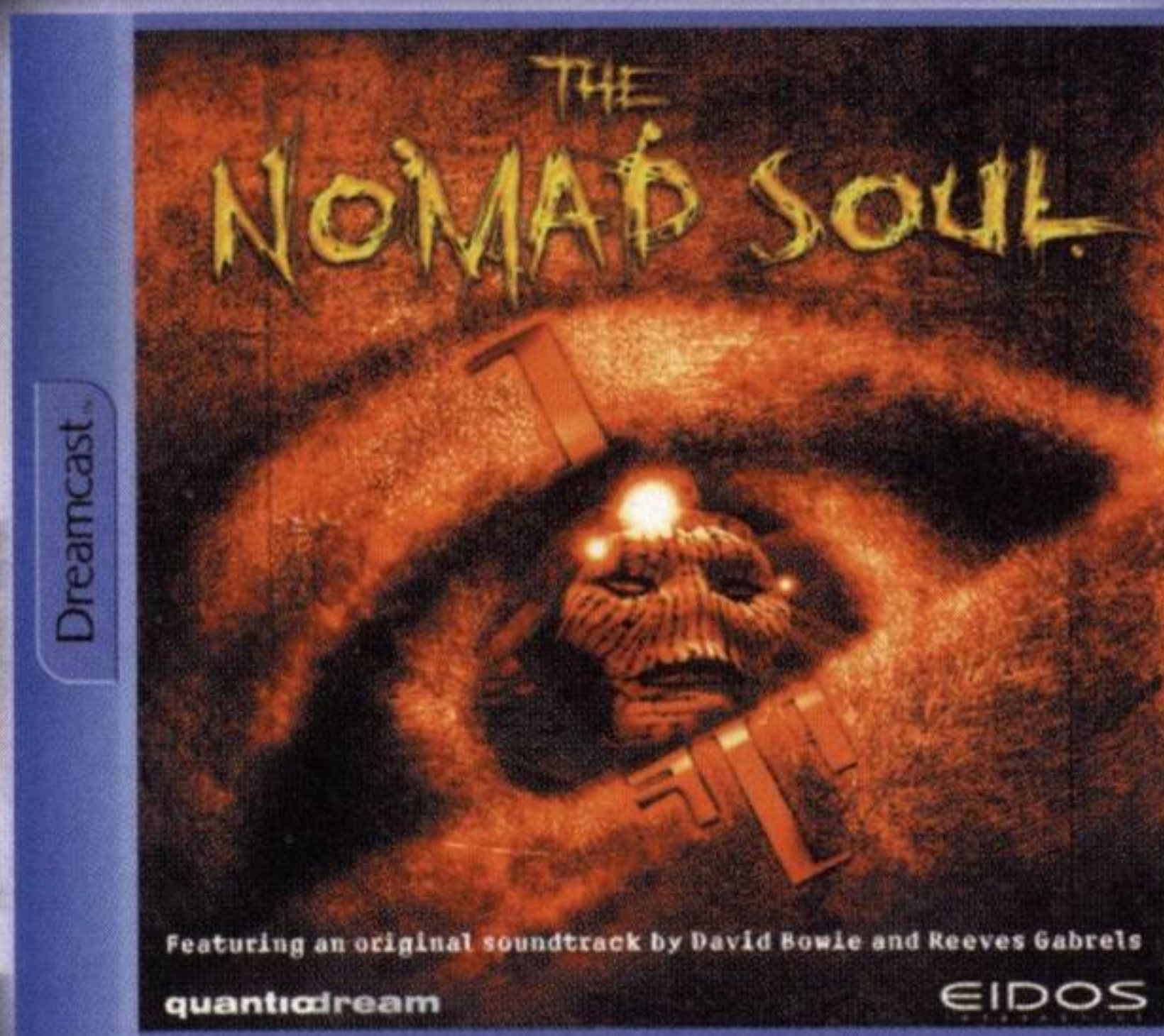
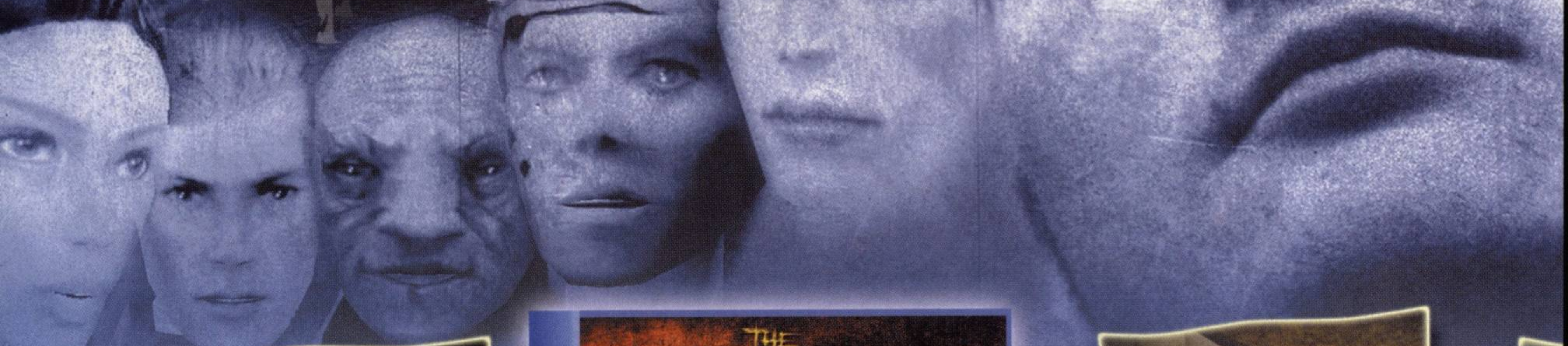
Ork-Line Play

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.



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Software Release Schedules

UK Release Schedule

Title	Date	Publisher
Naken X	7 July	Sega
Dead Or Alive 2	14 July	Acclaim
Deep Fighter	28 July	Ubi Soft
Space Channel 5	July	Sega
Dee Dee Planet	July	Sega
MagForce Racing	July	Crave
Time Stalkers	July	Sega
Super Magnetic Neo	July	Crave
Major League Soccer	Summer	Konami
Demolition Racer: No Exit	Summer	Infogrames
Walt Disney World Magical Racing Tour	August	Eidos
Sydney 2000	August	Eidos
Hidden & Dangerous	August	Take 2
Extreme Sports	August	Sega
Metropolis Street Racer	8 Sept	Sega
Ferrari F355 Challenge	Sept	Acclaim
Cyprien	Sept	Ubi Soft
Supreme Snowboarders	Sept	Infogrames
MoHo	Sept	Take 2
Virtua Tennis: Sega Professional Tennis	Sept	Sega
Jet Set Radio	Sept	Sega
Sega GT	Sept	Sega
Black And White	Sept	Sega
Phantasy Star Online	Sept	Sega
F1 Racing Championship	Sept	Ubi Soft
UEFA 2001	Oct 11	Infogrames
Le Mans 24 Hours	Oct 18	Infogrames
Loony Tunes: Space Race	Oct 18	Infogrames

Japanese Release Schedule

Title	Date	Publisher
Super Hero Avengers	6 July	Banpresto
Tomb Raider: The Last Revelation	13 July	Eidos
Re-volt	13 July	Acclaim
Bird Cage Kapitel 6	27 July	Sega
Ring Age	27 July	Takuyo
Formula One World Grand Prix 2	27 July	Ubi Soft
Sentimental Graffiti 2	27 July	NEC
Virtua Athlete 2K	27 July	Sega
Netto De Para	27 July	Takuyo
Let's Make A Derby Stallion	27 July	Sega
Zusar Vasar	27 July	Real Vision
WWW.soccer	July	Clean Flight
Lack Of Love	July	Ascii
Killer Bass	July	TBA
Dogu Senki	July	TBA
Cool Cool Toon	July	SNK
Grandia 2	3 Aug	Game Arts
Spawn: In The Demon's Head	10 Aug	Capcom
Olympics 2000 - Do Your Best	31 Aug	Konami
El Dorado's Gate	August	Capcom
Super Robot Wars Alpha	August	Banpresto
Rune Caster	August	TBA
Netto De Tennis	August	Capcom
Vampire Hunter	August	Capcom
Blue Submarine No. 6	Summer	Sega
Grandia 2	Summer	Game Arts
Sakura Wars 2	Summer	Sega
Sakura Wars 3	17 Sept	Sega
Mahjong (Heisei Era)	29 Sept	TBA
Ring: Legend Of Nibelungen	Sept	TBA

US Release Schedule

Title	Date	Publisher
MagForce Racing	Early July	Crave
World Series Baseball 2K1	11 July	Sega
Virtua Tennis: Sega Professional Tennis	11 July	Sega
GigaWing	18 July	Capcom
Ecco The Dolphin: Defender Of The Future	25 July	Sega
Deep Fighter	July	Ubi Soft
Bleemcast	July	Bleem
Microsoft Combat Flight Simulator	July	Konami
Bust-A-Move 4	July	Acclaim
South Park Rally	July	Acclaim
NFL Quarterback Club 2001	July	Acclaim
Fur Fighters	July	Acclaim
Jeremy McGrath Supercross 2000	July	Acclaim
Demolition Racer: No Exit	July	Infogrames
Spec Ops: Omega Squad	July	Ripcord
Legend Of The BladeMasters	July	Ripcord
StreetFighter III: Double Impact	July	Capcom
Virtual On: Oratorio Tangram	July	Activision
Toy Story 2	July	Activision
Walt Disney World: Magical Racing Tour	July	Eidos
ECW Anarchy Rules	2 Aug	Acclaim
Sydney 2000	2 Aug	Eidos
KISS Psycho Circus: Nightmare Child	8 Aug	Take 2
Seaman	13 Aug	Sega
D2	22 Aug	Sega
Sega GT	29 Aug	Sega
Armada 2	31 Aug	Metro 3D
Jeremy McGrath Supercross 2000	August	Acclaim
Vanishing Point	August	Acclaim
4X4 Evolution	August	GOD
Rune	Summer	GOD
Stupid Invaders	2 Sept	Ubi Soft
Dragon Riders: Chronicles of Pern	2 Sept	Ubi Soft
Heroes Of Might And Magic 3	2 Sept	Ubi Soft
F1 Racing Championship	16 Sept	Ubi Soft
Half-Life	17 Sept	Havas
Dark Angel	Sept	Metro3D
San Francisco Rush 2049	Sept	Midway
Monster Breeder	Sept	UFO
Prince Of Persia 3D	Sept	Mindscape
Frogger 2	Sept	Hashro



PREVIEW

Fortris

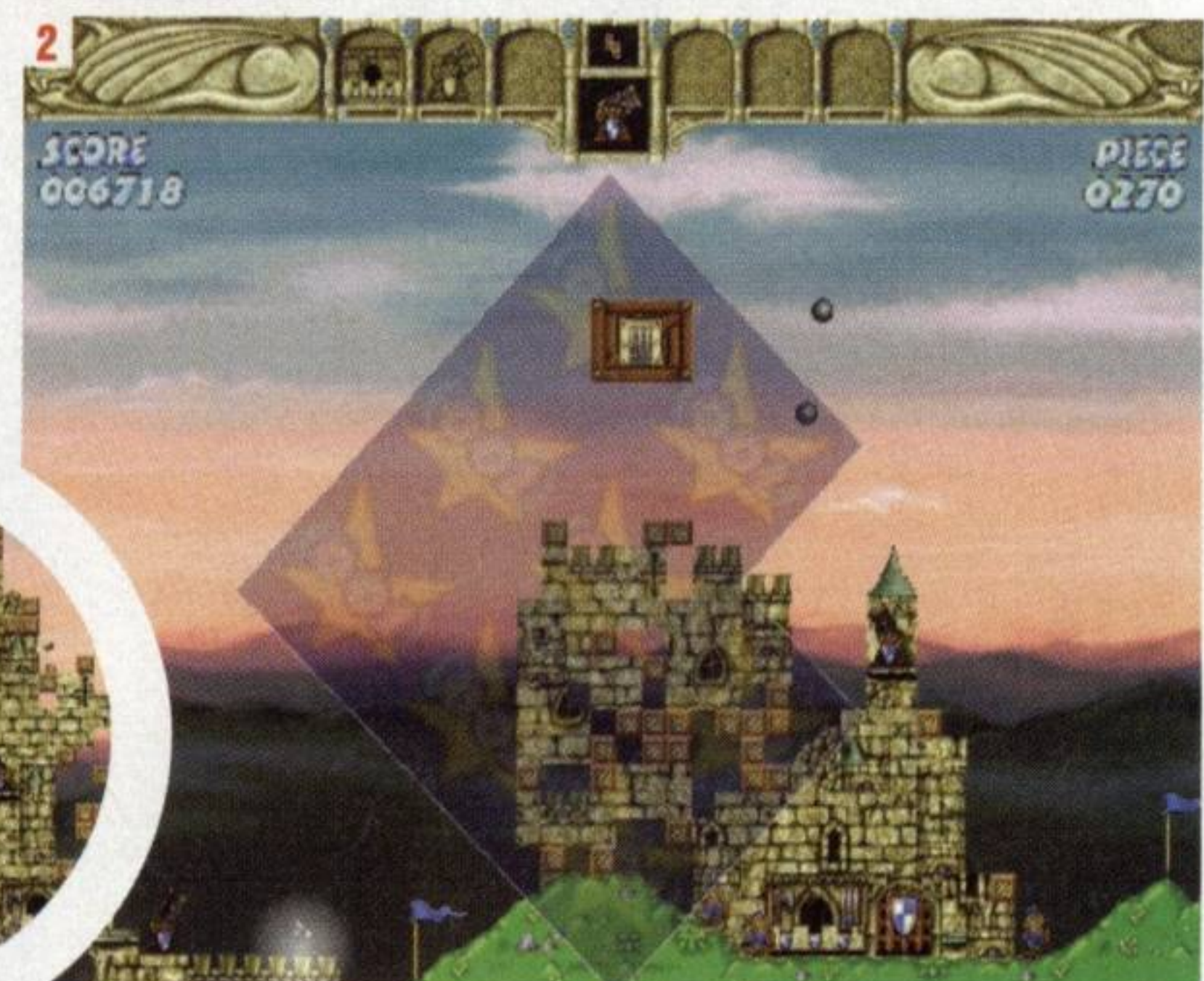
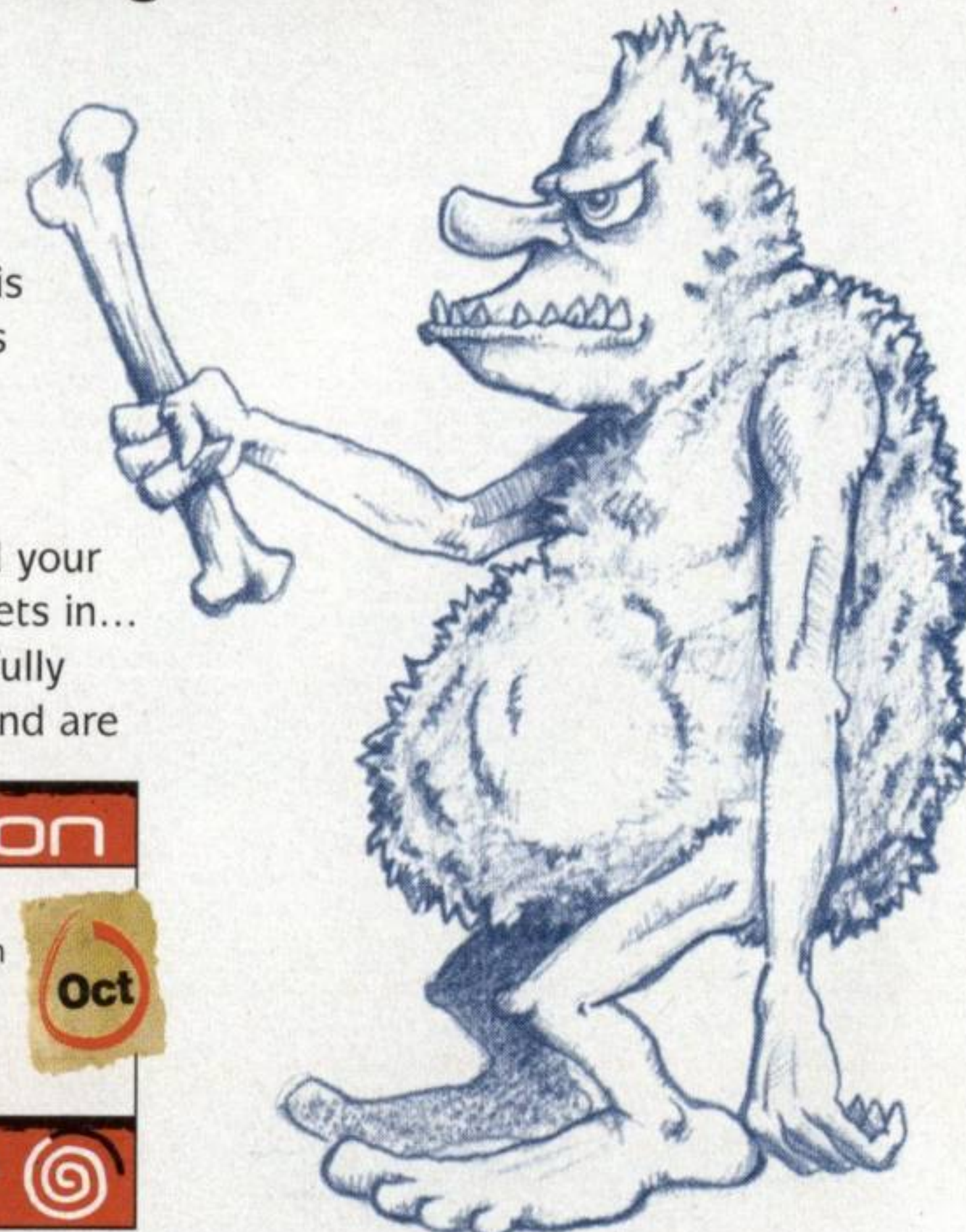
Storming The Fortris... It's A Puzzling Business

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.

information	
Publisher	TBC
Developer	Promethean Designs
Players	2
% complete	60%
anticipation rating eighty percent	



softography
previous works >

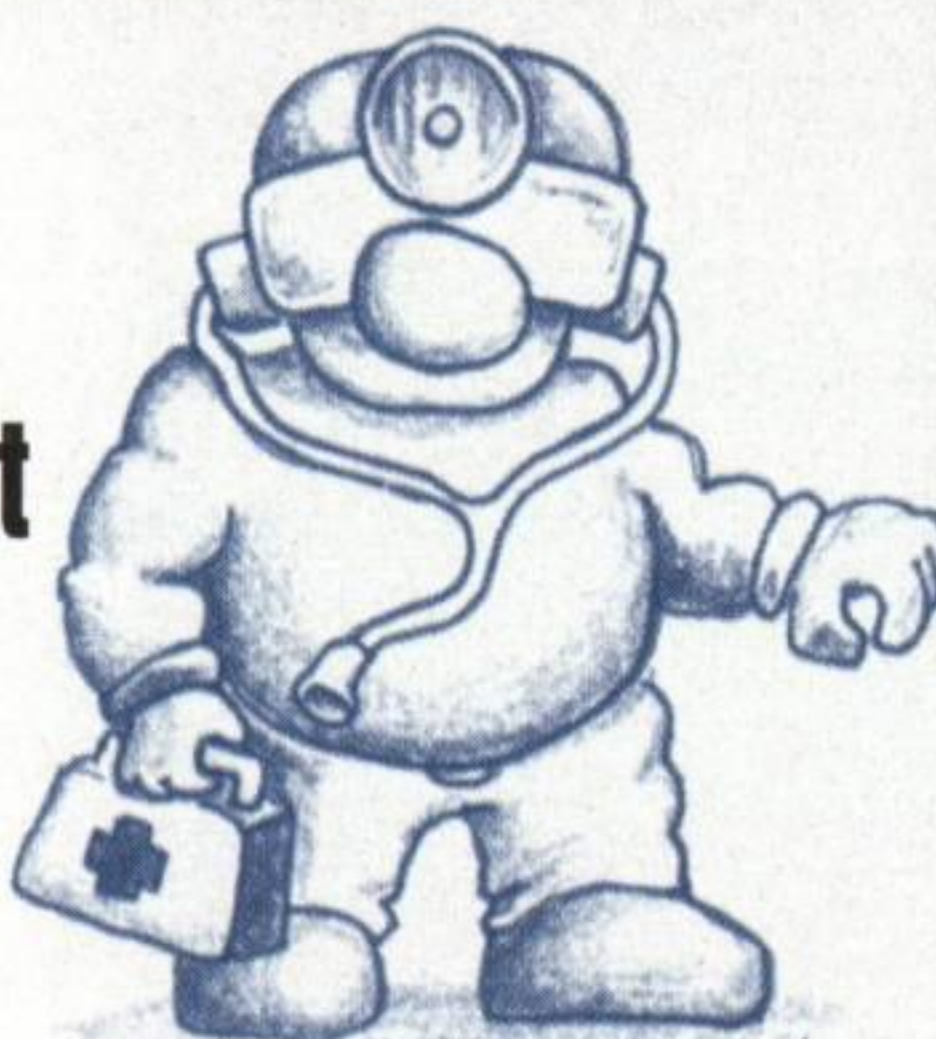
- > Hydrosport Racing
 - > Picasso
- Promethean

[1] Open fire! We've built our castle... it's time to attack! [2] Ooh, lots of points! [3] It's all going a bit pear-shaped here, folks...

All In Good Time

> Another feature of *Fortris* is that as you progress, so does time. It all starts in the Ice Age World and goes right through the Stone Age and Medieval times, ending up in the Space Age. All the while the Twerps, weapons, and technology are evolving, making the battles even more advanced. With network play planned it could all turn out rosy!

"Fortris is going to be one of those addictive games that you won't be able to put down"





FIRST LOOK

Sword & The Stone

Legend Of The BladeMasters Dreamcast Bound

After an initial drought of fantasy-styled RPGs

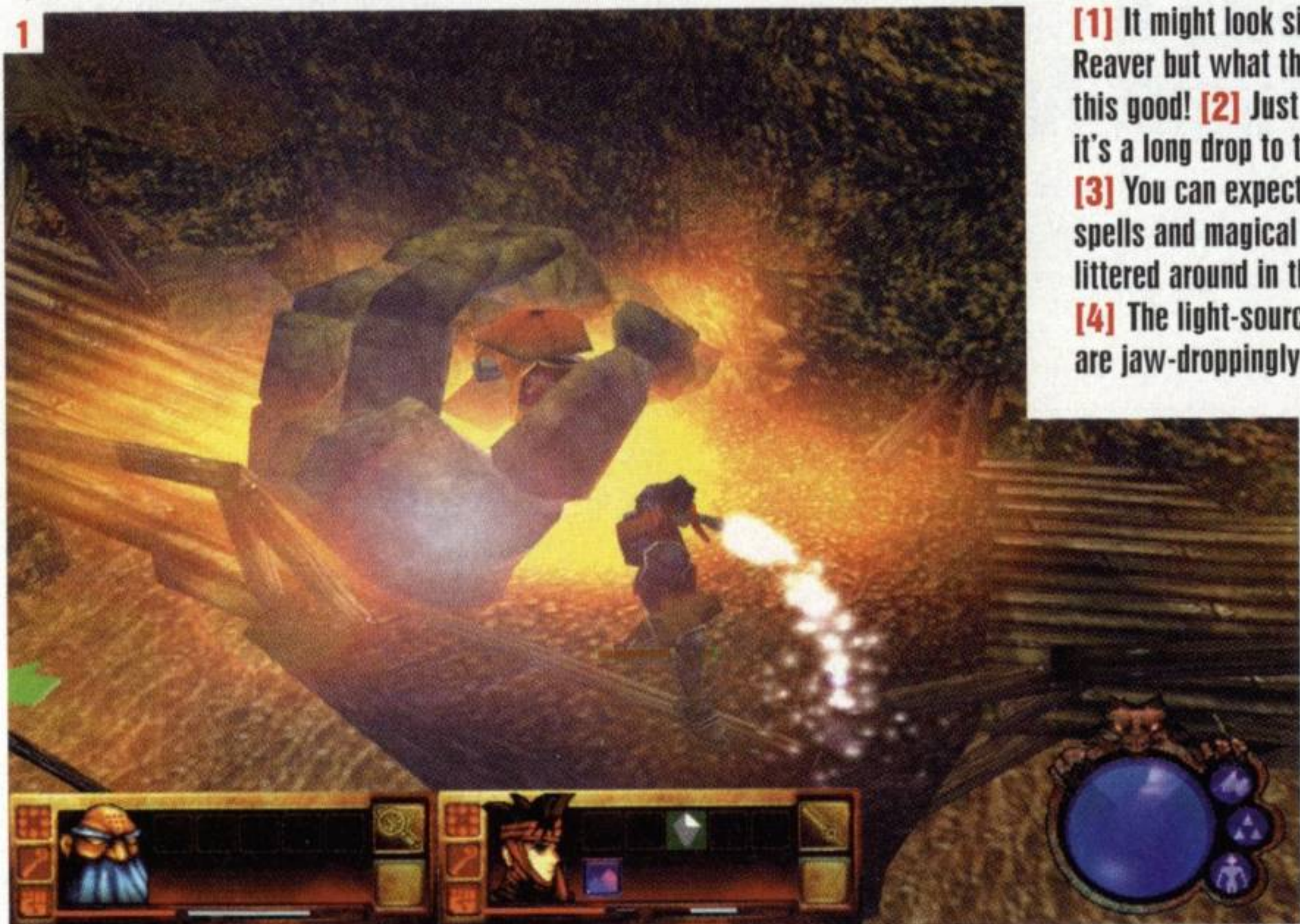
on Dreamcast the trend is starting to change, with more arriving every day. The latest to get the Dreamcast treatment is Ripcord's *Legend Of The BladeMasters*, a tale of clichéd fantasy if ever there was one.

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.

"If it's pure fantasy that you're after, you can't go wrong with *BladeMasters*"



[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. [4] The light-sourcing on the spells are jaw-droppingly awesome.



Friends

> As well as Erik, there are loads of other characters along the way. There's O'Lora 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!

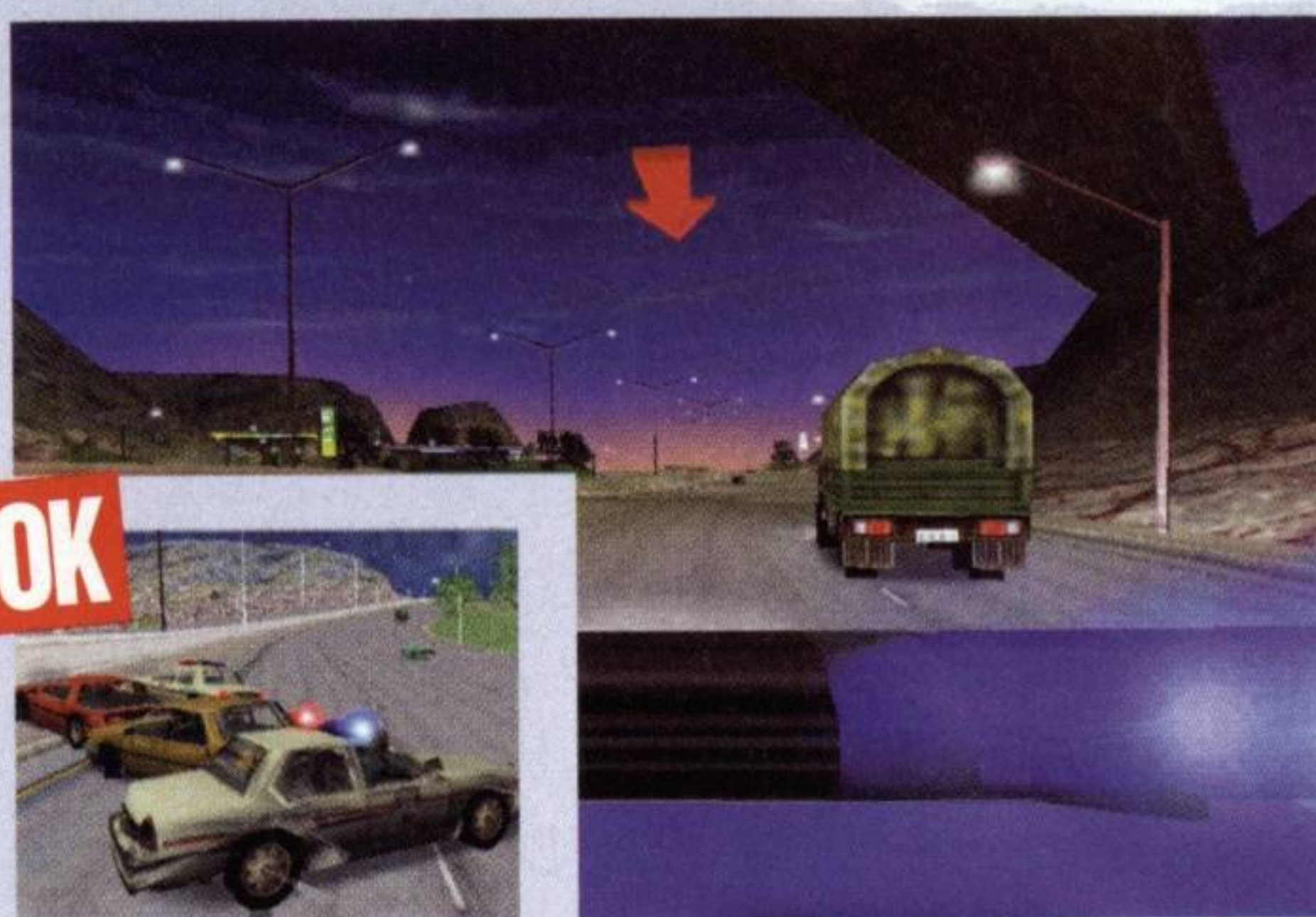


FIRST LOOK



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

"If you've ever wanted to be a cop, this game is going to fulfil all your fantasies"



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!



NEWS

SNK SiNKing?

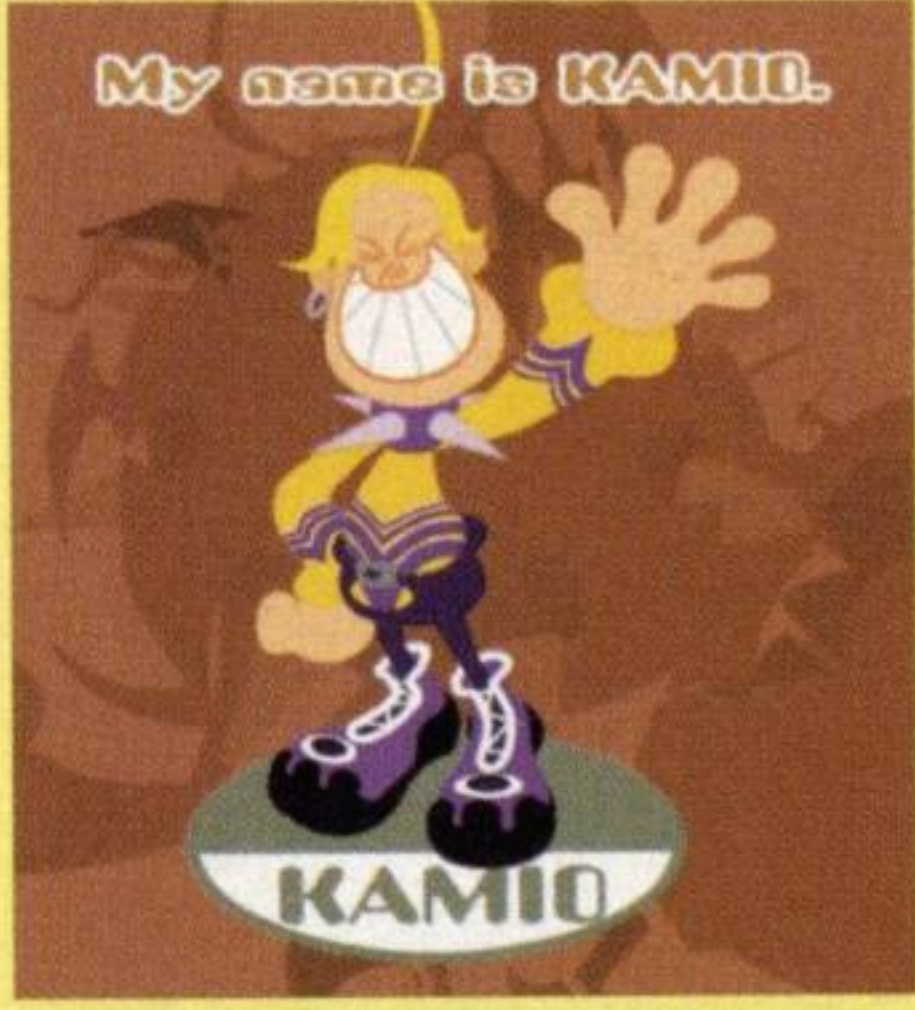
SNK Pulls Out Of America And Europe

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.



NEWS

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 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)

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.

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

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Paragon House
St Peter's Road
Bournemouth
BH1 2JS



WIN!
2 Yamaha DJX11B

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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 comparing the newest 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.

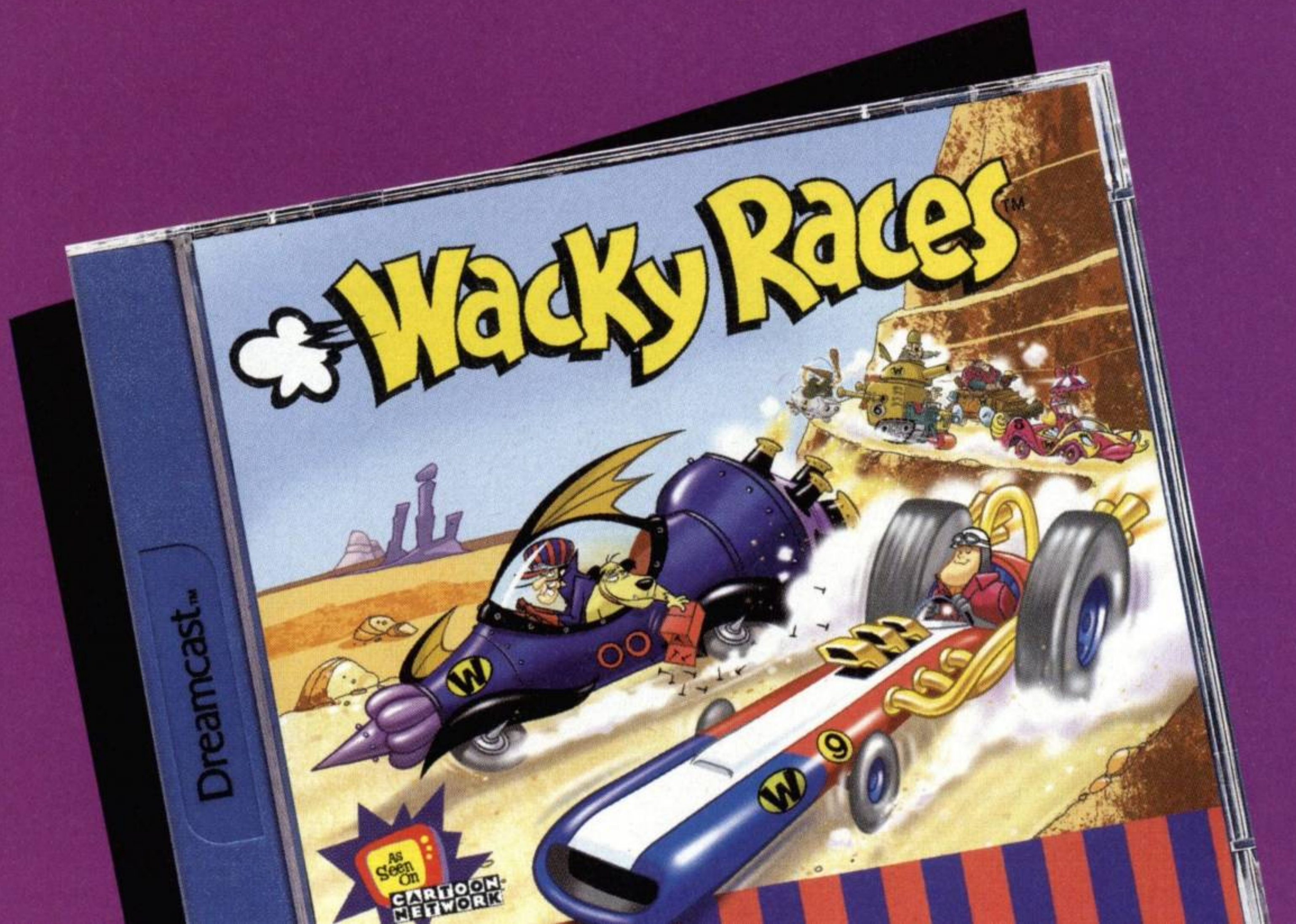
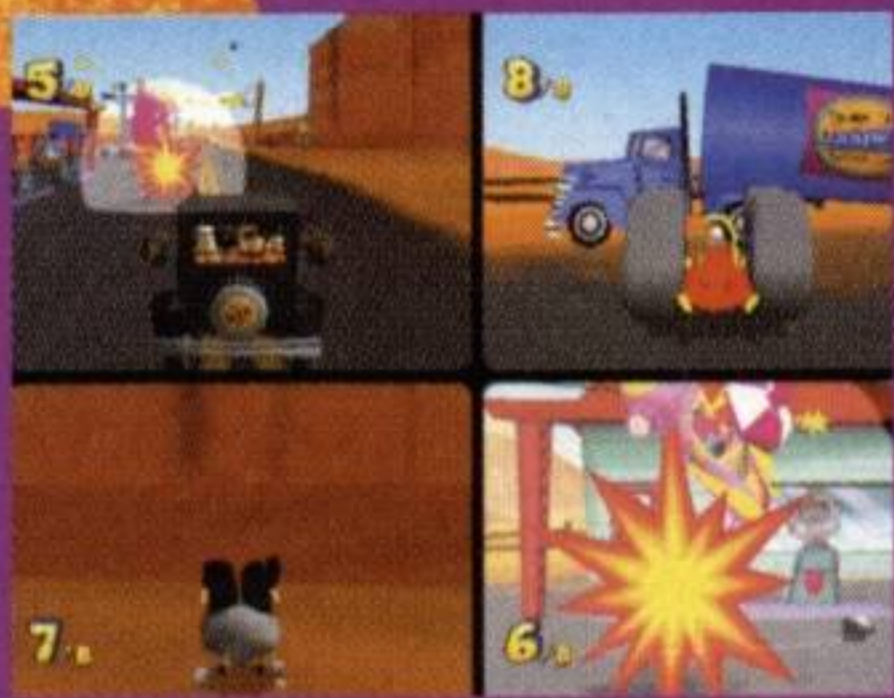
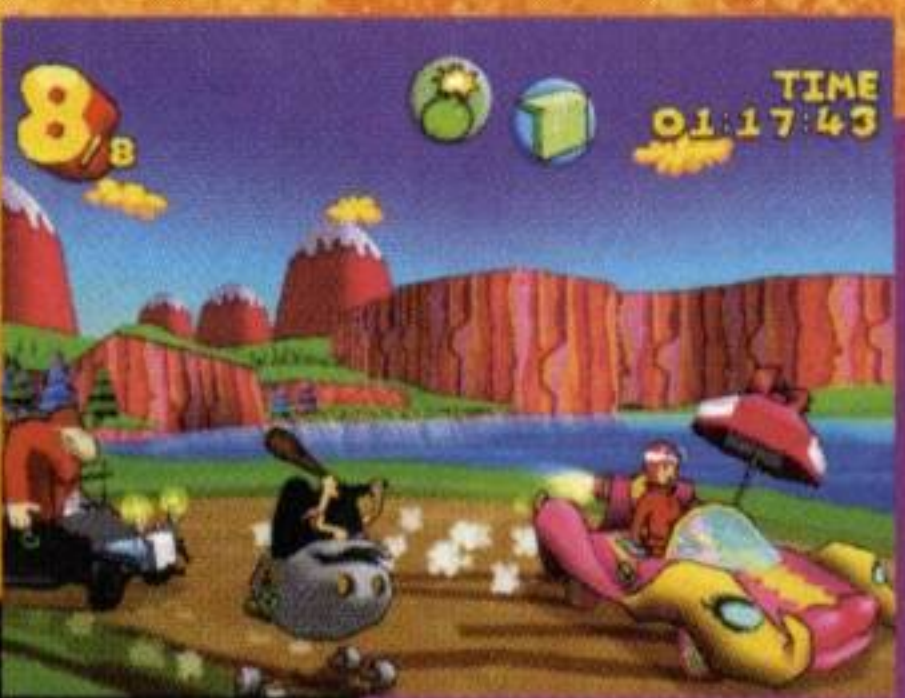
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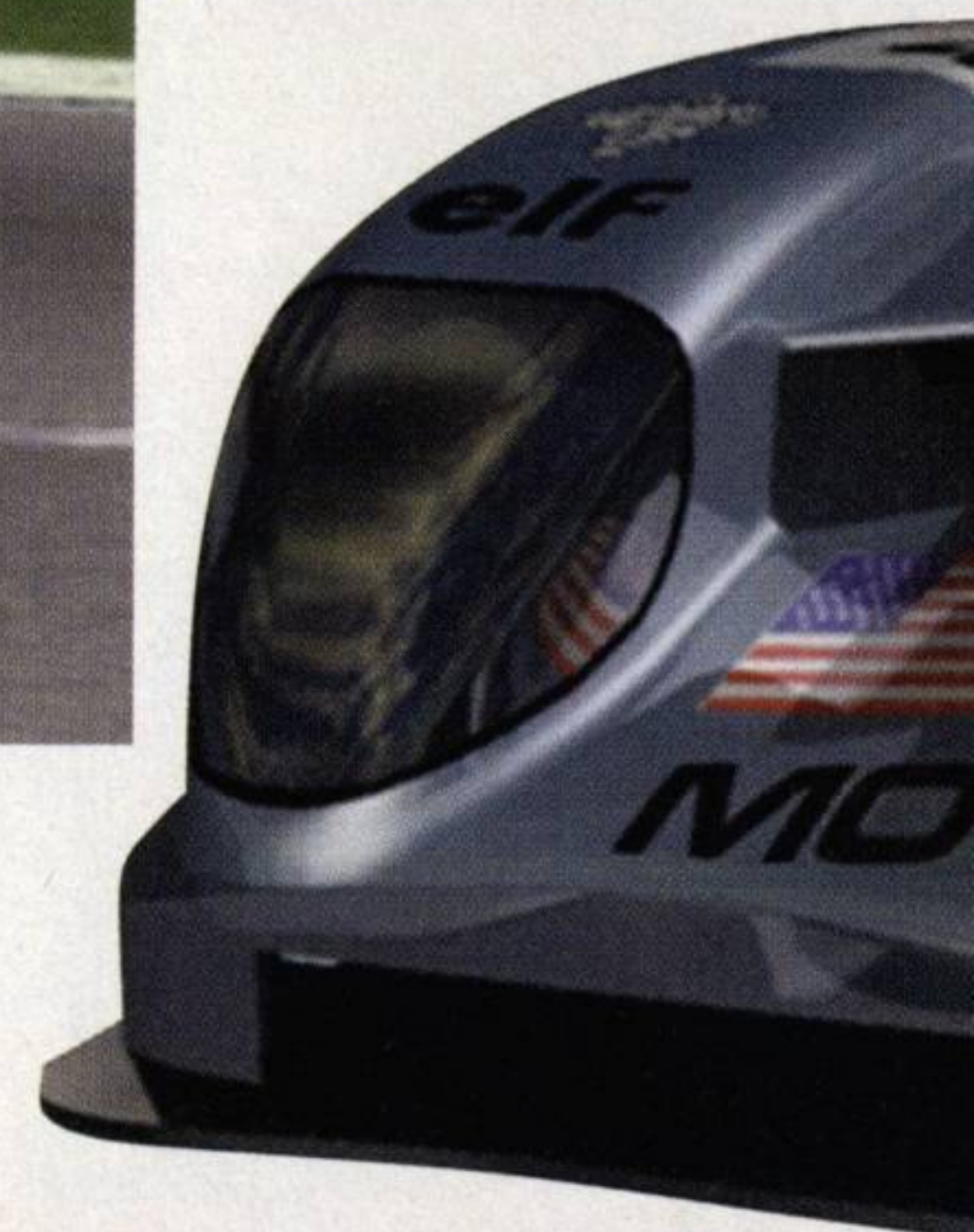
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your competitors
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Dream casting

> It's that time of the month again, when we sit down and whack out our next big screen smash. This month it's *Wacky Races* that's up for the treatment, but if you could make a game into a movie, what game would it be? If you have any bright ideas send them in and we could make your dream come true!

The Pitch

The fact that the cartoon of *Wacky Races* was inspired by the 1966 film *The Great Race* starring Tony Curtis and Jack Lemmon helps set the plot for the *Wacky Races* film – a classic comedy if ever there was one. It's simple – £10 million pounds has been offered to the winner of the 'Around Britain' race, and those who have entered will do anything to win... and we mean anything. As you can imagine, chaos ensues.



Dick Dastardly – Kenneth Brannagh

Ken's the quintessential Englishman and we reckon he's ripe for the part of the sniggering Dick Dastardly. Well, he was pretty nasty in *Wild Wild West*.



Peter Perfect – H from Steps

Well he is, isn't he? He might be goofy, he might be mad, but he'd never, ever do anything against the law... would he?



Penelope Pitstop – Caprice

There were many candidates for the role of the blond bimbo and 'girl interest' in the film, but model Caprice just got the nod ahead of Emma Noble.



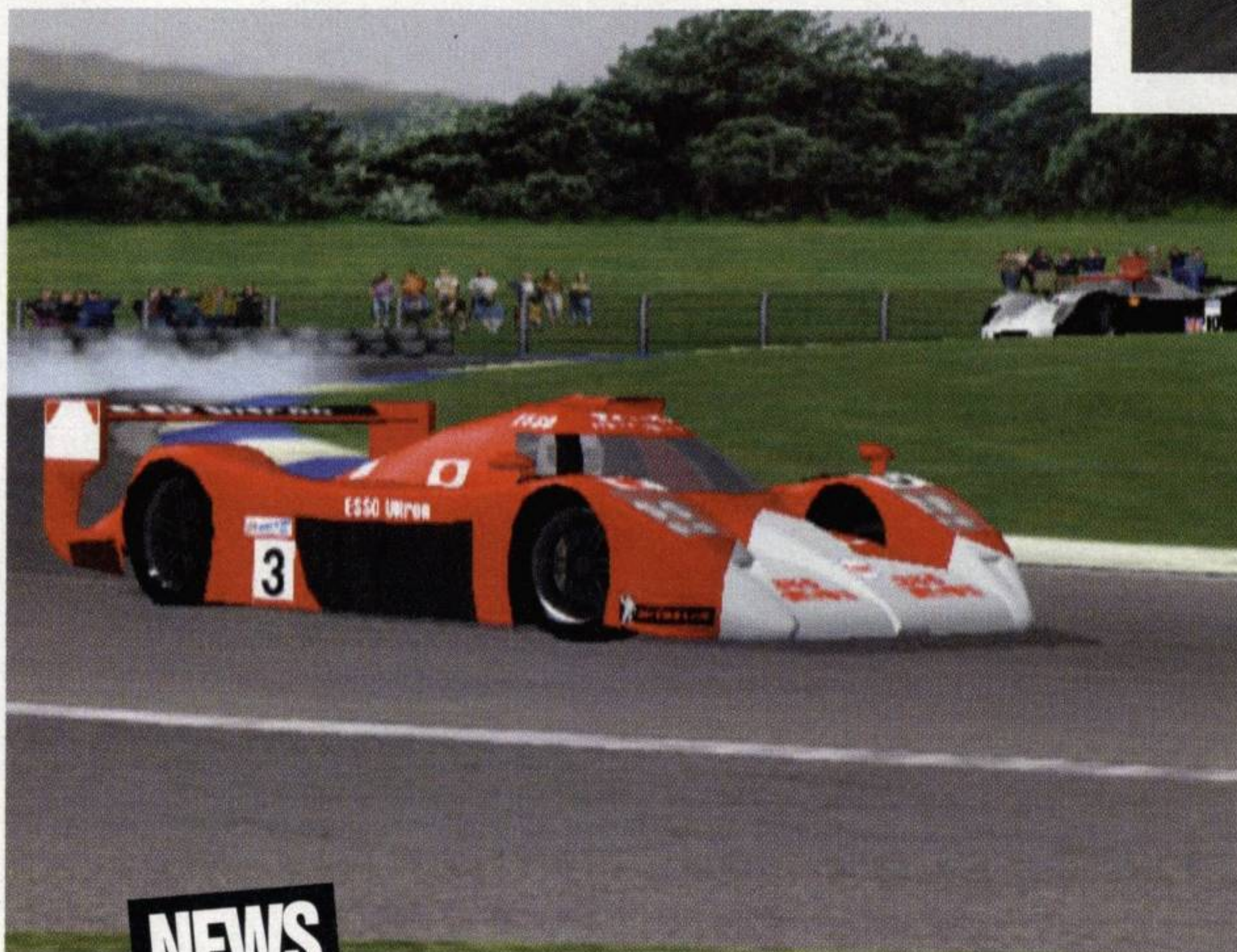
The Slag Brothers – Liam And Noel Gallagher

Well, who else could we get to play the role of the two hairiest, most Neanderthal, violent drivers ever apart from these Mancunian layabouts?



The Anthill Mob – S Club 7

We were getting desperate when we decided to cast this lot in the film but the fact that they'd acted before and there were seven of them gave them the part.



NEWS

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.

Unlike 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).

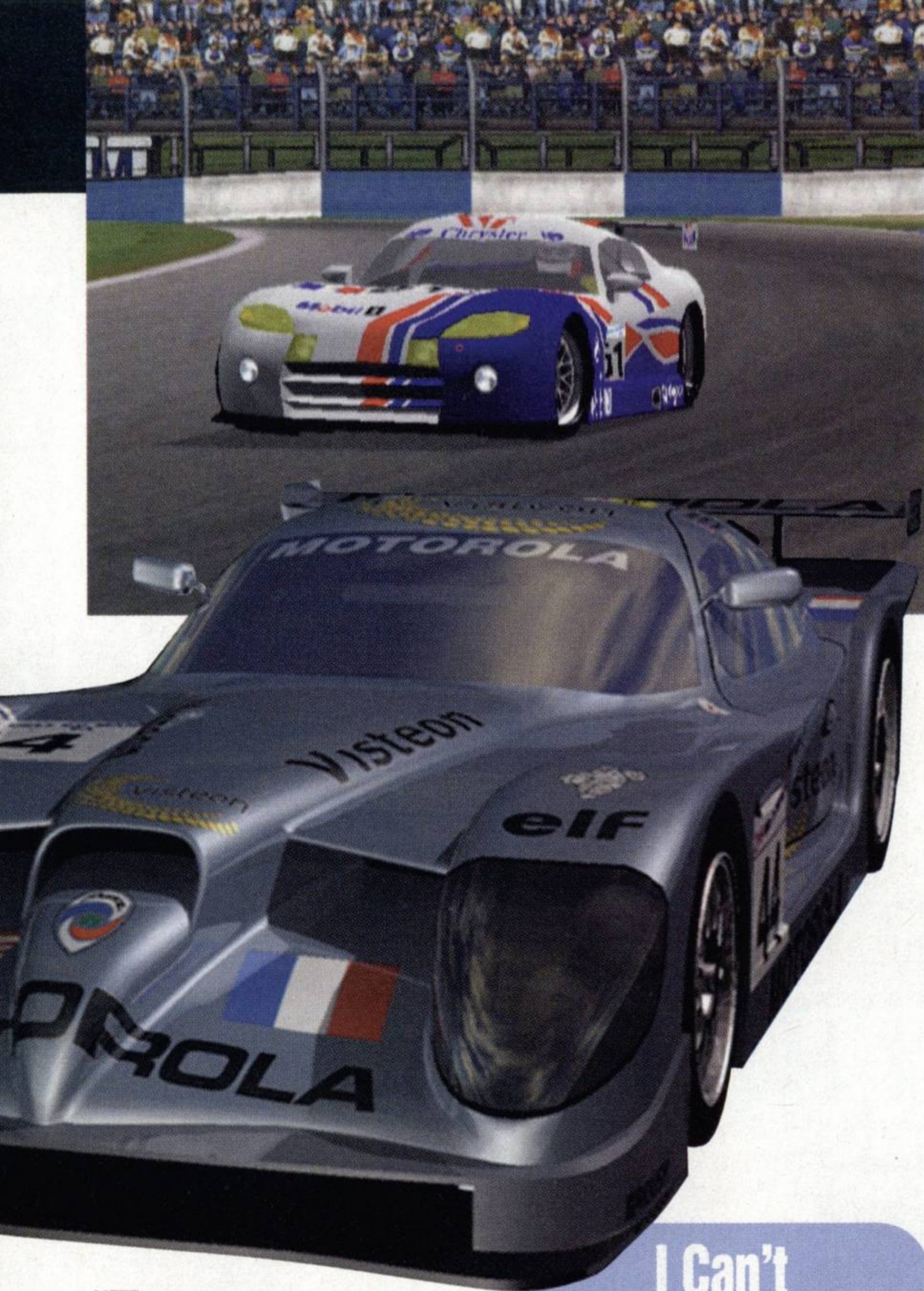
Nuts And Bolts

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-



[1] Ooh, check out the headlights on this bad boy... [2] The detail on the cars and tracks is really amazing. [3] Mmm, smokin'! Keeping the car under control (especially after racing for hours) can be a task in itself!



“The most extreme endurance race makes its way to the Dreamcast”

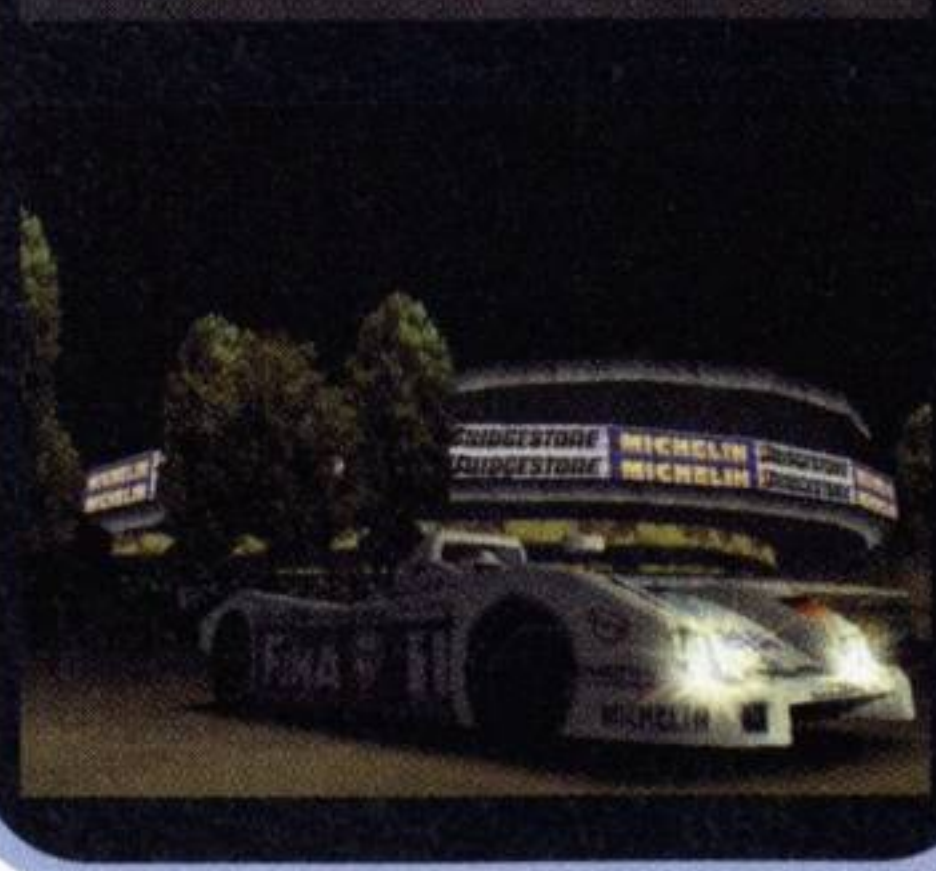
looking racers on the Dreamcast. Though it bears the mark of PC heritage, it is quite clear that the developers have stopped at nothing to damn near squeeze every drop of processing power out of the Dreamcast to create some gorgeous ambient lighting and spot-effects.

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.



I Can't Stand The Rain

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



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Dreamcast on Top

> A rare thing occurred this month in Japan – a Dreamcast game sat proudly at the top of the Japanese games market! The game in question is the bizarre conversion *Kyuuuen No Kizuna Sairin Shou* and it managed to sell a whopping 27,456 copies beating the likes of *Zelda* and *Kirby* to the coveted #1 spot. And the chance of us seeing the game over here? Zilch!

PC & DC PC Games Heading For Dreamcast

We stroke our crystal globes in the hope that these PC gems make it to our favourite little home console...



NEVERWINTER NIGHTS

Guilty Parties
Interplay/BioWare

What's It All About?

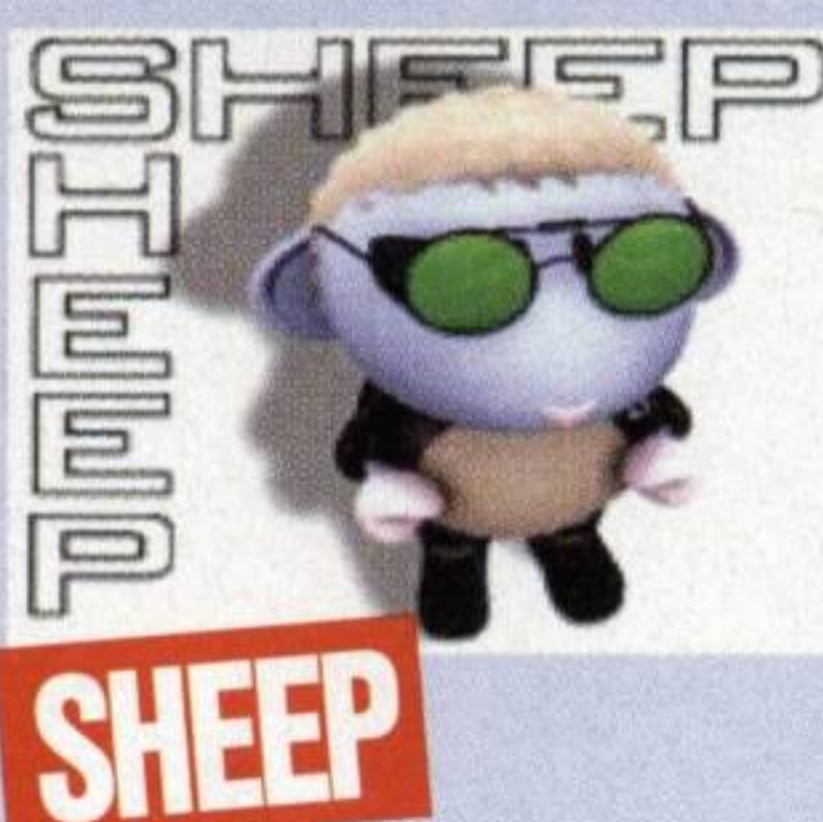
Well, it's the sequel to the incredibly popular *Baulder's Gate* – another RPG by BioWare that is supposedly headed the way of the Dreamcast. Expect plenty of sword fights, evil monsters and *Dungeons and Dragons*-style action as well as a healthy dose of magic and other mythical stuff, only in 3-D. Exciting.

When's It Coming?

With the PC version well into development, the lead programmer has been quoted as saying that a next-gen console version is entirely possible. They have done Dreamcast games in the past (*MDK2* is a perfect example) so could they do it again?

The Bottom Line

It's just like real role-playing... but without the dice or sad blokes with greasy long hair.



SHEEP

Guilty Parties
Empire Interactive/Mind's Eye

What's It All About?

Okay, picture this – sheep are actually aliens that have taken to living on earth after their computer-controlled spacecraft crashed. Now, though, they're trying to leave but – get this – their ship thinks they're enemies and has taken to killing them. Weird. Try to imagine *Lemmings* but with sheep and you're getting warm...

When's It Coming?

We saw this one on the PC way back at last year's ECTS, where a large inflatable sheep (not related to the one that young Alex owns) scared us witless. Hopefully, Empire Interactive will see sense and bring it over to the Dreamcast real soon.

The Bottom Line

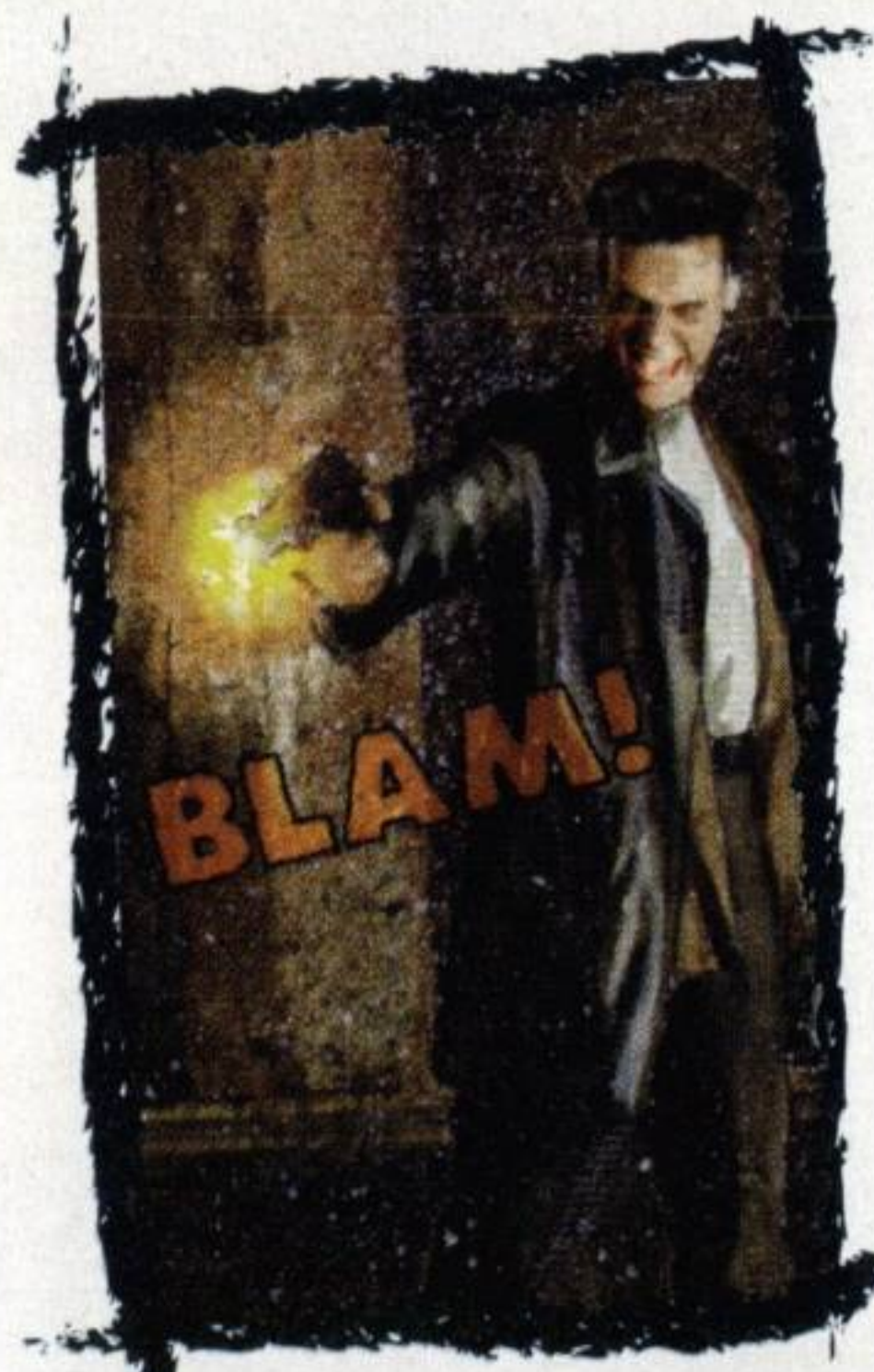
One Man And His Dog comes to the Dreamcast, minus all the stinky sheep poo.



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!

PC & DC SPECIAL



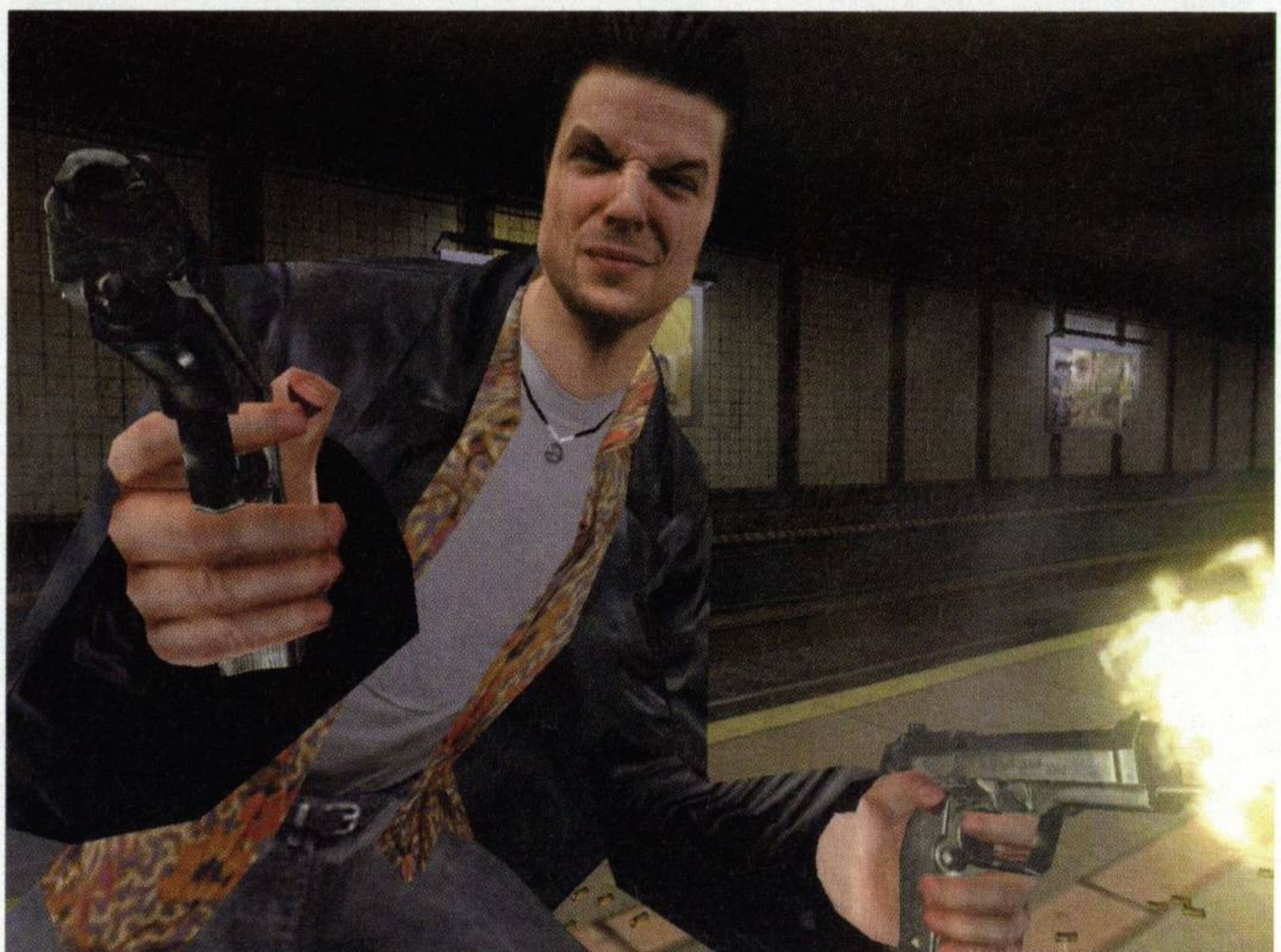
Apparently, life in New York is a little bit tougher than everywhere else. Gang violence, mob happenings and the odd drug shipment... sounds rather like Dreamcast Towers on a Friday night. Anyway, this is the setting for *Max Payne* – a game we revealed way back in issue 4, before it disappeared into 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...

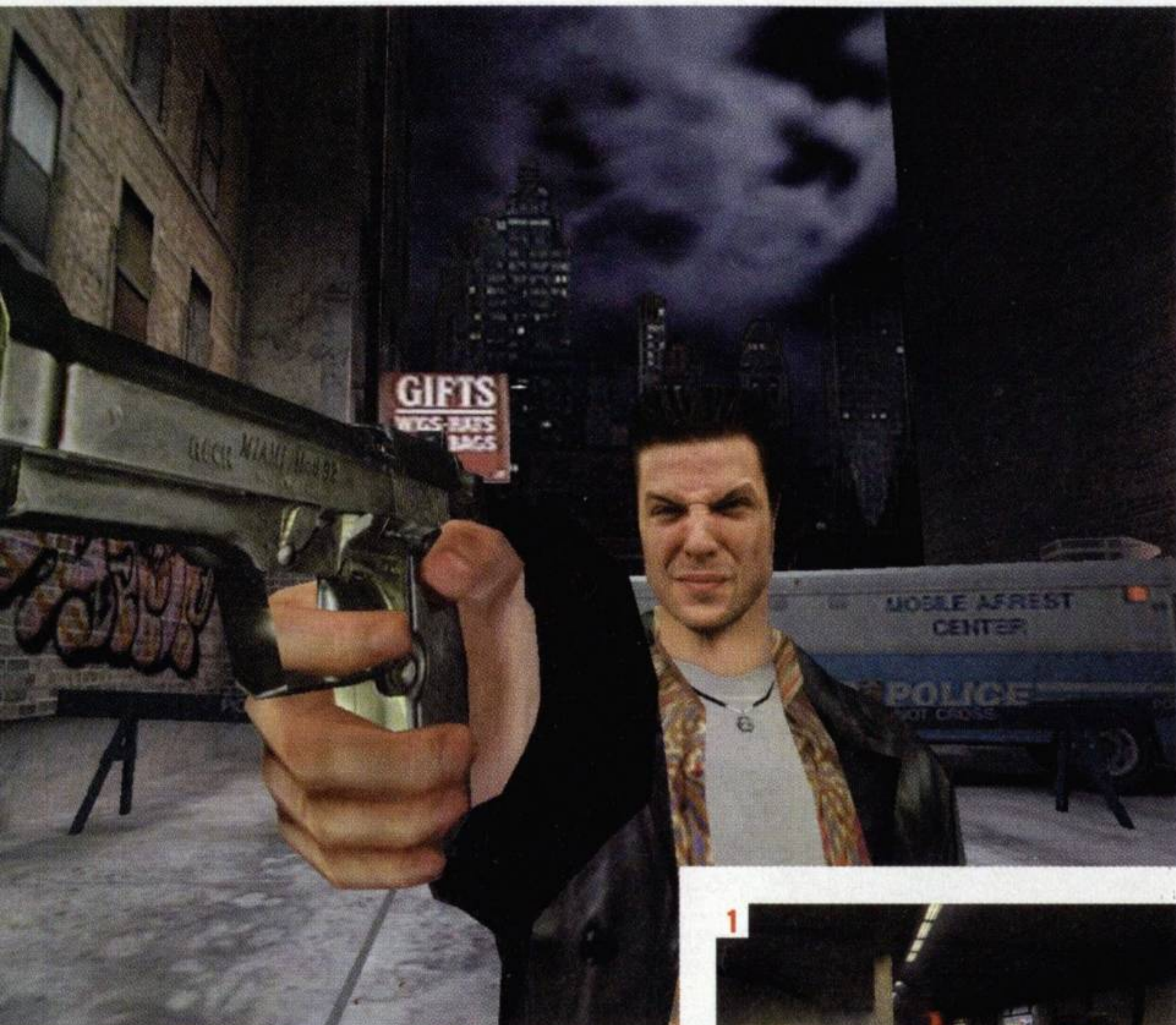


King Of The World

> 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.



“There’s one word that can sum up Max Payne quite nicely – violence”

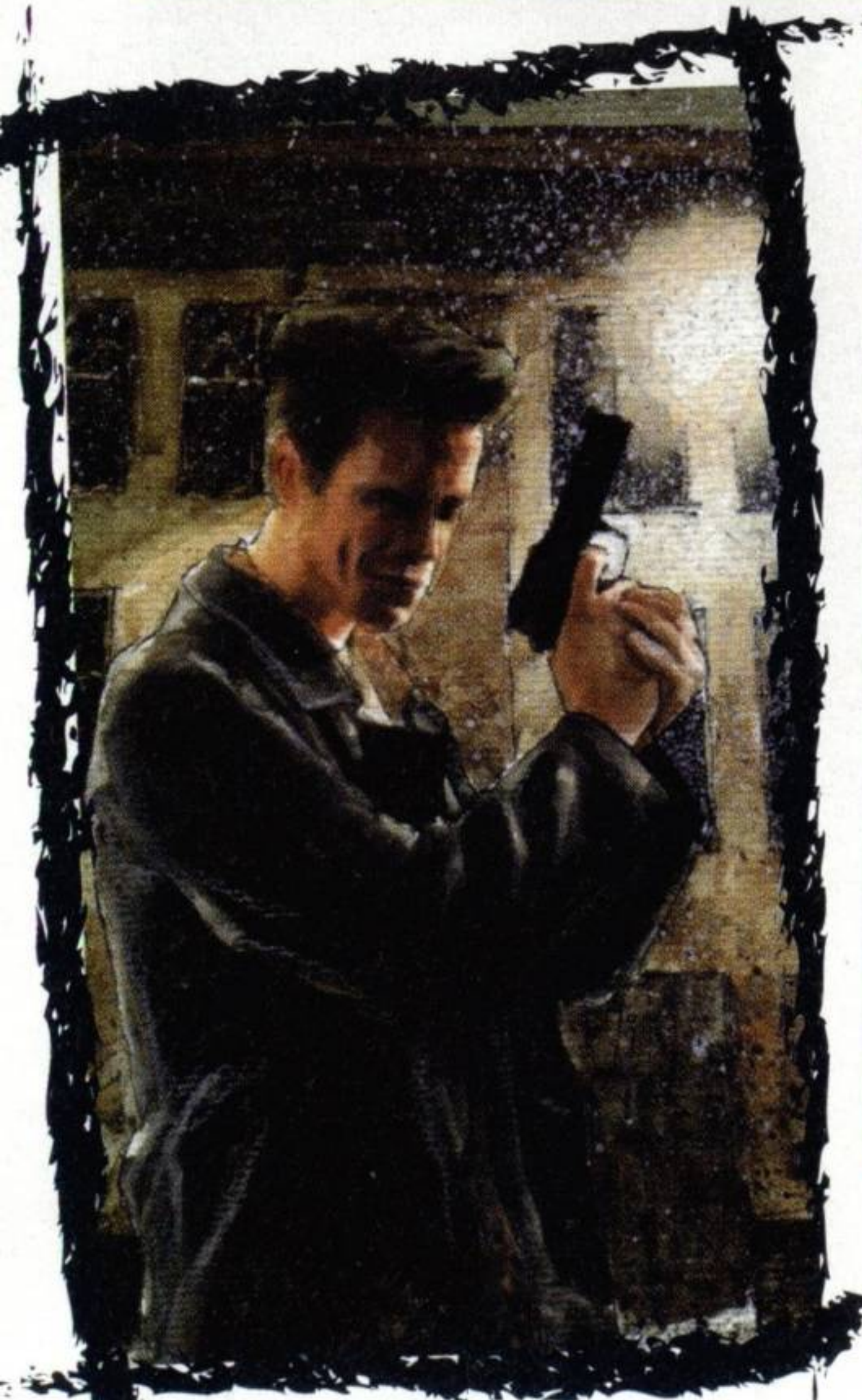


[1] Ooh, you could take someone’s eye out with that... [2] You’re only supposed to blow the bloody doors off! [3] Hmm, nice scenery – what a shame it’s going to be blown up soon...



Bodily Functions

> If you’re after a bit of realism when plugging 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?



Competition

SLEEPY HOLLOW
DVDs Up For Grabs

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.



The Headless Horseman
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Na-Na Na-Na Na-Na Na-Na...

Batman!

WIN!
Five Sets Of Batman
Videos & Graphic
Novels

> 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 Of The Future* video (out to buy 24 July) and a Batman graphic novel. To stand a chance of winning just answer this question:

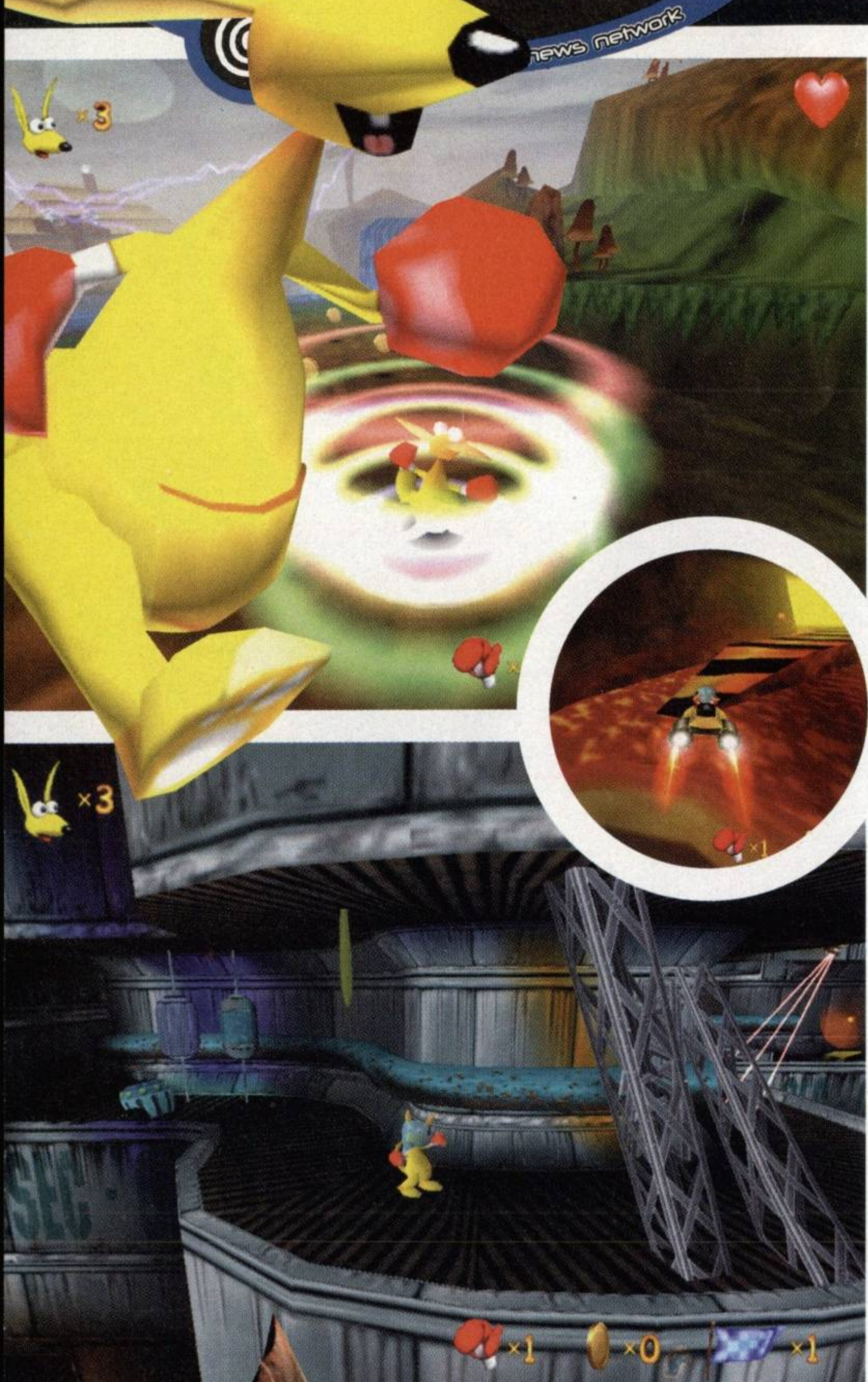
Q. Name eight of Batman's totally evil arch-enemies

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.

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FIRST LOOK

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 year, could the Dreamcast have found itself a new mascot? Maybe, just maybe...



[1] The game bears more than just a passing resemblance to *Rayman 2*. [2] There'll be loads of cool mini-games for Denis to play on the way to freedom.



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

It's Beastly

➤ The assortment of silly enemies that you'll bump into throughout your journey will include pigs, penguins, Eskimos, seals, snowmen and plants... well, you were warned.

DC Goes BC

Dinosaurs Storm Onto Dreamcast

➤ With Disney releasing *Dinosaur* in the cinemas later this year, Ubi Soft has wisely picked up the rights to publish the game version... and it's coming to a Dreamcast near you.

The game, which is being developed by Sandbox Studios, lets you take control of three of the film's characters – Aladar, Flia and Zini – as you try to save them all from extinction. Along the way various puzzles must be solved, predators killed, friends saved and more importantly, you must ensure your own survival. Each of the characters have their own special abilities to help them along the way, but we all know what happens in the end so their attempts are nothing more than futile. Still, it should still be a good game and hopefully we'll see more of it by the end of the year.



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 break-neck 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.

UPDATE



[1] The realistic water effects look to be the best yet. [2] Move over *Hydro Thunder*, your time is up.



Dear Popz,

1 Fair Avenue
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London, W7

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 apalled 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,

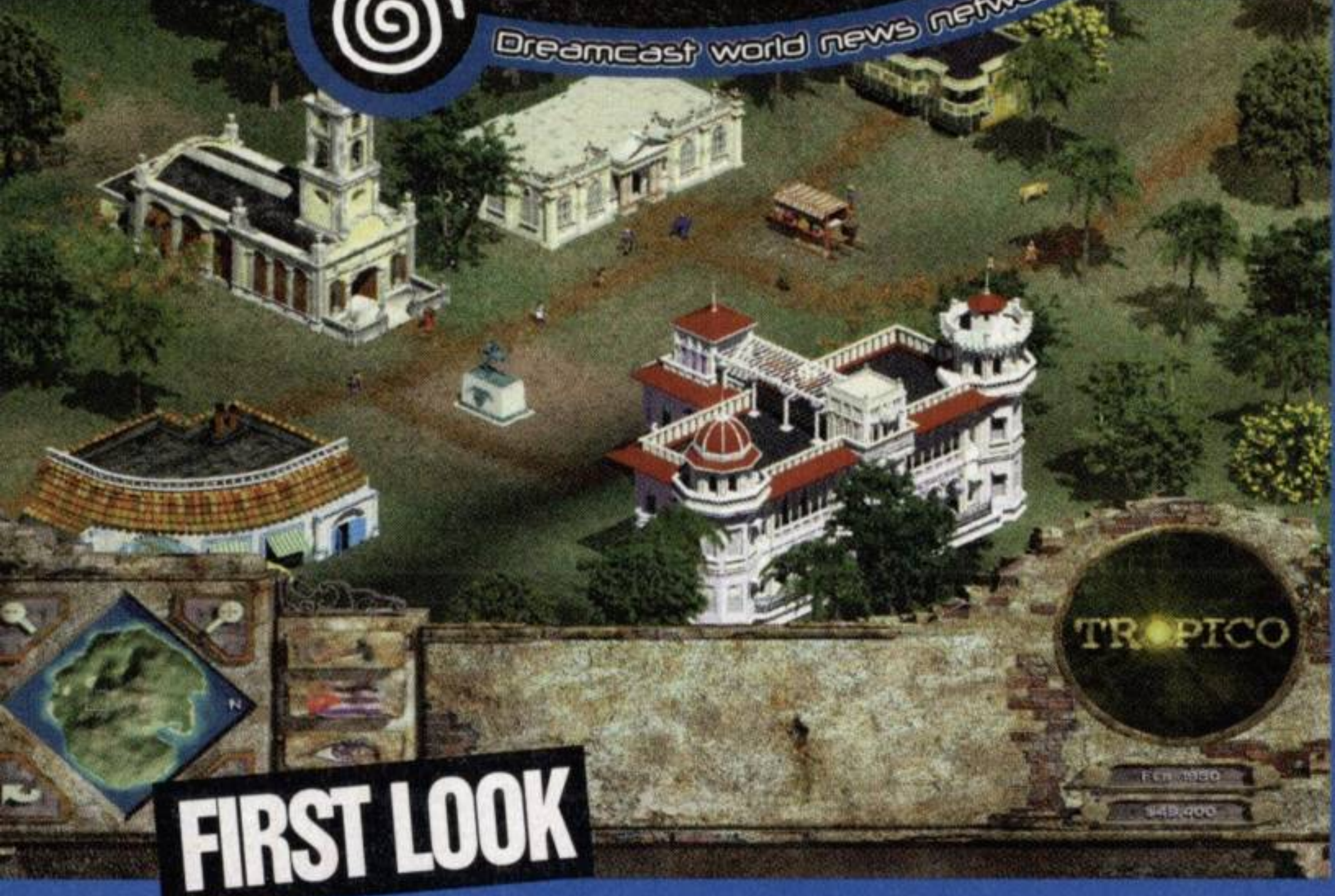
Trevor.



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FIRST LOOK

Si, El Presidente!

Fancy Running Your Own Island? Try Tropicoco 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 *Tropicoco* 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 actively 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 *Tropicoco* is a nigh-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: F.A.K.K. 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: F.A.K.K. 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 F.A.K.K. 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 weapons 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.

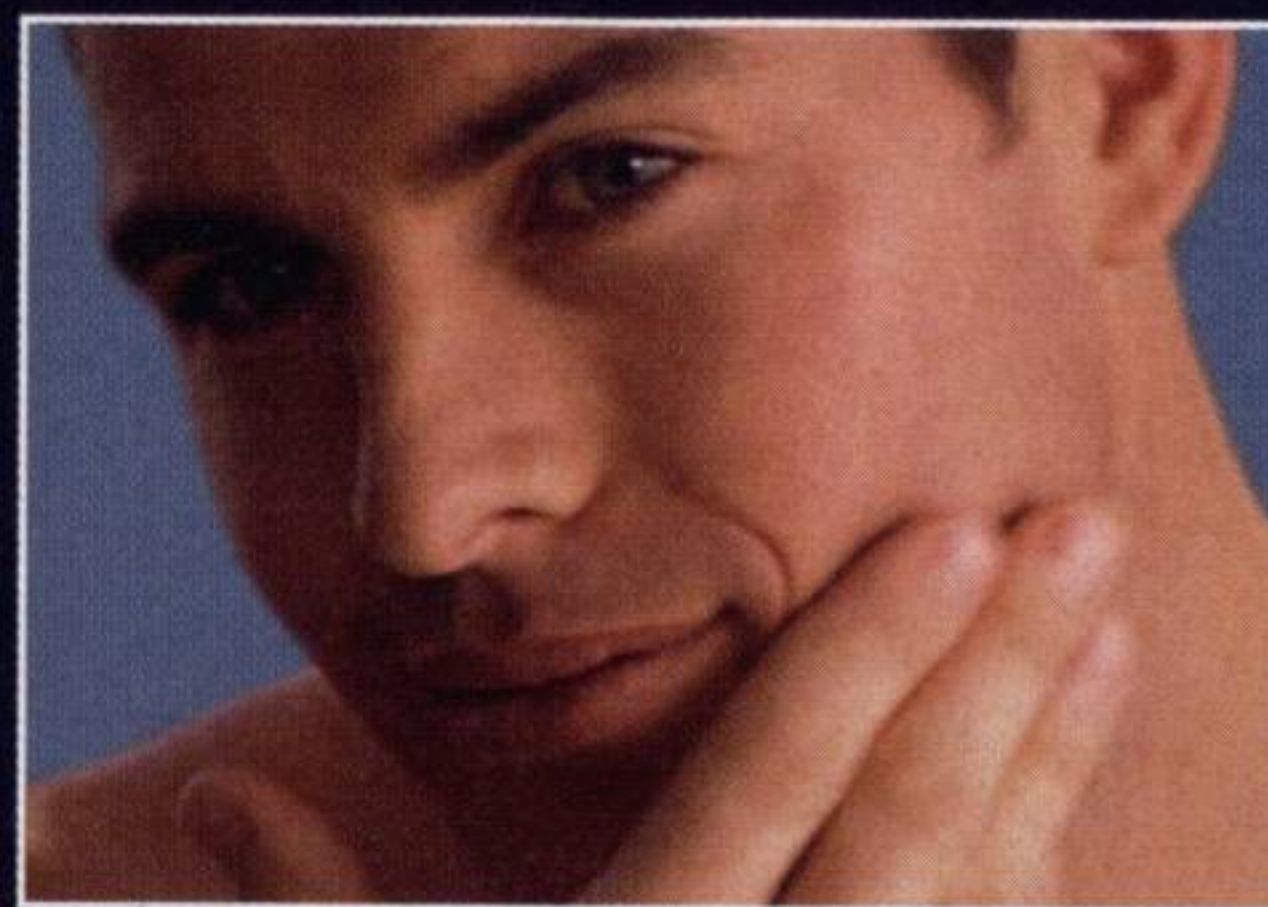
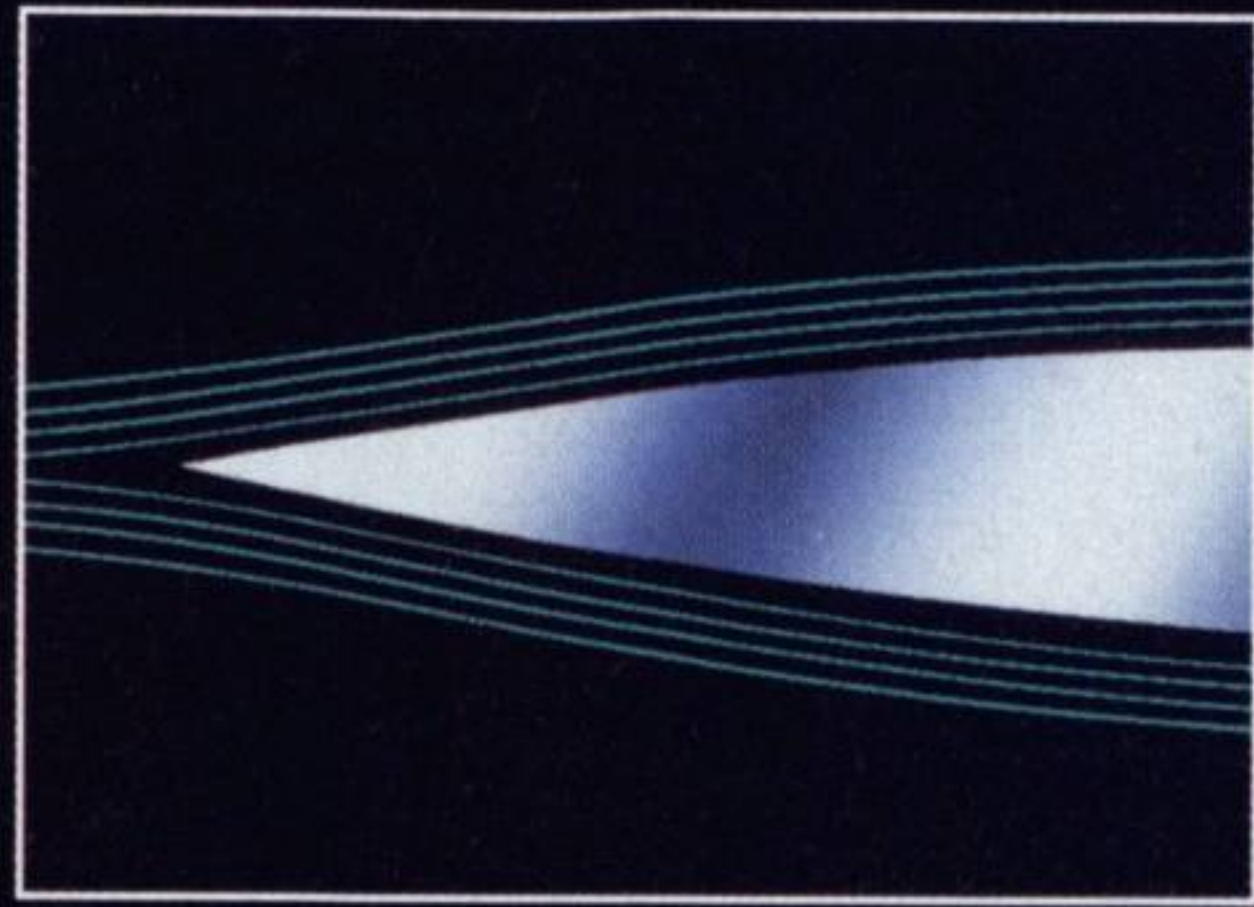
PC Brought To The DC?

> While *Heavy Metal: F.A.K.K. 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 bottle of Baby Bio, but there you go... [2] Julia's pretty handy with a variety of weapons – check out the ice sword on her, matey!

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latest games previewed



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?



[1] She might be a girl, but she carries a BIIIIIG stick. If you're nice, she may even join your party. [2] Ooh, spooky. As you progress through the dungeons, you'll encounter weird and wonderful things.



softography
 previous works >

- > Crazy Taxi
- > Ecco the Dolphin

Sega



Check out some of the awesome scenery you'll encounter on your travels.



Ikers

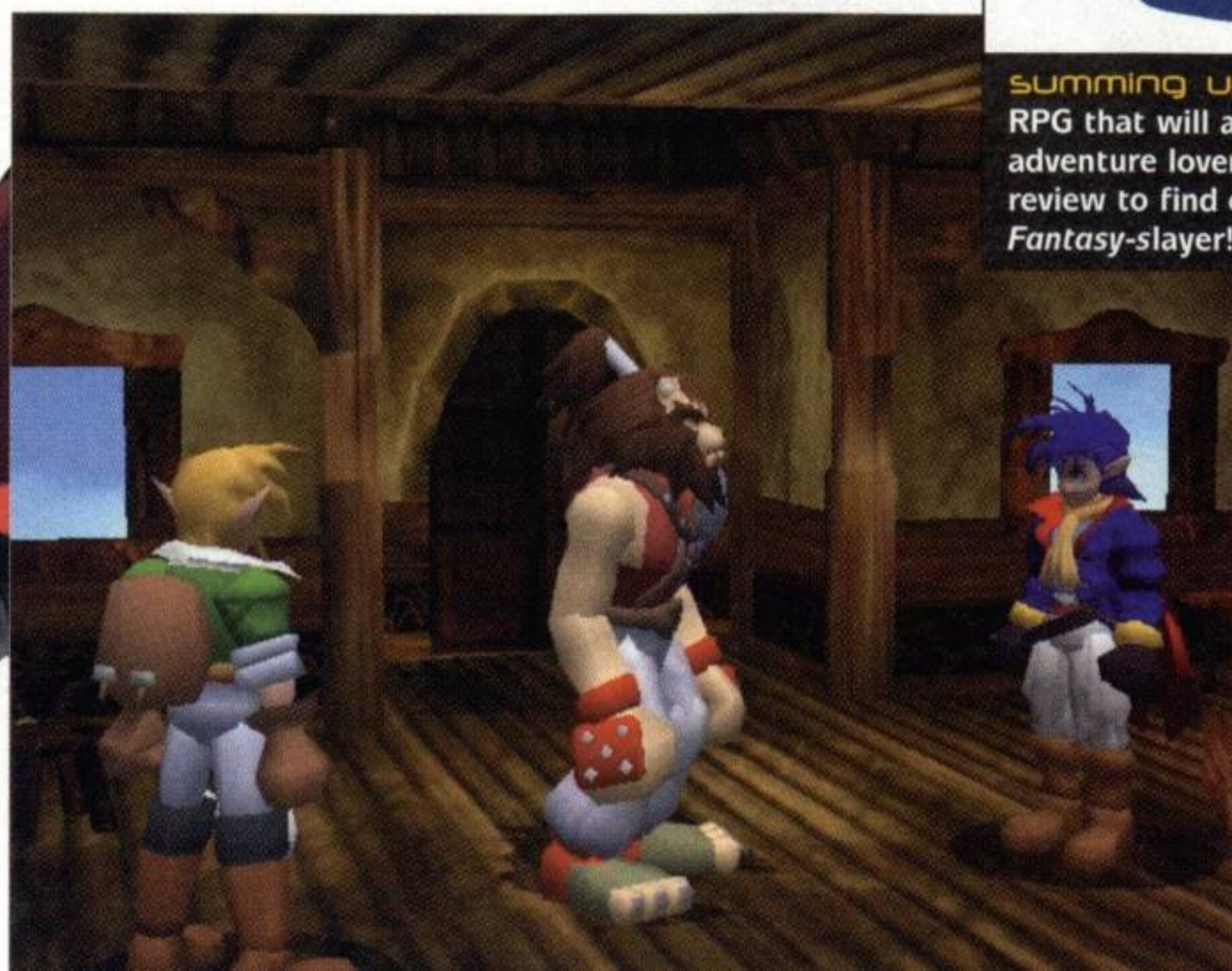
For a start, you can search for hidden items with a special search button, but using it too much will make you hungry. Luckily food is available to calm your rumbling stomach, but your search and health meter are totally separate and food does not cure an injured adventurer. Your enemies also have a 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'll 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.



[3] This is Sword, the main character of the game. Gotta love that funky haircut... [4] If you want to succeed in your quest, you'll have to search everywhere. [5] Fight! Go on, my son... hit 'im!



Spooky!

> The game starts with our hero opening a strange book and being knocked unconscious for some time. When he awakes, 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.



coming soon to your Dreamcast

Dreamcast magazine

anticipation rating Jul

Publisher	Sega
Developer	Climax
Players	1
% complete	90%

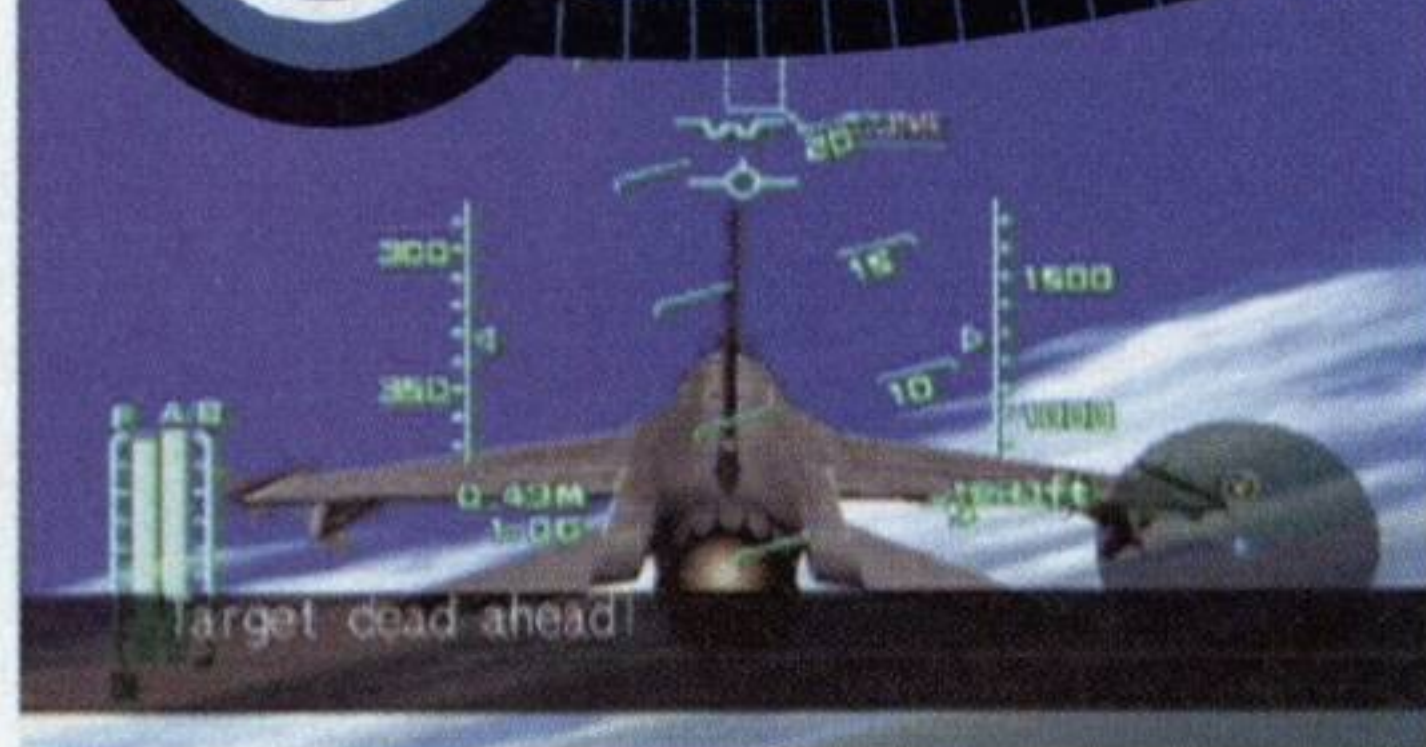
summing up > An interesting RPG that will appease all adventure lovers. Wait for the full review to find out if it's a *Final Fantasy*-slayer!



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

forecast.

latest games previewed



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.



softography

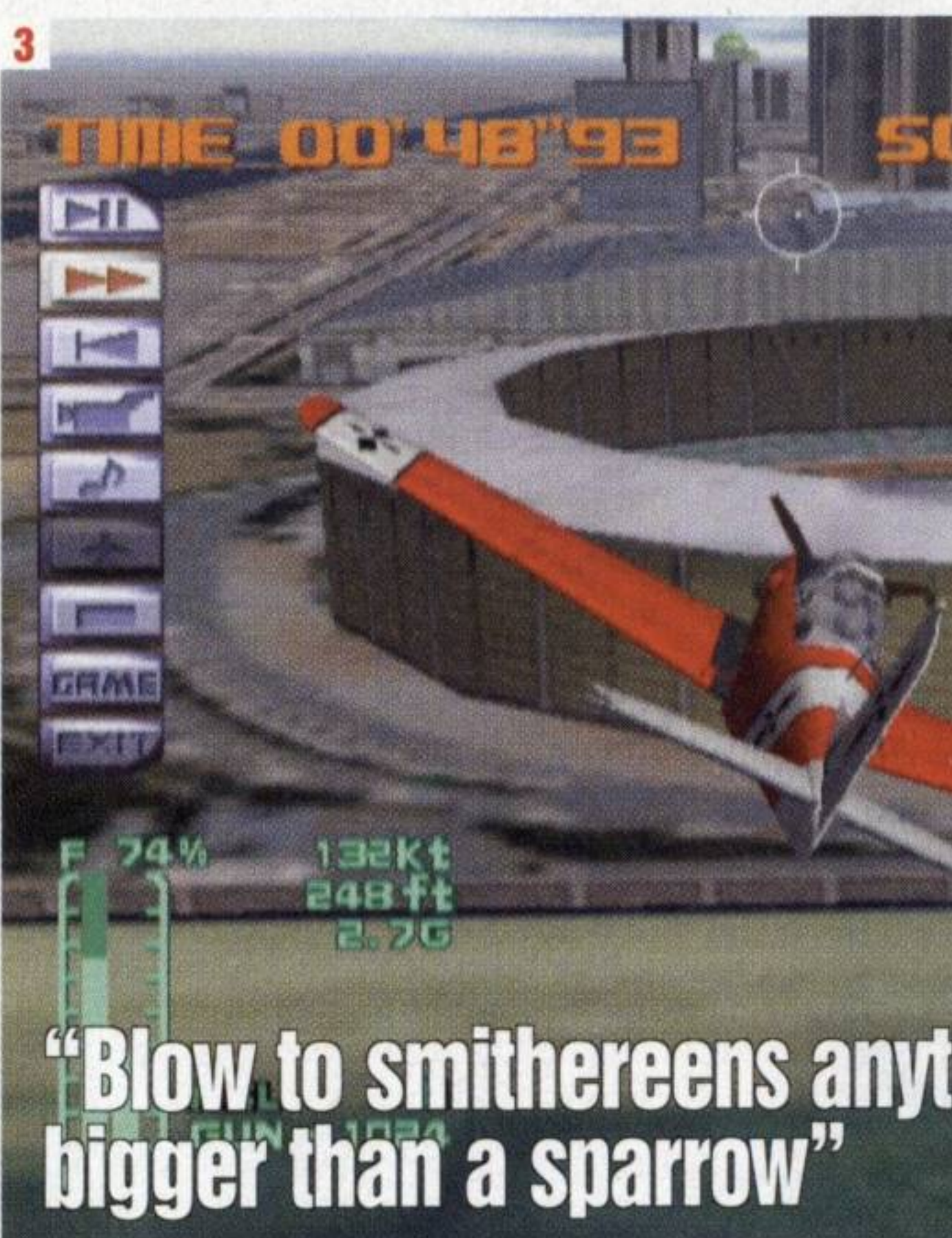
previous works >

- > AeroWings
- > Buggy Heat

CRI



[1] Watch your engines roar as you hit the afterburner! Now you're going places! [2] Take an old-skool 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...



"Blow to smithereens anything bigger than a sparrow"

Minty Visuals

> The graphics in *AeroWings* can look truly stunning at times. Forget your high-end PCs, take a look at one of the best looking flight simulations to ever run on a Dreamcast.



coming soon to your Dreamcast >

Dreamcast magazine

anticipation rating **Sep**

Publisher	Crave Entertainment
Developer	CRI
Players	1
% complete	90%

summing up > The inclusion of dog-fighting makes this much more interesting than its predecessor.

Rewind

> One of the great features of *AeroWings 2* is the instant replay mode. When you're busy in the fight you might miss the beautiful visuals but you can watch that bogie splash down in all its glory (which is better looking than it sounds).



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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.



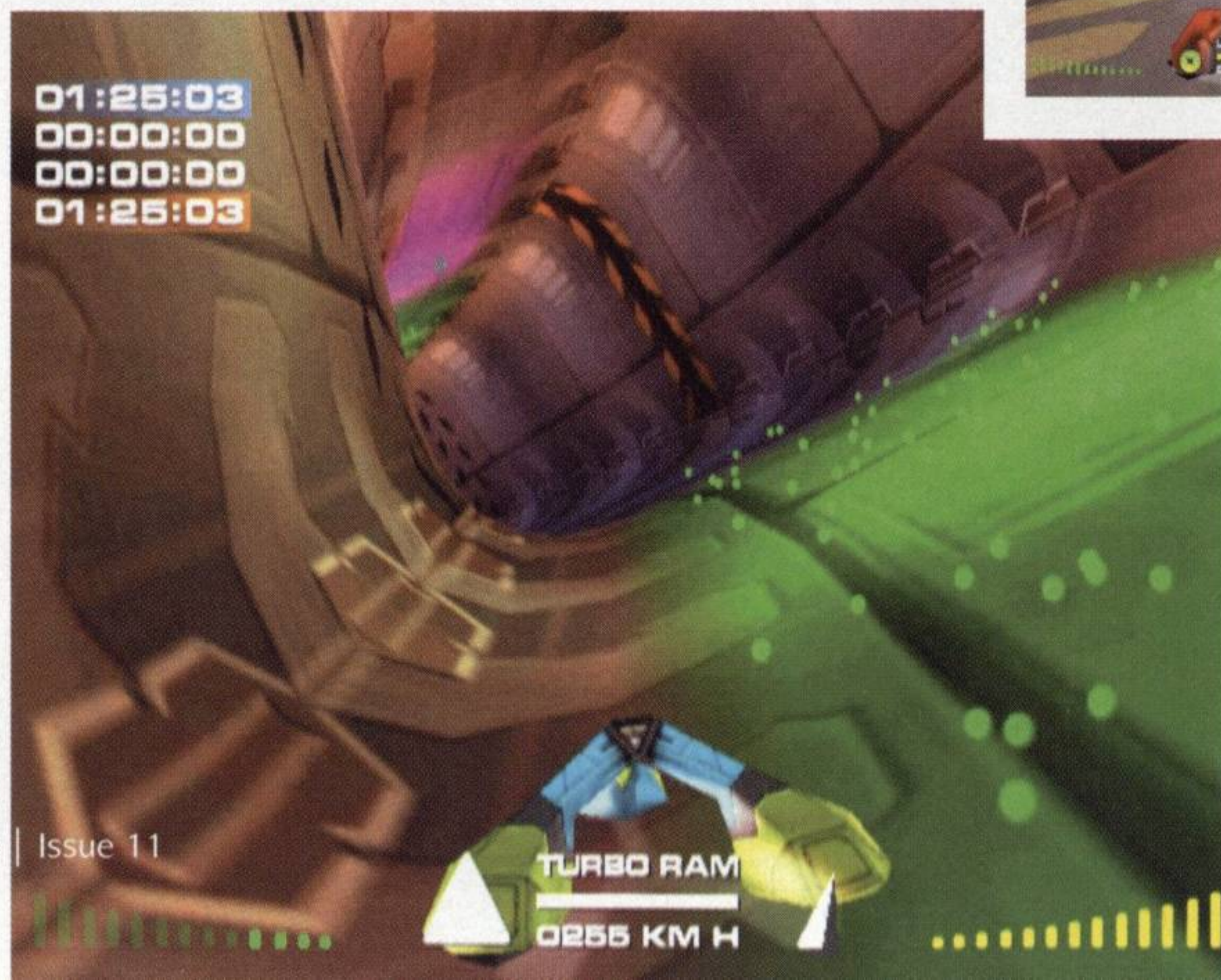
coming soon to your Dreamcast
Dreamcast
magazine
anticipation rating **Oct**

Publisher	Crave Entertainment
Developer	VCC Entertainment
Players	1-4
% complete	80%



Summing up > If *Magforce Racing* lives up to its early potential then it could wipe out the competition!

"Nothing about MagForce Racing is about sportsmanship, everything here is about winning"



softography

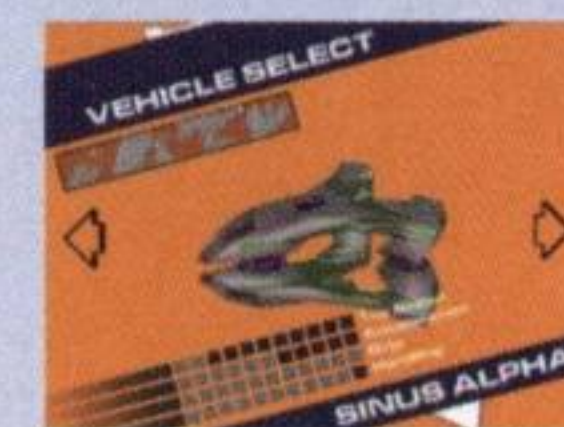
previous works >

> Killer Loop

VCC Entertainment

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!



DREAMCAST EXCLUSIVE AVAILABLE MAY 2000!

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92%
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Magazine

Over 60 Hard-Core offroad vehicles to choose from including special bonus vehicles

24 incredibly detailed tracks packed with stunning visuals, shortcuts and realistic weather effects

An Exhilarating 60 frames per second in 1&2 Player modes!

Customise your earth-eating machine by spending prize money on special upgrades and external appearances

Take a friend on for the ultimate challenge in 2-player mode!



OUTDOOR MAYHEM!

MIDWAY

kalisto

Dreamcast

INDOOR CHAOS

It's time to get deep deep down with Deep Fighter – it's a behemoth!

Deep Fighter



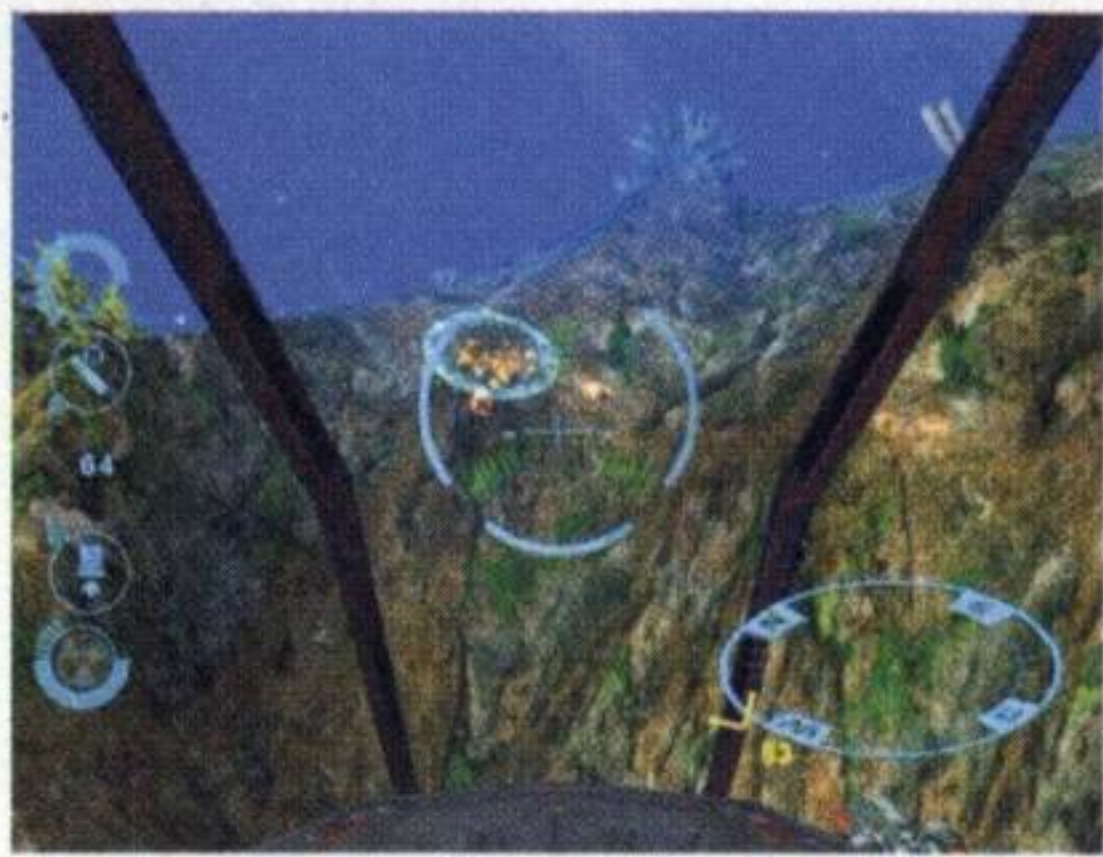
❖ The depths of the oceans are not a place to travel lightly, with more secrets, danger, weird and wonderful creatures than a badly lit New York back alley. Be on your guard, as *Deep Fighter* will take you on an underwater adventure of epic proportions. A quick jaunt down into the unknown depths of 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.

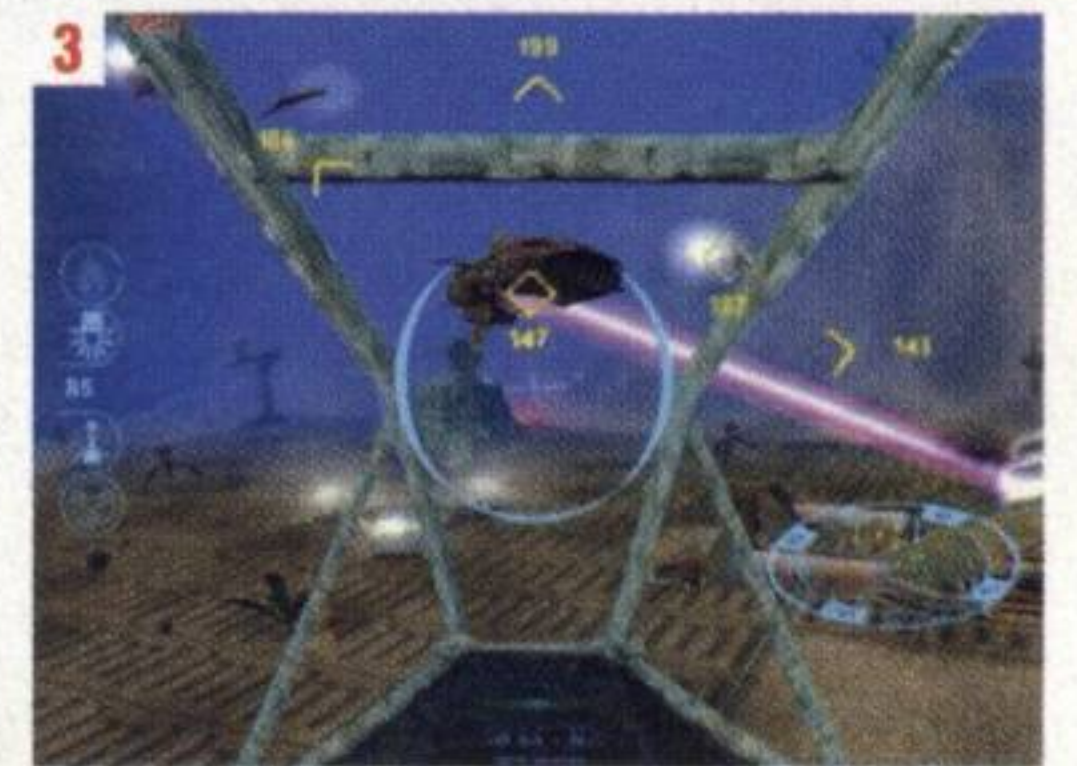


Set out for the Mutha Jellyfish and you'll be in for a surprise or two!



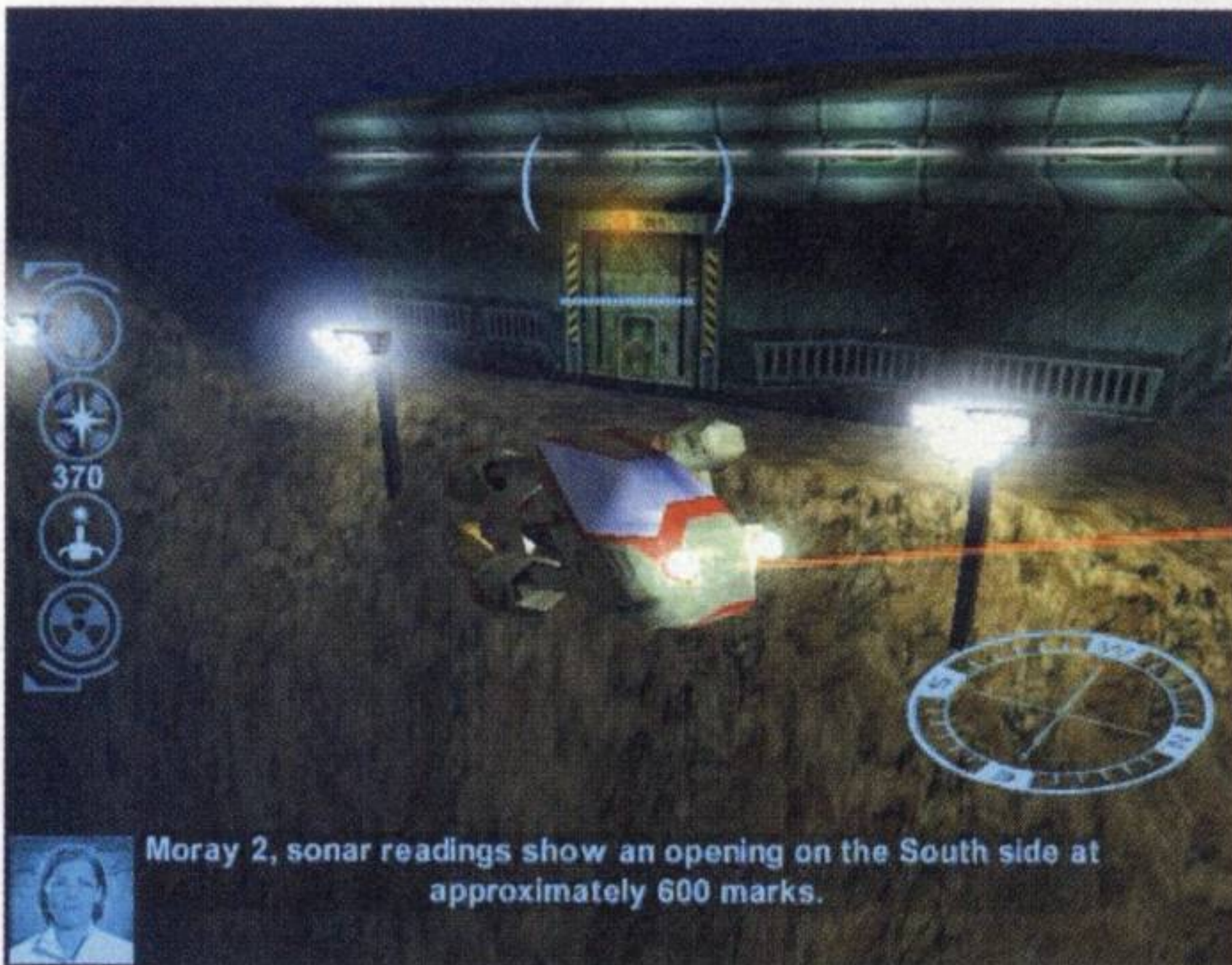
Sub Tuning

> 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.



[1] There's always plenty going on on-screen and you'll have to be on the ball if you're to survive. [2] There are several different vehicles that can be used throughout the game. [3] Shoot your load before you get frazzled by the enemy.

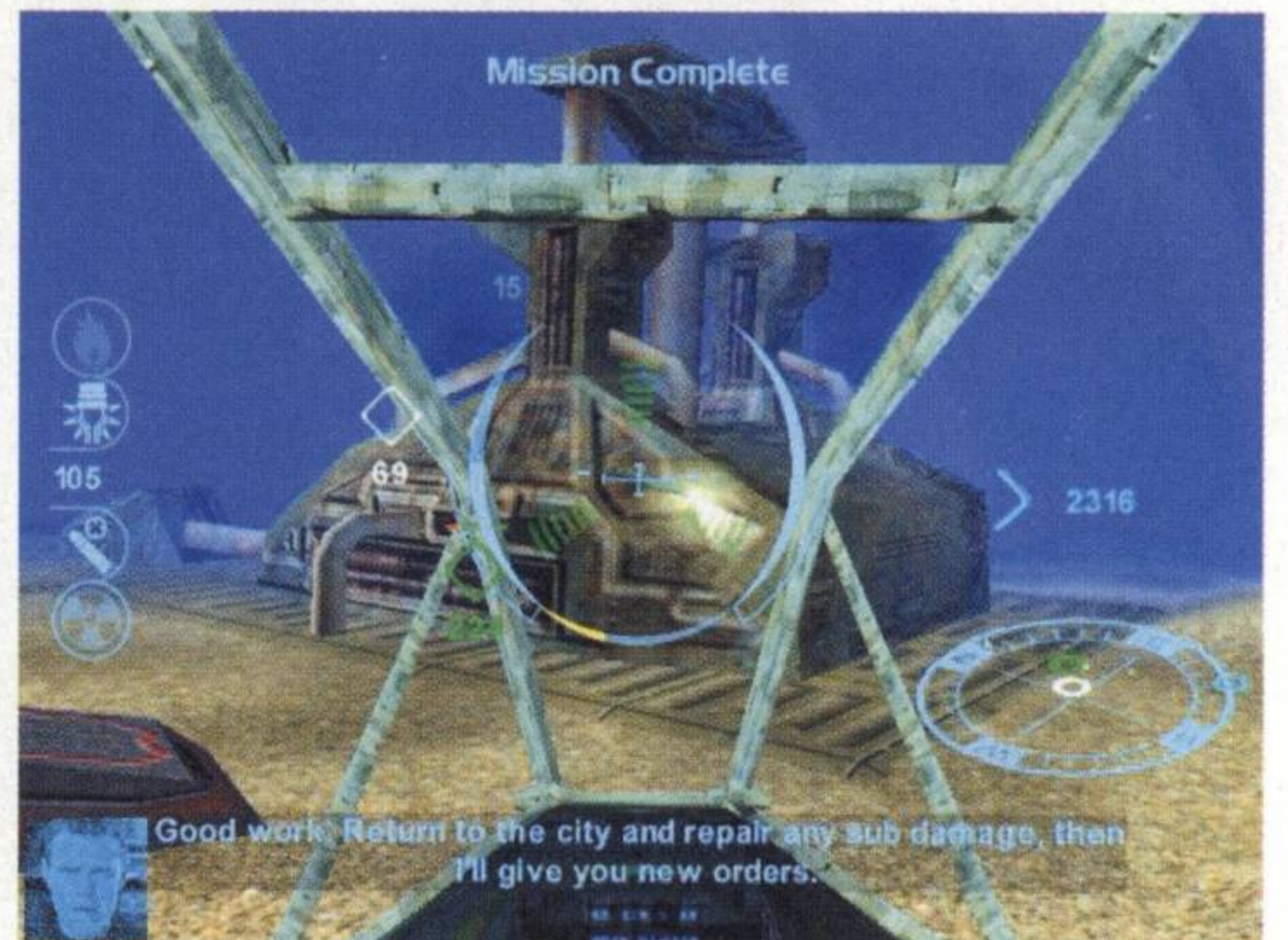
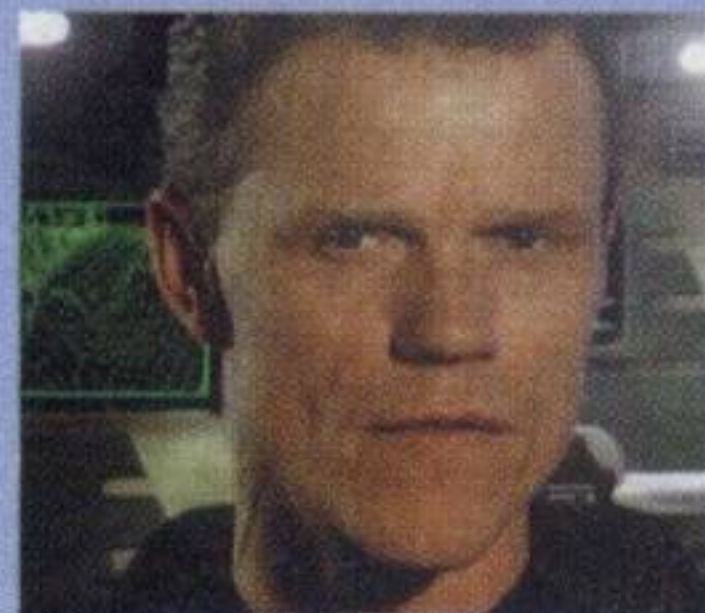
"The scope of the game is nothing less than huge, with loads of missions"



Moray 2, sonar readings show an opening on the South side at approximately 600 marks.

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.



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 Sea Fishing

Although the game is mission-based, it isn't at all linear due to the fact that the ocean is totally free-roaming, allowing you to go wherever you want, whenever you want...

just don't wander too far, you never know what you might bump into!

Enemies lurk around every reef and in every cave, so you'd best get your trigger finger warmed up for some serious mud-slinging action.

Graphically, *Deep Fighter* is looking impressively solid, if 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.



coming soon to your Dreamcast

Dreamcast magazine

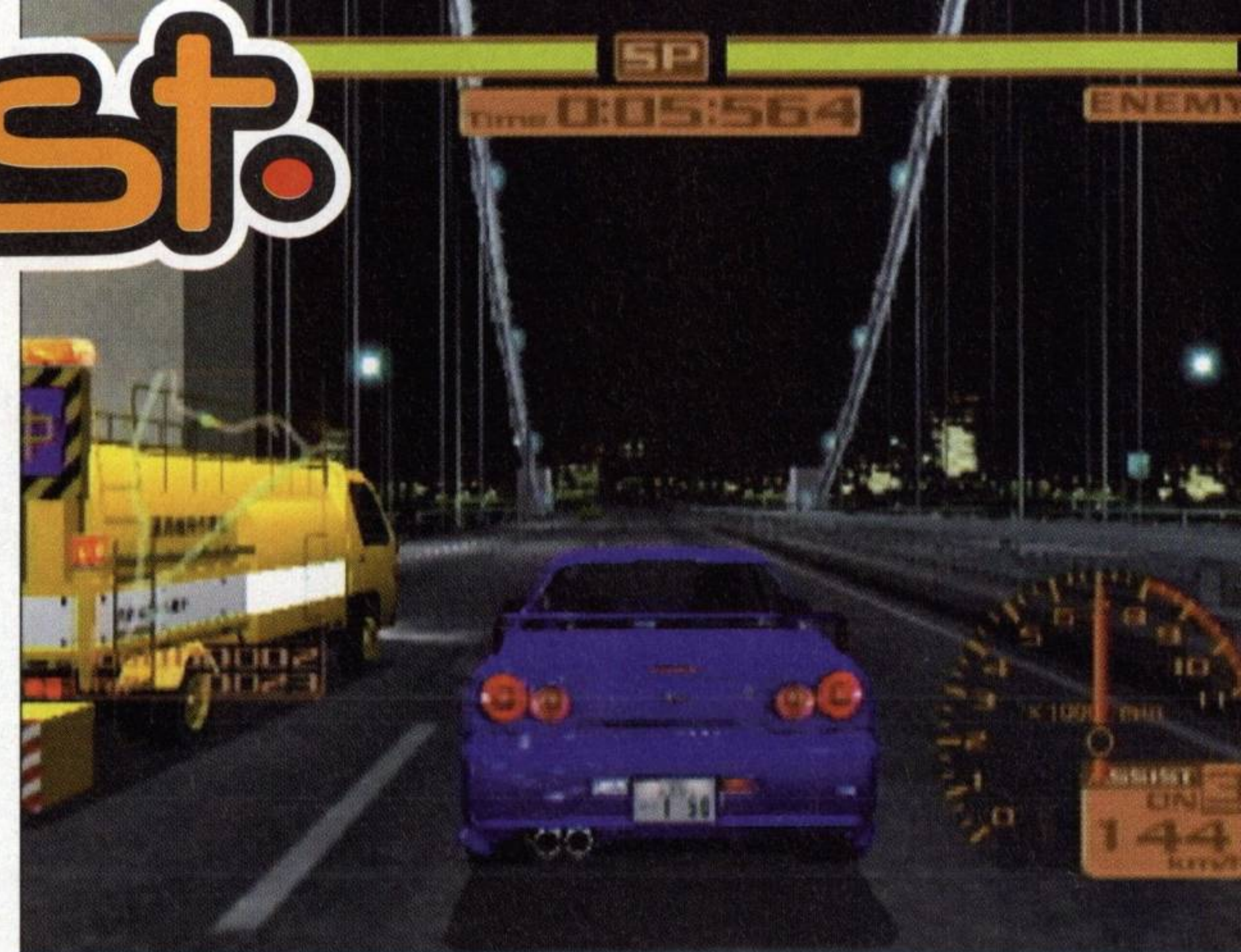
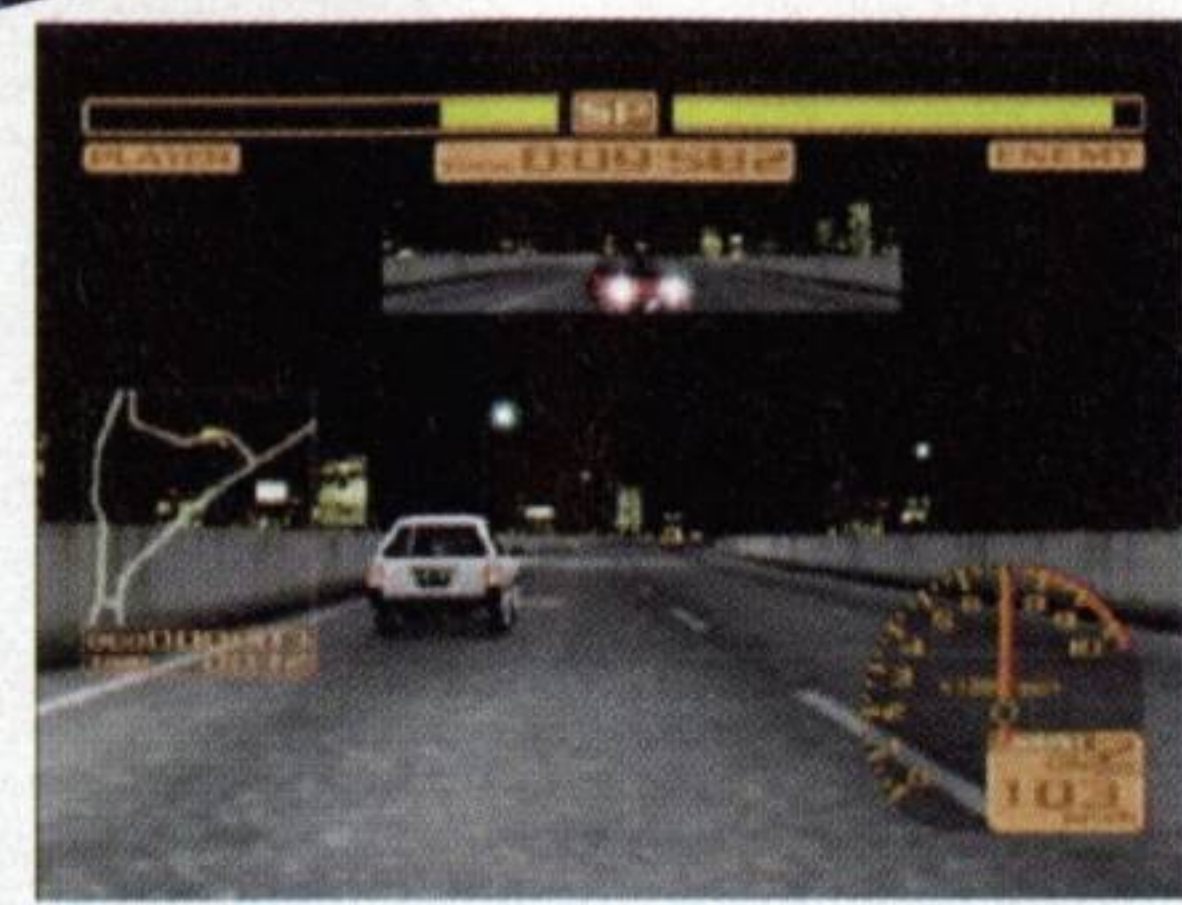
anticipation rating Aug

Publisher	Ubi Soft
Developer	Criterion
Players	1
% complete	85%

summing up > The mix of underwater adventure and mission-based action looks very promising.

forecast.

latest games previewed



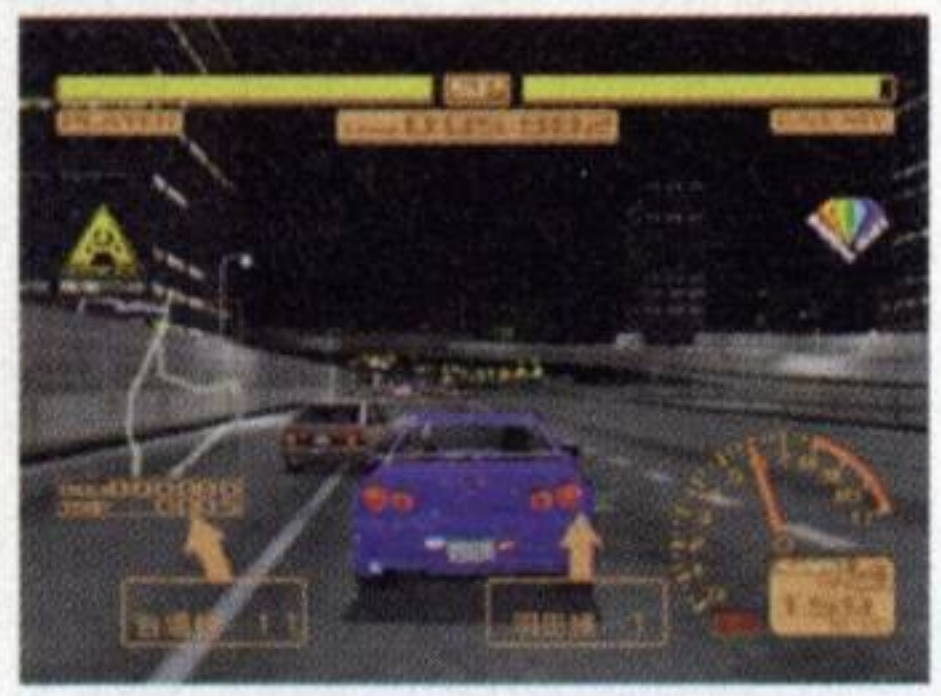
Move aside, Akira – there’s a new Japanese boy racer in town. Have you got the guts to race the highways or not?

Tokyo Highway Challenge 2

softography
previous works >

- > Super Magnetic Neo
- > Tokyo Highway Challenge

Eurocom



Rush Hour

> Bad Tokyo boy racers flashing their lights and racing around... fun it may be, but is it real? Nah... course not! Tokyo's one of the most crowded places on earth. Go driving in Tokyo and this is the sort of thing you'll be faced with. The only guy winning this race is armed with a scooter!

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.

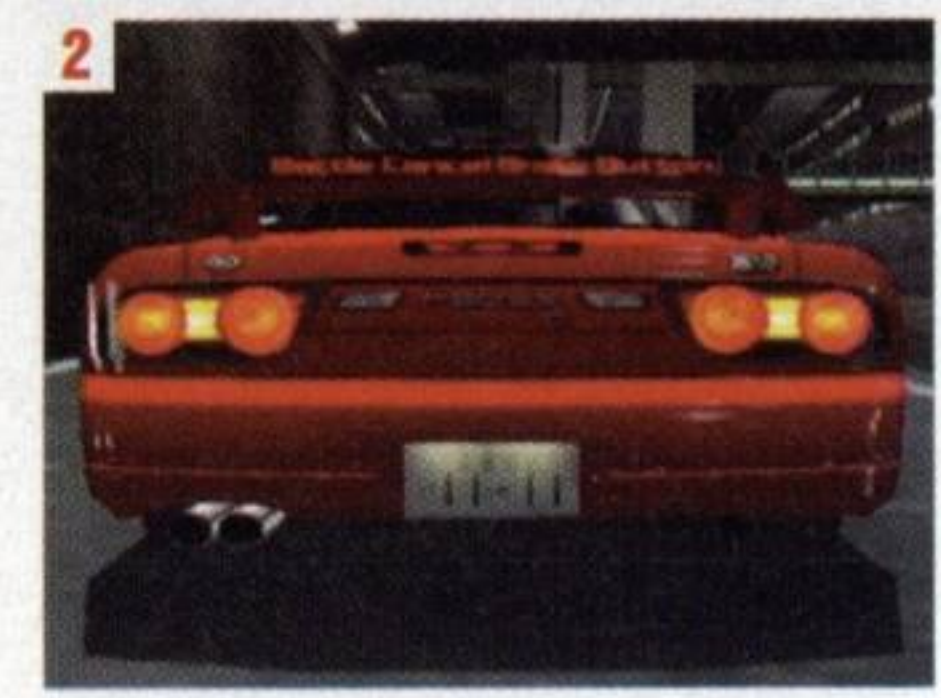
You and your opponent have a beat-'em-up style energy bar and the racer in second place slowly loses energy. Keep winning and you'll beat your opponent and get some extra cash. Like any boy racer, you'll use the hard-won wad to soup-up your motor (bigger body kits, wider wheels and go faster stripes).

Sleek Curves

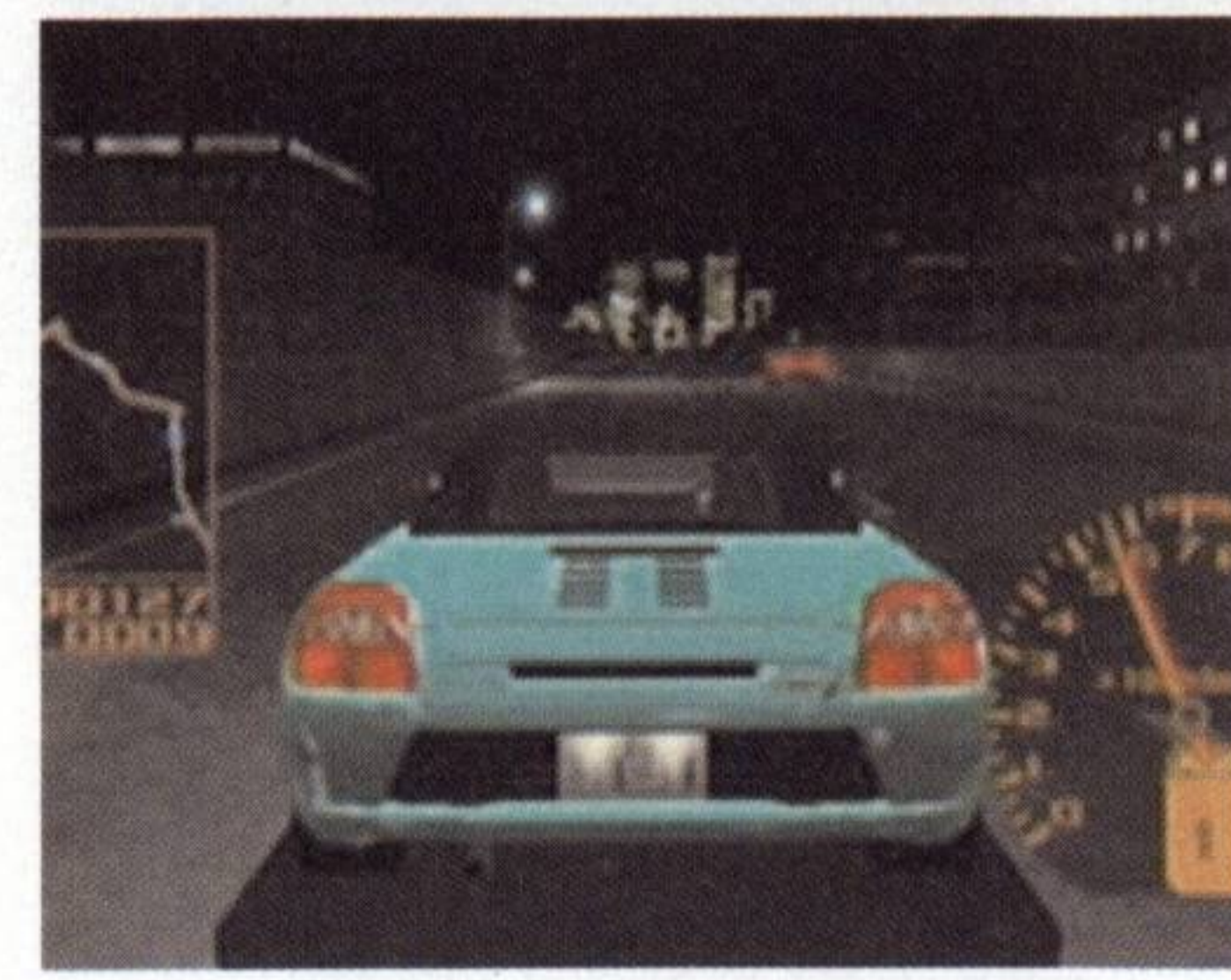
The graphics are much better this time with a much higher polygon count on both the cars and the tracks. The physics engine has been tweaked as well to cut down on the floaty feeling that its predecessor suffered from.

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!



[1] Speeding along the highways at night gives you a real buzz. [2] Mmm, nice rear spoiler. Any closer and we'd be wearing it... [3] The detail of the backgrounds and cars is so incredible, it's scary.



coming soon to your Dreamcast >

Dreamcast

magazine

anticipation rating **Sep**

Publisher	Crave Entertainment
Developer	Genki
Players	2
% complete	90%



summing up > *THC2* looks to be bigger and better than its predecessor in every respect.

"STUNNING UNDERWATER ODYSSEY THAT'S ENTERTAINING THROUGHOUT 9/10"
OFFICIAL DREAMCAST MAGAZINE

SEGA™

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Dreamcast™

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!



Tear around Trafalgar Square and take in the sights of London.



Racer

softography

previous works >

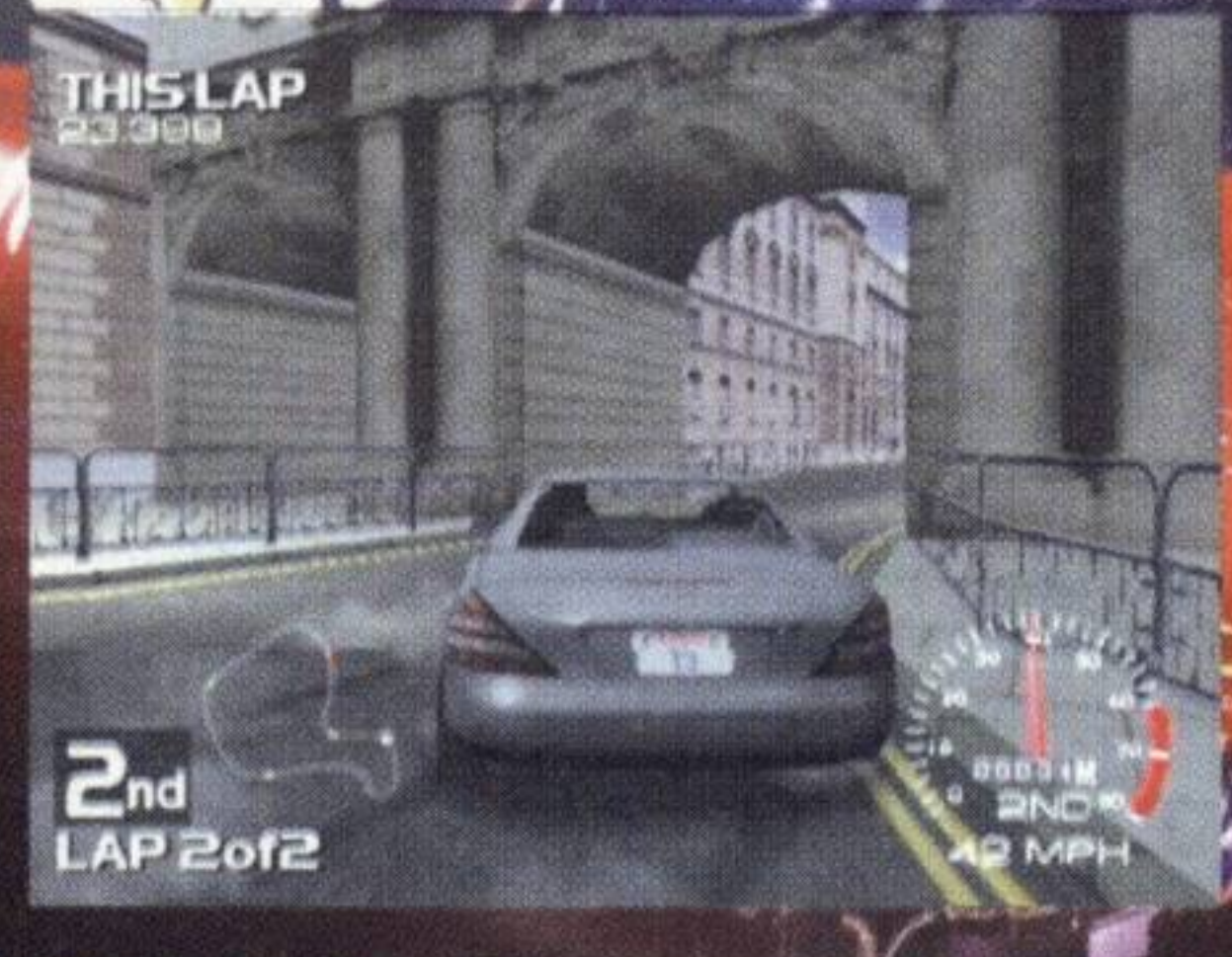
- > Fur Fighters
- > Formula 1
- Bizarre Creations



“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 trams 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.



latest games previewed

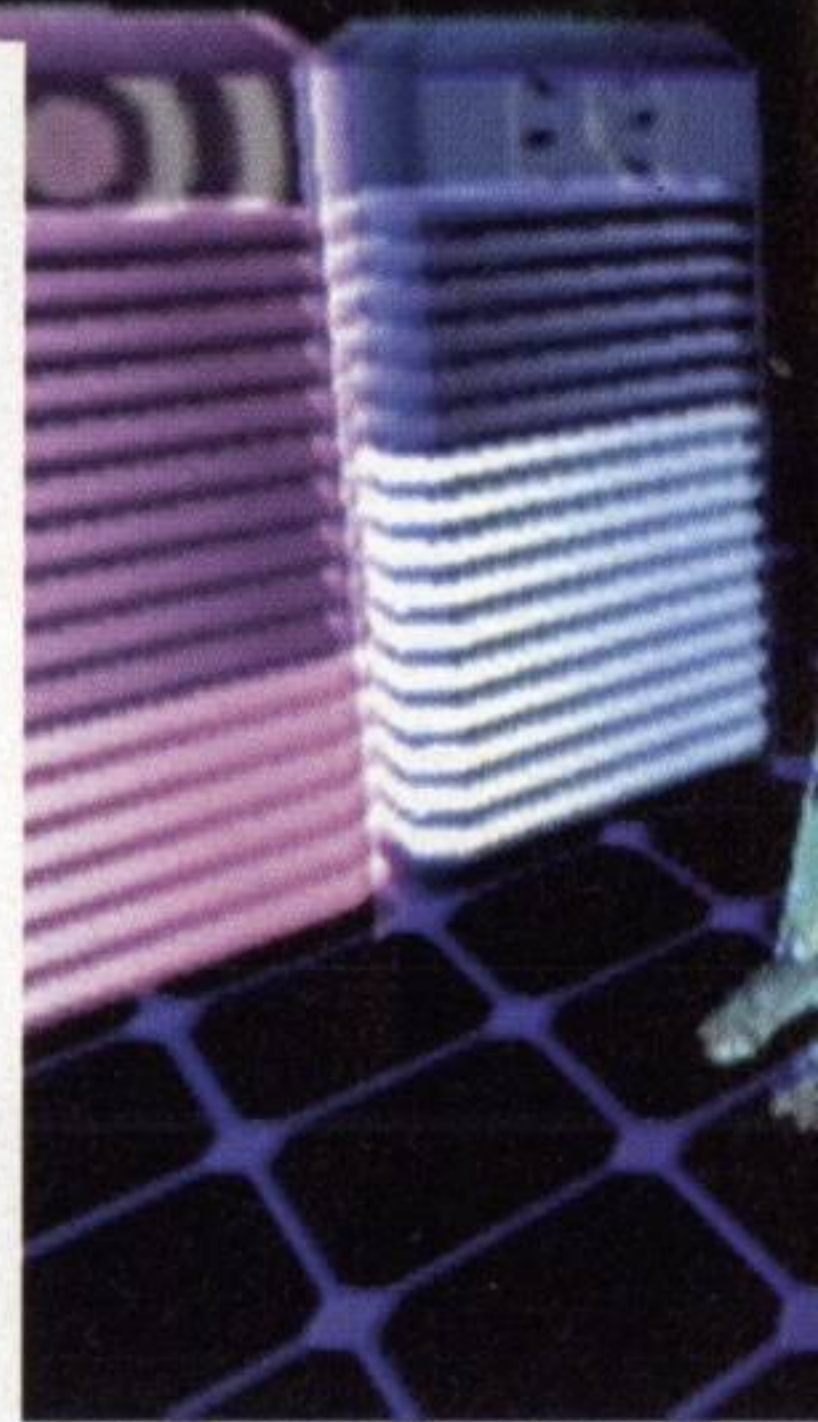
BENCH PRESS



softography

previous works >

- > Rollcage
- > Rollcage II
- Attention To Detail



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.

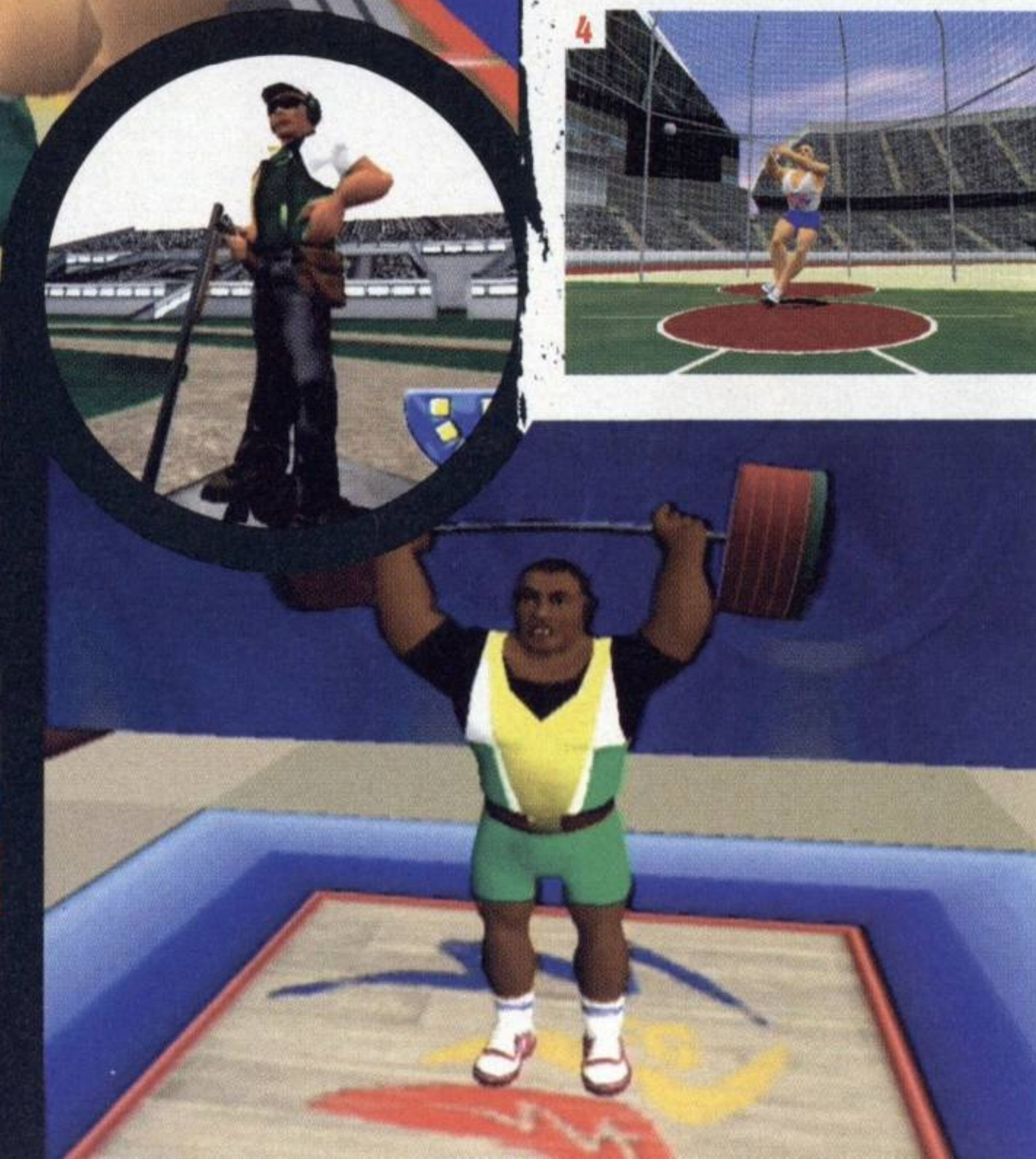
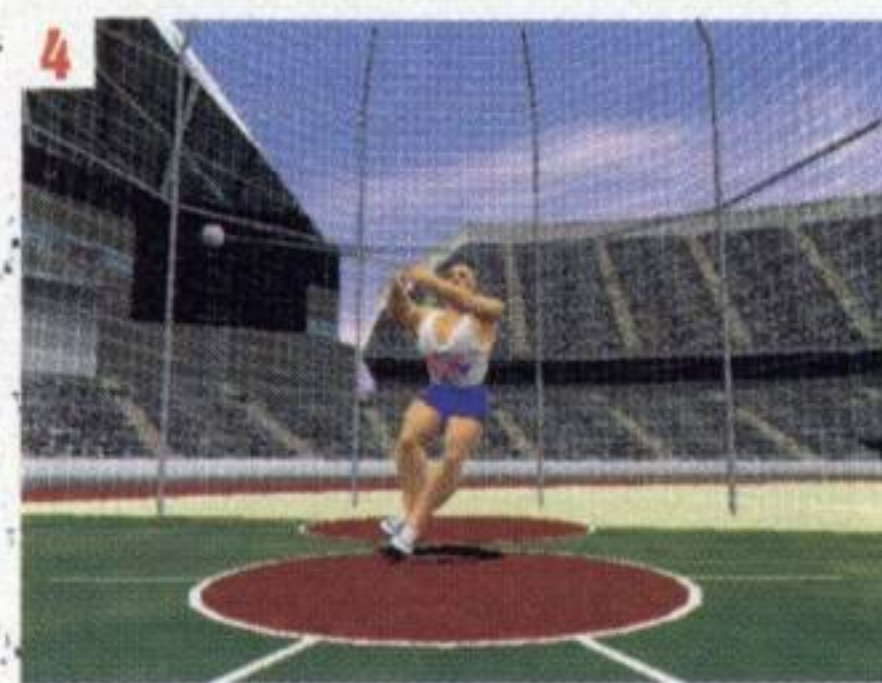
Down Under

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 gagging 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

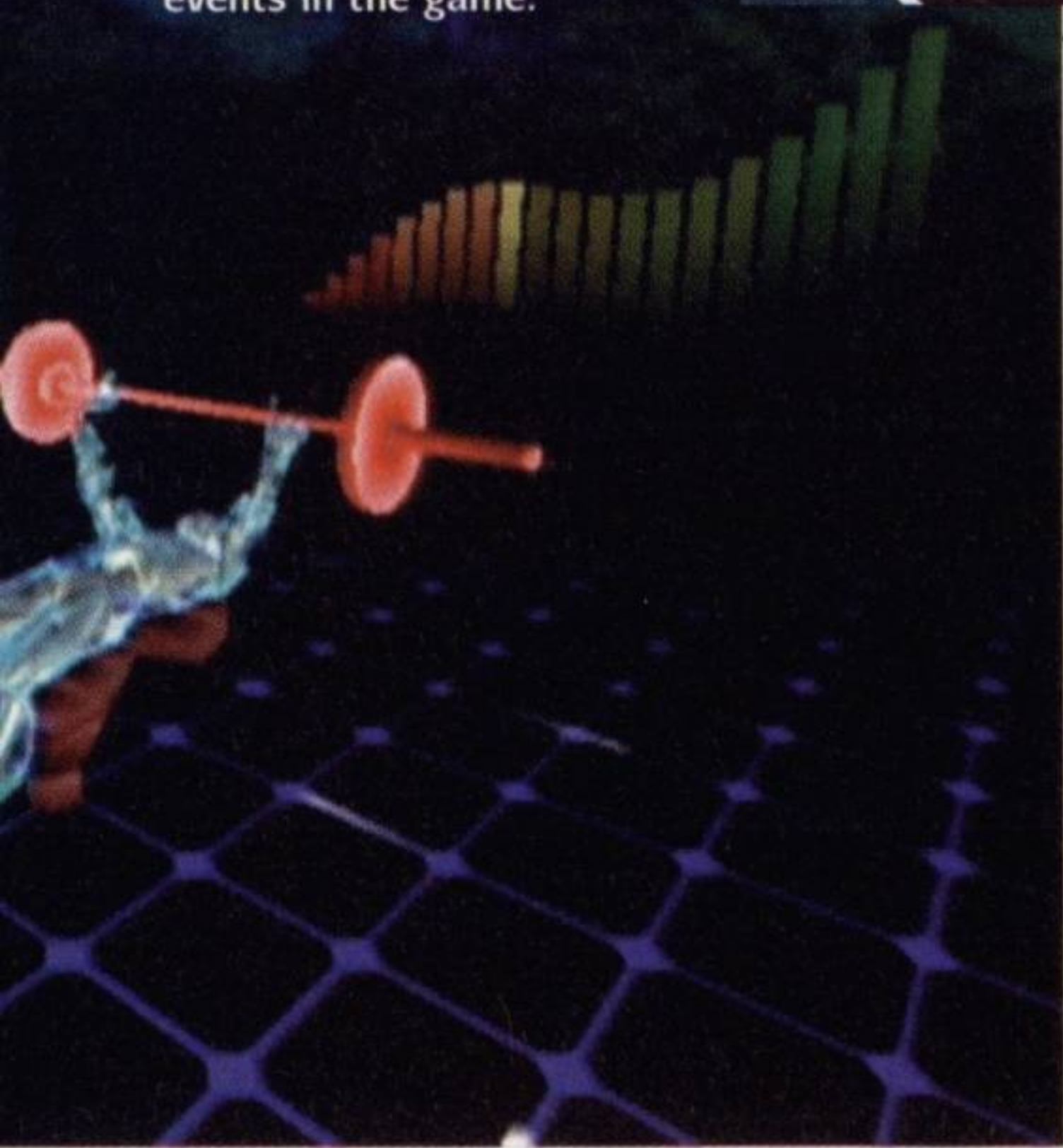


[1] As he went to pick up the weights he realised he'd just followed through.
[2] You need to be pretty stretchy to do this event. **[3]** Touch your toes now.
[4] To master the hammer you need good timing, speed and strength.



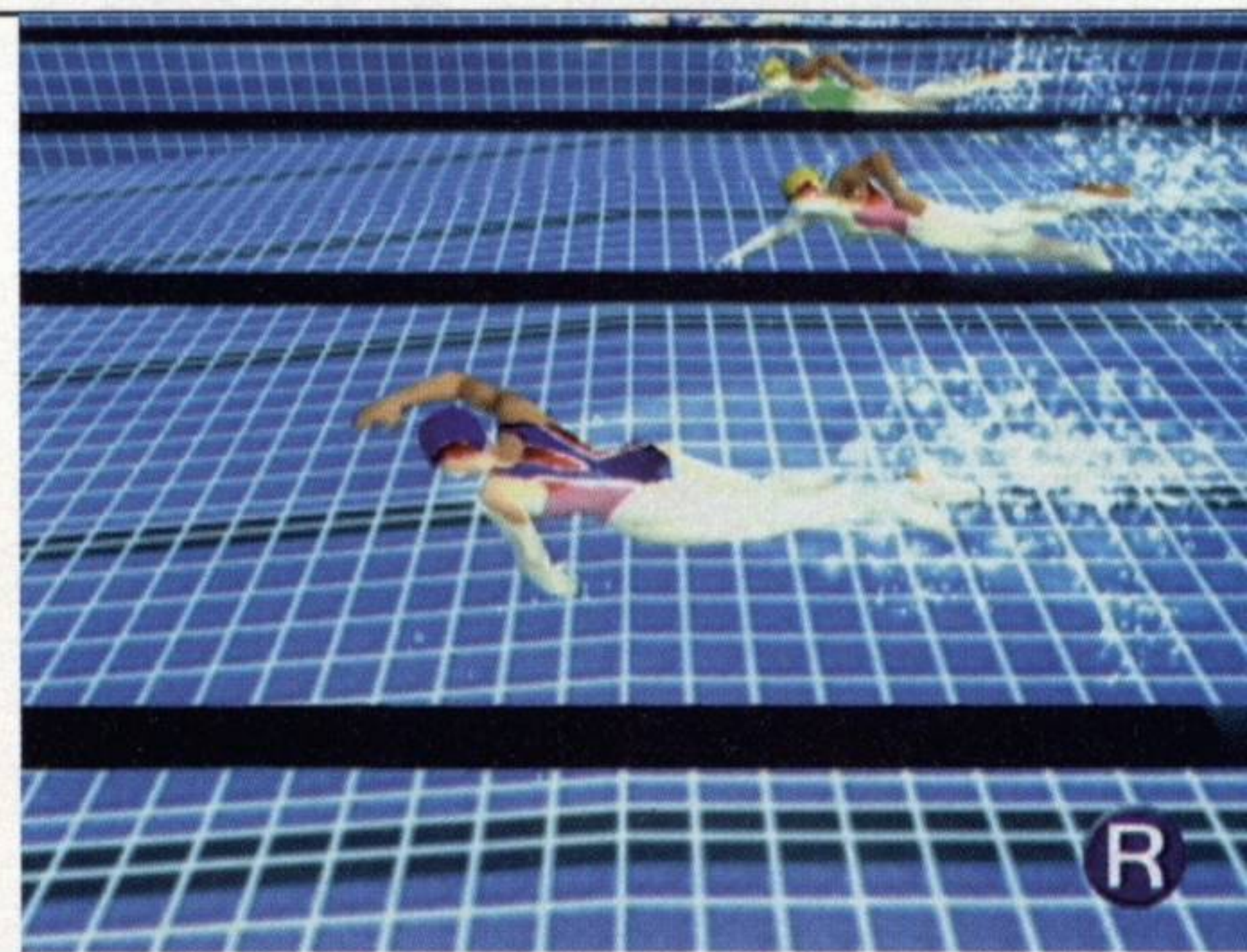
gameplay highlight

The triple jump looks to be one of the most enjoyable events in the game.



Gym'll Fix It

> Once you've decided to take on the Olympic challenge you'll have sentenced your fingers to a lifetime of button-pushing down the gym as you prepare for the big events. In the gym there are a number of exercises for you to indulge in (20 in total) as you hone your body to perfection.



2000



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.

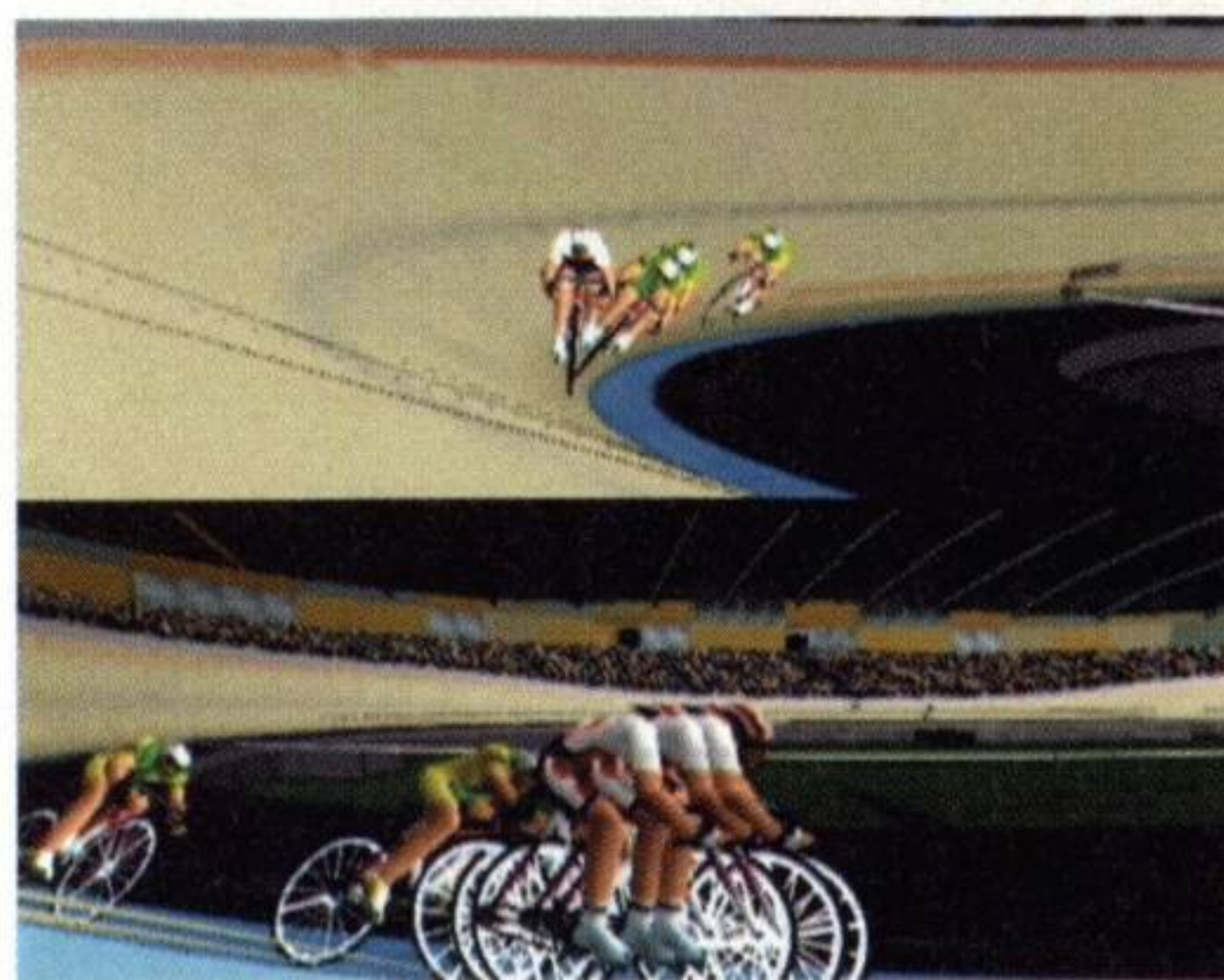
Going For Gold

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”



infoburst

Extra information >

> You can choose from 32 countries to represent making it a truly international game. Choose from USA, Russia, Australia, Great Britain, France, South Africa, India, Italy, Brazil, Kenya, Mexico, Switzerland... the list goes on.

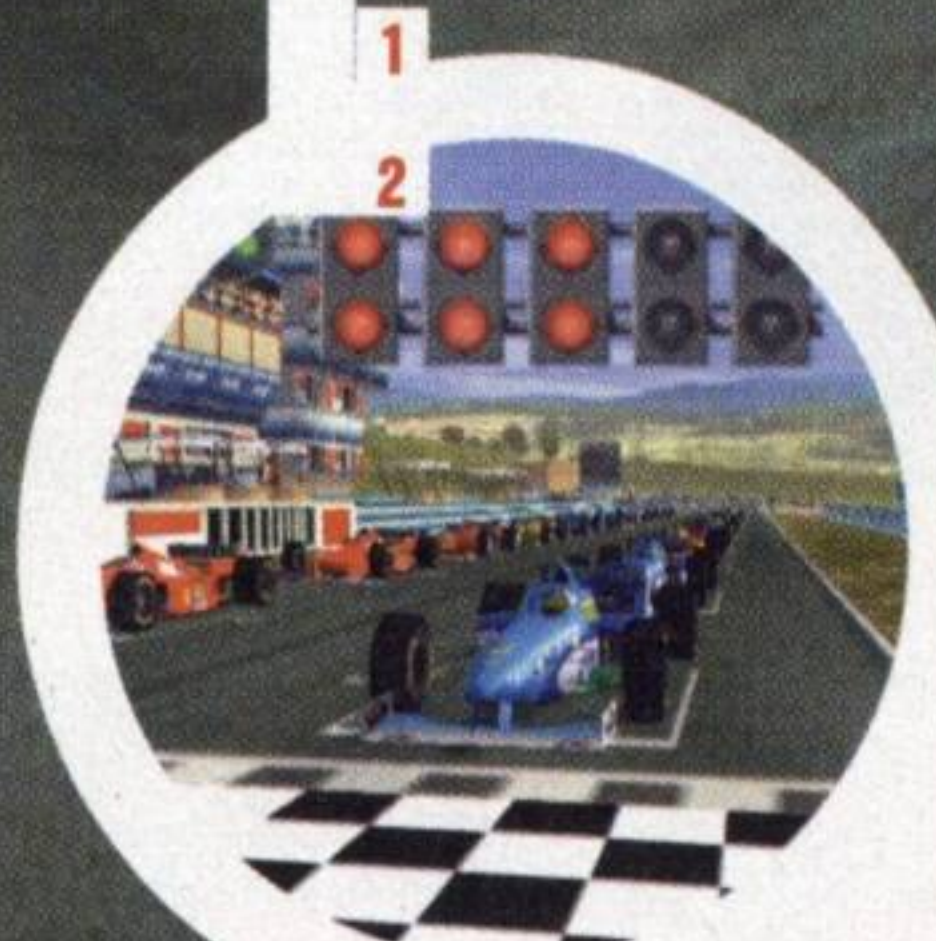
Dreamcast magazine

anticipation rating Aug

Publisher	Eidos
Developer	Attention To Detail
Players	4
% complete	80%



summing up > With loads of events and modes of play Dreamcast's first athletics title looks as if could be the business.



[1] Ubi Soft's second F1 racing game looks to be a vast improvement on Monaco GP.
 [2] On your marks, get set... go, go go. Cheers Murray.
 [3] With a smoking engine it'll be time for the pits then.

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

When you're in the Training mode there are skid/tyre marks all over the road, showing you the best lines to take into the corners and where to accelerate - just what the driving instructor ordered.



softography

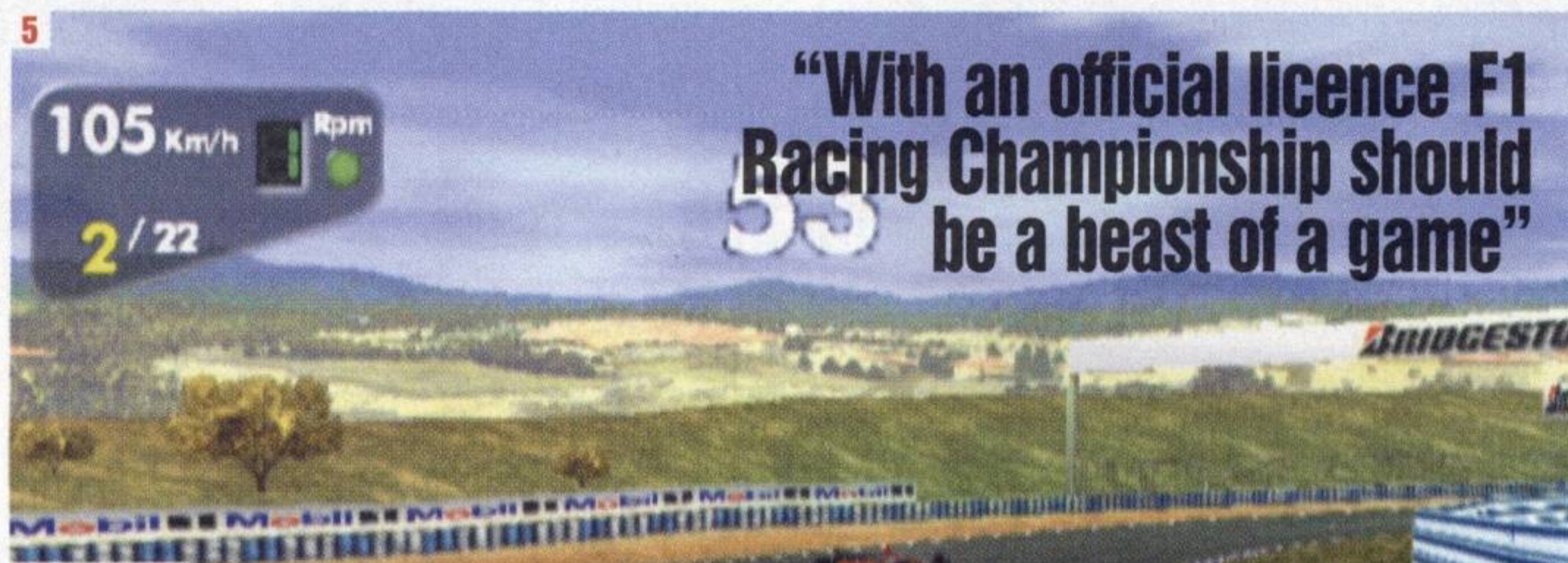
previous works >

- > Racing Simulation: Monaco Grand Prix
- > Speed Devils

Ubi Soft



[4] Ubi Soft has added a raft of spot effects that make it even more realistic.
 [5] Careful not to slam the brakes too hard or you'll skid out of control.



"With an official licence F1 Racing Championship should be a beast of a game"



Dreamcast magazine

anticipation rating Aug

Publisher	Video System
Developer	Ubi Soft
Players	2
% complete	80%



summing up > F1 Racing Championship could well end up on top of the podium.

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Virtua Te

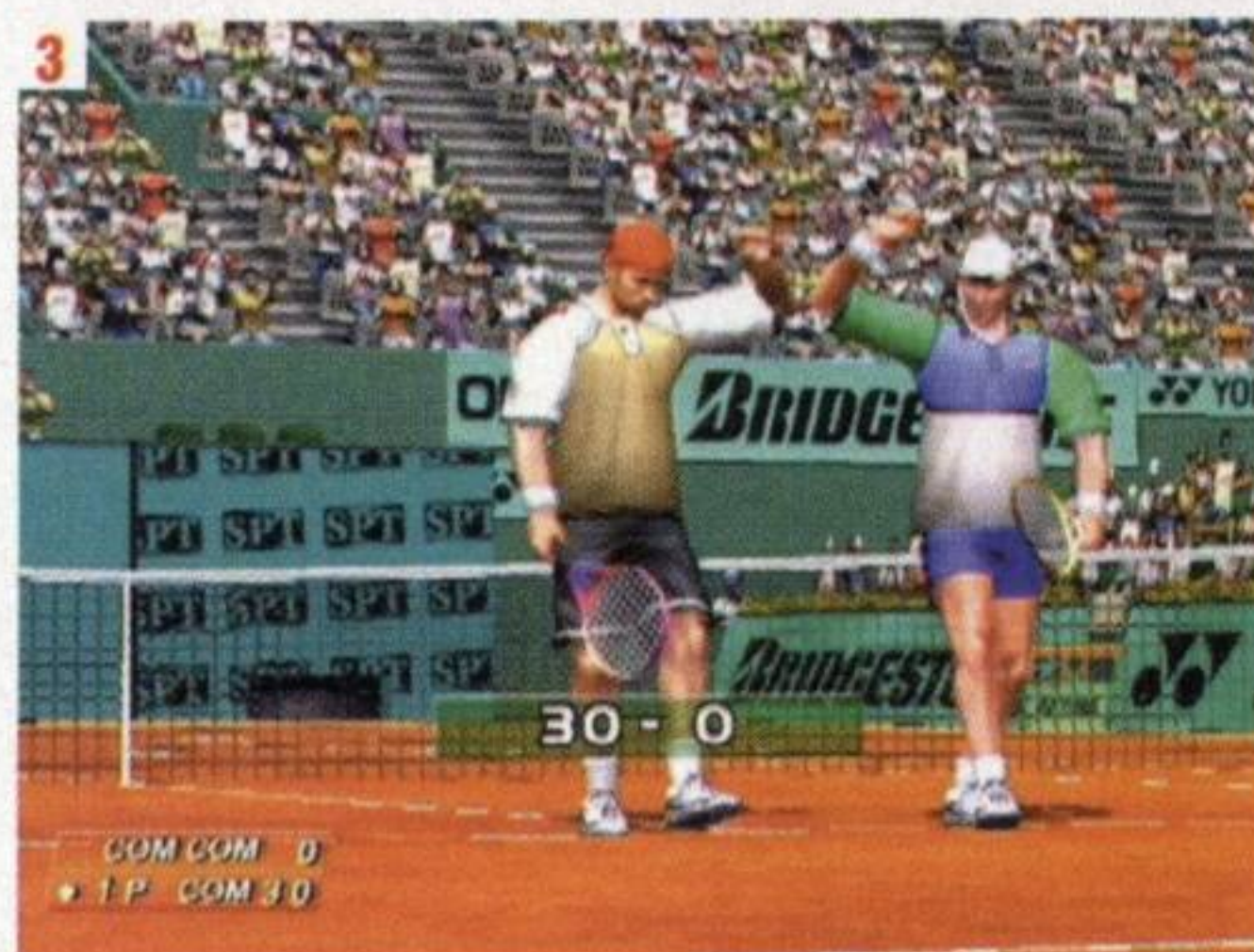
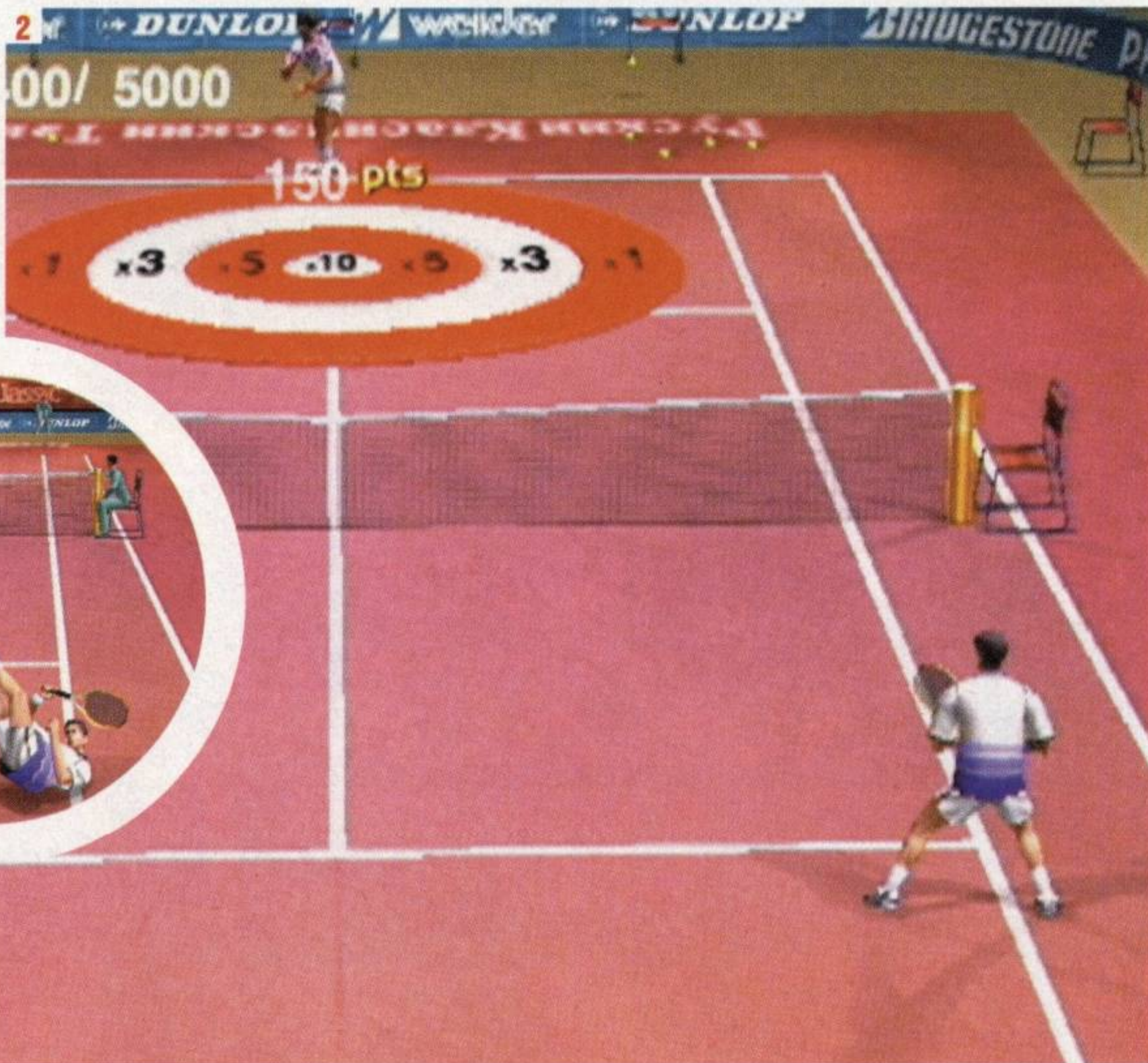
Summer's here but where are all the tennis games? Fear not tennis fans because the mighty Virtua Tennis is limbering up to take the world on...

softography
 previous works
 > Crazy Taxi
 > NBA2K
 Sega

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



[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 Receiver' 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.



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.

WORLD MAP

TRIAL -lv.2

Partner: Tim Henman, Pieter Tinbergen

2 1/4 TH \$ 35,320

TRIAL SHOT: SERVE

Level.2 SINGLES / 3GAMES TO WIN / SURFACE: HARD THE OLD ENGLAND CHAMPIONSHIPS

Smash and grab those replays! The detail is simply awesome.



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, Singth and Tinbergen who join Henman, Courier *et al* in undeniably the best

"Yes, it has loads of Dreamcast extras and yes, it's superb"

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.

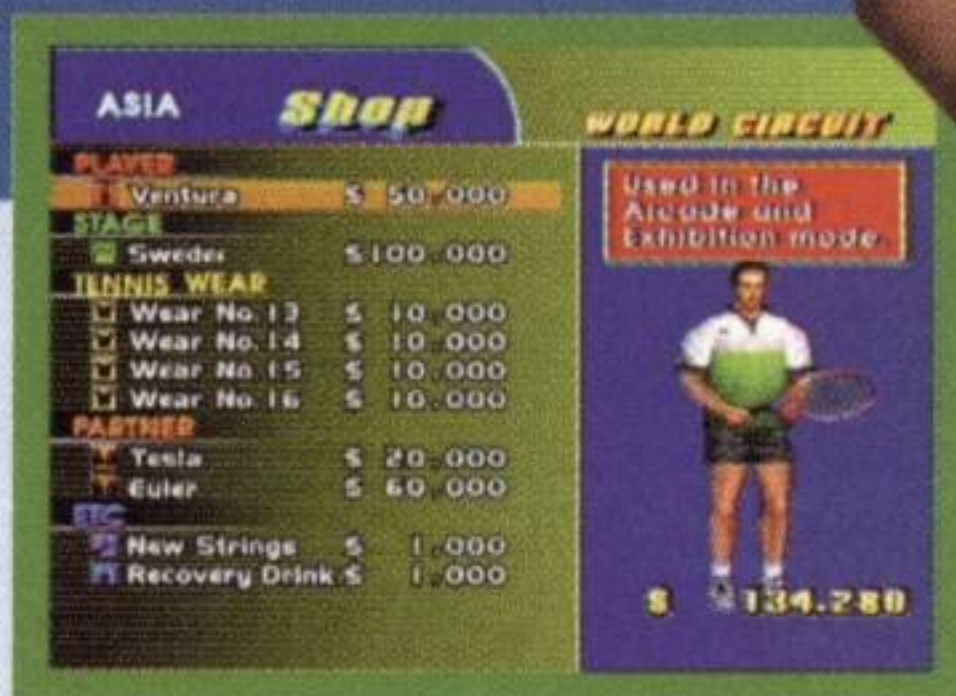
But the delights of the game don't stop with the simple pleasure of thrashing a furry yellow ball around a court between friends. A number of *Crazy Taxi*-style mini-games have also been implemented to help you fine tune your tennis skills and in doing so, they add a further dimension and challenge to 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? 



Shopaholic

As well as being able to buy new courts in the shops you can also purchase new players, doubles partners, shirts and new strings for your racket.



coming soon to your Dreamcast

Dreamcast

magazine

anticipation rating  Sep

Publisher Sega
Developer In-house
Players 4
% complete 80%



summing up > If there's one game that's going to take the Dreamcast market by storm this summer, *Virtua Tennis* has to be it.

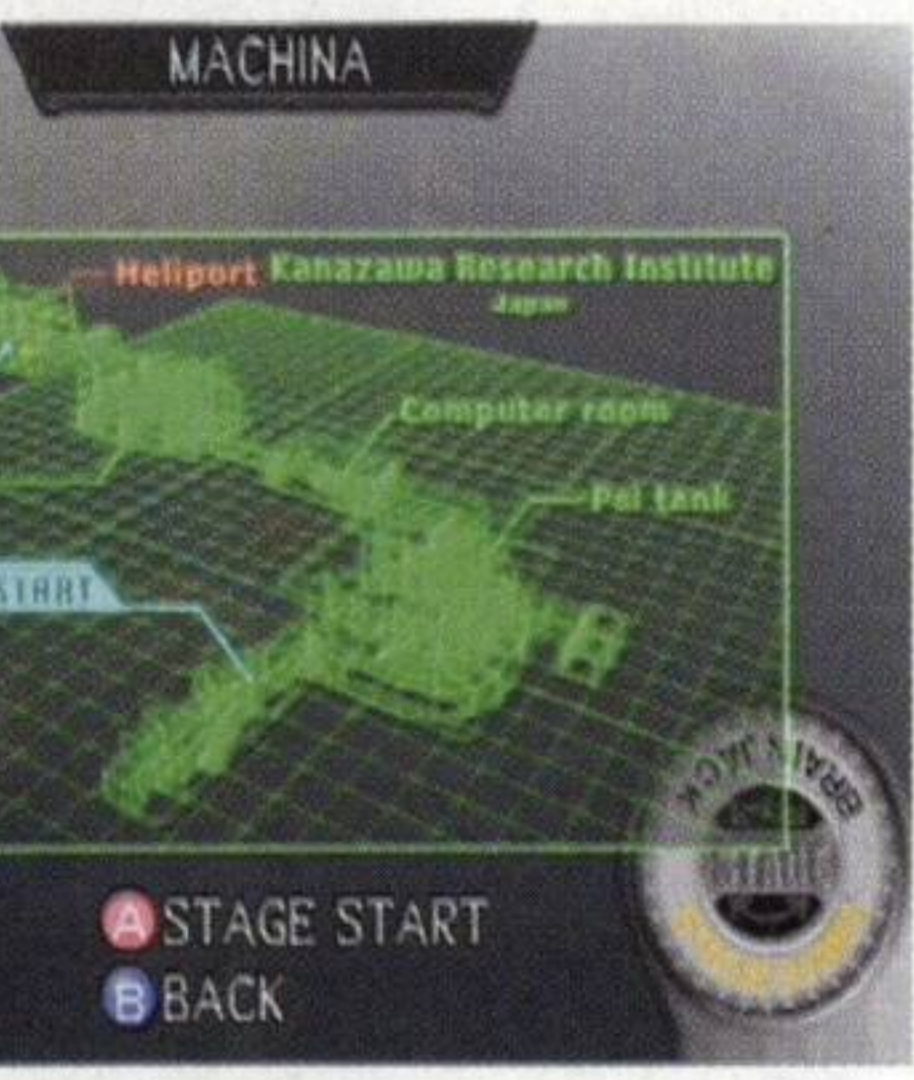
forecast.

latest games previewed



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.

[1] Wield that sword and you could almost be a young Jedi. [2] The game has more than its fair share of freaks and monsters who want to suck on your blood. [3] A sweetly-timed swipe and they'll all fall at your knees. [4] If you target in on your victim, it'll be easier for you to kill them.

"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 lightsabres used in *Star Wars*... quite uncanny.

coming soon to your Dreamcast >

Dreamcast magazine

anticipation rating **Aug**

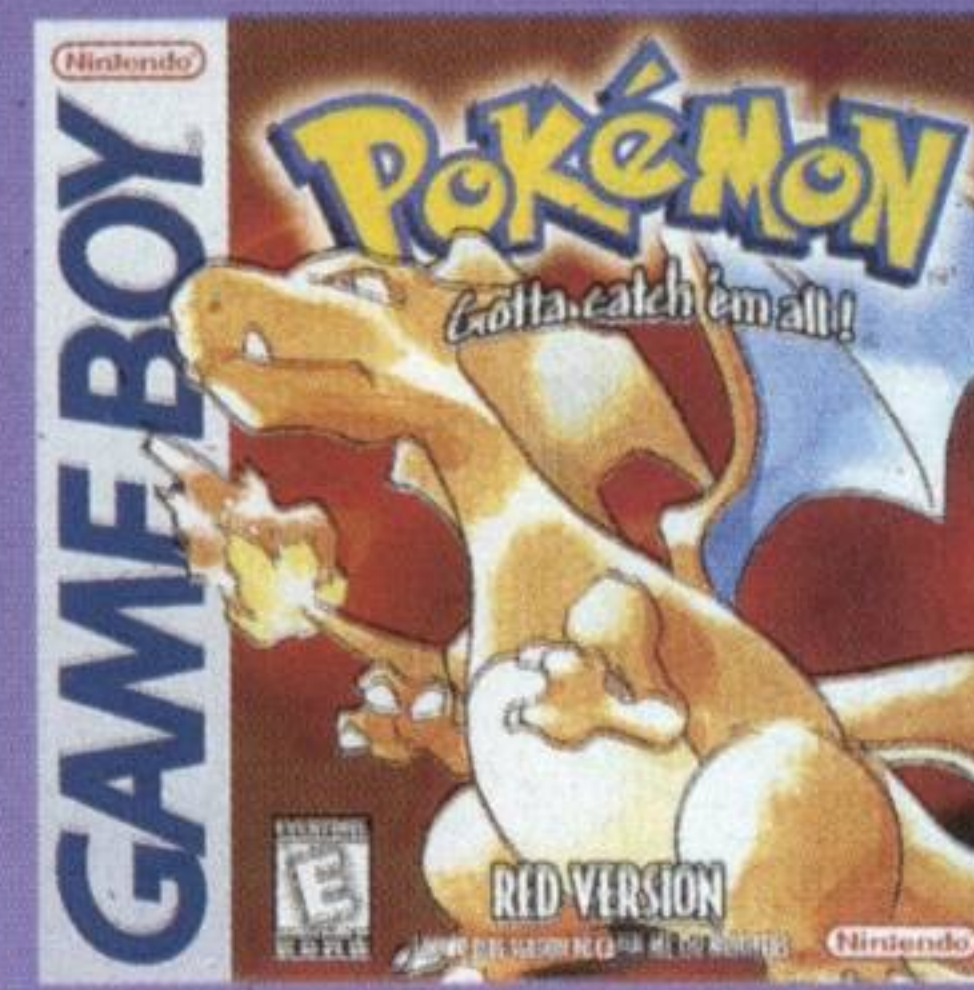
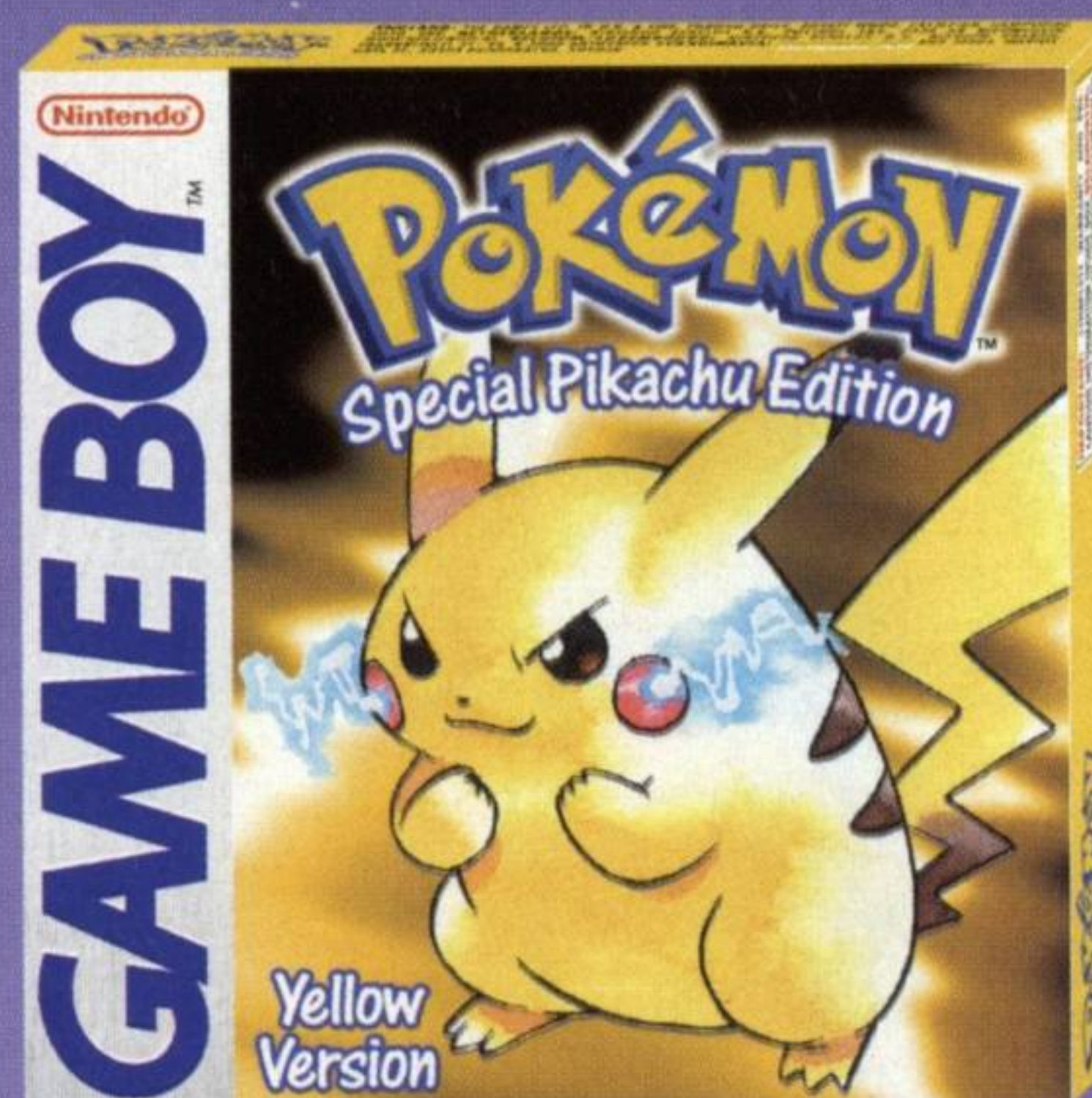
Publisher	Sega
Developer	Atlus
Players	1
% complete	90%

summing up > It might sound like an odd idea for a game, and maybe it is, but it looks like fun.



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latest games previewed



F1 World GP 2

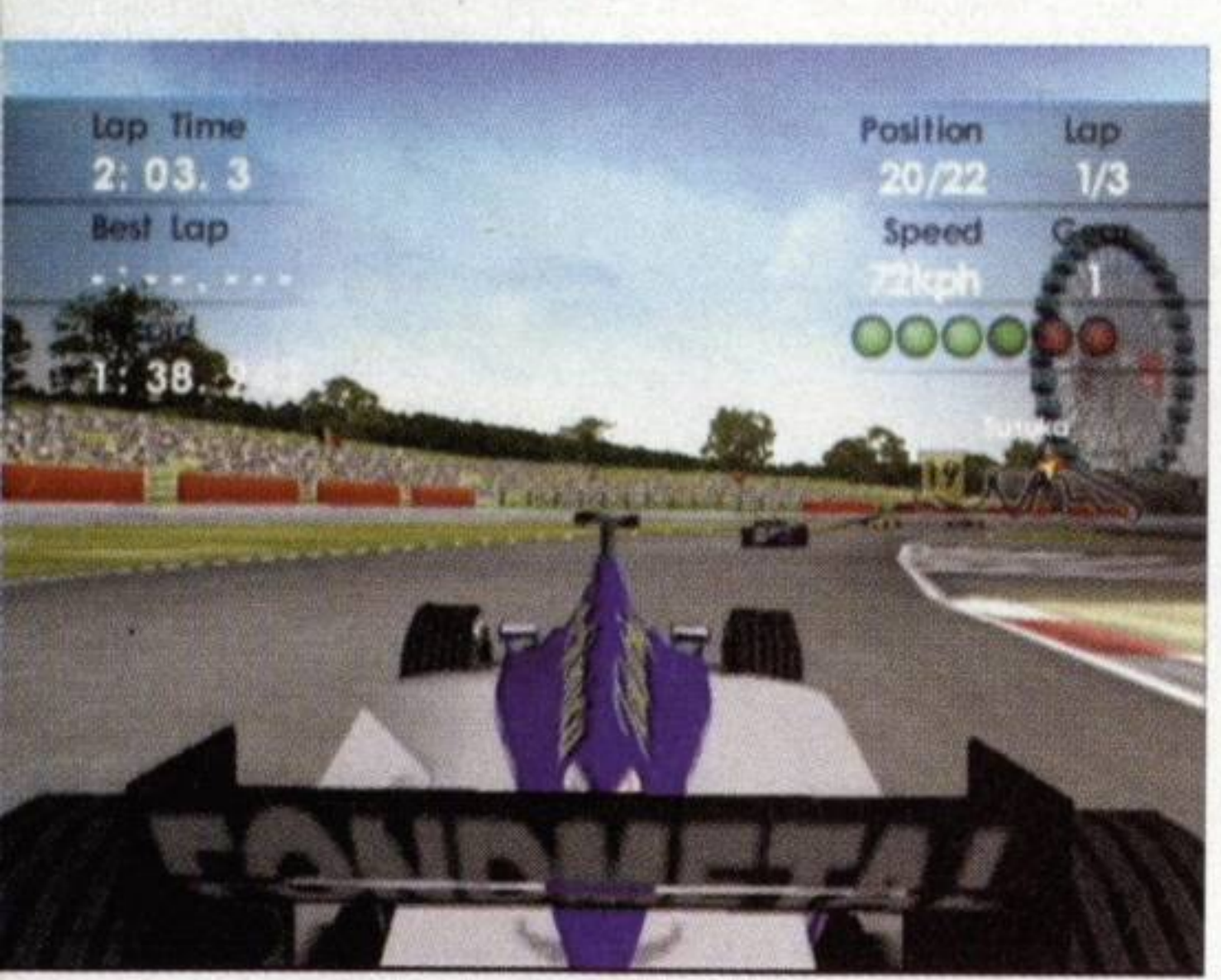
With the F1 season in full swing it's about time for a new racing game... and Video System is here to oblige again.

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 *F1WGP*, 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, *F1WGP2* 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



softography
previous works >

- > F1 World Grand Prix
- Video System

gameplay highlight

Check out the pit stop action – blink and you'll miss it.



1 The replays of the races are especially fantastic and look incredibly life-like. **2** The game offers six views from which to witness the heated action of a Grand Prix. **3** The in-car view offers an exceptionally exhilarating and speedy drive for wannabe stars.



Mr Director

One of the additional features of the game is a Broadcast mode where you get to act as the TV producer, deciding which of the multiple camera angles to use and which cars to follow during the race. Neat.



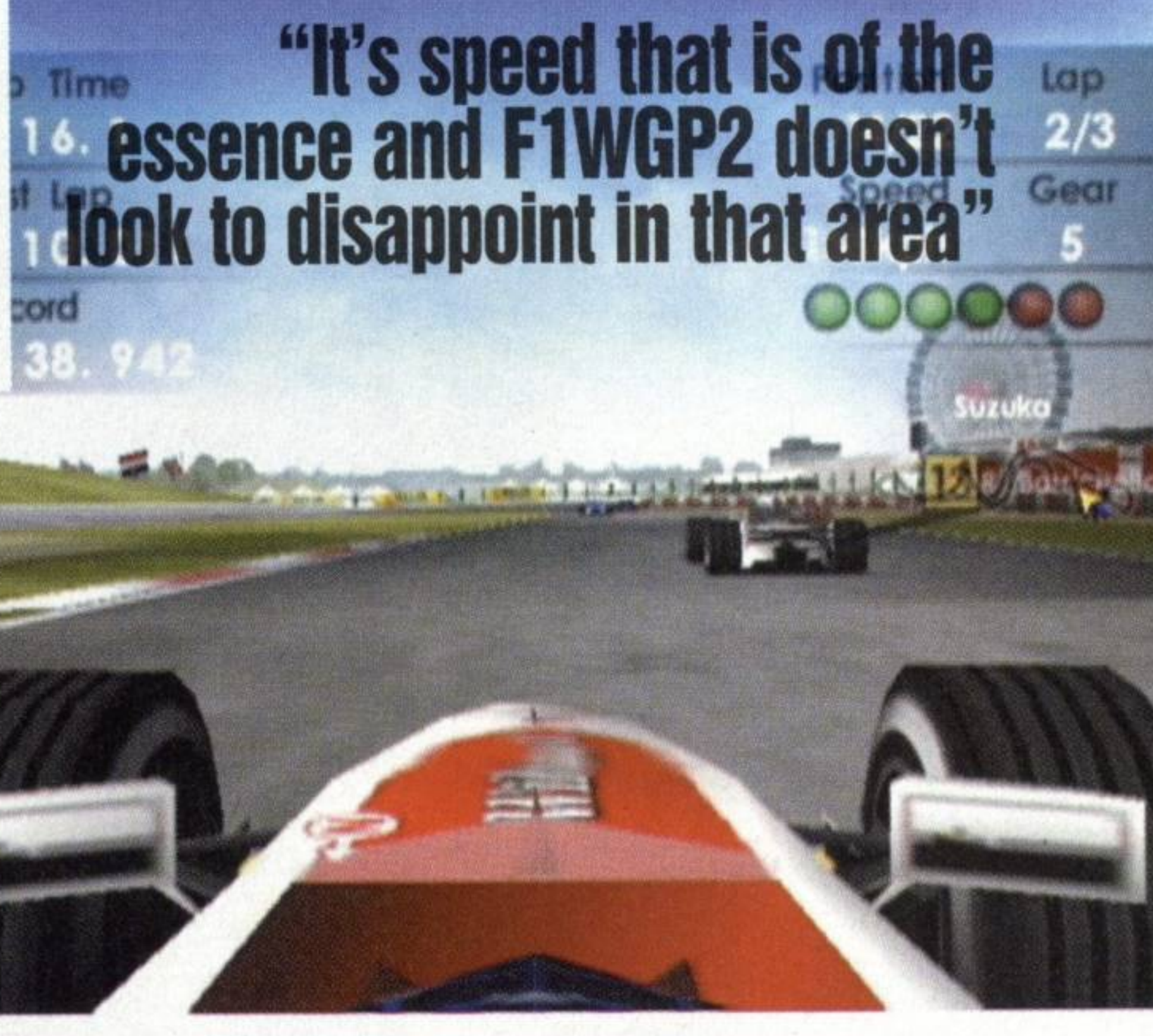
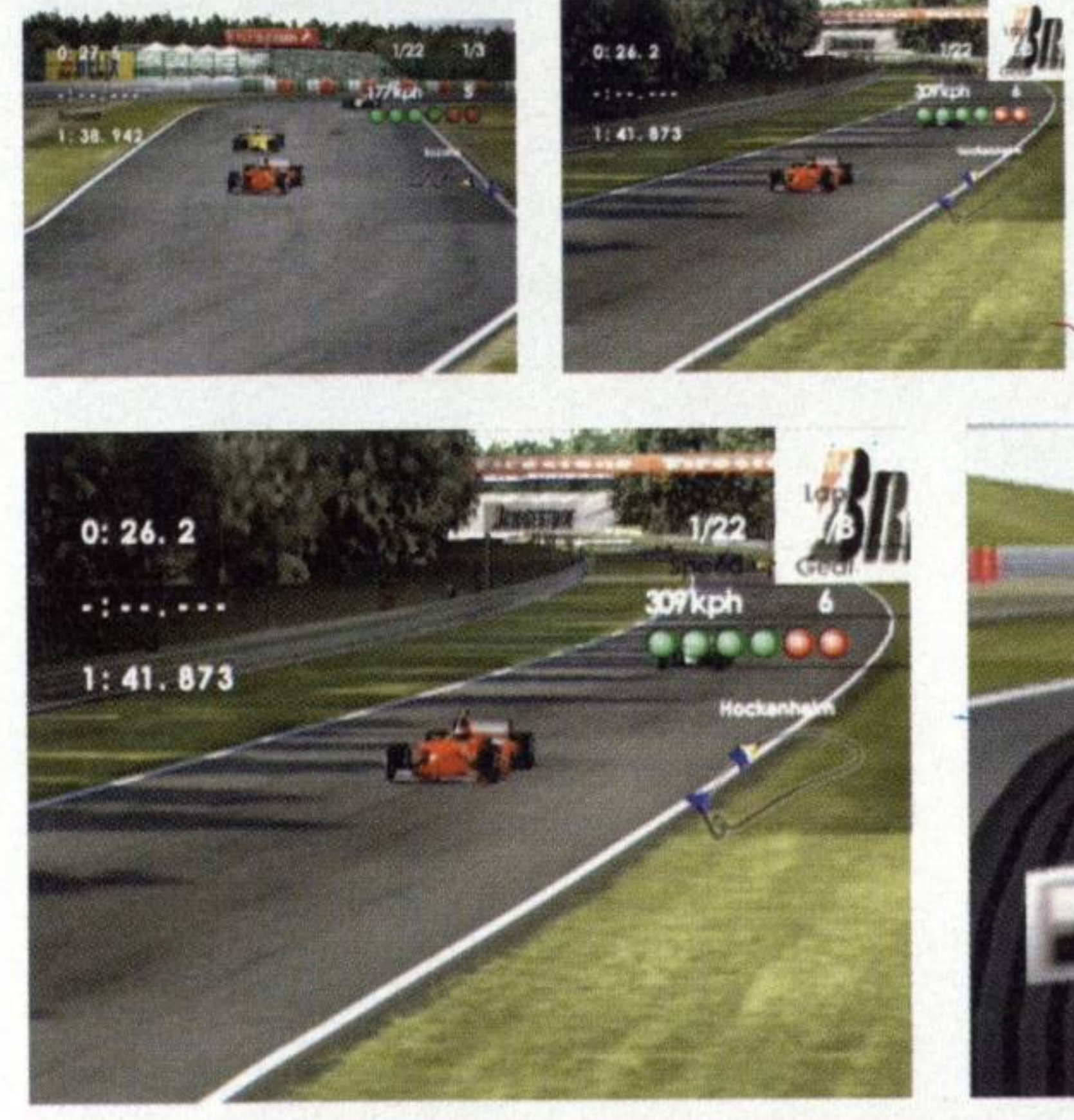
maps now have the names of all the corners, as well as what speed and gear to take them at, thus helping the learner drivers pass the greatest test.

The exhaustive Championship mode remains exactly as it was in its forebear, 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

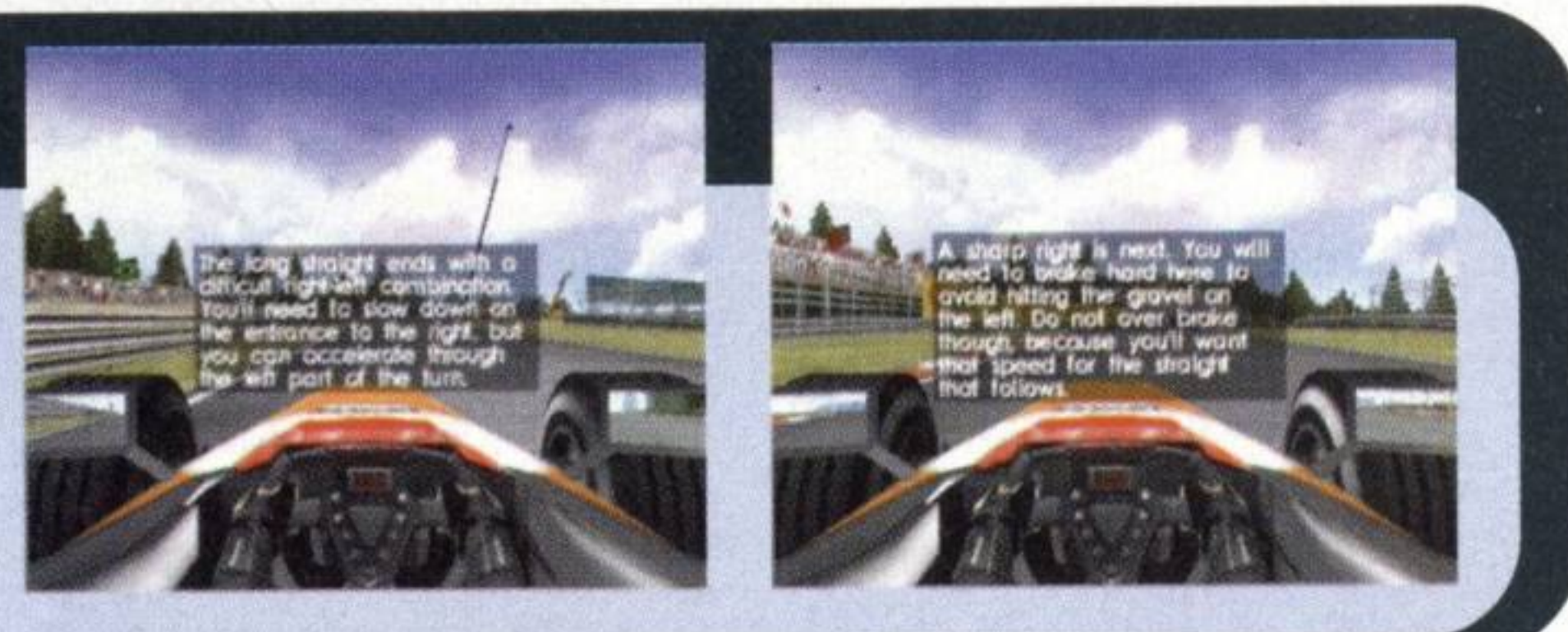
One complaint about the game's predecessor was that the control mechanism was extremely responsive, thus making it difficult to keep the car going in the right direction. This looks to have been dealt with second time around and is another feature that will make the game more consumer-friendly for the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



The Learning Curve

Another extra features that Video System has added to the game is a Tutorial mode which will take you around the courses, telling you when to brake and how fast you should be going on the corners. The maps have also been enhanced with these details to help you become an even better driver.



continued

forecast.

latest games previewed

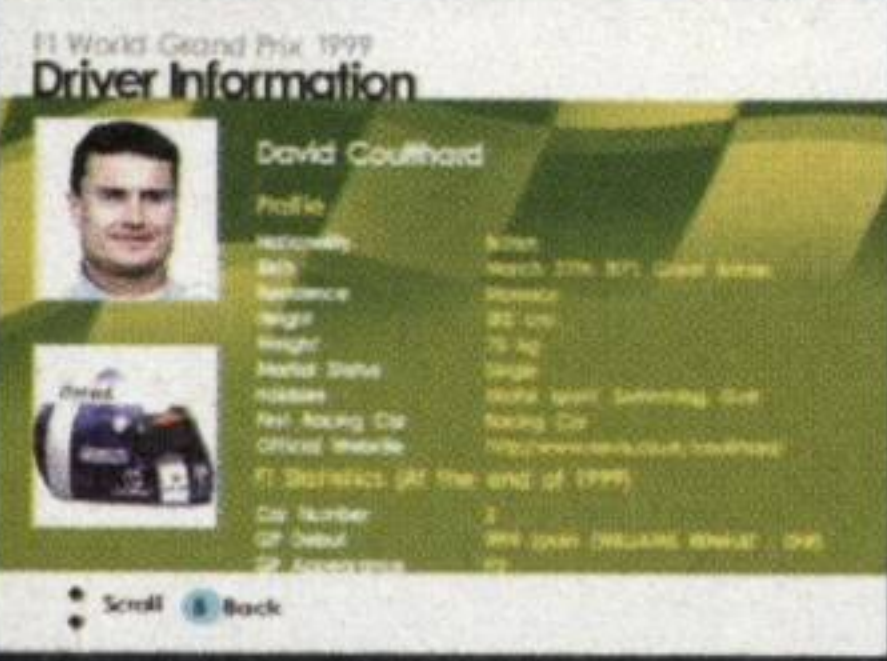
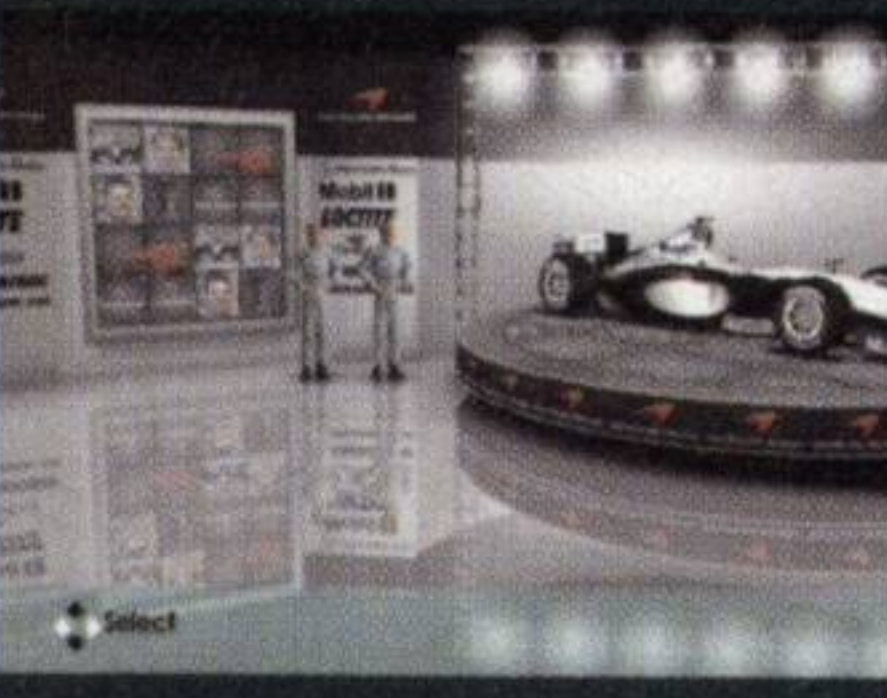


[1] The pit-stops are fantastically executed and look great. [2] There's nothing like racing through the streets of Monaco. [3] Win the race and you'll be on top of the world, or at least a podium.



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.



is 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.



coming soon to your Dreamcast

Dreamcast

magazine

anticipation rating Sep

Publisher	Video System
Developer	In-house
Players	2
% complete	80%



summing up> The best F1 racer is back and it's crammed full of extras, making it an essential purchase for fans of the sport.

N E W

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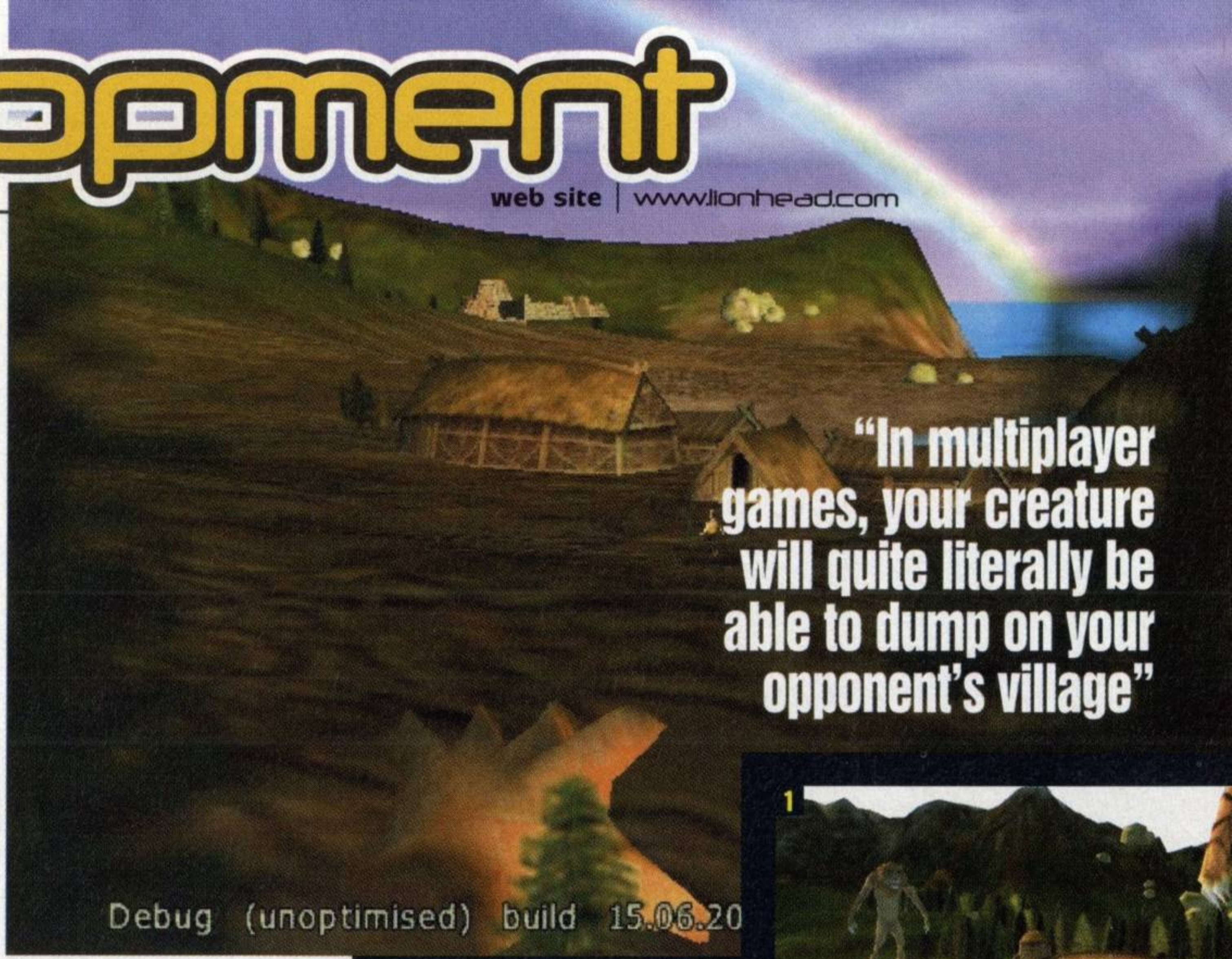
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Dreamcast Diary – Part 1

Black & White, developed by Peter Molyneux and Lionhead Studios, is one of the most highly anticipated PC game launches of all time. Dreamcast owners can now look forward to the game's release too. Part 2 of this diary looks at the lighting of the landscape and the implementation of the creature. Pete Hawley, Lionhead's Producer, guides us through the process of converting from PC to DC.



"In multiplayer games, your creature will quite literally be able to dump on your opponent's village"

Debug (unoptimised) build 15.06.20

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.



1



2

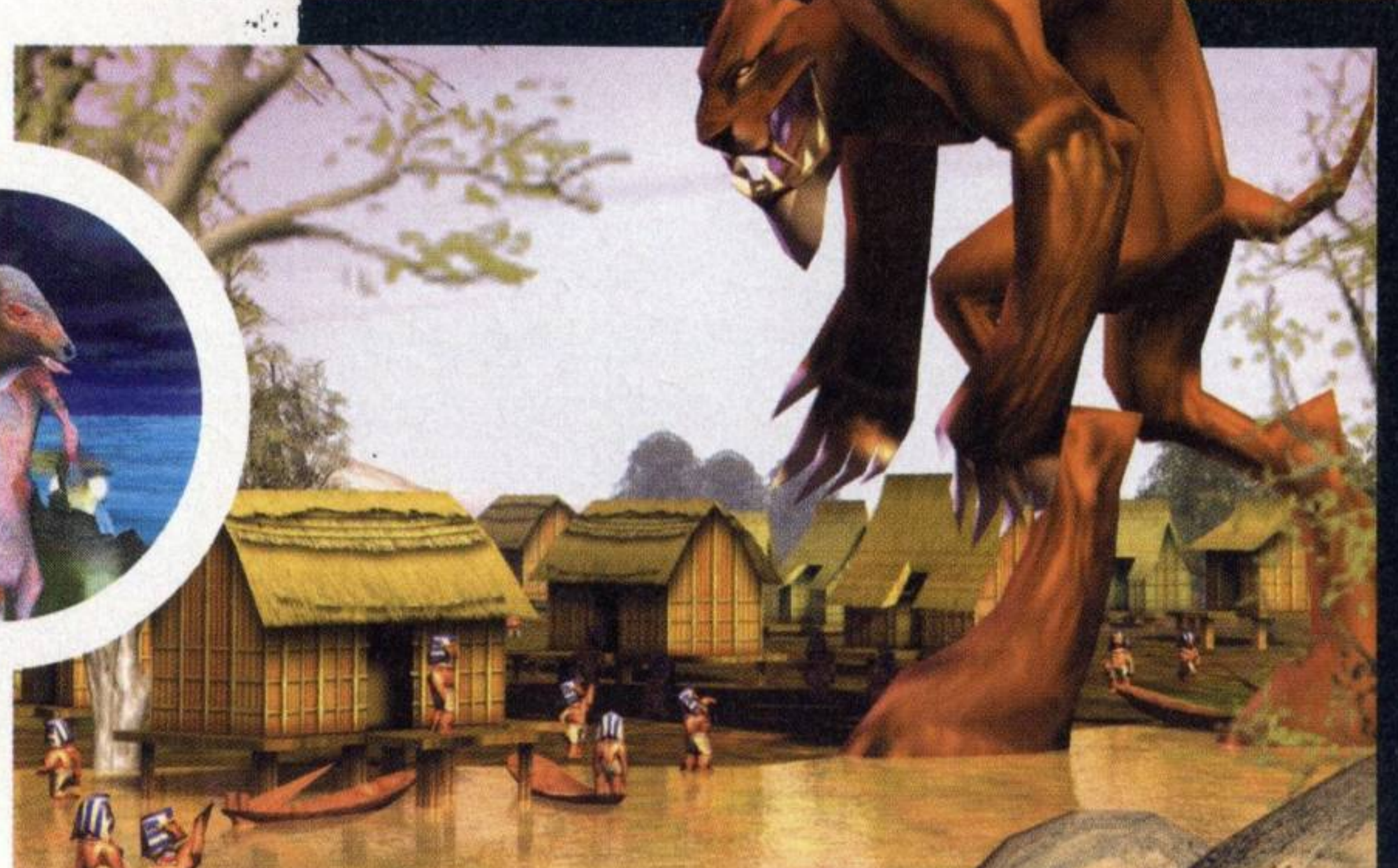


3

[1] Though they have yet to be animated, the creatures in the game are looking stunning. [2] Ah, this is what they mean when they speak of "the hand of God". [3] What is this? Answers on a postcard to the usual address. [4] How big are the ugly trees in this game?



4



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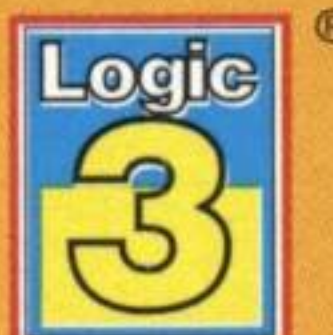
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"With a 300 watt sub-woofer, two satellite speakers, and separate volume and bass controls, you get clean stereo sound along with pumping bass undertones. Highly recommended" **4.5/5, OFFICIAL PLAYSTATION (US)**

"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" **9.5/10, CONSOL-ERS**



Colin McRae Ra



Ily 2.0



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!

softography
previous works >

- > Colin McRae Rally
- > Micro Machines

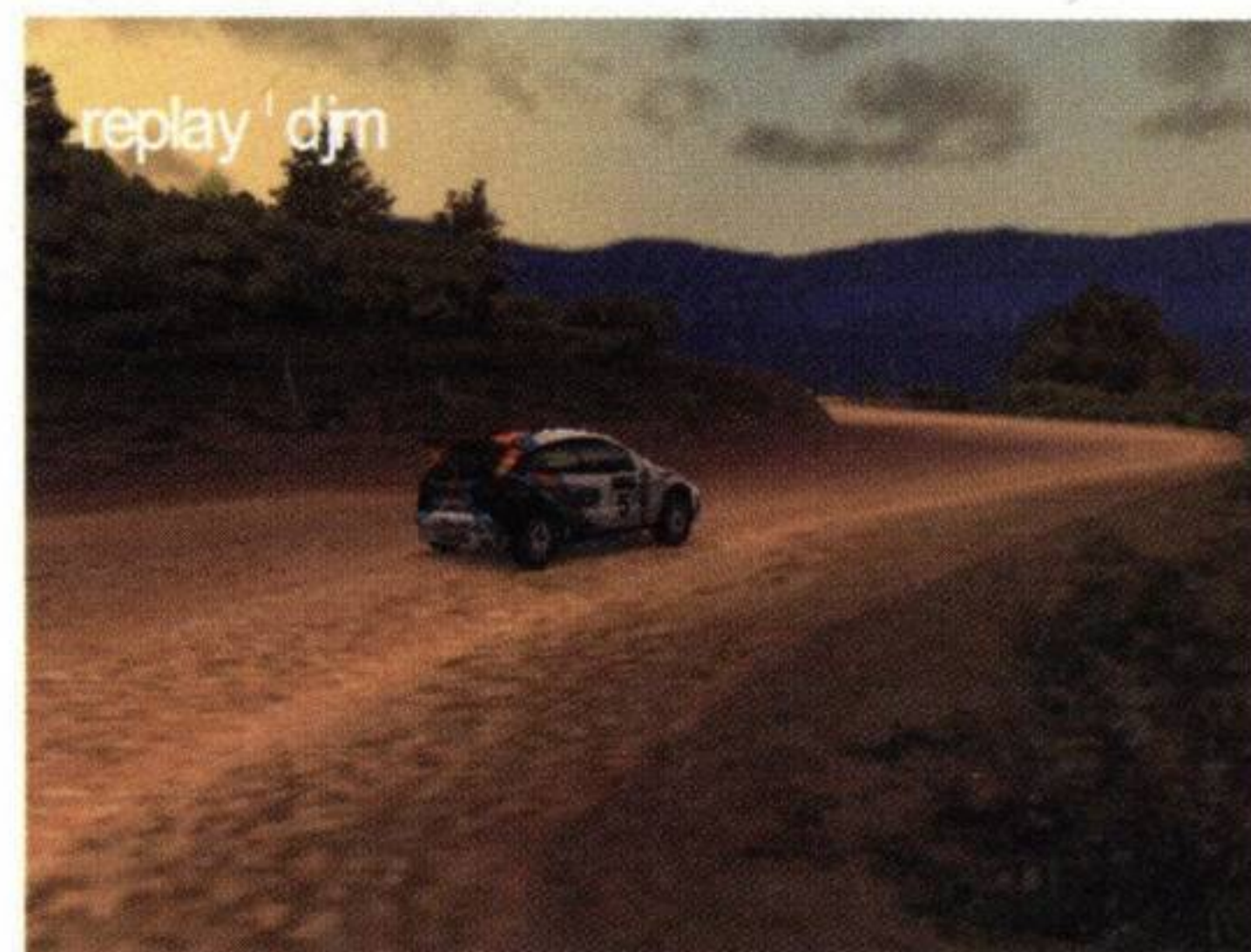
Codemasters

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

"Colin McRae Rally 2.0 will undoubtedly give new meaning to rally driving on the Dreamcast"



continued >

in development

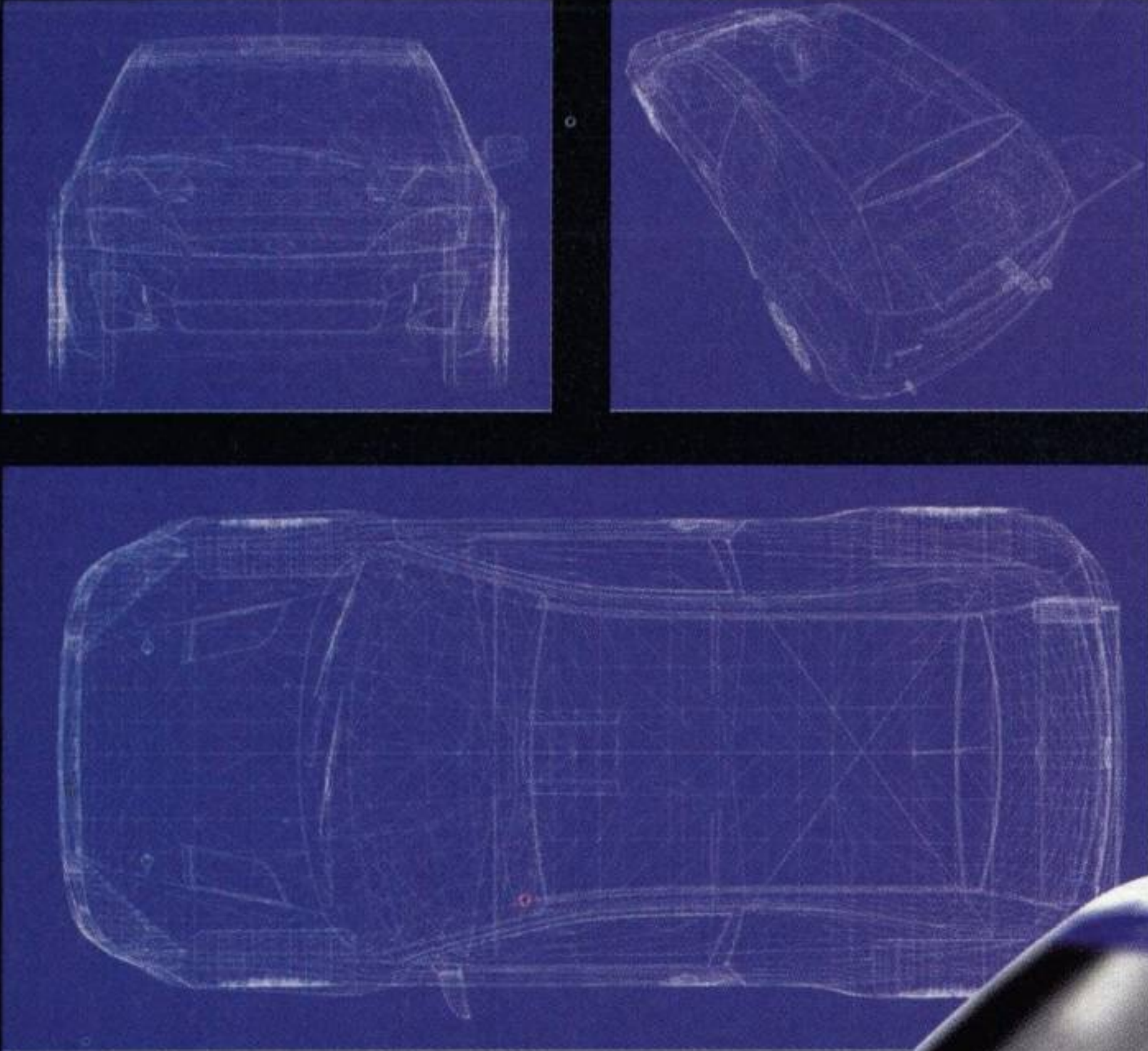
web site | www.codemasters.com



Future games in-depth

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.

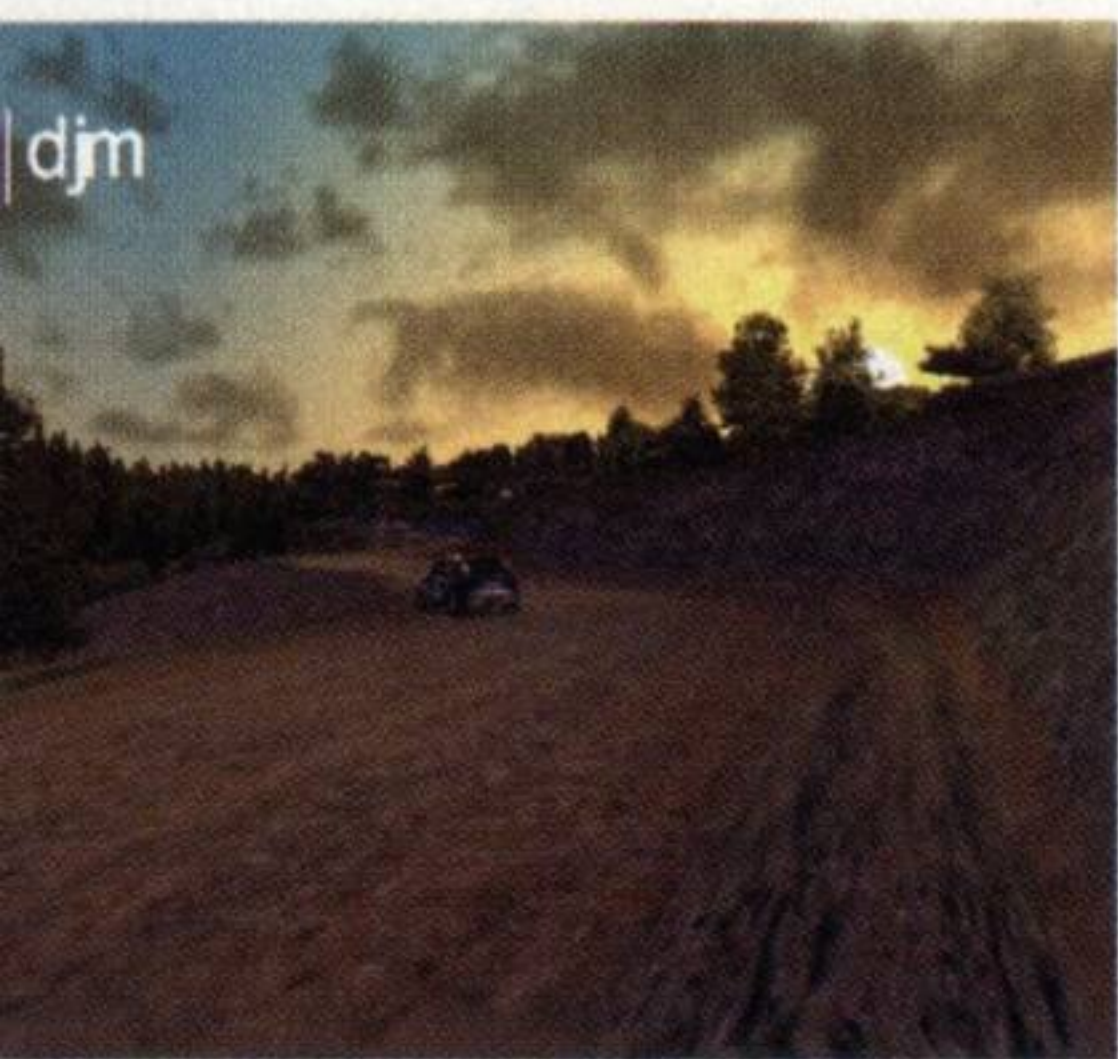
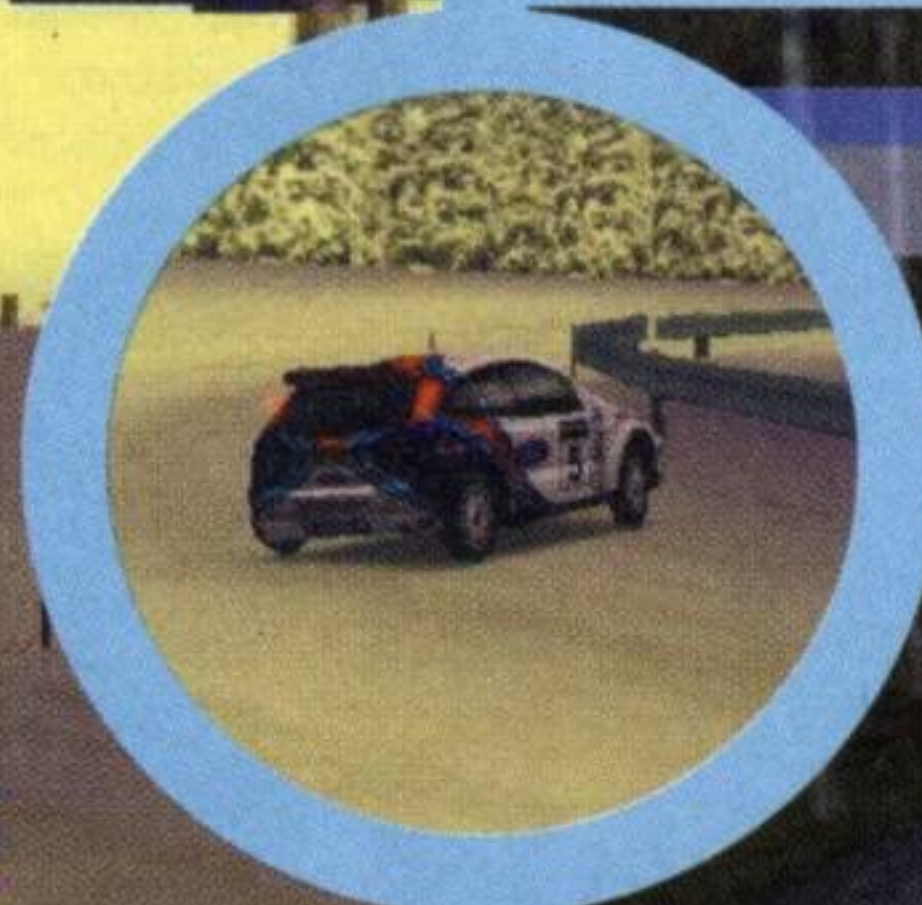


[1] Even though the game is still early in development it's looking totally stunning. [2] The graphical superiority of the DC version is plain for all to see. [3] There can be no doubt that Colin McRae Rally 2.0 will be a runaway success, leaving every other game in its dusty wake.



"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? Errr, 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

continued >

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continued >

Future games in-depth

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?

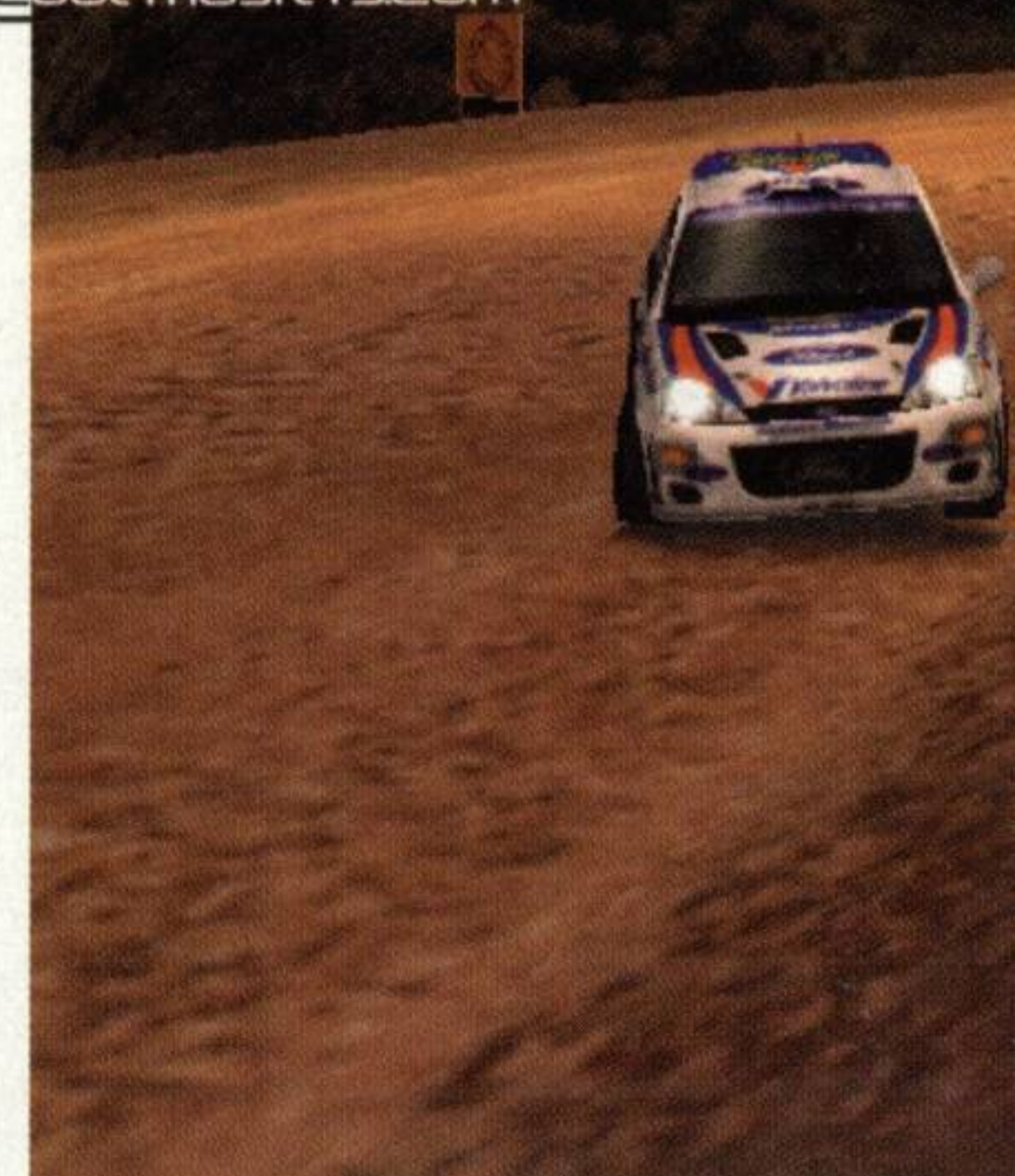
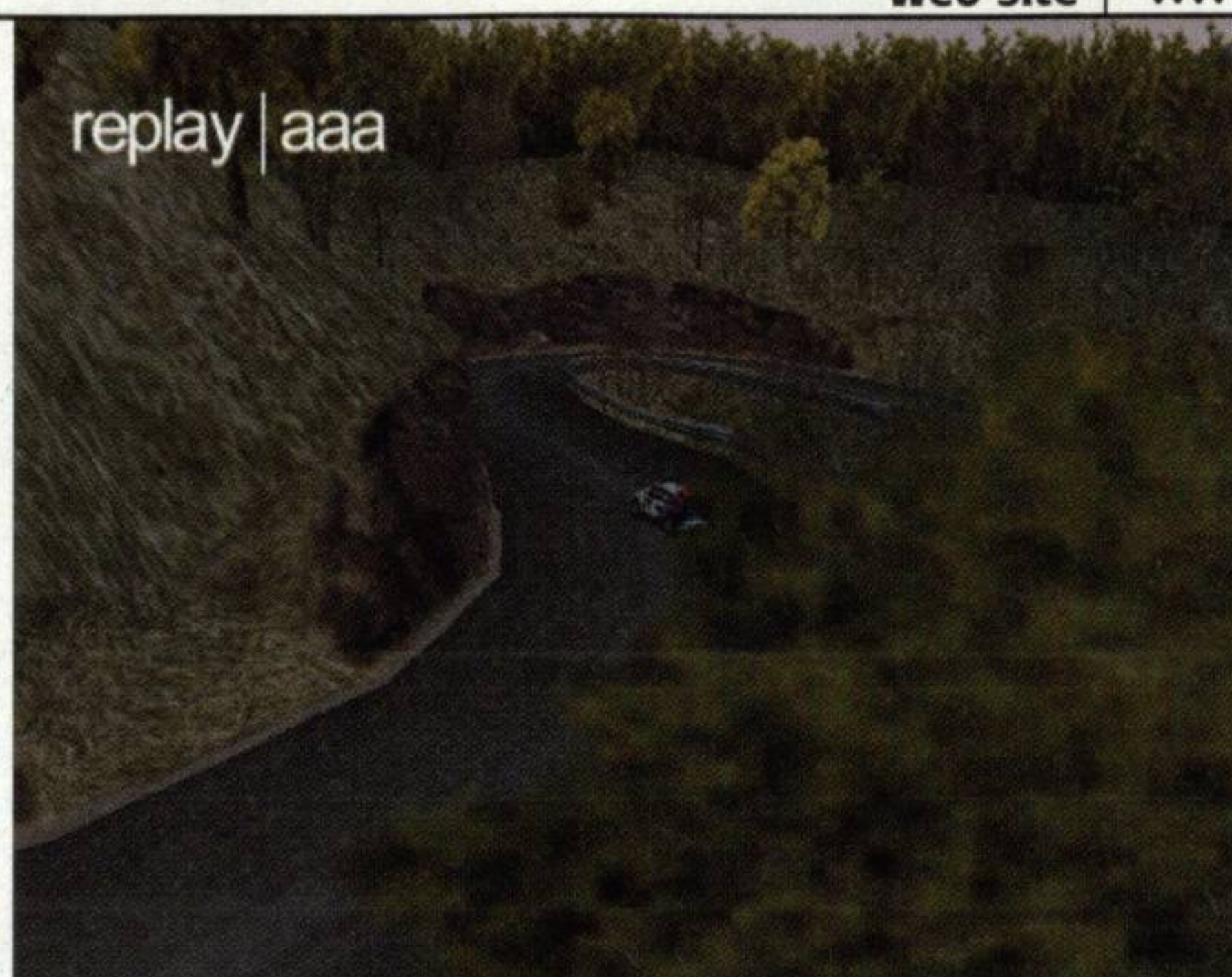
Guy: He's definitely involved, much more so than in the first game and he's very enthusiastic about it. As a whole the game has been an enormous success and he's been influenced by that as much as everyone else. I remember him saying that people always used to bring him T-shirts to sign but now it's 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

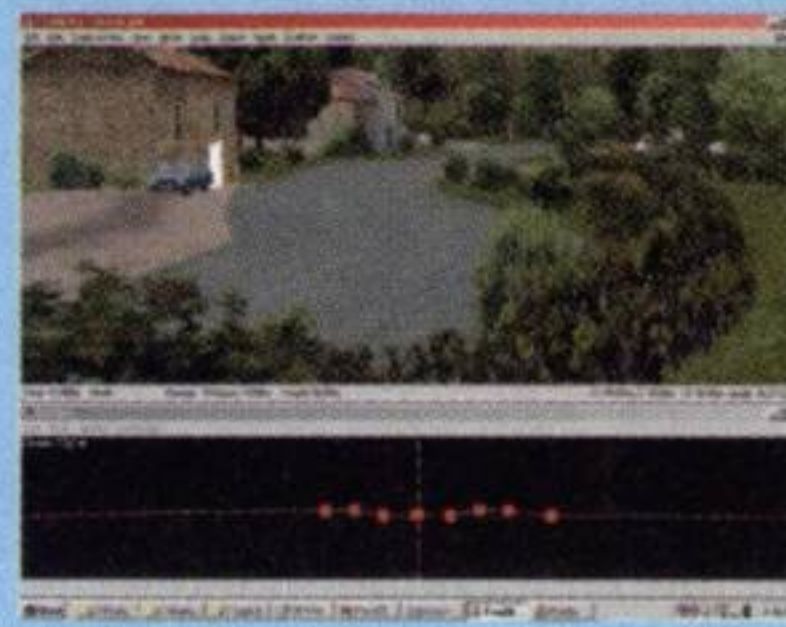
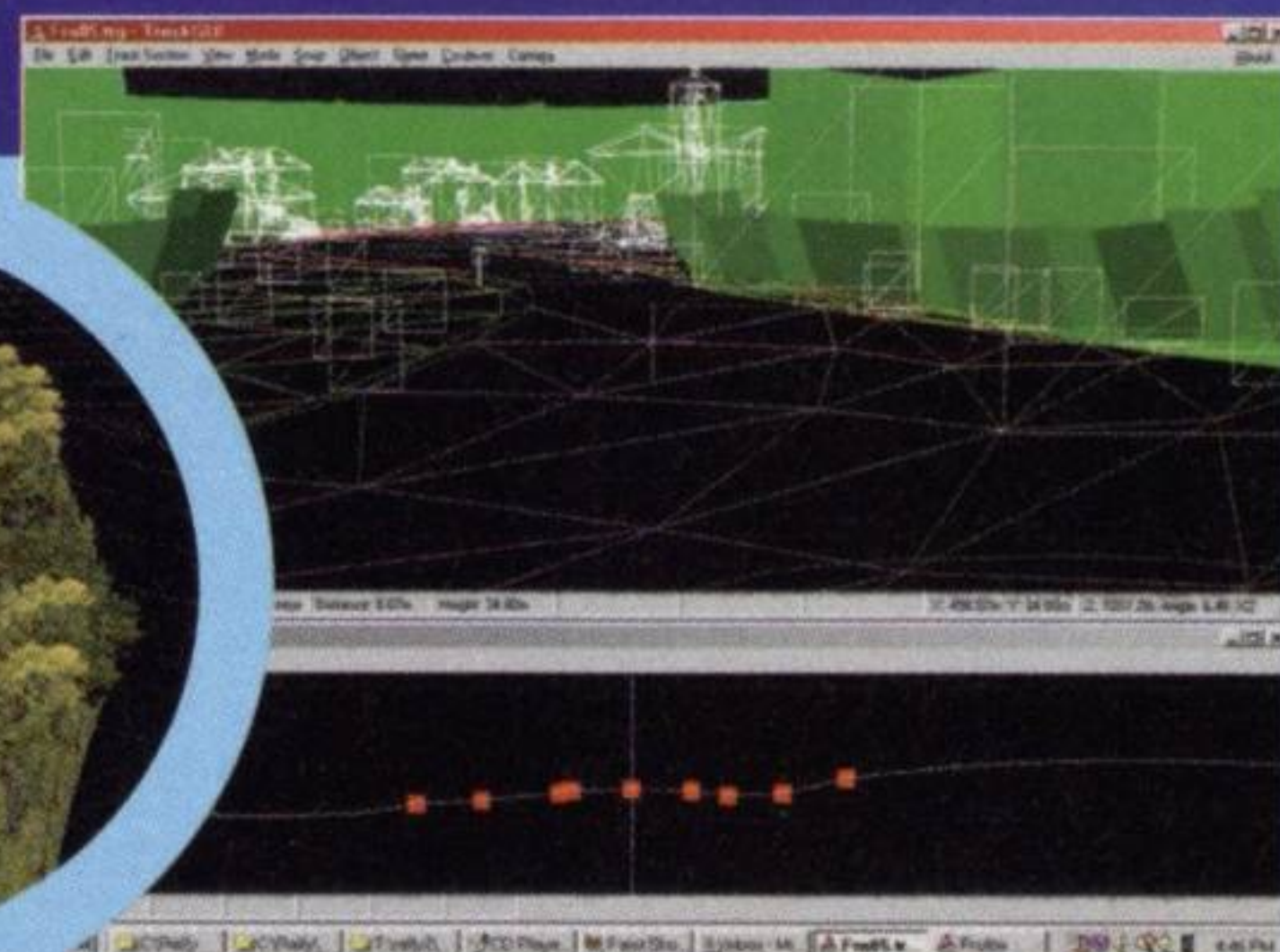
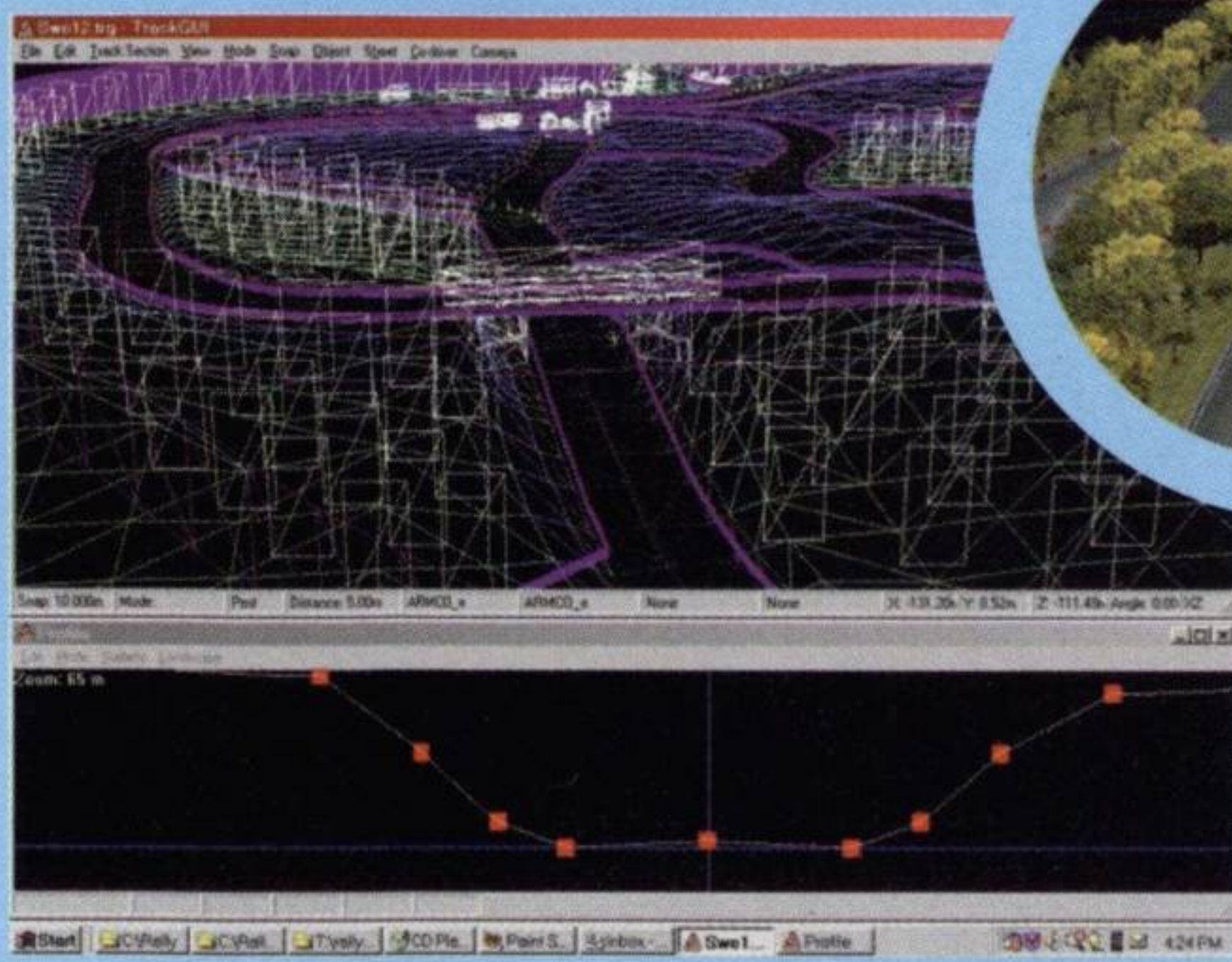
Apart from the obvious graphical enhancements the game will essentially be the same as the PSX version with all the cars and tracks that PSX owners are already head-over-heels in love with... which is the real beauty of the game. There's a whopping great big 80+ courses set over eight countries which 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.





Off The Beaten Track

> As with the design of the cars the track design is a laborious process... but it's worth it in the end!



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.



[1] The design of the cars is so detailed that you can even read all the logos on the livery this time around. [2] The replay angles are numerous, even if you can't see the car for the trees.



"The experience of thrashing the famed Ford Focus around the desert track of Kenya was heavenly"

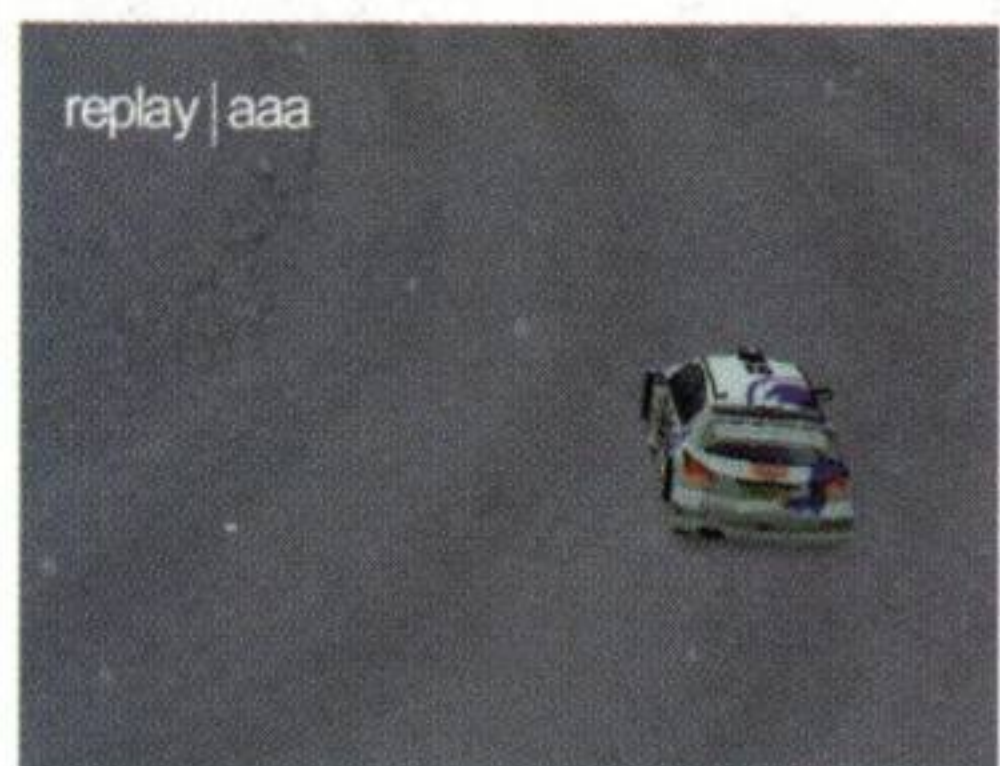
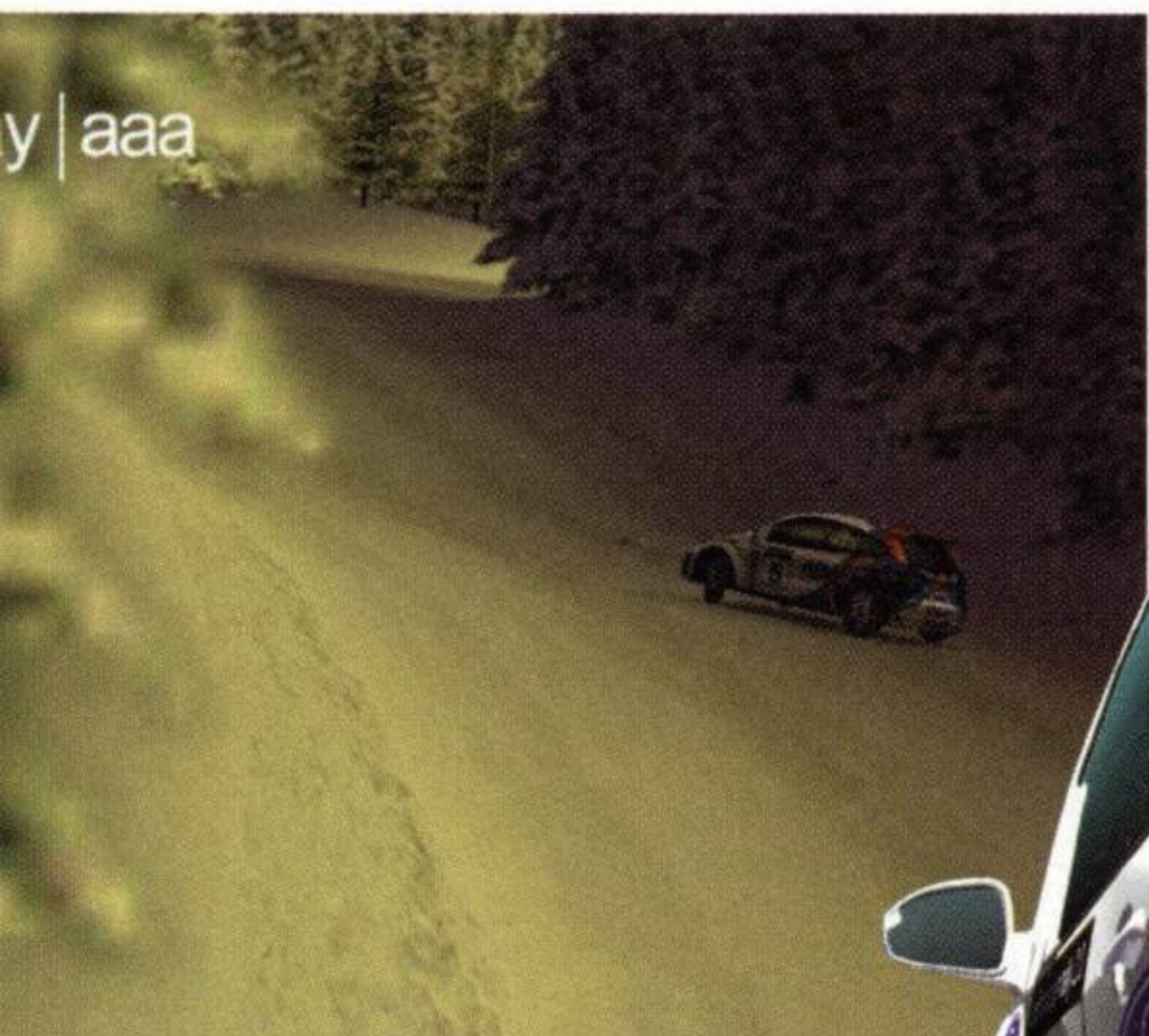
coming soon to your Dreamcast

Dreamcast magazine

anticipation rating **TBA**

Publisher	Codemasters
Developer	In-house
Players	2
% complete	50%

summing up > Anyone who's anyone already knows that *Colin McRae Rally 2.0* on Dreamcast is going to be a genre defining game. And if you didn't, well now you do.



Park Life

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: 28

Likes: Crayons, sweet lovin' and curry – lots of it
Dislikes: Useless editorial chimp-types (like us)
Fave Arcade Game: Sega Rally 2

ROUND ONE



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!



A



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 pummeling 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 all night for FREE! Ace!

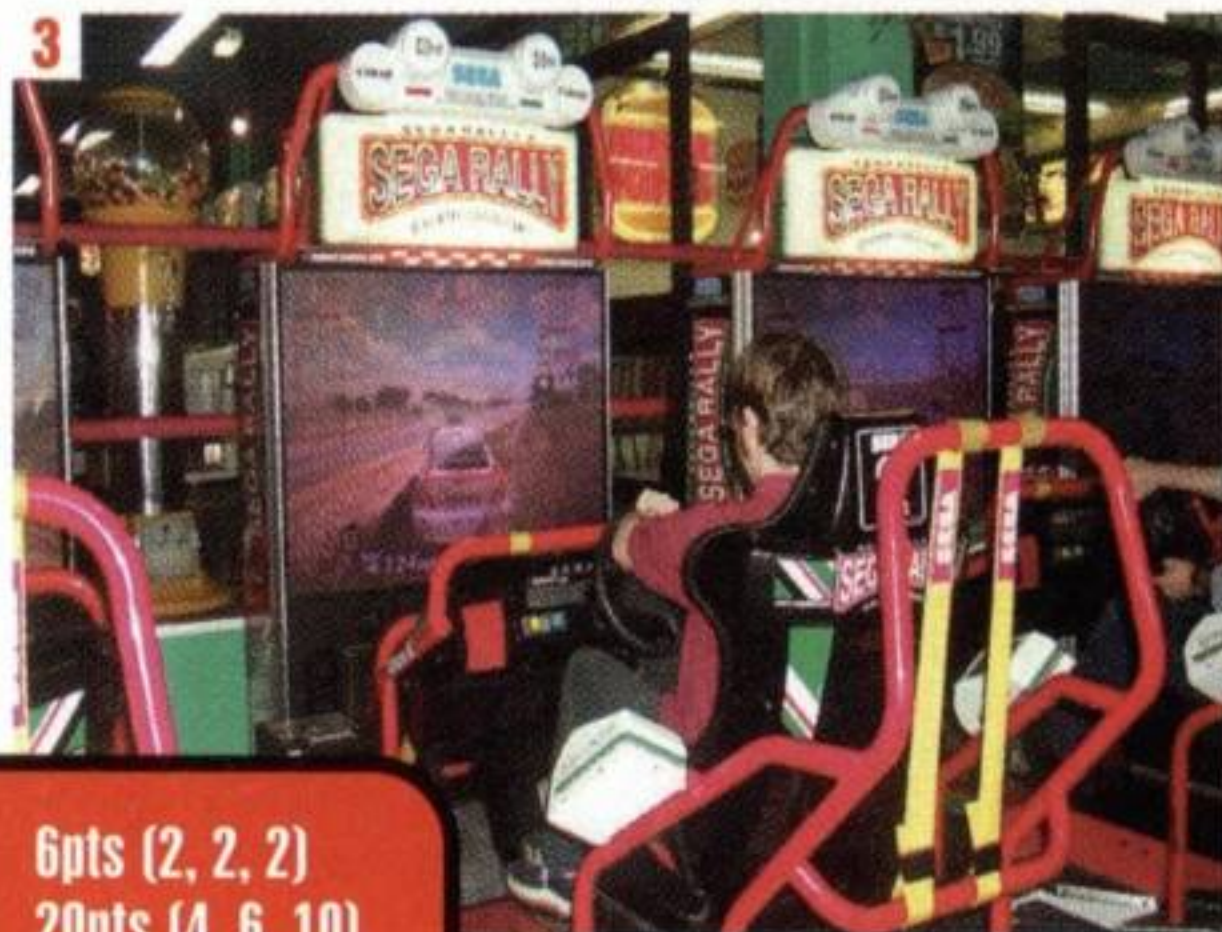
At the end of the day, sitting in your living room with some mates while having a quick bash on your favourite games just doesn't have the same atmosphere as dropping in on the bright lights of the arcade. It's just a cool place to hang out with friends, play games and generally have a good time. Fact!

Sega Rally 2

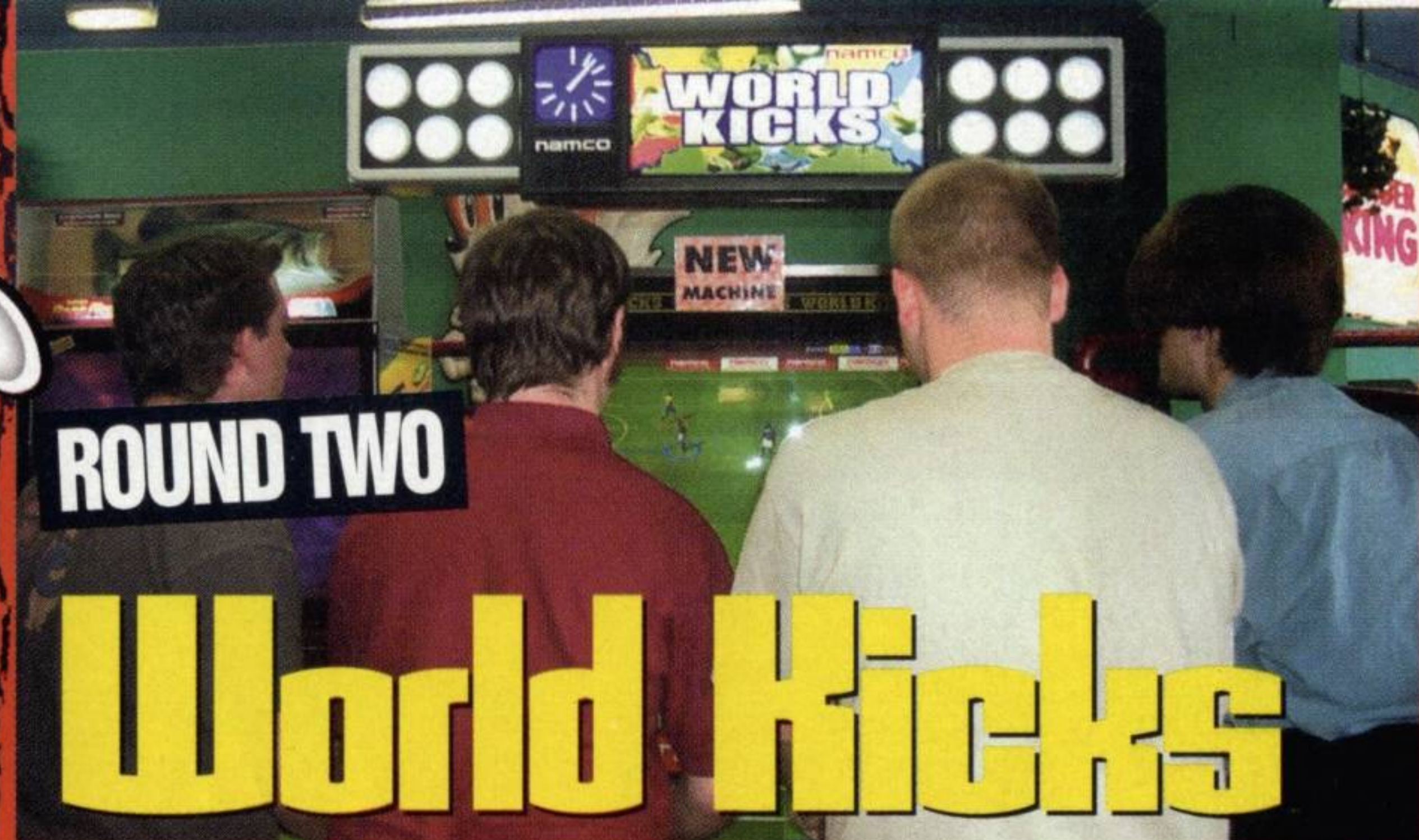


[1] Nick's cravings for a £1.99 Whopper put him off his driving... [2] Cor, just look at the concentration on those faces. It's like stone! [3] Once again, Mart kicks arse... in the proverbial driving sense, of course.

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!



SCORE	
Simon	6pts (2, 2, 2)
Mart	20pts (4, 6, 10)
Alex	24pts (10, 10, 4)
Nick	16pts (6, 4, 6)

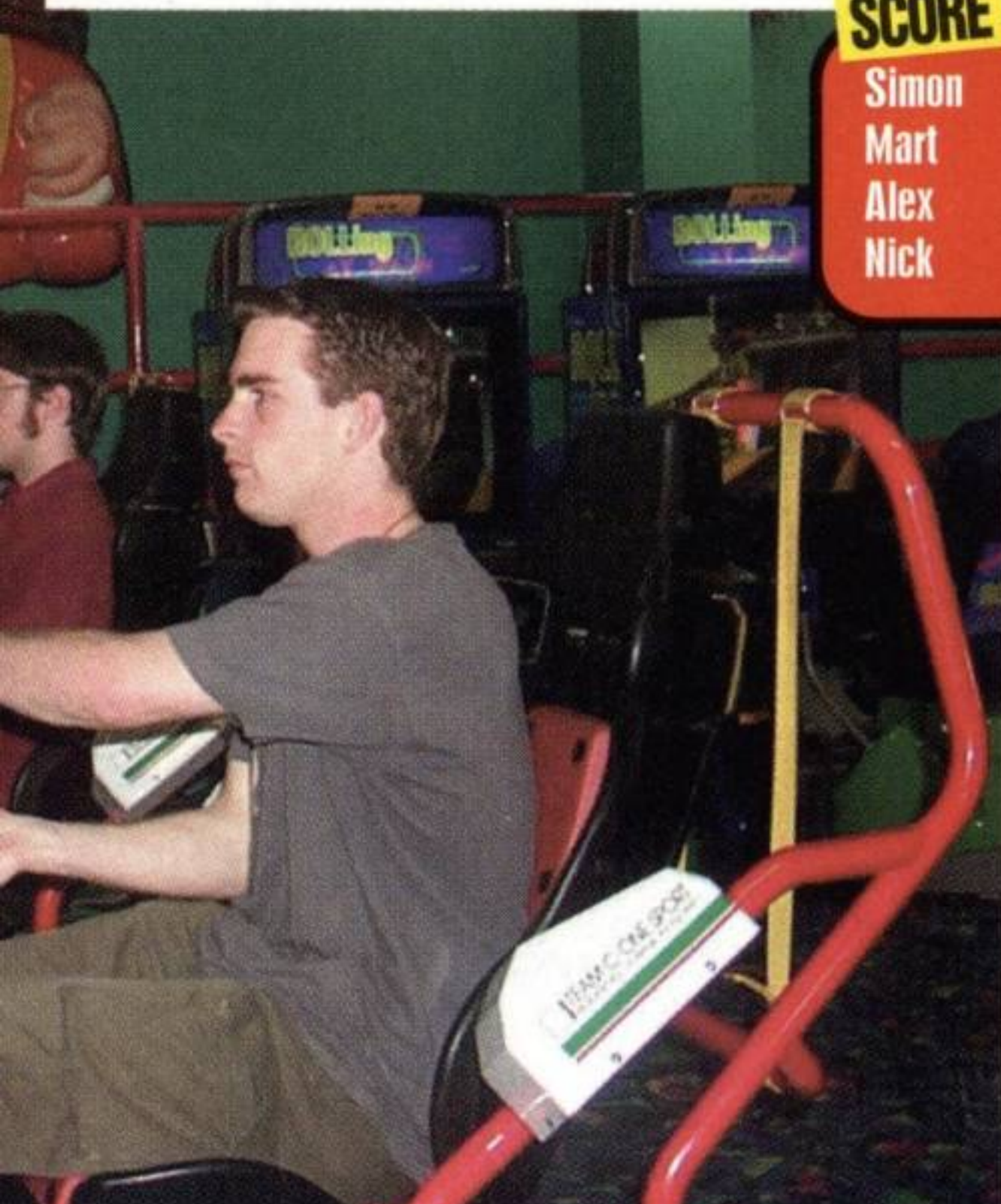


World Kicks

Fair enough, it's not a Sega game and hasn't got much chance of coming to the Dreamcast – still, that doesn't mean we can't play it as part of the challenge, does it? The boys teamed up for this one, with Simon and Nick on one team and Alex and Mart on the other. Obviously, this turned into a bit of a whitewash – Mart couldn't grasp the concept of kicking the ball, while Simon kept banging shots into the back of the net like there was no tomorrow. Final Score? 4-0 to Simon and Nick. Gits.



SCORE	
Simon	10pts
Mart	2pts
Alex	4pts
Nick	6pts



Silent Scope

ROUND THREE



> Yep, 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 bottled 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 gits. [2] Ooh, 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...

Daytona 2

ROUND FOUR

> 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...

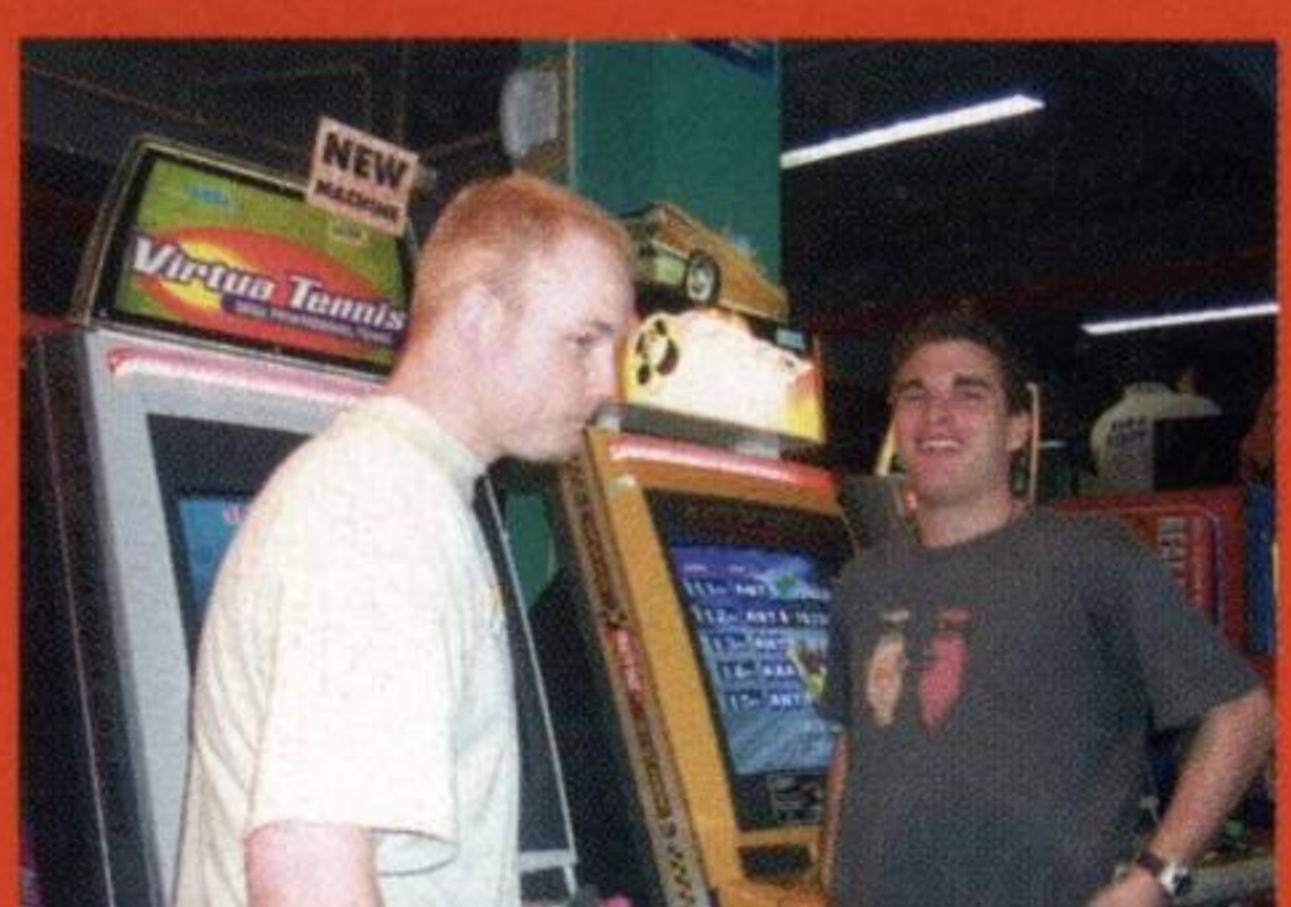
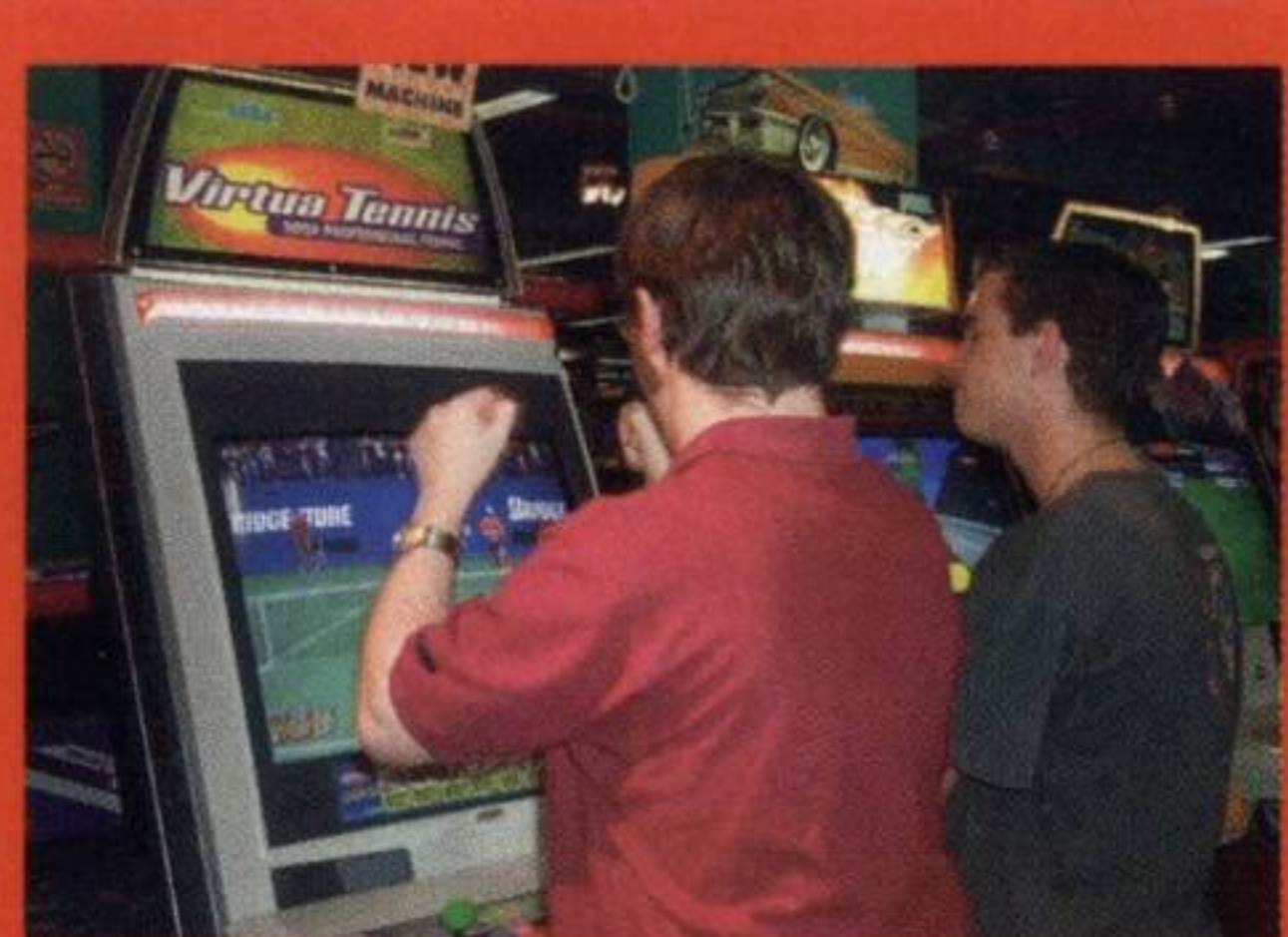


[1] Winner! Winner! No-one can stop him! [2] Once again, the boys got serious about beating each other into the ground.



SCORE	
Simon	4pts
Mart	10pts
Alex	2pts
Nick	6pts





SCORE

Simon	10pts
Mart	6pts
Alex	4pts
Nick	2pts

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 *Jambo! 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!

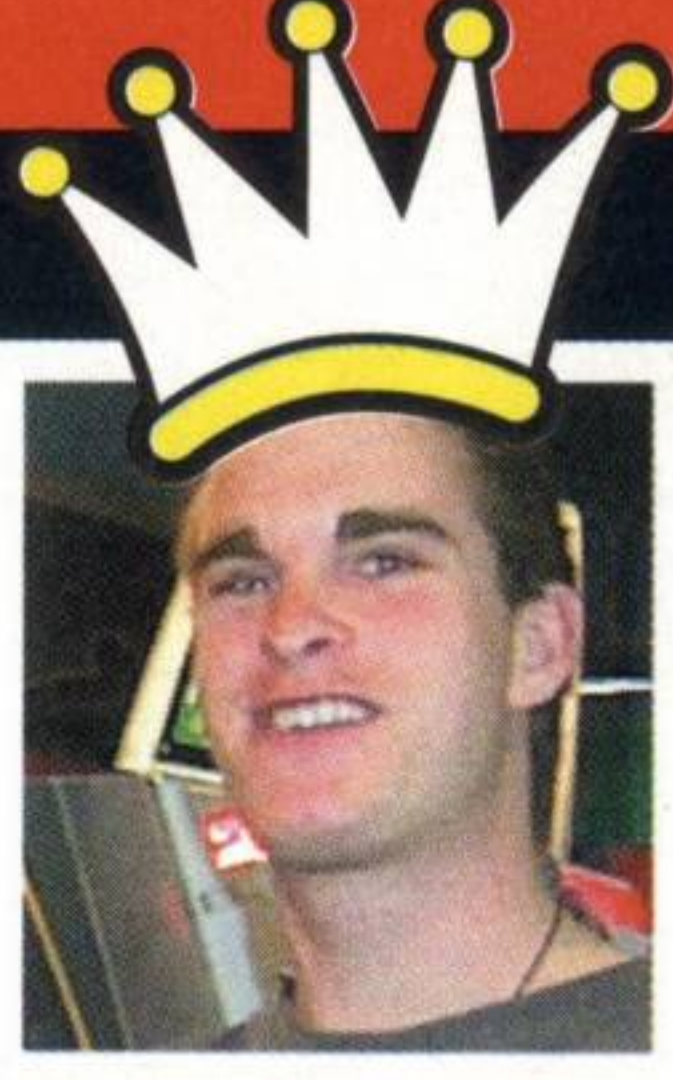
SCORE

Simon	4pts
Mart	2pts
Alex	10pts
Nick	6pts



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?



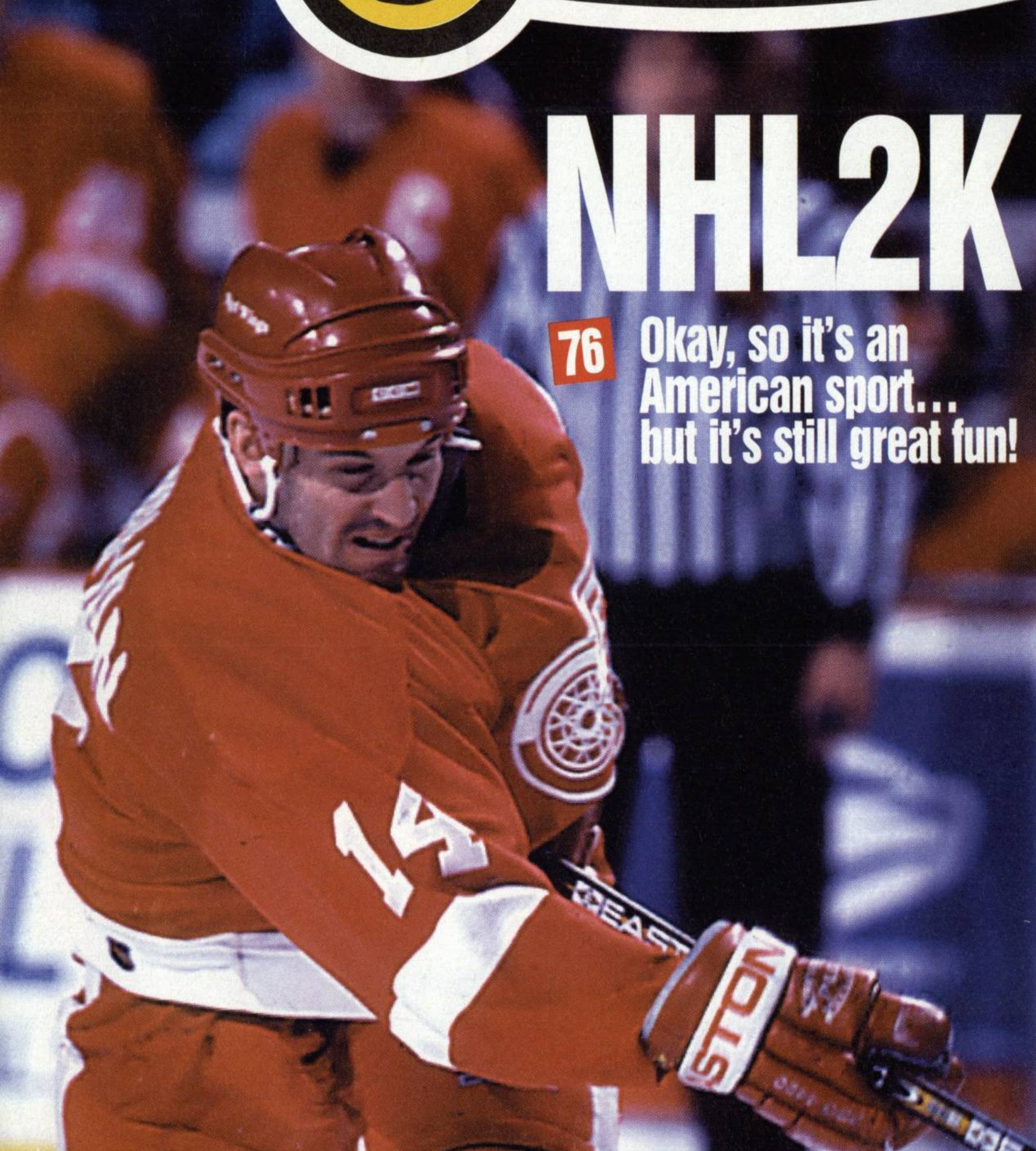
Team	Score	Ranking
Alex	44pts	King
Mart	40pts	Chimp
Nick	36pts	Baboon
Simon	34pts	Loooser



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

the game

Guide to Dreamcast gaming



NHL2K

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

UK Reviews

Marvel Vs Capcom 2
78 Another sequel and another 2-D beat-'em-up, but this time it's mighty fine!



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

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

Bust-A-Move 4
88 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!

2nd OPINION

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

DM RATING

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

Dreamcast THE magazine SCORING SYSTEM MADE EASY

90% + above

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



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!



reviews

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?



reviews Import Reviews



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

Dream team

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 escapade 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 *Porkys*. 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 Vs 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



DOCTOR DOOM

WOLVERINE

REILLY

web site www.capcom.com



essential information >

Marvel Vs Capcom 2



Publisher Virgin Interactive
Developer Capcom
Origin Japan
Price £39.99
Genre Beat-'em-up
Release July



two players vibration pack



arcade stick

visual memory

VM

Information

- Save position Y
- Logo during play Y
- Mini-game Y

Well sort of. You can use your VMs to swap unlocked characters with friends.

Marvel Vs Capc



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



[1] Iceman just had to get something off his chest. [2] Sonson loves monkeying around with her opponents. [3] As ever, it's a truly colourful affair. [4] Some of the special moves are totally outrageous.

awesome moment

When the giant monkey women goes mad, you're in for a real treat.



om 2

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

"An absolute must for all beat-'em-up aficionados"

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

@pinion

> Normally I wouldn't let Alex near a 2-D fighting game, let alone review it! However, he is right, it is a joy to play. Perhaps it just feels a little more amenable to those people who are less well-versed in the ways of Capcom's beat-'em-ups – perhaps it's because the backgrounds look great. Whatever the reason, *Marvel Vs Capcom 2* is an accomplished and well-polished game that deserves a place in your collection. Go on... get it now. You won't regret it.

Simon Phillips

infoburst

Extra information

> In Japan you can use your VM unit to use your characters in the arcade version of the game.

Dreamcast magazine

@pinion

- | | |
|---|------------------------------------|
| SMACK | CAK |
| + It's the maddest beat-'em-up we've ever seen! | - You need to have an arcade stick |
| + Great gameplay | - The music is horrendous |
| + Loads characters | - A little too crazy? |

VISUALS	80%
SOUNDS	70%
GAMEPLAY	91%
VALUE	85%

DM Rating 89%

summing up
> *Marvel Vs Capcom 2* is by far and away the best 2-D beat-'em-up ever to grace any console... fact!

alternatively >
> **Marvel Vs Capcom**
> **Street Fighter Alpha 3**



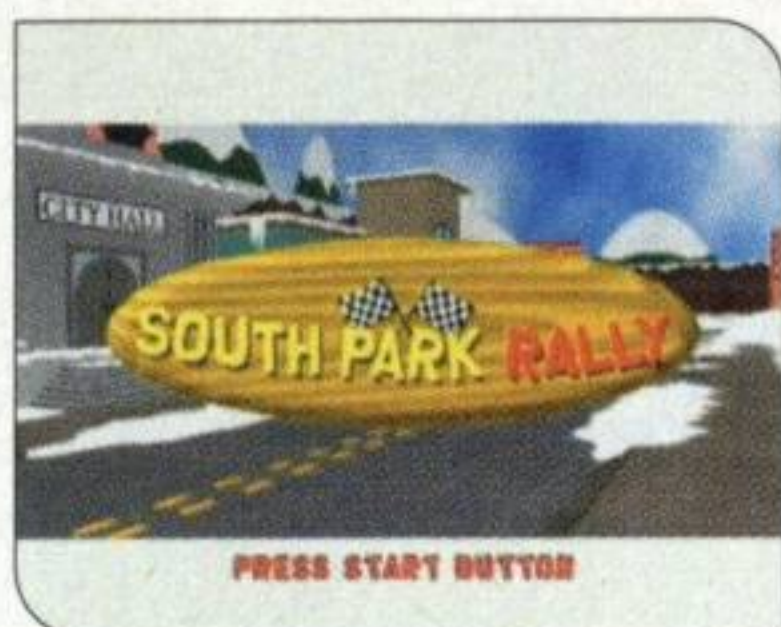
The Secret Factor

> 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.



essential information >

South Park Rally



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



four players



vibration pack



race controller



visual memory

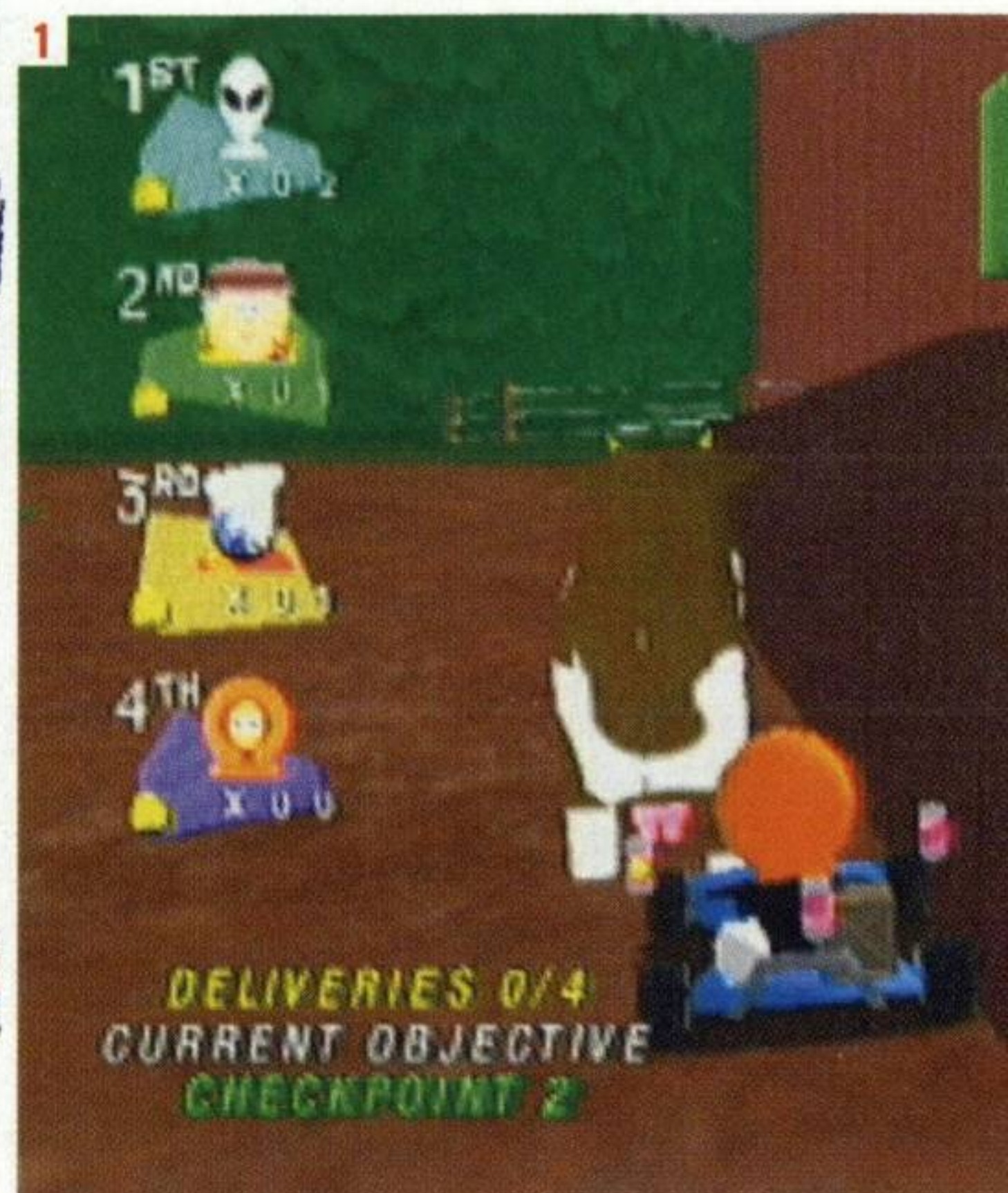
VM
Information

Save position Y
 Logo during play Y
 Mini-game N



South Pa

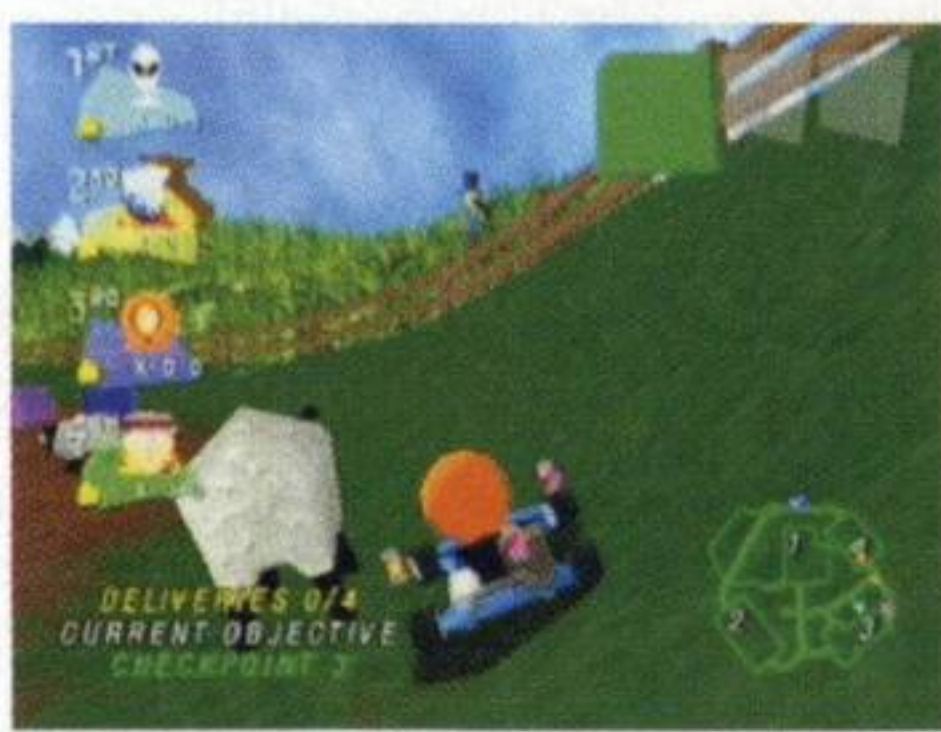
Having appeared on various other formats, South Park Rally has finally arrived on Dreamcast. But can it compete with last month's excellent Wacky Races? You will respect our authori-taaah!



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.

Build up some speed and plough into the cows strewn around the tracks.

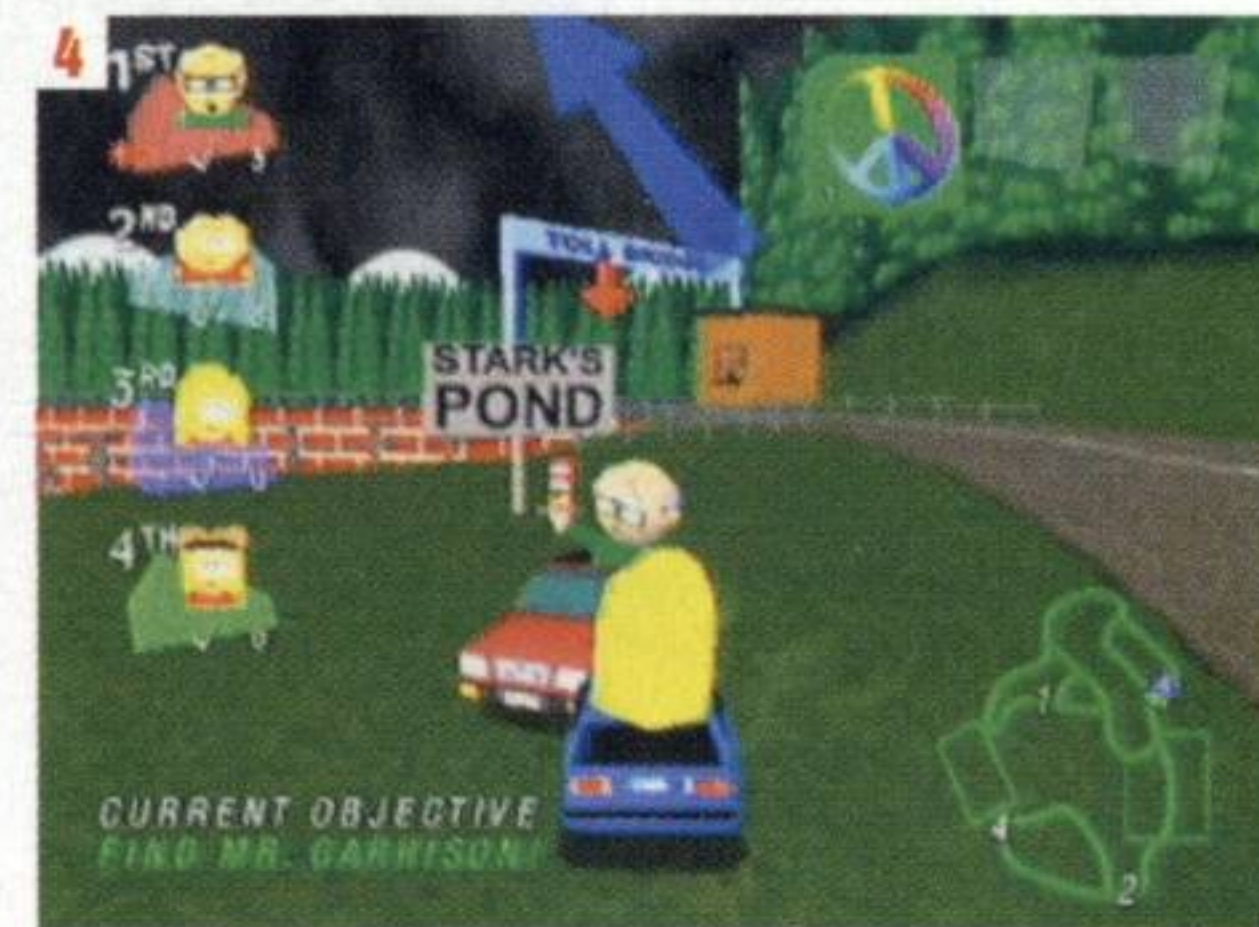


infoburst

Extra information >

- > The voice of lurve-man Chef is provided by Seventies groove legend Isaac Hayes. You may recall his classic theme tune for the motion picture *Shaft*.
- > The big screen *South Park Movie - South Park: Bigger, Longer And Uncut* - featured an extremely dubious scene involving Saddam Hussein and Satan... we'll say no more.

[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.



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.

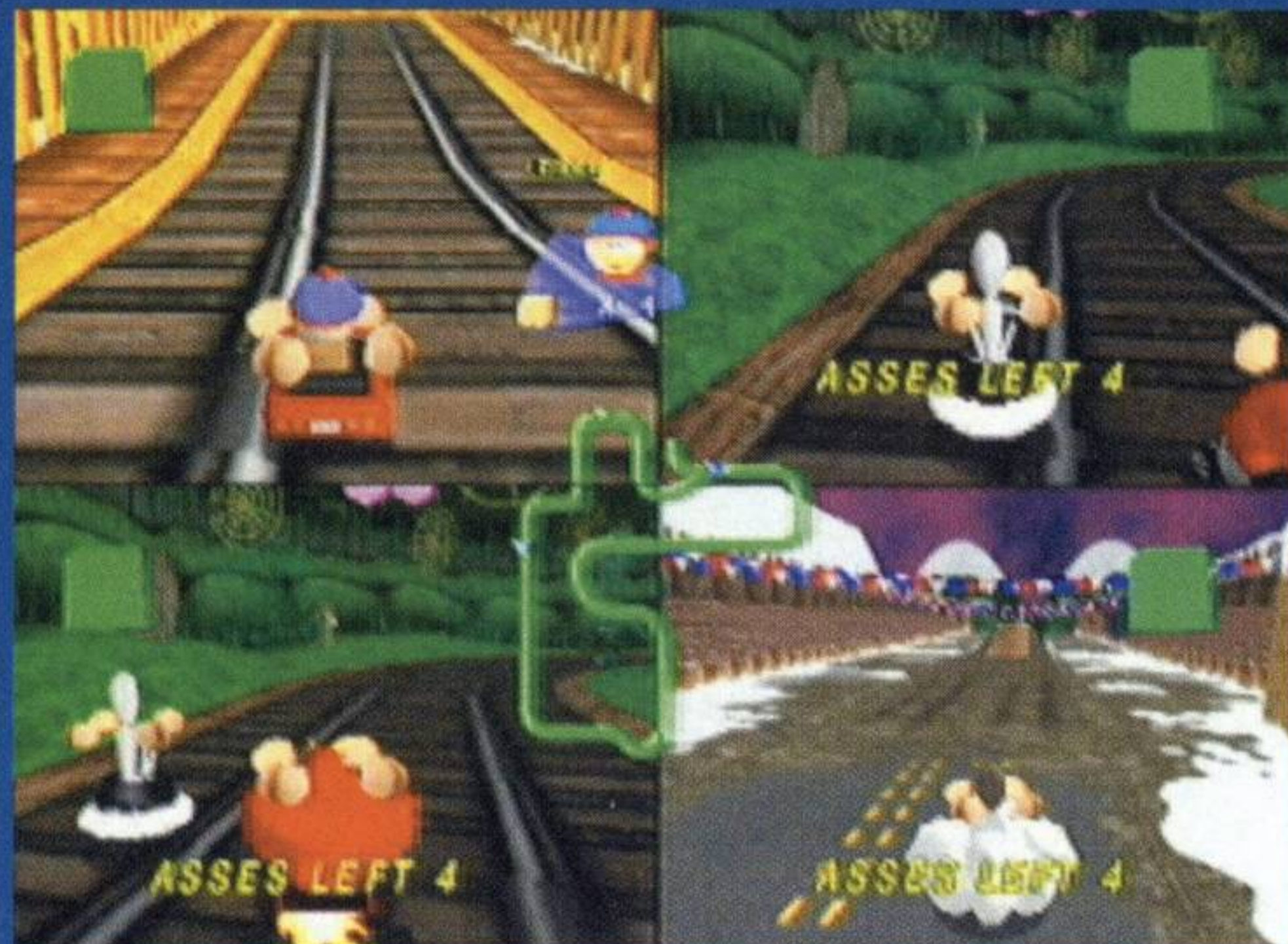
Early impressions of *South Park Rally* convey the feeling that this is a cynical

'by the numbers' *Mario Kart* 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

"Rather than a common or garden turbo-boost, players can instead obtain an additional burst of speed through the use of fart powder"

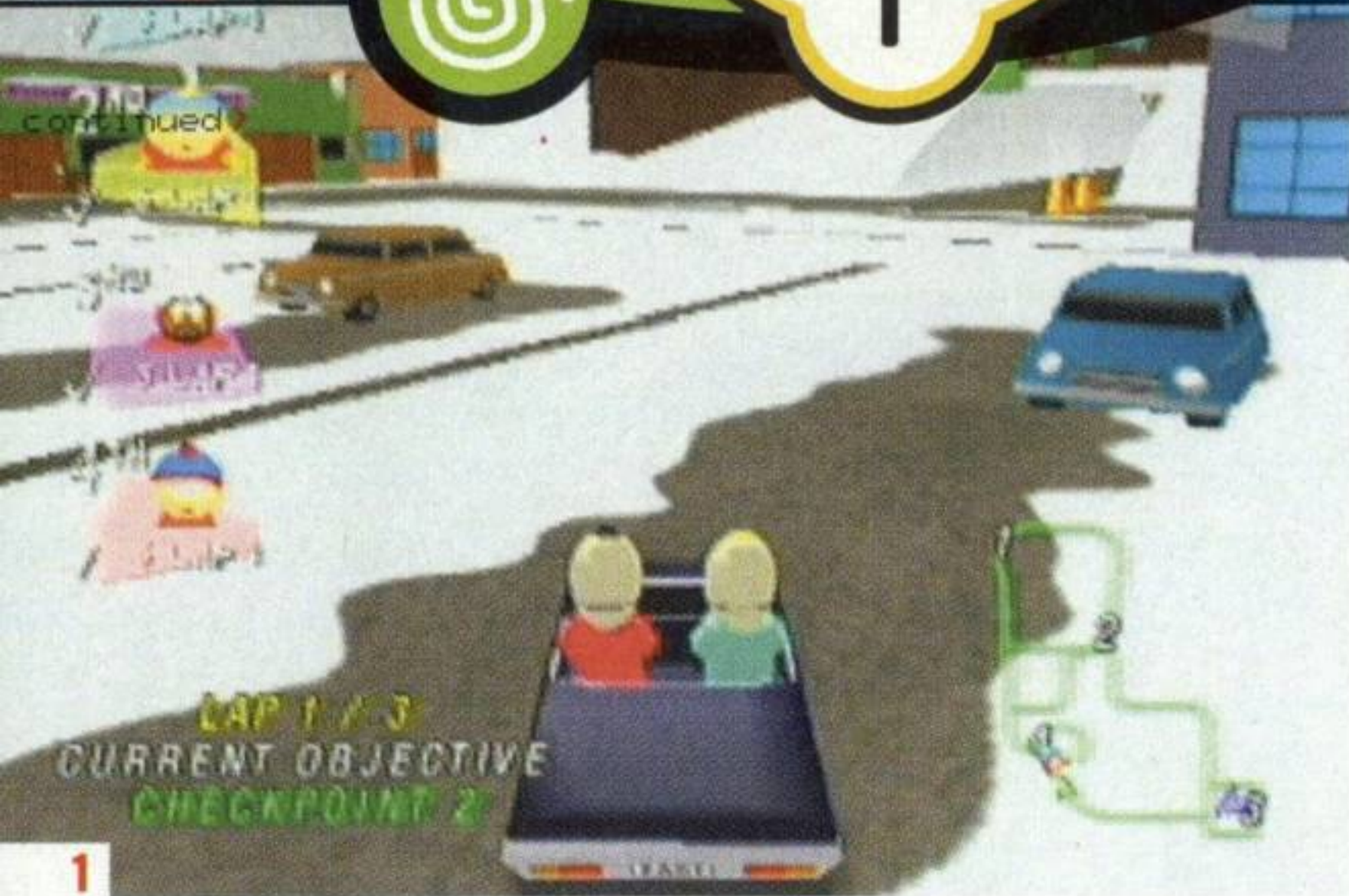
Bunch Of Arse Mate!

> 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 asses! Your objective is to burst your opponent's asses whilst hanging on to your own. Suffice to say the ensuing antics are a riot!



continued >

REVIEWS



1

[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.



2

infoburst

Extra information

> The creators of *South Park* (Trey Parker and Matt Stone) are rumoured to be working on a completely new project. Internet gossip suggests it could be another animated series.

ROAD KILL!

> You and the other characters aren't the only things on track. No siree, on your travels you'll encounter cows, bears, snowploughs and even the school bus. The latter two should be avoided at all costs or you'll find yourself in a world of pain!

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.



[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.

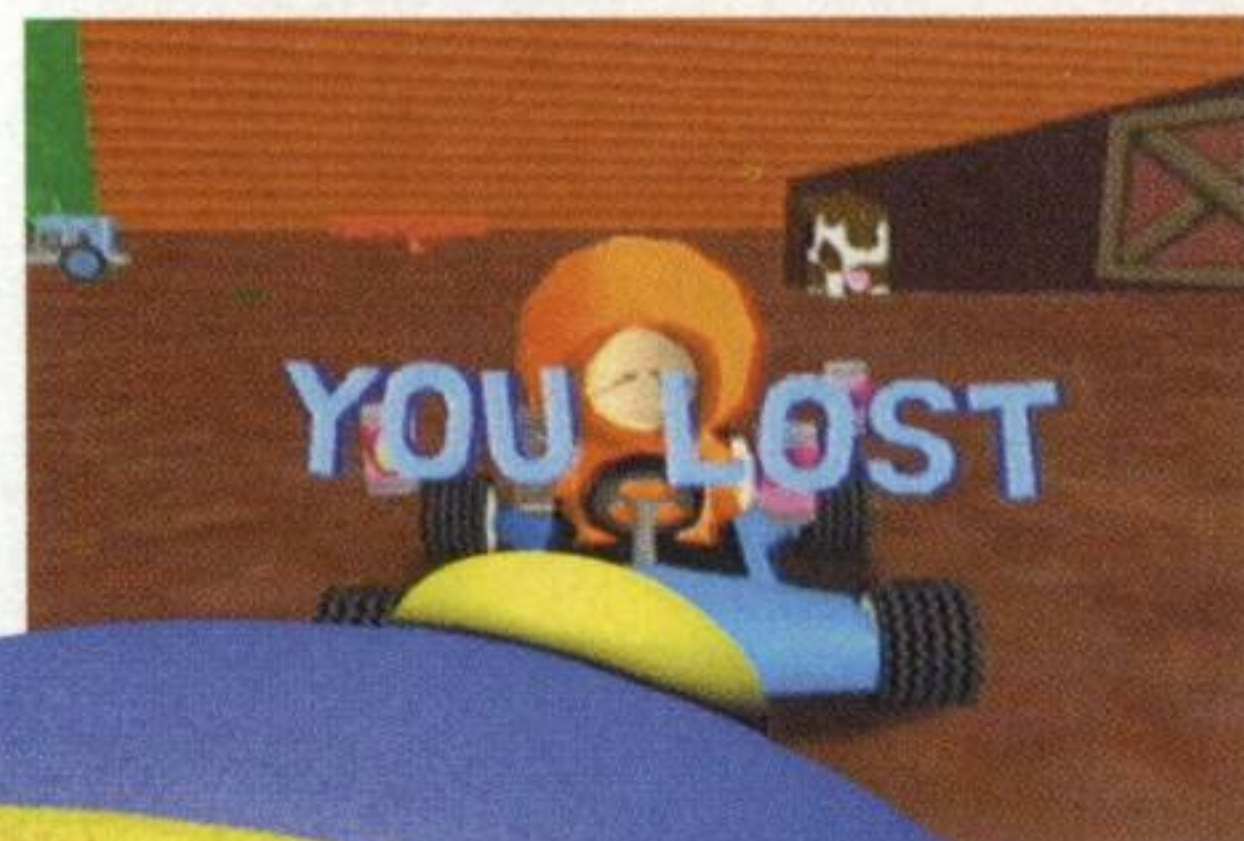
Perhaps the greatest problem faced by *South Park Rally* is the timing of its release. Last month's *Wacky*

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

Playing Dirty!

> If you're going to get anywhere in the *South Park Rally* championship, you need to play dirty. Fortunately, the liberal scattering of power-ups all over the place makes your job easier. One of the most effective weapons in the game is the anal probe; this laser-like device can be used to blast opponents in the distance. Better still is the power-up that causes your rival's screen to fill up with spooky, hallucinatory images of evil dictator Saddam Hussein. Very strange!



2nd opinion

> If you like *South Park* then you'll like this... probably. It's the same goofy animation with all the lurid catchphrases shoved 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 a least novel idea... or rather they would be if it hadn't already been released on N64 and PSX. It's not all that bad, but it doesn't quite cut the mustard as well as a game like *Wacky Races*. 'Sweeeet' it isn't – screw you guys, I'm going home.

Alex Warren



summing up the game > Dreamcast magazine

2nd opinion

JESUS

- + Plenty of different stages
- + Amusing samples from the show
- + Huge amount of characters

SATAN

- Slightly dodgy handling
- A tad too difficult in places
- Unstructured level designs

VISUALS	63%
SOUNDS	70%
GAMEPLAY	65%
VALUE	67%

DM Rating 63%

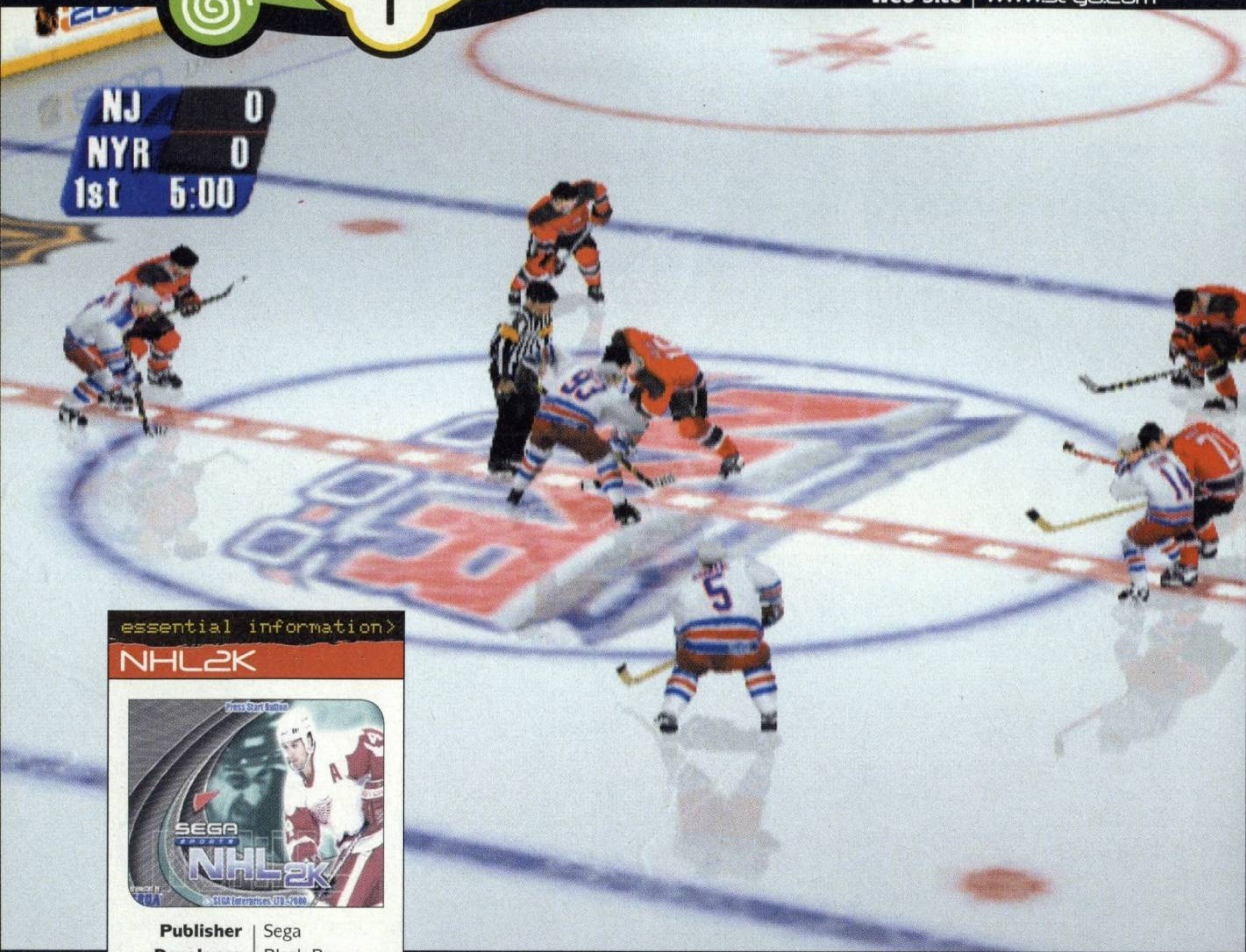
summing up > A passable entry into the comedy racing market. It hardly pushes the Dreamcast, but *South Park* fans will no doubt lap this up.

alternatively >

- > Pen Pen
- > Wacky Races



“Essentially, *South Park Rally* plays much like the plethora of comedy racing games on other systems”



essential information >

NHL2K



Publisher Sega
Developer Black Box
Origin America
Price £39.99
Genre Sport
Release July



four players arcade stick



visual memory

VM information

Save position Y
 Logo during play Y
 Mini-game N

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 cord 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 NFL2K adeptly proves, because, everyone, it's ace.

awesome moment

The player's faces in the game's introduction look absolutely fantastic!



infoburst

Extra information >

- > The commentary for the game is supplied by Bob Cole and Harry Neale.
- > Visit nhl.com and you'll find all the latest stats, tables, facts and news for the current NHL season.
- > The game has the official NHL licence and features all 28 teams, as well as all the players for last season.

"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 pucker around with. What more do you want? As well as there 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

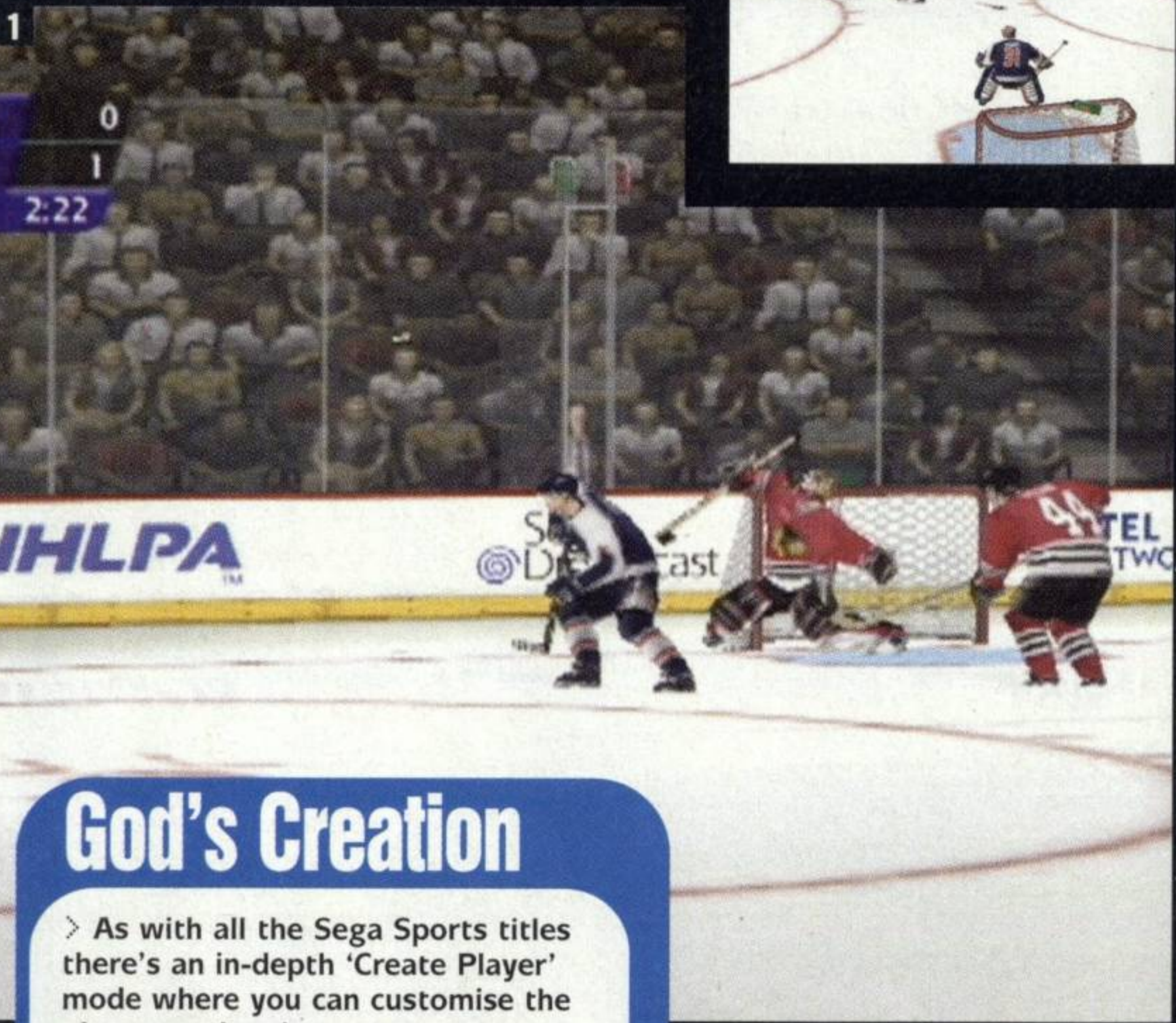
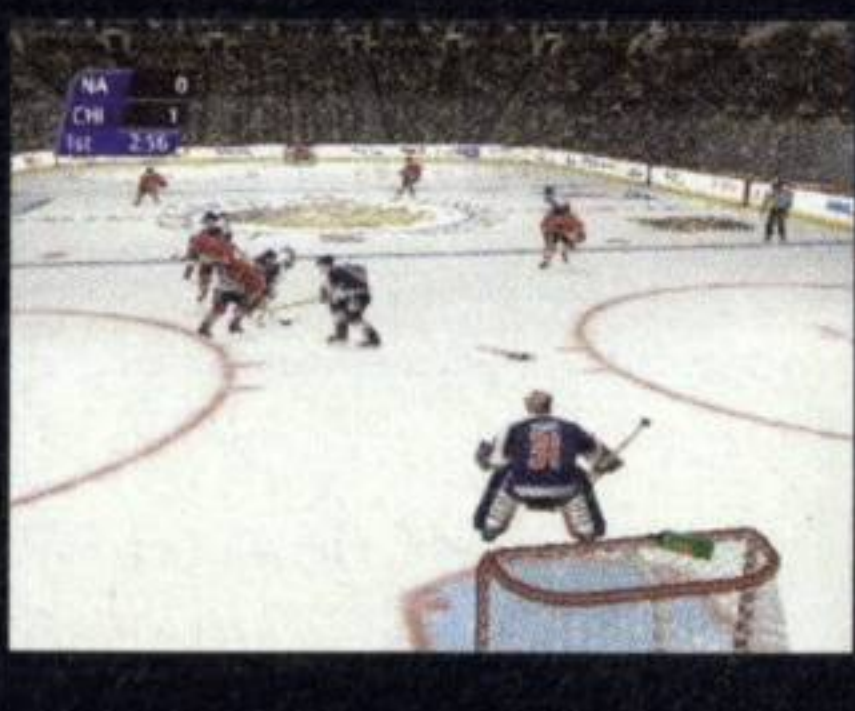
> You might think that simply knocking the puck around the ice-rink is fun enough in itself, but the real fun doesn't start until the fights kick in. Perform one too many dirty fouls and you could find yourself in the middle of a scrap and headed for the sin bin!



- [1] An impressive birds-eye view of the arena sets the standard for the game. [2] You'll have to use all the tactics you can in order to get past all of the opposition. [3] You'll find yourself involved in plenty of face-offs. [4] There are a number of views on offer, including this behind-goal one.

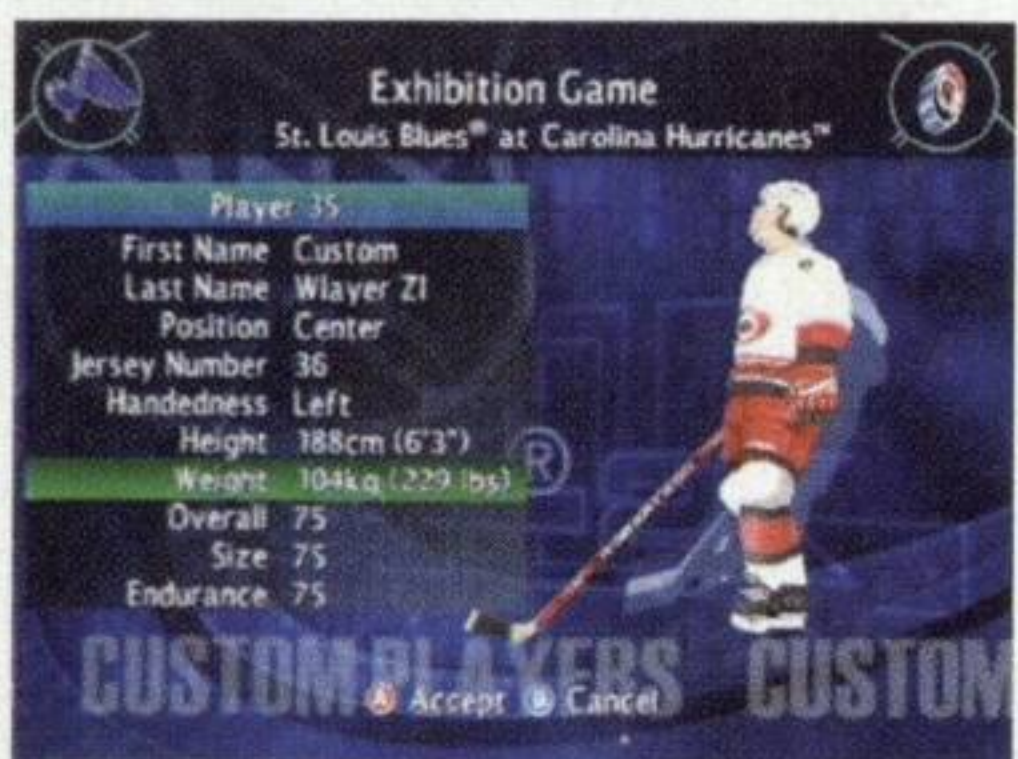
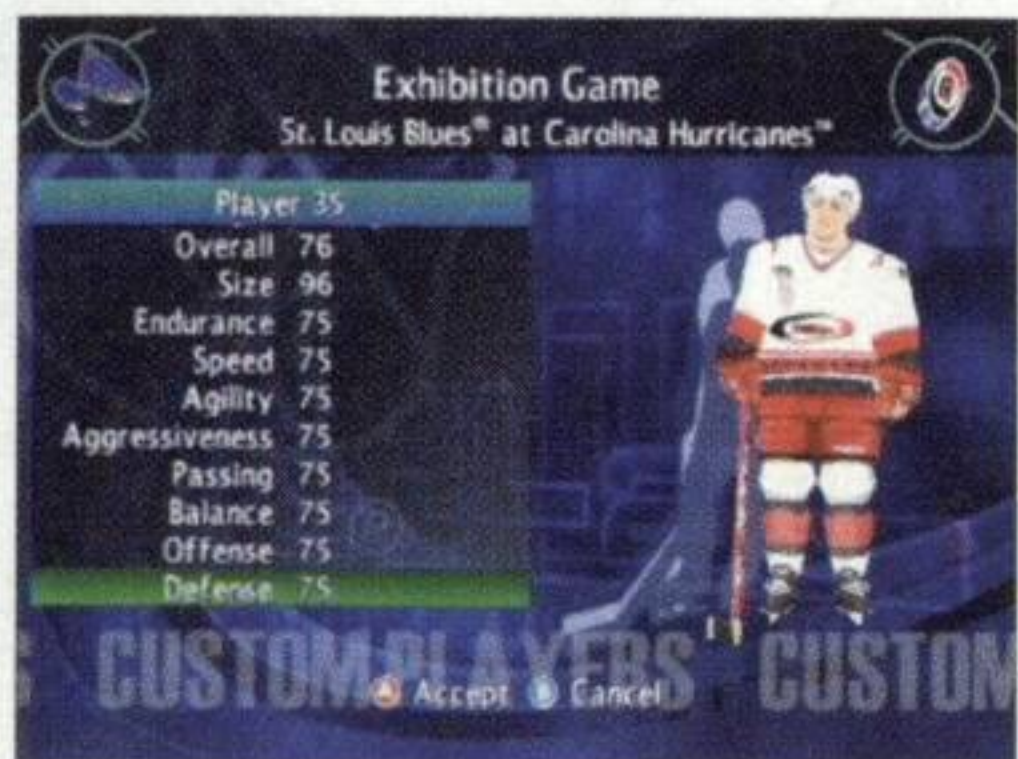


continued >



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.



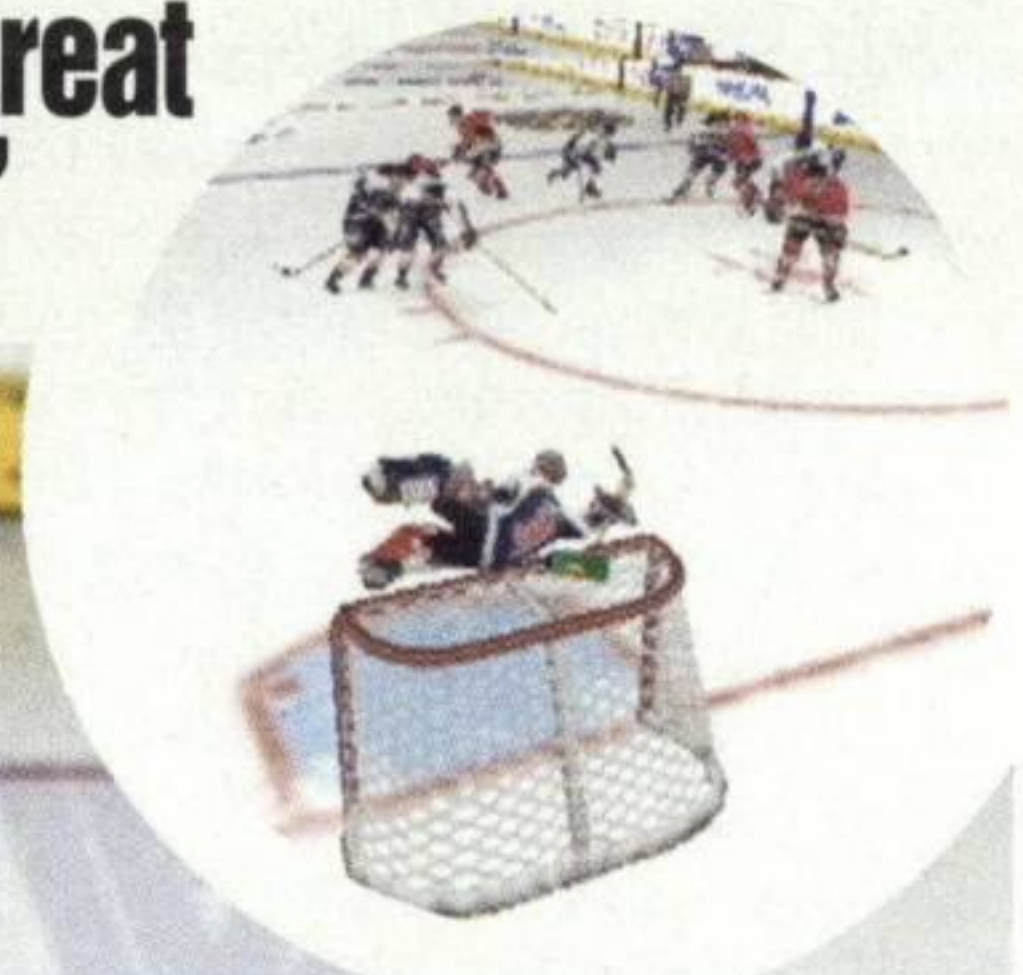
Everything about the game is exactly as you'd expect it to be – there's no over-the-top moves, there's no special power-ups à la Midway sports titles and it obeys all the laws of physics. If you think that all this sounds a little boring and uninspirational then you couldn't be more wrong. Frantic is 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 praiseworthy 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-iddy 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 of 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



[1] It's hard work trying to get the puck past the goal keepers. [2] As you'd expect from an ice hockey game there's plenty of fighting to be done, although not enough from our point of view. [3] You need to be a real skating expert if you don't want to be left flat out on the ice. [4] The action moves from end to end quicker than a speeding bullet. [5] When you finally get a goal it'll be time to celebrate in style.



"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.



2nd opinion

> As sports games go, ice hockey titles have always had a firm friend in me. It's not that the sport has any particular allure but the transition to console is almost always successful, if not entirely superb. *NHL2K* is as good an example as they come – it's fast, it looks great and it plays as well as you'd hope. Perhaps if you are an ardent ice hockey fan you'll revel in *NHL2K*'s intricacies and realistic-looking players. For the rest of us it is a competent enough sports title that really doesn't quite excite us in the way that it ought to. **Simon Phillips**

Dreamcast magazine

pinion

PUCK

- Looks absolutely fantastic
- Ace fun to play
- Loads of teams to choose from

SUCK

- American sport = limited appeal
- Stoppages in play too frequent
- Tricky to score goals

VISUALS	92%
SOUNDS	83%
GAMEPLAY	88%
VALUE	82%

DM Rating 85%

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.

alternatively >

- > *NBA2K*
- > *NFL2K*



essential information >

Bust-A-Move 4



Publisher Acclaim
Developer Teito
Origin Japan
Price £39.99
Genre Puzzle
Release Out Now



two players vibration pack

Visual memory

VM Information

Save position	N
Logo during play	Y
Mini-game	N



[1] Just match them up and burst 'em. Sounds easy, eh?
 [2] Each character has his own special move — the Merman's involve these rainbow bubbles. They usually clear their own side, or stuff up the other side.



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

"Stop worrying about 'Zombie Killers: The Revenge'! This is what is destroying your children's minds"



Don't just toss those balls randomly – make each shot count or you'll lose it all!



Karate Kid, achieving balance is the key to winning the game. You need to keep each side of the system evenly weighted with the other or else... well, you probably know what happens – the failure to achieve every 'Mover's' dream, that of coveted progression on to the next level.

Like pool, *Bust-A-Move 4* involves bouncing balls off cushions to make them cut in behind others and thus create or break groupings. You'll need to learn how tight a gap the bubbles can pass through and exactly what kind of slant you need off the wall to get them to reach the back of the cluster. **WARNING:** Perfecting this could take up a great deal of your free time.

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 it did the last time we looked) so why don't we get a four-player option? The

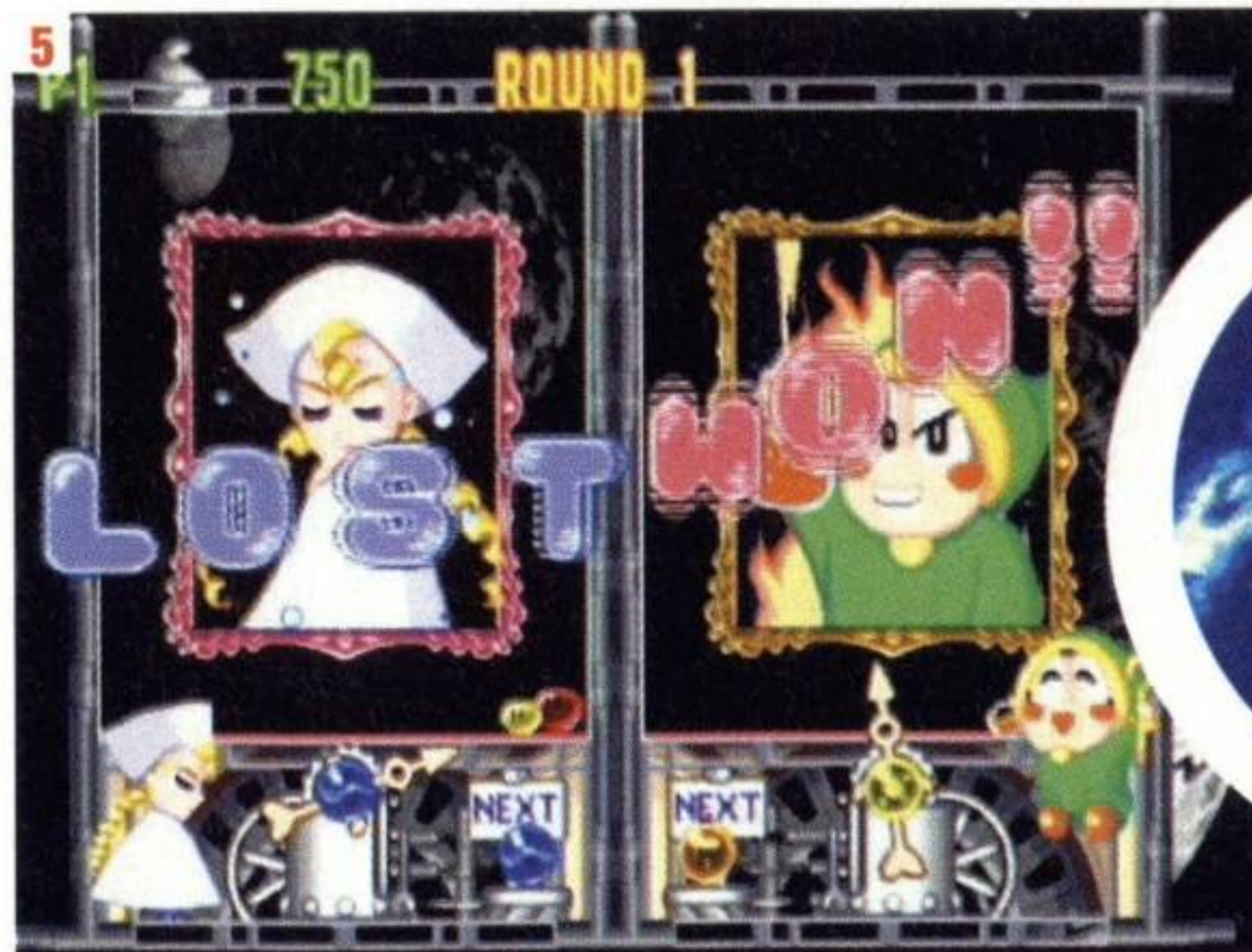
graphics are hardly cutting edge enough to leave the console so drained of memory that it can't run with more than two players on screen. And now that we have *Chu Chu Rocket!*, what about a spot of online gaming?

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



infoburst

Extra information

- > 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.

The Just Demise Of Jar Jar



> It was a 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.



[3] Typical ludicrous story line about someone having stolen all the colours from the rainbow and put them into balls, or something. [4] The system of bouncing bubbles off walls is beautifully demonstrated here by a baby in a frog suit.



[5] Just one more game. Just one more, I know I'll beat you this time, just one more. [6] I've just got to get onto the next level. I've just got to. [7] Jar Jar demonstrates a perfect balance of pulleys and clusters.



2nd opinion

> *Bust-A-Move 4*. We love it. What more did 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 joystick 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

Dreamcast magazine

pinion

BUBBLES	BALLS
<ul style="list-style-type: none"> + Addictive gameplay and two-player mode + Pulley system and bubble bouncing are great upgrades! 	<ul style="list-style-type: none"> - No four-player mode? Why not? - A bit too much like those that have gone before
VISUALS	80%
SOUNDS	84%
GAMEPLAY	88%
VALUE	82%

DM Rating 84%

summing up
> *Bust-A-Move 4* is a credible fourth outing for the series and a welcome addition to the puzzlers currently out on the Dreamcast.

alternatively >
> **Wetrix+**
> **Chu Chu Rocket!**



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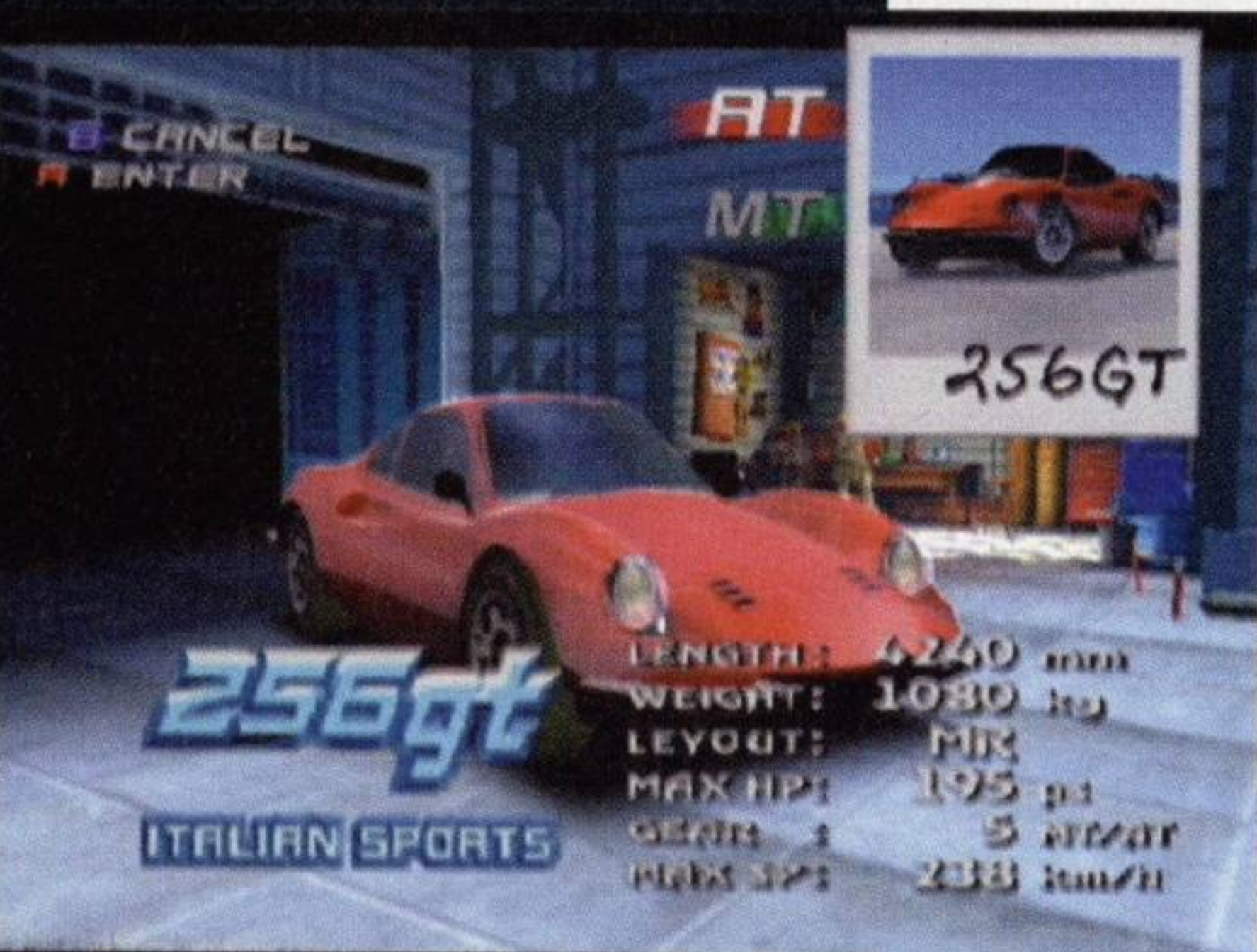
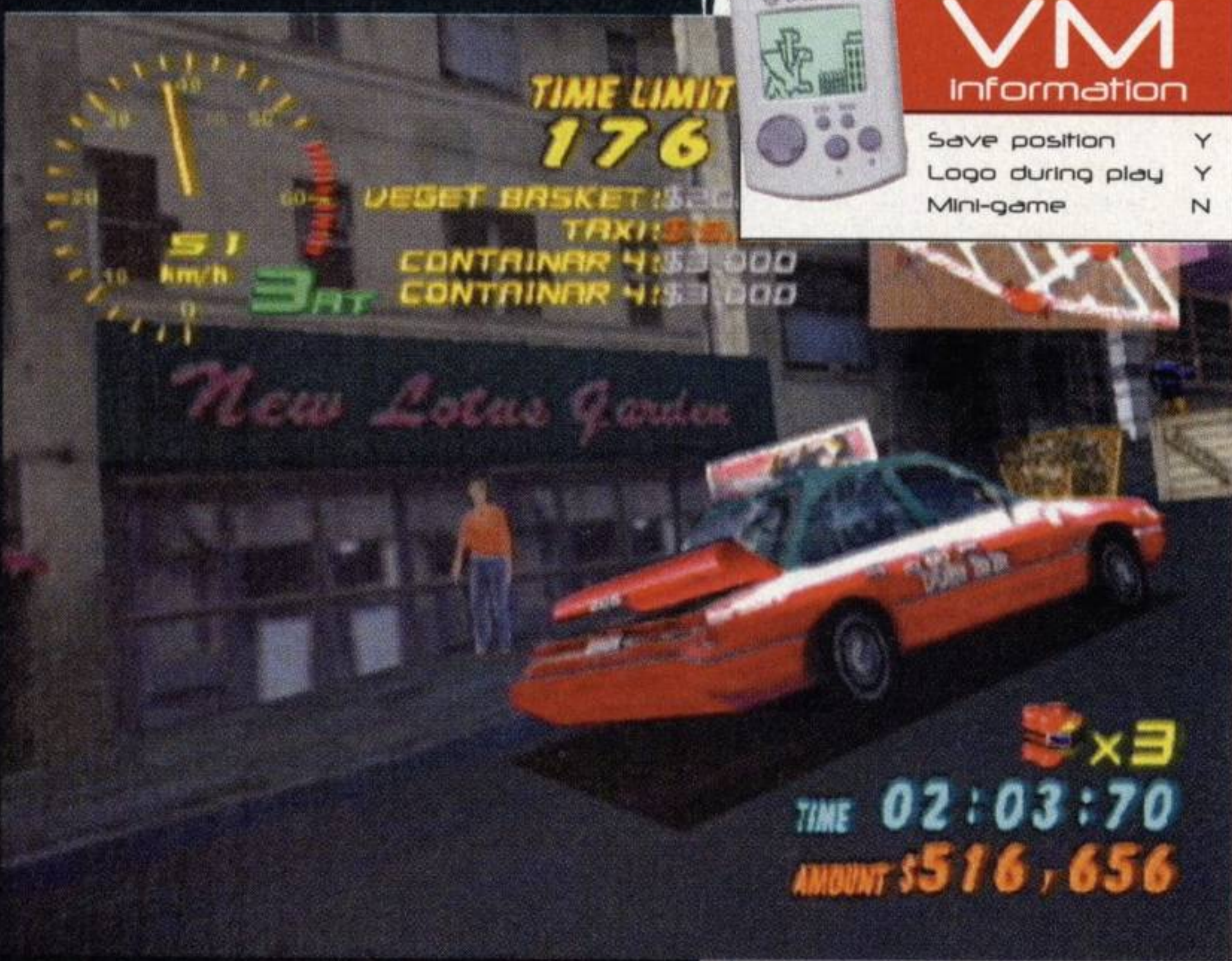
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Import Reviews

> Those games that you just can't play on a PAL machine... well, at least, you couldn't...



essential information >

Super Runabout



Publisher Climax Entertainment
Developer In-house
Origin Japan
Price £39.99
Genre Driving
Release Out now



two players



vibration pack



race controller

visual memory

VM information

Save position Y
Logo during play Y
Mini-game N

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 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



infoburst

Extra information >

- > When the original *Runabout* was released in America it was called *Felony 9-11*.
- > Whereas *Crazy Taxi* was based on a fictional city, it really is San Francisco that you're driving around in *Super Runabout*.
- > Missions range from collecting hot-dogs to ramming and apprehending other vehicles.

HIDEOUS moment

The pop-up in the game will make your eyes pop out.



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!

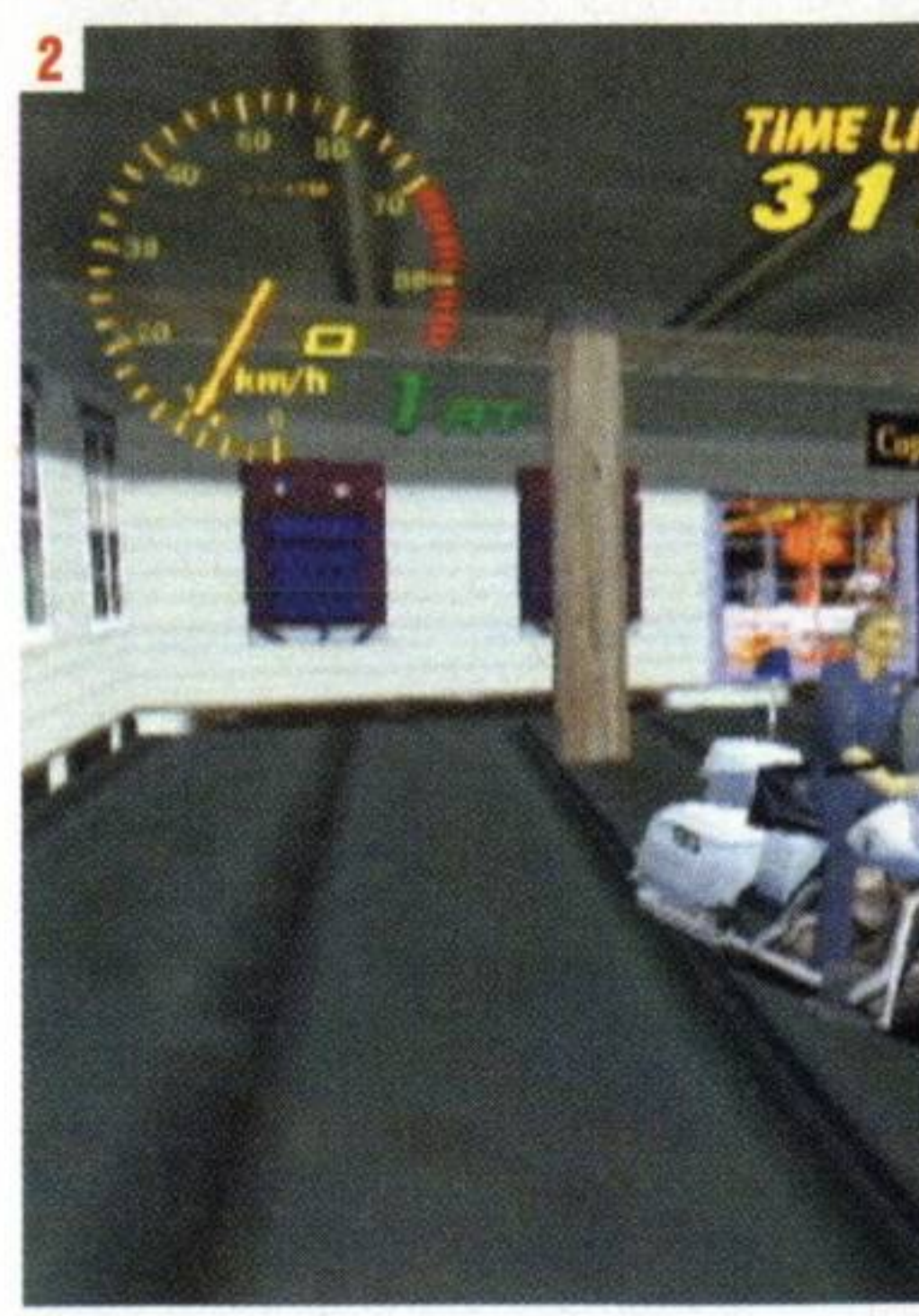
Alex Warren



"It's a pretty goddamn awful game. Approach with caution"



[1] Some of the missions are fun, but others are plain crazy. [2] The chopper bike is by far the coolest vehicle in the game. [3] The in-car views at least hide the hideous vehicles. [4] Oh look — an empty road... what a surprise.



Dreamcast magazine

pinion

SUPER	POOPER
+ Good idea in theory, badly implemented	- Worst case of pop-up ever
+ Loads of vehicles to get to grips with	- The sound effects suck
+ Decent sized city	- Terrible interface

VISUALS	51%
SOUNDS	47%
GAMEPLAY	40%
VALUE	67%

DM Rating 48%

summing up
 > The idea behind the game is pretty good, it's just a shame that it's been executed so appallingly.

alternatively >
 > Crazy Taxi
 > GTA2



Class Warfare

> There are two scenarios in the game - 'The Poor Have No Leisure' where you control a bunch of no-hopers 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?

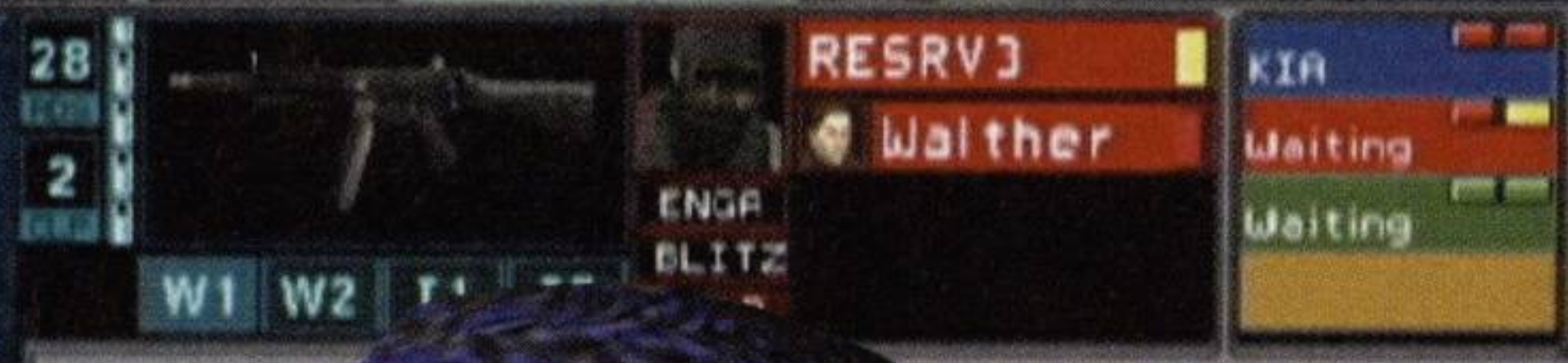
Special Op soldiers are a hardy bunch – trained in every single weapon and ready for any possible situation, anywhere. These hard-nosed leathernecks just can't wait to leap into action at the shortest notice and kill as many Colombian drugs barons as possible before their tea gets cold... after all, 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 Clancey 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



essential information >

Rainbow Six



Tom Clancy's
RAINBOW SIX
PRESS START BUTTON

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Publisher	Majesco Sales Inc
Developer	Red Storm Entertainment
Origin	US
Price	£50
Genre	Action/Strategy
Release	Out now (US)




one player vibration pack

visual memory

VM

Information

Save position	Y
Logo during play	Y
Mini-game	N

Your comrades in arms are a bit dim – they're in no hurry to join Mensa!



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-sitting 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 Mathers



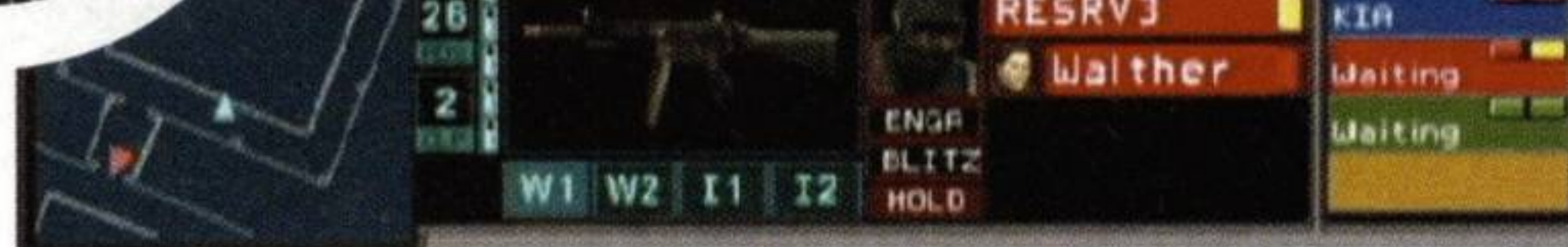
1 The ambassador is free and so are his sickly Ferrero Rocher!
2 Time to take that theme park back for decent people to enjoy.



infoburst

Extra information >

- > *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.s!



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 ears 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.



Dreamcast magazine

@pinion

- | S.A.S. | A.R.S.E. |
|--------------------------------------|--------------------------------------|
| + Accurate weapon physics | - Your men are stoopid! |
| + High tension atmosphere | - Too many controls to get used to! |
| + Well, at least it looks quite nice | - Really... long... loading... times |

VISUALS	78%
SOUNDS	70%
GAMEPLAY	75%
VALUE	75%

DM Rating 78%

summing up >
> Translating a keyboard-heavy PC title to the Dreamcast can never be an easy job – *Rainbow Six* demonstrates why.

- alternatively >
- > Armada
 - > Jet Coaster Dream

**SCREW YOU GUYS,
I'M DRIVIN' HOME!**

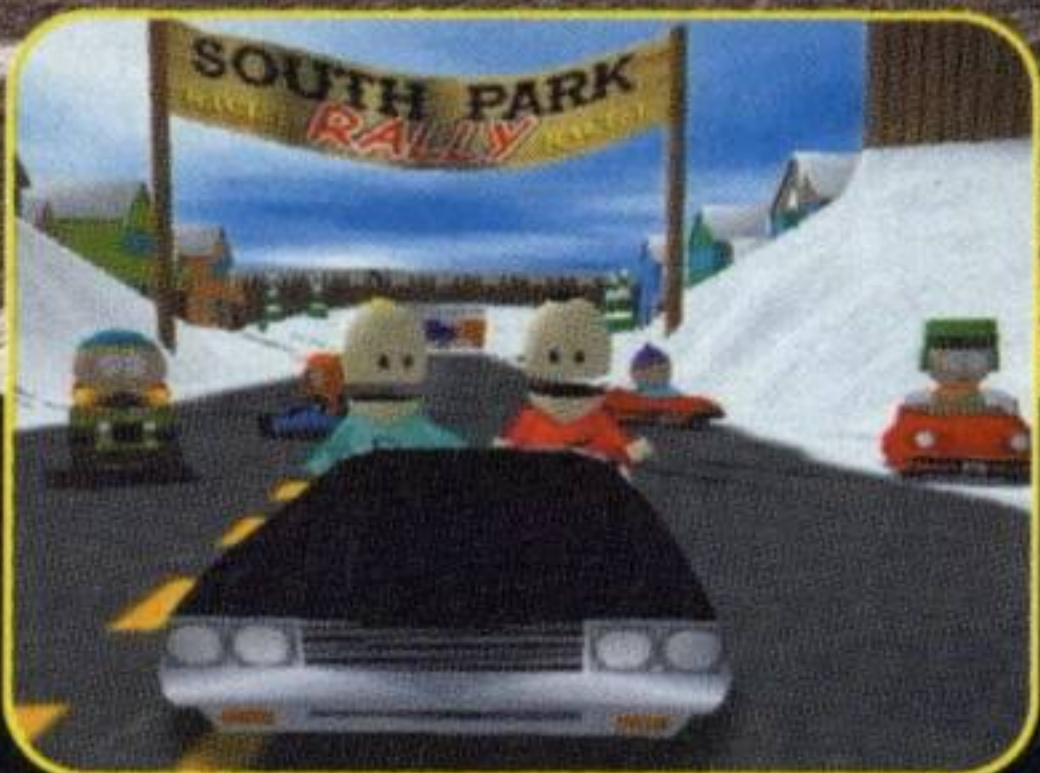
SOUTH PARK™ RALLY



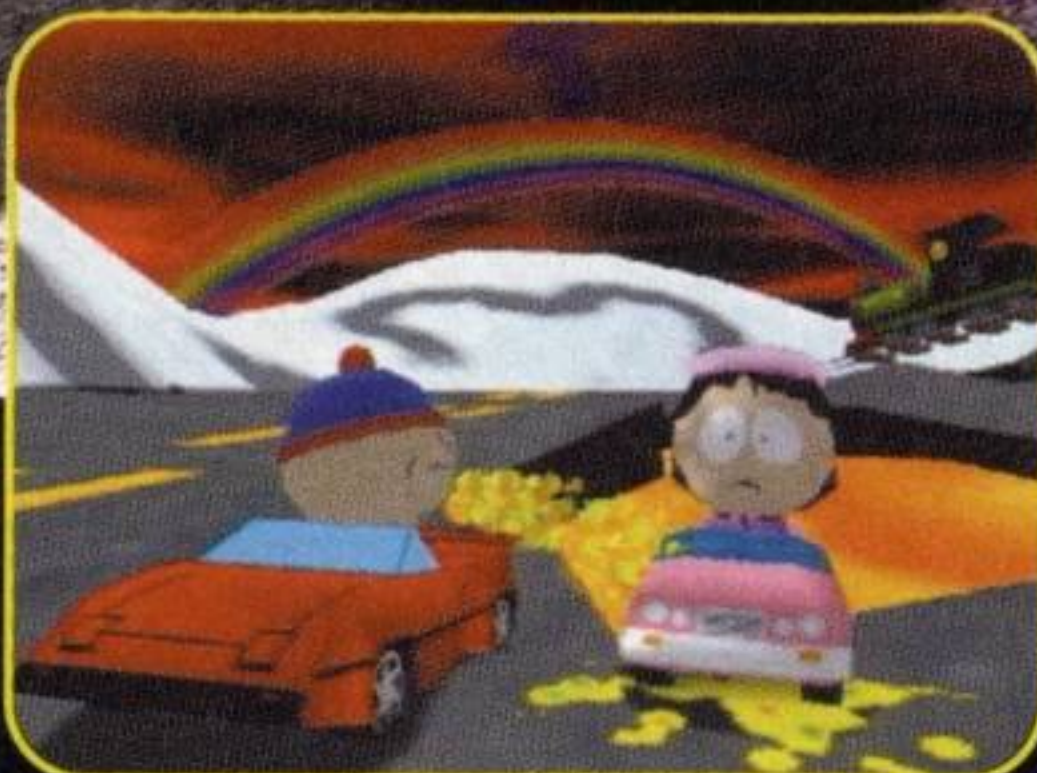
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inter@ct

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



WIN!
Mad Catz
Peripherals
Page 90



Stuff & Nonsense

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



Chu Chu Rocket! Online

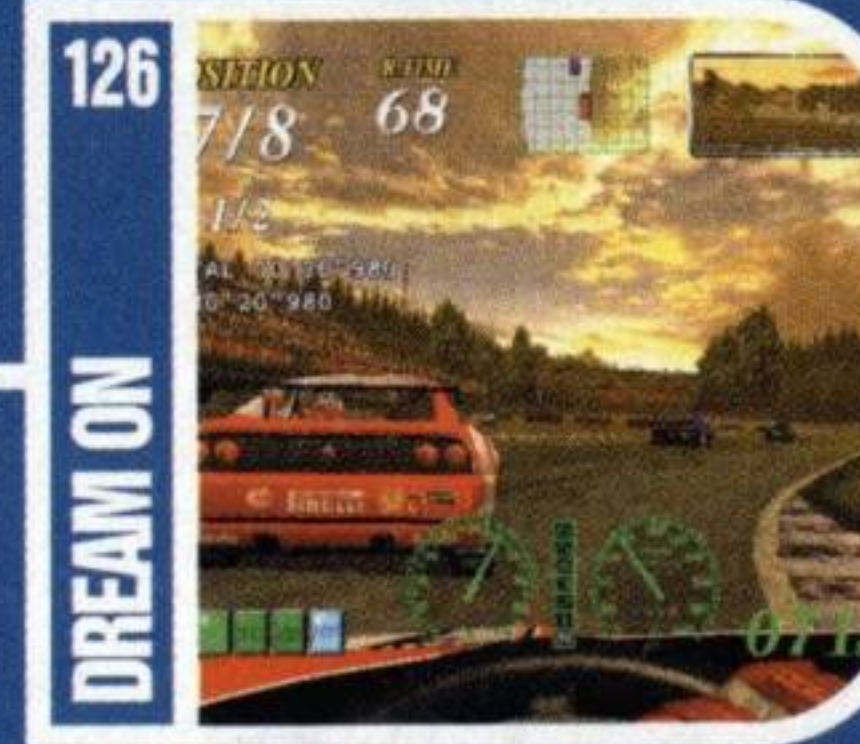
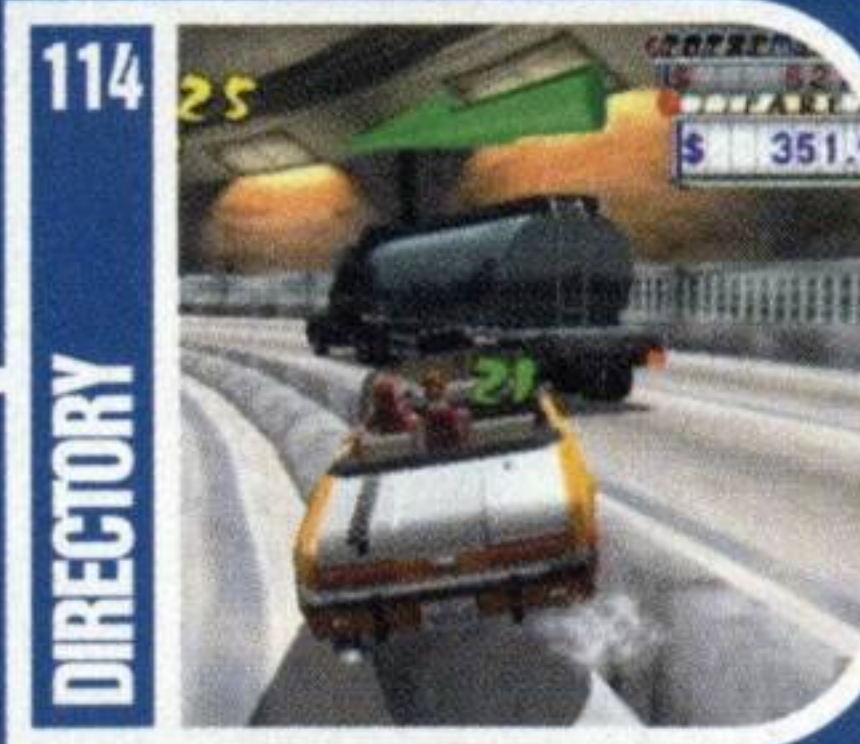
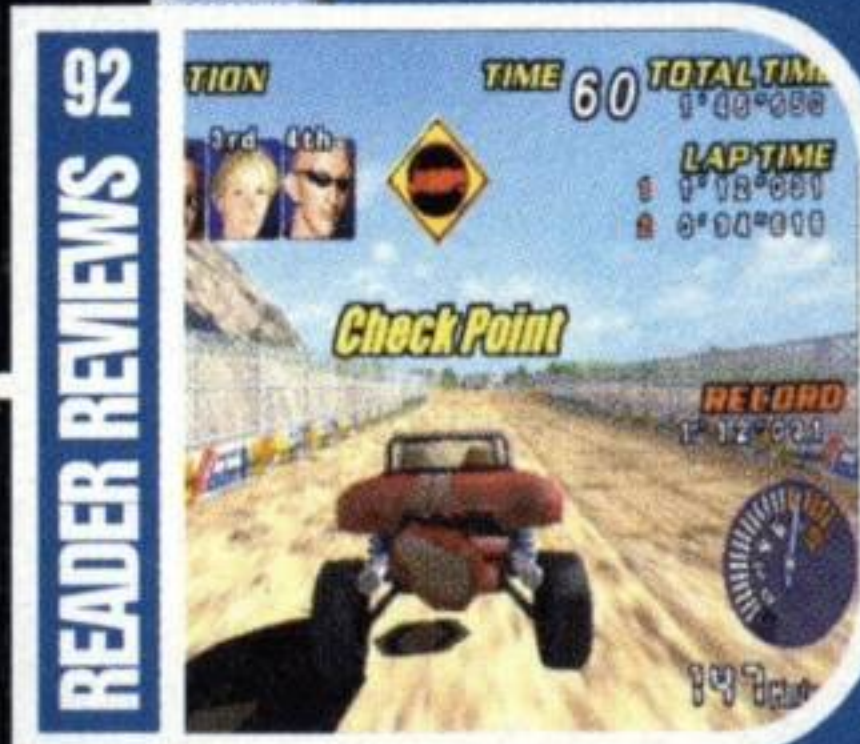
94 Finally, we get to play together as we get online for some action!



WIN!
Joytech
Peripherals
Page 101

Regulars

The informative and fun bits that nobody should miss!



inter@act Mailbox



Here at DREAMCAST MAGAZINE HQ we've teamed up exclusively with Mad Catz, those groovy peripheral manufacturers, to offer you the chance to win a whole host of cool peripherals for your Dreamcast. Each month the letter of the month (as deemed worthy by us) will win the author a Dream Pad controller, Rumble Pack and a Dream Wheel – pretty neat, huh? Time to get writing then...



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

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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 the future?
6. When is *Soul Calibur 2* coming out?

P.S 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!
6. No news as yet but we'd guess sometime in 2001.



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 a 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.
4. Christmas 2000.
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*RDS!! I'm 16 and in the middle of my GCSEs 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 gamesplaying (if 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!





Desperately In Need Of A Kreyboard!

> dreamarena is crap! I can never send anyone a lengthy email, as I can't get back to it when I want to send it cos I write offline except this one - stephen.whitby

(Note: these are being printed as they arrive to us at the mag!)



Short Cuts

Exactly as they came to us, these are the emails that were short, mad or just plain bizarre - sort it out, you strange bunch of crazy people!

> "I don't know what all the fuss is about this *Code Veronica* game" said my friend treading the latest edition of DM.

"You've never played *Resident Evil*, have you" was my response...

Cooljam via email

DM: Well quite...

> My mate Sam Beament is THE MAN!!!! EEEYYY!!!

Oh, and he's got a Dreamcast. Alex Hamlin, via email

DM: Which is nice...

> When are Sega gonna release a *Star Wars* game, one with an interactive light saber would be nice!

Munky

DM: You might have a wait on your hands...

> CRAZY TAXI!!!!!! WOOOOOOOOOOO!!!!!! YIPEEE EEEEE!!!! WHHOOAAA!!!! FANTASTIC, SUPERB GAME! WOW! But why did you guys ONLY give it 94%???

Colin McCutcheon, via email

DM: Okay, we've been told...

> Keep doing what your doing Dreamcasts rule!

ryan caddick

DM: They do indeed!

> I suppose this question has been asked b4 but I wanted to know if there was a Mouse coming out for the Dreamcast and if so then when will it be out in the shops. Thanx Warren Hobson

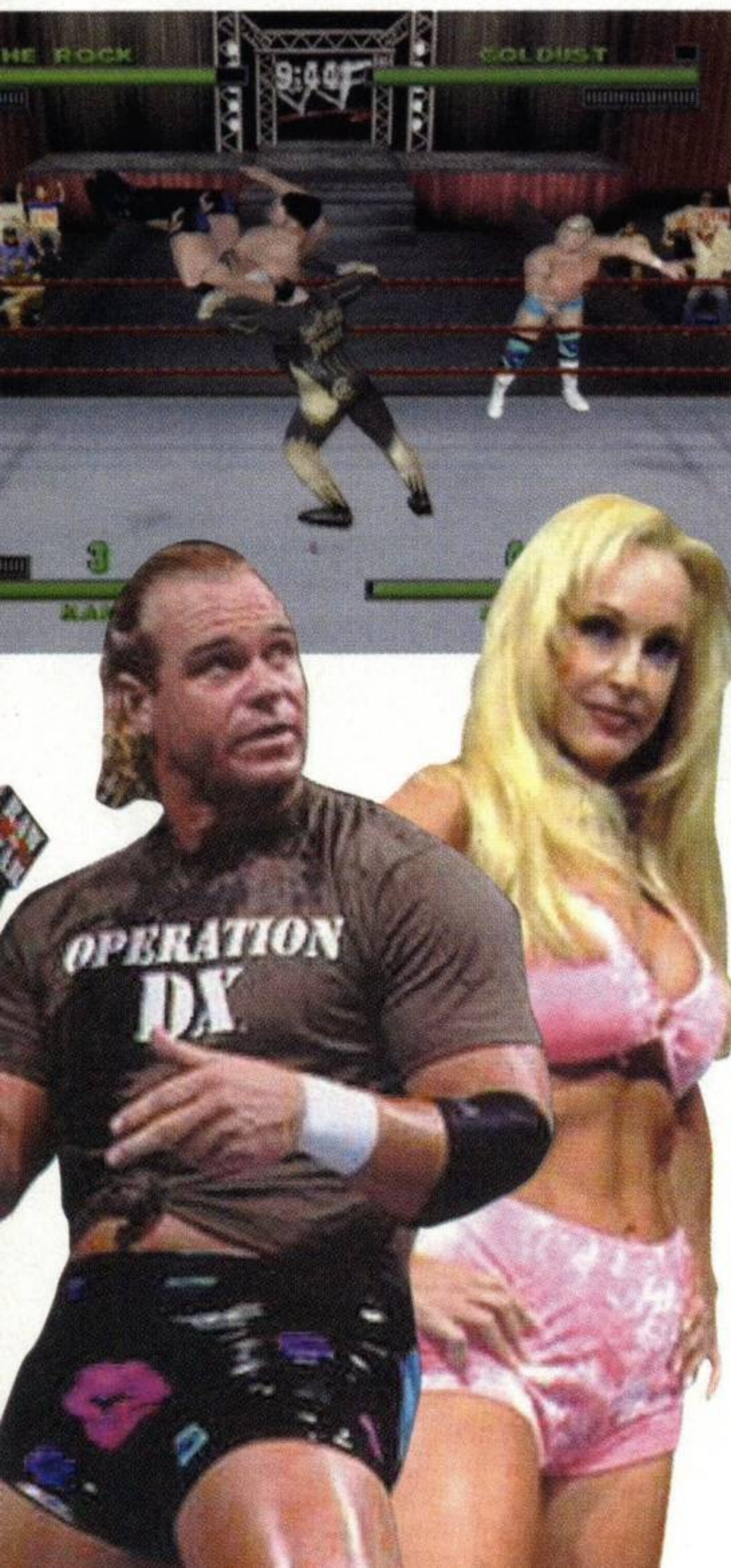
DM: Yes, and hopefully in time for *Quake 3* and *Half-Life*!

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 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, not 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 remaining 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 *ISS* 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: *ISS* 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 just about every other top Dreamcast game - you'd better start saving...



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!

FREE!



Dream Pad
For Every Reader Review



Here you go again... a whole raft of your very own reviews only now, for every review that we print, the scribe gets a prize (see below for details).

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

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

contact

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

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

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



Resident Evil Code: Veronica

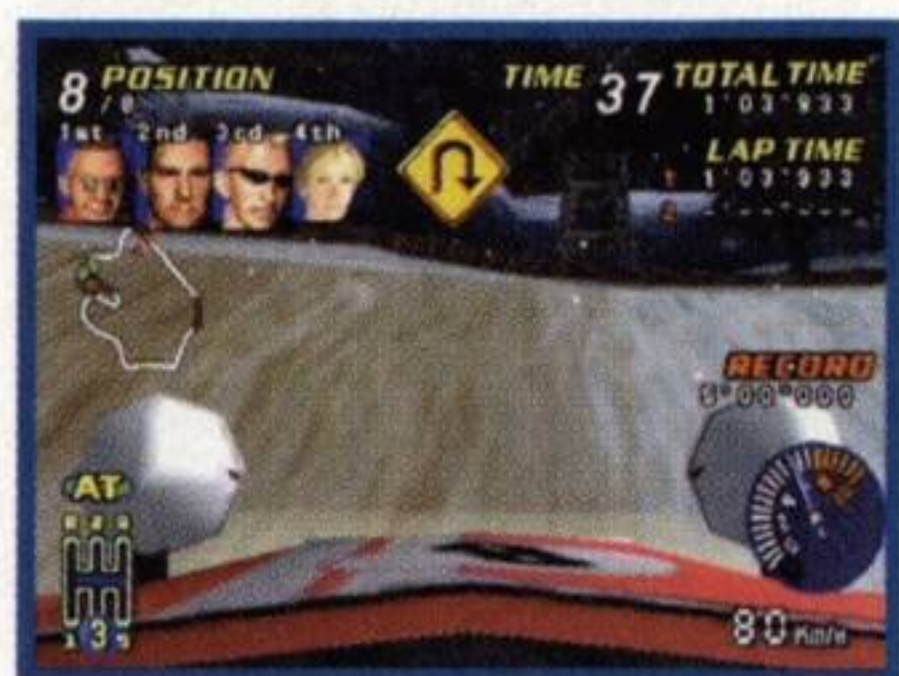
Publisher	Eidos
Developer	Capcom
Origin	Japan
Genre	Survival Horror
Reviewed by	James Smith



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!

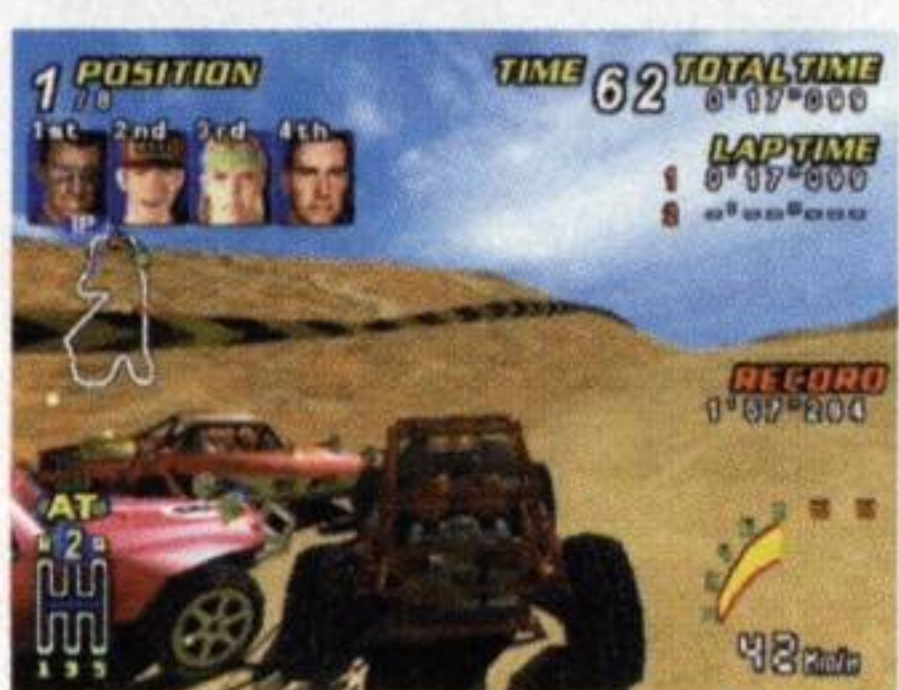


Overall 96%



Buggy Heat

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



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.



Overall 86%



Sega Bass Fishing

Publisher	Sega
Developer	In-house
Origin	Japan
Genre	Sports
Reviewed by	Mark Kiely



After months of delays, *Sega Bass Fishing* finally arrived on the shelves 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.



Overall 90%



Resident Evil Code: Veronica

Publisher	Eidos
Developer	Capcom
Origin	Japan
Genre	Survival horror
Reviewed by	Gornall Bell



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 playing on 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!



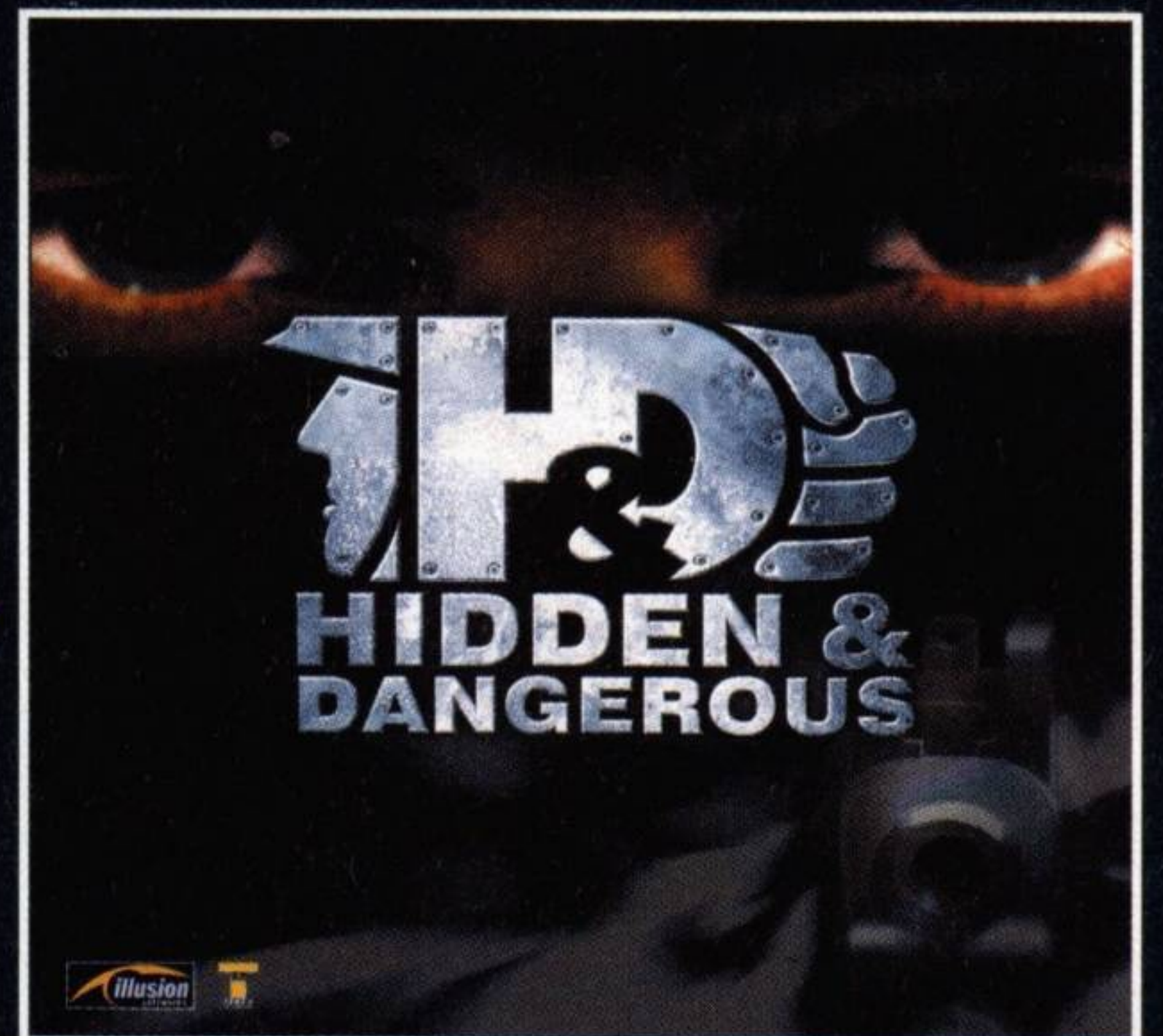
Overall 95%

SAW THE 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



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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...

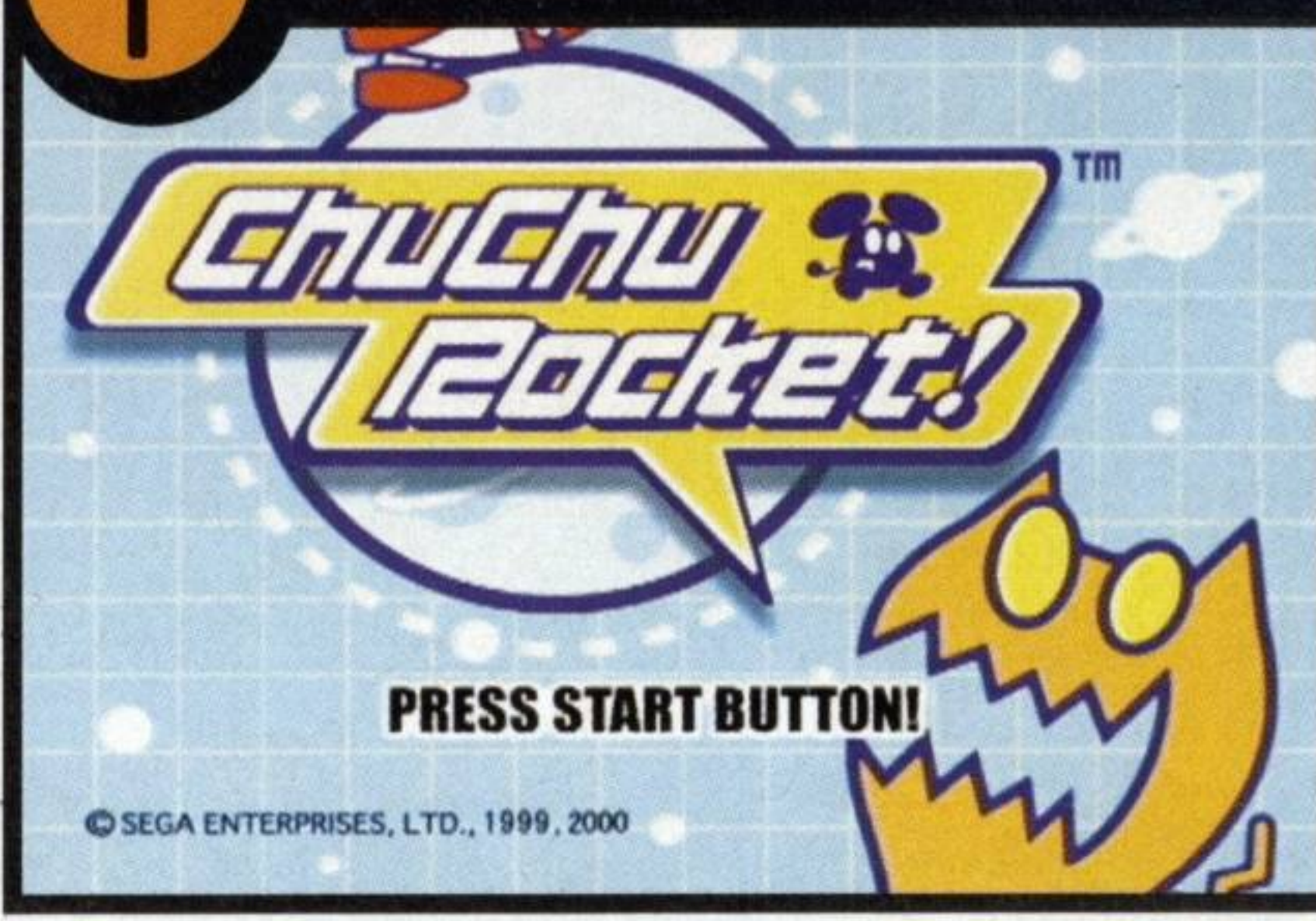
How To Chu Chu

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.

Chu Chu For

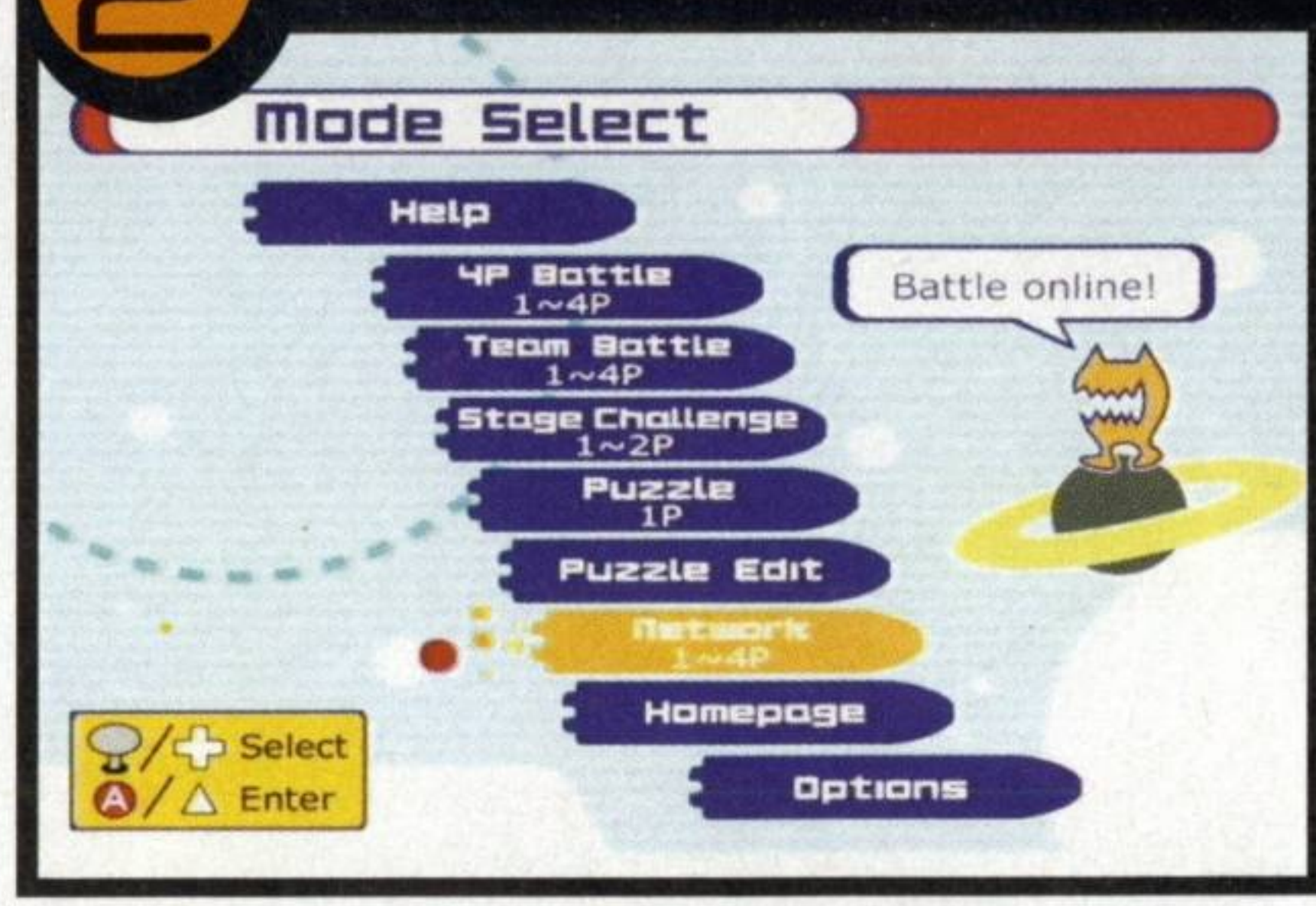
one
1

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



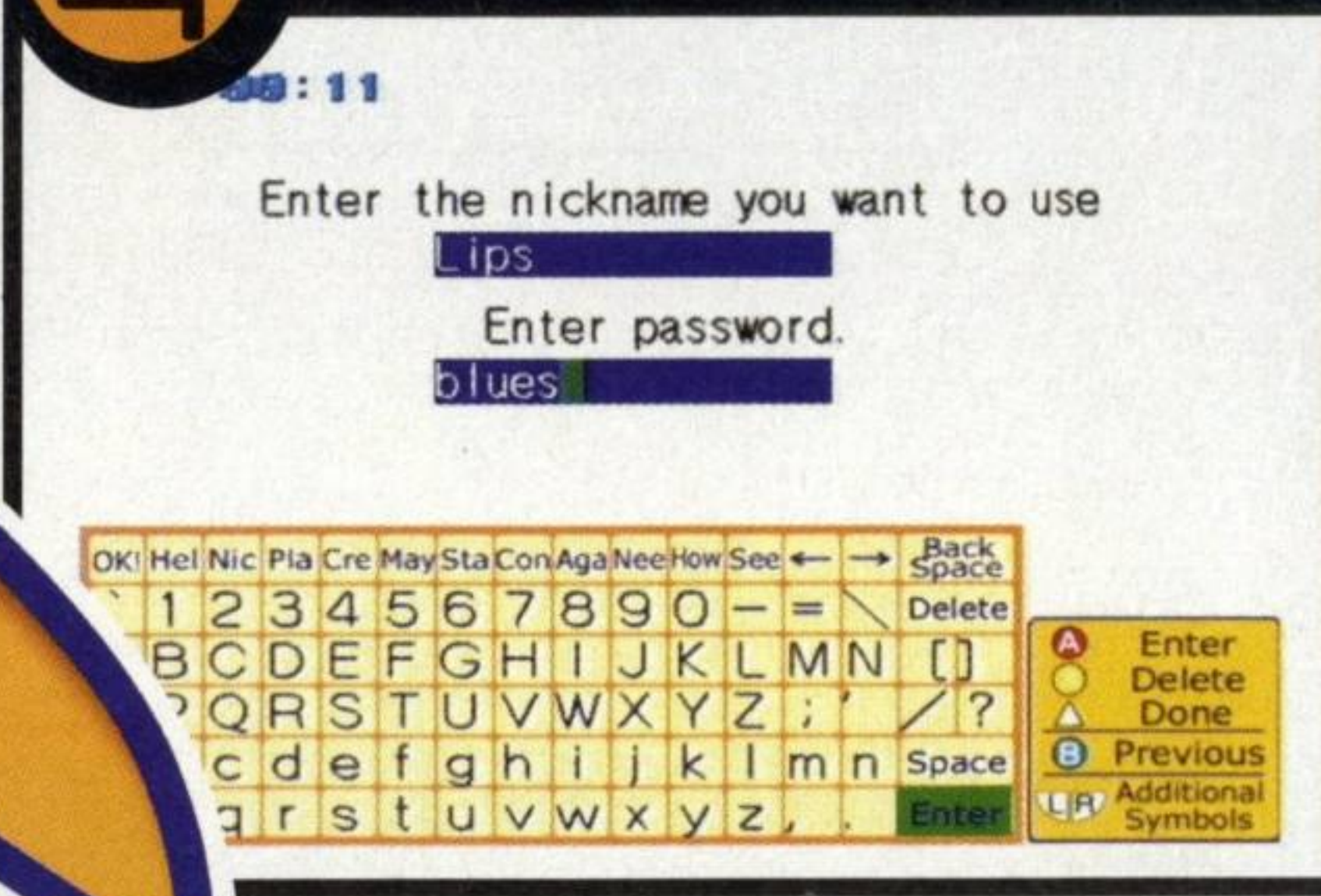
two
2

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
4

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.



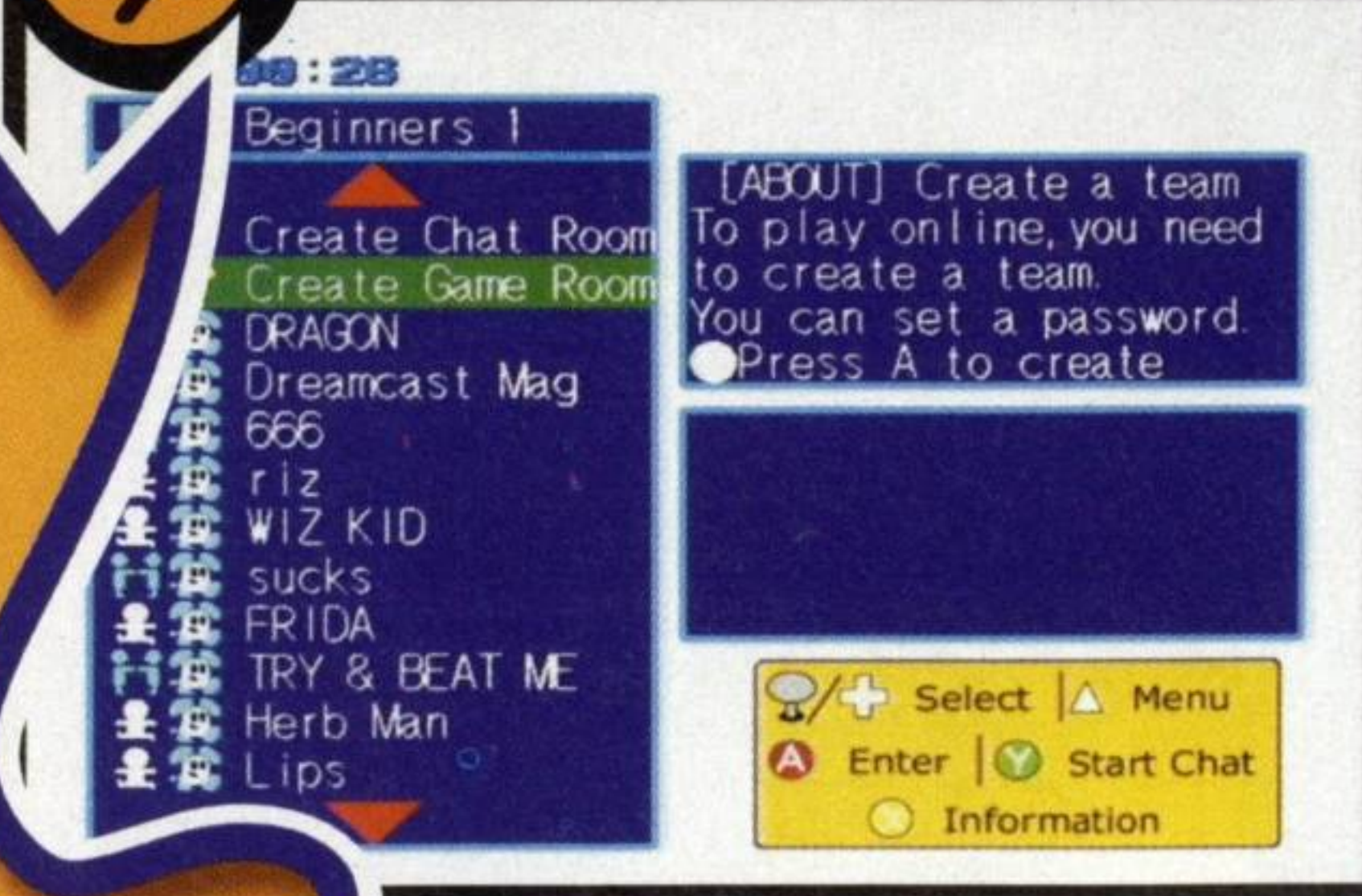
five
5

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.



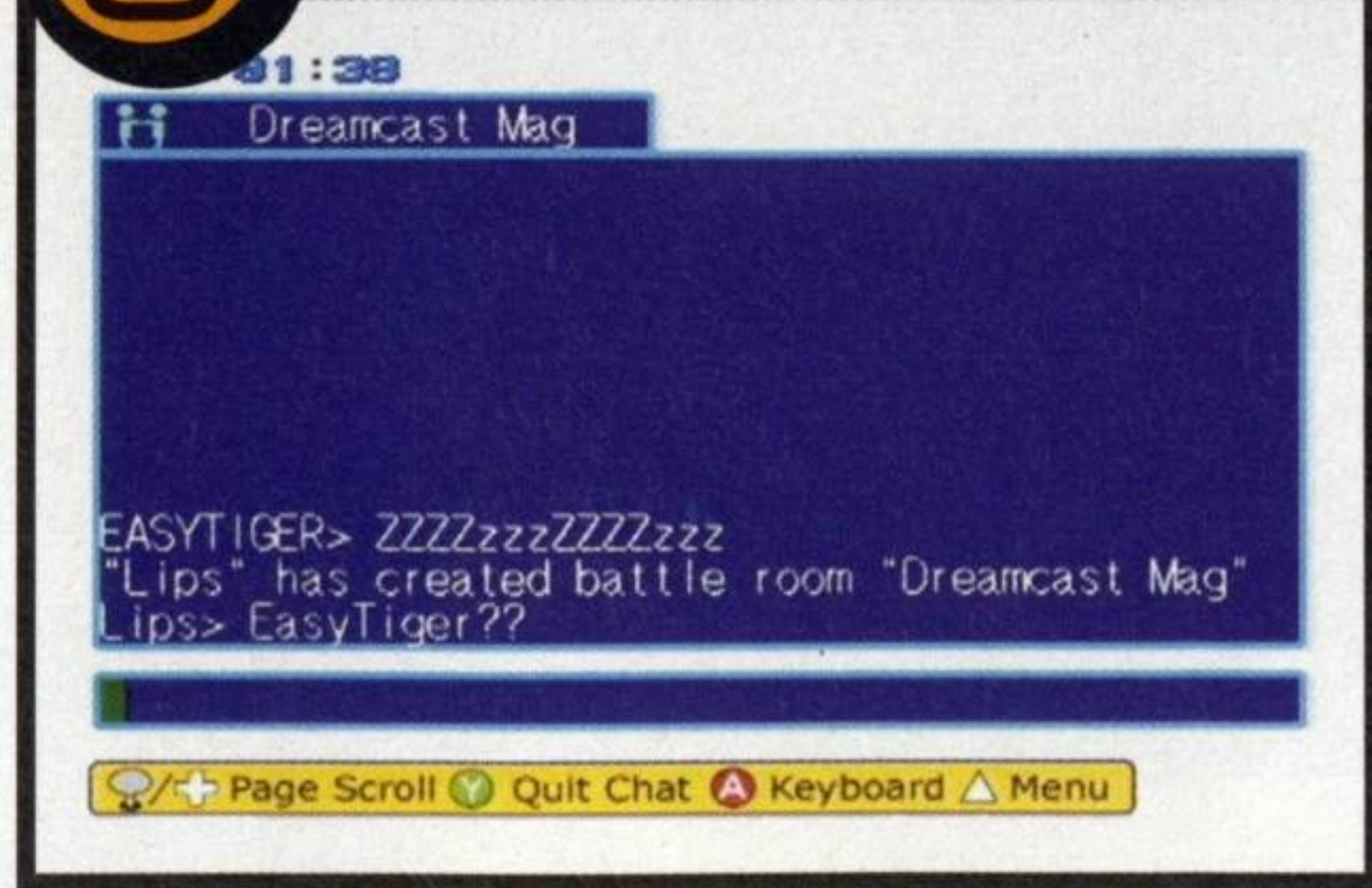
seven
7

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.

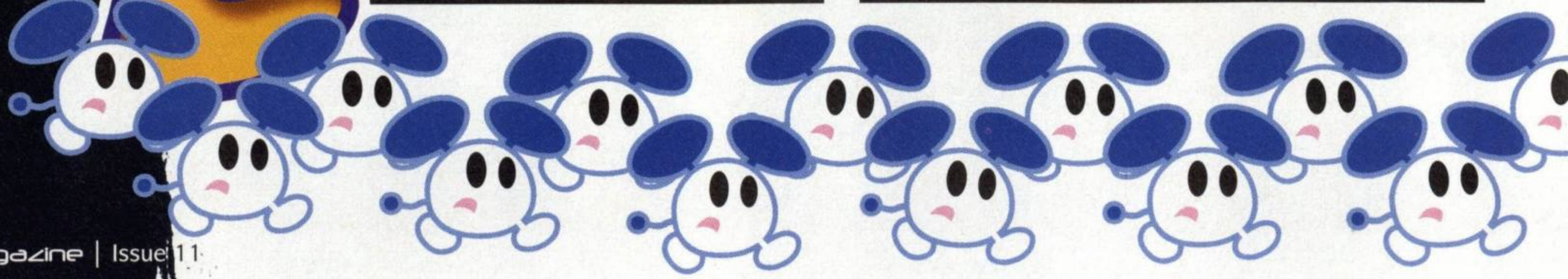


eight
8

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!



2:14



This Is Only The Beginning...

> *Chu Chu Rocket!* is just the start of the online revolution. Over the coming months it's going to get a whole lot more exciting for Dreamcasters. Here are just a few of the top games we'll be playing...



You!

three
3

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.

Dialing...

six
6

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

08:57

Server English50

Top News
Info Room
Quick Battle
Beginners 1
Beginners 2
Beginners 3
Beginners 4
Beginners 5
Experts 1
Experts 2
Experts 3
Experts 4

[ABOUT] Rooms
Rooms contain various teams. You can chat and meet people here, too.
● Press A to enter

Select ▲ Menu
Enter A Start Chat
Information ○

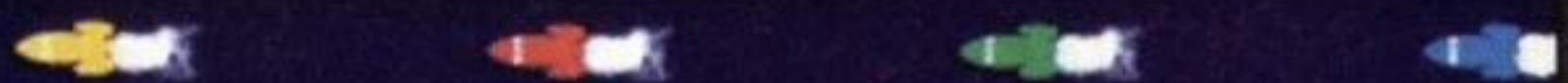
nine
9

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!



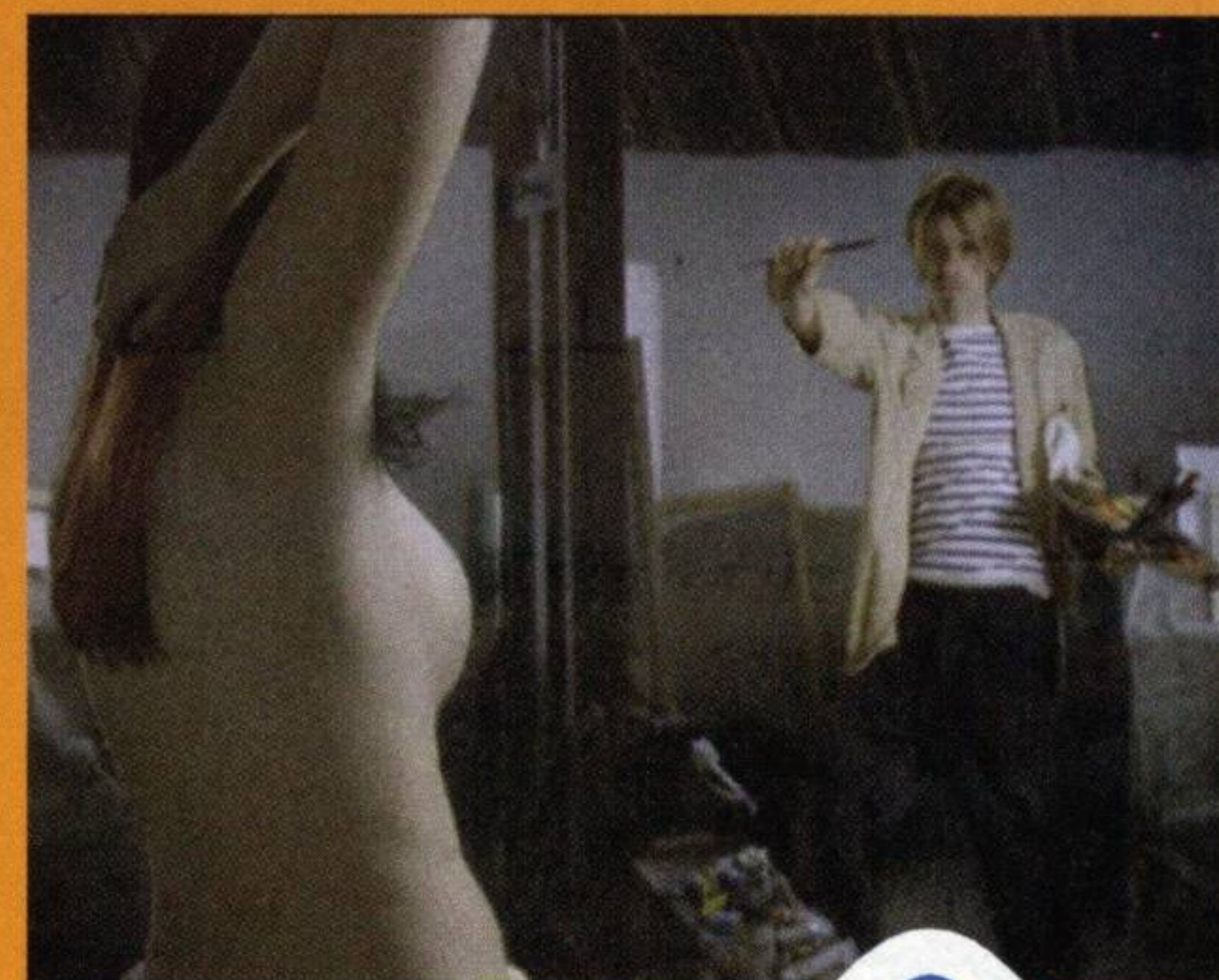
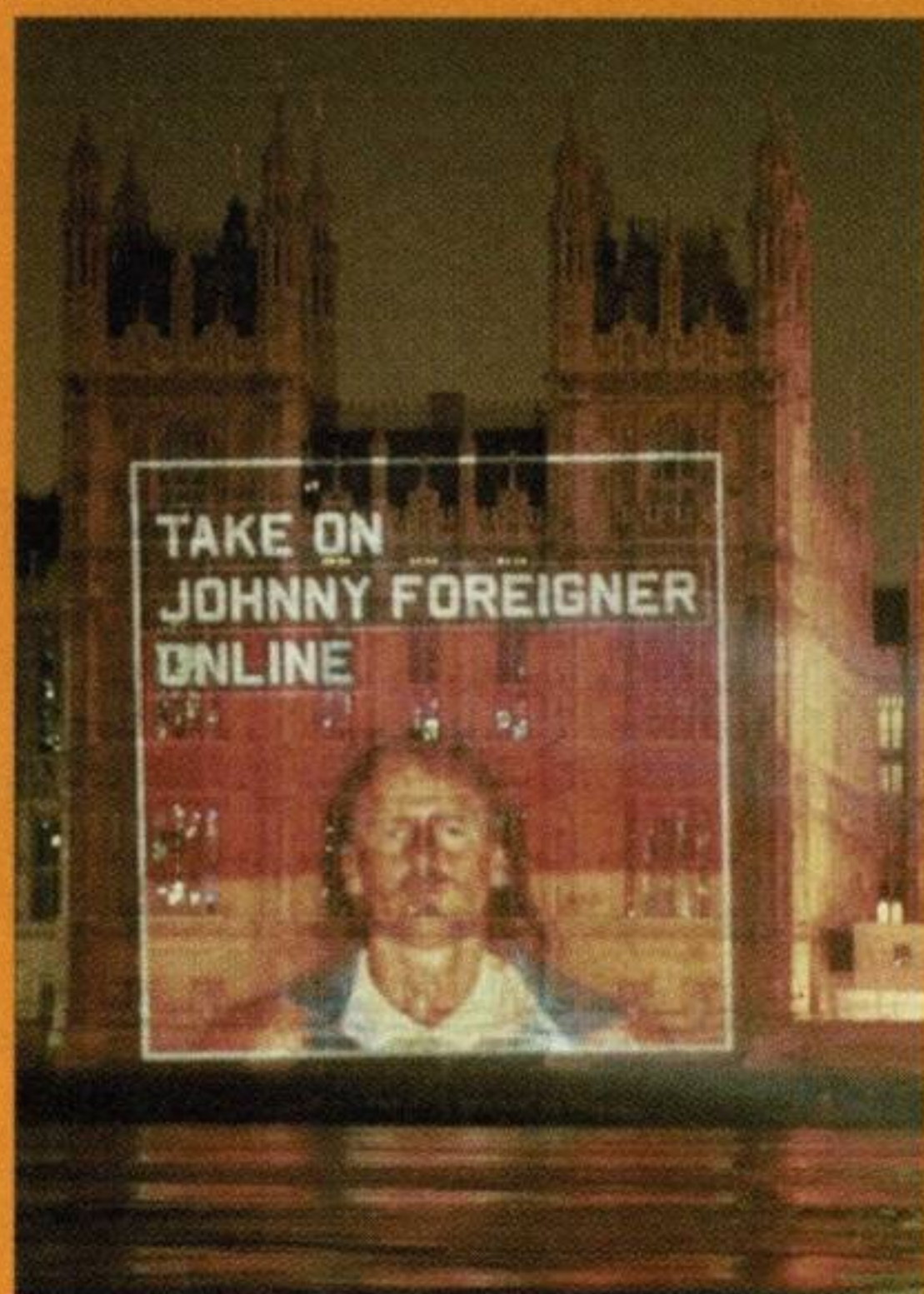
●●●● Your rocket color ●●●●
BLUE

●●●● 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.

L Left Shoulder Button

Home	Will take you back to the main DreamArena page.
Bookmark	A directory of Web sites including other Sega sites, BT, ICL and Arsenal FC, which you can highlight and then access without having to type out the address.
Jump	The way to get around on the Internet. A keyboard will appear on the screen and you can surf the Web by entering whatever Web site you fancy visiting.
Mail	Will take you to the email facility so that you can send letters to friends.
Chat	Takes you to the chat room menu in the DreamArena.
Options	Allows you to change various settings, including sound and contrasts, on your screen.
Disconnect	Will disconnect you from the Internet.

R Right Shoulder Button

Back	Will take you to the page that you were at previously.
Forward	Will take you to the page that you've just come from if you've just left it.
Reload	Reloads the page that you're on.
Cancel	Cancels a previous instruction.
Add Bookmark	Will add a Web site's address to your bookmark list for future reference.
Zoom	The page will zoom in on an image or text on a page.
File	Takes you to the VM unit menu where you can, in the future, save items.

SITE OF THE MONTH

The Ben & Jerry's Ice Cream UK Site www.benjerry.co.uk

> 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 Moo, 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!



FILM

The Lord Of The Rings

www.lordoftherings.net

> 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

www.x-men.com/home.html

> 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 find the pictures of Rebecca Romin-Stamos as Mystique, you won't be able to turn it off... growl.



Shaft

www.shaft-themovie.com

> 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.



MUSIC

The John Lee Hooker Site

www.johnleehooker.net

> 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

www.muddywaters.com

> 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

www.bbking.com

> 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).



TELEVISION



The Mysterious Cities Of Gold

www.citiesofgold.co.uk

> 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

www.ulysses31.com

> 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!

www.watchedit.com

> 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.



COMEDY



Mr Monkey's Home Page

www.citizenlunchbox.com/monkey

> 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

www.private-eye.co.uk

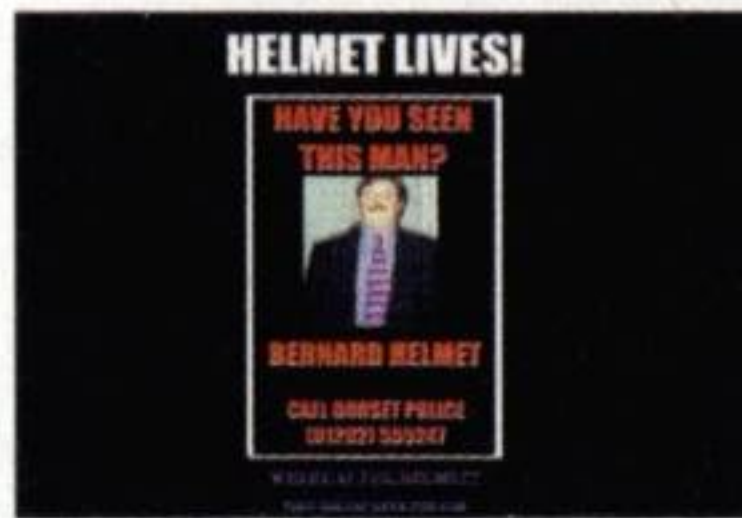
> Okay, so maybe if you don't keep up with current events or consider yourself a commoner, this might be a bit high-brow for you - of course, the rest of us think it's downright hilarious. The online version of the mag has plenty of content to check out if you can't be bothered to go and buy the proper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



Helmet Lives!

www.beatsandbreaks.co.uk/helmet_lives.html

> 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...



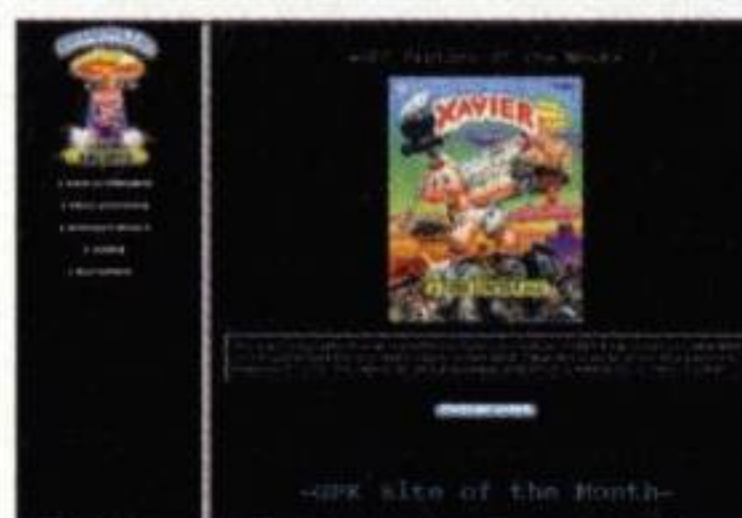
WEIRD STUFF



The Garbage Pail Kids Archive

www.garbagepailkids.com

> 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

www.cat-scan.com

> 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!

www.brain.com/tests

> 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...



Competition

Lick Me Till Ice Cream!

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

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

To thank us for blessing them with such a prestigious award, those lovely people at Ben & Jerry's have offered to let us give away a stack of prizes to ten readers. We've got a pile of Ben & Jerry's goodies, each containing a cool T-shirt, a fridge magnet, two window stickers, 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 Simon... put them down).

Stand a chance of taking home one of these amazing prize packs, all you need to do is answer a very simple question:

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

- Phish Food
- Chubby Hubby
- Cherry Garcia
- Tuna Bhoona
- Chunky Monkey



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

I Want An Ice Cream Headache

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

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

Stuck On A Dreamcast Game?

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

09006 4666 4492

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



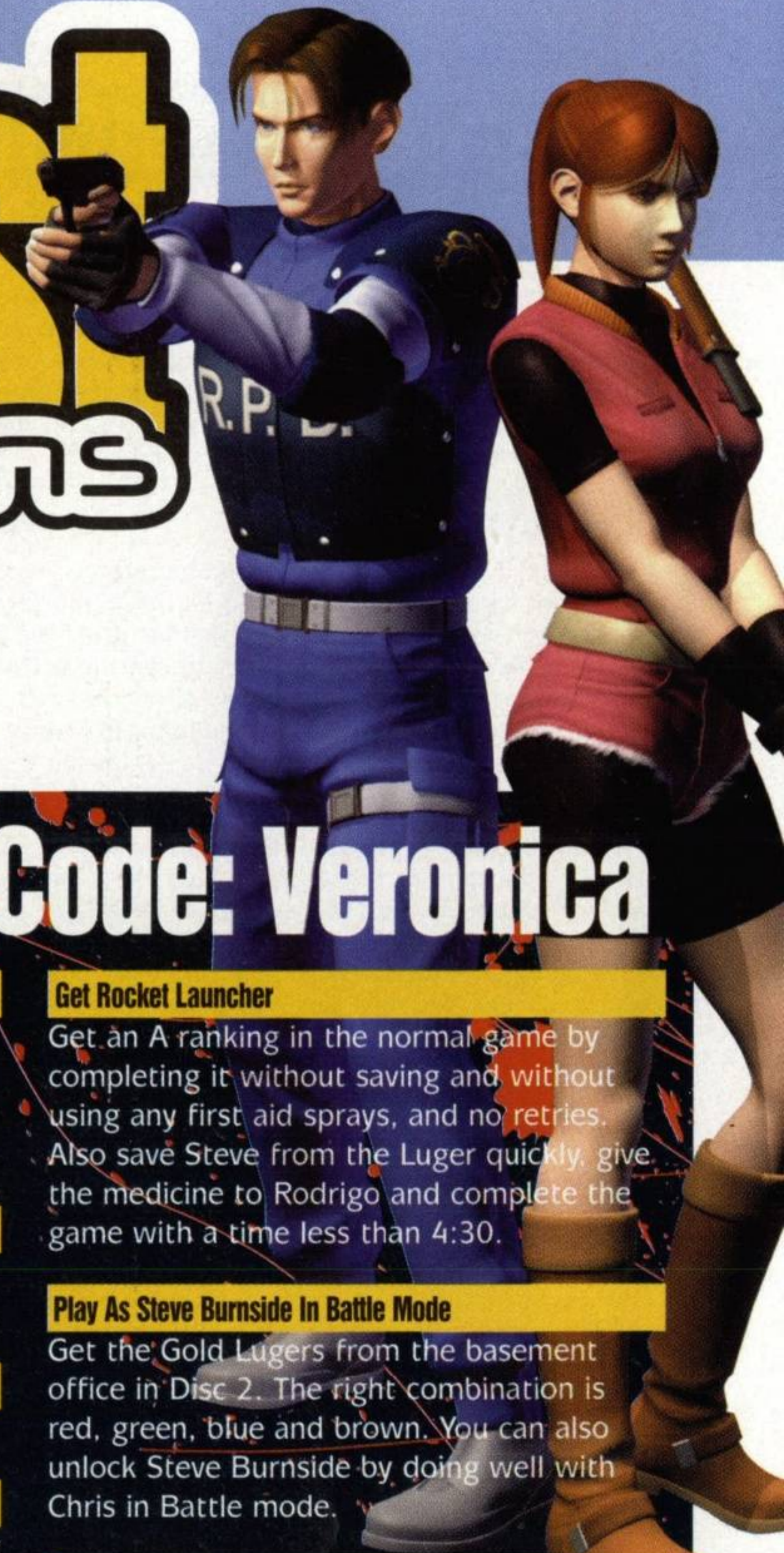
Please note: DREAMCAST MAGAZINE cannot be held responsible for the content of any of these Web sites. The views expressed on these web sites are of the relevant authors and NOT of the staff of DREAMCAST MAGAZINE or Paragon Publishing.

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

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

Dreamcast Solutions

Hints, Tips, Cheats and Guides



It's the invaluable cheats section where month after month we collate the best hints and tips to make gaming even more fun!



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

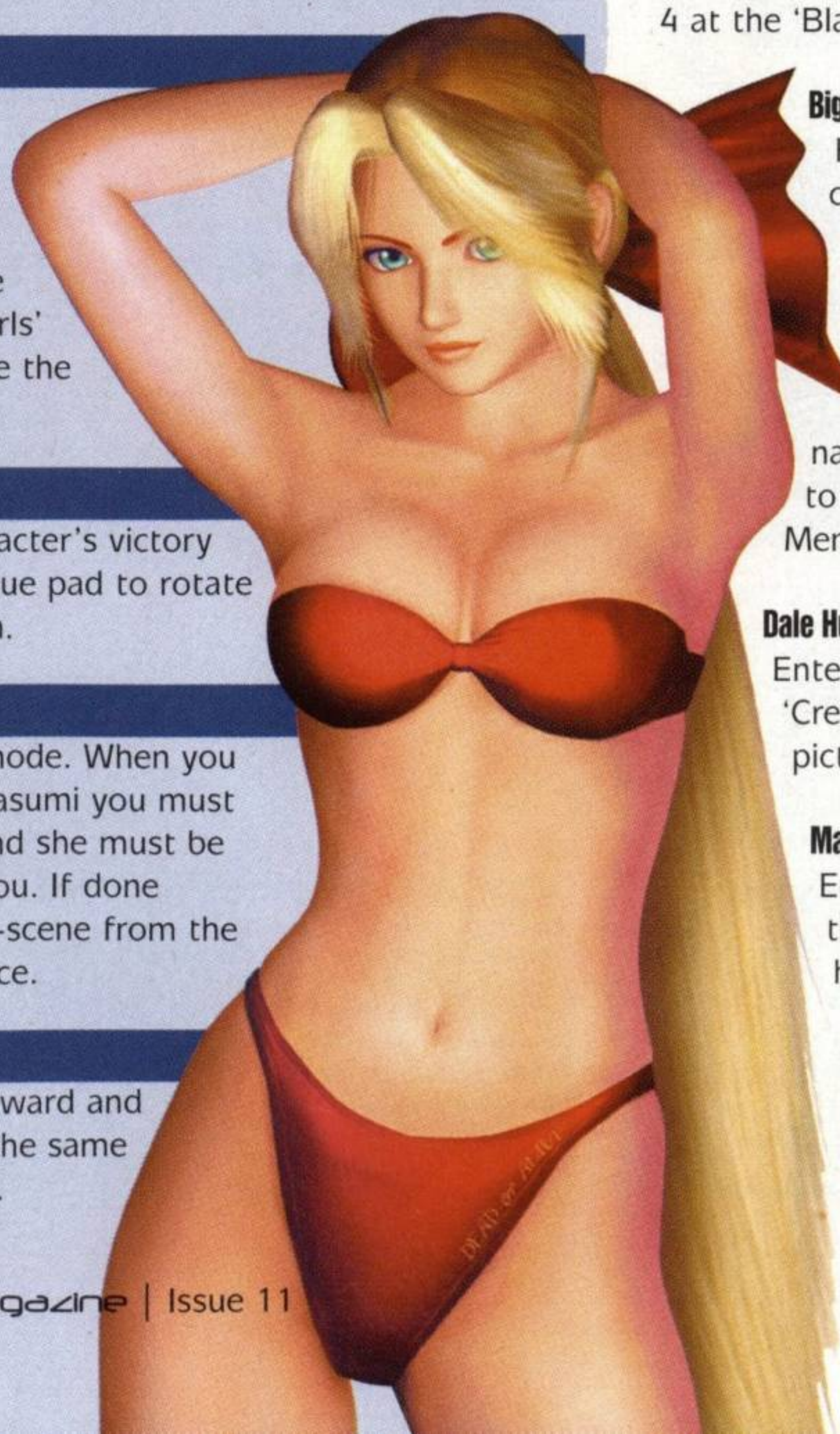
Hold B during your character's victory pose and use the analogue pad to rotate the camera around them.

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.



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 Steve Burnside In Battle Mode

Get the Gold Lugers 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.

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 B, A, B, Y on controller 4 at the 'Black Box' logo. If done correctly the words 'Oh Black Box Baby' will be spoken.

Wayne Gretzkey Message

Enter 'Wayne Gretzkey' 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

Lose the Cowdays race without collecting any health pick-ups.

Race As Big Gay Al

Win the Pink Lemonade race.

Race As Cartman Cop

Hit Chicken Lover five times with the salty balls 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 millennium key.

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 on 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 lemonades without letting anyone else get to a 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 Phillip 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 Broflovski

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 wood bridge in the Memorial Day race.



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.

Classic Cheats

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 x4, Left x2, Up x4, Right, Left, Down x4, Right x2, Up x4, Left x2, Down x4, Right, Down. Lilith will then appear below 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 x2, 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 x4, Right x2, Left x2, Down x4, Right x2, Up x2, Left x2, Down x2, Right x2, Up x5. Gold War Machine will then appear above 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 x4, Right x2, Left x2, Down x2, Right x2, Down x2, Left x2, Up x2, Right x2, Up x2, Left x2, Down x5. Shadow Lady will then appear for selection below Gambit.

Play as Red Venom

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

Play as Evil Ryu

To play as the Evil 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 Rad 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

Pause the game, then hold Y and press X.

Select A Special Partner

To select your special partner before the Special Partner screen appears, hold the corresponding buttons and your special partner will be chosen.

Unknown Soldier Hold Start + Weak Punch

Lou Hold Start + Medium Punch

Arthur Hold Start + Weak Punch + Medium Punch

Saki Hold Start + High Punch

Ton-PooH Hold Start + Weak Punch + High Punch

Devilot Hold Start + Medium Punch

Anita Hold Start + Weak Punch + Medium Punch + High Punch

Pure and Fur Hold Start + Weak Kick

Michelle Heart Hold Start + Weak Punch + Weak Kick

Mighty Thor Hold Start + Weak Kick + Medium Punch

Cyclops Hold Start + Weak Punch + Weak Kick + Medium Punch

Magneto Hold Start + Weak Kick + High Punch

Storm Hold Start + Weak Punch + Weak Kick + High Punch

Jubilee Hold Start + Weak Kick + Medium Punch + High Punch

Rogue Hold Start + Weak Punch + Weak Kick + Medium Punch + High Punch

Psylocke Hold Start + Medium Kick

Juggernaut Hold Start + Weak Punch + Medium Kick

Iceman Hold Start + Medium Punch + Medium Kick

Colossus Hold Start + Weak Punch + Medium Punch + Medium Kick

US Agent Hold Start + High Punch + Medium Kick

Shadow Hold Start + Weak Punch + Medium Kick + High Punch

Sentinel Hold Start + Medium Punch + Medium Kick + High Punch

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, England, Germany and Argentina in that order. If this is done correctly the FC Sega team will appear in the corner of the screen.

Change Uniforms

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

Access Bonus teams

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

Questions and Answers

All your gaming problems are sorted out by our very own games experts – we are here to help you!

Back once again by popular demand, our gaming chimps are here to answer any questions you might have about your favourite games. Whether you're stuck on a stage, having problems beating a boss or just want us to slip you a couple of cheats on the sly, this is the place to be...

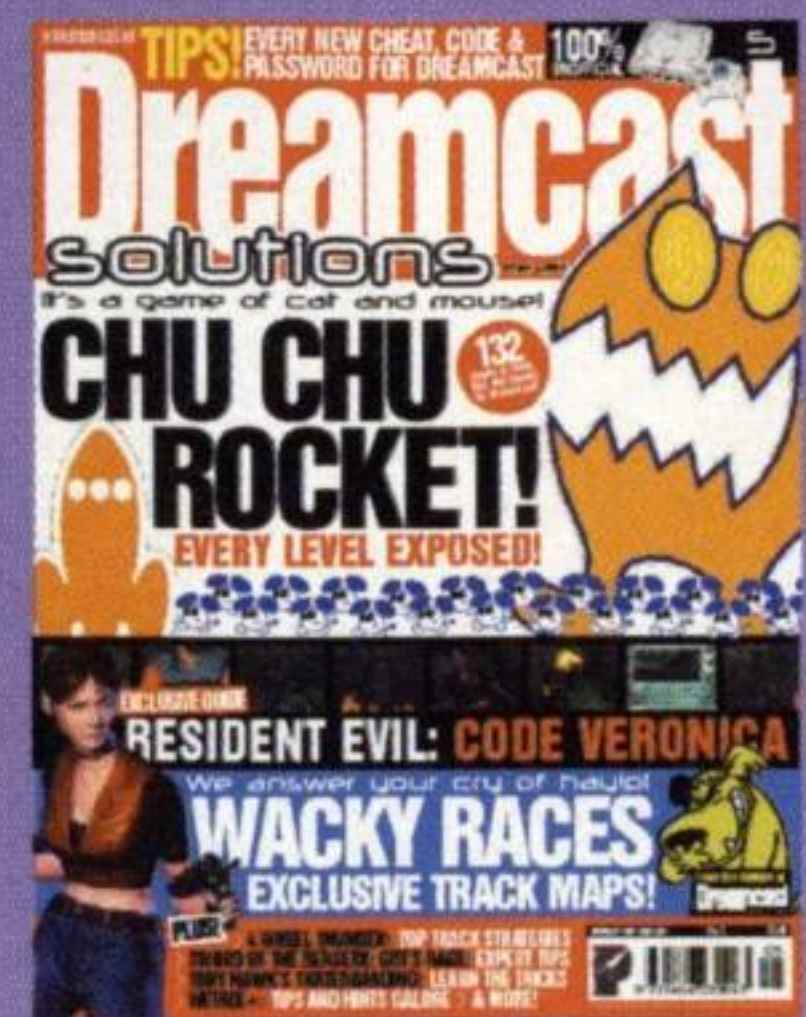
If there's anything you want help with (to do with games, obviously) then don't be shy – write, email or fax us with your quandaries to the address supplied below. We'll do our level best to help you out but we can't enter into personal correspondence – sorry.

Contact

Getting help couldn't be simpler. We accept letters, emails, faxes, even pigeons!

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

Alternatively...
 E-mail: dreamcast@paragon.co.uk
 Fax: 01202 299955
 Web site: www.dream-cast.net



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, you do. 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!* and it's driving me mad. 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, X, Y, X to make Kurt lose his suit.

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

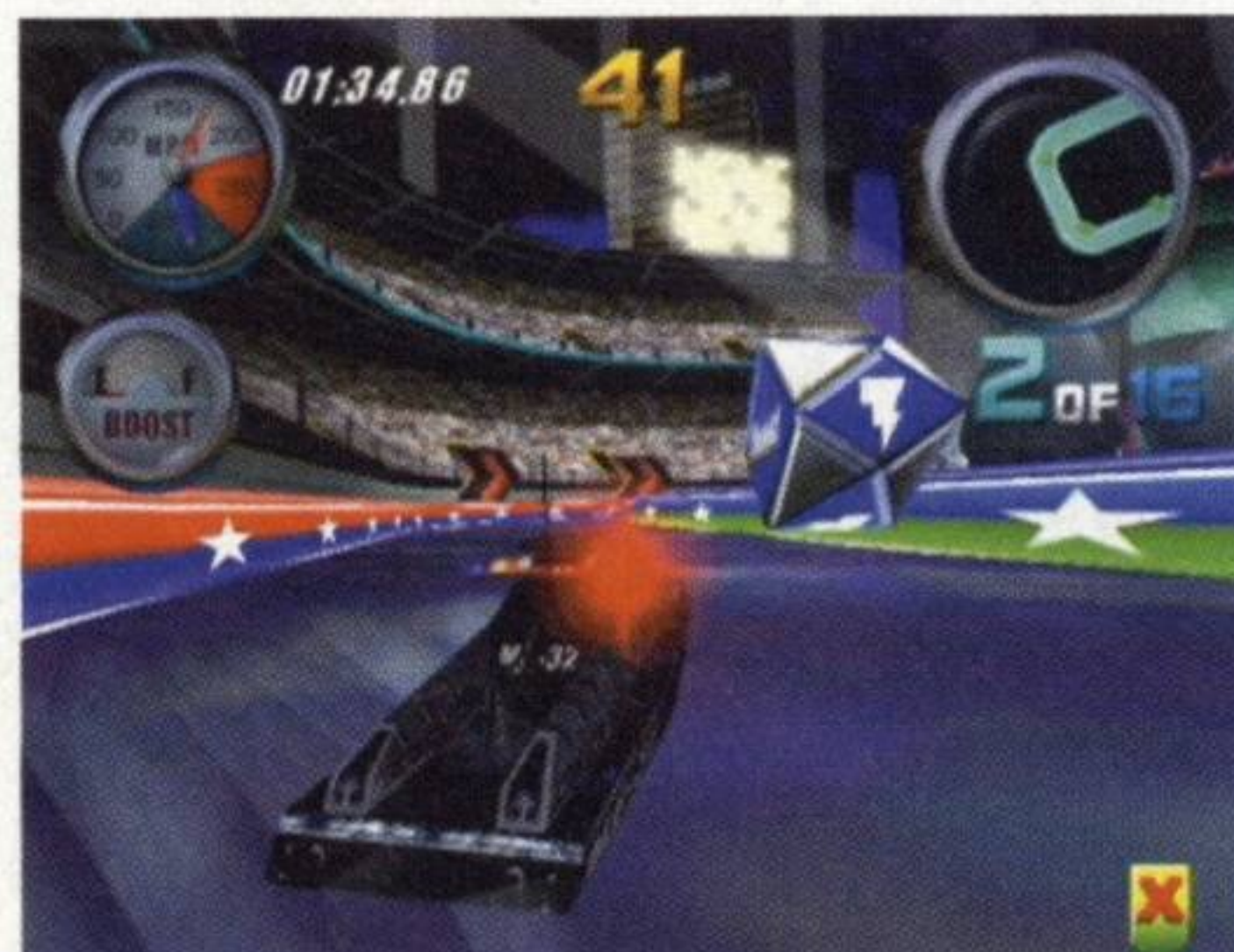
Slow Motion Max: Hold R and press Up four times on the D-pad to slow the whole game... right... down.

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.

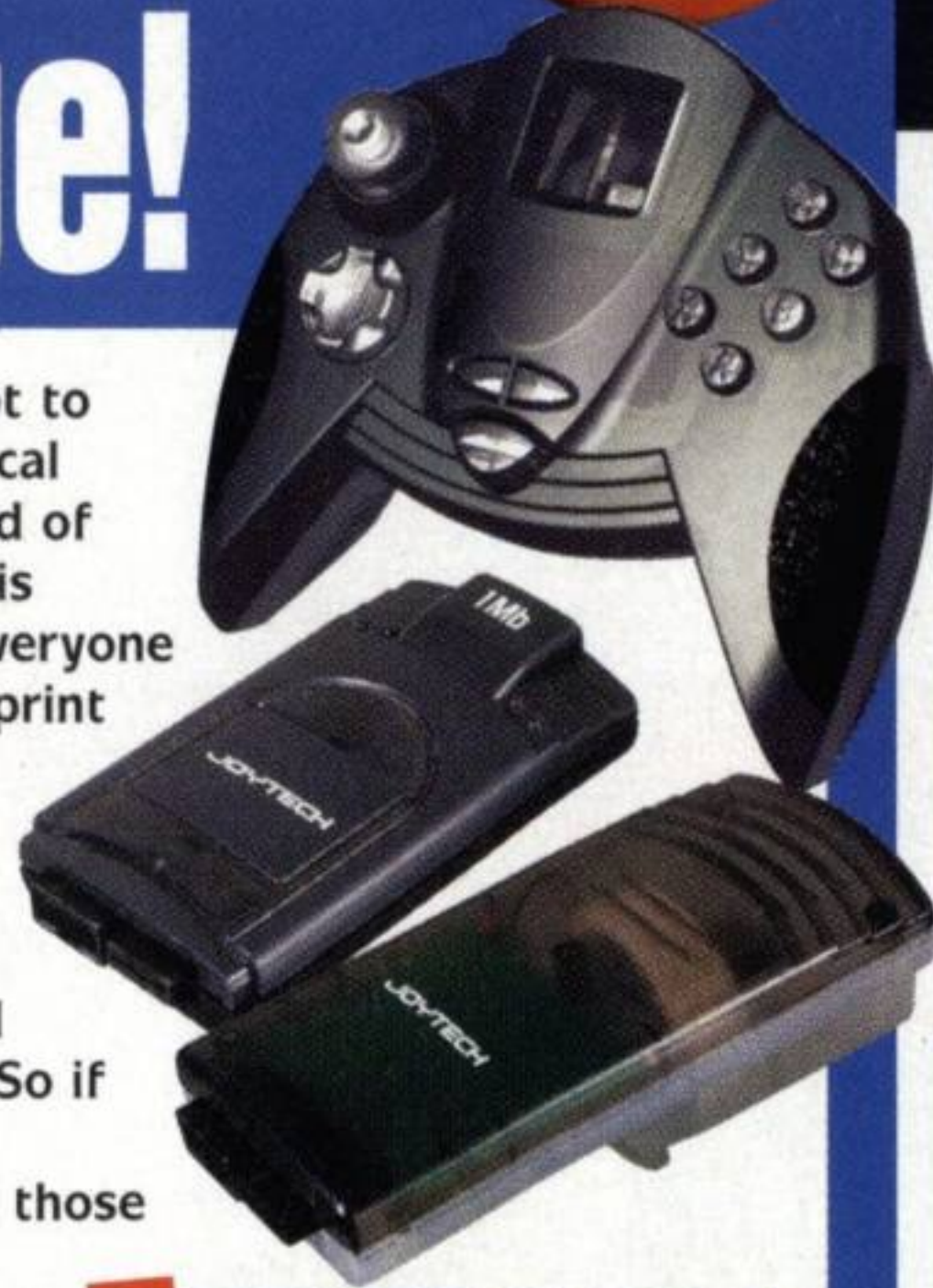


IT'S THE 'Beat Mathers' Challenge!

WIN!
Fantastic
Joytech
Goodies!

> 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 Jolt 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)

1 RESULT 48 CUSTOMERS

TOTAL EARNED
\$ 16,009.09

2. Soul Calibur

Fastest Complete Time - 03'42"33
(Time Attack, Normal Difficulty)



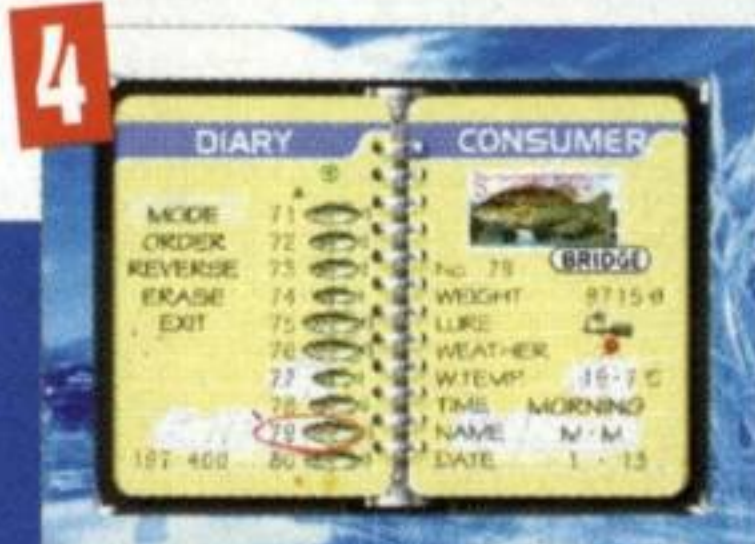
3. Tony Hawk's Skateboarding

Record Score - 70,607 pts
(Downhill Jam Stage, Single 2min Session)



4. Sega Bass Fishing

Biggest Fish Caught - 9715kg
(Consumer Mode, Normal Difficulty)



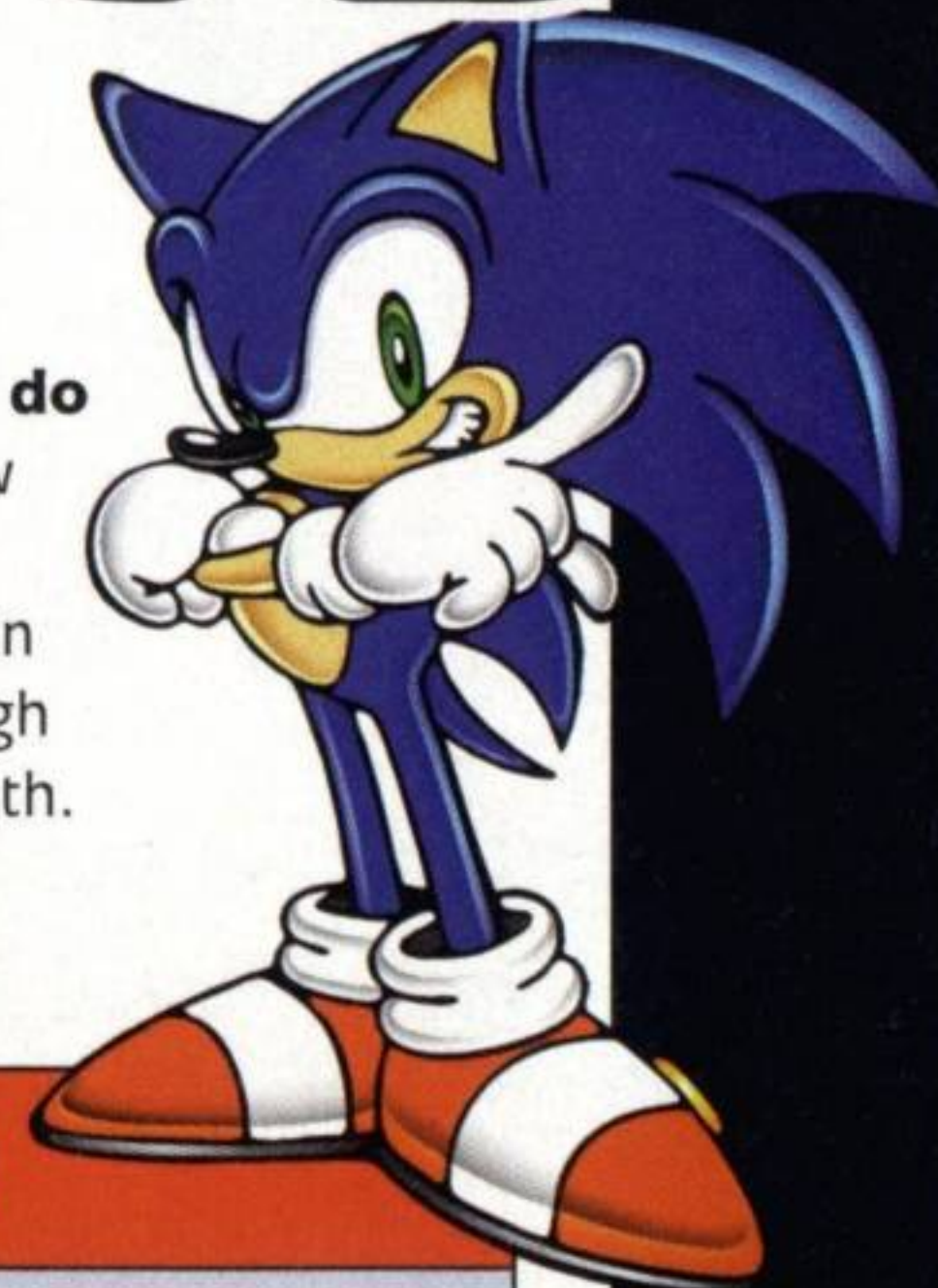
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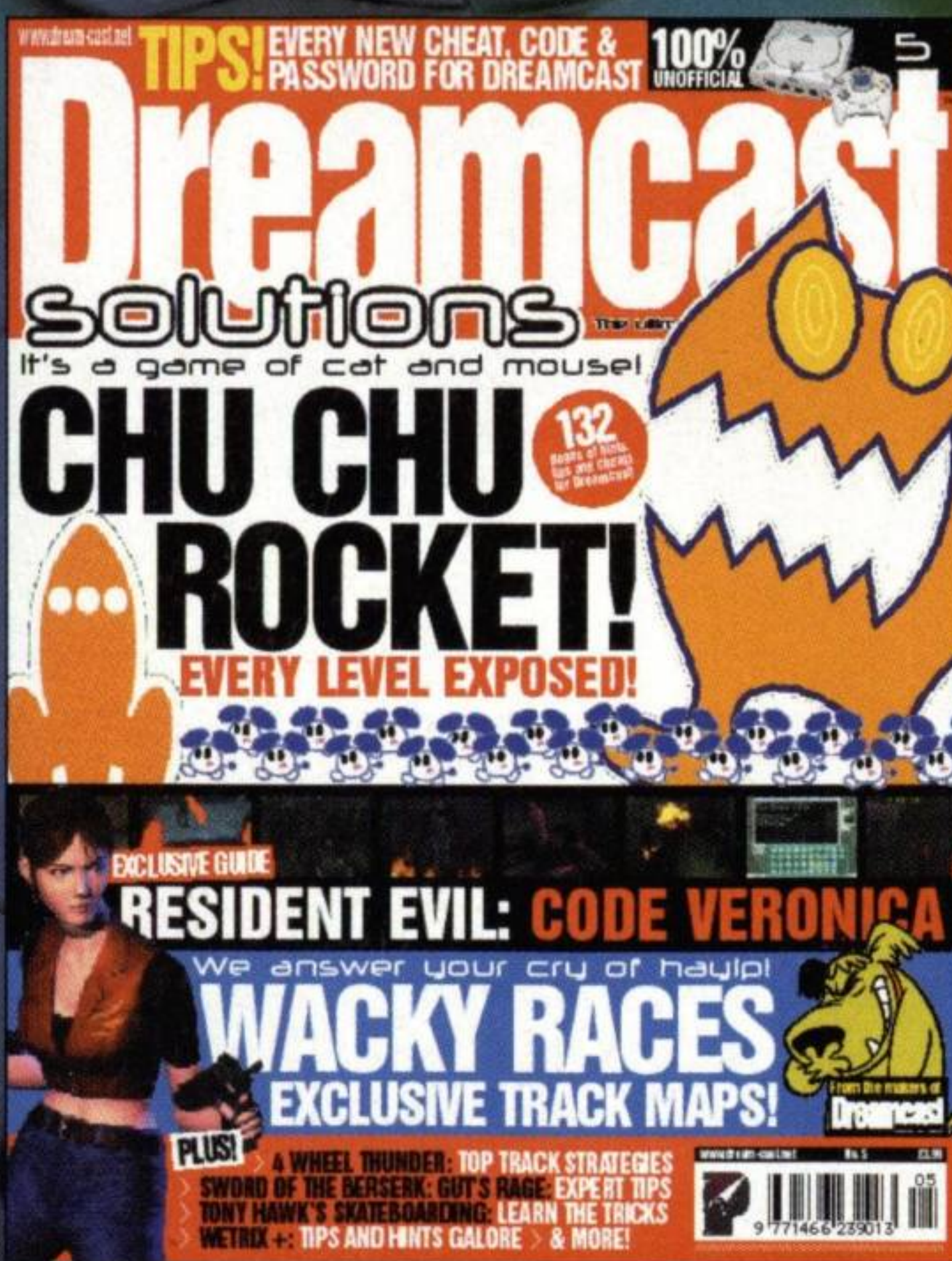
efforts and weed out all the fakes, then print them in a forthcoming issue of DREAMCAST MAGAZINE!

The address is...
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> Note: If you want your photographs or video back please make sure you include a stamped addressed envelope or jiffy bag and we'll return them to you.

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A Bug's Life
Aero Dancing
Aerowings | B
Blue Stinger
Buggy Heat | C
Chaos Adventure
Chu-Chu Rocket
Crazy Taxi
Cueball | D
Dead or Alive 2
Deadly Skies | E
ECW Hardcore Rev.
Expendable | F
Fighting Force 2 | H
Half Life
House of the Dead 2
Hydro Thunder | I
Incoming | J
Jojo's Bizarre Adv. | L
L. of K : Soul Reaver | M
Marvel vs Capcom
Monaco Grand Prix
Mortal Kombat Gold | N
NBA 2K | O
Omikron: Nom.Soul | P
Powerstone | R
Rainbow Six
Rayman 2
Ready to Rumble
Redline Racer
Resident Evil 2
Res. Evil: Code Ver.
Revolt | S
Sega Bass Fishing
Sega Rally 2
Shadowman | T
Tee Off Golf Enter
Tokyo Extreme Racer
Tomb Raider 4
Tony Hawk's
Toy Commander
Trickstyle | U
UEFA Striker | V
Vigilante 8: 2nd Off.
Virtua Striker 2
V-Rally 2 | W
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Resident Evil Code:

essential information >

Resident Evil Code: Veronica



Publisher Eidos Interactive
Developer Capcom
Origin Japan
Genre Adventure

one player vibration pack

visual memory

VM information

Save position Y
 Logo during play Y
 Mini-game N

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?

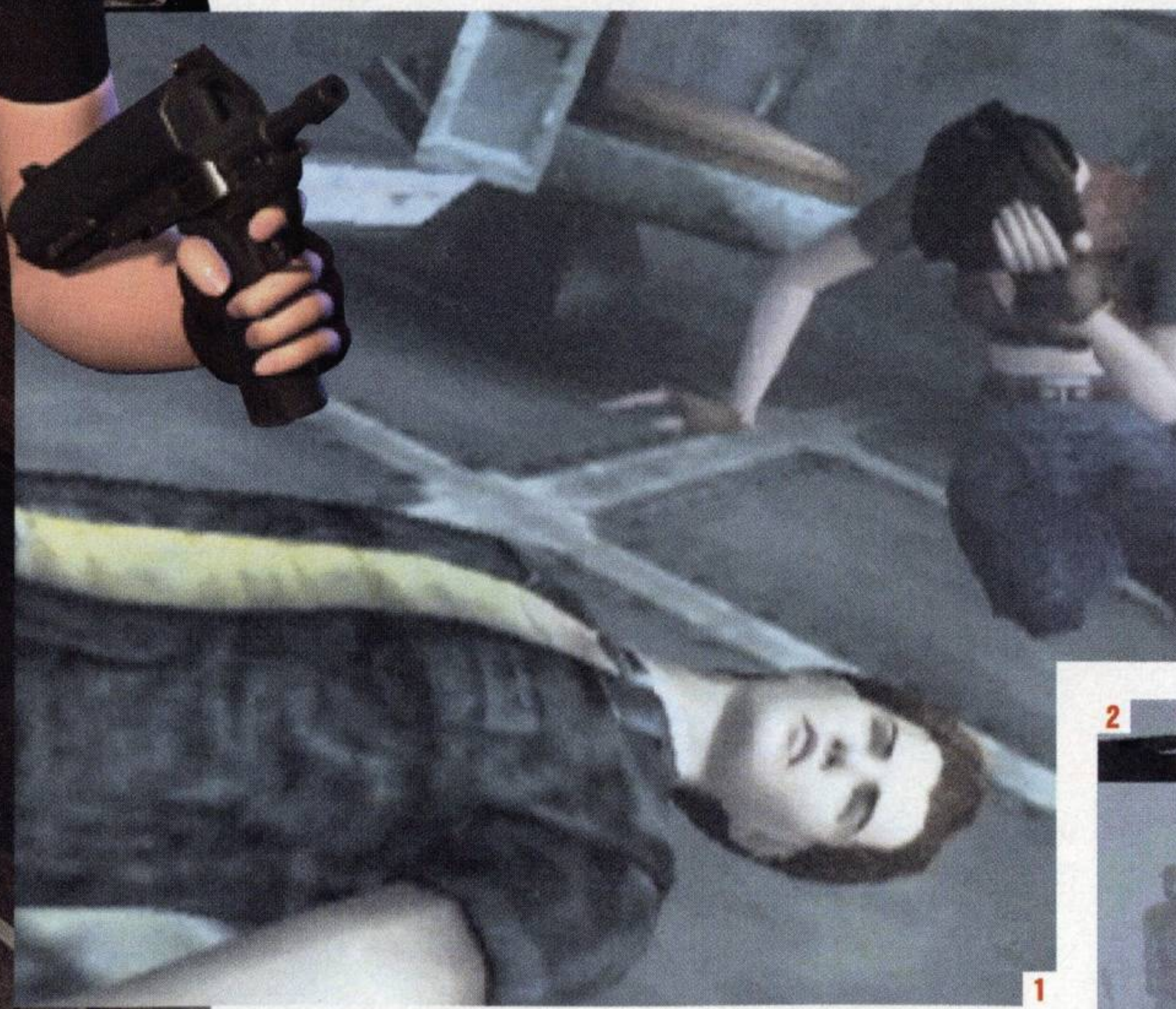
➤ **Well, there's a surprise –** as soon as you try to leave the room, a whole bunch of zombies spring to life and try to eat you. Blow them all away with your Handgun (watch out as there are quite a few of them) and then search the rest of the room to find some more Bullets and a map of the Antarctic 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

CONTROLS

➤ More controls than you can shake a zombified stick at!

-  Move Claire/Chris around
-  Run (with Analogue Stick/D-Pad)
-  Access inventory
-  Action/Shoot weapon
-  Access map
-  Change target (with R)
-  Aim weapon
-  Pause/Unpause
-  Move Claire/Chris around





Veronica

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.

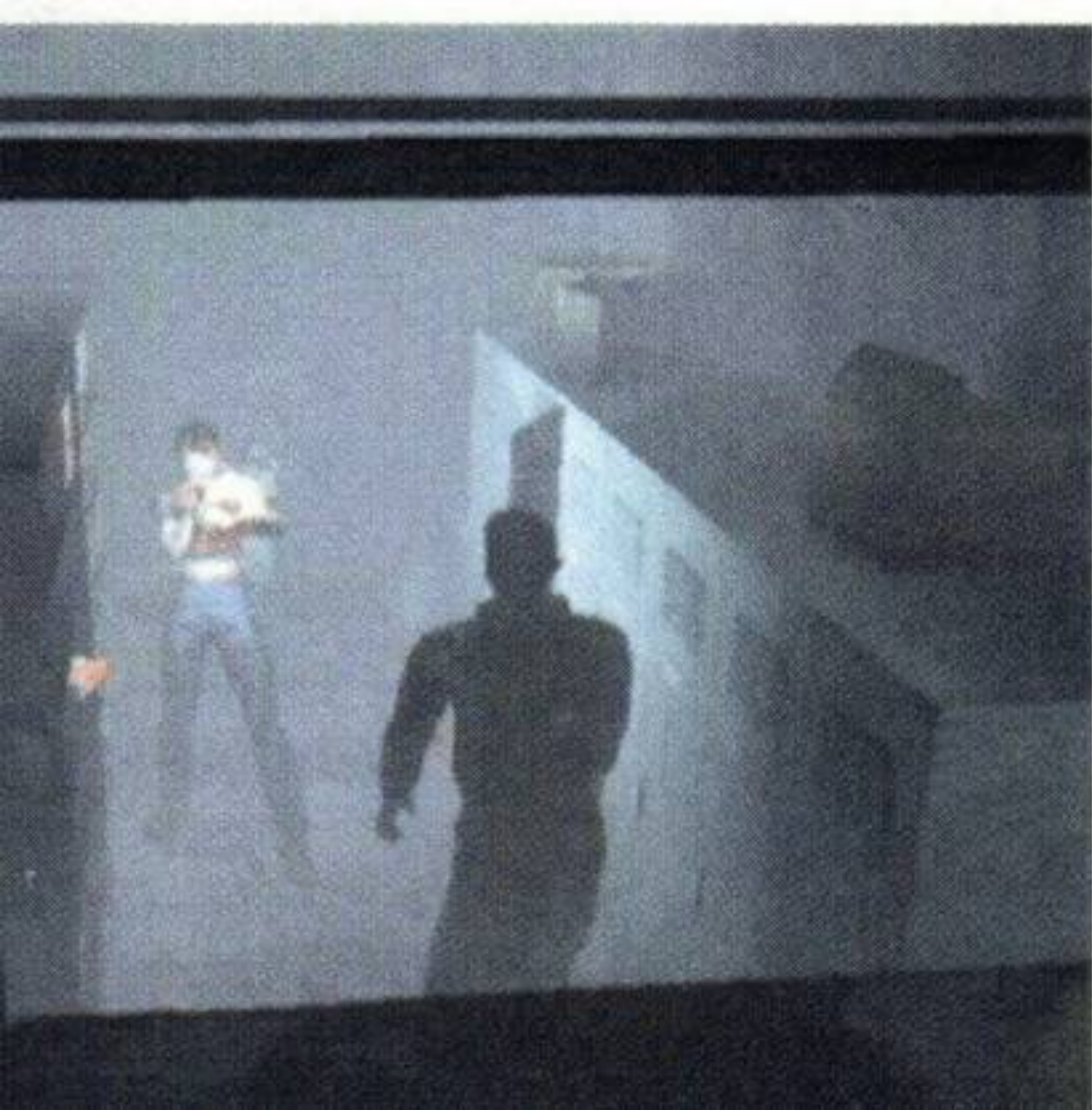
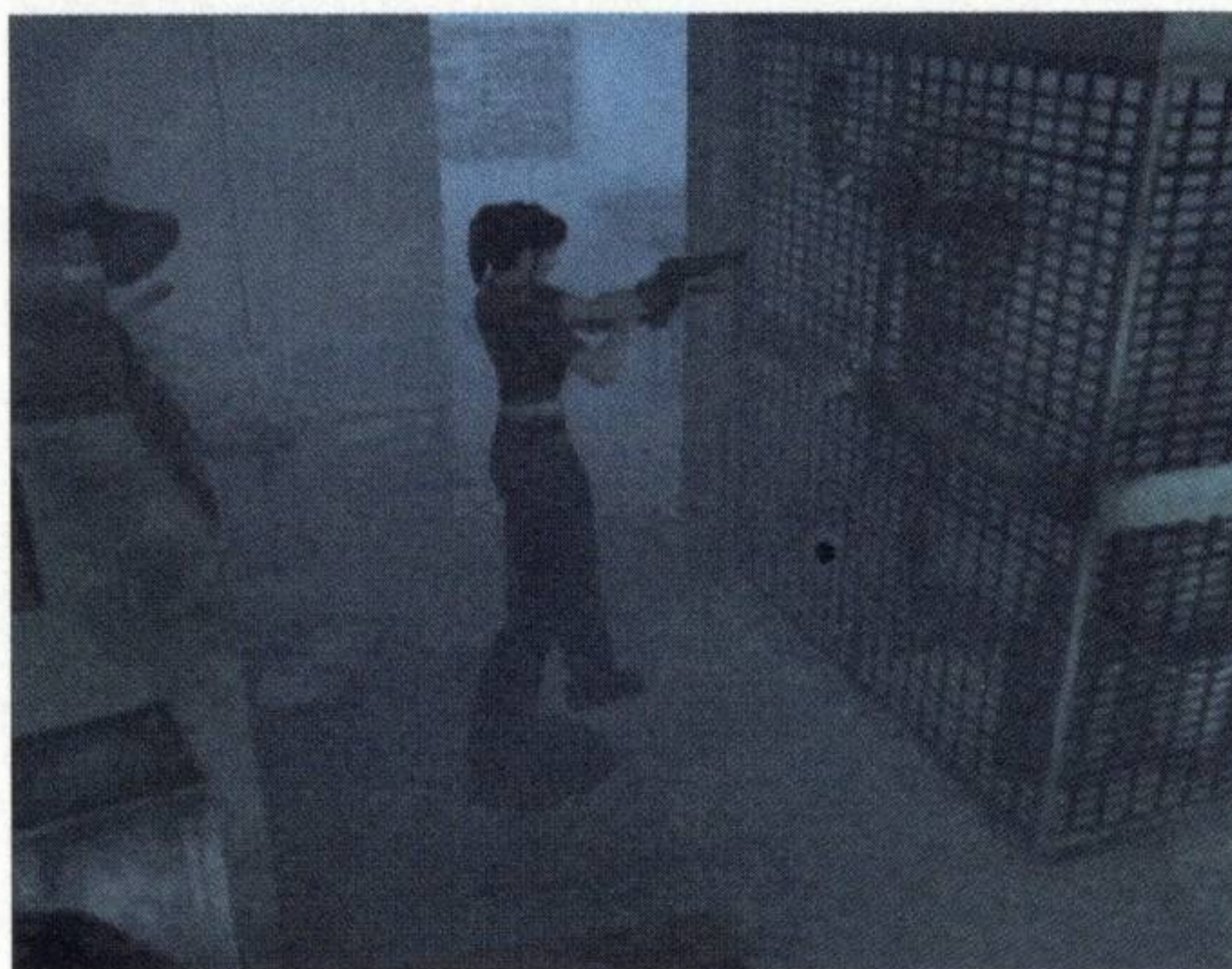
Walk right to meet a rather nasty group of poisonous moths – shoot them all quickly, but watch out for them laying eggs on your back. If they do, move around and wait for them to hatch, then press the X button like mad to brush them off. If you manage to get poisoned, use the everlasting Blue Herbs in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

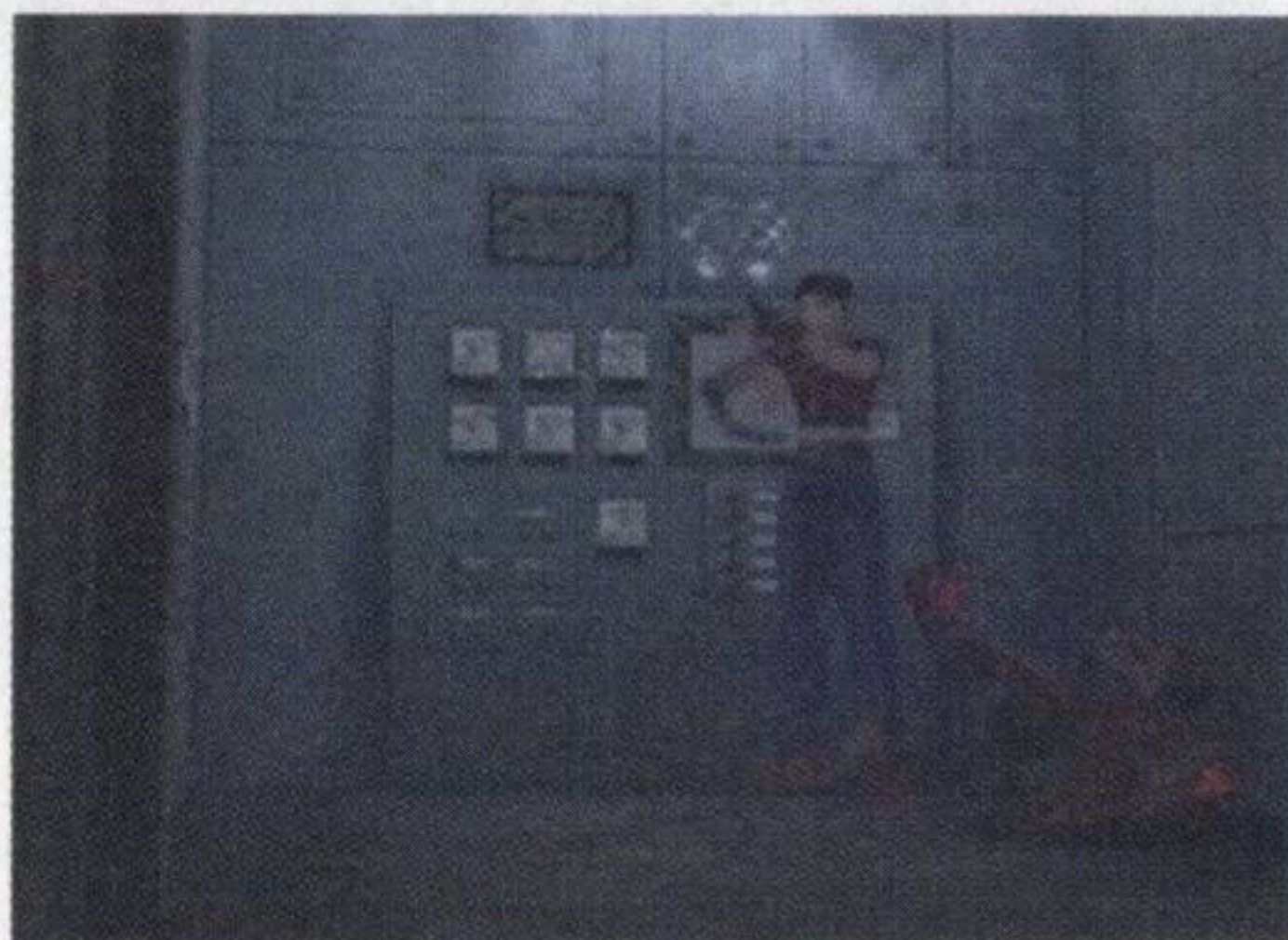
Search the body to find the Detonator – immediately turn left and place it in the block of C4 stuck to the door of the cabinet behind you. Now head back towards the door, stopping briefly to open the gun drawers on the left; you'll find a rather nifty Assault Rifle inside. DON'T USE IT! This is another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



[1] Ooh, my head! Next time, remind me not to eat the complimentary peanuts during take-off... **[2]** Well, we'd never have guessed that these zombies would come to life – kill them all, Claire! **[3]** Go girl, go girl... shake that booty! **[4]** These spiders are REALLY nasty – blow them to pieces with the Grenade Launcher, or just run away and try to escape their poison!

continued >



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...



you alive! Blow them apart and collect the Bullets from the crate just inside the door, then cross to the other side of the room and grab the Bar Code Sticker from the box opposite. Watch out for the third spider beneath the grating; you can't kill him but he can poison you!

- Return to the main room and run into the alcove opposite the small flight of steps. Put the Bar Code Sticker on the crate sitting on the conveyor belt, then go up the steps behind you and open the door with the Mining Room Key. Enter and run left towards the door in the corner overlooking the deep pit.

- Inside, get ready for some hungry dogs – kill all three of them, then work your way around the room until you find a metal enclosure. Enter it through the gap in the far end, then move towards the glowing control panel at the front; pull the switch on it to start the generator above. Now get back onto the main path and find another small alcove just around the corner. Pull the lever here to restore

power to the Antarctic Complex – so far, so good. Before you leave though, grab the Bullets from the shelf on one side of the room and as many of the Green Herbs lying around as you might need.

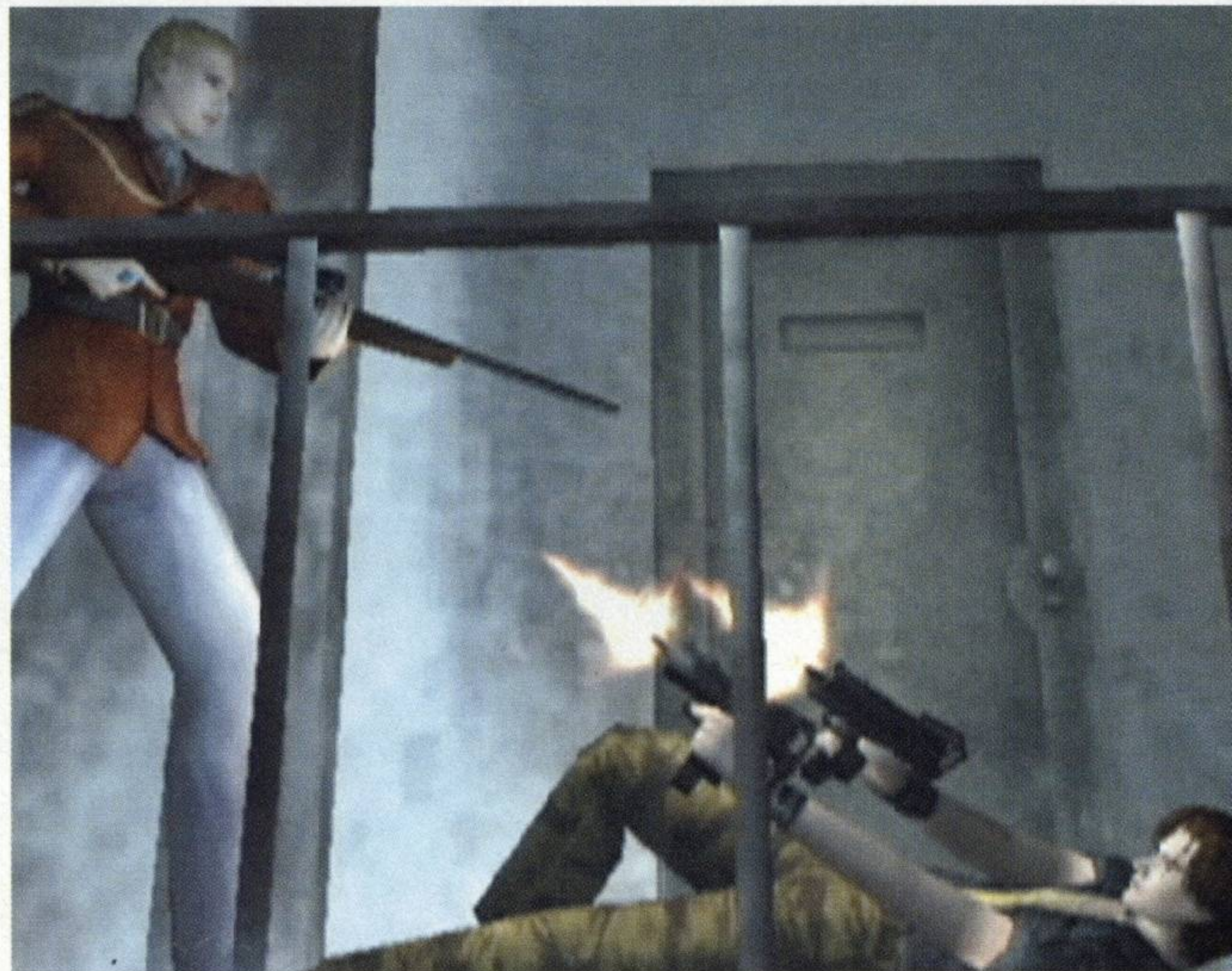
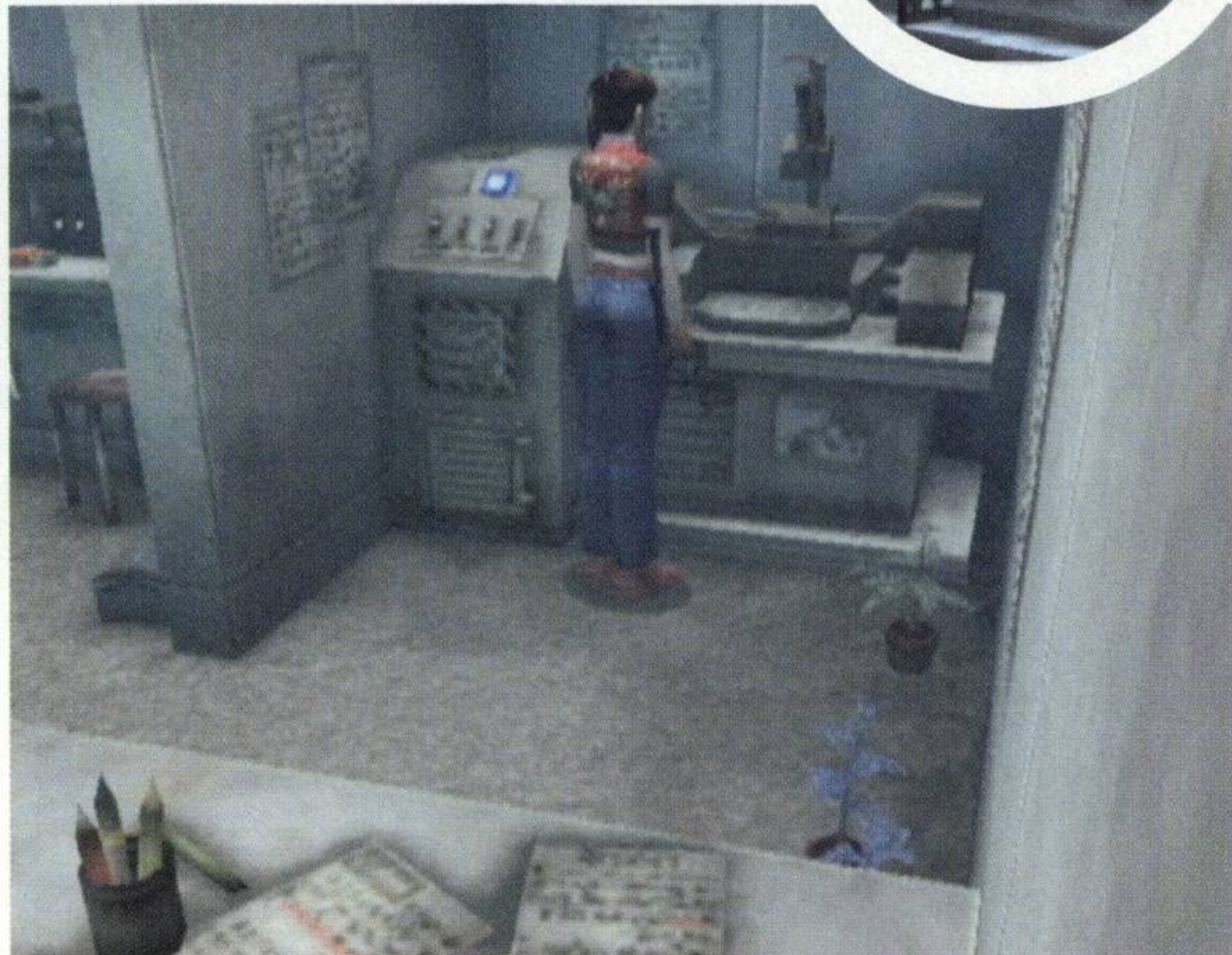
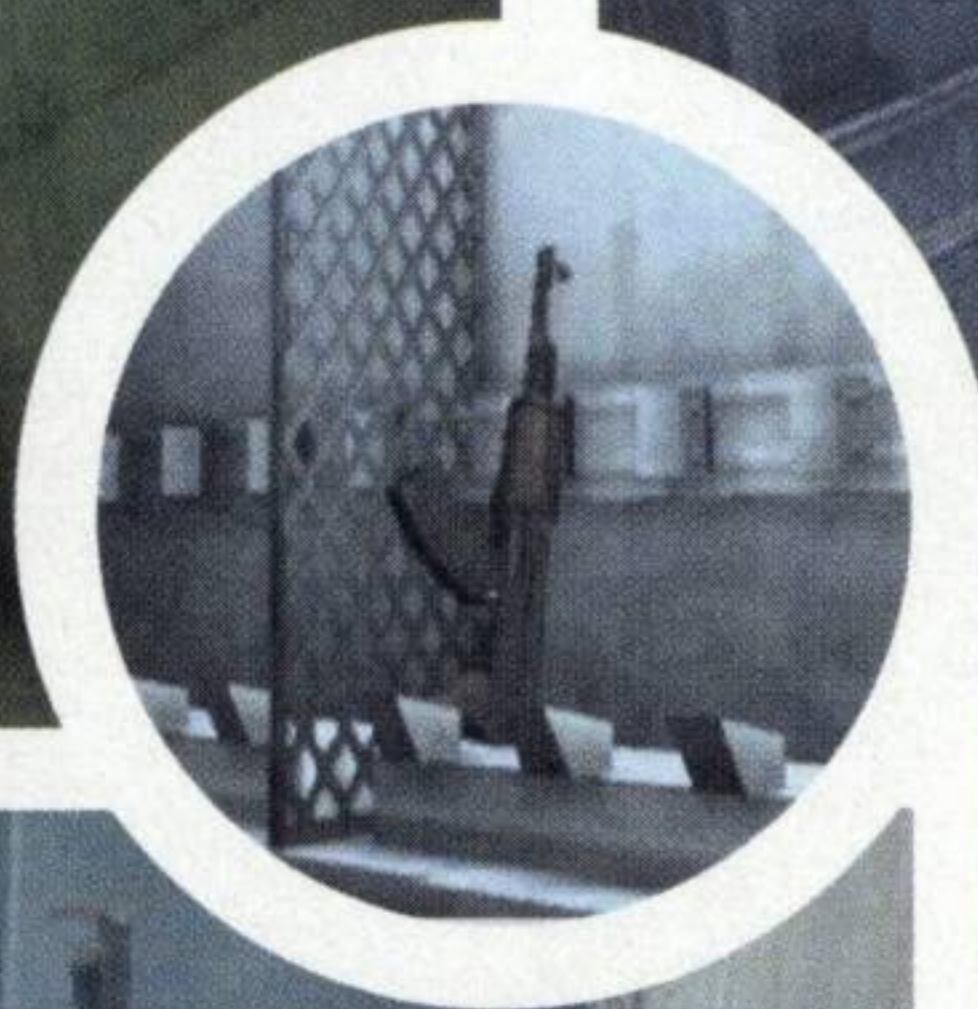
- Head back to the deep pit and climb the large steps in the corner to find a gas pipe. Examine it to see the shut-off valve – if you don't do this, you won't know what shape it is (don't worry, it'll make sense soon). Now go back to the conveyor belt area and go over to the crate that you put the Bar Code Sticker on. Press the glowing button on the right-hand wall to start the conveyor belt above, then pull the lever next to the crate to send that one on its way as well. Now follow the second crate around and head back to the BOW room.

- Immediately after you enter, turn left and grab the Gas Mask from the Emergency Hatch in the wall. Go back outside and run back to the moth-filled hallway – when you arrive, kill the moths and take a left at the junction to re-enter the study.

- 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!

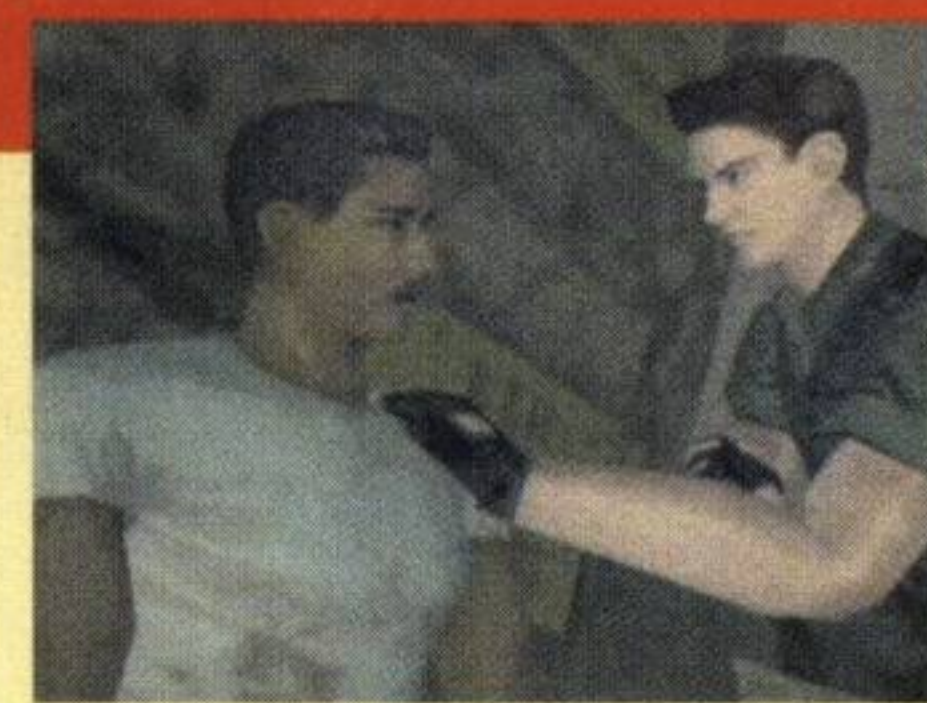
➤ Just before it dies, the worm will cough up Roderigo. Don't waste any tears – he's already close to death. He'll hand over Claire's Lighter before popping his clogs; now turn around and

head back through the door towards where you started.

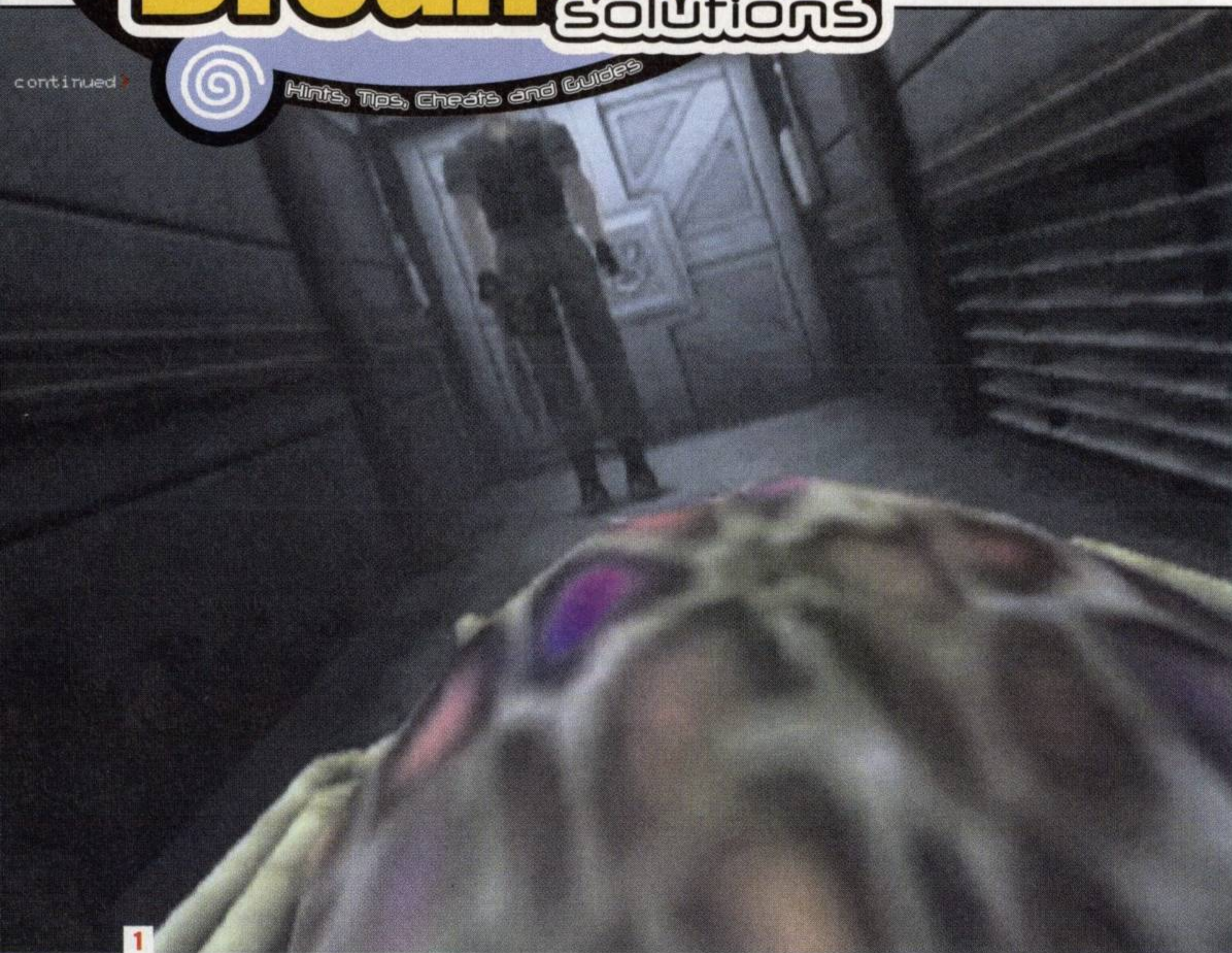
➤ Just a short walk down the path, you'll find a statue on the wall – examine it and a shelf will appear with two rather nifty Machine

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.

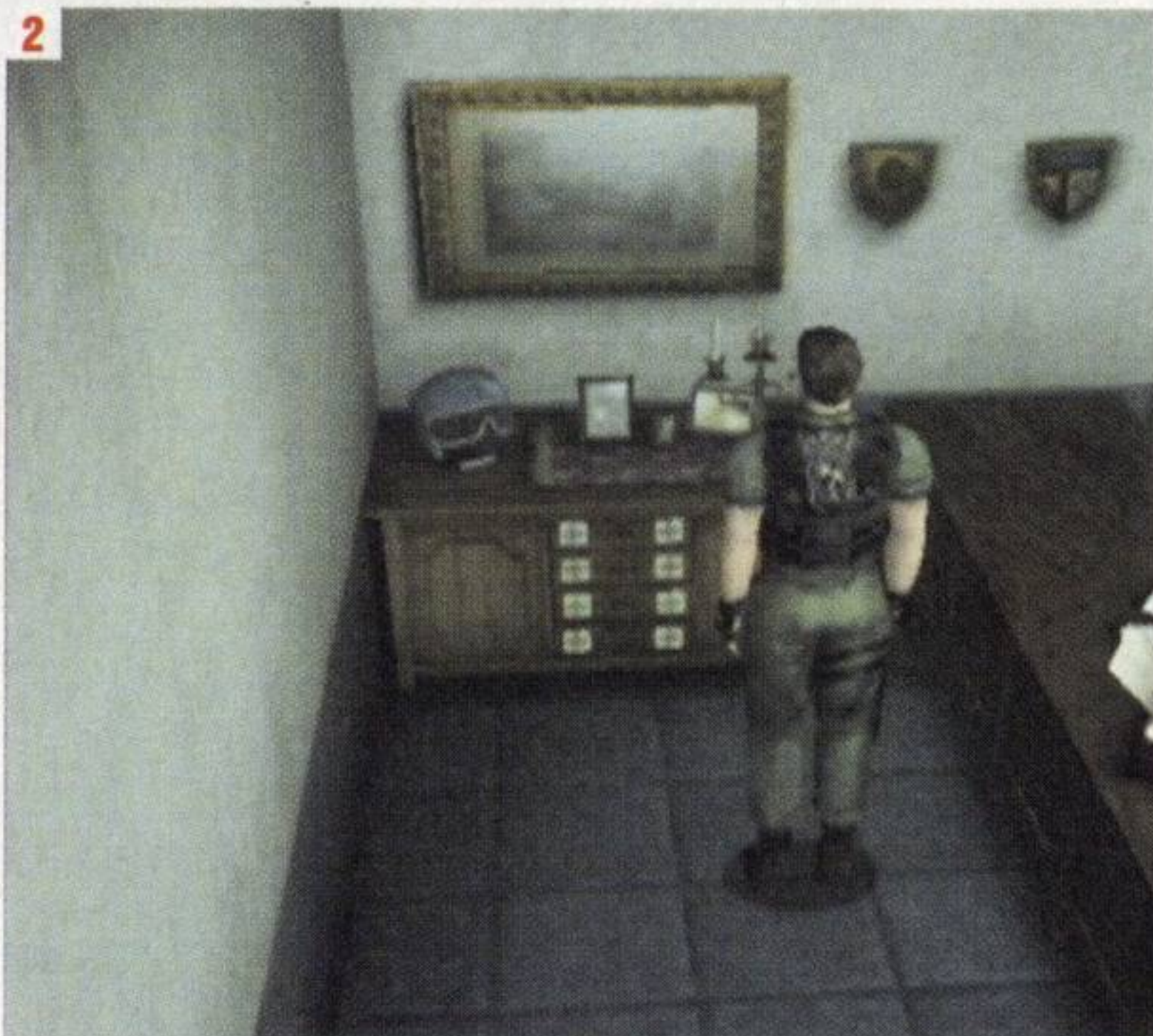


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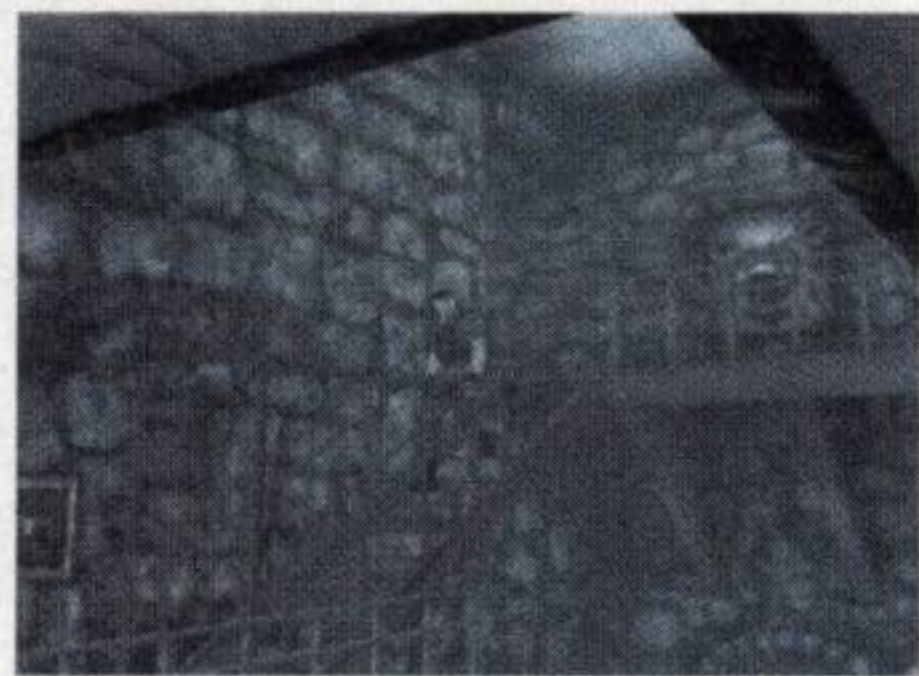
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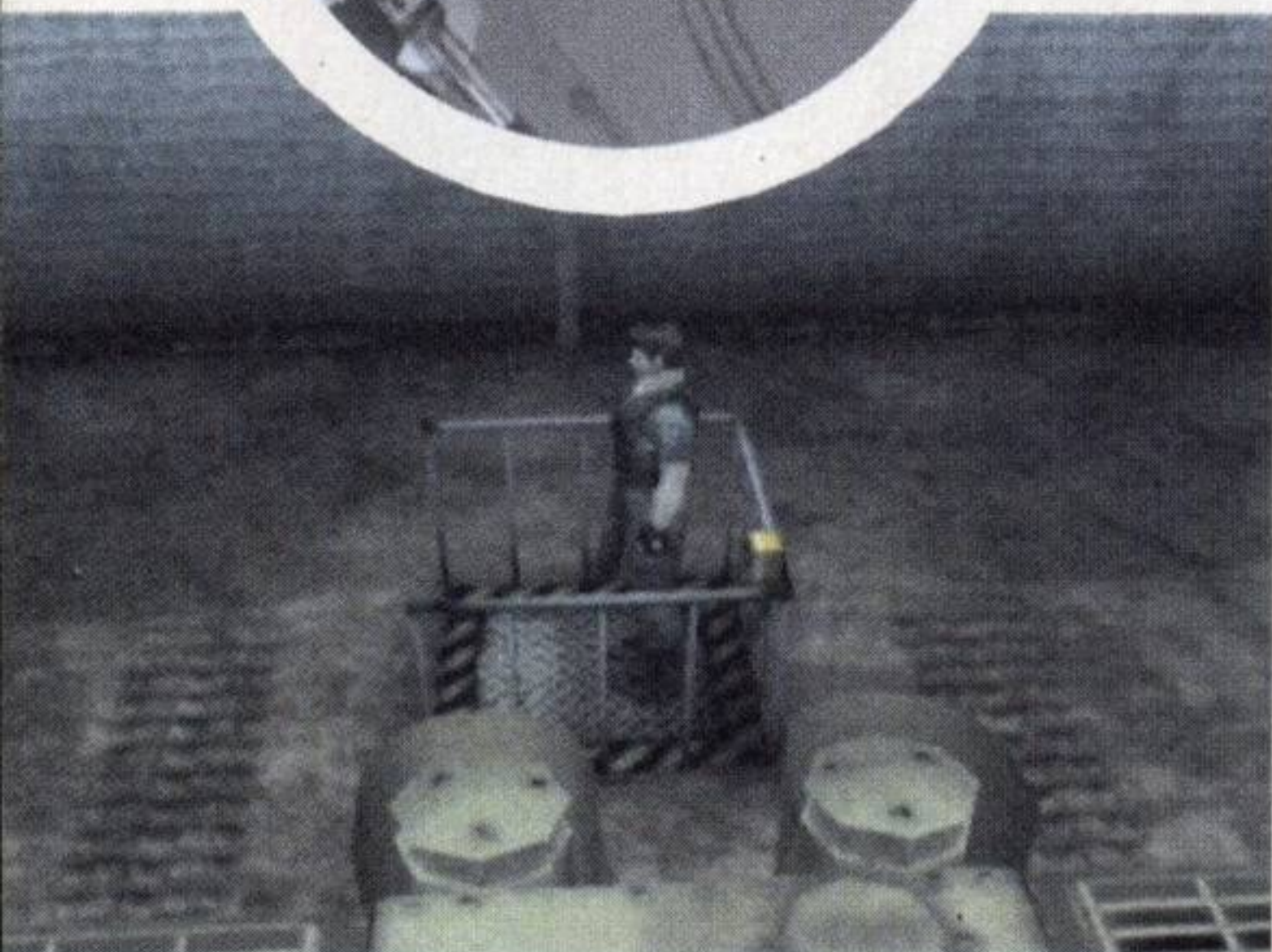
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4



[1] Aargh! More spiders! Chris hasn't got many weapons, so you might have trouble here... **[2]** Solve this puzzle and you'll get something nice for later. **[3]** Don't just stand there, Chris – run! **[4]** This is Wesker; he's not a nice man. In fact, he wants to kill Chris more than anything!



Guns on... unfortunately though, there's 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 Save 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 some 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 12.8C (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... watch 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!

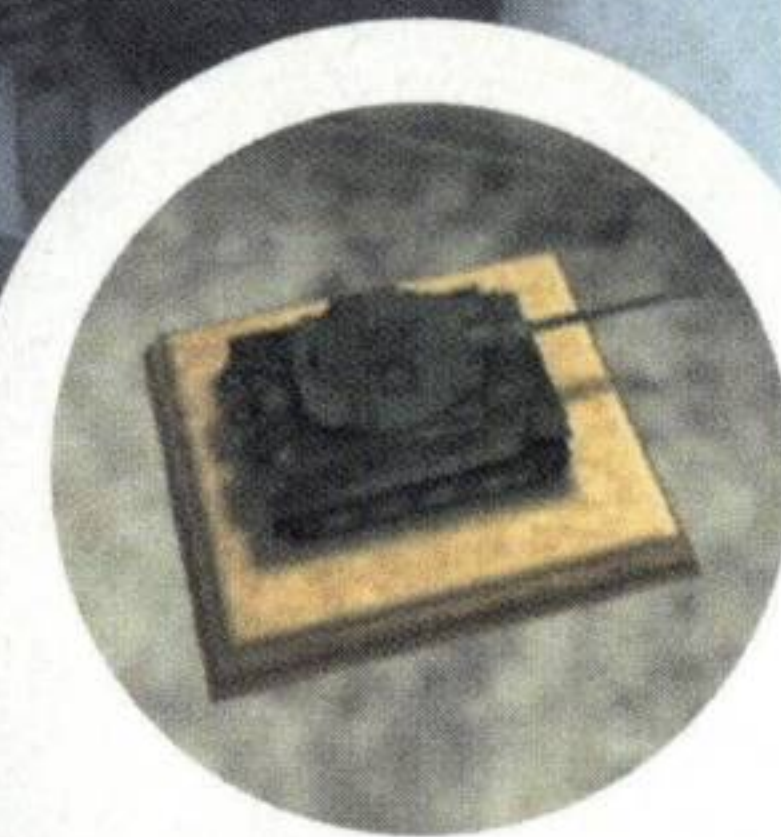
❖ Take the Turntable Key from in front of the laser beams, then return to the lift and take it down to the basement again. Go down the steps on the left and take that Shotgun again (reload it if you have to) before re-entering the Incubation Tube room. You'll meet that long-lost acquaintance face-to-face

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.

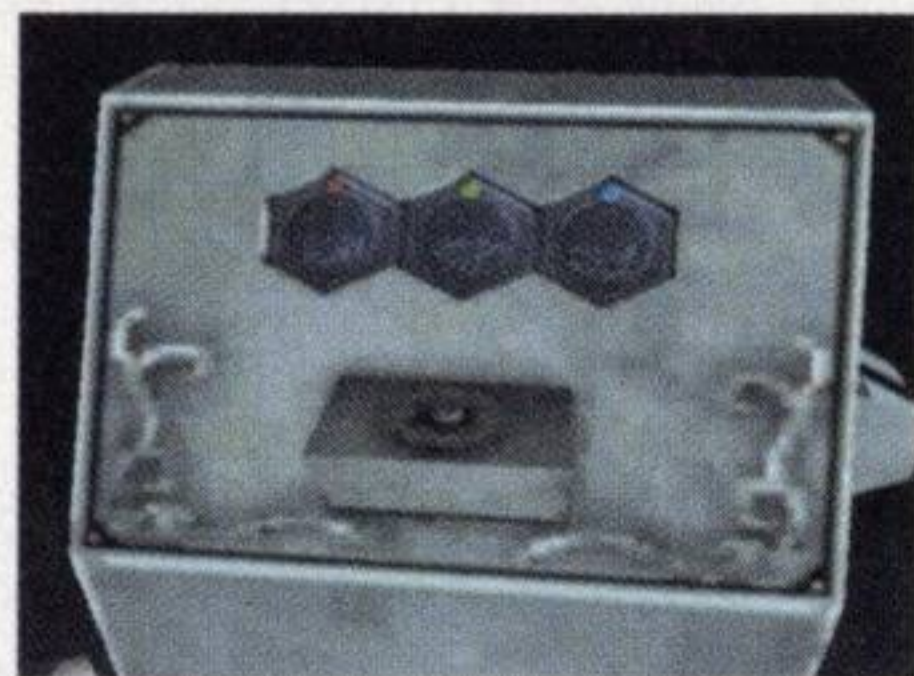
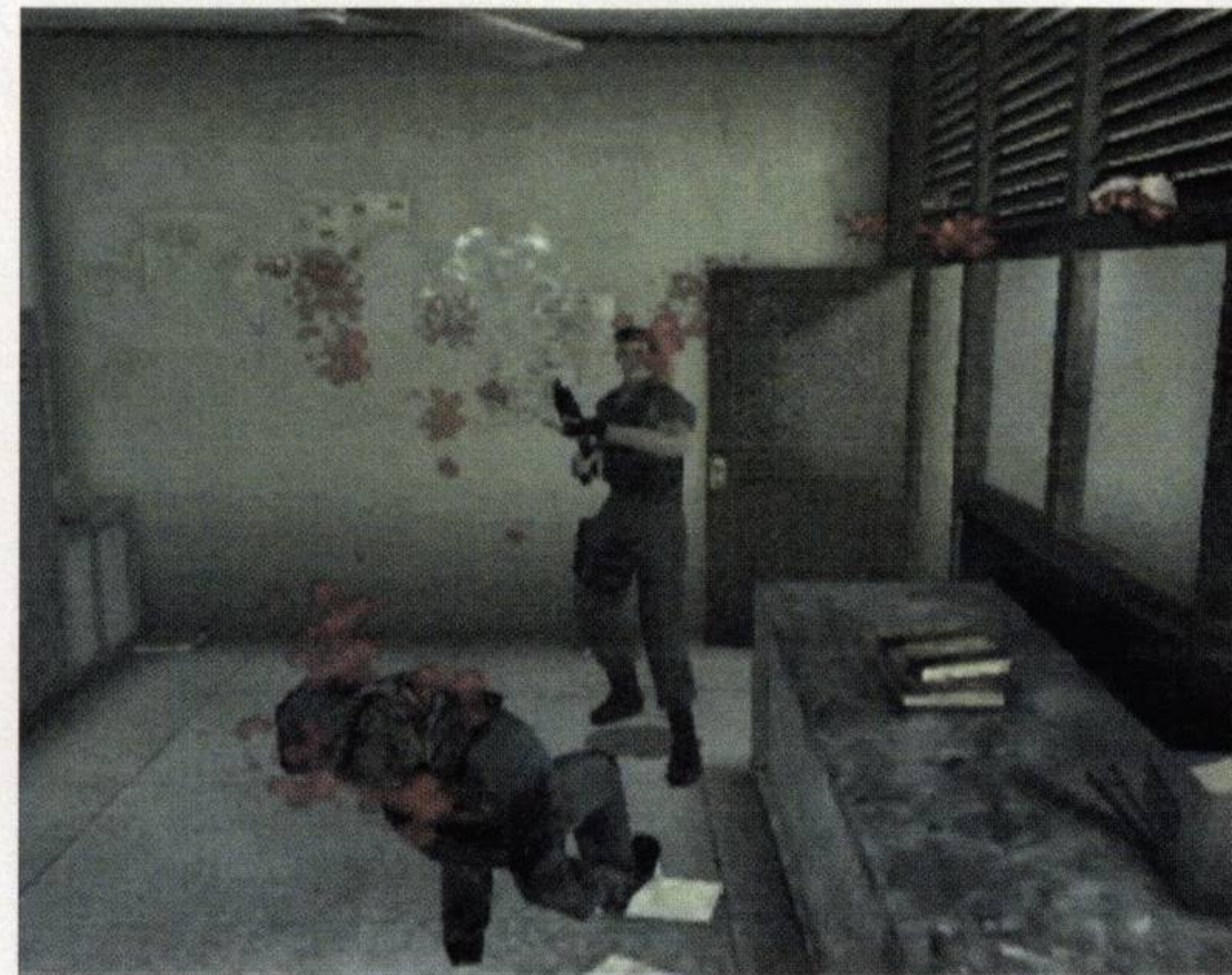


[5] Aim for the head and you can take out zombies in one blast!
[6] Oh no – you'll need to run all the way back to the airport to get the proofs! **[7]** Watch out in the Training Facility for those Hunters!

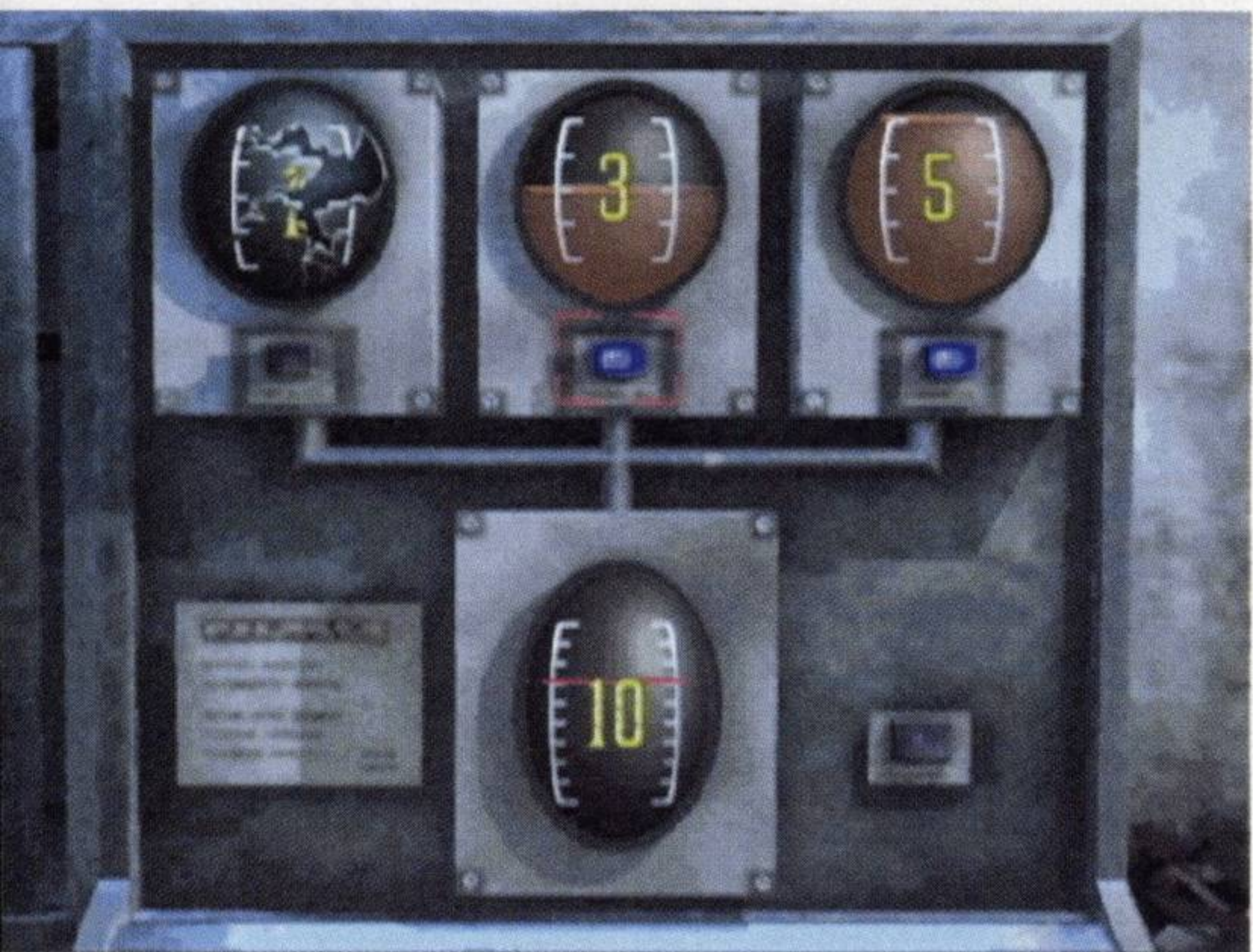


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[1] Let them get close and then... boom! [2] You'll have to lower the bridge in order to get across. [3] Come on, zombie man – say hello to my little friend!



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 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-litre button FOUR times.
Press the 5-litre button ONCE.
Press the 10-litre button ONCE.
Press the 5-litre button ONCE.
Press the 3-litre 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!

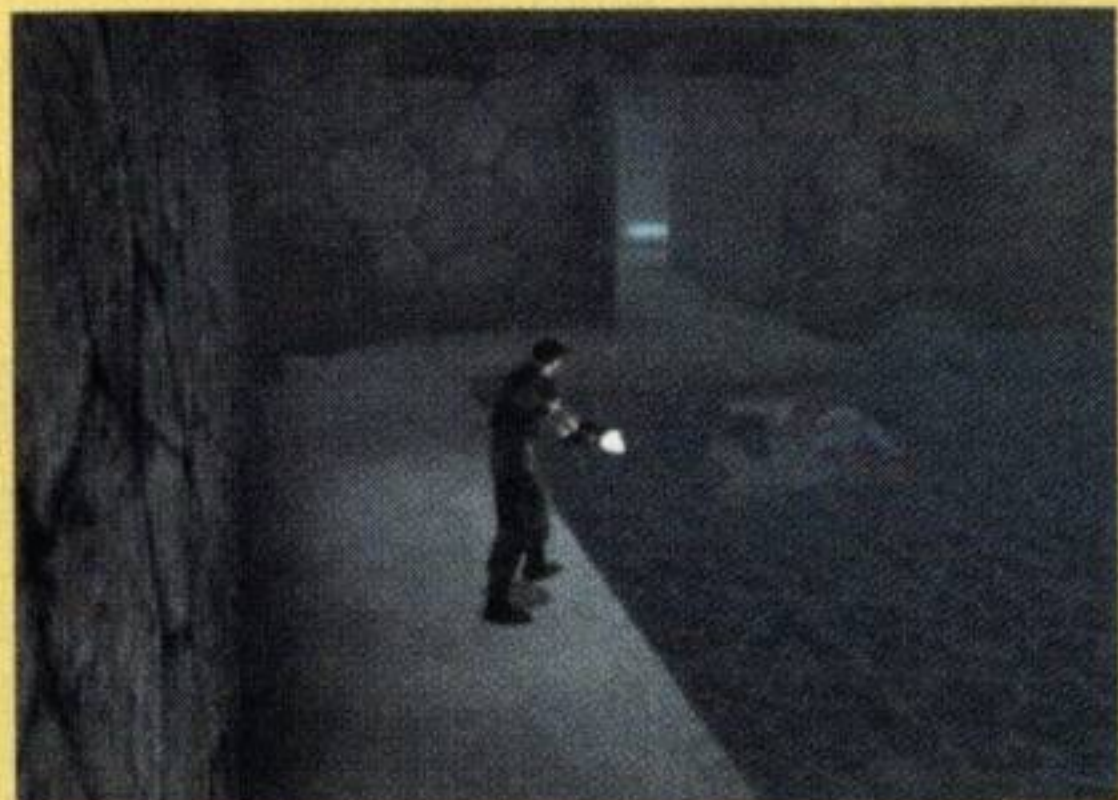
Return to the Facility model room via the ladder and use the lift outside to go up to the second floor. Head left and go through the door, take the cargo lift down to the garage floor and then exit through the double doors on the left. Use the lift under the tank to go down into the passage below before 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 at 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 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 déjà 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

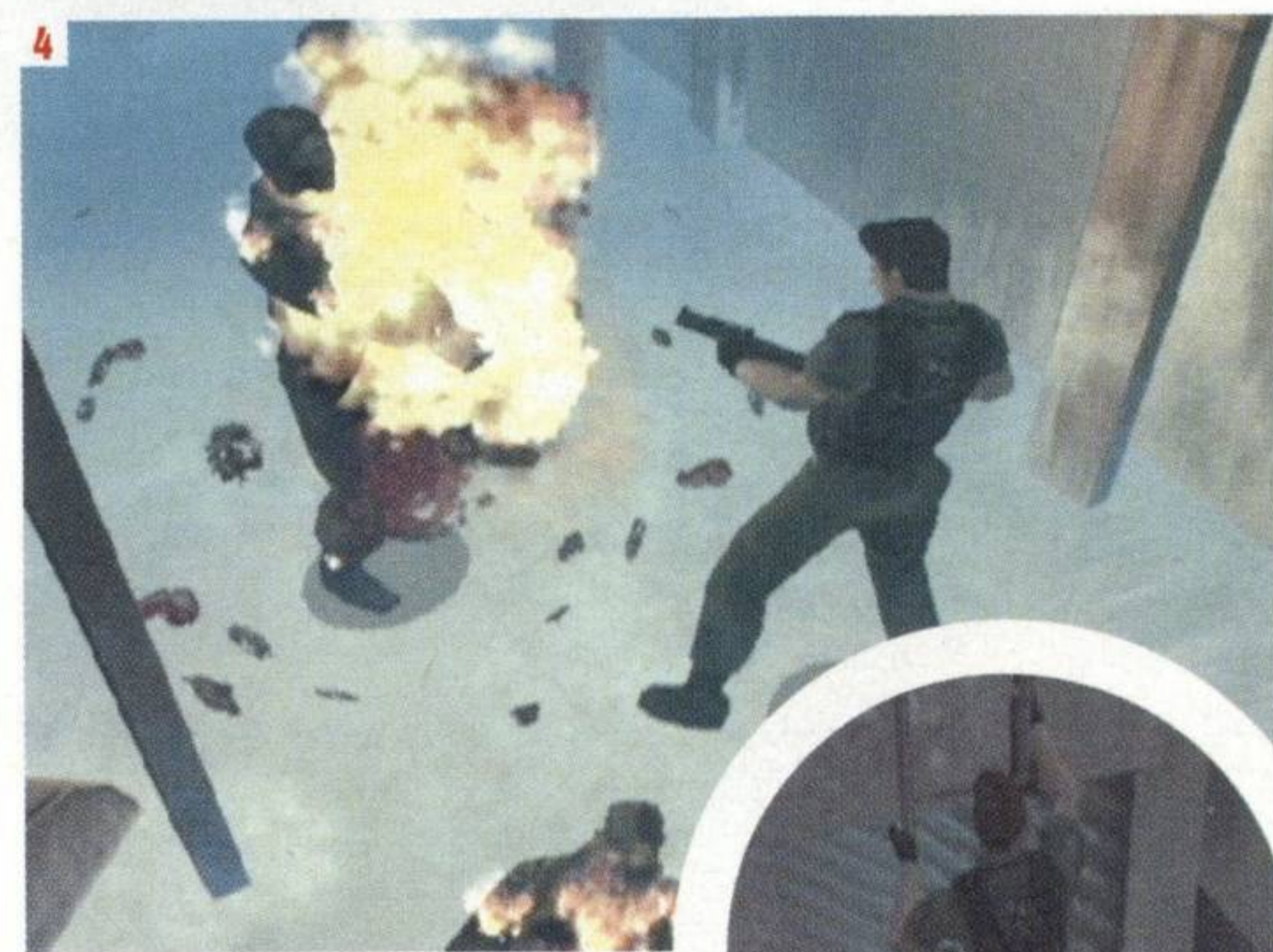
When the drawer opens, place the Puzzle Die inside and watch as Alfred falls out of the Incubation Tube behind you. Examine his hand to find a ring – by

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.

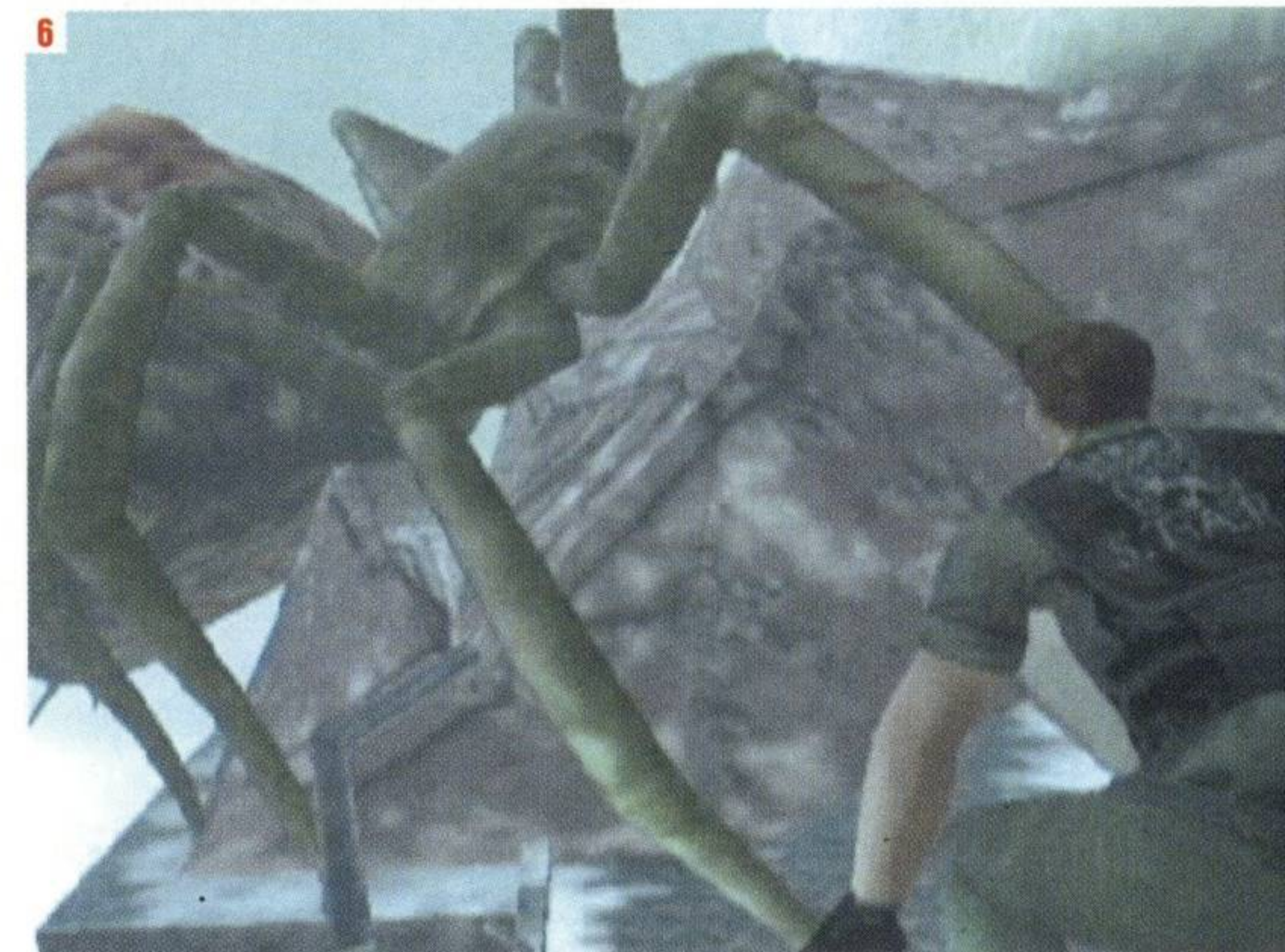
Use your newly-shaped Valve Handle to drain the water in the tank, then climb inside using the ladder and pick up the Crane Key. Mash the Hunter that jumps in to surprise you, then go back outside and follow the passage right to the large spider-filled ice sheet. Use the Crane Key in the booth on the 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



[4] This crowd of zombies can be a real pain to get past if you're not tooled up. [5] It's Alfred! He's dead! Oh no! [6] Alexia's pet spider wants to get a bit friendly – kill it!



continued >



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!

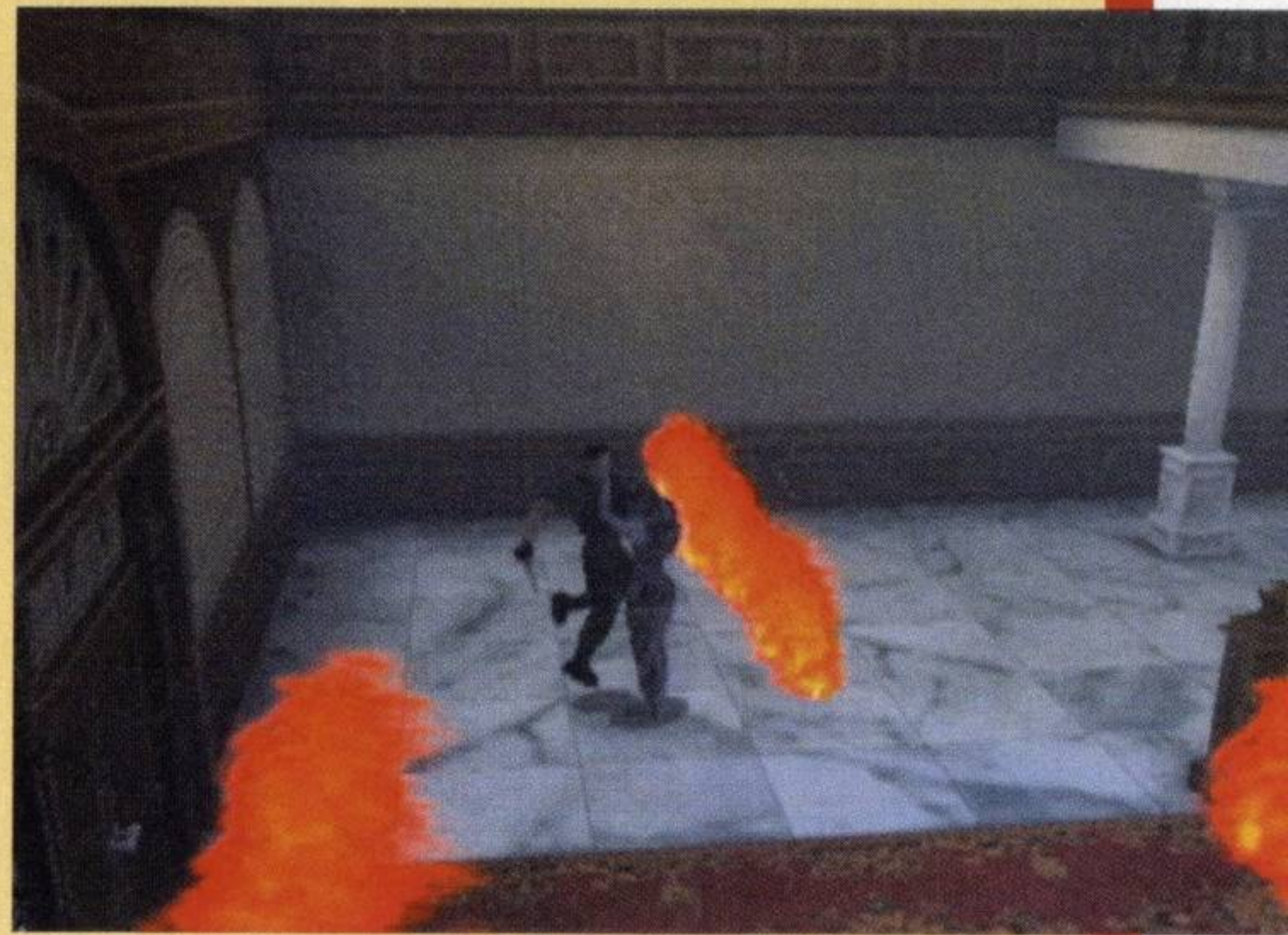
With Alexia out for the count, run over and grab that jewelled necklace that she dropped when she changed

BOSS FIGHT



T-Veronica Alexia

Make sure you've got LOADS of ammo here, because you're going to need it. Keep your distance from Alexia and blast away while she strolls towards you – just be careful to avoid the blood she flicks at you, because it'll burst into flames once it hits the floor. Run around the room to stay away from her while you blast; if she manages to get her hands on you, you're history. Eventually (and it is a long 'eventually') she'll drop to the floor and the fires will die down... you've beaten her!



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.

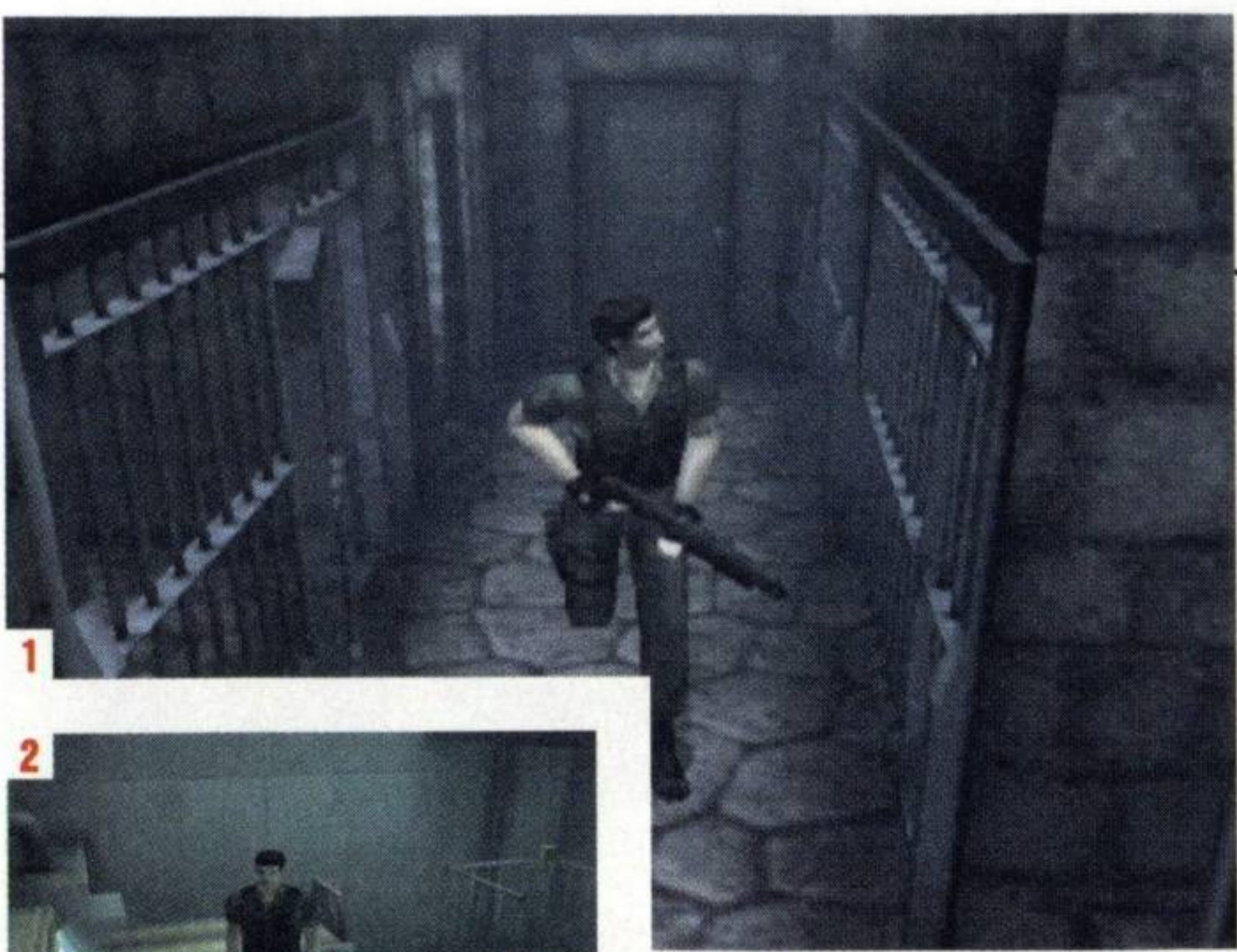
Use the Mansion Key on the doors to the right of the main entrance, then go through the front doors and return to the Power Room (run past the fountain, down the passage and take the door on the left, then through the door immediately inside

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



1



2

[1] The cells are a really dangerous place to be... [2] Press the button to find another Dragonfly Wing. [3] Don't worry – nothing's going to attack you here!



3

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

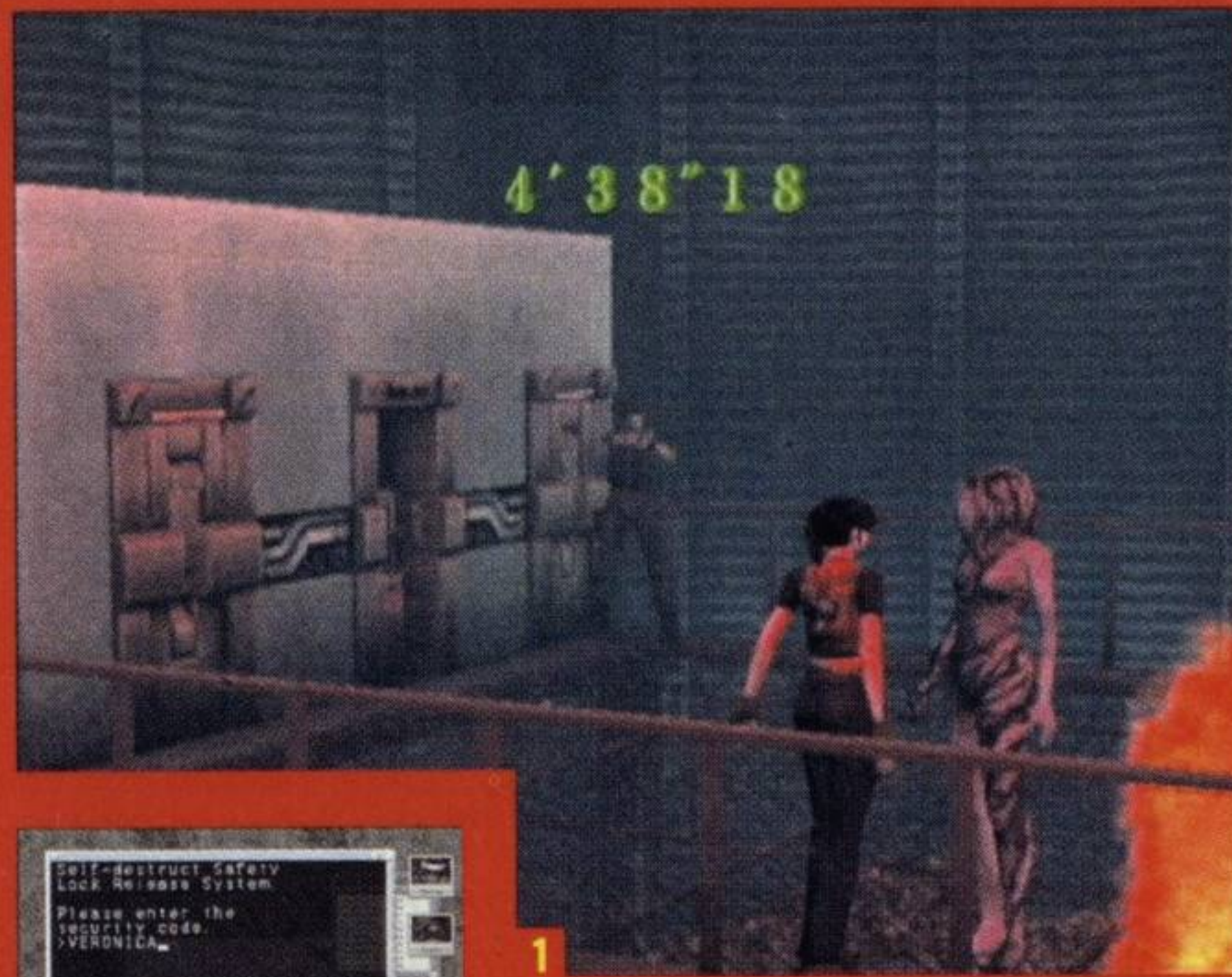
go inside and slaughter the two zombies waiting for you. Climb up onto the platform and walk around to the control panel at the end – this is the Self-Destruct Activation Panel and it's here that you've got to make a choice. Once you activate the system, there's no turning back; have you got enough weapons 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... 

➤ 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 start 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 arse 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 about 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 acrid 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!



4'38"18

1

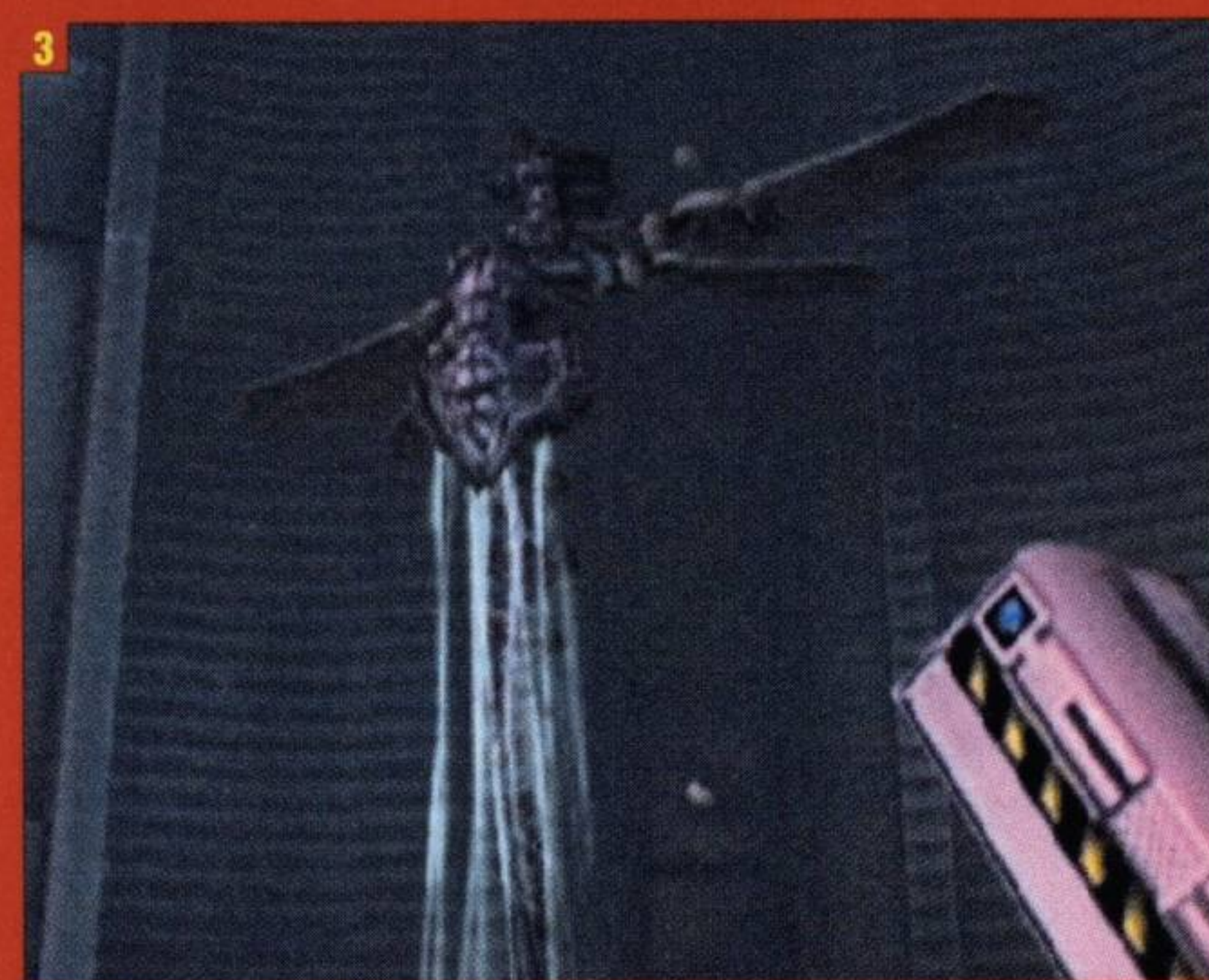


2

[1] Use a long-range weapon to stop Alexia from killing Claire. [2] Now lay into her with everything you're got! [3] Finally, get the Linear Launcher and fire a shot straight into her belly to win!

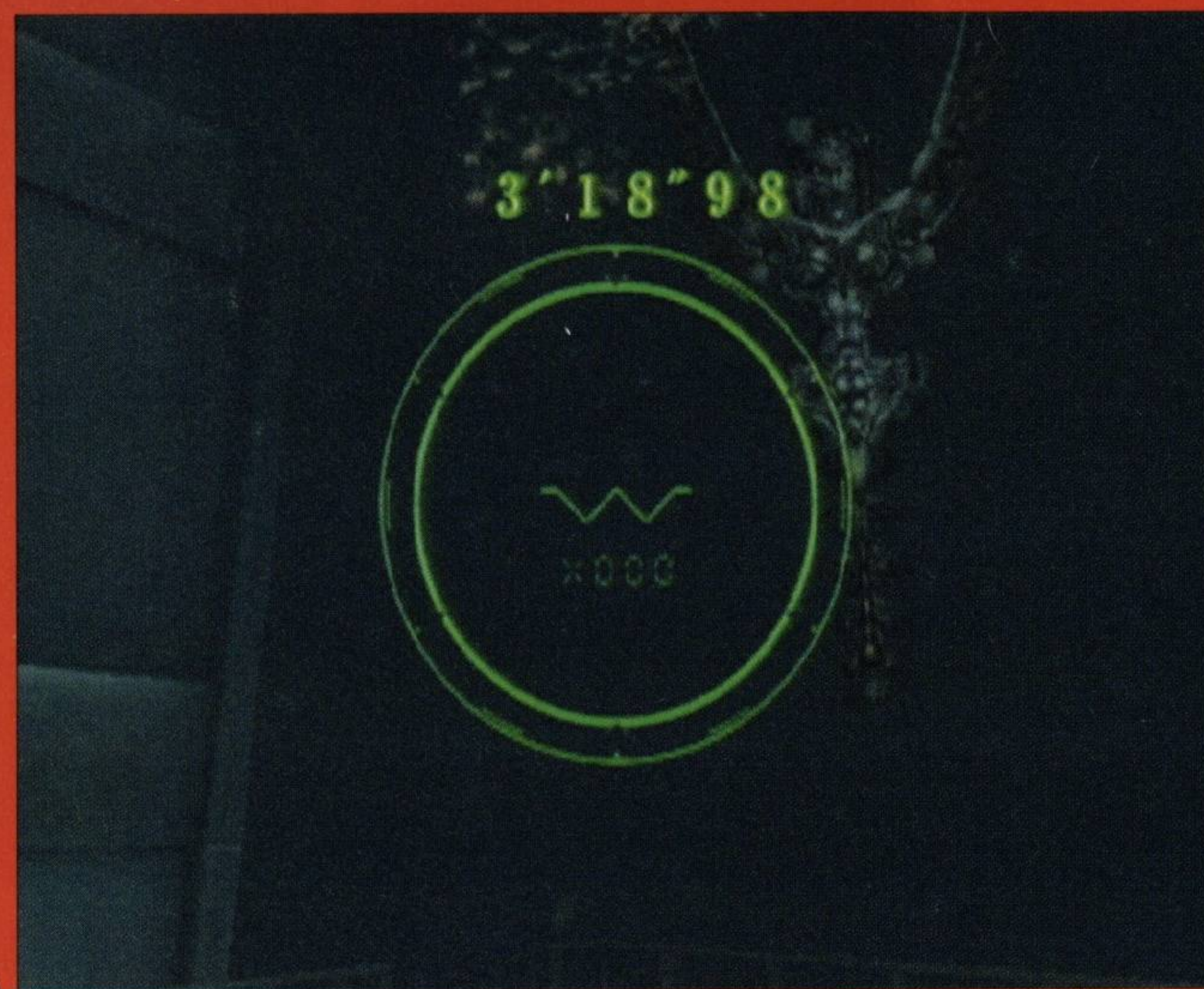


4'31"43



3

3'18"98





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directory

Unless you are lucky enough to have money to burn then don't even think about buying a game for your Dreamcast unless you have looked here!

It's our job to know games so before you

bother to even think about getting yourself a game you should read these four pages very carefully. Doing so will prevent you from wasting money.

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

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



Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
4Wheel Thunder <i>"4Wheel Thunder is generally an incredibly well rounded game, making it a total winner in our books."</i> AW	Midway	2	-	-	STEERING WHEEL	08	92%
AeroWings <i>We Say: "As a flight simulator, AeroWings is up there with the best of them, but as a game it lacks life. If you like a bit more action then stay away."</i> AW	Crave	4	-	-	-	03	68%
Armada <i>We Say: "In spite of first impressions, Armada offers the kind of depth sorely lacking in the majority of its contemporaries."</i> ST	N/A	4	-	-	-	05	91%
Blue Stinger <i>We Say: "It's Blue Stinger's failure to really excite the player at any moment that is its main problem."</i> GN	Activision	1	-	-	-	02	65%
Buggy Heat <i>We Say: "For a different kind of racing game that is going to hold a challenge in order to master it, you can't go far wrong with Buggy Heat."</i> LW	Sega	2	+	-	STEERING WHEEL	02	76%
Chef's Luv Shack <i>We Say: "As party games go, Chef's Luv Shack is up there with the best of them and is a game enjoyed after a curry and a few pints of lager."</i> AW	Acclaim	4	-	-	-	03	76%
Chu Chu Rocket! <i>We Say: "The hottest party game we've ever seen, with plenty under the hood for those who are 'sans' friends. Ahhh."</i> MM	Sega	4	+	+	-	10	90%
Crazy Taxi <i>We Say: "Crazy Taxi is a fully-leaded adrenaline rush experience - it's pure concentrated fun, stuffed onto one Sega-patented GD-ROM..."</i> ST	Sega	1	-	-	STEERING WHEEL	05	94%
Dead Or Alive 2 <i>We Say: "DOA2 might not be the best beat-'em-up ever, but it is great fun to play and there's no doubting that it looks absolutely stunning."</i> AW	Acclaim	4	-	-	ARCADE STICK	08	92%
Deadly Skies <i>We Say: "Soaring through the skies has never been such an exhilarating experience - a must for Tom Cruise wannabes."</i> AW	Konami	1	-	-	-	06	78%
Dragon's Blood <i>We Say: "Some lovely visuals and nice touches don't go far enough to cover up what is essentially a rather repetitive game. Shame."</i> MM	Interplay	1	-	-	-	10	79%
Dynamite Cop 2 <i>We Say: "Dynamite this game may be, but it has a far too short a fuse, and leaves the player feeling a little cheated."</i> MR	Sega	2	+	-	-	03	69%
Ecco The Dolphin: Defender Of The Future <i>We Say: "As soon as you see Ecco The Dolphin in action you'll be dribbling more than a group of blokes at the annual 'Miss Wet T-Shirt' tournament."</i> MM	Sega	1	-	-	-	08	91%
ECW Hardcore Revolution <i>"There are so many reasons why you shouldn't rush out and get this it might explain why Acclaim were reluctant to send us a review copy."</i> MM	Acclaim 4	4	-	-	-	08	52%
Evolution <i>We Say: "Evolution is great fun to play once you've allowed yourself to be swallowed up by the archeological crusading thing."</i> AW	Ubi Soft	1	+	-	-	05	80%
F1 World Grand Prix <i>We Say: "The speed of the cars and the way the scenery holds together is superb. The in-car display really shows off the Dreamcast's power."</i> AW	Video System	2	-	-	STEERING WHEEL	03	89%
Fighting Force 2 <i>We Say: "Fighting Force 2 is fun to play and looks great, it's just not a game that you will be totally engrossed in and addicted to for long."</i> AW	Eidos Interactive	1	-	-	-	04	74%
Fur Fighters <i>We Say: "The closest thing to a Rare/Nintendo game that Dreamcast gamers are ever likely to find."</i> SP	Acclaim	4	-	-	-	09	91%
Gauntlet Legends <i>We Say: "It might not be the best-looking game ever but when you've got four friends crowded round it's fantastically satisfying fun to play."</i> AW	Midway	4	-	-	ARCADE STICK	10	87%
GTA2 <i>We Say: "GTA2 is immensely satisfying once you've got to grips with the tricky control, proving once again that gameplay is more important than graphics."</i> AW	Take 2 Interactive	1	-	-	-	09	81%

Director-Key

Publisher	The company that distributes the game.
Genre	What style of game is it?
Issue	Which issue of DREAMCAST MAGAZINE did the original review appear in?
We Say	A quote taken from the original review.

Reviewers

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

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

Genre Descriptions

Action/Adventure	Blending exploration and puzzle solving with arcade action.
Beat-'em-up	These rely on you beating merry-hell out of the opposition.
Driving/Racing	Perhaps self-explanatory; include cars, boats, bikes and planes.
Party/Puzzler	Brain-ticklers, usually for more than one player.
Platform	Involve stacks of jumping and climbing.
Shoot-'em-up	Kill everything!
Sports	Soccer, American football, basketball, golf and so on.
Strategy/Simulation	Covers the likes of flight simulators and strategic war simulators.

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
House Of The Dead 2, The We Say: "This is one of the titles worth buying a Dreamcast for, especially with the amazingly good lightgun to play with." MM	Sega	2	⊖	⊖	LIGHT GUN	01	91%
Hydro Thunder We Say: "As a one-player game, there's perhaps not quite enough in the gameplay to have you drooling at the mouth." JR	Midway	2	⊖	⊖	⊖	01	79%
Incoming 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	Infogrames	2	⊖	⊖	⊖	02	80%
Jimmy White's 2: Cueball 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	Virgin	2	⊖	⊖	⊖	03	59%
Jojo's Bizarre Adventure We Say: "A little too bizarre for its own good – despite trying to do something original, it just ends up mediocre." MM	Virgin Interactive	2	⊖	⊖	ARCADE STICK	07	71%
Marvel Vs Capcom We Say: "When the people behind the <i>Street Fighter</i> series stick to their predictable guns, they do it with style and this is no exception..." MM	Virgin	4	⊖	⊖	⊖	04	91%
MDK2 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	Virgin Interactive	1	⊖	⊖	⊖	07	90%
Midway Arcade Greatest Hits - Volume 1 We Say: "We don't care how 'classic' these games are – they just ain't worth the cash. Now, if <i>Gauntlet</i> was in there somewhere..." MM	Midway	2	⊖	⊖	⊖	10	27%
Millennium Soldier: Expendable We Say: "If you're a seasoned gamer who remembers the likes of <i>Smash TV</i> then you'll know exactly what to expect from <i>Millennium Soldier</i> ." NR	Infogrames	2	⊖	⊖	⊖	01	80%
Mortal Kombat Gold We Say: "Although a dying breed, <i>MKG</i> breathes new life into the series making it one of the more enjoyable Dreamcast beat-'em ups." AW	Midway	2	⊖	⊖	⊖	03	77%
NBA2K We Say: "As an overall package this game is absolutely brilliant, although it does have limited appeal." AW	Sega	4	+	⊖	⊖	06	89%
NBA Showtime: NBA Vs NBC We Say: "You don't have to be Shaquille O'Neal to be able to play Midway's top BB sim, as you can get straight onto the court with a minimum of fuss." AW	Midway	4	+	⊖	⊖	04	90%
NFL2K We Say: "When compared to the likes of <i>NFL Blitz</i> , <i>NFL 2K</i> is made to look wearisome and monotonous." AW	Sega	4	+	⊖	⊖	04	74%
NFL Blitz 2000 We Say: "The beauty of <i>NFL Blitz</i> is that you don't need to have a clue about the sport to be able to enjoy it." AW	Midway	4	+	⊖	⊖	03	89%
NFL Quarterback Club 2000 We Say: "Dull, boring and mindless, <i>NFL Quarterback Club</i> is American football at its worst, without even a sniff of enjoyment." AW	Acclaim	4	⊖	⊖	⊖	04	56%
Pen Pen 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	Infogrames	4	⊖	⊖	⊖	02	86%
Power Stone We Say: "If Capcom decided to take a new direction with a beat-'em-up we sit up and take notice, and so should you. This game is truly wonderful." TS	Eidos Interactive	2	⊖	⊖	⊖	01	92%
Psychic Force 2012 We Say: "Graphically and aurally there is nothing here that couldn't have been ably produced on a PlayStation. A poor, poor game." ST	Acclaim	2	⊖	⊖	⊖	04	65%
Racing Simulation: Monaco Grand Prix We Say: "The controls can be a little too sensitive. Nowhere near as good as <i>F1 World Grand Prix</i> ." MR	Ubi Soft	2	⊖	⊖	STEERING WHEEL	03	83%
Rayman 2: The Great Escape We Say: " <i>Rayman 2</i> represents all that is great about the Dreamcast and is as good a game as you're going to find for it." AW	Ubi Soft	4	⊖	+	⊖	07	92%
Ready 2 Rumble Boxing We Say: "Make no mistake, <i>Ready 2 Rumble</i> is no punch-drunk hitter, but a right swinger that will keep you in the ring well into 2000!" ST	Midway	2	+	⊖	⊖	01	90%
Resident Evil 2 We Say: "Nothing more than a cheap conversion of the PC version that fails to do justice to the Dreamcast." AW	Virgin	1	+	⊖	⊖	05	73%
Resident Evil Code: Veronica We Say: " <i>Resident Evil</i> 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	Eidos	1	⊖	⊖	⊖	10	94%
Re-Volt We Say: "The game has some really smart graphics with realistic scenery and lightning fast speeds along with some great gameplay." AW	Acclaim	2	⊖	⊖	STEERING WHEEL	03	86%

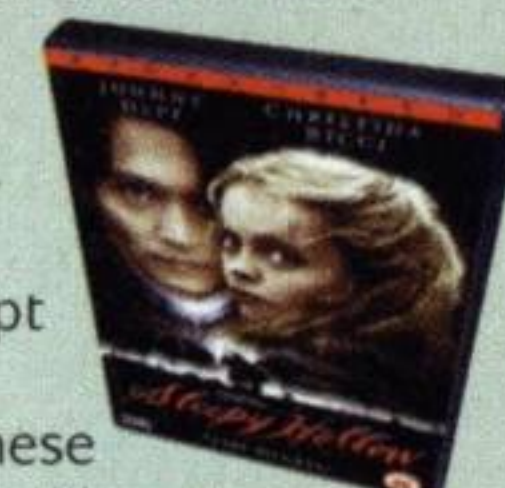


DVD Reviews

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.



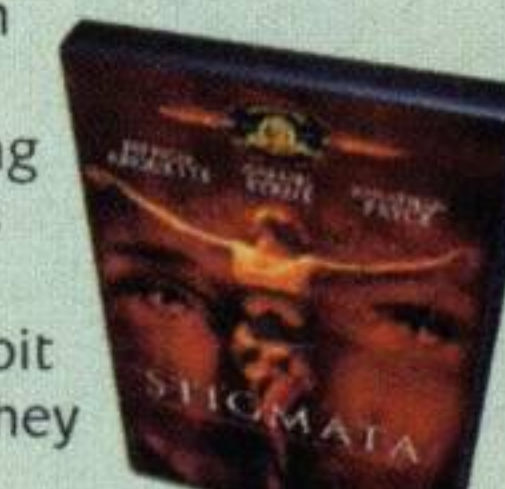
5/5

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 bit of a shame that they chose such a dire piece of film-making to attach these great extras to.



3/5

Martin Mathers

continued >

gearbox

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

Action Replay CDX

> Datel > £29.99

Stuck on a game and can't get those damn cheats to work? Not to worry, as Datel 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?

4/5



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 injecting 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 Radiohead and Embrace, but soon the vocals take off in a grand style not heard since Geneva, 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 'Ole 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 *The Lady Is A Tramp* 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

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Red Dog	Sega	4	-	-	-	02	85%
<i>We Say:</i> "As a multiplayer it's fun, if nothing particularly outstanding, but the overall package is a winner." RK							
Roadsters	Titus	4	-	-	STEERING WHEEL	10	48%
<i>We Say:</i> "This is by far and away the worst driving game to be released on Dreamcast and frankly, it's an embarrassment to the power of the console." AW							
Sega Bass Fishing	Sega	1	-	-	FISHING ROD	03	80%
<i>We Say:</i> "Sega Bass Fishing is a fantastic game and whatever your attitude to the sport of fishing is, you can only love this game." AW							
Sega Rally 2	Sega	2	-	+	STEERING WHEEL	01	91%
<i>We Say:</i> "The arcade action is currently unrivalled and is a must-buy for anyone looking for an intro into the racing genre." PM							
Sega Worldwide Soccer 2000	Sega	4	+	-	-	04	62%
<i>We Say:</i> "Yet again we find Sega shooting itself in the foot by producing a totally sub-standard sports game, for which it has no excuse." AW							
Sega Worldside Soccer: Euro Edition	Sega	4	-	-	-	09	92%
<i>We Say:</i> "Talk about overhaul - this semi-sequel to an originally lack-lustre game totally changes everything. It's simply one of the most fun footie games EVER!" MM							
Shadow Man	Acclaim	1	-	-	-	03	90%
<i>We Say:</i> "If you have a trigger finger and a penchant for killing everything in sight then this will fulfil your fantasies and your nightmares." AW							
Silver	Infogrames	1	-	-	-	10	84%
<i>We Say:</i> "Silver's happy medium of RPG and adventure action means it has mass appeal for all gamers, whatever your tastes." AW							
Slave Zero	Infogrames	4	-	-	-	06	70%
<i>We Say:</i> "Probably not as good as it should be, although it is still enjoyable to play despite a dodgy frame rate." AW							
Snow Surfers	Sega	2	-	-	-	03	62%
<i>We Say:</i> "The gameplay in <i>Snow Surfers</i> is fine, but the visual atrocities only serve to bring the rest of the game down into the depths with it." AW							
Sonic Adventure	Sega	1	+	+	-	01	90%
<i>We Say:</i> "Despite many regrettable aspects, <i>Sonic Adventure</i> is the first genuine must-have game for the Dreamcast." JR							
Soul Calibur	Sega	2	+	-	-	02	94%
<i>We Say:</i> "Soul Calibur is the best fighting game you'll ever play making it an essential Dreamcast purchase." ST							
Soul Fighter	Piggyback Entertainment	1	-	-	-	03	83%
<i>We Say:</i> "Soul Fighter is a great game to just relax and play on a lazy weekend or after a night out. It won't tax your grey matter too much." MR							
Soul Reaver	Eidos	1	-	-	-	06	90%
<i>We Say:</i> "The definitive version of this tasty vampire-killer - add it to your collection and save your soul." MM							
Speed Devils	Ubi Soft	2	+	-	STEERING WHEEL	02	92%
<i>We Say:</i> "Ubi Soft's first Dreamcast racer makes <i>Sega Rally 2</i> look about as exciting as driving a supermarket shopping trolley!" RK							
Star Wars Episode 1: Racer	Activision	2	-	-	STEERING WHEEL	10	74%
<i>We Say:</i> "Star Wars Episode 1: Racer is blatantly just a cheap, lazy and frankly not particularly brilliant port of the PC version." AW							
StreetFighter Alpha 3	Virgin	X	-	-	ARCADE STICK	04	84%
<i>We Say:</i> "StreetFighter Alpha 3 is coin-op perfect and practically devoid of the painful loading times that plagued the PlayStation version." RB							
Street Fighter III: Double Impact	Virgin Interactive	2	-	-	-	08	74%
<i>We Say:</i> "We're not saying that it's bad... we're just saying it's <i>Street Fighter</i> . Again. You've seen it all before, so why bother." MM							
Suzuki Alstare Extreme Racing	Ubi Soft	2	+	-	STEERING WHEEL	02	81%
<i>We Say:</i> "Suzuki has plenty for the racing enthusiast, including an individual best-times scoreboard per lap, but it's best to try before you buy." SN							
Sword Of The Berserk: Guts' Rage	Eidos	1	-	-	-	09	73%
<i>We Say:</i> "As much fun as <i>Sword Of The Berserk</i> is, there just isn't enough of it. Too much time is spent on the cut-scenes and not enough on the action." AW							
Tech Romancer	Virgin Interactive	2	+	-	ARCADE STICK	08	90%
<i>We Say:</i> "What <i>Tech Romancer</i> lacks in sheer beauty, it more than makes up for in playability and pure enjoyment." MM							



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

Action/Adventure



Resident Evil Code: Veronica

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

Beat-'em-up



Soul Calibur

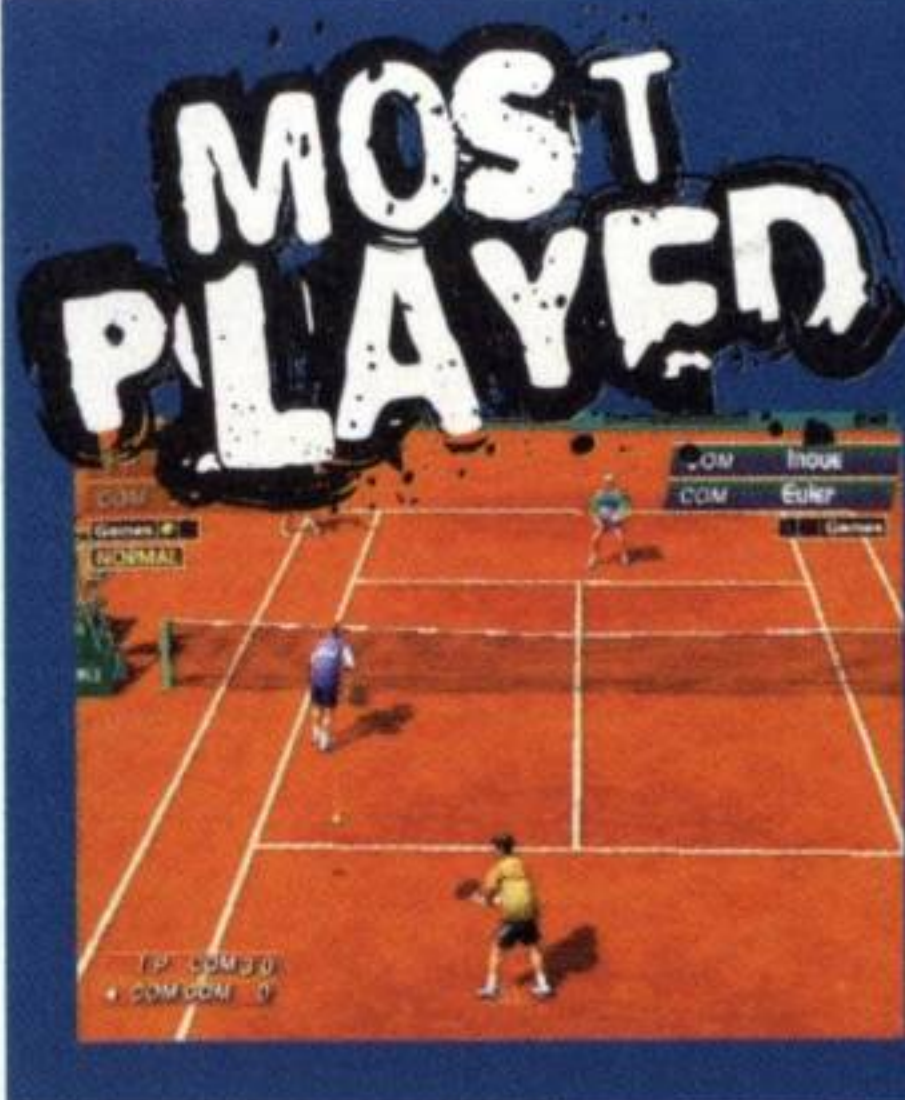
The most gorgeous-looking game ever. With so much depth and a wealth of characters, this has to be the fighter of choice. And then there's the two-player mode...

Driving/Racing



Crazy Taxi

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



Virtua Tennis

> Guilty of taking up most of our time this month – in fact, stopping us from working altogether for at least a week – we jumped for joy when the DC version of Sega's arcade smash arrived in the office. It's possibly one of the most beautiful things we've ever had the chance to play... but we can't review it because Sega won't let us. At least, not yet. Bugger.

Chu Chu Rocket!

> When not practicing his forehand stroke and ball control (fnarr fnarr) Simon couldn't resist taking *Chu Chu Rocket!* for a bit of an online gaming session. So what if he blocked up the phone line, halting the onslaught of calls we get and stopping us from getting those valuable offers of trips, lunches and free stuff? At least it kept him quiet for an hour or two...

Ferrari F355 Challenge

> We've got it! We've got it! Or, at least, we had it – but then those scoundrels at Acclaim decided that they wanted the disc back, so we had to hand it over. Still, in the time that the game sat in our beloved Dreamcast we managed to give those tracks a good once-over. The results, as they say, speak for themselves...

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Tee Off Golf We Say: "Tee Off Golf is the perfect way to fill in the gaps that punctuate the winter days." AW	Acclaim	2	–	–	–	05	80%
The Nomad Soul We Say: "The Nomad Soul is a rewarding experience for those who are willing to give it a chance." MM	Eidos	2	–	–	–	08	84%
Tokyo Highway Challenge We Say: "Tokyo Highway Challenge isn't one of the best Dreamcast racing games but it does look fantastic." AW	Crave	2	–	–	STEERING WHEEL	03	73%
Tomb Raider: The Last Revelation We Say: "Thanks to the power of the Dreamcast, every stage of Last Revelation looks jaw-droppingly amazing." MM	Eidos	1	–	–	–	07	88%
Tony Hawk's Skateboarding We Say: "An essential purchase for any Dreamcast owner. We just can't emphasise how great this game is!" MM	Crave	4	–	–	–	10	94%
Toy Commander We Say: "The game is a dream to play, with very little slow-down and a graphics engine which is solid, producing few glitches." LW	Sega	4	–	–	–	02	86%
Trick Style We Say: "Trick Style is a great visual and aural showcase for the Dreamcast, but as a game it's good but not great." ST	Acclaim	2	–	–	–	02	79%
UEFA Striker We Say: "It's very much from the old FIFA pick-up-and-play mould, but for die-hard enthusiasts, it all feels a bit too watered-down." RB	Infogrames	2	–	–	–	02	82%
V-Rally 2: Expert Edition We Say: "V-Rally 2 doesn't quite come up to the same standards as Sega Rally 2, meaning that although it's a very good game it's just not great." AW	Infogrames	4	–	–	STEERING WHEEL	09	86%
Vigilante 8: Second Offense We Say: "This isn't your run of the mill racing game or your typical shoot-'em-up, but something completely inimitable and unique." AW	Activision	4	–	–	–	04	91%
Virtua Fighter 3tb We Say: "An arcade-perfect conversion of a great game. VF3tb isn't the best one-player game in the world, but with some mates it's awesome!" SH	Sega	2	–	–	–	01	93%
Virtua Striker 2 We Say: "Virtua Striker is an excellent arcade-style footie game, it's great for a laugh and it certainly looks the part." SP	Sega	2	–	–	–	05	78%
Wacky Races We Say: "A top fun racer that makes a change from all the realistic 'driving' games around. It's wacky with a capital 'W!'" MM	Infogrames	4	–	–	STEERING WHEEL	09	93%
Wetrix+ We Say: "Puzzle fans will find themselves in cerebral cortex-munching nirvana." SP	Take 2 Interactive	2	–	–	–	08	80%
Wild Metal We Say: "Wild Metal amounts to no more than a dull, unimaginative, shameful waste of GD-ROM technology." ST	Rockstar	2	–	–	–	07	58%
Worms Armageddon We Say: "As ever, Team 17 has delivered the goods, Worms Armageddon is the finest and most enjoyable of the series." AW	Hasbro Interactive	4	–	–	–	04	73%
WWF Attitude We Say: "If you want a game that you can use as a frisbee when you're away from your Dreamcast... this is it". AW	Acclaim	4	–	–	–	03	41%
Zombie Revenge We Say: "Zombie Revenge proves once and for all that the Dreamcast really is just an arcade machine in disguise." AW	Sega	2	+	–	–	05	81%

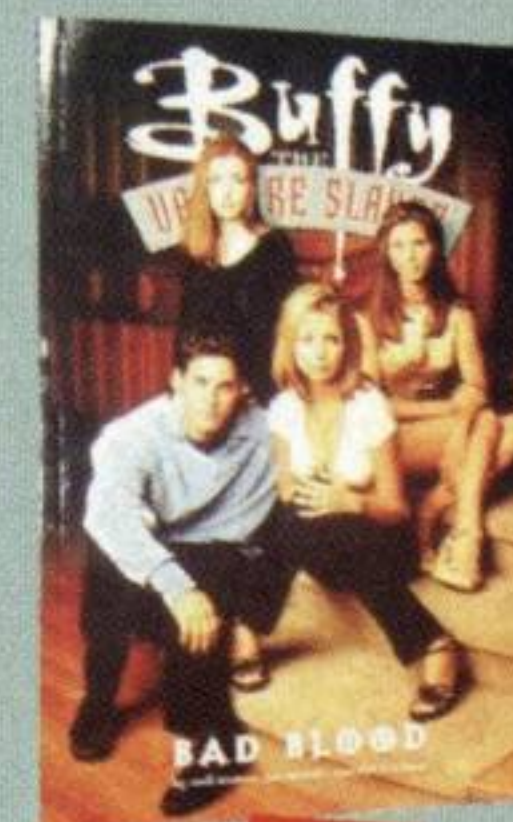
Comics

Buffy The Vampire Slayer: Bad Blood

Publisher | Titan Books
Price | £8.99

We love Buffy, so we never thought we'd see the day when something Buffy-related leaves us disappointed... but sadly, *Bad Blood* does. 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 doesn't seem to go anywhere. Buffy and Selke – 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



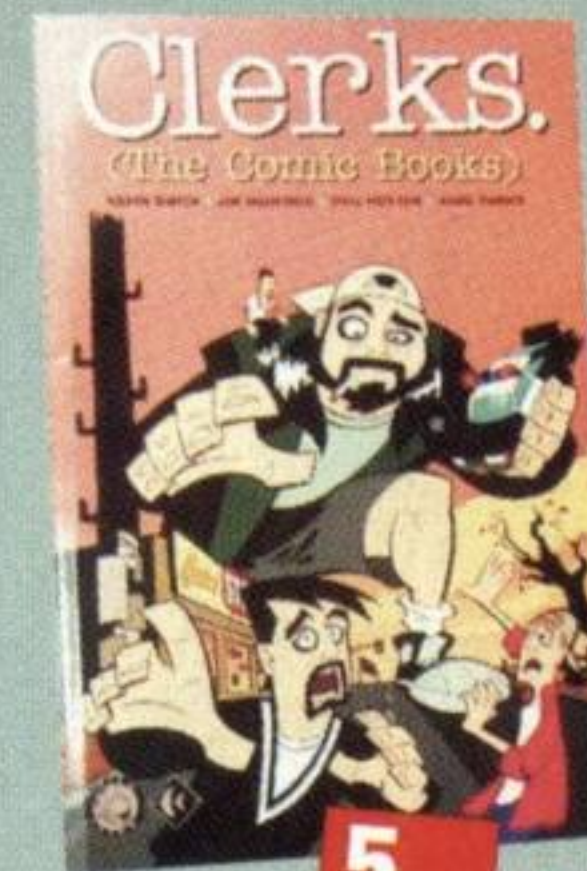
2/5

Clerks (The Comic Books)

Publisher | Titan Books
Price | £7.99

If you've got any modicum of taste in your graphic novels, you'll want *Clerks*. Following the trials and tribulations of Dante and Randall (characters from the hit film of the same name) *Clerks: The Comic Books* offers up two hilarious tales as well as a third 'cut-scene' from the original film. Whether it's finding out about the world of insider *Star Wars* figure trading or Santa's fetish for dwarf porn (we kid you not) this is incredible stuff.

Snootch, man.
Martin Mathers



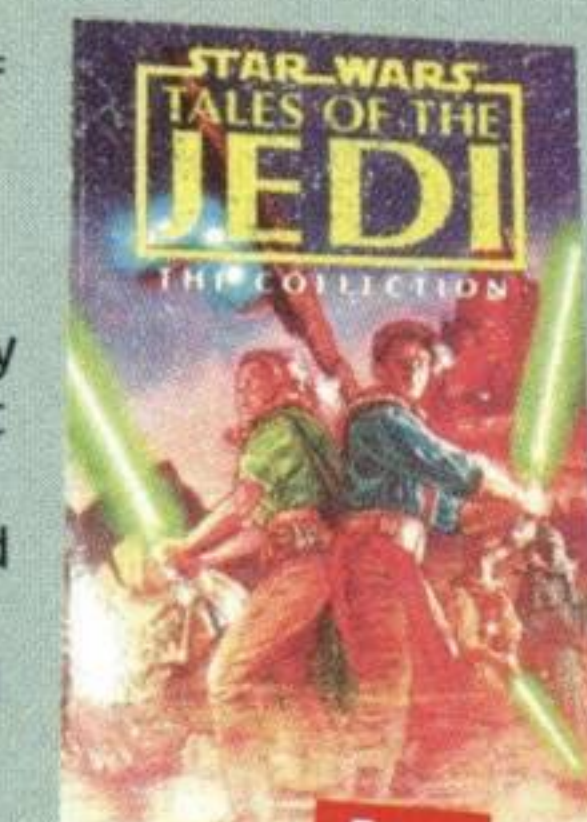
5/5

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 Sunrider. The action comes thick and fast while giving an insight into Jedi life and their impact on 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



4/5

continued >

Party/Puzzle



Chu Chu Rocket!

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

Shoot-'em-up



Armada

Engrossing gameplay and huge environments are the order of the day. Seamlessly mixing RPG with blast-fest we maintain that as shooters go, this is the best.

Sports



Tony Hawk's Skateboarding

Whether you'd class skateboarding as a sport or not, it's the greatest version of this game ever and you simply have to go out and buy it. Now.

Strategy/Simulation



Deadly Skies

Fly a plane and blow the bejesus out of everything that moves. *Top Gun* wannabes get the chance to live out their aerial fantasies with Konami's solid blaster.

directory



continued >

A Lesson In Life



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 dying 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

Import Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Aero Dancing F	CRI	1	-	-	-	08	82%
Bakuretsu Muteki Bangaioh	ESP	1	-	-	-	05	65%
Berserk	Ascii	1	-	-	-	05	75%
Biohazard	Capcom	1	+	-	-	06	93%
Carrier	Jaleco	1	-	-	-	09	69%
Centipede	Hasbro	4	-	-	-	06	38%
Chu Chu Rocket!	Sega	4	-	+	-	04	92%
Climax Landers	Sega	1	-	-	-	02	52%
Cool Boarders Burn!	UEP	2	-	-	-	02	44%
D2	Sega	1	-	-	-	07	60%
Dance Dance Revolution 2nd Mix	Konami	2	-	-	-	07	93%
Death Crimson 2	Ecolé	1	-	-	LIGHTGUN	05	53%
Densha De Go! 2	Taito	1	-	-	-	10	26%
Espion-age-nts	NEC	1	-	-	-	02	73%
Elemental Gimmick Gear	Vatical	1	-	-	-	06	73%
Giant Gram All Japan Pro Wrestling 2	Sega	4	-	-	-	02	84%
Giga Wings	Sega	1	-	-	-	04	35%
Godzilla Generations: Maximum Impact	Sega	2	-	-	-	06	40%
Gunbird 2	Capcom	2	-	-	-	09	81%
Gundam Side Story: 0079	Taito	1	-	-	-	10	80%
Jet Coaster Dream	Bottom Up	1	-	-	-	05	90%
JoJo's Bizarre Adventure	Capcom	2	-	-	-	04	88%
Kakaioh	Capcom	2	-	-	-	06	82%
King Of The Fighters '99	SNK	2	-	-	-	02	57%
King Of Fighters '99 Evolution	SNK	2	-	-	ARCADE STICK	09	72%
Maken X	Atlus	1	+	-	-	04	75%
Marvel Vs Capcom 2	Capcom	2	+	+	ARCADE STICK	08	92%
NHL2K Sega	Sega	4	-	-	-	08	84%
Pop N' Music 2	Konami	1	-	-	KEYBOARD	02	73%
PowerStone 2	Capcom	4	-	-	ARCADE STICK	10	92%
Puzzle Bobble 4	Taito	2	-	-	-	09	92%
Rainbow Cotton	Success	1	-	-	-	07	69%
Ring	Asmick	1	-	-	-	08	59%
Sakura Wars	Sega	2	-	-	-	08	77%
Sakura Wars Song Show	Sega	1	-	-	-	09	33%
Samba De Amigo	Sega	2	-	+	MARACAS	10	95%
Sega GT: Homogolation Special	Sega	2	+	-	STEERING WHEEL	07	92%
Sorcerian - Apprentice Of Seven Star Magic	Victor Interactive	1	-	-	-	10	49%
Space Channel 5	Sega	4	+	-	-	06	91%
Star Gladiator 2: Nightmare Of Bilstein	Capcom	2	-	-	-	05	65%
Street Fighter III W Impact	Capcom	2	-	-	-	05	44%
Street Fighter Zero 3	Capcom	2	+	-	-	02	85%
Super Magnetic Niu Niu	Genki	1	-	-	-	07	71%
Time Stalkers	Sega	1	-	-	-	09	70%
Tokyo Bus Guide	Forty Five	1	-	-	-	07	82%
Toukon Retsuden 4	Tomy	1	-	-	-	02	49%
Treasure Strike	Kid	4	+	-	-	09	72%
Twinkle Star Spirits	SNK	2	-	-	-	10	79%
Typing Of The Dead	Sega	2	-	-	KEYBOARD	10	90%
Virtua Cop 2	Sega	2	-	-	LIGHT GUN	08	69%
Virtua On	Sega	2	-	-	-	05	80%

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Stuff & Nonsense

Check it out! We've got even more great new toys and gizmos for you to feast your eyes on this month...



Game Balls

Manufacturer | Tiger Electronics Ltd
 Web site | www.tigertoys.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 | iwantoneofthose.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.

e-Data B@nk

Manufacturer | Sakar
 Tel | 01253 775660
 Cost | £10.00

> Address books – clumsy things aren't they? Well not any more, as the e-Data B@nk capably proves, and it's pretty funky looking with its translucent blue casing. As well as holding phone numbers and email addresses it doubles up as a calculator and a clock too. So now you've no excuse not to have a social life.



Interactive Yoda

Manufacturer | Tiger Toys Ltd
 Web site | www.tigertoys.com
 Cost | £39.99

> It's time to learn the ways of the force, young Jedi, and this is just the toy to help you on your way to becoming the next Luke Skywalker. The Interactive Yoda will instruct you to perform moves with your lightsabre and then praise you (or not) depending on how well you perform. Yoda has a vocabulary of over 450 words, as well being able to move his ears and face. The ultimate toy for Star Wars fans!



New E '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.



SP-2400 Hi-fi

Manufacturer | Samsung
Tel | 0800 521652
Cost | TBC

> 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.



Photo Cube

Manufacturer | Room Interior Products
Web site | iwantoneofthose.com
Cost | £32

> 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.



Crossbow

Manufacturer | Flitzbogen
Web site | iwantoneofthose.com
Cost | £26

> 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!

32" Real Flat TV

Manufacturer | Philips
Tel | 0181 689 2166
Cost | £1300

> Big is beautiful and Philips' new range of Real Flat TVs certainly prove the point. Coming in at either 28", 32" or 36" you're not going to have much trouble seeing the screen from the back row of the sitting room, as this is near perfection in home cinema entertainment. Now we just want one for ourselves so we can play all our Dreamcast games in true widescreen form.



SDC-80 Colour Digital Cameras

Manufacturer | Samsung
Tel | 0800 521652
Cost | TBC

> 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

Retailer | Big Boys Toys
Web site | www.big-boys-toys.com
Cost | £225.00

> 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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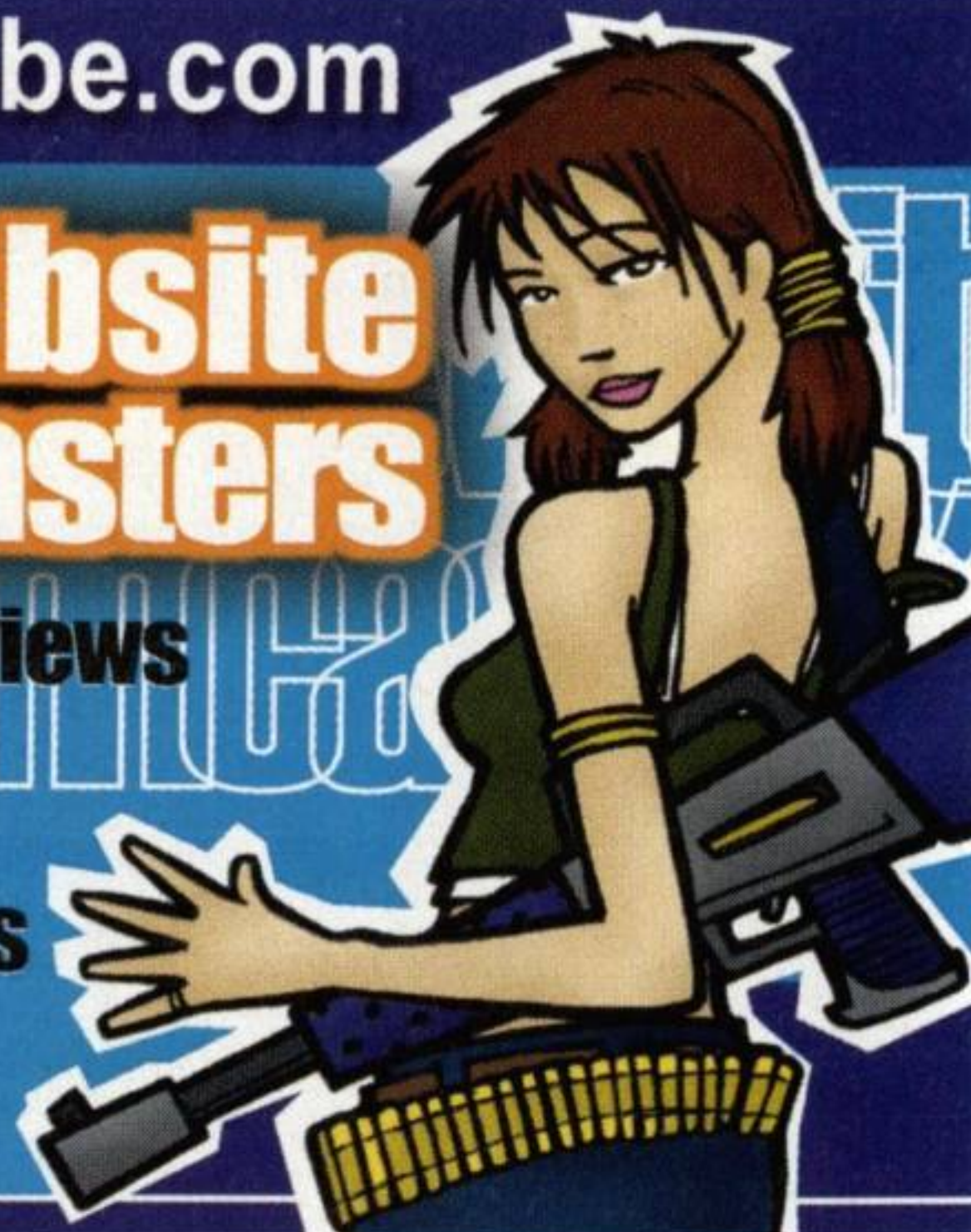
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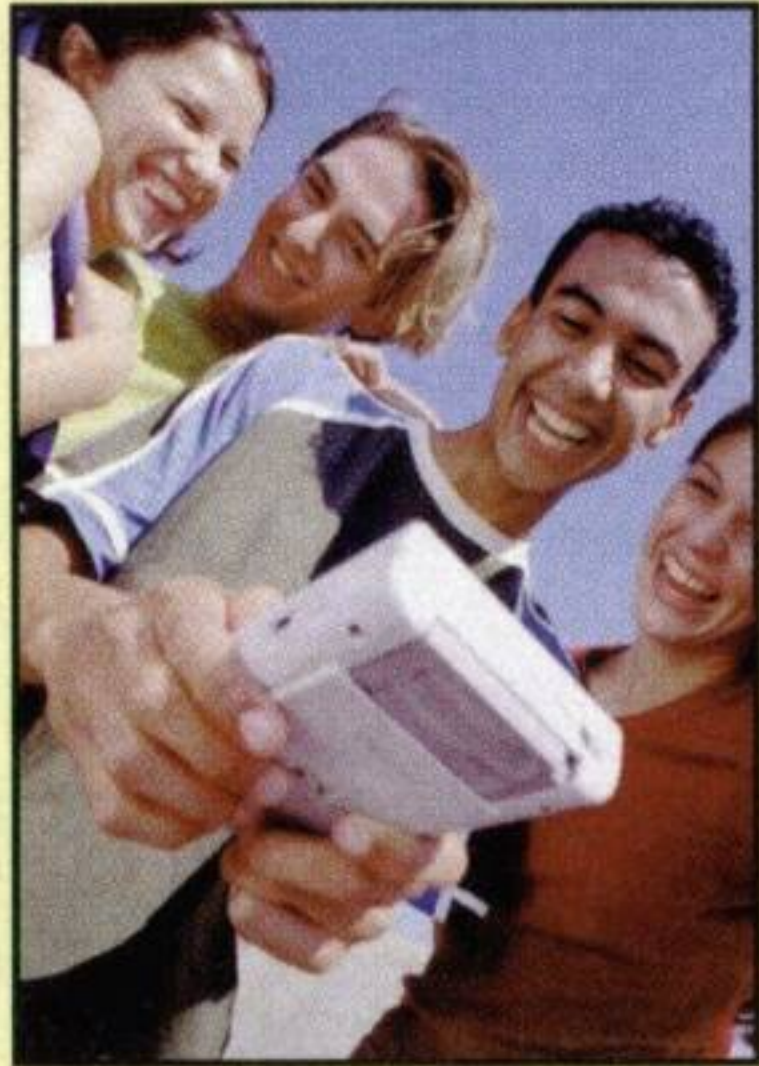
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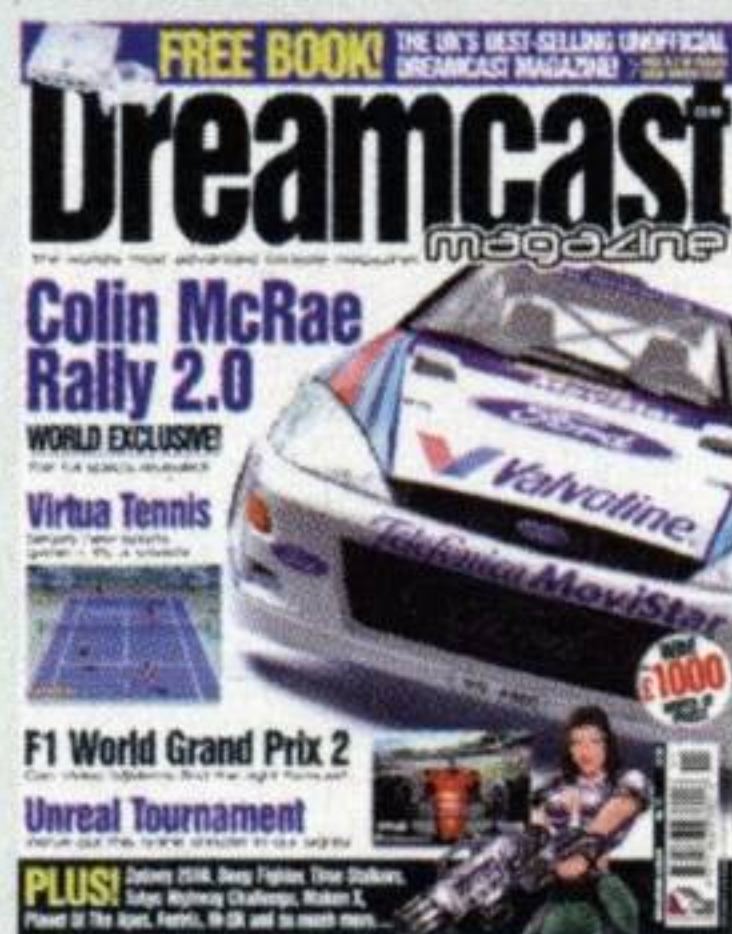
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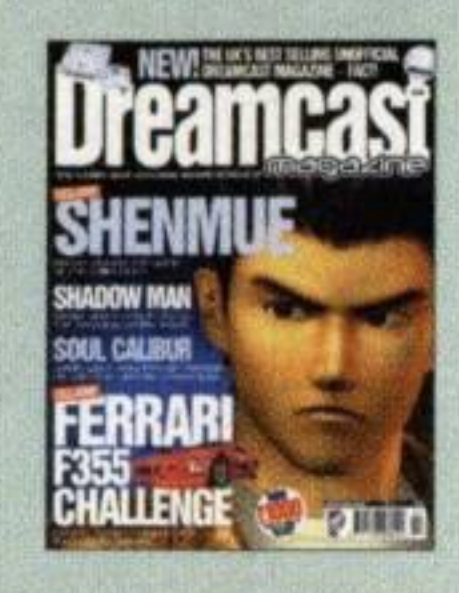
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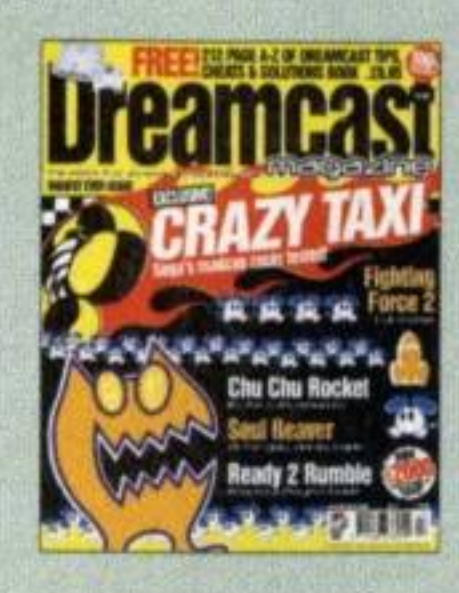
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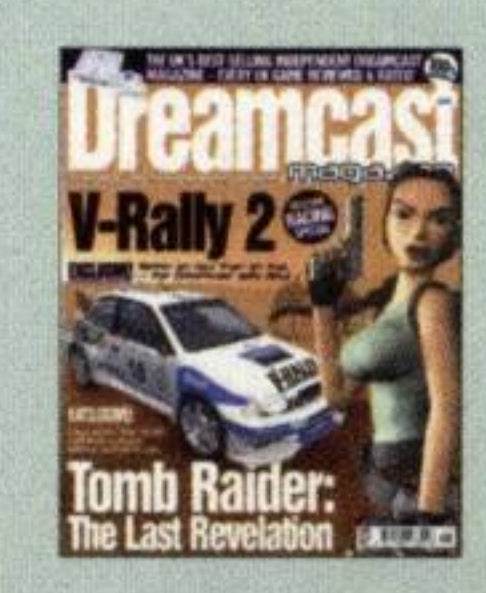
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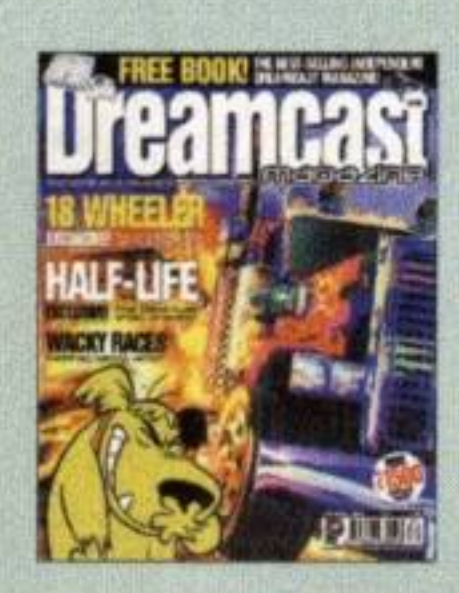
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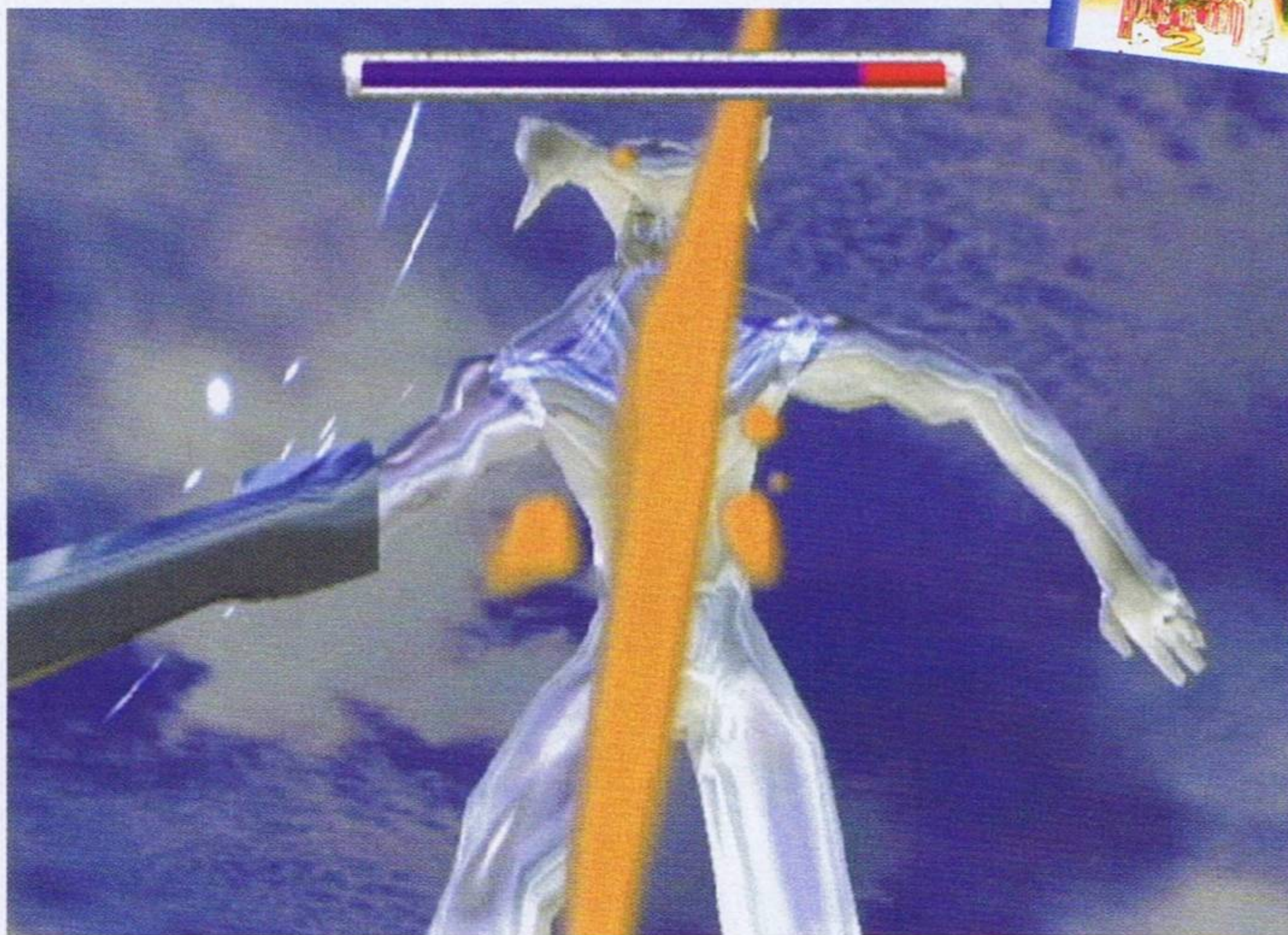


dream moment

Number 008

House Of The Dead 2

> Original Sin > The Final Battle



“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 darn 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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